

# slumbering

Temple-City of Orcus, Part 2 — The Lower City —



An exciting megaadreenure hrought o you by Cet Games.

By Greg A. Vaughan



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# Slumbering Tsar: – Temple-City of Orcus, Part 2 – The Lower City

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Crowded up against the base of the city's first terrace (ie the ruined hovels of the poor and disenfranchised. The scum of society that even wicked Tsar could not stomach found its way into those wretched lanes of crowded tenements and sewage-filled gutters, where they plied their dark trades in blood and fear while the nobles and priests slept peacefully in their manses among the city's upper tiers. Nearly burned to the ground in the war and now partially flooded by a vast and fetid marsh, this first tier is known as the Grunge, the Oread Swamp, or simply the Lower City. Regardless of what it is called, what manner of terror remains (urking amidst its ruins with which even the city's own leaders dared not meddle is a question that only the bravest or most foolhardy can answer as they begin their explorations into the Temple-city of Orcus.

# Chapter 3: Overview of Tsar

Tsar has long been considered a hub of evil across the lands. For many years — since the great battle — it has been ignored and remembered as little more than a forgotten ruin devoid of profit or interest, yet always retaining a sinister reputation. However, there is much more to Tsar than meets the eye, and this "abandoned" city has a surprising population. No central government exists, but there are several powerful leaders that command individual factions within the city. The greatest of these are Belishan the Bloodmage, General Myrac, Plaguebone, the Khanjar, and Aruug the Beast-Fiend. The tar dragon, Malerix, detailed in Slumbering Tsar: The Desolation also holds great influence over the city by largely controlling the comings and goings of those within but is not truly one of its leaders. Finally the black dragon, Karkuune, was one of the city's most powerful faction leaders, but he was recently murdered through the plotting of his rivals. It is possible that the player characters may have discovered his decomposing body out in the Dead Fields during the previous adventure. The rest of the city's inhabitants are either powerful independent operators or the mindless undead and horrors that always haunt ruined places of evil and would especially flock to a sinkhole such as Tsar.

The city of Tsar stands at the base of the Stoneheart Mountains upon a series of natural terraces. Each of these terraces rises 200 feet above the next terrace and consists of cliffs of crumbling stone, requiring a DC 25 Climb check to surmount. A fall from the top of one these cliffs results in 20d6 points of damage, as the unfortunate crashes into the rubble and ruin of the city below. Except where otherwise noted, the buildings of the city are crumbling and in poor repair but still intact. There is a great deal of rubble in the streets and alleys, and bracken chokes the lanes where scrub brush has grown up on the stony soil. In many places hardy trees have broken through the cracks in the stone pavers and rubble piles and now grow from the remains of ancient streets or houses. As a result of this, except in numbered encountered areas, movement through the city anywhere except upon the main roads is considered to be through light rubble as described in the "Desert Terrain" section in Chapter 13 of the Pathfinder Roleplaying Game. This rubble increases the DC of Acrobatics checks by 2.

## The Pall Over Tsar

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

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

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

• Blocks direct sunlight from reaching the city and decreases all natural light levels in the city by one step. This has the added effect that creatures with daylight powerlessness or light sensitivity (such as wraiths or orcs) are unaffected even if standing outside at noon. It does not block the sun enough, however, to prevent a vampire or vampire spawn from being destroyed if brought outside during daylight hours.

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

Like a *helm of opposite alignment* this alignment shift can only be removed by a *wish* or *miracle* spell, and the affected creature will resist doing so. For characters with an alignment requirement, an *atonement* is also necessary for the curse to be fully lifted. There is one additional means of removing this alignment shift, and that is to spend the night in the garden of Tranquility's Face (Area A6) hidden deep in the wastes of the Desolation as described in Chapter 4 of *Slumbering Tsar: The Desolation*. Being cured in this way precludes the need for an atonement spell.

Even if a cursed character is cured, any additional rest periods spent within the city require a new saving throw to see if the process is repeated. Unless otherwise noted, every sentient, living creature in the city is already of evil alignment, and many are fully devoted to Orcus.

Beyond the city walls, Tsar is surrounded by a ring of bubbling tar pits. The near edge of these pits is a little les than half a mile from the city, and they extend out almost a mile further. Beyond the tar pits are miles and miles of broken empty lands known as the Desolation. The closest hint of civilization is the meager settlement known as The Camp some 20 miles away. The maze of broken ground threading between the stinking tar pits surrounding the city is the domain of the tar dragon, Malerix, as described in the previous adventure. Unless he has brokered a deal with an individual, he tries to prevent anyone from moving in or out of the city. By the time the party has reached this point, it is assumed that they have already dealt with the tar dragon in some way and are able to travel between the city and the surrounding Desolation.

When the party catches their first glimpse of the city beyond the Walls of Death, read the following description.

Even after all these years the city's battered and pitted walls stand strong and formidable with a dark fortress rises over the main gates. Against the backdrop of the forbidding scarp of the mountains, the city rises in a series of terraces and plateaus, each crowded with towers, houses, and ramparts crumbling into ruin. Atop the highest plateau, abutting the very base of the cliff, rise the foundations of some massive citadel. Curiously the citadel itself seems to be absent, almost as if sheared off at the foundations and removed. The shape of this formerly cyclopean fortress is still visible against the cliff face where stonework and supports once served to reinforce the edifice. This faint outline gives the vague suggestion that the building was fashioned to resemble some bloated humanoid crouching before the cliff, and from the position where the shoulders would have been gargantuan bas-reliefs in the image of huge bat wings have been carved into the native chalk itself, giving further support to the impression of symmetry.

The entire city appears to be blanketed in what you first took to be shadow from the mountainside until you realized the light was cast from the wrong angle for that to be the case. Rather it seems as though a huge smog cloud or perpetual pall shrouds the ruins, giving them a wavering, unearthly appearance from this distance. You can only imagine what foul sorceries or noxious fumes rising from cracks deep in the earth could give rise to such a gloom.

A DC 15 Knowledge (religion) check is sufficient to notice from its shape against the mountain and the added wings that whatever building once stood there had been built roughly into the shape of Orcus seated upon a throne. How it was removed is not apparent as there are no signs of rubble or destruction atop the foundations and it is too far away to make out any other details from this distance. This is discussed further in **Part 5—Foundations of Infamy** (Area P4).

The pall that covers the city is no optical illusion or naturally occurring build-up of pollution. Rather it is a supernatural effect caused by the very nature of the evil city. See "The Pall over Tsar" sidebar for details of this phenomenon.

The city of Tsar is divided into six sections, each of which has its own chapter detailing it. These sections are the Black Gates of Tsar (as described in *Part 1—The Tower of Weeping Sores*), which comprise the gates, walls, and outer defenses of the city; the Grunge, the central and southern portion of the city between the walls and the first tier; the Dread Swamp, which comprises the northern portion between the walls and the base of the first tier and was once part of the Grunge before extensive flooding occurred (both described in this work); the Harrow Lanes (as described in *Part 3—The Harrow Lanes*), which comprises the residential and commercial section atop the city's lowest tier; the High Terrace, which comprises the homes of the city's nobility and elite atop the next tier; and finally the Plateau of the Demon Prince, which sits atop the highest tier and abuts the base of the mountain wall (Both the High Terrace and Plateau of the Demon Prince are detailed in *Part 5—Foundations of Infamy*). In addition there are individual chapters detailing the city's two largest encounter areas: the gate fortress of Kirash Durgaut (in *Part 1—The Tower of Weeping Sores*) and the tower of Belishan the Bloodmage (revealed in *Part 4—The Crooked Tower*).

# Rumors of Tsar

By questioning locals and making use of Diplomacy or Knowledge (local) checks while in the Camp, the party can glean rumors about the city of Tsar based on the success of their roll. In addition, intelligent creatures that the party captures and can communicate with can provide rumors as well based on the success of an Intimidate check. Refer to the following table for both of these methods.

#### DC 10:

"A great dragon, as black as night, rules over the ruined city. All who call Tsar home pay the dragon fealty or die beneath its claws." False. Once partially true, but the dragon Karkuune is now dead.

"The Black Gates of the city are guarded by the Tower of Weeping Sores. None who enter there ever return alive." Slightly exaggerated.

"Don't travel the dark stair. None of those who tried have ever returned." Mostly true (see Chapter 6, Area H2).

"The ruins are pure evil, said to be saturated with the breath of Orcus himself. No one who goes into the city emerges without being touched in some way by the darkness." Partially true. See "The Pall Over Tsar" sidebar.

"When the disciples of Orcus fled the city, the gods struck down at their former bastion and ripped the citadel from its very foundations, sending into the depths of the Hells." False.

"The Green Man who lurks near the crooked tower is the last lingering vestige of a primeval nature deity. Pay homage to his Creation or face his wrath." False. This is the groundskeeper from The Crooked Tower (Chapter 7, Area 14).

#### DC 15:

"When the forces of Tsar disappeared, the spell that took them was so powerful that it took their citadel and even a portion of the river that ran through the city. Now the river just stops and reappears later, the magic still keeping it from becoming a complete river once again." False, though part of the river is missing (see Chapter 6, Area H5).

"An elven prince of the far city of Iskandrium seeks his daughter. She was kidnapped from her caravan by fiends. Rumor has it she was taken to Tsar. Her father offers a great reward for her safe return." False. A half-elf slave girl was captured from a northern caravan and languishes in The Crooked Tower (see Chapter 7, Area 82). Belishan's servants have spread this rumor to bring more victims into their clutches.

"The Trollstone calls to the trolls and promises them victory and fresh meat. Don't touch the Trollstone or you will soon find that the trolls seek you." Mostly true. See Chapter 8, Area T4.

"The ruler of Tsar was the most powerful priest of Orcus on earth. Called the Grand Cornu, it was this high priest who crafted the magic of the Chaos Rift, the Great Retreat, and the disappearing citadel. The Grand Cornu was so powerful, in fact, that he was able to cheat death and lives on in the city as its immortal overlord, bending all

*within to the will of Orcus.* " The first part is true. The second part is false.

*"The Bloodmage rules the city with wizardry and terror."* Mostly true.

"The Iron Tower has never fallen." True.

"The long stair by the lower tower gate bears a horrendous curse created when a powerful priest named Mordecai was murdered upon the steps. It's said an artifact he carried has never been recovered because none dare brave the stair." Partially true (see Chapter 6, Area H2).

"The Citadel of Orcus remains where it once stood, only now it is invisible to the unaided eye. To find the hidden doorway, one must stand before it and call out 'The Horned King's Triumph' three times." False.

#### DC 20:

"In the aftermath of the ancient battle, nine disciples of Orcus escaped notice and hid themselves in the city. They remain to this day and, if found, are the keys to everything." True, but not how it seems.

"A strange peddler wanders the Desolation and sometimes even the city. Only he can pass through the city unmolested by its denizens. They fear the bad luck that comes of trying to rob him, and he only sells to people he chooses. It's said that good luck comes to those who buy his wares." True.

"The evil fortress of Kirash Durgaut was ruled by the mighty General Myrac. It is said that he survived the battle and refused to join in the retreat, never accepting defeat. If so, his ghost may still haunt the halls of his impregnable tower." True (except for the ghost part). Anyone who speaks Abyssal or makes a DC 17 Knowledge (planes) check can translate Kirash Durgaut to mean "Tower of Weeping Sores" though more frequently that translation is used only to refer to the tower atop the fortress.

"Only the giant of shadows was ever able to pass down the dark stair and live. What wonders he created in his smithy, the world may never know." The first part is true, though the smithy was largely cleared out before the city fell (see Chapter 6, Areas H2 and H3).

"By the might of Orcus and his own magical power, the last Grand Cornu of the city ripped the Citadel of Orcus from its very foundations and hid it where it could never be found. Only by repairing what was broken in the Plaza of the Disciples can the gateway to the citadel be found and the true heart of the city be breached." Mostly true.

"The anvil of the shadow-giant has great power. If it is stolen and taken to the high priest of Muir at Bard's Gate, a generous reward of magic and gold is promised." Partially true. If the anvil at Area H3-2 in Chapter 6 is returned to the Tomb of the Last Justicar (see *Slumbering Tsar: The Desolation*) the ghost of Gerrant will reward those who bring it to him. See Event 6.

"In its heyday, before it disappeared, the Citadel of Orcus stood as a massive idol to the demon prince. It was even crafted in his image to remind all of Tsar who their master was." True.

"The White Walker comes in the night. He takes the souls of those he finds into his eternal service, leaving only an empty shell behind." Mostly true. Belishan the Bloodmage is the White Walker and roams the city at night to feed or enslave new servants to his will.

*"Beware The Stalker. When he picks up a trail, nothing can ever shake him from it."* Fairly true. See Event 2 below.

DC 25:

"The giant-king Thraestos, hero of the Army of Light, was captured during the Battle of Tsar and taken into the city. It is said that his ghost still haunts the tomb where he was buried alive, seeking vengeance on those of goodly mien for failing to rescue him." Mostly true. See Area G1.

"Before it was a demon-ridden city, Tsar was actually a monastery of the gods of Good known as St. Harul's Hold." True.

"Don't fly above the Maze. There is something, lurking there... something out of a nightmare, and it takes anything that flies above its territory. Even the demons refuse to fly above the Maze." True. See Chapter 8, Area T7.

"Three sisters live in the Harrow Lanes. No one bothers them because they sell potions to anyone who comes to visit them. They love to have guests." Somewhat true. See Chapter 6, Area H7.

"When Tsar fell, a single caravan tried to escape the final doom of the city. Hiding among them was one of the Nine Disciples. Because of his presence the caravan fell under the curse of Orcus and has been forced to wander the wastelands forever. Not until the rest of the disciples return home can the ninth once again enter the gates of the city." True.

#### DC 30:

"The Trollstone is all that is left of the legendary troll, Three-Fang. He seeks to awaken from his age-long slumber in stone and take bloody vengeance on the smaller races." True. See Chapter 8, Area T4.

"Both the Bloodmage and General Myrac have ruled since before the city fell. The other leaders of the city are Karkuune, Plaguebone, Aruug, and the Khanjar. They all came after and, though powerful in their own right, fear the Bloodmage and the General." True.

"Beware the arrows of the Dokkalfoer in his tower of iron. They pierce the mind as much as the body." True. They are illusions. See Chapter 1, Area B2-3.

"If you can learn the secret of the Three Gods, Tsar is yours." See **Slumbering Tsar: The Hidden Citadel** for further details.

# Events in Tsar

The ruins of Tsar are not a static dungeon, and life (or unlife) goes on for its inhabitants while the party is conducting its explorations. Other than Event 1, which should occur the night before the party actually enters the ruined city, Event 7, which occurs only after the party has recovered eight of the *Nine Disciples*, and the final event, which occurs only at the conclusion of the adventure when all of the *Nine Disciples* have been returned to Area P2 (see *Part 5—Foundations of Infamy*), these events can be run at any time that you deem appropriate. Some of them are related to specific areas within the city, and their occurrence can have consequences that must be considered if that area is later visited. Time them in such a way as to produce maximum excitement during the party's forays.

# Event 1: Whispers in the Dark Redux (CR 6)

This first occurs on the night before the party enters the ruined city of Tsar. It can then occur repeatedly after at opportune times. It

always occurs at the darkest watches of the night whether the party is camped out on the Desolation, barricaded in one of the city's ruined buildings for the night or while resting for the night in The Camp. Have the characters make a DC 12 Perception check and proceed with the boxed text when one is successful, making any necessary changes depending on the PCs' camping arrangements. Modify the text as necessary for subsequent visits by the midnight peddler.

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

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

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

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

**Creature:** This strange figure is a **midnight peddler**, the same the visited the party in the previous adventure. He is an outsider that only appears at certain times to certain people. No one else heard his approach whether in the city, Camp or Desolation because, once again, it is the party he is coming to see. His motivations remain his own, but in exchange for buying his wares he provides important information or clues for the successful completion of these adventures. If attacked he uses his death chill once and then *plane shifts* away. He can be encountered again later, however, despite how the initial meeting goes.

#### **MIDNIGHT PEDDLER**

**CR** 6

**XP** 2,400 *The Tome of Horrors Revised* 264 N Medium outsider (extraplanar) **Init** +5; **Senses** darkvision 60 ft.; Perception +16

AC 16, touch 11, flat-footed 15 (+1 Dex, +1 dodge, +5 natural) hp 52 (7d10+14) Fort +6; Ref +6; Will +9

Spd 20 ft. Melee touch +7 (death chill) Special Attacks death chill

**Str** 11, **Dex** 13, **Con** 15, **Int** 16, **Wis** 18, **Cha** 15 **Base Atk** +7; **CMB** +7; **CMD** 19

**Feats** Alertness, Dodge, Great Fortitude, Improved Initiative **Skills** Bluff +12, Craft (wood) +12, Diplomacy +8, Knowledge (history) +9, Knowledge (local) +9, Knowledge (planes) +12, Perception +16, Profession (peddler) +10, Sense Motive +16, Survival +10

Languages Common, Celestial, Abyssal, Terran SQ divination, plane shift

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

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

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

On this, his first visit, he pulls out an old set of false teeth from his cart. He demands 50 gp for this item. He does not haggle and does not allow any other items to be purchased. If refused, he leaves, quickly disappearing into the darkness. If the purchase is made, the buyer finds nothing special about the teeth—they are old and cracked and will not fit anyone's mouth comfortably—but in addition to the purchase, the peddler relates the following cryptic information:

"Sleep not in the city or to darkness awake. Not light to the eye but to the soul at stake."

This refers to the effects of the Pall Over Tsar on anyone who sleeps within the city's ruins (detailed above).

Development: Why the midnight peddler continues to make contact with the party and assist them is unknown. Whatever the reason, it continues to do so throughout the adventure. Stage additional encounters with him whenever you choose, though they should always occur after dark when the party has stopped for the night. Each time select some worthless trinket such as a stuffed owl missing most of its feathers, a clay pipe with a cracked bowl, a 10foot-pole that has been sawed into 10 equal 1-foot lengths of wood, a frayed crossbow string, or a pan flute stuffed with moldy cheese, that the peddler offers to sell for 50 gp in exchange for another cryptic clue. Select from the clues provided below and make up new ones if you like. Use the clues that reference an area before the party actually travels there in order to keep them relevant and useful to the party. The midnight peddler should remain a mysterious benefactor with unfathomable motives, who appears to the party at seemingly random intervals.

"Ten little blackbirds sitting on a hill, nine want to fly away, one stands still. Reunite nine with one and return their home will."

This refers to the *Nine Disciples*, statues of disciples of Orcus, known for their black ceremonial robes. The clue provides a hint of how returning the *Nine Disciples* to the Plaza of the Disciples (Chapter 9, Area P2) will recall the Citadel of Orcus back to this plane.

"Neither life, nor death, nor unlife claim he that reigns in metal and sinew from the seat of painful art. Crafted in forges immortal before days of Men, seek to slay with Beast-Fiend's dart."

This refers to the true nature of General Myrac who rules from the Tower of Weeping Sores (Chapter 2, Area 80), created an age ago by a race of now extinct titans. It further points the party to retrieving Aruug's *construct-slaying arrow* (see Chapter 6, Area H4-12) in dealing with the dread General.

"If lost from light do souls repine, to reclaim needs pinnacles arcane or divine. Or seeking aid to this woe erase, by a rest with

those 'neath tranquility's face."

The peddler's words speak of the methods to remove the ill effects of the Pall Over Tsar by application of the mightiest arcane or divine magic in the form of a *wish* or *miracle*. If these are not available, the clue further directs victims to the special property found in the memorial garden of the trumpet archon Azarkites hidden deep in the Desolation (see Area A6 of *Slumbering Tsar: The Desolation*). If the party has visited the small cemetery and forgotten, allow a DC 20 Intelligence check to recall the archon's statue and its strangely peaceful expression, so out of place in the midst of the wasteland's destruction.

"Smith's companion, paladin-lord's bane, last of the relics unfound to remain. Seek the ghost's vengeance under shadow giant's dome. Bring peace to the Justicar, his soul to its home. When deeds of great might and valor are done, the boon of the gods will the righteous have won."

This clue refers to the location of anvil of Larach-Umbriol (Chapter 6, Area H3) sought by the ghost of the Justicar, Gerrant of Gilboath, in *Slumbering Tsar: The Desolation*. See *Part 3—The Harrow Lanes* for further details.

If the players are having a difficult time locating all of the *Nine Disciples* allow the midnight peddler to provide some or all of the following clues to their locations:

*"On angel's seat, now empty, stands a bishop of disaster."* (Chapter 8, Area T8-16.)

*"Blood trophy of the blood-taker, unravels the plans of the Horned Priest."* (Chapter 7, Area 77; also hints at Belishan's interference ruining the Grand Cornu's plans for the citadel)

"Where waters seek to hide from day, the sightless see and hide away." (Area Chapter 6, H6-7)

"Cowled patriarch of feathered matriarch stands within the broken stones of Karkuune's heart." (Chapter 9, Area P3-2)

"Lost 'neath memories of Surter's child, before the Master's eyes unseeing, rests the sleeper in robes of stone unseen." (Chapter 7, Area 57; a DC 25 Knowledge [religion] identifies Surter as an obscure fire deity revered by giants, a DC 20 Intelligence check confirms the "memories of his child" to be ash.)

"The Broken One hides in shame and disgrace, the stone priest lies with tar on his face." (Area D3)

"Atop the halls of oozing wounds, guarded by minions of death and steel, the disciple keeps watch over the faithful." (Chapter 2, Area 81)

"Caller of trolls and seeker of souls stand together in the ox's bow." (Chapter 8, Area T4)

"Long lost but ever toiling, on barren roads ever boiling. Nine come home, but where's the ten? Open gates wide to bring him in." (see Event 7 below)

## Event 2: The Stalker (CR 15)

Called from another plane for reasons yet to be revealed, a hidden creature known as The Stalker now walks the broken streets of Tsar. The Stalker is a consummate hunter, never giving up a pursuit before bringing his quarry to bay and destroying it. For some recent deed unbeknownst to a member of the party, he or she has been designated the quarry of The Stalker. Select one of the party members to be this marked victim. The Stalker will begin tracking this character throughout the city, making sniping attacks, setting simple deadfall traps, luring wandering monsters into the character's vicinity, and ultimately attempting to use ongoing battles as a distraction to come in and make sneak attacks.

Creature: The Stalker is, appropriately enough, an invisible stalker rogue. He lairs at Area H8 (see Part 3-The Harrow Lanes) and is described there. Initially the PC will be subject to long range arrow fire. With his +3 longbow of distance and Far Shot feat, The Stalker can fire at targets as far away as 3,000 ft. His initial attacks from Area H8 occur anytime the party is in the Grunge or the Harrow Lanes anywhere as far north as Area H3 and as far south as H11. Since the characters are unsuspecting, they are flat-footed, and he waits until they are not behind any cover to fire. The Stalker uses its full round action to fire and then stops and awaits another opportunity when the party is unsuspecting. Only a DC 30 Perception check can catch a glimpse of the arrows coming from Area H8. Otherwise the party has only a general idea of the direction from which they came. As The Stalker makes more of these sniper attacks, clever players might begin using the general direction of arrow fire to triangulate The Stalker's position in his tower.

Make The Stalker an ongoing nemesis throughout the adventure, avoiding confrontations until he is tracked to his lair and forced to fight. He does make attacks outside of his hideout as mentioned above, but always returns there, fleeing from any protracted battles to rest and await a new opportunity.

#### THE STALKER XP 51,200

Invisible stalker rogue 8 (*Pathfinder Roleplaying Game Bestiary* "Invisible Stalker")

**CR 15** 

N Medium outsider (air, elemental, extraplanar) Init +10; Senses darkvision 60 ft.; Perception +20

AC 24, touch 16, flat-footed 18 (+2 armor, +6 Dex, +6 natural) hp 198 (7d10+56 plus 8d8+64)

Fort +17; Ref +19 (+21 vs. traps); Will +6

**Defensive Abilities** evasion, improved uncanny dodge, natural invisibility, trap sense +2, uncanny dodge; **Immune** elemental traits

**Spd** 30 ft., fly 30 ft. (perfect) **Melee** 2 slams +19 (2d6+5)

**Ranged** +3 longbow of distance +23/+18+13 (1d8+3/19–20/x3) **Special Attacks** rogue talent (bleeding attack, surprise attack), sneak attack +4d6

#### **Str** 20, **Dex** 23, **Con** 26, **Int** 16, **Wis** 15, **Cha** 9 **Base Atk** +13; **CMB** +18; **CMD** 34

**Feats** Combat Reflexes, Far Shot, Improved Critical (longbow), Improved Initiative, Lightning Reflexes, Point Blank Shot, Precise Shot, Vital Strike <sup>B</sup>, Weapon Focus (longbow)<sup>B</sup>, Weapon Focus (slam)

**Skills** Acrobatics +24, Bluff +17, Craft (traps) +15, Diplomacy +17, Disable Device +21, Escape Artist +17, Fly +24, Knowledge (local) +14, Knowledge (planes) +13, Perception +20 (+24 locate traps), Sense Motive +12, Stealth +24, Survival +20, Use Magic Device +17

Languages Auran, Common

**SQ** improved tracking, rogue talents (combat trick, weapon training), trapfinding

**Gear** bracers of armor +2, +3 longbow of distance, belt of incredible dexterity +2, 20 arrows, 3 greater slaying arrows (Humanoids [human]), greater slaying arrow (Humanoids [elf]), 2 greater slaying arrows (Outsiders [good]) bag of holding (type II) containing supplies, 200 arrows, 400 pp, 3 small diamonds (100 gp each), and a crystal statuette of a djinni woman worth 1,000 gp.

# Event 3: The Wicker Man (CR 9)

This event occurs at night, preferably before the party has explored Area H4 in *Part 3—The Harrow Lanes*. Whenever the party is in position to be able to see Area H4, whether while departing the city to camp, setting up camp in the city, or campaigning in the darkness, read the following:

Night has fallen over this horrid waste of broken stone and shattered lives. The strange sounds of the day — clatters of stone, distant howls, shouts of battle — are replaced by more menacing sounds in the night — the crunch of footsteps sounding ominously close, deep breathing of something large passing by in the darkness, and now added to this, distant drum beats and chanting of many feral voices. Somewhere to the [insert direction] a plume of fire suddenly rises into the night sky from the edge of the city's first terrace. Above the drums and chanting you can almost imagine that you can hear the crackling flames of this conflagration...and perhaps tortured screaming as well? In a few moments the fire begins to die down and fade away, the night wind's giving it the illusion of movement. Soon the drums have stopped and only a faint glow remains where once the inferno raged.

Creature: The party has just remotely witnessed the lighting of the wicker man at Area H4-10 (detailed in Part 3-The Harrow Lanes). Placed in with the captured denizens of the city used as sacrifices for this ceremony was a single human, a simple merchant from the northern lands whose caravan was attacked and destroyed during an ambush out on the Desolation some weeks ago. This starving and sun-baked refugee somehow escaped and made his way to Tsar thinking it to be an outpost of civilization where he could get help. The yesh found this half-mad survivor and locked him up with the rest of their prisoners. When he was condemned and executed in the burning wicker man with the others in sacrifice to the gnoll's dark god, his innocent spirit rose up in outrage and gave the burning statue a terrible animation. The gnoll druid presiding over the ritual immediately fled into the benighted ruins, and the wicker man ran in pursuit of vengeance for his death (giving the impression that the flame was dying down and moving in the wind as described above), left alone by the rest of the cowering gnoll tribe as he climbed out of the rubble walls encircling their encampment.

Unfortunately for the vengeful spirit, the fleeing gnoll soon met an unfortunate accident in the dark; tripping as he ran along the terrace's edge and falling into the waters of the Dread Swamp where his body was sucked beneath the muck and hidden (do not subtract a druid from Area H4). Now the wicker man wanders the ruins vainly searching for its killer and slaying anyone it finds. Of course, at some point of your choosing, the party runs afoul of this burning construct and must either destroy it or become its latest victims. When encountered, the wickerman looks like a 30-foot-tall hollow statue of wicker lashed together into a rough humanoid shape. Within this wicker cage have been stuffed dozens of once-living humanoids and then the entire construction was set alight into a massive living pyre. Now the spirits of the immolated victims can still be seen struggling within their fiery cage. A nimbus of fire surrounds the construct, and the wails of the doomed mingles with the crackle of the flames.

#### WICKER MAN XP 6,400

Creature Collection II: Dark Menagerie 210 N(E) Huge construct (fire) Init –1; Senses darkvision 60 ft., low-light vision; Perception +0

AC 13, touch 7, flat-footed 13 (-1 Dex, +6 natural, -2 size) hp 106 (12d10+40) Fort +4; Ref +3; Will +4 **DR** 10/magic; **Immune** construct traits, fire; **SR** 20 **Weaknesses** vulnerability to fire and water

#### Spd 30 ft.

Melee 2 slams +29 (2d6+9 plus 1d6 fire) Space 15 ft.; Reach 15 ft. Special Attacks fireball, trample (2d6+13 plus 2d6 fire)

#### Str 28, Dex 9, Con —, Int —, Wis 11, Cha 10 Base Atk +12; CMB +23; CMD 32

**Fireball (Su)** Three times per day, as a standard action, the fiery nimbus around a wickerman can coalesce and launch itself into a *fireball* as the spell (caster level 14th) that deals 10d6 points of fire damage (DC 16 Reflex, half). This ability can only be used once every 1d4+1 rounds. The save DC is Charisma-based.

**Vulnerability to Water (Ex)** A wickerman takes 1d6 points of damage per round of exposure to 10 or more gallons of water. Total immersion deals 10d6 points of damage per round.

# Event 4: Return of the Giant-King (CR 17)

Run this event at anytime the party is passing near Area G1 after they already been there once or immediately if they discover the true nature of the iron colossus there.

With a great rending and shrieking of stressed metal, the iron colossus in the pentacle-plaza begins to fall — no, not fall but lean. In fact it seems to be bending into a crouch, huge plates of black iron sheering off and tumbling to the flagstones. As the iron falls away, it reveals an emaciated and twisted body of real flesh and bone within. The massive naked body has mottled, decaying flesh, still covered in some places by clinging sections of iron plate. The lower portion of the molded iron face has broken away revealing a slackly-hanging jaw lined with sharp teeth and a containing a long, razor-edged tongue. Glowing eyes frown out of the remaining upper portion of the iron face.

**Creature:** The **storm giant dread ghast**, Thraestos, has finally managed to break his way free from his iron prison and now seeks to feed upon whatever living creatures he can find. The clinging sections of black iron provide this beast with an improved armor class. Having starved within his prison for centuries, he pursues a potential meal anywhere within the city and even out into the Desolation. If Thraestos survives the encounter, he soon becomes a powerful faction leader within the city gathering hordes of ghouls and other undead to his cause as he takes the Blood Pit (Area G3) as his court to begin a reign of undeath and eternal hunger.

#### KING THRAESTOS XP 102,400

#### CR 17

Male advanced-HD storm giant dread ghast (*Pathfinder Roleplaying Game Bestiary* "Giant, Storm," *Advanced Bestiary* 70)

CE Huge undead (augmented humanoid, giant)

Init +9; Senses darkvision 60 ft., low-light vision; Perception +34 Aura stench (40-ft. radius, Fort DC 27 negates, sickened 1d6+4 minutes), unnatural aura (30-ft. radius)

AC 32, touch 10, flat-footed 30 (+6 armor, +2 Dex, +16 natural, -2 size) hp 252 (24d8+120 plus 24)

Fort +19; Ref +13; Will +17

**CR 9** 

**Defensive Abilities** channel resistance +4, rock catching; **Immune** electricity, undead traits

Spd 35 ft., climb 35 ft., swim 30 ft. Melee 2 claws +32 (2d6+16 plus paralysis), bite +32 (2d8+16 plus disease and paralysis) Ranged rock +22 (2d6+24)

Space 15 ft.; Reach 15 ft.

Special Attacks command ghasts and ghouls, create spawn, disease (ghoul fever, DC 27), paralysis (1d4+1 rounds, DC 27), rock throwing (140 ft.)

Spell-like Abilities (CL 15th):

Constant-freedom of movement

2/day—control weather, levitate

1/day-call lightning (DC 21), chain lightning (DC 24)

#### Str 43, Dex 20, Con -, Int 18, Wis 24, Cha 21

Base Atk +18; CMB +36 (+38 bull rush and sunder); CMD 51 (53 vs. bull rush and sunder)

Feats Awesome Blow, Cleave, Combat Reflexes, Improved Bull Rush, Improved Critical (greatsword), Improved Initiative, Improved Sunder, Improved Vital Strike, Iron Will, Power Attack, Toughness, Vital Strike

Skills Acrobatics +35, Climb +32, Craft (weapons) +13, Intimidate +22, Perception +34, Perform (oratory) +14, Sense Motive +31, Swim +22

Languages Auran, Common, Draconic, Giant SQ militant, water breathing **Gear** iron plating (equal to breastplate)

Command Ghasts and Ghouls (Su) Thraestos can automatically command all normal ghasts and ghouls within 30 feet as a free action. Normal ghasts and ghouls never attack Thraestos unless compelled.

Unnatural Aura (Su) Any creature of the animal type within 30 feet of Thraestos automatically becomes panicked and remains so until the distance between it and Thraestos is at least 30 feet.

# Event 5: Troll Moot (CR varies)

This event occurs if the party has removed the Nine Disciples statue from Area T4 in Chapter 8 (see Part 5-Foundations of Infamy). As a result of this theft, the telepathic call from the Trollstone subtly changes. Not only does it now summon all trollkin to the city, it gives them a telepathic description of the thieves who took the statue away from the Trollstone. Thus every trollkin in or near the city is now searching for the PCs to recover the statuette and replace it at its position beside the Trollstone. If the party gives up the statuette, they will no longer be hunted, but eventually they must take it back if they wish to summon the Citadel of Orcus.

Creatures: While the party is being hunted by the trolls, every time a random encounter is rolled there is a 30% chance that it will be trolls hunting the PCs rather than the monsters indicated on the random encounter tables. Roll or choose from the troll encounters below to replace the random encounter if a troll encounter is called for. These trolls will all fight to the death to recover the statuette

#### <u>d8</u> Encounter

- Troll Raiders (CR varies) 1
- 2 Hunters of the Stone (CR 13)
- 3 From the Depths (CR varies)
- 4 Return of the Brothers (CR 8)
- 5 From Beyond (CR 9)
- 6 Dread Trolls (CR varies)
- 7 Searchers (CR varies) 8
- War Party (CR varies)

in service to the Trollstone. Other than the Return of the Brothers - which can only be encountered once if they are killed - these encounters can be used as many times as you like.

Troll Raiders: This group consists of 2d4 trolls led by 1d2 twoheaded trolls, ghastly beasts resembling a cross between a troll and an ettin.

#### TROLL

XP 1,600

hp 63 (Pathfinder Roleplaying Game Bestiary "Troll")

#### TWO-HEADED TROLL XP 3,200

**CR 7** 

CR 5

The Tome of Horrors Revised 353 CE Large humanoid (giant)

Init +0; Senses darkvision 90 ft., low-light vision, scent; Perception +21

AC 16, touch 9, flat-footed 16 (+7 natural, -1 size) **hp** 95 (10d8+40 plus 10); fast healing 1 Fort +11; Ref +3; Will +5

#### Spd 30 ft.

Melee longsword +12/+7 (2d6+6), longsword +12/+7 (2d6+6), and 2 bites +7 (1d8+3) or 2 claws +12 (1d6+6) and 2 bites +12 (1d8+6)) Space 10 ft.; Reach 10 ft.

Special Attacks rend (2 claws, 1d6+9), superior two-weapon fighting

Str 22, Dex 11, Con 19, Int 9, Wis 10, Cha 6
Base Atk +7; CMB +14; CMD 24
Feats Cleave, Iron Will, Power Attack, Skill Focus (Perception),
Toughness
Skills Perception +21
Languages Giant
Gear 2 longswords

Superior Two-Weapon Fighting (Ex) A two-headed troll fights with a weapon in each hand. Because each of its two heads controls an arm, the two-headed troll does not take a penalty on attack or damage rolls for attacking with two weapons.

Hunters of the Stone: This group consists of 2 troll hunters (troll 6th-level rangers).

#### **TROLL HUNTER** XP 12,800

**CR 11** 

Male or female troll ranger 6 (Pathfinder Roleplaying Game *Bestiary* "Troll")

CE Large humanoid (giant)

Init +1; Senses darkvision 60 ft., low-light vision, scent; Perception +22

AC 22, touch 10, flat-footed 21 (+5 armor, +1 Dex, +7 natural, -1 size)

hp 142 (6d8+36 plus 6d10+36 plus 6); regeneration 5 (acid or fire) Fort +16; Ref +8; Will +7

#### Spd 30 ft.

Melee +1 battleaxe +15/+10 (2d6+7/x3) and claw +13 (1d6+3) and bite  $\pm 10 (1d8 \pm 3)$ , or 2 claws  $\pm 15 (1d6 \pm 6)$  and bite  $\pm 15 (1d8 \pm 6)$ **Ranged** javelin +10/+5 (1d8+6) Space 10 ft.; Reach 10 ft. Special Attacks favored enemy (humanoid [elf] +4, humanoid

[human] +2), rend (2 claws, 1d6+9), two-weapon combat style Spells Prepared (CL 3rd):

1st-entangle (DC 12), resist energy

#### Str 23, Dex 12, Con 23, Int 10, Wis 13, Cha 8 Base Atk +10; CMB +17; CMD 26

**Feats** Endurance<sup>B</sup>, Improved Natural Armor (2), Intimidating Prowess, Iron Will, Quick Draw<sup>B</sup>, Skill Focus (Perception), Two-Weapon Fighting<sup>B</sup>, Weapon Focus (battleaxe) **Skills** Intimidate +20, Knowledge (dungeoneering) +6, Knowledge (nature) +6, Perception +22, Stealth +5, Survival +10 (+13)

tracking), Swim +14 Languages Giant

Languages Giant

**SQ** favored terrain (mountain +2), hunter's bond (companions), wild empathy +2 **Gear** +1 chain shirt, +1 battleaxe, 5 javelins

**From the Depths:** This group consists of 1d10 cave trolls, shorter trolls with dark-gray leathery hide, simian arms, and tall, pointed batlike ears. They move with an unnatural speed and agility.

#### CAVE TROLL XP 1,200

CR 4

*The Tome of Horrors Revised* 348 CE Medium humanoid (giant) **Init** +6; **Senses** darkvision 90 ft., low-light vision, scent; Perception +10

AC 22, touch 17, flat-footed 15 (+6 Dex, +1 dodge, +5 natural) hp 52 (5d8+25 plus 5); regeneration 3 (fire or acid) Fort +9; Ref +10; Will +0

Spd 60 ft.; spider climb Melee 2 claws +6 (1d4+2), claw (from haste) +6 (1d4+2), and bite +6 (1d6+2) Special Attacks rend (2 claws, 1d4+3)

Str 15, Dex 22, Con 20, Int 6, Wis 9, Cha 6 Base Atk +3; CMB +5; CMD 22 Feats Lightning Reflexes, Skill Focus (Perception), Toughness Skills Perception +10 Languages Giant SQ haste **Haste (Su)** A cave troll is affected by a permanent haste spell (caster level 8th). This grants the cave troll a +1 bonus on attack rolls, and a +1 dodge bonus to AC and Reflex saves (both already figured into the stat block above). Any condition that makes the cave troll lose its Dexterity bonus to AC also makes it lose its dodge bonus. This is an inherent bonus and cannot be dispelled or negated.

When making a full attack action, a cave troll can make one extra attack with any weapon it is holding or one extra claw attack (if using natural weapons). The extra attack is at the cave troll's full attack bonus.

**Spider Climb (Su)** A cave troll can climb sheer surfaces as though by a spider climb spell (caster level 4th). This ability is always active, but can be negated or dispelled. The cave troll can restart it again on its next turn as a free action.

**Return of the Brothers:** These 2 rock troll brothers are the same as those the party may have encountered at the Chaos Rift in *Slumbering Tsar: The Desolation*. Even if that encounter was friendly, the brothers will still attack the party to regain the stolen *Disciple*. They cannot be encountered during daylight unless inside a building due to their vulnerability to sunlight, which even the Pall does not adequately block. Rock trolls stand nearly twice as tall as a human with earth-colored hides and sharpened talons on hands and feet.

### OTIS and LORTIS, ROCK TROLL BROTHERS CR 6 XP 2,400

Male rock troll (*The Tome of Horrors Revised* 351) CN Large humanoid (earth, giant) **Init** +1; **Senses** darkvision 60 ft., low-light vision, scent; Perception +7

AC 20, touch 10, flat-footed 19 (+1 Dex, +10 natural, -1 size) hp 92 (8d8+56); fast healing 5 (while underground) Fort +13; Ref +3; Will +1 Weaknesses vulnerability to sunlight

> Spd 30 ft., burrow 20 ft. Melee 2 claws +12 (1d6+7) and bite +12 (1d6+7) Space 10 ft.; Reach 10 ft. Special Attacks rend (2 claws, 2d6+10)

Str 25, Dex 12, Con 25, Int 6, Wis 9, Cha 6
Base Atk +6; CMB +14; CMD 25
Feats Alertness, Intimidating prowess, Power Attack, Skill Focus (Craft [carpentry])
Skills Craft (carpentry) +4, Intimidate +8, Linguistics -2, Perception +7, Sense Motive +3
Languages Common, Giant

Fast Healing (Ex) A rock troll heals only if it is underground and touching dirt or earth.

**Vulnerability to Sunlight (Ex)** A rock troll exposed to sunlight (not merely a daylight spell) can only take a single move or attack action and is instantly turned to stone (as if by a flesh to stone spell) in the next round if its fails a DC 17 Fortitude save. This effect is permanent, but can be dispelled if the rock troll is removed from the source of the sunlight and stone to flesh is cast on it. A rock troll must make a new saving throw each round it remains in sunlight.

**From Beyond:** This encounter is with 2 spectral trolls. These undead creatures are jet black in color but otherwise resemble ordinary trolls. The Pall Over Tsar prevents them from vanishing during the day while in the city.

SPECTRAL TROLL XP 3,200 **CR 7** 

CE Large undead (augmented humanoid, giant, incorporeal)

Init +2; Senses darkvision 60 ft., low-light vision, scent; Perception +16

AC 13, touch 13, flat-footed 11 (+2 deflection, +2 Dex, -1 size) hp 39 (6d8+12) Fort +7; Ref +4; Will +3 Defensive Abilities channel resistance +4, incorporeal, rejuvenation

Spd 30 ft., fly 30 ft. (perfect) Melee corrupting touch +5 (7d6, DC 15 half) Space 10 ft.; Reach 10 ft. Special Attacks create spawn

Str —, Dex 14, Con —, Int 6, Wis 9, Cha 14 Base Atk +4; CMB +10; CMD 22 Feats Intimidating Prowess, Iron Will, Skill Focus (Perception) Skills Fly +8, Intimidate +9, Perception +16, Stealth +6 Languages Giant SQ vanish

**Corrupting Touch (Su)** A spectral troll has an incorporeal touch attack. By passing part of its incorporeal body through a foe's body as a standard action, the spectral troll inflicts a number of d6s equal to its CR in damage. This damage is not negative energy—it manifests in the form of physical wounds and aches from supernatural aging. Creatures immune to magical aging are immune to this damage, but otherwise the damage bypasses all forms of damage reduction. A Fortitude save halves the damage inflicted. The save DC is Charisma-based.

**Create Spawn (Su)** Any humanoid killed by a spectral troll rises 1d3 days later as a free-willed spectre unless a cleric of the victim's religion casts *bless* on the corpse before such time.

**Rejuvenation (Su)** In most cases, it's difficult to destroy a spectral troll through simple combat: the "destroyed" spirit restores itself in 2d4 days. Even the most powerful spells are usually only temporary solutions. The only way to permanently destroy a spectral troll is to determine the reason for its existence and set right whatever prevents it from resting in peace. The exact means varies with each spectral troll and may require a good deal of research, and should be created specifically for each different ghost by the GM.

**Vanish (Su)** Spectral trolls vanish in direct sunlight. They are not harmed by it, nor does it cause them any discomfort: they simply do not appear in sunlight. Spectral trolls that are held, restrained, confined, or imprisoned (including magical means such as temporal stasis) vanish in direct sunlight. Once night has fallen, a spectral troll reappears. (If the spectral troll was magically held or restrained, the magic does not resume when it reappears.)

**Dread Trolls:** Out of the Dread Swamp, this group consists of 2d4 swamp trolls, hulking brutes with thick arms and legs, mosses and fresh mud coating their hides, and huge fangs jutting upward from their lower jaws. They are led by a Gaurak troll, a 12-foot misshapen monstrosity of grotesquely swollen muscles, arms hanging below its knees, and an emaciated shrunken belly that can never get its fill.

# SWAMP TROLLCR 3XP 800The Tome of Horrors Revised 352CE Large humanoid (giant)Init +2; Senses darkvision 60 ft., low-light vision, scent;Perception +6

AC 16, touch 11, flat-footed 14 (+2 Dex, +5 natural, -1 size) hp 38 (4d8+20); regeneration 3 (acid or fire) Fort +9; Ref +3; Will +2 Weaknesses swamp dependent

Spd 30 ft., swim 30 ft.

Melee bite +6 (1d8+4), 2 claws +6 (1d6+4) Space 10 ft.; Reach 10 ft. Special Attacks rend (2 claws, 1d6+6)

Str 18, Dex 14, Con 20, Int 6, Wis 9, Cha 4 Base Atk +3; CMB +8; CMD 20 Feats Iron Will, Skill Focus (Perception) Skills Perception +6, Stealth +4 (+8 swampy or forested areas), Survival +3, Swim +12 Languages Giant

**Swamp Dependent (Ex)** Swamp trolls keep their bodies covered in a thick coating of mud and swamp water. Without such a coating, they lose their regeneration ability and eventually suffocate. They can survive away from their murky home for 1 hour per 2 points of Constitution. After that, see the suffocation rules in Chapter 13 of the Pathfinder Roleplaying Game. They cannot regenerate while subject to suffocation from being away from their swamp for too long.

#### GAURAK TROLL XP 4,800

**CR 8** 

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

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

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

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

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

**Searchers:** These groups consist of either 1d6 trolls or 1d10 swamp trolls (your choice).

TROLL XP 1,600 hp 63 (Pathfudor Poloplaying Came P. CR 5

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

SWAMP TROLL **XP 800** hp 38 (See above) **CR 3** 

War Party: This war party consists of 2d6 troblins, misshapen troll/ goblin crossbreeds with imperfect regeneration so that their bodies consist of many masses of scar tissue and thickened skin, branching limbs, or asymmetrical skeletal frames. They are accompanied by 1d3 trolls and 1d2 two-headed trolls, and are led by a troll hunter.

#### TROBLIN

CR 2

XP 600 The Tome of Horrors II 164 CE Medium humanoid (goblinoid) Init +1; Senses darkvision 60 ft.; Perception +2

AC 13, touch 11, flat-footed 12 (+1 Dex, +2 natural) **hp** 22 (3d8+6 plus 3); regeneration 2 (acid or fire) Fort +5; Ref +4; Will +1

#### Spd 30 ft.

Melee greatclub +5 (1d10+4) and bite +0 (1d6+1), or 2 claws +5(1d4+3) and bite +5 (1d6+3)

Str 16, Dex 12, Con 15, Int 8, Wis 11, Cha 7 Base Atk +2: CMB +5: CMD 16 Feats Great Fortitude, Toughness Skills Perception +2, Stealth +5 Languages Giant SQ mutation Gear greatclub

Mutation (Ex) The regenerative ability of a troblin does not function as well as those of its trollish parent. Sometimes when an injured troblin regenerates, its body warps in an inexplicable fashion. A severed arm may regrow as two arms, or a scar may grow to cover the troblin's entire body in thick skin. Further, if a troblin suffers a critical hit in melee, it has a 25% chance of gaining a mutation once it is fully healed. See the sidebar for random mutations.



# Troblin Mutations

Each troblin has the potential to possess 1d2 random mutations brought about by its bizarre regeneration. Roll on the table below for each mutation.

#### <u>d20</u> **Mutation**

- 1-2 Dual forearm; claw damage increased by one die type (claw damage 1d6+3) and it gains the benefits of wielding a two-handed weapon with that arm.
- 3-4 Dual foreleg; +2 racial bonus to Acrobatics checks, +2 racial bonus on CMD to resist being bull rushed or tripped when standing on solid ground.
- 5-6 Massive scarring; natural armor bonus increases by +1. 7
- Multiple muscles; +2 Strength.
- 8 Shortened tendons; +2 Dexterity.
- 9 Redundant vital organs; +2 Constitution.
- 10 Third leg; +4 racial bonus to Acrobatics checks, +4 racial bonus on CMD to resist being bull rushed or tripped when standing on solid ground, +10 to Speed.
- 11 Two arms on one side; gains an additional claw attack when making a full attack and gains the benefits of wielding a two-handed weapon with that arm.
- 12 Two heads; Gains Superior Two-Weapon Fighting ability (see below) and a + 2 racial bonus on Perception checks.
- 13-20 No mutation.

Superior Two-Weapon Fighting (Ex) Troblins with two heads automatically gain this ability. Because each of its two heads controls an arm, a troblin does not take a penalty on attack or damage rolls for attacking with two weapons.

#### TROLL

XP 1,600 hp 63 (Pathfinder Roleplaying Game Bestiary "Troll")

**TWO-HEADED TROLL** XP 3,200 hp 95 (See above)

**CR 11** 

CR 5

**CR 7** 

#### **TROLL HUNTER** XP 12,800 hp 142 (See above)

Event 6: Redeeming the Anvil

If the anvil of Larach-Umbriol is recovered from Area H3-2 and carried across the Desolation into the depths of the Chaos Rift to the Sepulcher of the Last Justicar (see *Slumbering Tsar:* The Desolation), proceed with the following text. If the party battled the ghost of Gerrant and robbed his tomb, then this encounter does not occur and they gain no boon for recovering the anvil.

The sanctimony of the hidden sepulcher remains as inviolate as when you left it last. The perfectly preserved body of the last Justicar, Gerrant of Gilboath, slain by treachery during the Battle of Tsar, still lies upon its crystal bier. Placing the heavy anvil upon the pedestal before the altar beside the broken and corroded spear point, cloven skull, and fractured smith's hammer, you feel a sense of completion. A soundless sigh seems to fill the chamber, as if a long held breath were finally released. In seconds the glowing figure of the knight's ghost appears above the bier once again.

"Thank you, my friends," says the ghostly knight. "At long last my soul is freed of its imprisonment on this plane. My murder is avenged and Muir calls me home to serve at her feet. You have done much to remove the stain from these lands, and think not that your actions have gone unnoticed. Continue in your quest and fulfill the will of the Three Gods; that which the demon-prince ever seeks to undo. Go with the blessings of Thyr and Muir, and She that is forgotten. To reward you for your deeds thus far, take up my sword and harness and carry it once more into the glorious battle for which it was intended.

The ghost pauses and seems to begin to fade slightly. "Now I must return to the hall of my brothers, but I grant you one final boon. For your sakes I will leave the halls of the immortal Justicars one more time at your call. When you are in need or sorely pressed from all about you, call my name three times, and I shall return to your side and lend you aid. Use this boon wisely, for only once shall my mistress allow my departure from her service. Go, and stand against the darkness." With these final words he fades completely away, and the room is dark once more illuminated only by the sword resting upon the knight's corpse.

Gerrant has granted the party the right to claim the equipment interred with his corpse. The knight's armor is ruined due to the horrible wound that caused his death. However, the Sword of Gerrant is a +2 holy brilliant energy bastard sword. Hidden beneath his breastplate (DC 21 Search check) is an anulet of natural armor +3 and silver holy symbol of Muir worth 25 gp that can rightfully be claimed by the members of the party.

The ghost's final boon can be used by anyone who was present in the room during the knight's pronouncement. At any point, as a free action, a character can call Gerrant's name three times (unless in magical *silence* or otherwise prevented from speech). By doing so, in the next round the ghost of Gerrant appears much like a summoned creature. He still carries the ethereal versions of his magic items even if they have been lost or destroyed since then, and a party in possession of them can use them in battle alongside the knight and his ghostly versions. In its ghostly form, Gerrant's armor is undamaged and his sword functions as a *ghost touch* sword rather than a *brilliant energy* weapon. Gerrant remains free willed but will fight or otherwise assist the summoner to the best of his ability. Gerrant will remain for 10 minutes and can only be called once. See the **Prestige Class Appendix** for information on the Justicar prestige class by **Necromancer Games**.

### GERRANT OF GILBOATH XP 153,600

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

LG Medium undead (augmented humanoid, incorporeal) Init +7; Senses darkvision 60 ft.; Perception +25 Aura aura of courage (10 ft.), aura of resolve (10 ft.), good

AC 18, touch 18, flat-footed 10 (+7 deflection, +1 Dex) (vs. ethereal) AC 27, touch 11, flat-footed 26 (+13 armor, +1 Dex, +3 natural) hp 227 (10d10+70 plus 7d10+49 plus 10) Fort +25; Ref +15; Will +23 **Defensive Abilities** channel resistance +4, divine grace, incorporeal, rejuvenation; **Immune** charm, disease, fear, illusions, undead traits

#### Spd fly 30 ft. (perfect)

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

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

Spell-like Abilities: At will—detect evil (CL 10th)

2/day—zone of truth (DC 19, CL 17th)

Spells Prepared (CL 14th):

4th—break enchantment, neutralize poison

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

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

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

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

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

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

Languages Celestial, Common, Giant

**SQ** celestial companion (none currently), discern lies 2/day, divine bond (mount—none currently), lay on hands 12/day (5d6), mercy (fatigued, sickened, poisoned), shield of truth, true seeing **Gear** +4 *full plate armor, amulet of natural armor* +3, +2 *holy ghost touch bastard sword*, silver holy symbol of Muir (25 gp)

# Event 7: Return of the Lost Caravan (CR 16)

This event occurs only after the first eight of the *Nine Disciples* have been recovered and placed in the Plaza of the Disciples (Chapter 9, Area P2 detailed in **Part 5—Foundations of Infamy**) alongside the tenth statue that was never removed. Only when this is accomplished can the last of the *Nine Disciples* be recovered as described in the adventure's conclusion. When the eighth of the *Nine Disciples* has been fused into place read the following:

The idol fuses seamlessly onto its plinth alongside the others, leaving only a single pedestal unoccupied. One more of these enigmatic statuettes still remains, though you have found no trace of it in the city.

No sooner has the statue been affixed in place when rising faintly over the city comes the sound of distant horns at the gates, as if some monarch gone abroad has returned to his seat. A hush remains over the city as the echoes of the horns die away. As their last notes are carried away by the winds, the everyday sounds of the ruined city slowly return.

The return of the first eight *Disciples* has summoned the bearers of the ninth and last *Disciple* to the city. Waiting at the Black Gates of Tsar is the legendary Lost Caravan. On the eve of the Battle of Tsar centuries ago, the Grand Cornu made preparations knowing that

15

**CR** 18

Tsar was doomed to fall and working it into his plans and those of his Abyssal master. To this end, as the Army of Light slowly fought its way through the outermost fortifications of the Tsarite sphere of influence, the Grand Cornu dispatched his seneschal to travel to the distant eastern port and there serve a special purpose. The Grand Cornu had already prepared the great spell that would seal the Citadel of Orcus away from the invaders and preserve the great secret ensconced within. The Grand Cornu told his seneschal, a Disciple of Orcus named Vrrius, to wait in the port city until he received a special item. He was then to take ship with this item and sail for the holy city of Tircople, sacred to the gods Thyr and Muir. The Grand Cornu predicted that the holy city would fall to barbarians, and, when the seneschal arrived, he was to place the item on the high altar and there establish a new Citadel of Orcus.

The Grand Cornu had known that Tsar would be lost and the citadel sealed away beyond use. He knew that the disciples would establish a new hidden temple at Rappan Athuk, but he knew his master did not wish to lose his center of worship in the world just because Tsar would fall. The wicked Orcus thought there would be no sweeter irony than to once again usurp a place of worship from his greatest rivals and so set into motion a plan conceived an age ago to cause the downfall of Tircople, eliminate the nagging irritation that had long been the Holy Order of the Justicars, and create an even greater city of worship than had been at Tsar. All of this would further draw attention away from the ruins of Tsar and prevent curious investigations before the greater plan (to be revealed in *Slumbering Tsar: The Hidden Citadel*) he had concocted could be completed.

The keys to this plan were the statues now known as the *Nine Disciples*. Using the latent power of the souls trapped within the *Nine Disciples* would allow the Citadel of Orcus to completely vanish from Tsar until Orcus should call it back in its proper time. Nine of the ten statues would be scattered across the planes never to be found. The last of the statues would be magically transported to the waiting Vrrius. With this he would take ship to Tircople and establish the new temple-city of Orcus and become the new Grand Cornu.

Unfortunately, the Grand Cornu had underestimated the length of time that the Battle of Tsar would last while Seneschal Vrrius anxiously awaited in the port city. As the months dragged into a year, Vrrius's impatience overcame his loyalty. Using his magic he duped a caravan master into traveling with him back into the very battle zone of Tsar to discover what the delay was.

In addition to this minor betrayal, after making all the preparations for the great spell to transport the citadel away, the Grand Cornu was forced to leave the activation of the great spell in the hands of the less-than-faithful Belishan the Bloodmage. When the Bloodmage's avarice overcame his loyalty and he sought to ensnare one of the *Disciples* and thus a portion of the now-deceased Grand Cornu's power, the entire spell went awry. When the spell was activated, Vrrius's caravan was out on the Desolation near the great crossroads well within the massive spell's area of effect and much too close for the way the spell had been designed.

Had only one thing gone wrong — Belishan's attempt to twist the spell or Vrrius being too close — all might still have been well. As it was the spell was twisted, Belishan snared not one but two of the *Disciples*, another of the statues was anchored in place and prevented from leaving, and the final *Disciple* arrived in Vrrius's possession so close to the city that a magical echo rebounded back shattering the spell's intent. Because of the remaining anchor the citadel was sent across the planes but with easy means for it to be called back if the errant *Disciples* could be gathered once again, the first eight *Disciples* remained within the bounds of the city (rather than being scattered across the planes as intended), and the rebounding magical burst that arrived with the final *Disciple* at Vrrius, blasted the caravan almost entirely from its physical existence.

Now known as the Lost Caravan, anchored forever to the Material Plane by the presence of one of the *Disciples*, the remains of this doomed troop have wandered the benighted roads of the Desolation ever since. Only the pack handlers appeared to remain as **23 human zombies** forever carrying packs and crates of dust — all that remains of the original cargo. However, with them could be heard the sounds

of drovers, animals and caravan masters, though these could never be seen. But now, with the return of the first eight *Disciples*, the Lost Caravan has finally been able to reach its destination — all of its members, not just the pack handlers.

Creatures: The caravan remains in its immaterial and invisible state save for the zombies outside the gates of the city until the party, harbingers of the caravan's arrival, returns to the Black Gates. Until that time, every hour the horns of the caravan blow once again to announce their presence. Once the PCs are near the gates and able to see them again, the north gate swings open of its own volition to admit the missing caravan, which fantastically becomes visible as it passes through the gates and into the bailey. Ideally the party should encounter the materializing caravan within that bailey (Area B2-2 of Part 1-The Tower of Weeping Sores), but the encounter can be modified as necessary for other locations. Entering the bailey are the above-mentioned zombies, 16 shadow drovers, 7 wraith caravan guards, 4 shadow mastiff guard dogs, 12 mule zombies, 2 elephant skeletons, the dread wraith caravan master in a howdah atop one elephant and Vrrius, now a huecuva, in the howdah atop the other. The huecuva is a walking corpse, still wearing its tattered vestments as a priest of Orcus whose eyes glow with unholy light. See the Prestige Class Appendix for information on the Disciple of Orcus prestige class by Necromancer Games.

#### HUMAN ZOMBIES (23) CR 1/2 XP 200

hp 12 (Pathfinder Roleplaying Game Bestiary "Zombie")

SHADOWS (16)	CR 3
XP 800	
<b>hp</b> 19 ( <i>Pathfinder Roleplaying Game Bestiary</i> "Shadow")	

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#### WRAITHS (7) XP 1,600

hp 47 (Pathfinder Roleplaying Game Bestiary "Wraith")

#### SHADOW MASTIFFS (4)

XP 1,600

CR 5

**CR 5** 

Pathfinder Roleplaying Game Bonus Bestiary "Shadow Mastiff" NE Medium outsider (evil, extraplanar) Init +6; Senses darkvision 60 ft., scent; Perception +10

AC 17, touch 12, flat-footed 15 (+2 Dex, +5 natural) hp 51 (6d10+18) Fort +8; Ref +7; Will +5 Defensive Abilities shadow blend

#### Spd 50 ft. Malaa bita $\pm 10$ (1

Melee bite +10 (1d6+6 plus trip) Special Attacks bay

Str 19, Dex 15, Con 17, Int 4, Wis 12, Cha 13 Base Atk +6; CMB +10; CMD 22 Feats Improved Initiative, Iron Will, Power Attack Skills Perception +10, Stealth +11, Survival +10 Languages Common (cannot speak)

**Bay (Su)** When a shadow mastiff howls or barks, all creatures except evil outsiders within a 300-foot spread must succeed on a DC 16 Will save or become panicked for 2d4 rounds. This is a sonic, mind-affecting fear affect. A creature that successfully saves cannot be affected by the same mastiff's bay for 24 hours. The save DC is Charisma-based and includes a +2 racial bonus.

**Shadow Blend (Su)** In any condition of illumination other than full daylight, a shadow mastiff disappears into the shadows, giving it total concealment. Artificial illumination, even a *light* or *continual* 

CR 2

flame spell, does not negate this ability. A daylight spell, however, does. A shadow mastiff can suspend or resume this ability as a free action.

#### **MULE ZOMBIES (12) XP 600**

Pathfinder Roleplaying Game Bestiary "Zombie" NE Large undead Init +0; Senses darkvision 60 ft.; Perception +0

AC 15, touch 9, flat-footed 15 (+6 natural, -1 size) hp 27 (5d8 plus 5) **Fort** +1; **Ref** +1; **Will** +4 DR 5/slashing; Immune undead traits

Spd 30 ft. Melee 2 hooves +6 (1d4+4) or slam +6 (1d8+6) Space 10 ft.; Reach 5 ft.

Str 18, Dex 11, Con -, Int -, Wis 10, Cha 10 Base Atk +3; CMB +8; CMD 18 Feats Toughness<sup>B</sup> SO staggered

#### **ELEPHANT SKELETONS (2)**

XP 1,600 Pathfinder Roleplaying Game Bestiary "Elephant, Skeleton" N Huge undead Init +5; Senses darkvision 60 ft.; Perception +0

AC 12, touch 9, flat-footed 11 (+1 Dex, +3 natural, -2 size) hp 49 (11d8) **Fort** +3; **Ref** +4; **Will** +7 DR 5/bludgeoning; Immune cold, undead traits

Spd 40 ft. Melee gore +16 (2d8+15) Space 15 ft.; Reach 10 ft. Special Attacks trample (2d8+15, DC 25)

Str 30, Dex 12, Con -, Int -, Wis 10, Cha 10 Base Atk +8; CMB +20; CMD 31 (35 vs. trip) Feats Improved Initiative<sup>B</sup>

#### **DREAD WRAITH**

XP 12,800

LE Large undead (incorporeal) Init +13; Senses darkvision 60 ft., lifesense 60 ft.; Perception +23 Aura unnatural aura (30 ft.)

AC 26, touch 26, flat-footed 16 (+7 deflection, +9 Dex, +1 dodge, -1 size) hp 184 (16d8+112) Fort +12; Ref +14; Will +14 Defensive Abilities channel resistance +2, incorporeal; Immune undead traits Weakness sunlight powerlessness

Spd fly 60 ft. (good) Melee incorporeal touch +20 (2d6 negative energy plus 1d6 Con drain) Space 10 ft.; Reach 10 ft. Special Attacks create spawn

Str -, Dex 28, Con -, Int 17, Wis 18, Cha 24 Base Atk +12; CMB +13; CMD 40

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

Skills Diplomacy +23, Fly +30, Intimidate +26, Knowledge (planes) +19, Knowledge (religion) +22, Perception +23, Sense Motive +23, Stealth +24

Languages Common, Giant, Infernal

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

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

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

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

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

#### VRRIUS XP 25,600

**CR 5** 

**CR** 11

**CR 13** 

Male huecuva cleric of Orcus 8/Disciple of Orcus 3 (Pathfinder Roleplaying Game Bonus Bestiary "Huecuva") CE Medium undead Init +5; Senses darkvision 120 ft.; Perception +11 Aura chaotic, evil, faithless (30 ft.)

AC 28, touch 11, flat-footed 27 (+9 armor, +1 Dex, +5 natural, +3 shield)

hp 130 (3d8+12 plus 8d8+32 plus 3d8+12 plus 8) Fort +16; Ref +5; Will +18 DR 5/magic or silver; Immune undead traits

Spd 20 ft. Melee +1 heavy mace +14/+9 (1d8+4) or 2 claws +14 (1d6+3



plus disease)

Special Attacks channel negative energy 7/day (DC 19, 6d6), chaos blade 1/day (4 rounds), spontaneous casting (inflict spells) Spell-like Abilities (CL 11th): 1/day—animate dead, speak with dead (DC 17)

3/day—disguise self
Domain Spell-like Abilities (CL 11th, melee touch +13)
9/day—bleeding touch, touch of chaos
Spells Prepared (CL 11th, melee touch +13, ranged touch +11):
6th—blade barrier (DC 22), create undead<sup>D</sup>, harm (DC 22)
5th—flame strike (DC 21, x2), righteous might, slay living<sup>D</sup> (DC 21)
4th—chaos hammer<sup>D</sup> (DC 20), air walk, divine power, poison (DC 20), spell immunity
3rd—bestow curse (DC 19), contagion (DC 19), dispel magic,

3rd—bestow curse (DC 19), contagion (DC 19), dispel magic, magic circle against law<sup>D</sup>, searing light (x2)
 2nd—align weapon, darkness, death knell<sup>D</sup> (DC 18), desecrate,

resist energy, sound burst (DC 18), spiritual weapon (melee +16/+11, 1d8+3)

1st—bane (DC 17), command (DC 17), deathwatch, magic stone (ranged +12, 1d6+4), protection from law<sup>D</sup>, sanctuary (DC 17), shield of faith

0 (at will)—*detect magic, guidance, resistance* (x2) **D** domain spell; **Domains** Chaos, Death

#### **Str** 16, **Dex** 13, **Con** —, **Int** 9, **Wis** 22, **Cha** 19 **Base Atk** +10; **CMB** +13; **CMD** 24

Feats Blind-Fight, Combat Casting, Great Fortitude, Heavy Armor Proficiency, Improved Initiative, Power Attack, Weapon Focus (claw)

**Skills** Diplomacy +9, Knowledge (religion) +8, Perception +11, Spellcraft +7, Stealth +3

Languages Common

SQ death's embrace, necromantic power

**Combat Gear** wand of chaos hammer (CL 8: 19 charges), potion of bull's strength; **Other Gear** +2 banded mail, +1 heavy wooden shield, +1 heavy mace, bejeweled holy symbol of Orcus (125 gp), pouch with pebbles for magic stone and 28 pp

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

**Faithless (Su)** The huecuva and all undead creatures within 30 feet receive a +2 profane bonus on Will saves made to resist channeled energy and any side effects based off that ability. This bonus stacks with channel resistance.

**Treasure:** The physical goods once carried by the caravan have long since been reduced to dust. However, in the howdah atop the elephant that Vrrius rides sits the last of the *Nine Disciples* (see **Magic items Appendix**).

# Character Resources

The temple-city of Orcus is not intended for the party to necessarily attack it and complete their quest in a single foray. At the very least, they will want to remove themselves from the ruins to camp in order to avoid the effects of the Pall Over Tsar. The clearing of the ruins and recovery of all of the *Nine Disciples* could, in fact, take several weeks or even months of game time. If they so choose, the party has opportunity to retreat to civilization for healing or help, so don't discourage them from doing so.

The nearest settlement to Tsar is the drifter colony of riff-raff and thugs known as The Camp, about 20 miles to the southwest across the Desolation. The settlement is detailed in *Slumbering Tsar: The Desolation* but a short summary is provided here if you do not have access to that resource. If the actions of the players in the previous adventure have changed the power structure or population of the settlement, modify the following as necessary.

# The Camp

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

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

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

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

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

If the party needs healing, they can purchase spells or scrolls from Father Death, the unusually friendly priest of Nergal who keeps a small temple in the settlement, or can purchase potions from the swamp hag apothecary. They can also have magic items made by the Usurer who is an 11th-level wizard with the Craft Magic Arms and Armor, Craft Wand, Craft Wondrous Item, and Scribe Scroll feats. The Usurer admits to being a spellcaster but hides his existence as a lich under powerful illusions. The emporium and tavern in The Camp can sell mundane supplies and equipment. Furthermore, though Bard's Gate is several weeks or months travel distance (depending upon your campaign world), at the party's level even that metropolis is not out of reach of *teleport* spells or similar magic.

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

Acid Rain: These torrential downpours rise suddenly in the moisture-laden clouds of the northwestern portion of the Desolation known as the Boiling Lands and blow over the surrounding areas. The wind currents coming down from the mountain slopes keep them from drifting over the city itself, and they usually die out before reaching The Camp. The foul vapors and toxins of the Boiling Lands poison these clouds and create acid rain. A DC 20 Survival check notices the formation of the rain clouds 2d10+10 minutes prior to the beginning of the downpour, so astute parties have time to make preparations for such events. The actual downpours only last 1d10+5 rounds before the air currents blow them onward. Any creatures exposed to the rain are dealt 1d4 points of acid damage per round. Cloth and other coverings shed the rain, so adequate shelter

# The Desolation Daytime Random Encounter Table

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

# The Desolation Nighttime Random Encounter Table

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

can prevent the party members from being exposed to the damagecausing rain. However, each time a nonmagical shelter such as a tent or tarp is exposed to the rain there is a cumulative 10% chance that it is ruined and rendered useless as a shelter in the future. This effect also occurs with clothing, leather goods, rope, animal harnesses, backpacks, etc. if they are exposed to the downpour. Metal and wood are undamaged.

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

#### **CR** 3 ALLIP **XP 800** Pathfinder Roleplaying Game Bonus Bestiary "Allip" CE Medium undead (incorporeal) Init +5; Senses darkvision 60 ft.; Perception +7 Aura babble (60 ft., DC 15)

AC 14, touch 14, flat-footed 13 (+3 deflection, +1 Dex) **hp** 30 (4d8+12) Fort +4; Ref +4; Will +4 Defensive Abilities incorporeal, channel resistance +2; Immune undead traits

Spd fly 30 ft. (perfect) Melee incorporeal touch +4 (1d4 Wisdom damage) Special Attacks touch of insanity

Str -, Dex 12, Con -, Int 11, Wis 11, Cha 16 Base Atk +3; CMB +3; CMD 17 Feats Improved Initiative, Lightning Reflexes Skills Fly +16, Intimidate +10, Perception +7, Stealth +8 Languages Common **SO** madness

Babble (Su) An allip constantly mutters and whines to itself, creating a hypnotic effect. All sane creatures within 60 feet of the allip must succeed on a DC 15 Will save or be fascinated for 2d4 rounds. While a target is fascinated, the allip can approach without breaking the effect, but an attack by the allip breaks the effect. This is a sonic, mind-affecting compulsion effect. Creatures that successfully save cannot be affected by the same allip's babble for 24 hours. The save DC is Charisma-based.

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

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

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

**BABAU DEMON** CR 6 XP 2,400 hp 73 (Pathfinder Roleplaying Game Bestiary "Demon, Babau")

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

#### **BANE CLOUD** XP 1,200

**CR** 4

Creature Collection II: Dark Menagerie14 CE Medium outsider (air, elemental, extraplanar) Init +4; Senses darkvision 60 ft.; Perception +9

AC 17, touch 10, flat-footed 17 (+7 natural) hp 26 (4d10+4) **Fort** +2; **Ref** +4; **Will** +6 **Immune** acid, elemental traits, weapon damage Weaknesses vulnerability to sunlight

Spd fly 20 ft., (poor) Melee slam +5 (1d6+1) Special Attacks poison cloud

Str 12, Dex 11, Con 13, Int 9, Wis 15, Cha 9 Base Atk +4; CMB +5; CMD 15 Feats Improved Initiative, Skill Focus (Stealth) Skills Fly +3, Knowledge (planes) +6, Perception +9, Sense Motive

+9, Stealth +10 Languages Auran

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

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

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

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

**Dread Ravens:** These malevolent carrion birds fly over the Desolation in search of new flesh to feast upon. Anything that is lively is subjected to a barrage of spells from a safe height. Near the city any flock encountered is serving as spies for Belishan the Bloodmage (see *Part 4—The Crooked Tower*). If so, a few of their number merely swoop in low for a good look at the travelers while the rest attack before flying away to report to their master.

DREAD RAVEN CR 2 XP 600 Creature Collection 58 NE Small magical beast Init +3; Senses darkvision 60 ft., low-light vision; Perception +10

AC 16, touch 14, flat-footed 13 (+3 Dex, +2 natural, +1 size) hp 13 (2d10+2) Fort +4; Ref +6; Will +2

Spd 10 ft., fly 80 ft. (average) Melee 2 talons +6 (1d3–2) and peck +6 (1d4–2) Spells Known (CL 3rd, ranged touch +6): 1st (5/day)—grease (DC 11), magic missile, shield 0 (at will)—acid splash, daze (DC 10), disrupt undead, ghost sound (DC 10), ray of frost

Str 7, Dex 17, Con 12, Int 10, Wis 14, Cha 11 Base Atk +2; CMB –1; CMD 12 Feats Eschew Materials<sup>B</sup>, Weapon Finesse Skills Fly +7, Perception +10, Stealth +8 Languages Auran

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

#### DREAD WRAITH XP 12,800

LE Large undead (incorporeal)

Init +13; Senses darkvision 60 ft., lifesense 60 ft.; Perception +23 Aura unnatural aura (30 ft.) AC 26, touch 26, flat-footed 16 (+7 deflection, +9 Dex, +1 dodge, -1 size) hp 184 (16d8+112) Fort +12; Ref +14; Will +14 Defensive Abilities channel resistance +2, incorporeal; Immune undead traits

Weakness sunlight powerlessness

Spd fly 60 ft. (good) Melee incorporeal touch +20 (2d6 negative energy plus 1d6 Con drain) Space 10 ft.; Reach 10 ft. Special Attacks create spawn Str —, Dex 28, Con —, Int 17, Wis 18, Cha 24 Base Atk +12; CMB +13; CMD 40

Feats Improved Natural Attack (incorporeal touch), Blind-Fight, Combat Reflexes, Improved Initiative, Dodge, Mobility, Spring Attack, Step Up Skills Diplomacy +23, Fly +30, Intimidate +26, Knowledge (planes) +19, Knowledge (religion) +22, Perception +23, Sense Motive +23, Stealth +24 Languages Common, Giant, Infernal

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

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

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

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

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

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

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

**CR** 2

#### GHAST XP 600 Pathfinder Roleplaying Game Bestiary "Ghoul" CE Medium undead Init +4; Senses darkvision 60 ft.; Perception +9

AC 18, touch 14, flat-footed 14 (+4 Dex, +4 natural) hp 17 (2d8+8) Fort +4; Ref +4; Will +7 Defensive Abilities all channel resistance +2; Immune undead traits

20

**CR** 11

Spd 30 ft.

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

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

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

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

A humanoid who dies of ghoul fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all respects. A humanoid of 4 Hit Dice or more rises as a ghast.

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

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

GHOUL WOLF	<b>CR</b> 2
XP 600	
The Tome of Horrors Revised 370	
NE Medium undead	
Init +2; Senses darkvision 60 ft., scent; Perception +9	

AC 14, touch 12, flat-footed 12 (+2 Dex, +2 natural) hp 18 (4d8) Fort +1; Ref +3; Will +6 Defensive Abilities channel resistance +2; Immune undead traits

Spd 50 ft.

Melee bite +7 (1d6+4 plus paralysis) Special Attacks paralysis (1d4+2 rounds, DC 12, elves are immune to this effect), trip

Str 17, Dex 15, Con —, Int 6, Wis 14, Cha 10 Base Atk +3; CMB +6; CMD 18 (22 vs. trip) Feats Skill Focus (Perception), Weapon Focus (bite) Skills Perception +9, Stealth +6, Survival +2 (+6 tracking by scent), Swim +5

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

#### NABASU DEMON

XP 4,800

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

**CR** 8

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

#### MOHRG XP 4,800

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

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

#### POISONBEARER GHOUL

**CR** 4

**CR** 8

XP 1,200 Creature Collection III: Savage Bestiary 93 CE Medium undead Init +2: Sansas darkuision 60 ft : Percention

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

AC 18, touch 13, flat-footed 15 (+2 Dex, +1 dodge, +5 natural) hp 39 (6d8+12) Fort +4; Ref +4; Will +7 Defensive Abilities channel resistance +2; DR 5/silver; Immune undead traits

### Spd 30 ft.

Melee bite +6 (1d8+2 plus paralysis, poison, and disease) and 2 claws +6 (1d4+2 plus paralysis)
Ranged spit +6 touch (poison)
Special Attacks death spray, disease, paralysis (1d4+1 rounds, DC 15, elves are immune), poison

Str 15, Dex 15, Con —, Int 13, Wis 14, Cha 14 Base Atk +4; CMB +6; CMD 19 Feats Dodge, Mobility, Spring Attack Skills Acrobatics +8, Climb +11, Intimidate +11, Perception +11, Stealth +11 Languages Common, Infernal

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

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

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

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

HUMAN SKELETON CR 1/3 XP 135 hp 4 (*Pathfinder Roleplaying Game Bestiary* "Skeleton") 21

Mohrgs: Some of the vilest offenders who died upon the plain have

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

#### TOXIC MUDMAN **XP 600** hp 22 (See Monster Appendix)

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

#### VARGOUILLE

XP 600

hp 19 (Pathfinder Roleplaying Game Bestiary "Vargouille")

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

#### WILL-O'-WISP

**XP 2.400** 

hp 40 (Pathfinder Roleplaying Game Bestiary "Will-O'-Wisp")

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

#### PLAGUE ZOMBIE

#### **XP 200**

**CR** 2

**CR** 2

**CR** 6

Pathfinder Roleplaying Game Bestiary "Zombie" NE Medium undead Init +0; Senses darkvision 60 ft.; Perception +0

AC 12, touch 10, flat-footed 12 (+2 natural) hp 12 (2d8+3) **Fort** +0; **Ref** +0; **Will** +3 Immune undead traits

Spd 30 ft. Melee slam +4 (1d6+4 plus disease) Special Attacks death burst

Str 17, Dex 10, Con -, Int -, Wis 10, Cha 10 Base Atk +1; CMB +4; CMD 14 Feats Toughness<sup>B</sup> SQ staggered

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

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

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

# Chapter 4: The Grunge

The lowest and oldest portion of the city sprang up around the base of the terrace in the vicinity of several natural springs. As the city grew, the affluent moved up the terraces to be nearer the heart of the city's power in the citadel. Those without influence, or the money to buy it, continued to dwell in the ever more-crowded tenements and hovels crammed between the base of the terrace and the city walls. In a city devoted to evil and the worship of a demon prince, a certain amount of crime is expected, but in the old city that became known as the Grunge, incidents of rapine and murder reached unimaginable heights. The ne'er-do-wells, castoffs, and criminally insane who called the Grunge home huddled away from the fortresses of the city gates and remained largely ignored by the garrisons and patrols that maintained the main thoroughfares. Eventually, the disciples of Orcus were forced to impose harsh laws governing open flames and arson as they realized the terrible ramifications that an out-of-control blaze spawned in the Grunge could have for the entire city. However, other than the constant fire patrols — little more than groups of ogre thugs bent on destruction — which the residents took great pains to avoid, they were otherwise largely left to their vices.

During the final stages of the Battle of Tsar, the Army of Light managed to move in fairly close to the walls of the city and bombard them with siege engines. Much of the Grunge suffered destruction from the many projectiles lobbed over the walls, and several areas were incinerated as the fires, so long feared by the disciples of Orcus, broke out as a result of these bombardments. Fortunately for the city, adequate cisterns and magical protections had been prepared, so the fires remained localized and did not spread to the greater city.

Random encounters in this area can be found on the tables provided below. Encounters should be rolled on these tables once every three hours or whenever a combat occurs that lasts more than 3 rounds.



# The Grunge Daytime Random Encounter Table

<u>d%</u>	<u>Encounter</u>
01-05	1d12 Skeletons
06–09	2d4 Yesh, gnoll ranger 4
10–19	1d10 Meatmen and 1d10 Bonemen
20-25	1d3 Harpy Archers, harpy fighter 7
26-31	1d4 Babau Demons
32	Skeletal Swarm
33-36	1d8 Hobgoblin Infantry, hobgoblin warrior 6
37–42	1d4 Trolls
43-50	2d6 Dread Ravens
51-00	No Encounter

# The Grunge Nighttime Random Encounter Table

<b><u>d%</u></b>	Encounter
01–10	1d12 Skeletons
11–14	3d12 Yesh, gnoll ranger 4
15–24	1d10 Meatmen and 1d10 Bonemen
25–30	2d4 Babau Demons
31–35	1d2 Vampire Spawn
36	The White Walker, human vampire wizard 15
37–38	Skeletal Swarm
39–45	1d6+1 Screamers
46–51	1d2 Ogres and 1 Ogre Enforcer, ogre
52–57 58–64 65–00	barbarian 4 3d18 Troglodytes, warrior 4 and 1d6 Monitor Lizards 1d4 Trolls No Encounter

Use the day or night tables as needed. Unless otherwise noted, do not remove slain creatures from the encounter areas that are referenced in the random encounter descriptions.

**Babau Demons:** These demonic assassins sally forth from Area G4 to search for victims to kill and bring back to their leader to feed on. At night they cloak themselves in *darkness* in order to creep close to the party in order to attack with surprise and make sneak attacks.

#### BABAU DEMON CR 6 XP 2,400

hp 73 (Pathfinder Roleplaying Game Bestiary "Demon, Babau")

**Dread Ravens:** These malevolent carrion birds fly over the city serving as spies for Belishan the Bloodmage (see *Part 4—The Crooked Tower*). If so, a few of their number merely swoop in low for a good look at the travelers while the rest attack before flying away to report to their master.

#### DREAD RAVEN CR 2 XP 600 Creature Collection 58 NE Small magical beast

Init +3; Senses darkvision 60 ft., low-light vision; Perception +10

AC 16, touch 14, flat-footed 13 (+3 Dex, +2 natural, +1 size) hp 13 (2d10+2) **Fort** +4; **Ref** +6; **Will** +2

Spd 10 ft., fly 80 ft. (average) Melee 2 talons +6 (1d3–2) and peck +6 (1d4–2) Spells Known (CL 3rd, ranged touch +6): 1st (5/day)—grease (DC 11), magic missile, shield 0 (at will)—acid splash, daze (DC 10), disrupt undead, ghost sound (DC 10), ray of frost

**Str** 7, **Dex** 17, **Con** 12, **Int** 10, **Wis** 14, **Cha** 11 **Base Atk** +2; **CMB** –1; **CMD** 12 **Feats** Eschew Materials<sup>B</sup>, Weapon Finesse **Skills** Fly +7, Perception +10, Stealth +8 **Languages** Auran

Harpy Archers: These servants of Karkuune (see Area P3, *Part 5—Foundations of Infamy*) sweep low over the ruins searching for their missing master. If they spot anyone they sing and attempt to captivate their victims in order to examine them for signs of combat involving their master (acid burns, huge bite or claw marks, splattered dragon blood, etc.) After examining their victims they have a 50% chance of cutting their throats and a 50% chance of just robbing them. If most of the party remains uncaptivated, they will engage in a ranged battle for only 1d4 rounds before retreating.

#### HARPY ARCHER XP 12,800

CR 11

Female harpy fighter 7 (*Pathfinder Roleplaying Game Bestiary* "Harpy") CE Medium monstrous humanoid

**Init** +5; **Senses** darkvision 60 ft.; Perception +9

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

**Spd** 20 ft., fly 80 ft. (average) **Melee** 2 talons +15 (1d6+1) **Ranged** +1 *frost composite bow* [+1 Str] +21/+21/+16/+11 (1d8+3/19–20/x3 plus 1d6 cold) **Special Attacks** captivating song (DC 17), weapon training (bows +1)

## **Str** 12, **Dex** 20, **Con** 14, **Int** 6, **Wis** 11, **Cha** 19 **Base Atk** +14; **CMB** +15; **CMD** 32

**Feats** Dodge, Flyby Attack, Great Fortitude, Improved Critical (composite longbow)<sup>B</sup>, Manyshot, Point Blank Shot<sup>B</sup>, Rapid Shot, Skill Focus (Bluff), Skill Focus (Perception), Weapon Focus (composite longbow)<sup>B</sup>, Weapon Specialization (composite longbow)<sup>B</sup> **Skills** Bluff +8, Fly +16, Intimidate +11, Perception +9, Perform (song) +6

Languages Common

SQ armor training 2

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

**Hobgoblin Infantry:** These hobgoblins patrol from their lair at Area G5. They attempt to observe the party from hiding, gauging its strength. If the party appears to be weak or badly wounded, they attack and attempt to capture them. Captives are stripped and held in their lair until they can turn them over to the White Walker for a reward. They make an orderly retreat before any organized resistance.

#### HOBGOBLIN INFANTRY

**XP 1,200 hp** 61 (See Area G5)

24

CR 4

7

**Meatmen and Bonemen:** These siege undead are on patrol from the towers along the walls of Tsar. They travel the streets lanes of the Grunge between their various posts. They attack any living creatures they see on sight and fight until destroyed.

SIEGE UNDEAD, MEATMAN CR 2 XP 600 hp 22 (See Area B2-6, *Part 1—The Tower of Weeping Sores*)

SIEGE UNDEAD, BONEMAN CR 1 XP 400 hp 13 (See Area B2-2, *Part 1—The Tower of Weeping Sores*)

**Ogres:** These brutes wander the city at night taking out their aggression on anything they find after staying hidden in their cave (Area G5) every day to avoid the trolls wandering the city.

OGRE	<b>CR 3</b>
XP 800	
<b>hp</b> 30 (Pathfinder Roleplaying Game Bestiary "Ogre")	

OGRE ENFORCER	CR
XP 3,200	
hp 93 (See Area G5)	

**Screamers:** These insidious undead are all that remains of defenders of the city who were slain in the relentless bombardments from the Army of Light. They attack in a shrieking wave and attempt to possess characters with their malevolence attacks and provoke them into suicidal actions.

#### SCREAMER CR 4 XP 1,200 hp 34 (See Monster Appendix)

**Skeletal Swarm:** This creature is a minor experiment of Ferrin the Bonewright's that he forgot about and that subsequently escaped. It mindlessly attacks anyone it meets.

SKELETAL SWARM	<b>CR 8</b>
XP 4,800	
hp 66 (See Monster Appendix)	

**Skeletons:** These human warrior skeletons are servitors of Ferrin the Bonewright at Area G2. They are tasked with recovering corpses within the ruins and returning with them to their master's workshop to be used as raw materials for his creations. If there are any dead or badly wounded creatures near the party when these skeletons are encountered, half of the skeletons attack while the rest attempt drag the dead or wounded creature back to the Bonewright.

HUMAN SKELETON	<b>CR</b> 1/3
XP 135	

hp 4 (Pathfinder Roleplaying Game Bestiary "Skeleton")

The White Walker: This individual is none other than Belishan the Bloodmage (see Chapter 7, Area 77 in *Part 4—The Crooked Tower*). He watches the party from a short distance in the dark, noting any visible strengths and weaknesses (opposed Perception check for the PCs to notice). If spotted he merely turns to *gaseous form* and disappears. Either way he directs a maximum strength patrol of hobgoblin infantry to attack them a half hour later in order to take them captive. He does not engage the party under any circumstances,



preferring to meet them in a place of strength for him.

**Troglodyte Warriors:** These creatures emerge from their cavern at Area G5 in search of fresh meat to bring back to their band. If three-quarters are killed, they retreat back to their caves to prepare an ambush in one of their flooded, leech-infested chambers.

TROGLODYTE WARRIOR XP 1,600 hp 51 (See Area G5) **CR 5** 

**Trolls:** These giants are on their way to the Trollstone (Area T4 in *Part 5—Foundations of Infamy*). They are willing to pause in their quest to enjoy a few choice morsels.

#### TROLL XP 1.600

**CR 5** 

**CR** 4

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

Vampire Spawn: These beasts are the offspring of Belishan the Bloodmage (see *Part 4—The Crooked Tower*). They descend from his dark tower at night to feed upon any living creatures they can find in the city. Their master does not keep them well fed, so they are desperate to feed. If necessary, they will retreat only long enough to regroup and stalk their prey.

VAMPIRE SPAWN XP 1,200 Pathfinder Roleplaying Game Bestiary "Vampire" LE Medium undead Init +1; Senses darkvision 60 ft.; Perception +11

AC 15, touch 11, flat-footed 14 (+1 Dex, +4 natural)

hp 26 (4d8+8); fast healing 2 Fort +3; Ref +2; Will +5 Defensive Abilities channel resistance +2; DR 5/silver; Immune undead traits; Resist cold 10, electricity 10 Weaknesses vampire weaknesses

#### Spd 30 ft.

Melee slam +4 (1d4+1 plus energy drain) Special Attacks blood drain, create spawn, dominate (DC 14), energy drain (1 level, DC 14)

Str 12, Dex 12, Con —, Int 11, Wis 13, Cha 15 Base Atk +3; CMB +4; CMD 15 Feats Blind-Fight, Skill Focus (Perception) Skills Intimidate +9, Knowledge (religion) +7, Perception +11, Stealth +16 Languages Common SQ gaseous form, shadowless, spider climb

**Yesh:** These beast-fiends descend the cliffs on ropes from Area H4 (*Part 3—The Harrow Lanes*) to scour the city for prisoners to be taken back to their encampment as sacrifices. They attempt to render their foes unconscious and then drag them back to the cages at Area H4-8 to await sacrifice in the wicker man. They retreat and attempt to lose any pursuers in the Dread Swamp if half of their number is killed.

#### YESH CR 5

XP 1,600

Male gnoll ranger 4 (*Pathfinder Roleplaying Game Bestiary* "Gnoll") CE Medium humanoid (gnoll) **Init** +4; **Senses** darkvision 60 ft.; Perception +10

AC 18, touch 12, flat-footed 16 (+3 armor, +2 Dex, +1 natural, +2 shield) hp 57 (2d8+6 plus 4d10+12 plus 4) Fort +10; Ref +6; Will +0

Spd 30 ft. Melee mwk battleaxe +9 (1d8+3/x3) Ranged longbow +5/+5 (1d8/x3) Special Attacks archery combat style, favored enemy (Humanoid [orc] +2)

#### **Str** 17, **Dex** 15, **Con** 17, **Int** 8, **Wis** 8, **Cha** 10 **Base Atk** +5; **CMB** +8; **CMD** 20

**Feats** Endurance<sup>B</sup>, Far Shot, Point Blank Shot<sup>B</sup>, Power Attack, Rapid Shot

**Skills** Climb +12, Knowledge (geography) +6, Perception +10, Stealth +11, Survival +8 (+10 tracking)

Languages Gnoll

SQ favored terrain (urban  $+2^*$ ), hunter's bond (companions), wild empathy +4

\*Included in stat block

**Gear** masterwork studded leather armor, +1 light wooden shield, masterwork battleaxe, longbow, 30 arrows, 50-ft. hempen rope, pouch with 3d4 assorted gems worth 10 gp each

The encounter areas of the Grunge begin with a "G" and are followed by a numeral designating the specific encounter. Different areas in the encounters are designated by a hyphenated number following the "G" and the numeral. For example the Hanging Room is identified as G2-6.

# GI. The Pentacle (CR 17)

A sweeping area surfaced in wide, black flagstones stretches in five directions to form a star-shaped plaza. The flagstones are of some extremely hard stone fitted seamlessly together and have weathered the years extremely well, with very few cracks in the stones. This surface seems to almost absorb the light that touches it. Standing in the center of this massive pentacle is a 25-foot-tall colossus of black iron. It depicts a muscular, naked man, its proportions just slightly off to give it a vaguely disturbing appearance. Added to this is the masklike face of the statue, a wrinkled visage of woe, with mouth agape in a forlorn wail. As if giving life to the image, a low moaning carries across the plaza from the blowing of the wind.

The Pentacle served as the marshalling area and staging ground for the armies of the city before their march out the Black Gates. Likewise caravans gathered at the Pentacle before beginning their journeys, and newly arrived caravans stopped here first. As a result numerous taverns, brothels, inns, hostels, custom houses, and caravansarai once opened onto this plaza. These were largely abandoned when the Army of Light cut off access to the city, and these buildings have since fallen into ruin.

In the waning days of the Battle of Tsar, the forces of the city made a great coup. They were able to capture the storm giant king, Thraestos, leader of all the giant forces allied with the Army of Light. The battered giant king was brought before the most powerful Disciples of Orcus who placed him in a magical sleep and then infected him with an extremely virulent form of ghoul fever. He was then transported to the city foundry where he was encased in an iron shell molded into the form of a statue that was subsequently erected in the Pentacle as a cruel irony. Shortly thereafter the forces of Orcus abandoned the city and, other than a small token force that went straight to the Citadel of Orcus, the Army of Light gave chase without securing and searching the city. Such a search would have likely discovered the trapped giant and allowed them the opportunity to rescue this hero to their cause. Instead, abandoned and helpless, Thraestos slowly succumbed to the ravages of the Disciples' evil.

**Creature:** Thraestos has become a **storm giant ghast**, still encased in his iron prison. The moaning noise is actually the inarticulate groans of the cursed giant. A careful examination of the statue's head reveals that its gaping mouth actually opens upon the hidden giant within. The ghast's foul stench is contained within the iron shell, but if examined this closely the odor affects the examiner normally. Likewise the iron casing nullifies all of his special abilities, special qualities, and spell-like abilities while he is encased. Thraestos remains trapped and unresponsive unless he is attacked or attempts are made to pierce his armored coating. Otherwise he does not emerge until Event 4 described in Chapter 1.

KING THRAESTOS XP 102,400 CR 17

#### **XP 102,400 hp** 252 (See Chapter 3, Event 4)

# G2. The Cobbler's Shop

This building is one of the few on the Pentacle that is still largely intact. Here the chief engineer of the city's final defenses continues to ply his trade to this day, making ingress past the city's walls a dangerous proposition. When the siege of the city began taking a toll on the fighting power of the city, a mysterious creature calling himself Ferrin the Bonewright emerged from the Grunge, approached the Disciples, and revealed to them the secret of creating siege undead. It was unknown if this strange creature had lived in the city for years or had just appeared

**CR 2** 

at an opportune moment. Regardless, the Disciples immediately saw the value of the services he offered. They converted a large warehouse on the Pentacle into a workshop and put him to work at producing siege undead from the fallen soldiers recovered from both sides in the conflict. His creations eventually took over the primary wall guard duties as the depleted living troops were redeployed in the offensives outside the city. When the city's inhabitants fled, Ferrin gladly remained behind, happy to work with all of the raw materials left to him.

From the outside the workshop still resembles a warehouse, its walls in poor repair and beginning to crumble in places, but fleeting movements can be detected in the upper floor windows, thin streamers of smoke still emerge from the buildings chimneys, and the muted clatter of construction sporadically sounds from within.

# G2-1. Entry (CR 6)

This wide chamber has a heavy wooden double door leading outside and two doors leading farther into the building. The room has been stripped of furnishings but harbors four hideous guardians, walking corpses that have been stripped of their flesh exposing raw sinews and bladed weapons that have been attached in place of their hands.

**Creatures:** This entrance to the building is guarded by **4 siege undead** of the Bonewright. They remain in this room at all times with the sole purpose of preventing uninvited creatures from entering. They fight until destroyed.

#### SIEGE UNDEAD, MEATMEN (4) XP 600

hp 22 (See Area B2-6, *Part 1—The Tower of Weeping Sores*)

# G2-2. Stairwell

A spiral staircase climbs through the ceiling to Area G2-8 above.

# G2-3. Waiting Room (CR 9)

This room is empty of furnishings, but has rank upon rank of terrible, disfigured undead creations standing silently. The room is filled with the stench of rot.

**Creatures:** This room holds Ferrin's completed siege undead waiting to be sent to their posts on the city walls or at Kirash Durgaut. There are **4 meatmen**, **3 sandmen**, and **6 bonemen**. They attack anyone who opens the door other than Ferrin, however, in the crowded conditions they have difficulty fighting and try to charge forward to take the battle outside the room.

SIEGE UNDEAD,	MEATMEN (4)	CR 2
XP 600		

hp 22 (See Area B2-6, Part 1—The Tower of Weeping Sores)

SIEGE UNDEAD, SANDMEN (3) CR 2 XP 600 hp 27 (See Chapter 2, Area 23 Part 1—The Tower of Weening

hp 27 (See Chapter 2, Area 23, Part 1—The Tower of Weeping Sores)

SIEGE UNDEAD, BONEMEN (6) CR 1 XP 400 hp 13 (See Area B2-2, *Part 1—The Tower of Weeping Sores*)

# G2-4. Assembly Floor (CR 5)

The wooden double door leading outside from this room is barred from the inside (Hardness 5; hp 20; Break DC 25).

This cavernous warehouse floor reeks of cooked flesh and fetid decay. Thick brick columns support the roof 40 feet above, and filth-caked windows high on the wall allow a few feeble rays of light to illuminate the area. One corner of the room holds a tall pile of sand and pebbles, and opposite it are two tall copper vats. Between these stand tables upon which lie corpses in various stages of dismemberment. Working among these are several animated skeletons. A handcart stands in front of a pair of double doors.

**Creatures:** This room is where corpses brought to the Bonewright are prepared for eventual construction as siege undead. A total of **14 skeletons** work at the various tasks involved at this process. Stoking the furnaces and stirring the vats at Area G2-5, stripping the skin and muscle from corpses and dismembering them at the tables, shoveling sand and pebbles into skin sacks that have been prepared by Grytner in Area G2-8, and bringing more raw materials from Area G2-7 for processing. These skeletons respond immediately to intruders, attempting to surround them and cut them down for more raw materials.

CR 1/3

#### HUMAN SKELETONS (14) XP 135

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

# G2-5. Rendering Vats

These two copper vats stand 15 feet tall and are nearly 20 feet in diameter. A furnace between them with a smokestack rising to the roof keeps the water in these vats at a boil. Stacked to the east of them is a large pile of broken timbers and brush scavenged from the city for fuel. The skeletons at Area G2-4 use scaffolds to dump cadavers into the boiling vats and then stir them with long wooden paddles. They then use hooked poles to drag the bodies from the vats once their tissues have been suitably softened and loosened by the boiling process, so that they can more easily be removed.

# G2-6. Hanging Room

Opening the door of this charnel house raises bile in your throats. Hooks dangle on chains from the ceiling. Hanging on these are completed corpses assembled from bits of bone, muscle and wood bound together with nails and twisted pieces of wire. From others hang complete humanoid skins stitched into man-shaped sacks and stuffed with sand. Thin streamers of leaking sand form small piles on the floor beneath these constructions.

Here Ferrin stores his completed constructions that he has not yet animated as siege undead. There are a total of 5 sandmen, 3 bonemen and 2 meatmen awaiting animation here. All are inert and completely harmless. Not every cadaver provides three complete siege undead, depending upon the condition of the various component parts.

# G2-7. Meat Locker (CR 2)

The door to this room feels cold to the touch. Within are stacked

piles of corpses in various stages of decomposition. All are vaguely humanoid and include examples of orcs, hobgoblins and gnolls found in the city or the surrounding Desolation. At the back wall is a patch of **brown mold** that keeps the room chilled and preserves the cadavers.

**Brown Mold (CR 2)**: Brown mold feeds on warmth, drawing heat from anything around it. It normally comes in patches 5 feet in diameter, and the temperature is always cold in a 30-foot radius around it. Living creatures within 5 feet of it take 3d6 points of nonlethal cold damage. Fire brought within 5 feet of brown mold causes the mold to instantly double in size. Cold damage, such as from a *cone of cold*, instantly destroys it.

# G2-8. Balcony (CR 4)

This balcony overlooks the assembly floor 20 feet below. A bridge connects it to the door of Area G2-10. A spiral stair descends to Area G2-2 below.

**Creatures:** There are **2 siege undead** standing guard here. They attack anyone other than Ferrin, Grytner, or one of the undead who attempts to pass through here or climb onto the bridge to enter Area G2-10. They stand back against the west wall and are not visible from the floor below.

SIEGE UNDEAD, SANDMEN (2) XP 600 CR 2

hp 27 (See Chapter 2, Area 23, *Part 1—The Tower of Weeping Sores*)

G2-9. Office (CR 7)

A long table occupies this chamber. Upon it lie wrinkled mounds of what appear to be flesh. Hanging from wires suspended from the ceiling is a nearly completed suit made entirely of skin. A basket beside the table holds spools of thread, needles of wood and bone, cutting shears, and what look like crinkled up sewing patterns.

**Creature:** This room is occupied by one of the few living creatures that can stand to be in Ferrin's presence for long. It is an **advanced four-armed gargoyle** named Grytner that, strangely, has a strong talent for sewing. When not out hunting the ruins for food or stray corpses, Grytner spends his time in this room sewing the empty skins brought to him from the assembly floor into humanoid flesh sacks that can be filled with sand for animation as sandmen. He attacks intruders on sight and attempts to flee to Area G2-11 to join up with Ferrin.

#### GRYTNER XP 3,200

**CR** 7

Advanced-HD four-armed gargoyle (*The Tome of Horrors Revised* 212)

CE Large monstrous humanoid (earth) Init +7; Senses darkvision 60 ft., low-light vision; Perception +13

AC 19, touch 13, flat-footed 16 (+3 Dex, +6 natural) hp 112 (9d10+63) Fort +10; Ref +9; Will +5 DR 10/magic

**Speed** 40 ft., fly 60 ft. (average) **Melee** 4 claws +17 (1d6+8), bite +17 (1d6+8), gore +17 (1d6+8) **Space** 10 ft.; **Reach** 10 ft.

Str 26, Dex 16, Con 24, Int 11, Wis 8, Cha 6 Base Atk +9; CMB +18; CMD 31 Feats Combat Reflexes, Hover, Improved Initiative, Skill Focus



(Fly), Weapon Focus (claw) **Skills** Craft (sewing) +12, Fly +16, Perception +13, Stealth +13 (+17 stony environs) **Languages** Common, Terran **SQ** freeze

**Freeze (Ex)** A four-armed gargoyle can hold itself so still it appears to be a statue. A gargoyle that uses freeze can take 20 on its Stealth check to hide in plain sight as a stone statue.

**Treasure:** Over the years Grytner has amassed a decent hoard from rifling through the pockets of cadavers that have been brought in. Hidden in his sewing basket are 85 gp, 30 pp, 120 sp, 70 cp, three small diamonds (100 gp each), a ruby ring (100 gp), and the jeweled pommel of a broken sword (75 gp).

# G2-10. Guard Room (CR 6)

**Creatures:** This room is bare save for **3 advanced necrophidiuses** that Ferrin constructed long ago to serve as guards for his workshop. They immediately attack anyone who tries to enter other than Grytner or one of the skeletons. They resemble the skeletons of giant snakes with fanged humanoid skulls.

#### ADVANCED NECROPHIDIUSES (3)

CR3

**XP 800** *The Tome of Horrors Revised* 275 N Large construct **Init** +5; **Senses** low-light vision, darkvision 60 ft.; Perception +1

AC 22, touch 14, flat-footed 17 (+5 Dex, +8 natural, -1 size) hp 46 (3d10+30) Fort +1, Ref +6, Will +2 DR 5/bludgeoning; Immune construct traits

Speed 30 ft.
Melee bite +7 (1d8+5 plus paralysis)
Space 10 ft; Reach 5 ft.
Special Attacks dance of death, paralysis (1d6 minutes, DC 14)

Str 20, Dex 21, Con -, Int -, Wis 15, Cha 16





Base Atk +3; CMB +9; CMD 24 (can't be tripped) Skills Stealth +13

**Dance of Death (Ex)** A necrophidius can entrance opponents by swaying back and forth. Those within 30 feet viewing the dancing snake must succeed on a DC 14 Will save or be dazed for 2d4 rounds. This is a mind-affecting effect. The save DC is Charisma-based.

# G2-11. Cobbler's Shop (CR 8)

This room smells strongly of death. Bones of various shapes and sizes dangle on strings from the ceiling like ornaments. Scattered around the room are spare bones of all sorts as well as baskets of what appear to be muscle tissue. Tools, nails, screws, and metal wire likewise abound in what is obviously some sort of macabre workshop. In the center of all of this debris sits a short, three-legged stool. **Creatures:** This shop is where the **bone cobbler**, Ferrin the Bonewright, does his cobbling. He is currently in here at work on his creations unless he has become aware of the party's presence, in which case he stands behind the door ready to attack with surprise with his breath weapon and hammers. He appears to an emaciated, almost skeletal, humanoid with hollow eye sockets and his gray flesh drawn tight over his bones. The various tidbits of bone and partially constructed skeletons on the floor actually comprise a **skeletal swarm**. Once Ferrin attacks, these small assemblages spring to life and scuttle across the floor to attack Ferrin's foes. They do not harm Ferrin even if they occupy his square.

Ferrin is unusual for a bone cobbler in that he carries within him the secret to making siege undead as well as typical skeletons. His powers also manifest in that he created the skeletal swarm from his unintentional "doodlings" with leftover bone bits, and he was able to construct the advanced necrophidiuses. He uses the corpses of all sorts of creatures that are recovered in and around the city, but after he has constructed and modified them, all of his siege undead resemble the humanlike form typical for their kind. His natural affinity with all these forms of corpse construction has propelled him farther than others of his kind and allowed him to attain his vital position with the disciples of Orcus. Where he came by this atypical knowledge is unknown as are any additional abilities that he may not have yet exhibited.

#### FERRIN THE BONEWRIGHT XP 1,200

CR 4

Male bone cobbler (*The Tome of Horrors Revised* 45) CE Medium aberration **Init** +2; **Senses** darkvision 60 ft.; Perception +10

AC 16, touch 13, flat-footed 13 (+2 Dex, +1 dodge, +3 natural) hp 32 (5d8+10) Fort +3; Ref +3; Will +6

#### Spd 30 ft.

Melee 2 light hammers +7 (1d4+3) or 2 claws +6 (1d3+3) Special Attacks animate bones, bonestripping, breath weapon (60-ft. radius, *slow* for 1 minute, Fort DC 14, usable every 1d4+1 rounds)

Str 16, Dex 15, Con 15, Int 12, Wis 14, Cha 12 Base Atk +3; CMB +6; CMD 19 Feats Dodge, Two-Weapon Fighting, Weapon Focus (light hammer) Skills Climb +11, Perception +10, Stealth +10, Survival +10 Languages Abyssal, Common Gear 2 light hammers

Animate Bones (Su) Once per day, a bone cobbler can animate up to 5 skeletal statues within 30 feet as a standard action. These creatures fight as skeletons (see *Pathfinder Roleplaying Game Bestiary*), though their forms and structures do not necessarily have to resemble humanoids (or anything remotely humanoid). This ability otherwise functions similar to an *animate dead* spell (caster level 7th).

**Bonestripping (Ex)** A bone cobbler can rapidly strip all the flesh from a Medium creature in 3 minutes using its claws and hammers. For each size category larger than Medium a corpse is, add 1 minute to the time it takes the bone cobbler to strip the corpse. For each size category smaller than Medium a corpse is, reduce the time by 1 minute (to a minimum of 1 minute). Once stripped, the bone cobbler devours the flesh and collects the victim's bones to use in its "sculptures".

A creature slain in this manner can only be brought back to life by a *miracle, wish,* or *true resurrection* spell.

**Two-Weapon Fighting (Ex)** In combination with its natural abilities, a bone cobbler's Two-Weapon Fighting feat allows it to attack with both of its weapons at no penalty to attack or damage.

#### SKELETAL SWARM XP 4,800 hp 66 (See Monster Appendix)

**CR 8** 

**Treasure:** On one finger of his left hand, Ferrin wears a *ring of sustenance*, which prevents him from consuming the flesh of the cadavers that are brought to him. In addition, scattered on the floor are a few items of treasure that Grytner failed to find on the bodies. They include a platinum necklace worth 1,000 gp, 5 gold teeth (2 gp each) and a short mithral rod that is actually a *wand of color spray (10 charges)*.

# G3. The Blood Pit (CR 9)

A low wall surrounds this vast open bowl. Amphitheater seats descend to the arena floor 70 feet below. A small building on either side of the amphitheater provides entry to the seats. The arena floor itself is cracked and broken earth. At one end a box seat provided viewing for important visitors. In the center of the arena floor stands a wide stone plinth with a large bowl on it. Light reflects from something shiny in the bowl.

Lethal combat between gladiators, prisoners and monsters was one of the main forms of entertainment for the city's lower classes. Rather than build an expensive coliseum, the city leaders enlarged a natural depression in the ground and created the Blood Pit. Here thousands of the innocent and guilty alike died in brutal slaughter or mortal combat. Most of the neighborhoods around the Pit were reduced to rubble by the bombardments during the Battle of Tsar, but the arena's structures remain intact. The entry buildings are empty and lead to stairways and aisles that access the amphitheater seats. However, the surrounding stone wall is only 7 feet high and is fairly easily surmounted (DC 12 Climb check).

There is nothing of interest within the arena seats, but on the pit floor in the very center stands a 10-foot-wide-by-10-foot-tall stone plinth (DC 15 Climb check). The sides are decorated in bas-relief and dedicated to



nameless gods of war and combat. Atop the plinth is a wide bronze bowl where offerings were left, which contains the **treasure**. Characters will likely not have time to examine this closely, as 5 rounds after any living creature steps foot on the arena floor, blood begins to well up through the cracks in the broken earth. The blood fills the entire pit to the level of the lowest seats (10 feet deep) in 2 rounds. Characters caught in the middle of the arena floor when this strange phenomenon occurs can seek safety atop the central plinth. Anyone remaining in the blood must make Swim checks to avoid drowning.

The blood is a manifestation of all the deaths that occurred within the pit over the centuries of its existence. It is real enough, but when every living creature has left the arena the blood disappears without a trace, leaving only the dried, cracked earth floor once again. Those who were covered with blood from swimming in it find that their clothing and equipment bear no traces of the substance. However, they find that any bodies left behind of characters who drowned in the blood or were slain by the arena's inhabitants (see below) have disappeared without a trace, forever absorbed by the Blood Pit and contributing their own life force to the spectral blood that floods the Pit whenever trespassers come once again. The bodies of those who have disappeared in this way can only be recovered by use of *wish*, *miracle* or similar magic.

**Creatures:** While the blood itself is fairly harmless other than as a drowning hazard, the creatures that inhabit it prove to be much more of a threat. Once the arena floor has filled with blood, **4 blood golems** appear in its depths, formed from the life force as well as life's blood of the Blood Pit's many victims. They look like hideous, blood-red bloated slugs with two armlike appendages near their mouths. These creatures attack anyone within the pit blood pool or upon the plinth. They do not leave the arena floor area. When one is slain, it dissolves into a heap of coagulating blood that drains back into the pool. As long as the Blood Pit remains filled, slain blood golems reform and resume their attacks after 2 rounds. This includes new blood golems that have been created through cell division.

Lying in the sacrificial bowl atop the plinth are the remains of Tsar's last gladiatorial champion. Each champion retained his position and control of the Blood Pit until defeated in combat by a challenger. This last champion refused to relinquish his post as the Pit's champion when the rest of the populace fled the city. Instead he took up position upon the arena's plinth preparing to battle the invasion force that never came. He died of thirst sprawled upon the sacrificial bowl for which he gave his life in defense. His dying prayer to the gods of battle was that he might be able forever guard the Blood Pit from intrusion. His prayer was answered by the curse of blood that now lies over the arena.

#### BLOOD GOLEMS (4) XP 1,600

CR 5

*The Tome of Horrors Revised* 218 N Large aberration **Init** +5; **Senses** tremorsense 60 ft.; Perception +13

AC 16, touch 10, flat-footed 15 (+1 Dex, +6 natural, -1 size) hp 38 (7d8 plus 7); fast healing 3 Fort +4; Ref +3; Will +5

**DR** 10/magic and bludgeoning; **Immune** mind-affecting effects; **Resist** fire 10 **Weaknesses** vulnerability to magic

Spd 30 ft., swim 30 ft. Melee 2 slams +7 (1d8+3 plus blood consumption) Space 10 ft.; Reach 5 ft.

Str 17, Dex 12, Con 10, Int 2, Wis 11, Cha 1
Base Atk +5; CMB +9; CMD 20 (can't be tripped)
Feats Great Fortitude, Improved Initiative, Skill Focus (Perception), Toughness
Skills Perception +13; Swim +11
SQ cell division

**Blood Consumption (Su)** Each time a blood golem hits a living opponent with a slam attack, it gains a number of temporary hit points equal to the damage dealt. These bonus hit points are added to the blood golem's total even if the addition takes it above its current maximum hit points. A blood golem cannot gain more hit points than the maximum hit points allowed by its HD (not including any bonus hit points it may have from its Con score). For example, a 7-HD blood golem cannot gain more than 56 hit points.

If a blood golem successfully hits an opponent with both of its slam attacks in a single round, that opponent suffers catastrophic blood expulsion, taking 2d4 points of Constitution damage (DC 15 Fortitude save for half). A blood golem gains 5 hit points per point of Constitution damage it deals. The save DC is Constitution-based and includes a +2 racial bonus.

When a blood golem reaches its maximum hit points for its Hit Dice, it divides (see cell division, below).

**Cell Division (Ex)** When a blood golem absorbs enough blood to raise its hit points to the maximum for its HD, it splits into two identical blood golems, each with half the original's hit points. For example, a 7-HD blood golem that reaches 56 hit points splits into two 7-HD blood golems with 28 hit points each.

**Vulnerability to Magic (Ex)** A blood golem is *slowed* (as the spell) for 1d4 rounds by any cold-based attacks or effects.

A *purify food and water* spell deals 1d6 points of damage per caster level (maximum 10d6) to a blood golem. A blood golem can attempt a Fortitude saving throw (DC 10 + caster's ability score modifier) to reduce the damage by half.

**Treasure:** The skeletal remains slumped over the bronze bowl wear the corroded remnants of gladiatorial helm and breastplate. Clutched in one bony grip is a shiny warhammer, actually a +1 throwing warhammer. Around its waist is a wide leather belt studded with gold and precious stones worth 1,200 gp. This item was the Blood Pit's championship belt and functions as an *amulet of natural armor* +3 for any fighter, paladin, monk, ranger, barbarian, cavalier, or warrior that wears it.

# G4. The Tunnel

This hidden way is accessed by a set of iron gates at the base of the lowest tier. It provided access directly from the city gates to the High Terrace for the city's important individuals who did not have to travel through the various security gates between the terraces. The iron gates were once heavily warded by magic, but were blown asunder by the magic carried by Lord Bishou and his company as they made their way to the Citadel of Orcus. Today the Tunnel serves as lair for



a band of demons as well as providing subterranean access to the Missing River (Area H6, in *Part 3—The Harrow Lanes*).

Unless otherwise noted, the chambers in this area are unlit. Areas G4-2 through G4-11 have 20-foot ceilings. The ceilings of Areas G4-12 through G4-17 have irregular ceilings averaging 10 feet in height.

## G4-1. Broken Gates

The road leads to a gaping tunnel bored into the base of the cliff. Iron gates once barred entry, but they now lay bent inward and broken open where some massive force hammered into them. Beyond, the darkness of a smooth-floored passage disappears into the cliff.

At one time, this passage was heavily guarded against incursion to the High Terrace, but like the city, it was abandoned when the Disciples took flight. One of Lord Bishu's knights used a *ring of the ram* to blast these gates open, and the company rode on unmolested. It was not until later that the Tunnel's current inhabitants took up occupancy.

# G4-2. Ambush Point (CR 11)

This tunnel has been carved through the native rock. It is 15 feet wide with a 20-foot ceiling. Walls, floor and ceiling are worked smooth. An iron portcullis bars the way ahead, and three arrow slits hewn through the stone look out into the passage here. **Creatures:** Currently using this portion of the Tunnel as a lair is a gang of babau demons under the leadership of a foul hezrou. The **7 babaus** in Area G4-9 always keep a watch on this hall through the arrow slits using their *see invisibility*. If they notice the party entering the gates, they prefer to wait until they are occupied with the portcullis before one cloaks the hall in *darkness*. During this surprise round the other 6 babau *teleport* into the party's darkened midst in flanking positions of the most formidable-looking characters. They then make sneak attacks as they are able. The last babau *teleports* to Area G4-8 to report the presence of intruders.

#### BABAU DEMONS (7) XP 2,400

hp 73 (Pathfinder Roleplaying Game Bestiary "Demon, Babau")

CR 6

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

# G4-3. Corridor Trap (CR 14)

This section of the corridor bears a deadly **trap**. The trap had been allowed to fall into disrepair before Lord Bishou and his knights rode through. However, when the babau took up residence here, they repaired the trap and it is active once again. Anyone making a DC 30 Perception check detects a faint whirring noise coming from behind the eastern wall. This is the trap's roller spinning in Area G2-7.

**Trap:** Whenever someone enters one of the squares marked on the map, the hydraulic mechanism attached to the roller releases, causing the telescoping arm to spring forward with the roller. The wall is only 2 inches thick between these areas and is smashed asunder instantly. The



spiked roller of the trap comes whirling out into the hall, all the way across, hitting anyone standing in any of the 9 squares immediately in front of it. Likewise the explosion of the stone wall sends rubble flying into all of those spaces as well as those immediately adjacent to them dealing 3d6 points of bludgeoning damage (DC 17 Reflex half). Once activated, the spiked roller embeds in the far wall and ceases its spinning, but if reset from Area G4-7 resumes its spinning as it retracts.

**Spiked Roller Trap:** CR 14; mechanical; location trigger; manual reset; no attack roll required (9d6, crush and 9d6, slashing); multiple targets (all targets in a 15-ft.-by-15-ft. section of corridor); DC 23 Reflex save for half of each type of damage; Search DC 30 (DC 22 if Listen check is made as described above); Disable Device DC 26.

#### SPIKED ROLLER TRAP

CR 14

**Type** mechanical; **Perception** DC 30 to hear water (DC 22 if the Perception check is made as described above); **Disable Device** DC 26

Trigger location; Reset manual

**Effect** no attack roll required (9d6, crush and 9d6, slashing, DC 23 Reflex half for each); multiple targets (all targets in a 15-ft.-by-15-ft. section of corridor)

## G4-4. The Long Stair

This long stair consists of short, deep steps ascending at a moderate 22-degree slope, so that even horses can traverse it safely. It rises a total of 400 feet over its 800-foot length before exiting at Area G4-18. Traveling this route is an eerie, echoing, claustrophobic experience punctuated only by the occasional drip of water from the thousands of tiny stalactites that have formed in the last several centuries. The stairs remain clear of stalagmites except near the walls because of their use over the centuries. The creatures of the city avoid this route because of the grimlock colony that has sprung up past Area G4-12.

# G4-5. Garrison Entrance (CR 8)

A locked wooden door opens off of the Tunnel here. The key is lost, but the door can be unlocked from the inside.

**Strong Wooden Door:** 2 in. thick; Hardness 5; hp 20; Disable Device DC 25; Break DC 25.

This chamber is bare and dusty. Two doors open off of it in the northwest corner.

**Creatures:** There are **2 babau** lurking in here. They listen for intruders in the corridor taking 10 on their Perception checks. If the trap at Area G4-3 is activated, they hear it and will be actively listening at the door instead. If one of them hears intruders approaching, they each drink their *potion of invisibility* and take up flanking positions in order to sneak attack the second character to enter the room before *teleporting* out into the hall to flank and sneak attack the last character in line. If hard pressed, they *teleport* to Area G4-11 to warn the other demons.

#### BABAU DEMONS (2) XP 2,400

**hp** 73 (*Pathfinder Roleplaying Game Bestiary* "Demon, Babau") **Combat Gear** *potion of invisibility* 

# G4-6. Storage

Dusty sacks and clay vessels occupy the corners of this room. A pair of warped longspears leans against the wall.

This chamber once held supplies and weapons for the garrison of the Tunnel. Most of this was taken when the city was abandoned. The few sacks and amphorae hold only the weevil-ridden remnants of ancient grain. The babau never come here and have essentially forgotten that it exists, since they *teleport* rather than actually walk the halls of their lair. The party could use this room as a base to rest and recuperate and not be discovered for several hours.

# G4-7. Trap Mechanism

This room holds the workings for the spiked roller trap described at Area G2-3. If the trap has not been activated, then the roller spins in this room mounted on the end of its arm. Anyone approaching within a foot of the spinning roller is hit by the spikes for 9d6 points of slashing damage. If the trap has been activated, then the arm has telescoped out and there is a massive hole in the south wall with the roller embedded in the far wall of the hallway. A large steel wheel mounted on the side of the arm's base can be turned to retract the arm and reset the trap. This requires a DC 20 Str check and takes 2 minutes.

The entire mechanism is powered by hydraulic pressure from the fountain at Area G4-8. If 100 points of damage is dealt to the mechanism (Hardness 10), a powerful jet of water begins spewing out, and the roller stops spinning, the trap deactivated until repaired. Likewise a DC 15 Disable Device in this room can accomplish the same result.

# G4-8. Fountain Chamber (CR II)

Blue tiles cover the floor of this chamber, and the northern portion is dominated by a similarly blue-tiled pool. From the back edge of this pool a water spout shoots towards the domed ceiling 40 feet overhead before falling back into the pool. The roar of this spout fills the chamber as does a cool mist.

The powerful water jet here provides the hydraulic pressure to operate the trap mechanism in Area G4-8. The pool likewise served as the water supply for the Tunnel's garrison.

**Creature:** Now the chamber serves as the abode for the leader of the gang of babau demons. This **hezrou demon** lurks in the bottom of the 20-foot-deep pool. It can hold its breath for 58 rounds, while remaining inactive, without requiring a Con check. If the party passed through Area G4-2 then it is probable that one of the babau demons retreated here to warn its boss and remains here waiting to battle the intruders.

#### HEZROU DEMON XP 12,800

CR 11

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

**Tactics:** The hezrou has total concealment from anyone not approaching the edge of the pool. Even then it still gains a +10 bonus to Stealth checks while it remains at the bottom of the pool. Once the hezrou notices someone entering the room, it tries to summon another hezrou with a 35% chance of success, to distract the party. It follows

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**CR 6** 

this with a *blasphemy* — which is unlikely to affect characters of the party's level — and then a *chaos hammer*. It then *teleports* into the middle of the party, trying to affect as many as possible with its stench during combat.

**Treasure:** At the bottom of the pool is the skull of a green dragon, noticed with a DC 14 Perception check. Hidden in the skull's mouth (DC 15 Perception check if the party swims down to examine it) is a sack holding an entire human skeleton tied in a fetal position with cords and encased in a coating of gold worth 2,000 gp and five aquamarines (500 gp each).

# G4-9. Archer Post (CR 9 or 10)

Each of these rooms has three arrow slits looking out into Area G4-2.

**Creatures:** Currently babau demons stand guard herein. There are **4 babaus** in the northern archer post and **3 babaus** in the southern archer post. Their tactics are described under Area G4-2. The southern archer post has a winch that controls the portcullis outside. The winch is locked in position and requires a DC 20 Disable Device check or DC 23 Break check before it can be used. The key is in Area G2-11.

#### BABAU DEMONS (7) CR 6 XP 2,400

hp 73 (Pathfinder Roleplaying Game Bestiary "Demon, Babau")

## G4-10. Guard Room (CR 8)

This room is empty of furnishings. It used as a guard post to watch the passage that passes underneath the Tunnel.

**Creatures:** There are **2 babau demons** here at all times. One hides on either side of the stairway, waiting to sneak attack the first character that climbs into the room.

BABAU DEMONS (2)CR 6XP 2,400hp 73 (Pathfinder Roleplaying Game Bestiary "Demon, Babau")

## G4-11. Garrison Hall (CR 10)

Two rows of stone columns support the ceiling of this long hall. The broken remains of tables and benches have been pushed back against the walls and into the corners. A couple dozen bunks appear to remain in useable condition, though they all bear stains from a dry, reddish substance that seems to have dissolved portions of the wood and linens. A large clay pot rests in the center of the room.

**Creatures:** Formerly the barracks and mess hall of the Tunnel garrison, this room now serves as the quarters for the gang of babau demons that has taken up residence in Tsar. At any given time there are **5 babaus** in here resting, squabbling or planning their next raids, though there are bunks for four times that many. The rest are either on guard duty elsewhere in the garrison complex or out hunting in the city or the Desolation. They use the vessel in the center of their room as a privy. Its contents are foul and reddish in color. It also has the same properties as the demons' protective slime. When

combat ensues, one of the babaus lifts the clay pot and throws it at a character. It hits with a ranged touch attack and drenches the target, dealing 1d6 points of bludgeoning damage and 4d8 points of acid damage. Anyone within 5 feet of where it lands is splashed with the excrement and takes 1d8 points of acid damage. If the babau are aware of intruders, their first act is try and summon additional babau demons. They then use their *darkness* and *teleport* abilities to confuse and flank their opponents.

Hidden under some of the debris (DC 14 Perception check) is a flayed humanoid, its head completely stripped of skin and partially eaten. A DC 25 Knowledge (nature) or Knowledge (dungeoneering) identifies it as a morlock. It was captured in the Tunnel by the babaus and has only been dead for a few days. Tucked in one of the slime-crusted beds is the key to the winch in Area G4-9 (DC 28 Perception to locate).

#### **BABAU DEMONS (5)**

XP 2,400

hp 73 (Pathfinder Roleplaying Game Bestiary "Demon, Babau")

CR6

**Treasure:** A secret panel in one of the pillars (DC 20 Perception to locate) holds the accumulated treasures of the babau demons. It contains a chest holding 2,200 gp, 3,800 cp, an ivory rod set with small emeralds (3,000 gp) and two *potions of rage*.

# G4-12. Secret Side Tunnel (CR 5)

The entrance to this chamber is little more than a wide crack in the wall. It is easily missed and requires a DC 17 Perception check to notice it. The passage is only 4 feet high at its beginning but increases to 7 feet high by the time it enters the chamber.

This small, natural side tunnel widens into a chamber. Two side passages lead out of the chamber in opposite directions. A faint glow comes from the eastern passage.

Occupying the center of this chamber is a **trap**.

**Covered Pit:** A dirty blanket and a thin layer of dust cover a jagged pit in the center of the floor. The morlocks living in these tunnels have cultivated a patch of green slime at the bottom of this 10-foot-deep pit.

#### CAMOUFLAGED PIT TRAP CR 5 Type mechanical; Perception DC X18; Disable Device DC NA (cannot be disabled but easily avoided once discovered)

Trigger location; Reset manual

Effect 10-ft.-deep pit (1d6, fall plus green slime, Reflex DC 20 avoids)

**Green Slime (CR 4)**: This dungeon peril is a dangerous variety of normal slime. Green slime devours flesh and organic materials on contact and is even capable of dissolving metal. Bright green, wet, and sticky, it clings to walls, floors, and ceilings in patches, reproducing as it consumes organic matter. It drops from walls and ceilings when it detects movement (and possible food) below.

A single 5-foot square of green slime deals 1d6 points of Constitution damage per round while it devours flesh. On the first round of contact, the slime can be scraped off a creature (destroying the scraping device), but after that it must be frozen, burned, or cut away (dealing damage to the victim as well). Anything that deals cold or fire damage, sunlight, or a *remove disease* spell destroys a patch of green slime. Against wood or metal, green slime deals 2d6 points of damage per round, ignoring metal's hardness but not that of wood. It does not harm stone.

# G4-13. Dead End Tunnel

This narrow tunnel has a ceiling only 5 feet high. A glow is visible from somewhere ahead. At the point marked with a T is an alarm device set up by the grimlocks. It is a tripwire at ankle height (DC 20 Perception check locate without tripping it) attached to a sack of rocks hanging around the bend in the passage. If tripped, the bags dump the rocks on a crude drum created from morlock skin stretched taut over a giant cave cricket carapace. The drumming is clearly audible throughout this tunnel system.

At the far end of this dead end tunnel is a glowing fungus that resembles a shrubbery. It is this that provided the glow visible from Area G4-12.

**Phosphorescent Fungus:** This strange underground fungus gives off a soft violet glow that illuminates underground caverns and passages as well as a candle does. Rare patches of fungus illuminate as well as a torch does.

# G4-14. Alarm

This tunnel has a 5-foot ceiling. Strung across the passage at ankle height at the point marked T is a tripwire (DC 20 Perception check to locate without tripping it). The tripwire is connected to an old chain shirt that hangs just around the bend in the passage. If the wire is tripped, the chain shirt shakes and gives off a slight metallic rattling. This noise is not loud, but extremely audible to the sensitive ears of the morlocks.

# G4-15. Communal Chamber (CR 13)

The ceiling rises to a 10-foot dome over this roughly round chamber. Dark tunnel openings lead off in all directions. Several bedrolls composed of poorly-cured, unidentifiable hides, clumps of fur, and bits of discarded rag lie in wads on the floor. An upended tortoise shell lying on the floor holds a whitish paste. Around it lie several beads and crude stone tools.

**Creatures:** This chamber serves as the residence of a wandering morlock tribe that has colonized this area. There are ordinarily **4 morlock barbarians** occupying this chamber, 3 males and 1 female. They automatically hear if either of the alarms is set off or if anyone approaches within 40 feet without masking the sound of their approach. Once they have detected the approach of outsiders they scatter into the four side passages. They remain hidden there until party members begin taking one of the passages. Then one of them leads them on by firing his bow from the darkness, while the others circle around behind to attack from the rear. If two are killed, the rest flee to Area G4-16.

**Note:** These morlocks are blind from their long generations spent in the Under Realms, and can only fire their bows at targets within 40 ft., as that is the extent of their blindsight.

The whitish paste is made from Under Realm fungi and serves the morlocks as food. Any other creature that tastes some of it must make a DC 21 Fortitude save to avoid becoming nauseated for 1d4 rounds.

#### MORLOCK BARBARIANS (4)

#### XP 6,400

Male or female morlock barbarian 7 (*Pathfinder Roleplaying Game Bestiary* "Morlock") CE Medium monstrous humanoid

**Init** +8; **Senses** blindsight 40 ft., scent; Perception +12

AC 21, touch 13, flat-footed 21 (+7 armor, +3 Dex, +1 natural) hp 94 (3d10+6 plus 7d12+14 plus 7)

**Fort** +8; **Ref** +11 (+13 vs. traps); **Will** +4

**Defensive Abilities** improved uncanny dodge, trap sense +2, uncanny dodge; **DR** 1/—; **Immune** disease, poison, vision-affecting effects

#### Spd 40 ft., climb 20 ft.

**Melee**+ 1 battleaxe + 14/+9 (1d8+4/x3), bite +8 (1d4+1)**Ranged**mwk shortbow + 15/+10 (1d6/x3)

**Special Attacks** leap attack, rage (18 rounds/day), rage powers (no escape, raging leaper, strength surge), sneak attack +1d6, swarming

Str 16, Dex 19, Con 15, Int 10, Wis 8, Cha 6
Base Atk +10; CMB +13; CMD 27
Feats Improved Initiative, Lightning Reflexes, Point Blank Shot, Skill Focus (Perception), Stealthy
Skills Acrobatics +20, Climb +26, Escape Artist +10, Perception +12, Stealth +17 (+21 in caverns)
Languages Undercommon
SQ expert climber, fast movement
Gear +1 breastplate, +1 battleaxe, masterwork shortbow, 40

arrows, 10 + 1 arrows

**Treasure:** The items on the floor are the treasures of these morlocks. Some of them belonged to a fifth tribal member who was recently captured by the babau demons, and the other morlocks are trying to decide how to split it. These treasures consist of ten gray Under Realm freshwater pearls (100 gp each), a clump of greenish mushroom that functions as a *potion of cure light wounds* if eaten, six giant beetle antennae (no value), and a gold nugget (35 gp).

# G4-16. Chief's Chamber (CR 13)

This small cyst in the earth is lit by a flickering campfire contained within a ring of stones. A slender, broken stalactite propped on this ring of stones supports a severed giant cave lizard's head above the fire. The stench of burning reptile flesh fills the chamber, and the smoke collects at the 12-foot ceiling overhead. A pallet composed of some pebbly hide is spread out before the fire.

**Creatures:** This chamber serves as the quarters of **Tatak**, chief of this small morlock tribe. He resides here with his mate, another **morlock barbarian**. They hear if there is fighting in G4-15 and withdraw into the far passage to await the intruders. Tatak's mate and any surviving morlocks immediately rage if anyone enters this chamber while the chief hangs back and plays his *pipes of pain* before firing his bow. The other tribe members are immune to these particular pipes due to their long exposure to their chief's musical excesses. If his mate is killed, Tatak greater rages and enters melee with his greataxe.

#### TATAK XP 25.600

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CR 13

Male morlock barbarian 11 (*Pathfinder Roleplaying Game Bestiary* "Morlock")

CE Medium monstrous humanoid

#### Init +8; Senses blindsight 40 ft., scent; Perception +12

AC 22, touch 14, flat-footed 22 (+5 armor, +4 Dex, +3 natural) hp 132 (3d10+6 plus 11d12+22 plus 11) Fort +10; Ref +12 (+15 vs. traps); Will +5 Defensive Abilities improved uncanny dodge, trap sense +3, uncanny dodge; DR 2/—; Immune disease, poison, vision-affecting effects; Resist cold 10

#### **Spd** 50 ft., climb 30 ft.

**Melee** +2 greataxe +20/+15/+10 (1d12+8/x3), bite +13 (1d4+2) **Ranged** mwk shortbow +19/+14/+9 (1d6/x3) **Special Attacks** greater rage, leap attack, rage (18 rounds/day), rage powers (no escape, raging leaper, roused anger, strength surge, unexpected strike), sneak attack +1d6, swarming

#### **Str** 19, **Dex** 19, **Con** 15, **Int** 12, **Wis** 8, **Cha** 10 **Base Atk** +14; **CMB** +18; **CMD** 32

Feats Improved Initiative, Improved Natural Armor (2), Lightning Reflexes, Point Blank Shot, Skill Focus (Perception), Stealthy Skills Acrobatics +22, Climb +29, Escape Artist +12, Knowledge (dungeoneering) +12, Perception +12, Perform (wind instruments) +11, Stealth +21 (+25 in caverns), Survival +10 Languages Common, Undercommon SQ expert climber, fast movement

**Combat Gear** *pipes of pain*; **Other Gear** +1 *cold resistance chain shirt*, +2 *greataxe*, masterwork shortbow, 30 arrows, 20 +1 *arrows* 

MORLOCK BARBARIAN XP 6,400 hp 94 (See Area G4-15) CR 9

**Treasure:** The chief's treasure is gathered beneath his xorn-hide pallet. Hidden there are 14 uncut diamonds worth 150 gp each (5 times as much if a DC 20 Craft [jewelry] is made).

# G4-17. Crevice (CR 12)

After a short natural stair, the passage opens into cavern with a 20-foot ceiling. Bisecting the cavern is a 10-foot wide crevice that disappears into darkness. The sound of running water can be heard from the depths of the crevice. Beyond the crevice another tunnel winds away to the north. After a mile of meandering tunnels it connects with the Missing River (Area H6 in *Part 3—The Harrow Lanes*). The wandering morlocks came from this direction. The crevice drops 40 feet before opening onto a tributary of the Missing River. This tributary likewise travels northward before connecting with that watercourse. There are very few air pockets, so traveling down this rushing stream is extremely hazardous. Upstream the tributary heads into the Under Realms tunnels beneath the Stoneheart Mountains.

**Creatures:** Occupying the western side of this crevice is an **elder black pudding**. This ooze recently climbed up from the river below and has been in a semi-hibernative state for the past few days. It becomes fully alert when someone enters the chamber. It would've woken in a few more days and likely wiped out the entire morlock colony.

#### ELDER BLACK PUDDING CR 12 XP 3,200 Advanced-HD black pudding (*Pathfinder Roleplaying Game Bestiary* "Black Pudding")

N Gargantuan ooze Init -5; Senses blindsight 60 ft.; Perception -5

AC 1, touch 1, flat-footed 1 (-5 Dex, -4 size)

# Pipes of Pain

Aura faint enchantment and evocation; CL 6th Slot —; Price 12,000 gp; Weight 3 lb.

#### DESCRIPTION

These appear to be like any other standard set of pipes with nothing to reveal their true nature. When played by someone who succeeds on a DC 15 Perform (wind instruments) check, the pipes create a wondrous melody. All within 30 feet must make a DC 14 Will save or be fascinated by the sound. (This is a mind-affecting sonic compulsion.)

As soon as the piping stops, all those affected are stricken by intense pain at even the slightest noise. Unless a character is in a totally silent area, she takes 1d4 points of damage per round for 2d4 rounds. During this time, damage from sonic attacks is doubled. Thereafter, the least noise causes an affected character to become shaken (except when she is in a totally silent area). This hypersensitivity is a curse and therefore hard to remove (see the *bestiw curse* spell).

#### CONSTRUCTION

**Requirements** Craft Wondrous Item, creator must have bardic music class feature *sound burst*; **Cost** 6,000 gp

#### hp 229 (17d8+153) Fort +14; Ref +0; Will +0 Defensive Abilities split; Immune ooze traits

Spd 20 ft., climb 20 ft.
Melee slam +18 (3d6+12 plus 3d6 acid plus grab)
Space 15 ft.; Reach 10 ft.
Special Attacks acid (DC 27), constrict (3d6+12 plus 3d6 acid), corrosion

Str 26, Dex 1, Con 28, Int —, Wis 1, Cha 1 Base Atk +12; CMB +24 (+28 grapple); CMD 29 (39 vs. bull rush, can't be tripped) Skills Climb +16 SQ suction

# G4-18. Upper Entrance

This building's stone doors are barred from the inside. This building is empty of all save a wide staircase descending into darkness. This is the upper end of the Tunnel.

**Stone Double Doors:** 4 in. thick; Hardness 8; hp 60; Break DC 30.

# G5. Cliff Warrens (CR varies)

The lower cliffs of the natural terrace that forms the western boundary of the Grunge are honeycombed with caves and tunnels. These served as dwellings for those outcasts and undesirables too low on the social scale even to warrant a real apartment in the tenements of the Grunge. The caves can be naturally formed or hewn from the native stone and range in quality from simple rock shelters to small systems of tunnels or connected caverns. Most are at ground level, though some are higher on the cliff face and accessible only


by treacherous stairs, handholds and ledges, or had ladders that were removed long ago (DC 25 Climb check to access). There are literally hundreds of these caves — far more then can be explored — so a few sample maps are provided that can be used and modified as necessary as layouts for those that are entered.

Most of these dwellings are abandoned, though some have been occupied temporarily or permanently by new residents. Consult the list below for some of the specific inhabitants that now occupy these former residences. Roll randomly or select from the list whichever works best for your purposes. Use one of the maps or create your own as you see fit.

#### Hobgoblin Mercenaries

This band of mercenaries has been bivouacking in a cavern system 20 feet above the ground and accessible only by crude hand and footholds cut into the rock face (Climb DC 7). If any are captured and successfully questioned or bribed, they admit they have been employed by an individual they know only as the White Walker who seeks to use them as a personal army of conquest. They describe the White Walker as a mysterious pale-faced, silver-bearded human with no color other than the blood on his robes, who walks among them whenever they least expect it — they never notice when he arrives, he is simply suddenly there.

This individual is none other than the vampire lord, Belishan the Bloodmage (see *Part 4—The Crooked Tower*). He intends to use these mercenaries as his own personal enforcers in his nefarious schemes as soon as they have attained suitable strength. They are unaware of his plans, his location, or his true undead nature. A successful DC 20 Intimidate check while questioning one of these creatures causes it to reveal information that a young elf maiden was given to the White Walker a month or so ago as spoils from a caravan that he ordered raided out on the Desolation (this refers to Shilarra, Chapter 7, Area 82 of *Part 4—The Crooked Tower*). A DC 25 Intimidate check reveals the speculation that the White Walker comes from the crooked tower on the edge of the cliff (Area H12).

- Vermer, Mercenary Leader, hobgoblin ranger 11
- Hobgoblin Sergeants (2), See below
- Hobgoblin Bodyguards, hobgoblin barbarian 7 (3)
- Hobgoblin Shamans, hobgoblin cleric of Set 7 (2)
  Hobgoblin Scouts, hobgoblin rogue 6 (8)
- Hobgobini Scouts, nobgobini rogue 0 (8)
- Hobgoblin Archers, hobgoblin ranger 6 (12)
- Hobgoblin Infantry, hobgoblin warrior 6 (38)

### VERMER, MERCENARY LEADER XP 9.600

Male hobgoblin ranger 11 (*Pathfinder Roleplaying Game Bestiary* "Hobgoblin") LE Medium humanoid (goblinoid) **Init** +12; **Senses** darkvision 60 ft.; Perception +23

**CR 10** 

AC 22, touch 14, flat-footed 18 (+8 armor, +4 Dex) hp 61 (11d10+22 plus 22) Fort +9; Ref +11; Will +4 Defensive Abilities evasion

Spd 30 ft.; woodland stride Melee +1 short sword +14/+9/+4 (1d6+3/19–20) and +1 punching dagger +14/+9/+4 (1d4+2/x3) Ranged mwk heavy crossbow +16 (1d10/19–20) Special Attacks favored enemy (humanoid [human] +6, undead +4, outsider [evil] +2), quarry Spells Prepared (CL 8th): 2nd—barkskin 1st—alarm, resist energy, summon nature's ally I

**Str** 14, **Dex** 18, **Con** 15, **Int** 13, **Wis** 12, **Cha** 14 **Base Atk** +11; **CMB** +13; **CMD** 27

**Feats** Alertness, Endurance<sup>B</sup>, Greater Two-Weapon Fighting<sup>B</sup>, Improved Initiative, Improved Two-Weapon Fighting<sup>B</sup>, Power Attack, Quick Draw, Toughness, Two-Weapon Fighting<sup>B</sup>, Weapon Finesse

Skills Climb +15, Diplomacy +7, Knowledge (geography) +19,

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**CR 7** 

Knowledge (nature) +15, Perception +23, Sense Motive +9, Stealth +25, Survival +19 (+24 tracking)

Languages Common, Goblin, Orc

**SQ** favored terrain (urban +4\*, plains +2), hunter's bond (companions), swift tracker, two-weapon combat style, wild empathy +13 \*Included in stat block

**Gear** +2 elven chain, +1 short sword, +1 punching dagger, masterwork heavy crossbow, 20 crossbow bolts, gold crossbow bolt (10 gp), pouch with 45 gp

## FIRST HOBGOBLIN SERGEANT XP 3,200

Male hobgoblin fighter 8 (*Pathfinder Roleplaying Game Bestiary* "Hobgoblin") LE Medium humanoid (goblinoid) **Init** +6; **Senses** darkvision 60 ft.; Perception +7

AC 25, touch 13, flat-footed 22 (+9 armor, +2 Dex, +1 dodge, +3 shield) hp 88 (8d10+24 plus 16) Fort +9; Ref +6; Will +3 (+5 vs. fear) Defensive Abilities bravery +2

#### Spd 30 ft.

**Melee** +1 trident +15/+10 (1d8+7) or +1 club +12/+7 (1d6+4) **Ranged** +1 trident +14 (1d8+7) or +1 club +11 (1d6+4) **Special Attacks** weapon training (spears +1)

#### **Str** 17, **Dex** 15, **Con** 16, **Int** 10, **Wis** 12, **Cha** 8 **Base Atk** +8; **CMB** +11; **CMD** 24

Feats Alertness, Dodge, Greater Weapon Focus (trident)<sup>B</sup>, Improved Initiative<sup>B</sup>, Lightning Reflexes, Quick Draw<sup>B</sup>, Toughness, Weapon Focus (trident)<sup>B</sup>, Weapon Specialization<sup>B</sup> Skills Climb +5, Intimidate +6, Perception +7, Sense Motive +3, Stealth +5 Languages Common, Goblin SO armor training 2

**Combat Gear** 2 thunderstones; **Other Gear** +1 half-plate, +1 heavy steel shield, +1 trident, +1 club, jade comb (25 gp), silver scroll tube (35 gp) filled with fine sand

#### SECOND HOBGOBLIN SERGEANT XP 6,400

Female hobgoblin ranger 4/rogue 6 (*Pathfinder Roleplaying Game Bestiary* "Hobgoblin") LE Medium humanoid (goblinoid) **Init** +10; **Senses** darkvision 60 ft.; Perception +17

AC 18, touch 14, flat-footed 18 (+3 armor, +4 Dex, +1 shield) hp 78 (4d10+8 plus 6d8+6 plus 12) Fort +7; Ref +13 (+15 vs. traps); Will +5 Defensive Abilities evasion, trap sense +2, uncanny dodge

#### Spd 30 ft.

Melee mwk scimitar +13/+8 (1d6+1/18–20) Ranged +1 light crossbow +13/+8 (1d8+1/19–20) Special Attacks favored enemy (outsider [evil] +2), rogue talent (surprise attack), sneak attack +3d6 Spells Prepared (CL 1st): 1st—entangle (DC 13)

**Str** 13, **Dex** 18, **Con** 12, **Int** 10, **Wis** 15, **Cha** 13 **Base Atk** +8; **CMB** +9; **CMD** 23

**Feats** Endurance <sup>B</sup>, Improved Initiative, Point Blank Shot <sup>B</sup>, Precise Shot, Rapid Reload (light crossbow), Stealthy, Toughness, Weapon Finesse <sup>B</sup>

Skills Acrobatics +13, Climb +14, Disable Device +16, Escape

Artist +15, Handle Animal +8, Knowledge (local) +13, Perception +17 (+20 find traps), Stealth +25, Survival +9 (+11 tracking), Swim +10

#### Languages Common, Goblin

**SQ** archery combat style, favored terrain (urban +2\*), hunter's bond (animal companion—viper named Chyss), rogue talent (fast stealth, finesse rogue), trapfinding, wild empathy +5 \*Factored into stat block

**Combat Gear** 4 applications of Medium spider venom (Injury; save Fort DC 14; onset —; frequency 1/rd. for 4 rds.; effect 1d2 Str; cure 1 save); **Other Gear** bracers of armor +3, +1 buckler, masterwork scimitar, +1 light crossbow, 20 crossbow bolts, 100-ft. silk rope, pouch with 38 sp and 9 pp

### CHYSS, ANIMAL COMPANION XP —

CR —

Female viper (*Pathfinder Roleplaying Game Bestiary* "Familiar, Viper") N Tiny animal **Init** +3; **Senses** low-light vision, scent; Perception +9

AC 16, touch 15, flat-footed 13 (+3 Dex, +1 natural, +2 size) hp 7 (2d8–2) Fort +2; Ref +6; Will +1

**Spd** 20 ft., climb 20 ft., swim 20 ft. **Melee** bite +6 (1d2–2 plus poison) **Space** 2-1/2 ft.; **Reach** 0 ft.

Str 4, Dex 17, Con 8, Int 1, Wis 13, Cha 2 Base Atk +1; CMB +2; CMD 9 (can't be tripped) Feats Weapon Finesse Skills Climb +11, Perception +9, Stealth +15, Swim +11 Languages link with master SQ share spells

**Poison (Ex)** Bite—injury; *save* Fort DC 9; *frequency* 1/round for 6 rounds; *effect* 1d2 Con; *cure* 1 save.

#### HOBGOBLIN BODYGUARDS (3) CR 6

XP 2,400

CR9

Male hobgoblin barbarian 7 (*Pathfinder Roleplaying Game Bestiary* "Hobgoblin")

LE Medium humanoid (goblinoid) Init +0; Senses darkvision 60 ft.; Perception +9

AC 16, touch 10, flat-footed 16 (+4 armor, +2 natural) hp 100 (7d12+35 plus 14) Fort +10; Ref +2 (+4 vs. traps); Will +1 Defensive Abilities improved uncanny dodge, trap sense +2, uncanny dodge; DR 1/--

Spd 30 ft.

Melee +1 heavy flail +13/+8 (1d10+7/19–20) Ranged mwk throwing axe +8/+3 (1d6+4) Special Attacks rage (21 rounds/day), rage powers (animal fury, intimidating glare, roused anger)

#### Str 19, Dex 10, Con 20, Int 7, Wis 9, Cha 4

Base Atk +7; CMB +11; CMD 21
Feats Quick Draw, Toughness, Skill Focus (Perception), Weapon Focus (heavy flail)
Skills Climb +9, Perception +9, Stealth +5, Survival +5
Languages Common, Goblin
SQ fast movement
Gear masterwork hide armor, *amulet of natural armor* +2, +1 *heavy flail*, 3 masterwork throwing axes, necklace of jade and polished bone (100 gp)

#### HOBGOBLIN SHAMANS (2) XP 2,400

CR 6

Female hobgoblin cleric of Set 7 (*Pathfinder Roleplaying Game Bestiary* "Hobgoblin") LE Medium humanoid (goblinoid) **Init** +2; **Senses** darkvision 60 ft.; Perception +8 **Aura** lawful, good

AC 18, touch 12, flat-footed 16 (+6 armor, +2 Dex) hp 42 (7d8–7 plus 14) Fort +4; Ref +4; Will +8

#### Spd 20 ft.

**Melee** +1 spear +7 (1d8+2/x3) **Ranged** +1 spear +8 (1d8+2/x3) Special Attacks channel negative energy 6/day (DC 16, 4d6), spontaneous casting (inflict spells) **Domain Spell-like Abilities** (CL 7th, melee touch +6): 6/day-touch of evil (3 rounds), touch of law **Spells Prepared** (CL 7th, melee touch +6): 4th—order's wrath<sup>D</sup> (DC 17), poison (DC 17) 3rd—glyph of warding (DC 16), invisibility purge, magic circle against chaos<sup>D</sup>, magic vestment 2nd—align weapon (evil only)<sup>D</sup>, augury, chant\*, death knell (DC 15), summon monster II 1st-bane (DC 14), cause fear (DC 14), command (DC 14), cure light wounds (DC 14), detect undead, protection from good<sup>D</sup> 0 (at will)—create water, detect poison, purify food and drink, stabilize

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

#### **Str** 12, **Dex** 15, **Con** 9, **Int** 10, **Wis** 16, **Cha** 17 **Base Atk** +5; **CMB** +6; **CMD** 18

Feats Alertness, Rapid Reload (heavy crossbow), Toughness, Weapon Focus (spear)

**Skills** Knowledge (religion) +6, Perception +8, Sense Motive +12, Stealth +3

Languages Common, Goblin

**Combat Gear** *divine scroll* (CL 7: *bull's strength*), *divine scroll* (CL 7: *cure critical wounds*), *divine scroll* (CL 7: *dispel magic*), 4 applications of Medium spider venom (Injury; *save* Fort DC 14; *onset* —; *frequency* 1/rd. for 4 rds.; *effect* 1d2 Str; *cure* 1 save); **Other Gear** masterwork chainmail, +1 *spear*, copper unholy symbol of Set (15 gp), pouch with 3d6 gp \*See sidebox

#### **HOBGOBLIN SCOUTS (8)**

#### XP 1,600

Male hobgoblin rogue 6 (*Pathfinder Roleplaying Game Bestiary* "Hobgoblin") LE Medium humanoid (goblinoid)

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

AC 17, touch 14, flat-footed 17 (+3 armor, +4 Dex) hp 48 (6d8+6 plus 12) Fort +3; Ref +9 (+11 vs. traps); Will +1 Defensive Abilities evasion, trap sense +2, uncanny dodge

Spd 30 ft. Melee mwk short sword +9 (1d6+1/19–20) Ranged light crossbow +8 (1d8/19–20) Special Attacks rogue talent (surprise attack), sneak attack +3d6

Str 13, Dex 18, Con 12, Int 10, Wis 8, Cha 9

#### Base Atk +4; CMB +5; CMD 19

**Feats** Improved Initiative, Stealthy, Toughness, Weapon Finesse <sup>B</sup> **Skills** Acrobatics +13, Climb +10, Disable Device +18, Escape Artist +15, Knowledge (local) +9, Perception +8 (+11 find traps), Stealth +24, Swim +10 **Languages** Common, Goblin New Spell

The spell *chant* was detailed in the "Gods and Demons From the World of Necromancer Games" download under the *Free Stuff* tab at **necromancergames.com**. It is included here for your convenience.

#### CHANT

School conjuration (creation); Level cleric 2, paladin 2 Casting Time 1 standard action Components V, S, DF Range 40 ft.

**Area** all allies and foes within a 40-ft. burst centered on you **Duration** concentration; maximum 5 minutes per level (see below)

#### Saving Throw none; Spell Resistance no

As long as you chant, you bring special favor upon your allies and bring disfavor to your enemies. You and your allies gain a +1 luck bonus on all attack rolls, saves, and skill checks while your foes suffer a -1 penalty on such rolls. You must chant in a clear voice. Any interruption in your chanting, such as a failed concentration check, a *silence* spell, or your speaking or casting another spell, ends the effect. As an exception to the general rule, the effects of this spell stack with those of a *prayer* spell if cast by a cleric of the same deity and alignment during your chanting.

#### **SQ** rogue talent (fast stealth, finesse rogue), trapfinding **Combat Gear** *potion of cat's grace*, 2 applications of Medium

spider venom (Injury; *save* Fort DC 14; *onset*—; *frequency* 1/ rd. for 4 rds.; *effect* 1d2 Str; *cure* 1 save); **Other Gear** +1 shadow *leather armor*, masterwork short sword, light crossbow, 20 crossbow bolts, pouch with masterwork thieves' tools and 2d10 gp

#### HOBGOBLIN ARCHERS (12) XP 1,600

Male or female hobgoblin ranger 6 (*Pathfinder Roleplaying Game Bestiary* "Hobgoblin")

**CR 5** 

LE Medium humanoid (goblinoid) Init +6; Senses darkvision 60 ft.; Perception +10

AC 18, touch 12, flat-footed 16 (+4 armor, +2 Dex, +2 shield) hp 61 (6d10+12 plus 12) Fort +7; Ref +7; Will +3

#### Spd 30 ft. Melee dagger +7/+2 (1d4+1/19–20) Ranged mwk composite longbow [+1 Str] +7/+7/+2 (1d8+1/x3) Special Attacks favored enemy (humanoid [human] +4, undead +2) Spells Prepared (CL 3rd): 1st—detect snares and pits, resist energy

**Str** 12, **Dex** 15, **Con** 14, **Int** 10, **Wis** 12, **Cha** 7 **Base Atk** +6; **CMB** +7; **CMD** 19

**Feats** Endurance<sup>B</sup>, Improved Initiative, Manyshot<sup>B</sup>, Rapid Shot<sup>B</sup>, Toughness, Weapon Focus (composite longbow)

Skills Climb +10, Heal +10, Knowledge (geography) +9,

Perception +10, Stealth +15, Survival +10 (+13 tracking) Languages Common, Goblin

**SQ** archery combat style, favored terrain (plains +2), hunter's bond (companions), wild empathy +4

**Combat Gear** tanglefoot bag; **Other Gear** +1 studded leather armor, +1 buckler, masterwork composite longbow [+1 Str], 40 arrows, dagger, pouch with 1d10+2 gp and 2d6 sp

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**CR 5** 

#### HOBGOBLIN INFANTRY (38) XP 1,200

**CR 4** 

Male or female hobgoblin warrior 6 (*Pathfinder Roleplaying Game Bestiary* "Hobgoblin") LE Medium humanoid (goblinoid) **Init** +1; **Senses** darkvision 60 ft.; Perception +2

AC 18, touch 11, flat-footed 17 (+4 armor, +1 Dex, +3 shield) hp 61 (6d10+12 plus 12) Fort +7; Ref +3; Will +1

#### **Spd** 30 ft.

**Melee** mwk longsword +10/+5 (1d8+2/19–20) **Ranged** mwk heavy crossbow +8 (1d10/19–20)

#### Str 14, Dex 13, Con 14, Int 10, Wis 9, Cha 8

Base Atk +6; CMB +8; CMD 19

Feats Rapid Reload (heavy crossbow), Toughness, Weapon Focus (longsword)

Skills Perception +5, Stealth +11

Languages Common, Goblin

**Gear** +1 studded leather armor, +1 heavy steel shield, masterwork longsword, masterwork heavy crossbow, 25 crossbow bolts, pouch with 3d6 gp

**Treasure:** The warband's accumulated treasures are stashed in the leader's room. These include the following: 212 gp, 380 sp, 1,665 cp, assorted gems worth a total of 2,700 gp, 5 *potions of cure light wounds*, and a vial of *universal solvent*.

#### Ogre Thugs

A small group of ogre thugs led by barbarians occupies a small series of caves at ground level. They are laying low during the Troll Moot (see Event 5) and attempt to slay any who approach their hideout.

• Garfig, ogre barbarian 8

- Ogre Enforcers, ogre barbarian 4 (3)
- Ogres (5)

#### GARFIG XP 12,800

#### CR 11

Female ogre barbarian 8 (Pathfinder Roleplaying Game Bestiary "Ogre")

CE Large humanoid (giant)

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

AC 22, touch 11, flat-footed 22 (+6 armor, +2 deflection, +5 natural, -1 size)

**hp** 155 (4d8+20 plus 8d12+40 plus 20)

Fort +15; Ref +3 (+5 vs. traps); Will +5

**Defensive Abilities** improved uncanny dodge, trap sense +2, uncanny dodge; **DR** 1/—

#### Spd 40 ft.

**Melee** Huge +2 warhammer +20/+15/+10 (3d6+11/x3)

Space 10 ft.; Reach 10 ft.

Special Attacks rage (23 rounds/day), rage powers (animal fury, knockback, no escape, scent)

#### Str 28, Dex 11, Con 20, Int 8, Wis 11, Cha 7

Base Atk +11; CMB +21; CMD 33

Feats Cleave, Great Cleave, Iron Will, Power Attack, Toughness, Weapon Focus (warhammer) Skills Acrobatics +5, Climb +16, Intimidate +5, Perception +5, Stealth -2, Swim +11

Languages Giant

SQ fast movement

# Set, God of Evil And the Night

monks, assassins

Set appeared in *Bard's Gate* by Necromancer Games. Details of this deity are updated and included here for your convenience.

Alignment: Lawful Evil Domains: Law, Evil, Knowledge, Death Symbol: Black Ankh of Set Garb: Kilt, sandals, and ceremonial head-dress (beast mask), Black Ankh of Set Favored Weapon: Quarterstaff, spear, poisoned weapons Typical Worshippers: Evil power-seeking humanoids, evil

Set is a greater god, worshiped on many planes in many forms. He most often appears as a scaled humanoid with the head of a jackal. He is utterly dedicated to the orderly spread of evil and oppression. His symbol is the coiled cobra, though any snake can be used to represent his power. His temples are filled with enormous serpents, always poisonous. His skin is poisonous to the touch. He makes his home in the Nine Hells.

Organized groups of assassins are known to be dedicated to his worship. His priests carry staves worked on one end into the head of a cobra. The cobra head is often tipped with steel fangs coated with poison. His clerics often carry a stylized black spear, representing the *Spear of Darkness* he carries. Many of his worshippers tattoo themselves with serpents or cobras. An evil sect of monks dedicated to Set and led by a vampire is detailed in the **Necromancer Games** module *L2: Vampires and Liches*.

**Gear** +2 hide armor, ring of protection +2, Huge +2 warhammer, gold ingot (250 gp)

OGRE ENFORCERS (3)	<b>CR</b> 7
XP 3,200	
Male ogre barbarian 4 (Pathfinder I	Roleplaying Game Bestiary
"Ogre")	
CE Large humanoid (giant)	
Init +0; Senses darkvision 60 ft., low-li	ght vision; Perception +5
AC 20, touch 10, flat-footed 20 (+5 arm	nor, +1 deflection, +5 natural,
-1 size)	
<b>hp</b> 93 (4d8+16 plus 4d12+16 plus 12)	
<b>Fort</b> +12; <b>Ref</b> +2 (+3 vs. traps); <b>Will</b> +4	
<b>Defensive Abilities</b> trap sense +1, uncar	nny dodge
<b>Spd</b> 40 ft.	
<b>Melee</b> +1 greatclub +16/+11 (2d8+13)	
Ranged javelin +6 (1d8+8)	
Space 10 ft.; Reach 10 ft.	
Special Attacks rage (16 rounds/day)	, rage powers (animal fury,

Special Attacks rage (16 rounds/day), rage powers (animal fury, knockback)

Str 26, Dex 11, Con 18, Int 8, Wis 10, Cha 4 Base Atk +7; CMB +16; CMD 27 Feats Iron Will, Power Attack, Toughness, Weapon Focus (greatclub) Skills Acrobatics +5, Climb +15, Perception +5, Stealth -2 Languages Giant SQ fast movement Gear +1 hide armor, ring of protection +1, +1 greatclub, 4 javelins

OGRES (5) XP 800 hp 30 (Pathfinder Roleplaying Game Bestiary "Ogre")

**Treasure:** The ogres carry their treasures in hide sacks. These treasures total 800 gp, 750 sp, a decorative fan (now ruined), and a set of masterwork manacles.

#### Prehistoric Holdover

What hole or magical gate this creature emerged from is a mystery, but it has wandered the cliff base for many years, terrorizing all who dare approach it. The triceratops dwells in a simple cave and charges any that encroach upon its claimed territory. It has no treasure.

# TRICERATOPS CR 8 XP 4.800

hp 119 (Pathfinder Roleplaying Game Bestiary "Dinosaur, Triceratops")

### Ettin Colony

A colony ruled by ettins has inhabited a simple rock shelter. Eightfoot walls of rubble have been stacked across the shallow cave's opening, providing cover for the inhabitants and leaving only a short mazelike passage as an entrance. These ettins and their minions are at war with the ogre thugs and attack anyone of ogre blood on sight. Others receive only a single volley of javelins to warn them away. If an approaching party can persevere under this volley and then succeed at a DC 25 Diplomacy check, the ettin colony welcomes them and attempts to enlist them into attacking the ogre caves.

Ettins (5) Grizzly Bears (2)

• Orc Servants, orc warrior 5 (12)

ETTINS (5 CR 6 XP 2,400 hp 65 (Pathfinder Roleplaying Game Bestiary "Ettin")

#### **GRIZZLY BEARS (2)**

XP 1,200

hp 42 (Pathfinder Roleplaying Game Bestiary "Bear, Grizzly")

#### ORC SERVANTS (12) XP 800

Male orc warrior 5 (*Pathfinder Roleplaying Game Bestiary* "Orc") CE Medium humanoid (orc) **Init** +1; **Senses** darkvision 60 ft., low-light vision; Perception +2

AC 17, touch 11, flat-footed 16 (+6 armor, +1 Dex) hp 47 (5d10+5 plus 10) Fort +5; Ref +2; Will +0 Defensive Abilities ferocity

#### Spd 20 ft.

**Melee** mwk longspear +10 (1d8+4/x3) or handaxe +8 (1d6+3/x3)**Ranged** javelin +6 (1d6+3)

#### **Str** 17, **Dex** 12, **Con** 12, **Int** 7, **Wis** 8, **Cha** 6 **Base Atk** +5; **CMB** +8; **CMD** 19

**Feats** Skill Focus (Perception), Toughness, Weapon Focus (longspear)

Skills Climb –1, Intimidate +2, Perception +2

Languages Common, Orc

Gear chainmail, masterwork longspear, handaxe, 5 javelins, pouch with 2d12 sp

**Treasures:** The ettins keep the treasures of this group concealed in their bedding. This treasure consists of 550 gp, a Large suit of masterwork full plate armor (it only has one neck opening and is, therefore, useless to the ettins), 19 chrysoberyls (50 gp each), and 7 +1 seeking arrows.

### **CR 3** Cave Dwellers

Up from secret passages to the Under Realms, a band of vile troglodytes has set up its camp in a complex cave system that has a single opening at ground level. This cavern system rises and descends through a series of stinking caves, the lowest of which are half-flooded and inhabited by giant leeches that ignore the cold-blooded troglodytes. Crude alarms consisting of tripwires under the water are attached to chimes composed of bits of bone, iron and glass that hang in dark corners of the caves (DC 18 Perception check, DC 30 if in combat with leeches). The troglodytes respond to these alarms by gathering at a central flooded cave where they ambush intruders who become engaged with the guard leeches. In the rearmost room is the band's clutch of 18 young, noncombatant troglodytes.

- Priest-Chief, troglodyte fighter 4/cleric of Tsathogga 4
- Priest-Chief's Mates, troglodyte fighter 3/cleric of Tsathogga 2 (5)
- Troglodyte Warrior, warrior 4 (43)
- Monitor Lizards (25)
- Giant Leeches (2d4 per flooded room)

#### PRIEST-CHIEF XP 6,400

Male troglodyte fighter 4/cleric of Tsathogga 4 (*Pathfinder Roleplaying Game Bestiary* "Troglodyte") CE Medium humanoid (reptilian) **Init** +5; **Senses** darkvision 90 ft.; Perception +6 **Aura** chaos, evil, stench (30 ft., DC 14, 10 rounds)

AC 25, touch 11, flat-footed 24 (+7 armor, +1 Dex, +6 natural, +1 shield)

**hp** 97 (2d8+8 plus 4d10+16 plus 4d8+16 plus 4) **Fort** +16; **Ref** +3; **Will** +7 (+8 vs. fear) **Defensive Abilities** bravery +1

#### Spd 30 ft.

CR4

**CR 3** 

**Melee** +2 *shocking burst shortspear* +14/+9 (1d6+7 plus 1d6 electricity), bite +6 (1d4+1) or 2 claws +11 (1d4+3), bite +11 (1d4+3)

Ranged mwk shortspear +11 (1d6+5)

**Special Attacks** channel negative energy 4/day (DC 13, 2d6), destructive smite 5/day, spontaneous casting (inflict spells) **Domain Spell-like Abilities** (CL 4th):

5/day—*icicle* (ranged touch +6, 1d6+2)

Spells Prepared (CL 4th):

2nd—aid, hold person (DC 14), shatter  $^{\rm D}$  (DC 14), summon monster II 1st—comprehend languages, detect undead, divine favor, shield of faith, true strike  $^{\rm D}$ 

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

#### **Str** 16, **Dex** 12, **Con** 19, **Int** 11, **Wis** 15, **Cha** 13 **Base Atk** +8; **CMB** +11; **CMD** 22

**Feats** Blind-Fight<sup>B</sup>, Brew Potion, Combat Casting, Great Fortitude, Improved Initiative<sup>B</sup>, Power Attack, Weapon Focus (shortspear), weapon Specialization (shortspear)<sup>B</sup>

Skills Climb +8, Craft (alchemy) +7, Heal +7, Knowledge (religion) +4, Perception +6, Stealth +8 (+12 in rocky areas) Languages Draconic

**SQ** armor training 1

**Combat Gear** *potion of hide from undead*, 2 *potions of cure light wounds, potions of owl's wisdom*; **Other Gear** +2 *scale mail,* masterwork buckler, +2 *shocking burst shortspear,* 3 masterwork shortspears, stone unholy symbol of Tsathogga (crude frog-shaped idol)

#### PRIEST-CHIEF'S MATES (5) XP 2,400

CR 6

CR9

Female troglodyte fighter 3/cleric of Tsathogga 2 (*Pathfinder Roleplaying Game Bestiary* "Troglodyte") CE Medium humanoid (reptilian) Init +5; Senses darkvision 90 ft.; Perception +6 Aura chaos, evil, stench (30 ft., DC 14, 10 rounds)



AC 24, touch 12, flat-footed 23 (+5 armor, +1 deflection, +1 Dex, +6 natural, +1 shield) hp 62 (2d8+6 plus 3d10+9 plus 2d8+6 plus 2) Fort +14; Ref +4; Will +6 (+7 vs. fear) Defensive Abilities bravery +1

#### Spd 30 ft.

Melee +1 shock shortspear +10 (1d6+4 plus 1d6 electricity), bite +3 (1d4+1) or 2 claws +8 (1d4+3), bite +8 (1d4+3) Ranged mwk shortspear +7 (1d6+3) Special Attacks channel negative energy 4/day (DC 12, 1d6), destructive smite 5/day, spontaneous casting (inflict spells) Domain Spell-like Abilities (CL 2nd): 5/day—*icicle* (ranged touch +6, 1d6+1) Spells Prepared (CL 2nd): 1st—*bane* (DC 13), *cure light wounds* (DC 13), *entropic shield*, *obscuring mist*<sup>D</sup> 0 (at will)—*bleed* (DC 12), *detect magic, guidance, virtue* D domain spell; Domains Destruction, Water

#### **Str** 16, **Dex** 12, **Con** 16, **Int** 10, **Wis** 15, **Cha** 12 **Base Atk** +5; **CMB** +8; **CMD** 20

**Feats** Blind-Fight<sup>B</sup>, Combat Casting, Great Fortitude, Improved Initiative<sup>B</sup>, Lightning Reflexes, Weapon Focus (shortspear) **Skills** Climb +7, Heal +7, Perception +6, Stealth +8 (+12 in rocky areas) **Languages** Draconic **SQ** armor training 1

**Combat Gear** *potion of bull's strength, elixir of fire breath*; **Other Gear** masterwork scale mail, masterwork buckler, *ring of protection* +1, +1 *shock shortspear*, 3 masterwork shortspears, stone unholy symbol of Tsathogga (crude frog-shaped idol)

#### TROGLODYTE WARRIORS (43) XP 1,600

**CR 5** 

Male or female troglodyte warrior 4 (*Pathfinder Roleplaying Game Bestiary* "Troglodyte") CE Medium humanoid (reptilian) **Init** +0; **Senses** darkvision 90 ft.; Perception +4 **Aura** stench (30 ft., DC 13, 10 rounds)

AC 22, touch 10, flat-footed 22 (+6 armor, +6 natural) hp 51 (2d8+4 plus 4d10+8 plus 4) Fort +11; Ref +1; Will +1

#### Spd 30 ft.

**Melee** mwk greatclub +7 (1d10+1), bite +1 (1d4) or 2 claws +6 (1d4+1), bite +6 (1d4+1) **Ranged** javelin +6 (1d6+1)

Str 12, Dex 10, Con 14, Int 8, Wis 11, Cha 11 Base Atk +5; CMB +6; CMD 16 Feats Great Fortitude, Point Blank Shot, Weapon Focus (javelin) Skills Perception +4, Stealth +6 (+10 in rocky areas) Languages Draconic

# Tsathogga, Demon Frog God

Tsathogga appeared in *Bard's Gate* by Necromancer Games. Details of this deity are updated and included here for your convenience.

Alignment: Chaotic Evil Domains: Chaos, Destruction, Evil, Water Symbol: Likeness of the Frog God, carved in soapstone Garb: Green and violet robes, if any Favored Weapon: Any that slash, cut, and are wickedly curved, as well as, ropes or nets Form of Worship and Holidays: Too gruesome and perverse to describe even by Necromancer Games standards Typical Worshippers: Aberrations, tsathar, sentient frogs, evil water monsters, The Violet Brotherhood

This foul frog-demon cares less about the machinations of men and power than he does about obliterating light and life with slow, oozing sickness and decay. He is the vicious dark evil bubbling up from beneath the surface, the foul corruption at the heart of the earth. Making his home on the plane of Tarterus at the mouth of the vast swamp of filth deposited by the River Styx as it flows out of the Abyss, Tsathogga's main form is a colossally bloated humanoid frog with spindly, elongated limbs and fingers. His corpulent body exudes all manner of foul humors and fluids that leak into the vile swamp in which he lies. He has positioned himself so that all of the slime and filth from the River Styx feeds into his gaping, toothy maw. He never moves and rarely speaks other than to emit an unintelligible shrieking.

Tsathogga commands a host of evil creatures — notably evil aberrations and his own vile frog race, the tsathar (detailed in the **Necromancer Games** module *D1: The Tomb of Abysthor*). Thousands of fawning tsathar servants continuously bathe his body in fetid slime from the evil swamp, awaiting the divine bliss of being randomly devoured by him. His hatred of light and lack of human worshippers (though there are a few notable exceptions) mean that he is little known to surface races. He has had few organized centers of worship and no standardized holy symbol — each worshipper choosing its own way to best depict his deific vileness. Occasionally, tsathar priests of Tsathogga on Tarterus sculpt a small likeness of him out of foul chunks of solid waste from the Styx that harden into a vile green substance similar to soapstone when taken from that plane. Such items are prized as holy relics.

Gear breastplate, masterwork greatclub, 5 javelins, pouch with 1d12 sp, 3d6 cp, and 1d4+1 precious stones worth 10 gp each

#### MONITOR LIZARDS (25)

XP 600

**CR 2** 

**CR 2** 

hp 22 (Pathfinder Roleplaying Game Bestiary "Lizard, Monitor")

#### GIANT LEECHES (2d4 per flooded room) XP 600

**hp** 19 (*Pathfinder Roleplaying Game Bestiary* "Leech, Giant")

**Treasures:** Hidden in a shallow pool at the back of the rearmost cave are 6 skulls of various Under Realms humanoid races. Each one has a different potion or unguent in powder form that must be added to water before it can be used. These powdered potions are as follows: #1 *endure elements*, #2 *aid*, #3 *barkskin* +2 (2 doses), #4 ordinary dust hiding three gray Under Realms pearls (250 gp each), #5 *unguent of timelessness*, #6 *remove paralysis*. There is also a leather bag holding 600 sp.

# Chapter 5: The Dread Swamp

The northern portion of the Grunge, where the Lower Falls empties into its collection pool, was always a humid and damp locale, more so after the fall of the city. With the abandonment of the city and the end of its maintenance of the collection pool drains and a shift in the water table, this section became downright sodden. Over the years the saturated ground grew softer and softer. Sections of ground receded and mires appeared. The foundations of buildings began to sink into the soft earth. Lush growths of water plants began to appear in the newly forming environment, further contributing to the deterioration of structures. When a century had passed, this entire section of the Grunge had been swallowed beneath a stagnant lake and its surrounding marsh. Virtually all of the area's buildings had crumbled to ruin beneath a carpet of overgrowth and sunken into the sucking mire. Strange creatures began to appear and make their lairs within this morass, and it became exceedingly dangerous for the other denizens of the city. It became known as the Dread Swamp. Residents of the ruined city speak in whispers of the fearsome King of the Swamp or the dread inhabitants of the Isle of Tar.

So firmly anchored are the foundations of the Walls of Death, that

# The Dread Swamp Daytime Random Encounter Table

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

01-05 1d12 Skeletons 06-12 2d4 Yesh, gnoll ranger 4 13-20 1d10 Meatmen and 1d10 Bonemen 21-26 1d3 Harpy Archers, harpy fighter 7 27-34 1d6 Dire Crocodiles 35-42 2d4 Swamp Trolls 43-46 Giant Constrictor Snake 47-54 1d4 Trolls 55-64 2d6 Dread Ravens 65-00 No Encounter

# The Dread Swamp Nighttime Random Encounter Table

<u>d%</u>	Encounter
01-10	1d12 Skeletons
11-19	3d12 Yesh, gnoll ranger 4
20-26	1d10 Meatmen and 1d10 Bonemen
27-35	1d6 Dire Crocodiles
36-40	1d2 Vampire Spawn
41-46	2d4 Swamp Trolls
47–53 54–55 56–64 65–00	3d18 Troglodytes, warrior 4 and 1d6 Monitor Lizards 1d3 Vrock Demons 1d4 Trolls No Encounter

the city's defensive barrier has not been undermined by the flooding in their vicinity. In fact, the walls serve as a dike along portions of the swamp lake's edge. Only at the northeastern gate have the flood waters expanded from the city forming an exterior pool. And only at these gates has the swampy ground undermined the wall foundations, such that the gate towers themselves have begun to sink and tilt.

Movement in the swamp is considered shallow bog unless otherwise noted. The swamp lake's edges are considered deep bog and it is as much as 80 feet deep in places, with most of its lowest depths bottoming out at about 60 feet. The water is stagnant and silty providing only 5 feet of visibility.

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

Dire Crocodiles: These vicious creatures quietly glide through the waters of the swamp looking like floating logs until they can get close enough to suddenly lunge up and attack. They prefer to grapple their opponents and drag them down to the bottom of the swamp to drown.

#### **DIRE CROCODILE** XP 6,400

CR9

hp 138 (Pathfinder Roleplaying Game Bestiary "Crocodile, Dire")

#### Dread Ravens: See The Grunge (Chapter 4).

Giant Constrictor Snake: These beasts prefer to dwell hidden among the tops of the mangrove trees that have sprung up throughout the swamp, dropping on potential prey that passes below. Anyone constricted is dragged up to the top of the tree where it can consume its prey without being bothered by pesky party members.

#### GIANT CONSTRICTOR SNAKE XP 1.600

CR 5

Advanced-HD constrictor snake (Pathfinder Roleplaying Game Bestiary "Snake, Constrictor") N Large animal Init +6; Senses scent; Perception +13

AC 15, touch 11, flat-footed 13 (+2 Dex, +4 natural, -1 size) hp 59 (7d8+21 plus 7) Fort +8; Ref +7; Will +3

Spd 20 ft., climb 20 ft., swim 20 ft. Melee bite +11 (1d6+10 plus grab) Space 10 ft.; Reach 5 ft. Special Attacks constrict (1d6+10)

Str 25, Dex 15, Con 16, Int 1, Wis 12, Cha 2 Base Atk +5; CMB +13 (+17 grapple); CMD 25 (can't be tripped) Feats Improved Initiative, Skill Focus (Perception), Skill Focus



(Stealth), Toughness Skills Acrobatics +15, Climb +15, Perception +13, Stealth +11, Swim +15

Harpy Archers: See The Grunge (Chapter 4).

Meatmen and Bonemen: See The Grunge (Chapter 4).

Skeletons: See The Grunge (Chapter 4).

**Swamp Trolls:** These giants are indigenous to the Dread Swamp and wander their habitat constantly in search of food. They have heard the call of the Trollstone but have managed to resist it thus far preferring their comfortable moist existence to the lure of the drier high terraces. This will change when the Trollstone's call becomes more demanding and sends them to hunt down the party (see Event 5).

CR3

SWAMP TROLL XP 800 hp 38 (See Chapter 3, Event 5)

Troglodyte Warriors: See The Grunge (Chapter 4).

Trolls: See The Grunge (Chapter 4).

Vampire Spawn: See The Grunge (Chapter 4).

**Vrock Demons:** These beasts set forth from the High Church (Area T8 in *Part 5—Foundations of Infamy*) to hunt in the lower reaches of the city. They consider their hunt a grand sport and attempt to bring back trophies (to be duly eaten, of course). If any of their quarry proves to be too challenging (having killed one of their number, for instance), they retreat and return later with 1d3 more vrocks for vengeance. If 6 vrocks are slain in this manner, any killed in the



future should be subtracted from those at Area T8-5.

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

Yesh: See The Grunge (Chapter 4).

The encounter areas of the Dread Swamp begin with a "D" and are followed by a numeral designating the specific encounter. For example the Kingdom of the Tyrant is identified as D2.

# DI. Lower Falls (CR 12)

The craggy cliffs, slick with moisture rise from the dark lake at its base. High on this cliff a cave opens from which pours a torrent of water. This waterfall plummets a full 70 feet before crashing into the inky pool. Perversely a picturesque rainbow hangs in the mists above the dour tarn.

The Missing River (the lower portion of the Darken River) emerges here in the Lower Falls finishing its journey to the Dread Swamp. Climbing up the slippery, moss-laden rocks of the cliff to reach the cave mouth from which the waterfall issues requires a DC 30 Climb check. However, anyone doing so and making a DC 15 Perception check upon reaching the cave mouth is rewarded by locating a narrow path and the top steps of a crumbled stair that travels alongside the underground river and disappears back into darkness. See Area H6 in **Part 3—The Harrow Lanes** for details on the Missing River. Where the stair once descended along the cliff face has long since crumbled and disappeared.

**Creature:** Living in the depths of the swampy pool beneath the falls is a **giant bog turtle**. It attempts to capsize any boat that enters its territory. It then tries to draw as many victims into its mouth as possible before submerging back to its lair.

#### GIANT BOG TURTLE XP 19,200

**CR 12** 

The Tome of Horrors II 166 N Huge magical beast Init +4; Senses darkvision 60 ft., low-light vision, scent; Perception +15

AC 26, touch 8, flat-footed 26 (+18 natural, -2 size) hp 184 (16d10+80 plus 16) Fort +15; Ref +10; Will +6

Spd 30 ft., swim 40 ft. Melee bite +27 (3d8+18/19–2 plus grab) Space 15 ft.; Reach 10 ft. Special Attacks capsize, current, swallow whole (3d8+18 crushing damage plus 8 acid damage, AC 19, 18 hp)

Str 34, Dex 10, Con 21, Int 2, Wis 12, Cha 10 Base Atk +16; CMB +30 (+34 grapple); CMD 40 (44 vs. trip) Feats Endurance, Improved Critical (bite), Improved Initiative, Improved Natural Attack (bite), Power Attack, Skill Focus (Perception), Toughness, Weapon Focus (bite) Skills Perception +15, Swim +31

Capsize (Ex): A submerged giant bog turtle that surfaces under





a boat or ship less than 20 feet long capsizes the vessel 95% of the time. It has a 50% chance to capsize a vessel from 20 to 60 feet long, and a 20% chance to capsize one over 60 feet long.

**Current (Ex):** As a full round action, a giant bog turtle can induce a strong current by opening its mouth and inhaling large quantities of water. This strong rush of water lasts for 5 rounds and affects all in a cone-shaped area to a range of 100 feet. Creatures and objects of up to Large size are pulled toward the bog turtle at the rate of 20 feet per round. Affected creatures can make a Swim check (DC 30) to resist the current. A swimming creature cannot take 10 on its Swim check. The check DC is Strength-based.

**Treasure:** The bog turtle's muddy nest is 60 feet below the surface of the water in a weedy clump (DC 38 Perception check). Amidst the bones of past victims are a suit of masterwork half-plate, 2 large emeralds (500 gp each), and a *staff of swarming insects* (10 charges).

# D2. Kingdom of the Tyrant (CR 15)

**Creatures:** Deep in the Dread Swamp reigns the creature that holds all others within under a pall of fear. At the darkest part of the swamp, where the mangroves grow thickest, is a watery hollow. At its heart is a pile of overgrown bracken and debris. Lurking in the shallow pool at this thicket's heart are **5 dire crocodiles**. They move to attack, imitating floating logs with only their eyes and nostrils showing as they drift closer (+10 bonus to Stealth checks). Hiding in the branches of one of the trees is a **spirit naga** (only a DC 10

Climb check among the prolific branches) that attacks with its spells if the party notices the crocodiles. These creatures, however, are just the cover for their true master. The naga and crocodiles attempt to subtly maneuver their opponents toward the center of pool and into the grasp of the **advanced swamp tyrant** pretending to be the pile of debris. The swamp tyrant, towering 20 feet high, looks like a mottled greenish sphere with a maw of jagged teeth capable of swallowing a horse whole. It is supported by a network of ropy tentacles that snake out beneath the shallow waters to catch the unwary. It has managed to advance and grow huge in the corrupted waters of the Dread Swamp.

#### DIRE CROCODILES (5)

XP 6,400

CR 9

**CR 13** 

hp 138 (Pathfinder Roleplaying Game Bestiary "Crocodile, Dire")

SPIRIT NAGA		<b>CR 9</b>
XP 6,400		

hp 95 (Pathfinder Roleplaying Game Bestiary "Naga, Spirit")

#### ADVANCED SWAMP TYRANT

**XP 25,600** *Creature Collection II: Dark Menagerie* 184 N Gargantuan aberration (aquatic) **Init** +0; **Senses** darkvision 60 ft.; Perception +28

AC 21, touch 6, flat-footed 21 (+15 natural, -4 size) hp 237 (19d8+133 plus 19); fast healing 6 Fort +13; Ref +8; Will +11

Spd 20 ft., swim 40 ft.

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Melee bite +21 (3d8+11), 4 tentacles +21 (2d6+11 plus grab) Space 20 ft.; Reach 20 ft. (40 ft. with tentacles) Special Attacks constrict (2d6+11), swallow whole (2d6+11 crushing plus 1d8 acid, AC 17, 23 hp)

#### Str 32, Dex 11, Con 24, Int 8, Wis 10, Cha 10

Base Atk +14 ; CMB +29 (+31 bull rush and overrun, +33 grapple); CMD 39 (41 vs. bull rush and overrun; can't be tripped) Feats Cleave, Great Cleave, Improved Bull Rush, Improved Overrun, Lightning Reflexes, Power Attack, Skill Focus (Perception), Skill Focus (Stealth), Skill Focus (Survival), Toughness

Skills Linguistics +0, Perception +28, Stealth +16 (+24 in swampy surroundings), Survival +27, Swim +19 Languages Aklo, Common

**Treasure:** Buried beneath the bulk of the swamp tyrant is a hollow log capped with mud that holds 5,000 gp and a scattering of 16 spinels worth 50 gp each, that can be found by dredging the shallow pool's bottom and making a DC 23 Perception check. The naga keeps her treasures hidden in a thicket atop one of the mangrove trees. This can be found by a DC 35 Perception check by anyone looking in the tops of the trees. Her small hoard consists of a *wand of cure light wounds* (CL 1: 40 charges) and an ornate silver pectoral set with moonstones (4,500 gp).

# D3. Tar Island (CR 16)

At the heart of this inky swamp lake rises an equally dark hillock. The water in the vicinity is especially tenebrous and has an oily sheen. Near the small island it seems to thicken and bubble occasionally. The island itself is a craggy prominence of tarry rock from which rises a miasma of foul vapors.

The island is composed of rock and tar that have thrust up from the depths of the lake, where a geologic vent releases pressures and effluence from deep in the earth. The water around the island is slightly warmer than elsewhere, and anyone diving the full 80 feet finds waters at near boiling temperatures (3d6 points of fire damage per round while below a depth of 70 feet.). The island itself seems slightly warm to the touch and never collects snows during the occasional winter storm.

The island stretches only 100 feet from end to end and is 70 feet wide at its thickest. Its highest prominence rises only 40 feet above the waterline. It has sparse vegetation and despite its small size is very difficult to move around on because of its very treacherous and broken surface. It is considered dense rubble for movement purposes (see the "Mountain Terrain" section in Chapter 13 of the Pathfinder Roleplaying Game).

**Creatures:** Living in a self-imposed exile upon this island is the Broken One, a **half-dragon demodand**. Sharing this forlorn creature's isolation is a cast-off **advanced tar golem**. How it arrived upon the island is unknown, but it follows the Broken One's commands. They dwell in a hidden crevice on one side of the island's height and watch intruders for awhile before approaching and attempting to drive them away.

THE BROKEN ONE	

#### XP 25,600

Male half-black dragon tarry demodand warrior 2 (*The Tome of Horrors Revised* 97, *Pathfinder Roleplaying Game Bestiary* "Half-Dragon")

CN Medium dragon (chaotic, extraplanar)

**Init** +9; **Senses** darkvision 120 ft., low-light vision, scent; Perception +16



AC 36, touch 12, flat-footed 36 (+8 armor, +2 deflection, +16 natural) hp 192 (13d10+91 plus 2d10+14) Fort +16; Ref +13; Will +9 Defensive Abilities adhesive; DR 10/good and magic; Immune

acid, poison, mind-affecting effects, paralysis, sleep; **Resist** cold 10, fire 20 (with sword); **SR** 21

Spd 30 ft., fly 60 ft. (average)

**Melee** +3 frost greatsword +29/+24/+19 (2d6+19/19–20 plus 1d6 cold), bite +21 (1d8+5) or 2 claws +27 (1d6+11 plus grab), bite +26 (1d8+11)

Ranged mwk heavy crossbow +21 (1d10/19–20)

**Special Attacks** adhesive, breath weapon 1/day (60-ft. line, 13d6 acid, Reflex DC 23 half), rage

Spell-like Abilities (CL 13th):

At will—detect good, detect magic, detect thoughts (DC 16), fear (DC 18), gaseous form, invisibility (self only), magic circle against good, see invisibility, tongues

3/day—*dispel magic, fog cloud, ray of enfeeblement* (ranged touch +20)

1/day-chaos hammer (DC 18)

Str 32, Dex 20, Con 25, Int 14, Wis 12, Cha 18 Base Atk +15; CMB +26 (+34 grapple); CMD 43

**Feats** Cleave, Critical Focus, Great Fortitude, Improved Initiative, Power Attack, Rapid Reload (heavy crossbow), Staggering Critical, Weapon Focus (claw)

**Skills** Bluff +17, Climb +23, Fly +12, Intimidate +19, Knowledge (arcana) +15, Knowledge (planes) +15, Perception +16, Sense Motive +14, Stealth +17, Survival +14

Languages Abyssal, Common

**Gear** +2 half-plate, ring of protection +2, frost brand, masterwork heavy crossbow, 12 +1 anarchic crossbow bolts, 20 crossbow bolts

Adhesive (Ex) A tarry demodand exudes a thick tar-like substance that acts as a powerful adhesive, holding fast any creatures or items touching it. A tarry demodand automatically grapples any creature it hits with a claw attack. Opponents so grappled cannot get free while

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**CR 13** 

the tarry demodand is alive without removing the adhesive first. A tarry demodand has a +4 racial bonus on grapple checks due to its tarry secretions (already included in the CMB line in the statistics block).

A weapon that strikes a tarry demodand is stuck fast unless the wielder succeeds on a DC 23 Reflex save. A successful DC 23 Strength check is needed to pry it off. The save DC and check DC are Constitution-based.

Strong alcohol dissolves the adhesive. A pint of wine or a similar liquid weakens it, but the tarry demodand can still grapple normally. A tarry demodand can dissolve its adhesive at will, and the substance breaks down 1 minute after the creature dies.

**Rage (Ex)** A tarry demodand that takes damage in combat has a 50% chance of flying into a berserk rage the following round, clawing and biting madly until either it or its opponent is dead. It gains +4 Strength and -4 AC. The creature cannot end its rage voluntarily.

*Personality*: This enigmatic creature resembles a tall, lumpy humanoid with tarry secretions and patches of grayish-black scales covering its hide. Its head is a conglomeration of bulgingeyed amphibiousness with a bony dragon snout and serrated horns. Batlike wings spring from its shoulders. The Broken One (his true name is unknown) is a strange by-blow from a liaison in the Outer Planes. When the disciples of Orcus began calling Lower Planar servitors to swell the ranks of their army for the coming battle, the Broken One reluctantly answered the summons as a mercenary. He served in the Battle of Tsar as reticent combatant and abandoned his masters when they chose to leave the city. His entire life has been spent in a state of disgrace over his unnatural existence, and he has always existed as a scorned loner. Because of his outcast status, he is unable to *summon* other demodands.

# ADVANCED TAR GOLEM XP 2,400

Advanced-HD tar golem (*Creature Collection II: Dark Menagerie* 85) N Large construct

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

AC 21, touch 9, flat-footed 21 (+12 natural, -1 size) hp 74 (8d10+30) Fort +2; Ref +2; Will +2 DR 20/magic vs. bludgeoning, 15/magic vs. slashing, 10/magic vs.

piercing; Immune construct traits, magic

Spd 20 ft. Melee 2 slams +13 (1d8+6 plus immobilizing attack) Space 10 ft.; Reach 10 ft. Special Attacks flaming pitch

Str 22, Dex 10, Con —, Int —, Wis 11, Cha 1 Base Atk +8; CMB +15; CMD 25 Skills Stealth +1 **Flaming Pitch (Ex)** If a tar golem is ignited (see Immunity to Magic below) any successful attack by the construct that leaves its victim covered in tar from failing the Reflex save against its immobilizing attack now leaves the victim covered in flaming pitch. Unless scraped off (see Immobilizing Attack below), the pitch deals 1d6 points of fire damage for 3 rounds or until extinguished. Damage from multiple globs of flaming pitch is cumulative. Note the victim still suffers the effects of immobilization in addition to the flames, even after the flames die out. Submersion in water or similar suffocation is the only way to extinguish the flame other than using magic.

**Immobilizing Attack (Ex)** When a tar golem makes a successful attack, the victim must make a DC 14 Reflex save or lose 2 Dexterity points due to the golem's clinging tar. It takes a full-round action of scraping to remove enough tar to regain 1 Dexterity point. If a victim's Dexterity reaches 0, he is immobilized. The save DC is Dexterity-based.

**Immunity to Magic (Ex)** A tar golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

• A magical attack that deals cold damage slows a tar golem (as the *slow* spell) for 2d6 rounds, with no saving throw.

• A magical attack that deals fire damage deals no fire damage but breaks any *slow* effect on the golem. Additionally, any fire attack that would have dealt 10 or more points of fire damage to the tar golem ignites it. The resulting fire deals 2 points of damage per round to the golem, and submersion in water or similar suffocation is necessary to extinguish it.

• *Transmute rock to mud*, some rocks, and a DC 10 Heal check can be used to heal the golem back to its full health when damaged.

**Development:** The Broken One has existed as loner for so long, he automatically expects the worst from everyone he sees. His initial attacks are to merely drive the party from his island, but attempts at parley and a successful DC 25 Diplomacy or Intimidate check can end the battle and allow talks to begin. If left in peace, the Broken One will not pursue a fight. If invited he would even consider joining the party. He is included here as a potential adversary or a powerful ally for the party. In fact he can be used as a replacement character if one of your players has lost his own. Strangely, the tar golem will not leave the island with the Broken One, instead staying behind to answer whatever unknown call brought it there to begin with.

**Treasure:** Hidden within the Broken One's crevice and mostly concealed beneath a layer of hardened tar (DC 18 Perception check to locate) is a squat stone statue depicting a robed man with sinister, hooded eyes. This statue is one of the *Nine Disciples* (see **Magic Items Appendix**). The Broken One knows of its presence, though not its significance. He does not know how it arrived on the island, but he found it and hid it in the crevice on some inner compulsion. If he is befriended he willingly retrieves it and turns it over to his new allies.

CR 6

# Monster Appendix

# Screamer

Racing toward you is a ghostly form like the tattered shreds of a translucent pennant. It retains a vaguely humanoid form trailing behind its forward-facing head. Hollows mark its eyes above its most distinguishing feature, a gaping mouth locked in a perpetual scream—like a maw opening into eternal darkness.

#### SCREAMER **CR** 4 XP 1,200 CE Medium undead (incorporeal)

AC 17, touch 17, flat-footed 14 (+4 deflection, +3 Dex) hp 34 (4d8+16) **Fort** +5; **Ref** +4; **Will** +4

Init +7; Senses darkvision 60 ft.; Perception +6

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

Spd fly 80 ft. (perfect) Melee incorporeal touch +6 (1d4 Charisma drain) Special Attacks Charisma drain, malevolence, scream of hopelessness, suicidal frenzy

Str -, Dex 16, Con -, Int 6, Wis 11, Cha 18 Base Atk +3; CMB +6; CMD 20 Feats Flyby Attack, Improved Initiative Skills Fly +16, Perception +6, Stealth +9

#### Environment any

**Organization** solitary, gang (2–4), or swarm (6–11) Treasure none

Charisma Drain (Su) A screamer causes 1d4 points of Charisma drain each time it hits with its incorporeal touch attack. On each successful attack, it gains 5 temporary hit points.

Malevolence (Su) Once per round, a screamer can merge its body with a creature on the Material Plane. This ability is similar to a *magic jar* spell (caster level 10th or the screamer's Hit Dice, whichever is higher), except that it does not require a receptacle. To use this ability the screamer must try to move into the target's space; moving into the target's space to use the malevolence ability does not provoke attacks of opportunity. The target can resist the attack with a successful DC 16 Will save, but the target adds (or subtracts) its Charisma modifier to this saving throw roll. A creature that successfully saves is immune to that same screamer's malevolence for 24 hours, and the screamer cannot enter the target's space. If the save fails, the screamer vanishes into the target's body. Screamers prefer to use this attack after having made several Charisma drain attacks to weaken a target's resistance. The save DC is Charisma-based.

**Rejuvenation (Su)** A screamer cannot be killed through simple combat. If reduced to 0 hit points it disappears only to reform 24 hours later. The only way for a screamer to be truly laid to rest is for it to die while possessing a host body with its malevolence ability. When the body dies, the screamer spirit ceases to exist.

Scream of Hopelessness (Su) Once every hour, a screamer can loose a horrific, mournful scream. Any living creature within hearing distance of this scream (it can carry up to a mile outdoors) must succeed on a DC 16 Will save or become shaken for 2d4 rounds. This is a sonic, mind-affecting fear attack. Creatures that

successfully save cannot be affected by the same screamer's scream of hopelessness for 24 hours. The effects of multiple screamers' screams cannot stack. The save DC is Charisma-based.

Suicidal Frenzy (Su) If a screamer succeeds in possessing a target with its malevolence ability, it immediately begins to make suicidal attacks on the possessed body with the body's own weaponry. Each round, the screamer uses the body's full attacks to direct its weaponry against itself. It uses the possessed victim's attack and damage modifiers and must only succeed on an attack against the body's flat-footed armor class. Damage, including the possibility of critical hits, is rolled normally. Due to the inhabiting spirit, the possessed body continues its attacks even between -1 and -9 hit points, though only single attacks can be made at this point. If the possessed body is made helpless the screamer departs to find another target. If the possessed body dies, the screamer's spirit is destroyed as it goes to its final rest.

These terrible undead are the remnant of soldiers who have fallen to the horrors of mass conflict and warfare. Whether each of these creatures is the remains of a single fallen soldier or a conglomerate of the scarred psyches of several such casualties remains up for debate, however what is known as that all of these creatures harbor an unending hatred of the living and an unceasing quest for the release of death. These mutual drives combine to create a horrifying fate for all those unfortunate enough to encounter a screamer.

A screamer retains no language.

In combat a screamer emits a continual piercing keen which rises in volume and pitch to become its scream attack. It uses this in conjunction with its charisma-draining touch to wear down its victim and make them susceptible to its malevolence attack. A screamer attack that is completely successful always ends in the creature's own destruction.



#### **MONSTER APPENDIX**

**CR 8** 

# Skeletal Swarm

A clattering mass of dismembered skeletal hands, claws and assorted limbs scuttles across the ground like a moving bony carpet.

#### SKELETAL SWARM XP 4,800

NE Tiny undead (swarm) Init +8; Senses darkvision 60 ft.; Perception +0 <RULE> AC 17, touch 16, flat-footed 13 (+4 Dex, +1 natural, +2 size) hp 66 (12d8 plus 12) Fort +4; Ref +4; Will +8 Defensive Abilities half damage slashing or piercing; Immune cold, swarm traits, undead traits <RULE> Spd 20 ft., climb 20 ft. Melee swarm (3d6+6) Space 10 ft.; Reach 0 ft. Special Attacks distraction (DC 16) <RULE> Str 18, Dex 18, Con -, Int -, Wis 10, Cha 10 Base Atk +9; CMB ---; CMD --Feats Improved Initiative<sup>B</sup>, Toughness<sup>B</sup> Skills Climb +12 <RULE> **Environment** any Organization solitary or pack (2-14 swarms) Treasure none

Skeletal swarms are the remains of pieces cast off of whole skeletons collected together and animated en mass. They scuttle about mindlessly, often lying inert until something passes nearby for them to attack.

A skeletal swarm can be encountered anywhere that necromancers or other practitioners of the dark arts who participate in grave robbing and undead creation are found.

A skeletal swarm attacks as a massive bony wave moving to engulf whatever living creatures are closest and not moving on until they have been reduced to bloody shreds. Due to its unique composition of animated hand and claw bones, the swarm gets its strength bonus added to its swarm attacks.

# Toxic Mudman

A 4-foot-tall, stocky, humanoid-shaped being rises from the foul pool of mud before you. It has long, thick arms, bandy legs, and a round featureless head. Its body appears to be composed of mud and debris. The stench rising from this creature is enough to make your eyes water.

#### TOXIC MUDMAN XP 600

**CR** 2

N Medium outsider (earth, elemental, extraplanar, water)

Init +0; Senses darkvision 60 ft., tremorsense 120 ft.; Perception +7

AC 12, touch 10, flat-footed 12 (+2 natural) hp 22 (4d10)

**Fort** +4; **Ref** +4; **Will** +1

**Defensive Abilities** dormant state; **DR** 10/magic; **Immune** elemental traits, mind-affecting spells and effects

Weaknesses dispel magic, transmute mud to rock

#### **Spd** 10 ft.

Melee slam +6 (1d4+3 plus poison) Ranged ranged touch +5 (mud glob plus poison) Special Attacks engulf

Str 14, Dex 10, Con 11, Int 1, Wis 10, Cha 10 Base Atk +4; CMB +6; CMD 16 Feats Power Attack, Weapon Focus (mud glob) Skills Perception +7

**Environment** temperate and warm water, and underground **Organization** solitary, gang (3–6), or pack (7–12) **Treasure** none

**Dormant State (Ex)** In their natural form, toxic mudmen are effectively invisible in mud until they attack. In this form, they can still be attacked with spells.

**Engulf (Ex)** A toxic mudman can hurl itself at any creature within 10 feet by making a ranged touch attack. A successful attack destroys the mudman and covers a Medium or smaller creature with mud that instantly solidifies around the opponent's head and upper body. A creature caught in this manner begins to suffocate (see the "Suffocation" section in Chapter 13 of the Pathfinder Roleplaying Game) and suffers from the mudman's poison. The hardened mud is AC 2 and is destroyed when it takes 10 hit points of damage from a bludgeoning weapon. The victim receives an equal amount of damage from each successful attack on the hardened mud. Also the hardened



#### **MONSTER APPENDIX**

mud can be pried off by making two successful DC 25 Strength checks. A toxic mudman that misses with its attack assumes its natural state and must spend 1 full round reforming.

**Mud Glob (Ex)** A toxic mudman attacks by hurling globs of mud at its opponent. These globs deal no damage, other than the effects of the mudman's poison, and have a range increment of 10 feet. A successful ranged touch attack means the mud glob hits the target and solidifies in the same round.

A creature hit by a mud glob suffers a -2 circumstance penalty to its attack rolls and a -4 circumstance penalty to effective Dexterity. The creature must succeed at a DC 15 Reflex save or become stuck to the ground. Even on a successful save, the creature moves at half speed. A creature stuck to the ground can break free with a successful DC 22 Strength check or by dealing 10 points of damage to the hardened mud with a bludgeoning weapon (AC 2). Once free, a character can move at half speed. A character capable of spellcasting that is bound by the mud must make a DC 15 Concentration check to cast a spell. The mud becomes brittle and crumbles away after 20 minutes, ending all movement and other penalties.

Additional hits by the globs increase the Reflex save DC, Strength check DC, and Concentration check DC by +1 per hit. The penalties to attack rolls and Dexterity do not increase with each successive hit.

Poison (Ex) Any hit by a toxic mudman with either a slam

attack, mud glob, or engulf attack subjects the victim to the poisons built up in the mudman's tainted substance. Contact; *save* DC 14; *frequency* 1/round of contact; *effect* 1 Constitution damage; *cure* 1 save. The save DC is Strength-based.

**Tremorsense (Ex)** A toxic mudman can automatically sense the location of anything within 120 feet that enters its mud pool.

**Vulnerabilities (Ex)** *Dispel magic* acts similar to a *fireball* spell, dealing 1d6 points of damage per caster level (maximum 10d6) to all toxic mudmen in a 30-foot radius (save half). *Transmute mud to rock* deals 1d8 points of damage per caster level (maximum 15d8) to all toxic mudmen in the area of effect.

Toxic mudmen are creatures of the Elemental Planes of Earth and Water. They form where these Elemental Planes commingle in the multiverse at a point where poisons and corruption have wracked the land. In their natural form they resemble a 5-foot-diameter pool of polluted mud indistinguishable from normal debris-choked mud. Though not evil, toxic mudmen look with disdain on any who trespass in their mud pools.

When a living creature enters a mud pool, the toxic mudman forms its humanoid shape (as a move action) and attacks until the opponent is slain or leaves the mud pool. It attacks by pummeling a foe with its fists or by hurling mud globs. Toxic mudmen are bound to the pool where they are formed or where they enter the Material Plane and cannot leave their mud pool.

# Magic Item Appendix

# Minor Artifact

THE NINE DISCIPLES Aura overwhelming (all schools); CL 30th Slot none; Weight 80–150 lb.

#### DESCRIPTION

These are short statues of a nondescript stone. Their features are worn, and they all wear the cassock and frock of a cleric — Disciples of Orcus. They vary in height from 3 to 5 feet and, if examined closely, are obviously renderings of separate individuals, some male some female — no two exactly alike. Each of these statuettes was magically removed from its plinth in the Plaza of the Disciples (Area P2 of **Part 5**—**Foundations of Infamy**) by a spell created by the Grand Cornu of Orcus and activated by Belishan the Bloodmage. The purpose of the spell was to scatter the idols across the multiverse and forever bar entry to the Citadel of Orcus. When Belishan modified the spell slightly in order to try and capture one of the statues for himself, the spell went awry creating the means to recall the Citadel of Orcus before the demon prince's plans can properly come to fruition. As a result, one of the original ten idols remained in place and the other nine were merely scattered throughout the city.

According to legend (Knowledge [religion] DC 30 or bardic knowledge DC 35), the *Nine Disciples* were originally Disciples of Orcus — eleven in all. These eleven most powerful of Orcus's followers formed a special cadre to the demon prince. He encouraged them to seek ever more and greater power. He promised them that whoever became the most powerful would become the first Grand Cornu, the greatest of all his high priests on the mortal planes, and would preside over the mightiest city of the earth. To this end these eleven bent their wills to greater and greater mastery of magic and even became privy to certain Abyssal knowledge normally forbidden to mortals. In the end Orcus had what he wanted, eleven Disciples of exceeding power and ambition willing to do anything for their lord — though one was noticeably less-powerful than the other ten. All he needed was to somehow preserve that power indefinitely to serve him when needed most.

To reward his faithful Disciples, Orcus permanently transformed the ten most powerful of them into stone statuettes. They screamed their outrage as the transformation took hold, and Orcus laughed and told them he had changed his mind. He would make the weakest of them, whose power was the least valuable to him, the new Grand Cornu, but he would still hold to his word and let the other ten preside over his mightiest city. Later when Tsar was built as his temple-city, the statuettes were placed atop the highest plateau in a pentagram before his mighty citadel. By doing this to the ten, Orcus forever trapped their magical potential in their unvielding bodies, saved for a time when he would have need to tap their energies. The eleventh Disciple, now the Grand Cornu, likewise learned a lesson. He learned that it is never wise to become too powerful and useful in the service of Orcus but always just useful enough to not be discarded, a lesson that was remembered down a long line of Grand Cornu who never let overweening ambition get in the way of their duty to their patron and managed to avoid incurring his immortal wrath.

#### DESTRUCTION

As minor artifacts, each of the Disciple statuettes is nearly indestructible. However, though they give off extremely potent magical auras, there is no way to tap their great power and use it other than to return them to their plinths and recall the Citadel of Orcus to Tsar. Once that occurs, the spirits and power so long entrapped in the idols is exhausted, having been used to hide the citadel for hundreds of years, and they no longer retain any magical properties.



# Prestige Class Appendix

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

# The Disciple of Orcus A Thoroughly Evil Prestige Class By Clark Peterson and Bill Webb

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

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

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

Alignment: Chaotic evil. Hit Die: d8.

# Requirements

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

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

Skills: Knowledge (religion) 6 ranks.

Feats: Great Fortitude, Power Attack.

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

# **Class Skills**

The Disciple of Orcus' class skills (and the key ability for each skill) are Craft (Int), Heal (Wis), Knowledge (local) (Int), Knowledge (religion) (Int), Profession (Wis), and Spellcraft (Int). **Skill Ranks per level:** 2 + Int modifier.

# **Class Features**

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

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

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

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

#### PRESTIGE CLASS APPENDIX



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

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

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

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

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

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

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

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

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

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

**Touch of the Death God (Su):** At 8th level, once per day the Disciple can make a melee touch attack against a single living creature to inflict 2d4 negative levels on a successful attack. The Fortitude save to remove a negative level has a DC of 15 + the Disciple's Charisma modifier. The Disciple gains 5 temporary hit points for every negative level he bestows upon a target.

**Greater Summoning (Su):** At 9th level, the number of undead a Disciple can summon using his summon undead ability is increased by 50%. That is the Disciple can summon triple his total divine spellcasting class levels in Hit Dice.

**Shroud of Orcus (Su):** At 10th level, the Disciple completes his journey to become one with his master and gains the lich template (see *Pathfinder Roleplaying Game Bestiary* "Lich"). From this point forward he is irrevocably tied to the will of Orcus and cannot be *resurrected* if destroyed unless Orcus chooses to let him (an unlikely event).

# Justicar of Muir

A Justicar of Muir is the living embodiment of the first and most important of the triune virtues of Muir — Truth. As an embodiment of truth, and in keeping with the strictness of Muir, a Justicar of Muir must follow an extremely strict moral code beyond that required of a common paladin. The benefit of this purity and stricture is awe-inspiring — eventually allowing the Justicar of Muir to become an avatar of Muir herself.

**Role:** Justicars of Muir are the elite paladins in the worship of Muir. While there may be many paladins of Muir, there can never be more than 13 Justicars of Muir alive at any one time. The leader of the Justicars of Muir is known as the Grandmaster. The grandmaster must be a Justicar of at least 8th level.

Because the worship of Muir has waned substantially, it would be appropriate if there were no current Justicars in your game world and no priests of the necessary level to ordain a Justicar — thus requiring the PCs to find Flail's spirit or free Abysthor to locate a priest capable of ordaining a Justicar (see *D1: The Tomb of Abysthor* by Necromancer Games).

Alignment: Lawful good. Hit Die: d10.

# Requirements

To qualify to become a Justicar of Muir, a character must fulfill all of the following criteria.

**Class:** A Justicar must have at least 3 paladin levels and may not be a ex-paladin. In addition, the PC must have taken his last level as a paladin prior to becoming a Justicar. Thus a person who takes 3 levels of paladin and then 7 levels of cleric cannot be a Justicar, though a person who has taken 7 levels of cleric and then 3 levels of paladin could be a Justicar.

#### Deity: Muir.

**Skills:** Knowledge (religion) 8 ranks, Sense Motive 2 ranks, Diplomacy 2 ranks.

**Quest:** A Justicar-to-be must complete an arduous *quest* of some significance to Muir to demonstrate his worth to Muir before he may be ordained (see below).

**Ordination:** This is the most difficult of the requirements to become a Justicar. A Justicar of Muir must be ordained by a person with to power to ordain Justicars. This power is only held by clerics of Muir of 13th level or higher and clerics of Thyr of 16th level or higher. Once the Justicar-to-be proves himself worthy by a *quest* (see above), the ordaining priest must cast *bless, zone of truth*, *prayer, discern lies, mark of justice, righteous might*, and *holy word* upon the Justicar-to-be. This ordination ritual also requires the presence of a holy relic of Muir, such as the *Stone of Tircople*, the *Holy Sword of Karith*, or the *Sword of Gerrant*. Ordination should be a difficult and arduous process. A PC should not be allowed to become a Justicar of Muir simply because he meets the other prerequisites.

# **Class Limitations**

Justicars must follow a strict and rather unforgiving moral code. Failure to follow these rules may result in the PC becoming a ex-Justicar.

Alignment: A Justicar must be lawful good. In addition to the

# Justicars in the Necromancer Games/Frog God Games World

The world in which The Slumbering Tsar Saga and the modules of Necromancer Games are set, depicts a time when newer gods have replaced the older gods, such as Thyr and Muir. Their powers are on the decline. There are currently no living Justicars of Muir in the world, nor were there any when Canaara came to visit the priests of Thyr and Muir and captured the famed Holy Sword of Karith (see module L1: Demons and Devils by Necromancer Games for more details). The heyday of the Justicars was the time of the rule of the Second and Third High Lords, who ruled from the holy city of Tircople before its downfall during the time of the Battle of Tsar. The ordination of a Justicar of Muir should be an event for the world to notice symbolizing the resurrection of the power of the older gods and a warning sign to all creatures of evil. Most current religions believe Justicars are but exaggerated myths. Using a similar theme of decline and redemption in your campaign would serve to highlight even further the PC's quest to become a Justicar. Certainly, recovering the Holy Sword of Karith (L1: Demons and Devils), freeing Abysthor from his imprisonment (D1: The Tomb of Abysthor), or resolving the ancient mystery of the slumbering city of Tsar (The Slumbering Tsar Saga) would justify ordination as a Justicar.

strictures placed on a paladin, a Justicar must live by the following additional limitations:

Reject Cohorts and Henchmen: A Justicar may never gain followers, cohorts, henchmen, or hirelings. If, at the time of becoming a Justicar, the character has followers, cohorts, henchmen, or hirelings, he must renounce them and free them of their bonds of fealty or obligation. In addition, a Justicar may not hire men-at-arms. A Justicar may retain his special mount, if gained while a paladin. Once slain, however, a Justicar may not call a new mount. The only exception to this limitation is that a Justicar may retain his falcon familiar (see below) as long as he remains a Justicar. Willful disobedience of this principle results in the character becoming an ex-Justicar. Unintentional disobedience (accidentally obtaining a cohort because the cohort was enchanted to follow you, for example) requires atonement and the Justicar must break the enchantment and rid himself of the cohort as quickly as possible. A simple offer by a prospective follower or cohort to follow you, if rejected, does not constitute disobedience. This requirement does not prevent a Justicar from traveling with companions

**Reject Property:** A Justicar may not own real property land, buildings or other holdings, nor may he circumvent this by having agents or friends hold such property in his name. Willful disobedience of this principle results in the character becoming an ex-Justicar. Unintentional disobedience (inherited land, for example) requires *atonement*. A gift of land, if rejected, does not constitute disobedience.

**Reject Wealth:** A Justicar may not possess more material wealth than is required to feed, clothe, and house his person in a modest fashion (usually no more than 100 gp). Willful disobedience of this principle results in the character becoming an ex-Justicar. Unintentional disobedience (inheriting wealth, for example) requires *atonement*. A gift of money or wealth, if rejected, does not constitute disobedience.

**Reject Material Property and Magic:** A Justicar may not carry more than his arms and armor, a pack with simple equipment, equipment for his mount, simple religious items, and simple clothes. He may not possess ornamental items. He may not possess

Justicui of Multi						
Level	Atk Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
<rule 1</rule 	> +1	+1	+0	+2	Resist illusions, zone of truth, enemy of evil, celestial companion	+1 lvl of existing class
2	+2	+2	+0	+3	Discern lies	+1 lvl of existing class
3	+3	+2	+1	+3	Shield of truth	+1 lvl of existing class
4	+4	+3	+1	+4	Mark of justice	+1 lvl of existing class
5	+5	+3	+1	+4	Immunity to illusions	+1 lvl of existing class
6	+6	+4	+2	+5	Sword of courage	+1 lvl of existing class
7	+7	+4	+2	+5	True seeing	+1 lvl of existing class
8	+8	+5	+2	+6	Armor of honor	+1 lvl of existing class
9	+9	+5	+3	+6	Holy word	+1 lvl of existing class
10	+10	+6	+3	+7	Avatar, demon-bane	+1 lvl of existing class

magic items other than his arms and armor. He may, however, carry and use potions and scrolls created by priests of Thyr and Muir. Aside from arms and armor, all a Justicar need possess is faith in Muir. Willful disobedience of this principle results in the character becoming an ex-Justicar. Unintentional disobedience requires *atonement*. Having a barred item hidden on you by an enemy, if unwanted, does not constitute disobedience if the Justicar immediately rejects the item once discovered.

**Reject Disguise:** As an embodiment of Truth, a Justicar may not thwart truth, regardless how noble the goal. Though he may tolerate it in others, a Justicar will not willingly disguise himself, accept magic intended to conceal or disguise his person or qualities, nor may he use protective magic based on disguise or hidden appearance. He will counsel against his companions using such tactics, though he will not split with persons who are otherwise good-aligned as a result of their use of such tactics. The Justicar simply will not take part in them. Willful disobedience of this principle results in the character becoming an ex-Justicar. Unintentional disobedience (having a disguising spell cast upon you by a friend against your will) requires *atonement*. Having a disguise or concealment spell cast upon you by an enemy, if unwanted, does not constitute disobedience if the Justicar immediately seeks to undo the disguise.

**Reject Falsehood:** A Justicar may not lie, regardless of how noble the goal. Lying means active deception. Standing silent or failing to answer a question is not lying. However, if a Justicar fails to answer a question because of an intent to deceive, he must do *atonement*. Willful disobedience of this principle results in the character becoming an ex-Justicar. Unintentional disobedience (being magically compelled or otherwise forced to lie against your will, for example) requires *atonement*. Because a Justicar embodies Truth, the GM is encouraged to demand the strictest compliance to this principle.

**Ex-Justicars:** If a Justicar violates any of the strictures above, he becomes an ex-Justicar. He loses all Justicar spells and class features (including the service of the Justicar's falcon familiar, but not weapon, armor, and shield proficiencies). He may not progress any further in levels as a Justicar, nor can he ever regain his status as a Justicar. Muir is a strict and demanding goddess.

**Torment:** The above rules allow evil NPCs (or characters) to torment Justicars — attempting to give them wealth, magically disguising them against their will, etc. An evil creature can never cause a Justicar to become an ex-Justicar by such torment unless the Justicar willingly joins or fails to reject the evil character. At worst, such actions may require the Justicar to do *atonement*. Note that in the case of such torment, a Justicar is free to attempt to slay the torment (breaking the spell on a charmed cohort, dismissing the *obscuring mist* spell placed upon him, giving away treasure, etc.). The only exception is lying. If a Justicar willfully lies, even to an evil opponent, he becomes an ex-Justicar.

# **Class Skills**

The Justicar's class skills (and the key ability for each skill) are Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (nobility) (Int), Knowledge (religion) (Int), Profession (Wis), Ride (Dex), Sense Motive (Wis), and Spellcraft (Int). The following skills are prohibited to the Justicar: Bluff, Disguise, Intimidate, Sleight of Hand, and Stealth.

Skill Ranks per level: 2 + Int modifier.

# **Class Features**

All of the following are class features of the Justicar of Muir prestige class.

**Weapon and Armor Proficiency:** Justicar's gain proficiency in the bastard sword as an exotic weapon per the feat Exotic Weapon Proficiency (bastard sword).

**Spells per Day:** When a Justicar of Muir level is gained, the character gains new spells per day as if he had also gained a level in any one spellcasting class he belonged to before he added the prestige class. He does not, however, gain other benefits a character of that class would have gained, except for additional spells per day, spells known (if he is a spontaneous caster), and an increased effective level of spellcasting. If a character had more than one spellcasting class before becoming a Justicar, he must decide to which class he adds the new spell level for purposes of determining spells per day.

**Resist Illusions (Su):** A Justicar gains a +4 divine bonus on Will saves against illusion magic. In addition, Justicars are allowed to save to disbelieve illusions without having to interact with the illusion, even if that is normally required to disbelieve the illusion.

**Zone of Truth (Sp):** Once per day for every three Justicar levels, a Justicar can cast the spell *zone of truth* as a spell-like ability. The ability functions as if cast by a caster of a level equal to the Justicar's total character level.

**Enemy of Evil (Su):** A Justicar gains a +2 divine bonus to attack and damage rolls against evil-aligned undead and outsiders.

**Celestial Companion (Su):** A Justicar gains a celestial falcon the holy animal of Muir — as a companion per the druid animal companion rules (see "Druid" in Chapter 3 of the Pathfinder Roleplaying Game).

**Starting Statistics: Size** Small; **Speed** 10 ft., fly 80 ft. (average); **AC** +1 natural armor; **Attack** bite (1d4), 2 talons (1d4); **Ability Scores** Str 10, Dex 17, Con 12, Int 2, Wis 14, Cha 10; **Special Attacks** smite evil 1/day as a swift action (adds Cha bonus to attack rolls and damage bonus equal to HD against evil foes;

#### PRESTIGE CLASS APPENDIX



smite persists until the target is dead or the celestial falcon rests); **Special Qualities** darkvision 60 ft., low-light vision, DR and energy resistance per *Pathfinder Roleplaying Game Bestiary* "Celestial Creature", SR equal to class level +5

4th-Level Advancement: Ability Scores Str +2, Con +2.

**Discern Lies (Su):** At 2nd level, a Justicar can *discern lies* as the spell once per day and an additional time per day for every 3 Justicar levels thereafter (2 at 5th, 3 at 8th). The ability functions as if cast by a caster of a level equal to the Justicar's total character level.

**Shield of Truth (Su):** Beginning at 3rd level, a Justicar can invoke Muir's shield of truth once per day. Invoking this ability either enhances the Justicar's current shield or temporarily creates a supernatural shield for the Justicar to use. The shield has the following abilities: +2 divine truth bonus (if the shield is created, this is the only armor benefit it provides) and becomes a *blinding shield* (see the "Magic Items" section in Chapter 15 of the Pathfinder Roleplaying Game), except the blinding effect only affects evil creatures. In addition, the shield radiates the effects of a *prayer* spell for its duration. This ability lasts for 30 minutes. Shield of truth cannot be used in combination with either sword of courage or armor of honor until the Justicar gains the avatar ability.

**Mark of Justice (Su):** Beginning at 4th level, the Justicar gains the ability to pass holy judgment on others once per day and place a *mark of justice* on persons so judged as the spell (but as a standard

action). The ability functions as if cast by a caster of a level equal to the Justicar's total character level.

**Immunity to Illusions (Su):** Beginning at 5th level, a Justicar is immune to all illusions. A Justicar notes the presence of illusions but recognizes them for what they are and disbelieves them immediately and automatically.

**Sword of Courage (Su):** Beginning at 6th level, a Justicar can invoke Muir's sword of courage once per day. Invoking this ability either enhances the Justicar's current sword or temporarily creates a supernatural magical bastard sword for the Justicar to use. The sword gains a +2 divine courage bonus to attack and damage rolls. The sword also becomes a *holy* weapon (see the "Magic Items" section in Chapter 15 of the Pathfinder Roleplaying Game) for its duration. In addition, the sword radiates *remove fear* in a 30-foot radius for its duration (caster level equal to the Justicar's total character level). The ability lasts for 30 minutes. Sword of courage cannot be used in combination with either shield of truth or armor of honor until the Justicar gains the avatar ability.

**Scourge of Evil (Su):** At 6th level, a Justicar gains an additional +1 divine bonus to attack and damage rolls and double the normal critical threat range against all evil-aligned creatures (of all types). This ability stacks with the enemy of evil ability and the Improved Critical feat or *keen* weapon quality if the Justicar has these as well.

**True Seeing (Su):** Beginning at 7th level, a Justicar can use *true seeing* as the spell once per day. The ability functions as if cast by a caster of a level equal to the Justicar's total character level.

**Armor of Honor (Su):** Beginning at 8th level, a Justicar can invoke Muir's armor of honor once per day. Invoking this ability either enhances the Justicar's current armor or temporarily creates a suit of magical chainmail around the Justicar. The armor gains a +2 divine honor bonus to AC. The armor also has the qualities of *moderate fortification, invulnerability,* and *spell resistance (15)* (see the "Magic Items" section in Chapter 15 of the Pathfinder Roleplaying Game) for its duration. This ability lasts for 30 minutes. Armor of honor cannot be used in combination with either shield of truth or sword of courage until the Justicar gains the avatar ability.

**Holy Word (Su):** Beginning at 9th level, a Justicar can speak a *holy word* as the spell once per day. The ability functions as if cast by a caster of a level equal to the Justicar's total character level.

Avatar (Su): At 10th level, a Justicar can use shield of truth, sword of courage, and armor of honor at the same time up to once per week. When all three powers are invoked at the same time it seems as if a spectral figure of Muir herself overlaps the body of the Justicar and mimics his every movement. In combat against evil creatures the figure of Muir becomes even more apparent. In addition to allowing all three powers to operate in unison, when a Justicar becomes an Avatar of Muir he is treated as if under the effects of a *greater heroism* spell (caster level equal to the Justicar's total character level) for the duration of the ability. The avatar ability lasts only so long as all three abilities — shield of truth, sword of courage, and armor of honor — are in effect at the same time.

**Demon-bane (Su):** At 10th level, a Justicar becomes an evilkilling machine. His critical threat range is doubled against evil undead and outsiders. This ability stacks with both the scourge of evil ability (see above) and the Improved Critical feat or *keen* weapon quality if the Justicar has these as well.









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