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slumbering TSAR

Temple-City of Orcus, Part 3
— The Harrow Lanes —

By Greg A. Vaughan



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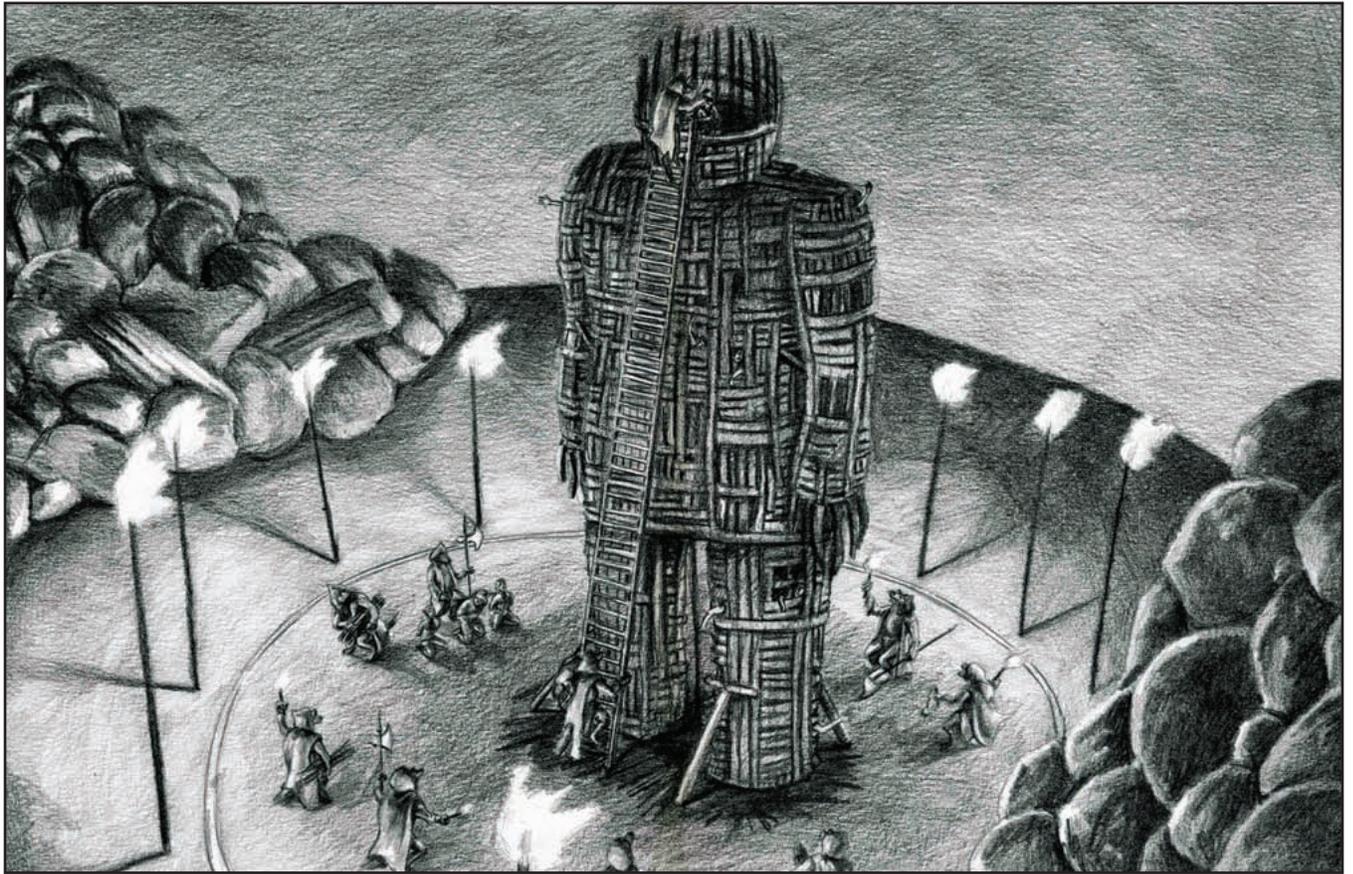
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slumbering TSAR

Slumbering Tsar: – Temple-City of Orcus, Part 3 – The Harrow Lanes

By Greg A. Vaughan



Above the crowded tenements of the Grunge, clinging precariously to the cliffs below the High Terrace huddle the twisting and winding streets of the Harrow Lanes, avenues so dense and befuddling as to be a danger even to their own inhabitants. With the Fall of the city, the dangers of this terrace have not lessened, only taken on new forms and faces: be they bestial and bloodthirsty demon worshipers, magic-wielding crones, living curses from ages past, or dragons literally formed from death and destruction. The followers of Orcus have abandoned the city, but what has claimed the ruins in their place make no less aptly named these Harrow Lanes.

Chapter 6:

The Harrow Lanes

The Harrow Lanes compose the lowest terrace of the city of Tsar. It stands atop 200-foot-tall cliffs of dark, crumbling rock that glower over the Grunge below. A peninsular outcrop projects from the southern portion of the terrace upon which sits a rickety-looking tower. To the north there extends another protrusion from the terrace, this one larger in area but lower than the terrace itself. Behind the Harrow Lanes rise the cliffs of the next terrace.

The Harrow Lanes comprised the dwellings for the middle class of Tsar. The roads and lanes thread between tightly packed buildings and houses and cut at extreme angles. The many blind curves and dead-end alleys provided fertile grounds for muggers, pickpockets, rapists and other less-savory characters. While enjoying better security than the filthy squalor of the Grunge, the residents of this terrace lived in constant fear of these threats, thus earning the area its moniker.

The structures of the Harrow Lanes are in better condition than those below, being built of sterner stuff and not having been subjected

to the bombardments of the siege. Nevertheless, these buildings are dilapidated structures of wood and stucco — more rarely stone or brick. Roofs have caved in and blank windows stare out like vacant eyes. The lanes themselves are a muddy mixture of broken cobbles and earth. Most of the buildings are shops or businesses that had residences in the back or on upper floors.

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.

Ashborn Arachnae: These horrid arachnids emerge from the Cathedral of Pain (Area H11) to hunt. They do not retreat from battle. Creatures that are killed or incapacitated by them are dragged back to their brood mother for feeding.

The Harrow Lanes Daytime Random Encounter Table

d%	Encounter
01–09	2d4 Yesh, gnoll ranger 4 and 1d6 Hyaenodons
10–15	1d10 Meatmen and 1d10 Bonemen
16	Daraka Demon
17–23	1d3 Harpy Archers harpy fighter 7
24–29	1d4 Babau Demons
30–35	1d3 Morlocks barbarian 7
36–42	1d4 Trolls
43–45	1d2 Gallows Tree Zombies
46–50	1d6 Dire Baboons
51–57	2d6 Dread Ravens
58–60	Bramble Golem
61–00	No Encounter

The Harrow Lanes Nighttime Random Encounter Table

d%	Encounter
01–14	3d12 Yesh, gnoll ranger 4 and 1d8 Hyaenodons
15–19	1d10 Meatmen and 1d10 Bonemen
20–22	Daraka Demon
23–27	1d4 Cave Leeches
28–34	1d6 Ashborn Arachnae
35–39	2d4 Babau Demons
40–41	The Khanjar, Woodrack Dragon
42–47	1d4 Morlocks barbarian 7
48–52	1d2 Vampire Spawn
53–54	The White Walker, human vampire wizard 15
55–57	1d2 Gallows Tree Zombies
58–61	1d3 Vrock Demons
62–66	1d4 Trolls
67–70	Bramble Golem
71–00	No Encounter

ASHBORN ARACHNAE CR 6
XP 2,400
hp 76 (See Area H11-2)

Babau Demons: See The Grunge in *Part 2—The Lower City*.

Bramble Golem: This construct was created by the covey of hags at Area H7 who then released it on the city to wreak havoc as their own little joke. It looks like a towering mannish shape covered by vines, leaves, and branches. If encountered, the golem is in its plant form. When the party passes by, it uses its entangle ability and then assumes its humanoid form to lurch to the attack.

BRAMBLE GOLEM CR 8
XP 4,800
Creature Collection III: Savage Bestiary 99
N Large construct
Init +0; Senses darkvision 60 ft., low-light vision; Perception +0

AC 22, touch 9, flat-footed 22 (–1 Dex, +13 natural)
hp 85 (10d10+30)
Fort +3; Ref +3; Will +3
Defensive Abilities camouflage; DR 5/adamantine; Immune construct traits, magic

Spd 30 ft.
Melee 2 slams +15 (2d8+6 plus grab)
Space 10 ft.; Reach 10 ft.
Special Attacks constrict (2d8+6), entangle

Str 23, Dex 11, Con —, Int —, Wis 11, Cha 1
Base Atk +10; CMB +17 (+21 grapple); CMD 27
SQ plant form

Camouflage (Ex) An observer must make a DC 30 Knowledge (nature) or Survival check to recognize a bramble golem in plant form. In its humanoid form, a bramble golem is easier to see, although a DC 20 Perception check is still required to notice it among natural vegetation.

Entangle (Ex) As a standard action, a bramble golem can cause a

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20-foot radius area of plants within 60 feet to be affected as if by an *entangle* spell (Reflex DC 15). The golem can use this ability while in plant form and is itself immune to the *entangle* effects. The save DC is Wisdom-based.

Immunity to Magic (Ex) A bramble 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.

Antiplant shell and *repel wood* work normally against the golem, but only for half the usual durations.

Control plants causes a bramble golem to be stunned for 1d6 rounds, with no saving throw.

Plant growth and *diminish plants* affect a bramble golem as *enlarge person* and *reduce person* affect humanoids, respectively, with no saving throw.

Plant Form (Ex) A bramble golem can assume the form of a patch of mundane vegetation at will as a standard action. This ability functions as a *plant shape II* spell cast on itself (caster level 10th).

Cave Leeches: These hideous monsters creep up from the Missing River at night and haunt the Harrow Lanes in search of a meal. They do not retreat from battle.

CAVE LEECH CR 6
XP 2,400
hp 76 (See Area H6-6)

Daraka Demon: This demon is the guardian of the Cathedral of Pain (Area H11). It occasionally emerges from its lair to hunt in the city invisibly. It does not fight to the death and will retreat invisibly back to the cathedral to recover if hard pressed.

DARAKA DEMON CR 12
XP 19,200
hp 162 (See Area H11-4)

Dire Baboons: These are foragers from Area H9. They only attack if a party is very small or sorely wounded. Otherwise they just screech and make threatening gestures from a distance, fleeing if approached.

DIRE BABOON CR 3
XP 800
hp 30 (*Pathfinder Roleplaying Game Bestiary* “Ape, Dire”)

Dread Ravens: See The Grunge in *Part 2—The Lower City*.

Gallows Tree Zombies: These plant creatures have wandered away from the gallows tree at Area H9 and lost their tether-vine connections. They attempt to gang up on a single individual. If successful in killing someone, they drag the corpse back to the gallows tree.

GALLOWS TREE ZOMBIE CR 4
XP 1,200
hp 33 (See Area H9-1)

Harpy Archers: See The Grunge in *Part 2—The Lower City*.

Meatmen and Bonemen: These siege undead are on patrol from the towers along the walls of Tsar. They travel the streets lanes of the Harrow Lanes 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*)

Morlocks: These scavengers have emerged from the tunnels beneath the city and scout out the upper ruins seeking treasure and potential threats to their band. They retreat to the Missing River through the Swill Hole (Area H5) if half are killed.

MORLOCK BARBARIAN CR 9
XP 6,400
hp 94 (See Area H6-7)

The Khanjar: The Khanjar likes to take leisurely flights over the city at night. If he spots adventurers, he will swoop down to make a breath weapon attack or two but will not engage in a serious battle.

THE KHANJAR CR 15
XP 51,200
hp 225 (See Area H9-5)

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.

Trolls: See The Grunge in *Part 2—The Lower City*.

Vampire Spawn: See The Grunge in *Part 2—The Lower City*.

Vrock Demons: These beasts set forth from the High Church (Area



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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 vrock for vengeance. If 6 vrock are slain in this manner, any killed after this should be subtracted from those at Area T8-5.

YROCK DEMON
XP 6,400

CR 9

hp 112 (*Pathfinder Roleplaying Game Bestiary* “Demon, Vrock”)

Yesh: These beast-fiends emerge from Area H4 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 on the wicker man. They retreat and attempt to lose any pursuers in the Dread Swamp if half of their number is killed. There is a 50% chance that they are led by a **yensheeli, fiendish gnoll ranger 6**. Any yensheeli that are killed should be subtracted from Area H4-12.

YESH
XP 1,600

CR 5

hp 57 (See Area H4-1)

YENSHEELI
XP 4,800

CR 8

hp 76 (See Area H4-1)

The encounter areas of the Harrow Lanes begin with an “H” and are followed by a numeral designating the specific encounter. Different areas in the encounter are designated by a hyphenated number following the “H” and the numeral. For example the Ritual Circle is identified as H4-10.

H1. Lower Tower Gate

The first of a series of towers protecting access to the city terraces, this octagonal structure has smooth slate-gray walls that rise 50 feet to a conical roof of stone. Arrow slits look down on the approaching path that hugs the cliff wall. Gate guards once stopped traffic trying to reach the higher terraces to check credentials and ensure that they in fact belonged there, turning the riffraff away. Now a company of undead guardians continues in this role admitting only those they recognize as members of the city’s former hierarchy. All others must sneak or fight their way through or find some way to circumvent the gate tower. These undead have a prepared ambush but are intelligent enough to change their tactics as circumstances warrant.

The first and second floors of the tower each have 15-foot ceilings. The ceiling of the third floor peaks at 20 feet high. The rooms of the tower are unlit unless otherwise noted.

H1-1. Gate Entrance

The cliff-hugging roadway ends at a gaping entrance at this gray tower’s base. Dark arrow slits stare down and give the impression of hidden watchers. To attain the terrace above requires either climbing, flight, or passage through the tower it would seem.

The short entry tunnel ends at a set of heavy, iron-banded gates. However it is easily discerned that these gates are not locked and swing open easily, providing entrance into the entryway. The portcullis beyond the gates is up. DC 25 Perception checks can locate secret doors in the walls to either side of the tunnel. These sliding

doors are made of stone and are locked from the inside.

Stone Secret Doors: 4 in. thick; Hardness 8; hp 60; Break DC 28; Disable Device 25.

H1-2. Entryway (CR 13)

This bare corridor ends at another iron-banded gate. Darkened arrow slits look out from the side walls. The ceiling is shrouded in dusty cobwebs. Lying at the base of the east wall is an iron bar used to secure the outer gates.

Creatures: The **black skeletons** that guard this tower use this chamber to spring a deadly ambush on intruders. This ambush is explained in **Tactics** below. Anyone looking through the arrow slits and able to see in the dark beyond them can see the black skeletons standing within, though they will have to do this quickly or the ambush will have already sprung. A DC 20 Perception check notices murder holes in the ceiling hidden by the cobwebs. A DC 27 Perception check notices the aperture in the ceiling through which the portcullis descends. The northern gate is not locked or barred.

Tactics: Two rounds after the party enters this chamber the northern gates slam open. The 6 black skeletons in Area H1-3 immediately march through and begin their attack. The clang of this gate is the signal for the black skeletons in Areas H1-5 to march out through the secret doors to catch the party in a pincer movement. These hateful undead fight to the death. If the party tries to fight their way back out the entrance, the black skeleton at Area H1-9 releases the portcullis to try and split the party; the skeletons in Area H1-7 then move to reinforce their comrades.

Wooden Portcullis: 3 in. thick; Hardness 5; hp 30; Break DC 25.

H1-3. Waiting Area (CR 10)

Formerly travelers were detained in this area so the gate assessor could collect tolls and taxes.

Creatures: Now this area serves as a marshalling area for **6 black skeletons**. One keeps watch through a small crack in the gate for intruders to enter Area H1-2, at which point they spring their ambush as described in the **Tactics** of that area. While these undead are not mindless, they are creatures of habit and tend to focus their attention to the south. They could be successfully surprised from the north if not previously alerted. Black skeletons resemble ordinary human skeletons except the foul necromancy that animated them has rendered their bones a glossy, metallic black color and given them a malevolent intelligence as evidenced by the red pinpoints of light burning in their eye sockets.

BLACK SKELETONS (6)
XP 1,600

CR 5

The Tome of Horrors II 146
CE Medium undead

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

Aura frightful presence (60 ft., DC 15)

AC 20, touch 14, flat-footed 16 (+4 Dex, +6 natural)

hp 45 (7d8+14)

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

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

Spd 40 ft.

Melee 2 short swords +10 (1d6/19–20 plus 1d3 Strength damage) or 2 claws +9 (1d4 plus 1d3 Strength damage)
Special attacks superior two-weapon fighting

Str 11, **Dex** 19, **Con** —, **Int** 13, **Wis** 10, **Cha** 14
Base Atk +5; **CMB** +5; **CMD** 9
Feats Improved Initiative, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (short sword)
Skills Acrobatics +11, Climb +10, Escape Artist +11, Perception +10, Stealth +14
Languages Abyssal, Common
Gear 2 short swords

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

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



H1-4. Stables

Meager shafts of light from the arrow slits provide what illumination there is in this stuffy chamber. Wooden stalls partition off parts of the room's southern portion, and rotten straw coats the floor and decomposes in stacks, providing the room with its cloying odor of decay.

This once served as stables for the inhabitants of the gate tower. It has not been used by anything except vermin for many years.

H1-5. Access Corridor (CR 10)

These narrow corridors provided access to the arrow slits overlooking the entryway as well as the secret doors leading to the entry tunnel.

Creatures: Each of these dark corridors harbors **6 black skeletons**. They stand silently waiting for the signal from Area H1-2 or for someone to peak through an arrow slit or enter the corridor before attacking as described under **Tactics** at Area H1-2.

BLACK SKELETONS (6)
XP 1,600
hp 45 (See Area H1-3)

CR 5

H1-6. Assessor's Office

The walls of this room have a coating of cracked plaster. A roll top desk, faded and warped with age, stands under the arrow slits. Its chair is missing. Beside the desk are three heavy iron chests, their lids open to reveal their empty interiors. Fragments of parchment, still hanging from tacks in the walls, show pieces of ancient tables and charts.

This chamber once served as the office of the gate assessor. The chests once contained the tolls collected from those passing through. The roll top desk opens with a successful DC 13 Str check and squeaks loudly. Pigeonholes hold rolled sheets of parchment, most are cracked and crumbling beyond legibility. The few that can be read hold descriptions of various conveyances and goods and the charge to move them through the gate tower. They also hold descriptions of wanted criminals and suspected spies. A leather-bound ledger still holds the clearly legible tables showing the tolls and taxes levied by the assessors at this gate over the years. If battle has not yet occurred in the gate tower, the skeletons in Area H1-7 are taking 10 on their Perception checks and charge into the room to attack intruders if they hear anyone moving about.

Treasure: Though the coffers were emptied prior to the retreat from the city, one stash was left behind in a small pouch hidden in one of the pigeon holes (DC 17 Perception check to locate). This pouch contains a dozen tourmalines worth 100 gp each.

H1-7. Guard Room (CR 11)

Whatever furnishings may have once existed in this guard room, they are long-since removed save for the empty iron sconces set in the walls.

Creatures: Now it serves as a gathering area for **9 black skeletons**. They wait in this room until summoned as reinforcements by the skeleton in Area H1-9, or until they hear sounds of intrusion in Area H1-6. If no battle has occurred in the tower, they are taking 10 on their Perception checks. Otherwise they are actively listening for sounds of interlopers.

BLACK SKELETONS (9)
XP 1,600
hp 45 (See Area H1-3)

CR 5

H1-8. Tower Stores

This room once held stores and weapons for those assigned to the gate tower. Its contents were taken when the city was abandoned.

H1-9. Upper Gate Chamber (CR 5)

This shadowy chamber has a stone floor interrupted by murder holes. Near the south wall is a slot allowing a heavy wooden portcullis to be lowered, and beside it is a winch. The entire chamber is wreathed in cobwebs and dust.

Creature: A single **black skeleton** occupies this room. It crouches on the floor peering through the murder holes. It has cut cleverly concealed viewing holes through the cobweb layer, so it has an unimpeded view of Area H1-2 below. The skeletons tactics are described in Area H1-2.

BLACK SKELETON
XP 1,600
hp 45 (See Area H1-3)

CR 5

Treasure: Hidden beneath the dust of this chamber is an adamantite longspear recovered by the black skeletons long ago. It is easily found in a concerted search (DC 13 Perception check) but was never located because the skeleton's fellows never come to this chamber.

H1-10. Holding Cell

The web-shrouded arrow slits allow a minimum of light into this chamber. Sets of manacles dangle from the walls, and two of them are occupied by dried, bony corpses.

This room served as a holding cell for those detained by the tower guards. Two skeletons, one human and one dwarven, remain here from long ago — abandoned when the city was left. A DC 20 Heal check is able to determine from gouges in the taut, cracked flesh of their throats that they had been slit long ago, while the prisoners were still living.

H1-11. Billets

Broken wooden bunks and straw mattresses, their seams split open and contents scattered about, occupy this disheveled room. Iron sconces are affixed to the walls, though they bear many chips and dents and a few have been broken completely off.

This room served as quarters for the soldiers assigned to the tower. The black skeletons only come here occasionally to vent their anger and hatred upon the trappings of the living.

H1-12. Stairwell

This dusty room is empty save for a stair climbing to the top floor of the tower. It rises into a small room that opens out into Area H1-13.

H1-13. Watch Post (CR 9)

This large room comprises the entire top of the tower. The roof rises in octagonal sections to a peak 20 feet above and is supported by heavy columns. The floor is thick with black guano and tiny insects feeding off of it. Arrow slits peak out from this upper chamber in all directions providing a fantastic view of the lower city.

Creatures: The black skeletons never come here anymore. Instead it has become the lair of **11 bat swarms**. At night they are out hunting, but during the day they dangle from the ceiling asleep in a writhing mass. Any light source brought in here awakens 1d4 swarms per round. Combat or flashy spells awakens all of the swarms. Each swarm fights for 1d3 rounds before finally managing to retreat out through the arrow slits in a black cloud. If the party disturbs the bat swarms during the day, double the frequency of random encounter rolls for the next 3 hours as the creatures of the surrounding areas are alerted by the untimely egress of the swarming bats.

BAT SWARMS (11)
XP 600

CR 2

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

H2. Mordecai's Stair (CR 17)

A wide, steep stair cuts into the bluff and descends between stone embankments to a lesser plateau over 100 feet below the terrace. These steps are covered by red tiles of cracked clay embossed with tiny images. At either end of each step, next to the climbing walls of rock, are small stone statuettes depicting robed men in postures of prayer or penance. Many of these are cracked or broken off altogether.

The robed statues seem to depict simple priests or pilgrims; their features seem benign, though they are worn beyond recognition and are obviously of extremely ancient make. The small images on the tiles are of three alternating patterns, also worn with age almost to the point illegibility, each requiring a DC 20 Perception check to discern. The patterns are framed in elaborate scrollwork, and the first two depict a longsword and a cross, respectively. The third pattern is merely blank within its curling frame. The first two patterns are recognizable as the symbols of the deities Thyr and Muir with DC 10 Knowledge (religion) checks. There are thousands of these tiles upon the giant stair, each depicting one of these three images.

This forlorn stair is avoided by the denizens of the ruins and, even in the days of the city in its prime, was braved only by the strange giant known as Larach-Umbriol (see Area H3). For on this stair, more than a thousand years ago, before even the foundations of the great city of Tsar were laid, there occurred a tragedy of monumental proportions. So great was this tragedy, that its author lingers still, guarding the stair from all who would dare pass. Only Larach-Umbriol was spared its enmity, though none could say why.

In the final days of St. Harul's Hold the last high priest to be a cleric of both Thyr and Muir, an aged patriarch named Mordecai, descended these stairs alone to the small shrine that served as his personal sanctum, in order to observe a private midnight vigil for an ancient holy day sacred to both Thyr and Muir. Unbeknownst to Mordecai, Orcus had not forgotten this little-known sacred night and had sent a powerful servant to await the patriarch and ambush him

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while alone. The powerful devourer appeared on the steps before Mordecai and attacked. At its feet lay the bloodied corpses of some of the Hold's faithful parishioners that the beast and stolen from their beds and dismembered while awaiting the priest's arrival. Mordecai could have used his magic to retreat back into the safety of the Hold to rally its clerics and Justicar guardians, but he knew in the precious moments lost, more of his faithful flock dwelling in scattered cottages on the terraces nearby would likely be slaughtered. Instead he drew forth his enchanted weapon, the *Hammer of the Three Gods*, passed down as the symbol of office to each patriarch of the Hold since its founding a millennium earlier, and bravely faced the beast.

The battle raged for some time, and by its end warriors and priests had descended from the Hold and reached the top of the stair. From there they saw their beloved patriarch, bloodied and exhausted standing triumphantly over the creature, one hammer stroke away from victory. But Mordecai and his ilk did not know what the battered devourer knew, that when the *Hammer of the Three Gods* had been forged those many centuries before, Orcus, in the throes of defeat, had foreseen a day of victory over his hated foes and had spent some of his precious divine energy to bind a powerful curse upon the hammer—a curse hidden from the eyes of all save the followers of Orcus. The devourer knew that the time of the curse had come to pass, and the essence of the demon prince was ready to come forth at its master's call. As the hammer stroke fell the curse was unleashed. The devourer was restored to its full strength and Mordecai was struck down by the curse's unholy backlash. The minions of St. Harul's Hold watched in horror as the renewed undead monstrosity took their helpless patriarch and devoured him alive before their eyes.

With the surge of strength brought on by the absorption of the high priest's soul, the devourer faced down the paladins and clerics that charged toward it. The battle lasted a full day and spent the main strength of the Hold's garrison. Ultimately they evacuated the surrounding dwellings and withdrew. A blockade was created at the top of the stair while the surviving priests summoned more help. The devourer continued to haunt the stair and slew every group of heroes that was sent down to destroy it but, strangely, seemed content to remain upon the stair and not threaten the surrounding settlement. A guard was placed on the stair, which over the years became an embarrassing canker on the face of St. Harul's, but the evil presence could never be rooted out. The hammer was left where it had fallen, but the wrathful priests of the Hold that had witnessed its betrayal of their patriarch renamed it the *Hammer of Mordecai's Doom* and considered it an ill omen and symbolic of the corruption that had gained a foothold within their settlement. Further details on this confrontation, the hidden reasons behind it, and the secret history of Tsar and its predecessor St. Harul's Hold will be revealed in *Slumbering Tsar: The Hidden Citadel* by Frog God Games Games.

Creature: On the lower portion of the stair, where the adjacent walls rise high overhead blocking the light of day, in a section of perpetual shadow there rests a large ornate hammer—unless it has been previously retrieved by the dweller at the crossroads (see Chapter 8 of *Slumbering Tsar: The Desolation, Part 3—The Western Front*). This weapon is the *Hammer of Mordecai's Doom* (see **Magic Items Appendix**). And guarding the stair and its hammer is the **advanced devourer** known as Mordecai's Doom that brought about the beginning of the end of the days before evil Tsar existed. The devourer waits in its ethereal state for foolish adventurers to approach before materializing and attacking. It does not pursue beyond the stairs.

This advanced devourer is unlike a traditional devourer in that it continues to hold onto the soul of Patriarch Mordecai to this day. The special symbiosis it has formed with Mordecai allows it to continually consume the patriarch's soul in perpetual torment, but it never completely devours the soul all the way. Each day the soul regenerates back to be consumed again. The game result of this is that the devourer has 60 essence points each day for spell use. When this has been exhausted, the devourer avoids casting spells in order to prevent the soul from being completely consumed. If the creature is able to trap the essence of a PC during the battle, it can store that victim's soul as well — appearing as a second tiny figure alongside

Mordecai — and uses that PC's soul to fuel more essence points. It does not hesitate to consume other souls trapped in this way, but can hold no more than two essences at once (Mordecai's and one other). Other souls can be released from the devourer through spell deflection, but Mordecai's soul can only be released through the devourer's destruction.

MORDECAI'S DOOM

CR 17

XP 102,400

Advanced-HD devourer (*Pathfinder Roleplaying Game Bestiary* "Devourer")

NE Huge undead (extraplanar)

Init +7; **Senses** darkvision 60 ft.; Perception +32

AC 27, touch 121, flat-footed 24 (+3 Dex, +16 natural, –2 size)

hp 273 (26d8+156)

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

Defensive Abilities spell deflection; **Immune** undead traits; **SR** 37

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

Melee 2 claws +32 (2d8+14/19–20 plus energy drain)

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

Special Attacks devour soul (DC 29), energy drain (2 levels, DC 29)

Spell-like Abilities (CL 30th):

At will—*animate dead*^{4th}, *bestow curse*^{4th} (DC 20), *confusion*^{4th} (DC 20), *control undead*^{7th} (DC 23), *death knell*^{2nd} (DC 18), *ghoul touch*^{2nd} (DC 18), *greater spectral hand*^{4th*}, *inflict serious wounds*^{3rd} (DC 19), *lesser planar ally*^{4th}, *ray of enfeeblement*^{1st}, *slay living*^{5th} (DC 21), *spectral hand*^{2nd}, *suggestion*^{3rd} (DC 19), *true seeing*^{6th}, *vampiric touch*^{3rd} (DC 19)

3/day—quicken *spectral hand*^{2nd}

Str 38, **Dex** 16, **Con** —, **Int** 19, **Wis** 16, **Cha** 22

Base Atk +19; **CMB** +35 (+37 sunder); **CMD** 48 (50 vs. sunder)

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

Skills Bluff +32, Diplomacy +22, Fly +25, Intimidate +25,

Knowledge (arcana) +33, Knowledge (planes) +18, Perception +32,

Sense Motive +22, Spellcraft +33, Stealth +13

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

* See sidebar

Development: It is possible that the party obtained the *Hammer of Mordecai's Doom* in the previous adventure or may endeavor to recover and use it in this battle. The curse on the hammer was detailed in *Slumbering Tsar: The Desolation* and is included in the **Magic Item Appendix** of this adventure as well. However, if used against this devourer, for which the curse was originally attuned, an additional aspect manifests that laid low Patriarch Mordecai so long ago. Any hit by the hammer, whether critical or not, that would reduce the devourer to 0 hp or below causes the normal *heal/harm* effect as described in the appendix and also effects the wielder with a *blasphemy* at caster level 15.

If the essence of Mordecai is freed, it transforms into a brightly-glowing dove of pure white light. A sense of peace comes over the accursed stair and the glowing soul flutters about the characters' heads. A whisper comes to their minds telepathically saying "Use the hammer to awaken the shield and put the sleeper to rest." It then flutters away and disappears into the sky. A faint crackling sound is heard on the steps, and anyone examining the tiles (DC 20 Perception check) notices that the ones that had merely framed a blank space now have the image of a kite shield etched into their surface. Finally, the *Hammer of Mordecai's Doom* retains its curse, but the *blasphemy* effect will never function again. The significance of these occurrences is revealed in the next adventure in the series, *Slumbering Tsar: The Hidden Citadel*.

Ad Hoc XP Award: Award 10,000 XP to a party that frees Mordecai's soul from the devourer.

New Spell

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

GREATER SPECTRAL HAND

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

Casting Time 1 standard action

Components V, S

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

Effect one greater spectral hand

Duration 1 min./level (D)

Saving Throw none; **Spell Resistance** no

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

From this great monument Larach-Umbriol once forged his masterpieces of terror, his hammer clanging on anvil through all hours of day and night. No other beings ever visited his plateau and from a distance, as the last rays of the sun would slant through the smithy's archways, residents of the city would swear that a cyclopean giant toiled at the forge.

Anyone making a DC 27 Knowledge (history) or (local) or a bardic knowledge check recognizes the statue atop the dome as a rendering of the legendary Shadow Giant, Larach-Umbriol. Tales state that he sought to create a weapon capable of extinguishing the hated light of the sun and could not die until he had done so. Reveal the history of Larach-Umbriol as described above to anyone making one of these checks successfully.

Climbing the smooth iron dome requires a DC 30 Climb check.

Trap: The statue on the roof is trapped, though the trap does not activate until someone removes the anvil at Area H3-2 from the building. The trap is activated by the ending of the building's shadowy curse and cannot, therefore, be detected by mundane means. Magical means of checking for the trap can reveal its existence, however. When the trap is activated, the 20-foot iron statue teeters from its perch and falls, tumbling down the sheer dome toward whoever bears the anvil outside the building, even if it is being carried in an extradimensional space like a *bag of holding*. Everyone within 10 feet of that character is likewise subjected to the effects of the trap.

FALLING IRON STATUE

CR 12

Type mechanical; Perception DC 28; Disable Device DC 28

Trigger proximity; **Reset** none

Effect no attack roll required (18d6 crush damage, DC 23 Reflex save for half damage); multiple targets (all targets in a 20 ft.-by-20-ft. area)

H3. The Cursed Smithy of Larach-Umbriol

On this unhallowed ground stands the point of origin for many of the most evil of weapons crafted over the past few centuries, for here once toiled the enigmatic blacksmith known as Larach-Umbriol. Who or what Larach-Umbriol was remains open to speculation. He was often called the Shadow Giant for his dusky skin and prodigious size, though many reports often described him as human-sized rather than a towering giant as claimed by others. In fact, many tales state that he appeared larger the farther away the viewer stood. What is fact and what is mere legend none can tell, for Umbriol disappeared when the disciples of Orcus decided to flee the city. Where he might have gone remains a mystery, for he has not been seen since and the stream of powerful and foul weapons that he created ended with his disappearance.

This lower plateau stands 120 feet lower than the Harrow Lanes, 80 feet above the Dread Swamp below. The entire structure hangs under a shrouding shadow reducing all vision by half. This is an effect resulting from the shadow giant's curse and can only be dispelled by removing the infamous anvil from the edifice.

H3-1. Outside the Smithy (CR 12)

A steel gray dome rises 60 feet above this building. Atop it stands a massive iron statue of a man clad only in loin cloth, revealing the knotted muscles of his physique, skewering the sun on a spear of blackest steel. Beneath the dome stand tall lancet arches opening onto the building's dark interior. Two tall steps lead up to these openings. Squat stone wings protrude from opposite sides of the building. The whole seems to hang under a perpetual saturnine pall, noticeable even in the gloom of this city.

H3-2. Smithy Floor (CR 15)

The wide archways look out over a spectacular view of the lower city. The omnipresent shadow prevents vision from reaching the apex of the iron dome above. In the center of the room stands a forge crafted to resemble a squat, oddly horned toad. From its open mouth can still be seen the glowing furnace of its interior. Atop its flat head rests an ornate anvil of some black metal that seems to drink the light. The stone of the floor before this strange forge and anvil is a worn depression as of heavy feet standing and scraping across that same spot for ages of time. Two dark doorways open into the wings of the building. Before each stands a 12-foot statue of black iron fashioned to resemble the same muscular, near-naked giant that stands atop the building's dome, though these lack the spear and sun emblems.

Here, on the worn depression in the floor, Larach-Umbriol labored away at his forge for countless years crafting weapons and items of immeasurable evil. Long has it been since he last stood before his anvil, but the smithy has remained inviolate these many years. If the characters are pursuing the quest of Gerrant the Last Justicar, they are likely to recognize the anvil as that which is necessary to break that ghost knight's curse. See *Slumbering Tsar: The Desolation*.

Creatures: The statues fashioned to resemble Larach-Umbriol himself are actually **2 iron golems**. They move to attack as soon as anyone enters the smithy. The toadlike forge upon which the anvil rests is an **advanced forge beast** held in stasis. Once someone enters the smithy, the forge beast tilts its head forward and swallows the anvil that rests atop it. It then attacks with its breath weapon and assists the iron golems. Only if slain will its smoldering innards cool allowing someone to fish the anvil out. The anvil itself is about 3-foot-square,

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is fashioned out of a strange meteoritic iron, and weighs 500 lb.

Removing the anvil from the building ends the shadowy curse that encompasses the smithy but also activates the trap as described under Area H3-1. If the anvil is returned to the tomb of Gerrant of Gilboath as described at Area C8-6 in Chapter 5 of *Slumbering Tsar, The Desolation: Part 2—The Ghosts of Victory*, refer to Event 6 in Chapter 3 of *Slumbering Tsar, Temple-City of Orcus: Part 2—The Lower City*.

IRON GOLEMS (2) **CR 13**
XP 25,600
hp 129 (*Pathfinder Roleplaying Game Bestiary* “Golem, Iron”)

ADVANCED FORGE BEAST **CR 12**
XP 19,200

Advanced-HD forge beast (*Creature Collection III: Savage Bestiary* 83)

CN Medium aberration (fire)

Init +4; **Senses** darkvision 60 ft.; Perception +8

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

hp 195 (17d8+102 plus 17)

Fort +13; **Ref** +5; **Will** +10

Defensive Abilities stability; **DR** 5/bludgeoning; **Immune** fire

Weaknesses vulnerability to cold

Spd 15 ft.

Melee bite +18 (2d6+5/19–20 plus 2d4 fire and grab), gore +17 (1d8+5)

Special Attacks breath weapon (30-ft. cone, 4d6 fire and 4d6 bludgeoning, Reflex DC 24 for half, usable every 1d4 rounds), powerful charge (gore, 2d8+7)

Str 20, **Dex** 10, **Con** 23, **Int** 3, **Wis** 10, **Cha** 8

Base Atk +12; **CMB** +17 (+21 grapple); **CMD** 27 (37 vs. bull rush, 41 vs. trip)

Feats Diehard, Endurance, Great Fortitude, Improved Critical (bite), Improved Initiative, Improved Natural Attack (bite), Toughness, Weapon Focus (bite)

Skills Acrobatics +9 (+17 jump), Perception +8, Stealth +13 (+19 in desert terrain)

Languages Ignan

Breath Weapon (Su) Half of the forge beast’s breath weapon is fire damage, while the other half is bludgeoning damage from metallic particles and fragments expelled from the beast’s furnace-mouth.

Stability (Ex) Forge beasts are incredibly solid on their feet. A forge beast has a +10 racial bonus on their CMD to resist being bull rushed, tripped, or otherwise knocked over or moved when standing on the ground.

H3-3. Ore Storage

Each of these cavernous rooms has a 30-foot ceiling and a thick layer of soot, and dust covers the floor and wide stone bins that occupy them. In here were stored the various ores, metals and precious stones used by Larach-Umbriol in his creations. Most of these materials were removed when the Shadow Giant disappeared.

Treasure: Between these two areas there remain some of the more valuable materials used in the legendary smith’s craft. These include a total of 16 ingots of adamantine worth 1,000 gp each, 4 ingots of mithral worth 1,000 gp, 7 ingots of cold iron worth 50 gp each, 4 ingots of silver worth 200 gp each, a crate containing the complete, folded hide of a Huge black dragon, a stretching rack with a complete Large red dragon hide, and 145 ingots of refined steel worth 30 gp each of sufficient quality to create masterwork weapon and armor. The dragon hides are extremely bulky and each of the ingots weighs

around 5 pounds. A DC 29 Search check reveals in a dirty corner beneath a layer of dust a huge flawless ruby worth 8,000 gp.

H4. Encampment of the Beast-Fiends

<n>At this location, the buildings of the Harrow Lanes have collapsed and been pushed aside to create a large, rubble-strewn lot. Using this area as their camp is a tribe of feral beasts of various sorts but all claiming a common lineage to a single balor that once served in the court of Yughooragh, the Demon-Lord of Gnolls. These barbaric creatures have no historic connection with the city of Tsar, having only discovered it as an excellent home a century ago after being forced from their former tribal home. Now they reside in their fortified encampment in the ruins, despised by all and constantly on the defensive against the other inhabitants of the city, while they continue to practice their abhorrent rituals in homage to their alleged pater.

The entire encampment lies in an area of rubble piles and crumbling ruins on the edge of the cliff overlooking the Dread Swamp. The rubble piles surrounding the camp are composed of the broken remains of an indoor bazaar for religious goods and trinkets. The piles reach a height of 30 feet unless otherwise indicated. The debris they are composed of is unstable for moving about on and requires a DC 20 Climb check to surmount. Attempts at Stealth on this scree have a –2 penalty. Anyone falling on these rubble mounds slides to the bottom for normal falling damage as well as another 1d6 points of crushing damage from dislodged stones that rain upon them. Anyone approaching these rubble walls must make Stealth checks against the Perception checks of the guards at Areas H4-2.

Though claiming descent from the Abyss, this band expresses its allegiance to its masters through a feral form of Nature worship invoking the cruelty and evil found in the natural world. This worship has been further warped and twisted by the Orcus-venerating effects of the Pall on the tribe. The gnolls are divided into a hierarchy of three castes: the yesh, common gnolls lacking any discernable connection to their supposed Abyssal forebears but claiming to be plane-touched nonetheless; the yensheeli, who show their heritage in the form of the fiendish template; and the yeenok, half-fiend gnolls claiming to be direct descendants of the demon prince. The yesh are the lowest caste and comprise the common defenders of the tribe. Males are trained as rangers and females serve as warriors in the band’s defense against threats too great for the rangers to handle alone. The yensheeli is also comprised of rangers, males and females alike, but also from this caste comes the band’s druidic religious leaders who lead their bloody rituals. Finally, the tribe is led by the yeenok who holds the power of life and death over the band members (though even the yeenok tread lightly around the mystical yensheeli druids).

H4-I. Guarded Entrance (CR 11)

There is a break in the high rubble mounds that comprise this area of the ruins. Blocking this narrow pass is a wall composed of wooden poles lashed together horizontally and vertically to create a set of bars 30 feet high. Set into the center of these bars is a large gate, likewise composed of wooden bars lashed together and held shut by a heavy padlock. Beyond the gate of bars the passage through the rubble continues to another set of bars some distance further in.

Creatures: This entryway is guarded at all times by 4 **yesh rangers**, a **yensheeli ranger** and 2 **hyaenodons**, prehistoric holdovers of the common hyena that the beast-fiends have been breeding for years to recapture the truly monstrous proportions once possessed by the species thousands of years ago. The hyaenodons use their scent abilities to detect the approach of interlopers. Determine the wind direction at the time of the party’s approach at your discretion. They are also actively making Perception checks. If the hyaenodons detect

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the approach of strangers, they growl and alert their keepers, who then raise the alarm in the camp (see Area H4-3 for details of the alarm). The yensheeli carries the key to the gate's lock. The exit to Area H4-3 is barred by a similar wall and gate. The key to that gate's lock is carried one of the guards in the tower at Area H4-2a.

YESH RANGERS (4) 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^B, Far Shot, Point Blank Shot^B, 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

YENSHEELI RANGER CR 8

XP 4,800

Male fiendish gnoll ranger 6 (*Pathfinder Roleplaying Game Bestiary* "Gnoll")

CE Medium humanoid (extraplanar, gnoll)

Init +9; **Senses** darkvision 60 ft.; Perception +13

AC 19, touch 13, flat-footed 16 (+5 armor, +3 Dex, +1 natural)

hp 76 (2d8+6 plus 6d10+18 plus 6)

Fort +11; **Ref** +8; **Will** +2

DR 5/magic; **Resist** cold 10, fire 10; **SR** 13

Spd 30 ft.

Melee mwk scimitar +8/+3 (1d6+3/18–20), mwk scimitar +8/+3 (1d6+1/18–20)

Ranged mwk longbow +11/+6 (1d8/x3)

Special Attacks favored enemy (Humanoid [orc] +4, Humanoid [human] +2), smite good 1/day (+8 damage), two-weapon combat style

Ranger Spells Prepared (CL 3rd):

1st—*speak with animals*

Str 17, **Dex** 16, **Con** 17, **Int** 8, **Wis** 11, **Cha** 12

Base Atk +7; **CMB** +10; **CMD** 23

Feats Endurance^B, Improved Initiative, Improved Two-Weapon Fighting^B, Power Attack, Two-Weapon Defense, Two-Weapon Fighting^B, Weapon Focus (scimitar)

Skills Climb +14, Knowledge (geography) +6, Perception +13, Stealth +16, Survival +11 (+14 tracking)

Languages Gnoll

SQ favored terrain (urban +2*), hunter's bond (companions), wild empathy +7

*Included in stat block

Gear +2 *studded leather armor*, 2 masterwork scimitars, masterwork longbow, 30 arrows, pouch with 2d4 gems worth 50 gp each

HYAENODONS (2)

CR 4

XP 1,200

The Tome of Horrors II 182

N Large animal

Init +2; **Senses** low-light vision, scent; Perception +10

AC 17, touch 11, flat-footed 15 (+2 Dex, +6 natural, –1 size)

hp 47 (5d8+20 plus 5)

Fort +8; **Ref** +6; **Will** +2

Spd 50 ft.

Melee bite +11 (1d8+12 plus trip)

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

Str 26, **Dex** 15, **Con** 19, **Int** 2, **Wis** 13, **Cha** 6

Base Atk +3; **CMB** +12; **CMD** 24 (28 vs. trip)

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

Skills Perception +10, Stealth +3 (+7 in tall grass or undergrowth), Survival +5 (+9 tracking by scent)

Wooden Bars and Gates: 3 in. thick bars; Hardness 5; hp 30; Break DC 25; Disable Device 22.

H4-2 Lookouts (CR 7)

Each of these towers consists of a raised wooden platform supported atop four wooden poles planted into the ground or surface of the rubble piles at various heights. Atop each is a covered shelter providing a clear view of the surrounding area. These platforms are accessed by rope ladders that can be pulled up by the lookouts as a full-round action.

Creatures: Occupying each of these platforms at all times are 2 **yesh rangers**. They are taking 10 on their Perception checks and sound the alarm if they spot anyone approaching (see Area H4-3 for details).

The separate towers are detailed below.

2a. Gate Tower

This tower stands 50 feet high and has a clear view over Area H4-1. One of the guards carries the key to gate to Area H4-1.

2b. North Tower

A crude stair of stacked rubble climbs 30 feet from Area H4-10 to the top of the rubble pile. The tower is erected atop this and stands another 70 feet high. It provides a clear view over the whole camp and surrounding approaches.

2c. Cliff Tower

A hole in the roof of Area H4-6 provides access to a path and stair on the rubble pile leading to its 30-foot peak. The tower standing there rises another 30 feet, providing an excellent view of the camp's southern portion as well as the lower sections of the city.

YESH RANGERS (2)

CR 5

XP 1,600

hp 57 (See Area H4-1)

H4-3. Commons (CR varies)

A large, dusty yard stretches between the crumbling piles of rubble. Numerous hide tents stand throughout it, and in some places portions of the ruins have been repaired or shored up and turned into additional hovels. A wall composed of wooden bars blocks the yard's southern entry, and a similar wall bars egress to the north. A watchtower stands above the entry gate with another atop a rubble pile to the east. Beneath the east tower stands a large cage composed of wooden bars. Smoldering fire rings are spaced throughout the open area. Garbage and all sorts of refuse litter this dismal camp, and a few young hyena cubs wrestle over scrap bones in the dust.

This area is the main encampment of the beast-fiend band. The residents are described under Areas H4-4, H4-5 and H4-6.

Tactics: If an alarm has sounded, the denizens of this area immediately assemble among the tents to determine the location of the threat. Most of the female yesh warriors begin a barrage of arrows while the male yesh rangers use the distraction to attempt to flank the enemy and engage in melee. The kennel master releases the hyenas at Area H4-7 which join those in the camp in charging towards intruders. Meanwhile one of the female yesh heads to Area H4-9 to summon the trolls (only to be disappointed), and one runs to the gate going to Area H4-10 and makes sure the residents have received the alert. Their tactics are described under that area.

H4-4. Yesh Hovels (CR varies)

Each of these locations is either a crude hide tent or a shelter

constructed in the midst of the rubble. These are filthy affairs that smell of urine, garbage, poorly tanned skins and wet dog. Their interiors are a mixture of ragged cushions of hyena hide, straw pallets, assorted odds and ends, and copious amounts of shed hair.

Creatures: Each hovel holds **1d3 male yesh rangers**, **1d6 yesh females**, **1d2 yesh young** (noncombatant), a 30% chance of **1d2 hyaenodons**, and a couple hyaenodon pups (noncombatant).

YESH RANGER **CR 5**

XP 1,600
hp 57 (See Area H4-1)

YESH FEMALE **CR 1**

XP 400
hp 11 (*Pathfinder Roleplaying Game Bestiary* "Gnoll")

HYAENODON **CR 4**

XP 1,200
hp 47 (See Area H4-1)

Treasure: Each hovel holds assorted coins, small gems, and random valuables worth a total of 3d10 gp.

H4-5. Communal Tent (CR 10)

This long tent is constructed just as the others, though it is more than twice as large as any other. It is here that the yesh gather to cook, talk, or hold councils during inclement weather.

Creatures: There are always **5 yesh rangers** in this tent and **2 dire hyenas**. These brutish creatures are the truly successful results of the gnolls' breeding attempts, being even fiercer and larger beasts than their hyaenodon cousins.



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YESH RANGERS (5)
XP 1,600
hp 57 (See Area H4-1)

CR 5

DIRE HYENAS (2)
XP 1,600

Creature Collection III: Savage Bestiary 69

N Large animal

Init +2; **Senses** low-light vision, scent; **Perception** +12

AC 19, **touch** 11, **flat-footed** 17 (+2 Dex, +8 natural, -1 size)

hp 66 (7d8+28 plus 7)

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

Spd 40 ft.

Melee bite +14 (2d6+13 plus trip and grab)

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

Str 30, **Dex** 15, **Con** 19, **Int** 2, **Wis** 13, **Cha** 8

Base Atk +5; **CMB** +15 (+19 grapple); **CMD** 27 (31 vs. trip)

Feats Power Attack, Skill Focus (Perception), Toughness, Weapon Focus (bite)

Skills Perception +12, Stealth +3 (+5 in tall grass or undergrowth), Survival +3 (+5 tracking by scent)

CR 5

Creatures: This area serves as the kennel for the band's hyaenodon and dire hyena pets. Those not on guard duty or with one of the yesh families reside here. There are **7 dire hyenas** and **3 hyaenodons** here. They are led by the **alpha-male dire hyena**. They are fiercely loyal to the kennel master and if they see him in trouble will attempt Climb checks to get out over the rubble and come to his aid.

HYAENODONS (3)

CR 4

XP 1,200

hp 47 (See Area H4-1)

DIRE HYENAS (7)

CR 5

XP 1,600

hp 66 (See Area H4-5)

ALPHA-MALE DIRE HYENA

CR 7

XP 3,200

Advanced giant dire hyena (*Creature Collection III: Savage Bestiary 69*)

N Huge animal

Init +3; **Senses** low-light vision, scent; **Perception** +14

AC 24, **touch** 11, **flat-footed** 21 (+3 Dex, +13 natural, -2 size)

hp 94 (7d8+56 plus 7)

Fort +13; **Ref** +8; **Will** +5

Spd 40 ft.

Melee bite +18 (2d8+21 plus trip and grab)

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

Str 38, **Dex** 17, **Con** 27, **Int** 2, **Wis** 17, **Cha** 12

Base Atk +5; **CMB** +21 (+25 grapple); **CMD** 34 (38 vs. trip)

Feats Power Attack, Skill Focus (Perception), Toughness, Weapon Focus (bite)

Skills Perception +14, Stealth +0 (+2 in tall grass or undergrowth), Survival +5 (+7 tracking by scent)

H4-6. Kennel Master's Hovel (CR 9)

The walls of this small building are mostly intact except where the rubble pile has fallen through in one corner. A roof of limbs lashed together covers the building except for an opening at the back wall where a wooden ladder climbs 10 feet out through the roof opening and onto the rubble pile. There a path (allows normal movement) leads to one of the watch towers. A wooden door still covers the doorway. The interior of this single-room structure smells strongly of decay and holds dozens of hyena skins, stretched and dried, hanging from the walls and roof. Large hyena skulls and more than a few bones also litter the chamber.

Creatures: The occupant of the hovel is the kennel master, a **yesh ranger** with a special affinity for the hyenas. With him at all times are **3 dire hyenas** who obey his commands. If attacked, he tries to retreat to Area H4-7 to make his stand.

YESH RANGER

CR 5

XP 1,600

hp 57 (See Area H4-1)

DIRE HYENAS (3)

CR 5

XP 1,600

hp 66 (See Area H4-5)

Treasure: Concealed beneath a hyaenodon skin rug (DC 13 Perception to locate) is a small sack partially buried in the floor. It contains 35 gp, a jeweled anklet worth 450 gp, and an electrum ring worth 200 gp.

H4-7. Kennels (CR 11)

Another row of wooden bars blocks this portion of the encampment, extending between two tall rubble mounds. A single gate opens in it and is held shut by a crossbar tied in place on the outside. Beyond are the debris, scraps, and dung of a dog kennel.



H4-8. Cages (CR 7)

A cage composed of wooden bars lashed together blocks off a corner of the yard here. More wooden bars set into the rubble pile form a 10-foot-high ceiling. Another wall of bars forms a partition in the center creating two cages. Within these cages sit dirty and listless prisoners. Padlocked doors provide access to the cages.

These prisoners are all trespassers who came too close to the encampment or were picked up in raids by the beast-fiends. The bars and padlocks of the cages are like those at Area H4-1. The keys to the padlocks are held by the yensheeli at Area H4-12.

Creatures: This cage is guarded at all times by the **2 largest dire hyenas**. They allow no one to approach other than a member of the band and have been known to snap at prisoners who get too close to the bars. The prisoners within the cage consist of 3 hobgoblins and 2 troglodytes in one cage and 4 orcs, 2 hobgoblins and an ogre in the other. All are exhausted and malnourished and fearful of being sacrificed to the foul pagan demon that the beast-fiends worship. However, all of these creatures are evil and will not assist their rescuers, seeking only to flee instead.

LARGEST DIRE HYENAS (2)
XP 1,600
hp 91 (See Area H4-5)

CR 5

HOBGOBLIN INFANTRY (5)
XP 1,200
hp 61, currently 12 (See Area G5 in *Part 2—The Lower City*)

CR 4

TROGLODYTE WARRIORS (2)
XP 1,600
hp 51, currently 9 (See Area G5 in *Part 2—The Lower City*)

CR 5

ORC SERVANTS (4) CR 3
XP 800
hp 47 currently 6 (See Area G5 in *Part 2—The Lower City*)

OGRE CR 3
XP 800
hp 30, currently 3 (*Pathfinder Roleplaying Game Bestiary* “Ogre”)

H4-9. Troll Cave (CR 7)

A bonfire blazes outside a stinking cave mouth formed from several large pieces of a stone building that have fallen together to form a crude arch. The tunnel seems to extend back into a large chamber, and all manner of filth and gnawed bones are visible at the threshold.

This cave serves as the lair of 3 trolls that are allied with the beast-fiend band. Normally they stay to themselves within their cave except when called out in defense of the camp or to join in raids. The bonfire serves to further discourage them from wandering into the main encampment and perhaps borrowing a few gnoll cubs to snack on. However, the band’s trolls have gone missing, apparently having recently clambered over the rubble wall and departed (see Event 5 in Chapter 3 of *Part 2—The Lower City*).

Creatures: Currently **2 yesh rangers** stand at the mouth of the cave scratching their heads and wondering why the trolls have not come forth at their calls. Neither has summoned the courage to enter the cave in search of the trolls, and they are considering reporting the disappearance to the yensheeli.

YESH RANGERS (2) CR 5
XP 1,600
hp 57 (See Area H4-1)



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Treasure: Anyone daring to brave the fetor of the troll cave finds only a few small side caverns littered the remains of their past meals. All those entering must make a DC 16 Fortitude or contract cackle fever as described in the “Diseases” section in Appendix 1 of the Pathfinder Roleplaying Game. Easily located in the debris is a gold statuette of a shedu worth 500 gp.

H4-10. Ritual Circle (CR varies)

The entrance to this portion of the camp is blocked by a wooden gate identical to the one at Area H4-1. The key to this gate’s padlock is kept by one of the yensheeli.

This wide area is partially surrounded by rubble mounds and partially hemmed in by the sheer drop-off of the terrace. The center of the area is dominated by a wide chalk ring inscribed in the dirt. Tall torches planted in the ground surround this ring. Standing at the center of the ring is a 30-foot-tall hollow statue of wicker lashed together into a rough humanoid shape. A ladder leans against the side of the statue rising to the open top of the construction’s head. Around the wicker structure is a patch of scorched ground. To the west a low plateau on the mounded rubble and dirt holds a large pavilion tent. To the north a higher ruined prominence holds a crudely-built wooden hut surrounded by a railed balcony.

This area is the religious center for the band. Here they gather under their yensheeli druids to conduct savage, bloodthirsty rituals to the twisted demonic version of what they call Nature. Prisoners of the band are locked inside the wicker manikin, which is then set alight as a sacrifice. This occurrence is described at Event 3 in Chapter 3 of *Part 2—The Lower City*. If that event has already occurred before the party arrives here, then the prisoner cages at Area H4-8 are empty, and the wicker man here is still under construction.

The ritual yard is currently empty, but if the party manages to arrive here without raising an alarm, then there is a cumulative 25% chance each round of one of the lookouts at Area H4-2b is looking into the yard. If the party members are not actively hiding, then they are considered to be taking 0 on their Stealth checks. Anyone spotted in the ritual area causes the alarm to be raised.

Tactics: If the alarm is raised, half of the ranger yensheeli at Area H4-12 respond immediately; the other half are caught unprepared and take 3 rounds to gather arms and armor. The ranger yensheeli take up positions around their plateau and pepper intruders with bow fire along with the lookouts at Area H4-2b. The yensheeli druids stay upon the plateau and cast *barkskin* (+3 natural armor enhancement) and *resistance* on themselves before emerging. If they have witnessed any major magical attacks other than cold or fire, they cast *resist energy* on themselves for that energy type. Half of them have prepared *ice storm* and the other half *flamestrike*, which they use to open up their attacks. They follow these with *call lightning*, *produce flame*, or *flaming sphere*. When the rest of the yensheeli are prepared, the rangers come down from the plateau to engage the intruders in melee while one attempts to open the gate to Area H4-3 and let in the yesh and hyenas that begin massing there once the alarm has been sounded. The yeenok remain in their dwelling firing arrows or spells into the fray as they see the opportunity. They retreat into their dwelling if pressed. When the battle is fully joined below, the druids descend using *spider climb* and cast *greater magic fang* on dire hyenas and hyaenodons involved in the melee, before retreating to their plateau once again. They defend the rocky soil forming their plateau with *spike growth* if necessary.

H4-11. Ash Pile

A corner of broken wall creates a small alcove here. It is nearly filled with ash and bits of burnt bone, the remnants of past wicker

man burnings. A wooden cart with three shovels in it stands nearby ready to remove the debris from the next wicker man ritual.

Treasure: A DC 30 Perception check through the ash pile reveals a scorched *ring of protection* +2 missed by the victim’s captors.

H4-12. Yensheeli Sanctum (CR 16)

Atop this 25 foot plateau stands a large pavilion tent stitched together from multiple gorgon hides.

Creatures: Within dwells the yensheeli caste of the beast-fiend band. There are normally **11 yensheeli rangers** (male and female) and **4 yensheeli druids** in here at any given time with a few out patrolling the city. If an alarm is raised, their tactics are described at Area H4-10.

YENSHEELI RANGERS (11) **CR 8**
XP 4,800
hp 76 (See Area H4-1)

YENSHEELI DRUIDS (4) **CR 9**
XP 6,400
Male or female fiendish gnoll druid 7 (*Pathfinder Roleplaying Game Bestiary* “Gnoll”)
NE Medium humanoid (extraplanar, gnoll)
Init +1; **Senses** darkvision 60 ft.; Perception +11

AC 16, touch 11, flat-footed 15 (+1 Dex, +3 natural, +2 shield)
hp 60 (2d8+2 plus 7d8+7 plus 7)
Fort +9; **Ref** +3; **Will** +7; +4 vs. fey magic and plant spells
Defensive Abilities resist nature’s lure; **DR** 5/magic; **Resist** cold 10, fire 10; **SR** 14

Spd 30 ft.; woodland stride
Melee mwk shortspear +7 (1d6)
Ranged mwk shortspear +8 (1d6)
Special Attacks smite good 1/day (+9 damage), spontaneous casting (*summon nature’s ally*), wild shape 2/day
Domain Spell-like Abilities (CL 7th):
6/day—*fire bolt* (ranged touch +7, 1d6+3 fire damage)
Spells Prepared (CL 7th):
4th—*flame strike* (DC 17) or *ice storm*, *wall of fire*^D
3rd—*call lightning* (DC 16), *fireball*^D (DC 16), *greater magic fang*, *spike growth* (DC 16)
2nd—*barkskin*, *flaming sphere* (DC 15), *produce flame*^D (melee touch +6, ranged touch +7), *resist energy*, *spider climb*
1st—*burning hands*^D (DC 14), *charm animals* (DC 14), *cure light wounds* (DC 14, x2), *longstrider*, *speak with animals*
0 (at will)—*create water*, *flare* (DC 13), *mending*, *stabilize* (DC 13)
D domain spell; **Domain** Fire

Str 11, **Dex** 12, **Con** 13, **Int** 14, **Wis** 17, **Cha** 15
Base Atk +6; **CMB** +6; **CMD** 17
Feats Combat Casting, Improved Natural Armor (2), Natural Spell, Power Attack
Skills Craft (wicker) +13, Handle Animal +13, Heal +15, Knowledge (nature) +16, Perception +11, Survival +16
Languages Abyssal, Druidic, Gnoll, Sylvan
SQ nature bond (Fire domain), nature sense, wild empathy +9, trackless step, woodland stride
Combat Gear 2 smokesticks, 3 tindertwigs, thunderstone; **Other Gear** +1 *light wooden shield*, masterwork shortspear, healer’s kit, pouch with holly and mistletoe and 1d6 diamonds worth 100 gp each

Treasure: Pallets composed of thick rugs and pillows of hyaenodon hide lie upon the floor while small tables and stools are used as furniture within the tent. Other rugs hang from the walls as insulation

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and wind breaks. Scattered among these “luxurious” surroundings are the collected treasures of the yensheeli. This consists of 6,800 sp, 5,000 cp, various art objects pillaged from caravans totaling 10,500 gp in value, and a *periapt of wound closure*.

H4-13. Yeenok Hut (CR 15)

A crudely built hut stands atop a 40-foot crag of ancient rubble with no obvious means of access short of flight. The hut itself is 5 feet higher atop squat wooden pilings that have been sunk deep into the pile to provide a solid foundation. The steeper rubble of this massif requires a DC 25 Climb check. It is built with wooden beams and poles scavenged from the ruins of the cities, has 10-foot ceilings, and walls and floors 6 inches thick.

Creatures: Occupying this prominence is the highest caste of the beast-fiends, the yeenok. The yeenok are **Aruug** and his pregnant mate **Keiliar**. If they hear the sounds of battle in the camp below, they emerge onto the hut’s balcony where Aruug rains arrows and Keiliar casts spells upon their enemies. If threatened they retreat inside the hut and play a game of cat-and-mouse with intruders. Aruug will die in defense of his band, but Keiliar flees the city if Aruug is killed or she is reduced below 20 hp.

ARUUG XP 51,200

CR 15

Male half-fiend gnoll ranger 11 (*Pathfinder Roleplaying Game Bestiary* “Gnoll”)

CE Medium outsider (native)

Init +9; **Senses** darkvision 60 ft.; Perception +20

AC 23, touch 14, flat-footed 169 (+7 armor, +4 Dex, +2 natural)
hp 137 (2d8+8 plus 11d10+44 plus 11)

Fort +14; **Ref** +12; **Will** +4

Defensive Abilities evasion; **DR** 10/magic; **Immune** poison; **Resist** acid 10, cold 10, electricity 10, fire 10; **SR** 26

Spd 30 ft., fly 60 ft. (good); woodland stride

Melee +1 *flaming burst dire flail* +18/+13/+8 (1d8+7 plus 1d6 fire), +1 *frost dire flail* +18/+13/+8 (1d8+7 plus 1d6 cold), bite +13 (1d6+3) or 2 claws +18 (1d4+6), bite +18 (1d6+6)

Ranged +2 *composite longbow* [+5 Str] +19/+14/+9 (1d8+7/x3)

Special Attacks favored enemy (humanoid [human] +6, undead +4, humanoid [orc] +2), quarry, smite good 1/day (+13 damage), two-weapon combat style

Spell-like Abilities (CL 13th, melee touch +18):

3/day—*darkness*, *poison* (DC 16), *unholy aura* (DC 20)

1/day—*blasphemy* (DC 19), *contagion* (DC 16), *desecrate*, *unhallow* (DC 17), *unholy blight* (DC 16)

Ranger Spells Prepared (CL 8th):

2nd—*cure light wounds* (DC 13)

1st—*entangle* (DC 12), *magic fang*, *resist energy*

Str 22, **Dex** 20, **Con** 19, **Int** 14, **Wis** 12, **Cha** 14

Base Atk +12; **CMB** +18; **CMD** 33

Feats Cleave, Dazzling Display, Double Slice, Endurance^B, Exotic Weapon Proficiency (dire flail), Greater Two-Weapon Fighting^B, Improved Two-Weapon Fighting^B, Power Attack, Step Up, Two-Weapon Fighting^B, Weapon Focus (dire flail)

Skills Craft (bows) +17, Fly +19, Heal +16, Knowledge (dungeoneering) +17, Knowledge (geography) +21, Knowledge (nature) +17, Perception +20, Stealth +23, Survival +20 (+25 tracking)

Languages Abyssal, Gnoll, Orc

SQ favored terrain (urban +4*, desert +2), hunter’s bond (companions), swift tracker, wild empathy +13, woodland stride

*Included in stat block

Combat Gear *greater construct-slaying arrow*, *potion of blur*, *potion of cure moderate wounds*; **Other Gear** +3 *chain shirt*, +1

flaming burst+1 *frost dire flail*, +2 *composite longbow* [+5 Str], 40 arrows, pouch with 85 gp, 20 sp, and a sapphire and platinum medallion (3,500 gp)

KEILIAR XP 19,200

CR 12

Female disguised gnoll sorcerer 12 (*Pathfinder Roleplaying Game Bestiary* “Gnoll”)

NE Medium humanoid (gnoll)

Init +6; **Senses** darkvision 60 ft.; Perception +7

AC 21, touch 16, flat-footed 18 (+4 armor, +3 deflection, +2 Dex, +1 dodge, +1 natural)

hp 79 (2d8+2 plus 12d6+12 plus 12)

Fort +8; **Ref** +6; **Will** +6

Resist fire 20

Spd 30 ft., fly 60 ft. (average)

Melee mwk dagger +9/+4 (1d4+1/19–20 plus poison)

Ranged mwk dagger +10 (1d4+1/19–20 plus poison)

Spells Known (CL 12th, melee touch +7, ranged touch +9):

6th (3/day)—*forceful hand*

5th (5/day)—*contact other plane*, *dismissal* (DC 20), *overland flight*, *waves of fatigue* (DC 20)

4th (6/day)—*dimension door*, *phantasmal killer* (DC 19), *scrying* (DC 19), *summon monster IV*

3rd (6/day)—*dispel magic*, *displacement*, *greater magic weapon*, *magic circle against good*, *protection from energy*

2nd (6/day)—*acid arrow*, *detect thoughts* (DC 17), *hypnotic pattern* (DC 17), *invisibility*, *scorching ray*, *see invisibility*

1st (6/day)—*chill touch*, *identify*, *magic missile*, *shield*, *shocking grasp*, *summon monster I*

0 (at will)—*acid splash*, *arcane mark*, *detect magic*, *detect poison*, *disrupt undead*, *message*, *ray of frost*, *read magic*, *resistance*

Bloodline arcane

Str 12, **Dex** 15, **Con** 12, **Int** 17, **Wis** 14, **Cha** 20

Base Atk +7; **CMB** +8; **CMD** 24

Feats Alertness (with familiar), Brew Potion, Combat Casting, Dodge, Empower Spell, Eschew Materials^B, Improved Counterspell, Improved Initiative^B, Lightning Reflexes, Scribe Scroll

Skills Appraise +10, Bluff +20, Diplomacy +17, Disguise +17, Fly +11, Knowledge (arcana) +18, Knowledge (planes) +15, Linguistics +5, Perception +9, Sense Motive +4, Spellcraft +7

Languages Abyssal, Common, Draconic, Elven, Gnoll, Infernal; empathic link and speak with familiar

SQ Arcane bloodline, arcane bond (familiar), bloodline arcana (+1 DC to metamagic spells), metamagic adept 3/day, new arcana

Combat Gear *staff of evocation* (10 charges), *potion of aid*, 2 *potions of cure light wounds*, *arcane scroll* (CL 13: *planar binding*, *wall of fire*), *arcane scroll* (CL 10: *see invisibility*, *magic circle against good*, *summon monster IV*), 3 vials of deathblade poison (DC 20, onset immediate, 1/rd. for 6 rds., 1d3 Con, 2 saves), 2 vials of black lotus extract (DC 20, onset 1 min., 1/rd. for 6 rds., 1d6 Con, 2 saves); **Other Gear** *bracers of armor* +4, *ring of protection* +3, *major ring of fire resistance*, *masterwork dagger*, *wings of flying*, *hat of disguise*

KROKUN, FAMILIAR XP —

CR —

Male raven familiar (*Pathfinder Roleplaying Game Bestiary* “Familiar, Raven”)

N Tiny magical beast (augmented animal)

Init +2; **Senses** low-light vision; Perception +13

AC 20, touch 14, flat-footed 18 (+2 Dex, +6 natural, +2 size)

hp 39 (12 HD)

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

Defensive Abilities improved evasion; **SR** 17

Spd 10 ft., fly 40 ft. (average)

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Melee bite +11 (1d3–1)
Space 2-1/2 ft.; **Reach** 0 ft.
Special Attacks deliver touch spells

Str 2, **Dex** 15, **Con** 8, **Int** 11, **Wis** 15, **Cha** 7
Base Atk +0; **CMB** +0; **CMD** 6
Feats Skill Focus (Perception), Weapon Finesse^B
Skills Appraise +1, Bluff +10, Diplomacy +10, Fly +10, Knowledge (arcana) +12, Knowledge (planes) +12, Linguistics +2, Perception +13, Spellcraft +1
Languages Infernal; empathic link and speak with master, speak with birds
SQ share spells

Personality: These are the last two yeenok of the band, or so they believe. Aruug claims direct descent from his demon lineage and looks the part with black-scaled skin beneath his sparse fur, iron-hard black claws, and great batlike wings. Keiliar, however, is new to the band having only joined a year ago. Aruug found her on the Desolation claiming to be the last remnant of a splinter faction of the tribe that was isolated from the others long ago. She had heard of the beast-fiends in Tsar and had come to join them. Overjoyed at the chance to propagate the bloodline, Aruug immediately took her as his mate. Unbeknownst to Aruug or the band, Keiliar is not really of fiendish descent. Rather she is a powerful gnoll sorcerer, much more sophisticated than the wild beast-fiends, who tracked the band down in order gain a child of Abyssal blood for her own foul deal with a diabolic lord of the Nine Hells. She maintains her charade with a *hat of disguise*, appearing as a lip plug, and batlike *wings of flying*. She is now pregnant and only a few months from delivery, but she does not wish to leave the band yet in case, humanoid-outsider relations being what they are, she has complications and loses her baby, forcing her to try again. She is patient; her devil patron has promised her great rewards for bringing her the child. Unless subjected to a powerful *dispel magic*, Keiliar retains her disguise as a feral half-fiend gnoll matron who is obviously several months pregnant.

The rooms of the hut are described below.

13a. Balcony

This creaking balcony hangs 5 feet above the peak of the rubble pile and 45 feet above the ground below. The noise of walking on the warped boards imposes a –10 circumstance penalty to Stealth checks. A 3-foot railing surrounds the balcony, and an open doorway leads into the interior.

13b. Foyer

Masks and effigies of crude construction stand in the corners of this room and dangle from hooks set in the ceiling. Moving through the room without setting these many ornaments to rattling requires a DC 18 Dex check.

13c. Hallway (CR 7)

Numerous crude masks depicting animalistic faces hang on the walls of this hall. One mask hangs over a secret door (DC 20 Perception check to locate) and hides spy holes that can look out from Area 13c through the mask's eyeholes (DC 30 Perception to notice).

Creature: This hall serves as the abode of an **alpha-male dire hyena** personally loyal to the yeenok. It attacks all intruders.

ALPHA-MALE DIRE HYENA **CR 7**
XP 3,200
hp 94 (See Area H4-7)

13d. Cooking Area

A steel tower shield lying on the floor serves as a cooking pit in the center of this room's floor. A smoke hole cut overhead provides ventilation. Crude shelves hold cracked and broken, but still usable,

clay vessels for cooking and holding foodstuffs (rancid cuts of meat, coarse tubers, strange, musky spices, and jars of foul wine). A moth-eaten tapestry of ancient Tsar serves as a curtain over the bedchamber's doorway.

13e. Bedchamber (CR 3)

This serves as the boudoir of the yeenok. Garishly-colored wall hangings, crudely woven by the yesh, cover the walls of this chamber. There is a large, heavy bed constructed of wooden crates scavenged from warehouses in the city and mounds of hyena-hide blankets. The whole is a smelly mess covered in gnoll hair.

Creature: Hiding within the mounded blankets is Keiliar's pet trained **cockatrice**. Beneath the bed is a secret door in the floor leading to the 5-foot space between the hut's floor and the peak of the rubble pile. It can be located with a DC 20 Perception check from either side.

COCKATRICE **CR 3**
XP 800
hp 27 (*Pathfinder Roleplaying Game Bestiary* "Cockatrice")

Treasure: Deposited in a bronze box beside the bed is the treasure of the yeenok. The box holds 3,400 gp and a *cube of frost resistance*.

H5. The Swill Hole (CR 9)

A roaring waterfall tumbles over the cliff high above and rumbles into a stone basin at its base, nearly obscured by the constant mist blowing from the falls. The waters of this basin are contained by a low stone lip set with small stone gargoyles every few feet. The water level within the basin never rises and no channels exit the basin to continue the river falling from above, so there must be a subterranean outflow for this watercourse.

Known as the Swill Hole in the heyday of the city, this is the source of Tsar's infamous Missing River. The basin here is approximately 300 feet across with a 4-foot lip running along its perimeter. Visibility within 30 feet of the basin is obscured, providing concealment to anything within 15 feet and total concealment to anything beyond that range. The basin has a slippery floor that is 10 feet deep at the edges sinking to 30 feet deep at the center.

Creature: Lurking within the tumultuous waters of the basin is an albino, subterranean **giant squid**. Anyone coming within 10 feet of the pool's edge has a cumulative 10% chance per round of being attacked by this beast that attempts to drag its quarry back into the water to feed upon at its leisure.

At the very bottom of the basin is a 20-foot-wide shaft that travels straight down 40 feet before pouring into the Missing River (see Area H6). Any swimmers coming within 80 feet of this drain must make a DC 20 Swim check or be swept towards it at a rate of 40 feet per round. Other than the dangers of drowning, creatures swept down to the Missing River cavern below are also dealt 5d6 points of bludgeoning damage from the buffeting and fall. Another way to reach the Missing River is a secret door hidden in the ground just outside the basin's stone lip on the northwestern edge. It can be located by a DC 28 Perception check and opened by twisting the nearest gargoyle in its setting (requiring another DC 20 Perception check to recognize as the trigger). The secret door is a stone paver that slides back to reveal a stair descending into the ground. It leads to Area H6-1.

GIANT SQUID **CR 9**
XP 6,400
hp 102 (*Pathfinder Roleplaying Game Bestiary* "Squid, Giant")

H6. The Missing River (Not shown on City Map)

The Missing River runs from the Swill Hole, down a subterranean channel to the Lower Falls and out into the Dread Swamp below. After pouring into Area H6-1, the subterranean river winds northward beneath the Harrow Lanes until exiting from the lower cliff face. The initial drop from Area H5 to the caverns below is 40 feet. From there the river drops another 60 feet over the length of its course before reaching the Lower Falls. The river is rough and swift in its course (traveling 60 feet per round) requiring a DC 15 Swim check. The river varies from 10 to 15 feet deep. For its entire length, the tunnel's ceiling averages a height of 20 feet above the water. Even with the stalactites that hang prominently throughout, there is plenty of headroom for up to Large creatures attempting to float the river on some sort of raft.

All along the river a stone walkway, carved from the native rock, follows its course. This walkway is 5 feet wide and 3 feet above the level of the water. It is damp and slick requiring a DC 12 Acrobatics check to balance if running or charging.

H6-1. Collection Pool

A constant torrent of water of falls through the roof of this cavern into a wide pool with a continuous hollow boom. A stair rises from a rough-hewn ledge to the north of the pool through an opening in the cavern roof 30 feet above. The ledge follows the cavern's wall and then arches in a natural bridge to the south. A river exits the cavern beneath this bridge and disappears into a tunnel. The ledge continues following the cavern's southern wall into the tunnel as well.

The pool here is 20 feet deep. The stairwell climbs another 40 feet through the rock before ending at the underside of a sliding stone

door. The activating lever is easily located on the wall nearby. This door opens at the basin's edge at Area H5.

H6-2. Fishing Net

A net of crudely fashioned rope has been stretched across the tunnel from a heavy iron spike driven into the walkway on one side and fastened to a low-hanging stalactite on the opposite. The net disappears down into the frothing current of the river snaring whatever fish and flotsam happen to find their way down here. Next to the net's iron anchor, a dripping side passage opens in the wall.

The net is weighted along its bottom edge and attached to iron spikes driven into the walls below the waterline. The net only reaches down 5 feet below the water's surface, so it possible to avoid it by diving below it. However, anything at surface level or any creature actually attempting to grab the net can automatically allow themselves to be caught in it and use it to climb out of the river if they so choose. Many cave fish and interesting bits of debris are caught in the net and recovered by the vermin host, but currently it has nothing in it.

H6-3. Dripping Cavern (CR 9)

A wide cavern branches off from the tunnel here. It is flooded with a still pool rippling beneath a forest of dripping stalactites. A narrow ledge runs along only a few inches above the edge of the pool and exits through an opening in the far wall. The bloody, half-eaten carcass of some kind of humanoid lies slumped in the far tunnel mouth.



Creature: The ceiling here is 15 feet high. The pool here is 40 feet deep is connected to the river by a few small vents deep below its surface, but the main connecting passage collapsed long ago trapping the subterranean, albino **giant squid** residing here. The squid does not attack the vermin host, recognizing that it often brings food. The half-eaten creature is a hobgoblin that had discovered the secret door at Area H5 and located the entrance to this area before falling to the vermin host's sneak attack. It took all of the hobgoblin's equipment and left the body here for the squid to feed on. The ledge running along the side of the pool is only 6 inches wide and slick with moisture. It requires a DC 17 Acrobatics check to successfully navigate by balancing.

GIANT SQUID CR 9

XP 6,400

hp 102 (*Pathfinder Roleplaying Game Bestiary* "Squid, Giant")

Treasure: Anyone diving to the pool's bottom can locate the scattered treasures of the squid's past victims. These include 87 sp, 49 pp, a silver holy symbol of Orcus (25 gp), and a +1 *dagger*.

H6-4. Squirming Pool (CR 9)

The floor of this small chamber is partially covered by another cavern pool fed by dripping stalactites above. A tunnel exits across from the pool in a series of natural descending terraces.

Creature: The ceiling of this chamber is a mere 8 feet high. The pool here is fairly shallow — only 6 feet deep. Anyone making a DC 18 Perception check notices that the pool is filled with a swarm of squirring leeches. This is actually a **leech vermin host** in swarm form. A DC 30 Perception check notices the vermin host's equipment deposited in a hollow at the bottom of the pool. The vermin host does not reveal itself or disturb the party unless the pool is entered. Anyone entering the pool is subjected to the leech swarm's attacks. If the swarm is in danger of being destroyed, the leeches retreat through tiny crevices in the pool floor which eventually lead to the river where they can resume their vermin host form. In his humanoid form, the leech hoist resembles a bedraggled human beggar with the pocks of disease and malnutrition. A DC 25 Perception check, however, notices the movement of the leeches beneath his skin.



CHAPTER 6: THE HARROW LANES

LEECH VERMIN HOST

CR 9

XP 6,400

Male leech vermin host rogue 7 (*Creature Collection II: Dark Menagerie* 206)

CE Medium vermin (aquatic, shapechanger, swarm)

Init +8; **Senses** darkvision 60 ft., scent; Perception +13

AC 17, touch 14, flat-footed 13 (+3 armor, +4 Dex)

hp 95 (3d8+12 plus 7d8+28 plus 7); rogue talent (resiliency)

Fort +9; **Ref** +10 (+12 vs. traps); **Will** +3

Defensive Abilities evasion, trap sense +2, uncanny dodge;

Immune vermin traits

Spd 30 ft., swim 20 ft.

Melee +1 rapier +12/+7 (1d6+5/18–20), bite +6 (2d4+4 plus grab)

Ranged mwk dagger +12/+5 (1d4+4/19–20)

Special Attacks blood drain, parasite, rogue talent (bleeding attack, slow reactions), sneak attack +4d6

Str 18, **Dex** 18, **Con** 18, **Int** 13, **Wis** 10, **Cha** 9

Base Atk +7; **CMB** +11 (+15 grapple); **CMD** 25

Feats Improved Initiative, Quick Draw, Skill Focus (Acrobatics),

Skill Focus (Stealth), Toughness

Skills Acrobatics +20 (+25 jumping), Climb +17, Craft (traps) +11,

Disable Device +17, Knowledge (local) +14, Perception +13 (+16 locate traps), Stealth +20, Swim +23

Languages Common, Undercommon; empathy with leeches

SQ alternate form (human, giant leech, *polymorph*), amphibious,

split, trapfinding

Gear +1 leather armor, +1 rapier, 2 masterwork daggers, ring of jumping

Blood Drain (Ex) A leech host drains blood with its bite on a successful grapple check. It deals 2d4 points of Constitution damage per round.

Change Shape (Su) A leech vermin host has two forms—a humanoid form and a giant leech form. Equipment melds between the human and leech form. The leech host can shift between these forms as standard action. The use of this ability is the equivalent of a *beast shape I* spell except it functions for vermin.

Parasite (Su) The leech host can infect others with its curse by attaching a leech to the victim with a successful touch attack. The parasitic leech attempts to burrow into the victim and nest. This attack is successful if the victim fails a DC 15 Fortitude save. This attack by a parasitic leech is painless, and often there is no sensation at all. The victim must make a DC 15 Perception check to even notice that the parasite attack has occurred.

Once the leech has successfully infested the victim, the victim finds that it gains species empathy with leeches. In addition, the victim takes 1d4 Constitution damage per day of the infestation until the parasite is removed or the leech swarm is summoned (see below). The parasite can be removed by either a *remove curse* followed by a *cure disease* or by a *heal*. If the infested victim attempts to use his species empathy ability with a leech, then a swarm of leeches appears within 1d4 rounds to complete the infestation of the host. The leech swarm does not attack the victim, but if he spends 2 rounds within the swarm's area they infest his body and he becomes a leech vermin host, retaining all class levels and abilities but also gaining the amphibious, blood drain, change shape, parasite, scent, and split special abilities. The victim also gains a bite attack and his type changes to vermin (in which he gains 3 HD) with the aquatic, shapechanger, and swarm subtypes. His alignment changes to chaotic evil as he seeks to infect others with his curse.

The save DC is Constitution-based.

Species Empathy (Su) The leech host can communicate and empathize with both giant and normal leeches. This enables them to hold simple conversations and influence the behavior of leeches similar to *speak with animals* and *charm animal*, except the effects work only on leeches (even though leeches are vermin).

Split (Su) As a standard action, a leech vermin host can separate

into the thousands of leeches that constitute its physical form. This results in the formation of a leech swarm. Equipment does meld with the leech swarm. It can resume its humanoid or giant leech form as a standard action. The resulting swarm is identical in all respects to a normal leech swarm except that it possesses the vermin host's hit points, saving throws, Intelligence, Wisdom, and Charisma scores, its feats, and its skills (though it may not be able to use these).

LEECH SWARM

CR 9

XP 6,400

hp 95 (*Pathfinder Roleplaying Game Bestiary* "Leech Swarm")

H6-5. Court of the River King (CR 10 or 11)

The passage descends a total of 15 feet over its contours, though the roof remains at its original height until it is 22 feet above the floor. The slope of the floor becomes more gradual as it enters a large, roughly triangular chamber. Stalagmites and stalactites flank the chamber giving it the illusion of a columned hall. Flow stone formations on the walls resemble hanging curtains. The moisture and detritus of the floor has gathered in a shallow pool of muck occupying the cavern's far end. A single lumpy stalagmite rises from the center of this noxious stew like some sort of misshapen throne.

Creature: This chamber serves as the abode of the self-styled King of the Missing River, a hideous **tentacled horror**. It resembles a misshapen stalagmite with four whip-like tentacles extending from its torso and a single, unblinking eye above a slaving maw. Above this is a single black horn. This creature dragged itself from the nethermost deeps of the Under Realms before eventually locating these side caverns. Its only subject is a leech vermin host it has managed to bully into bringing it food and any treasures it finds. The vermin host failed its Will save versus the creature's aura of insanity prior to gaining its rogue levels. Now the vermin host believes the aberration is its own personal deity of the cave and serves it slavishly. The muck is slick and equal to a *grease* spell (Reflex save DC 15) for anyone stepping in it other than the sure-footed tentacled horror who is accustomed to it.

TENTACLED HORROR

CR 10

XP 9,600

The Tome of Horrors II 161

CE Huge aberration

Init +0; **Senses** darkvision 60 ft., tremorsense 30 ft.; Perception +21

Aura aura of insanity (DC 23)

AC 22, touch 8, flat-footed 22 (+14 natural, –2 size)

hp 142 (15d8+75); regeneration 5 (cold, fire)

Fort +10; **Ref** +7; **Will** +14

Defensive Abilities horn; **Resist** acid 10; **SR** 19

Spd 30 ft.

Melee 4 tentacles +16 (1d8+7/19–20 plus grab), bite +16 (3d6+7)

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

Special Attacks constrict (1d8+7)

Str 24, **Dex** 10, **Con** 21, **Int** 14, **Wis** 16, **Cha** 18

Base Atk +11; **CMB** +20 (+24 grapple); **CMD** 30 (can't be tripped)

Feats Ability Focus (aura of insanity), Blind-Fight, Cleave, Critical Focus, Improved Critical (tentacle), Iron Will, Lightning Reflexes, Power Attack

Skills Bluff +19, Intimidate +22, Knowledge (arcana) +20,

Knowledge (dungeoneering) +17, Perception +21, Sense Motive +18

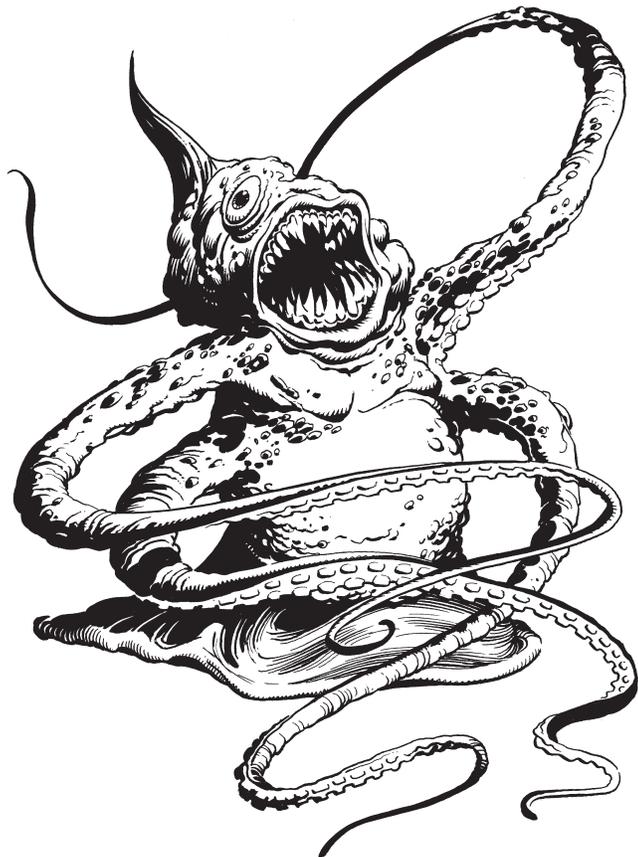
Languages Aklo, Goblin, Undercommon

Aura of Insanity (Su) Creatures with less than 6 HD that view a tentacled horror must make a DC 23 Will save or be affected as if by an *insanity* spell (caster level 12th). Creatures of 2 HD or less are not only driven mad but are also compelled to worship the tentacled horror as a god (as if affected by a *charm person* spell, caster level 12th). Only a *restoration*, *greater restoration*, *miracle*, or *wish* spell can restore the mind of one driven insane by a tentacled horror. The save DC is Charisma-based and includes +2 for its Ability Focus feat.

Horn (Su) The source of a tentacled horror's power is its horn. If a tentacled horror's horn is removed, it loses its regeneration ability and suffers a –6 penalty to Strength and Constitution until the horn is reattached. The horn is AC 20, hardness 10, and has 20 hit points. A tentacled horror's horn cannot be removed unless it is helpless. It takes a successful DC 40 Strength or 10 points of damage to the horn to remove a tentacled horror's horn.

Tactics: The lumpy stalagmite actually is the tentacled horror and is recognizable as such with a DC 27 Perception check or a DC 20 Knowledge (dungeoneering) check. Otherwise it waits until someone steps within its 15-foot tentacle range before lashing out and revealing its presence. It attempts to drag a single victim to its mouth while hoping to scatter other characters with its aura of insanity. Meanwhile the vermin host from Area H6-4, if still alive, has assumed its humanoid form, donned its equipment, and followed the party attempting to move with Stealth. It takes the vermin host 2 rounds to change into its humanoid form (inside its armor), gather its equipment, and emerge from its pool to follow characters. It waits until discovered or its master attacks to sneak attack obvious spellcasters.

Treasure: The treasures of the river king are scattered in the muck and require a DC 20 Perception check and 1 hour of searching to gather it all. Deposited in the muck are 48 gp, a fire opal (1,000 gp), a suit of +1 *studded leather armor*, a +1 *heavy steel shield*, a masterwork longsword, a small metal case holding two vials (an *elixir of fire breath* and an *elixir of hiding*), and +1 *net*.



H6-6. Side Spur (CR 9)

The hewn stone of the ledge here widens into a naturally-formed side cavern with stalactites and stalagmites forming a fairy garden. Thin wisps of mist collect above the moisture-laden floor. Barely visible through the stony flora is a dark passage exiting from the back of the cave.

Creatures: This side spur has become the home of **3 cave leeches** that have wandered up from the Under Realms. They crawl and attack anyone passing by on the river ledge. The passage at the rear of the cave forks into a steep hewn stair going down 40 feet to Area H6-7 and a winding passage traveling east and eventually reaching the Tunnel (Area G4 in Chapter 4 of *Part 2—The Lower City*).

CAVE LEECHES (3)

CR 6

XP 2,400

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N Medium magical beast

Init +4; **Senses** darkvision 60 ft., low-light vision, tremorsense 60 ft.; **Perception** +7

AC 16, touch 10, flat-footed 16 (+6 natural)

hp 76 (8d10+24 plus 8)

Fort +9; **Ref** +6; **Will** +3

DR 10/piercing or slashing

Speed 40 ft., swim 30 ft.

Melee 8 tentacles +11 (1d4+2 plus grab), bite +10 (1d6+2 plus grab and blood drain)

Special Attacks constrict (1d4+2)

Str 15, **Dex** 11, **Con** 17, **Int** 3, **Wis** 12, **Cha** 6

Base Atk +8; **CMB** +10 (+14 grapple); **CMD** 20 (can't be tripped)

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

Weapon Focus (tentacle)

Skills Perception +7, Stealth +10, Swim +14

Blood Drain (Ex) If a cave leech makes a successful grapple after hitting with its bite attack, deals 1d4 points of Constitution damage each round from blood drain.

H6-7. Depths of the Earth (CR 14)

A maze formed from natural columns, rock formations, stalactites and stalagmites fills this area. A breath of cool air stirs a light mist hanging in the damp air, and the plop of dripping moisture echoes between the columns.

This cavern connects the Missing River to the Under Realms by way of the exit tunnel which travels beneath the watercourse in a westerly direction towards the roots of the Stoneheart Mountains.

Creatures: Gathered around the eastern entrance to this cave are **10 phantom fungi**. Though naturally invisible, if the PCs somehow manage to pierce this veil they see the fungi as hideous, greenish-brown quadrupedal fungal creatures with a tooth-lined maw and a cluster of sensory nodules atop its mass. Characters making an opposed Perception check may hear their silent approach as they converge on the party and try to attack stragglers in this natural maze. In addition there are **6 morlock barbarians** hiding in the cavern's southernmost alcove. They are aware of the fungi (being blind they are not deterred by the creatures' *invisibility*) and were planning

on how to sneak past them and join their fellows at Area G4 (see Chapter 4 in *Part 2—The Lower City*). They wait until the phantom fungi have been dealt with before raging and attempting to catch the party off guard.

PHANTOM FUNGI (10)
XP 800

CR 3

N Medium plant

Init +4; **Senses** low-light vision; Perception +7

AC 14, touch 10, flat-footed 14 (+4 natural)

hp 22 (3d8+9)

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

Defensive Abilities greater invisibility; **Immune** plant traits

Spd 20 ft.

Melee bite +4 (1d6+3)

Str 14, **Dex** 10, **Con** 16, **Int** 2, **Wis** 11, **Cha** 9

Base Atk +2; **CMB** +4; **CMD** 14 (18 vs. trip)

Feats Improved Initiative, Skill Focus (Perception)

Skills Perception +7, Stealth +10

Greater Invisibility (Su) This ability is constant, allowing a phantom fungus to remain invisible even when attacking. It works like *greater invisibility* (caster level 12th) and lasts as long as the phantom fungus is alive. This ability is not subject to the *invisibility purge* spell. A phantom fungus becomes visible 1 minute after it is killed.

MORLOCK BARBARIANS (6)

CR 9

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: Lying in the alcove where the morlocks crouched is the prize that they recently located in the upper tunnels of the nearby Under Realms. It is a squat statue carved to resemble a robed man with sinister eyes. This is one of the *Nine Disciples* (see the **Magic Items Appendix** for details).

H6-8. Re-emergence

The tunnel and walkway end here as the underground river jets out over the brink of a cliff into a lake far below. Open sky is visible above, and a swampy, flooded section of the city squats between the base of the cliff and the city's outer walls. At the end of the path are the first few steps of a long-since crumbled stair that seems to have once clung to the cliff face in a dizzying descent to the lower city. Now all that remains of it are those first few steps and the occasional broken stone support protruding from the rock wall.

The Missing River plummets 70 feet into the Dread Swamp below. See Area D1 of Chapter 5 in *Part 2—The Lower City* for details.

H7. Covey of The Sisters

Here at the northernmost end of the Harrow Lanes stood the majestic villa of a powerful merchant family. It covered most of a city block and, unfortunately, has succumbed to the long years and is mostly piles of rubble now. All that remains intact of this estate is the villa's central courtyard and a hall that connected to its east side. This crumbling remnant has served as the home of a covey of hags for the past century or more. Two of the hags, Gertruda and Marthimel, secretly both wanting to dominate the covey themselves, plotted with an annis hag calling herself Lady Lughnasa to eliminate their cousin, a swamp hag named Grimelda. The plot was foiled when Grimelda's goblin bears smelled out the trap, and the swamp hag was barely able to flee with her life and pets intact. She relocated to the settlement known as The Camp and became the village's apothecary, calling herself Mama Grim. However, she never forgot the betrayal of her cousins and has been known to offer rewards to adventurers who bring her the heads of Gertruda and Marthimel (see Chapter 1 of *Slumbering Tsar: The Desolation* for details).

All has not gone well for the cousins since Grimelda's departure. Both of the hags' plans for domination proved ill-founded when Lady Lughnasa proved stronger than either and brought with her an entourage of fire giants. Now she rules and calls the covey “The Sisters” in mockery of the other hags' betrayal of their cousin.

There is only one easy route to approach this area on the ground, the main avenue leading to the villa's gate that then squeezes between two ruined areas directly into the intact courtyard. The rest of villa is composed of mounds of shifting rubble, some 10–15 feet high. Progress on this is constantly blocked by open pits, impassable scree slopes, or partially intact walls. Anyone moving across these areas must make DC 20 Acrobatics and Climb checks each round or suffer 1d6 points of damage and 2d6 points of nonlethal damage if either check is failed.

H7-1. Green Wall, Blue Well (CR 14)

The fountain at the courtyard's center actually covers a well, as is evidenced if it is closely examined. The bottom of the basin has collapsed in several places revealing the well shaft below. A lead pipe led from the bottom of the well to a fountain whose pumps kept a constant supply of freshwater flowing for the residents of the villa. The basin's water then drained away into the villa's cisterns elsewhere. The giants leave a bucket and 50-foot coil of rope in the fountain's basin to draw water from below when they need it. The

H7-2. Vaulted Hall (CR 15)

The dusty entryway of this shattered villa opens onto a fairly intact courtyard. The courtyard walls still stand 20 feet high. At one time they were covered in plaster and painted in bright colors, but now most of the plaster has crumbled away exposing the underlying red clay bricks. Somehow the northern wall has weathered the elements better than the others. Though cracked and crumbling in places, it still bears most of its plaster covering, painted a bright sea green now faded with age. Gateways in the north and west walls open only onto piles of crumbling ruin where the roof has collapsed in on whatever structures once connected. To the east corner of the façade of an intact hall protrudes into the courtyard, its double doors missing, leaving only a dark, gaping opening atop a short flight of steps and empty windows looking down from above. In the courtyard's center stands an elaborate statue in blue stone of a trident-wielding sea king riding in a seashell chariot pulled through a foaming froth by a team of hippocampi. It was obviously once a fountain but is now dry. In one corner of the courtyard is a blazing bonfire. Around it sit a group of four plate-clad dwarves roasting meat on crude spits.

The ceiling of this vaulted hall stretches 30 feet overhead. Rows of squared columns once covered in tiny colored tiles but now mostly bare brick march toward the rear of the room. At one time a balcony provided access to a row of windows 20 feet above, but it has collapsed leaving only mounded debris around the room's perimeter. The central portion of the ceiling has likewise collapsed exposing the chamber to the elements. That debris has also been pushed to the room's edges. The once-fine marble floor now bears a network of chips and cracks from abuses it has suffered.

well is 40 feet deep with the final 10 feet filled with potable water with an unpleasant metallic taste (due to the lead pipe).

Creatures: This is the entrance to the Sisters' lair and serves as their first line of defense. The dwarves are actually **4 fire giants** roasting harpy carcasses, all of which Lady Lughnasa has disguised under a *veil* spell. She keeps them constantly disguised thus to give intruders a false sense of security. If they spot PCs, they loudly hale them in Common to join them at the fire for mutton and a round of ale. This yelling also alerts the hags in the villa to the presence of intruders. The giants' tactics are described below.

FIRE GIANTS (4) **CR 10**
XP 9,600
hp 142 (*Pathfinder Roleplaying Game Bestiary* "Giant, Fire")

Tactics: If PCs accept the "dwarves'" invitation to join them at the fire, the dwarves scoot aside to make room for them, though they are sitting uncomfortably close to the blaze. One dwarf then hands the most formidable-looking character a mutton spit. Anyone receiving the spit (actually an old spear transfixing a smoldering harpy corpse) is allowed an immediate DC 19 Will save (with a +5 circumstance bonus) due to the surprising weight of the spit to disbelieve the illusion. All other characters witnessing the PCs attempt to grasp the heavy mutton spit are also allowed a DC 19 Will save (without the bonus) due to seeing their compatriot's interaction with it. Regardless of whether PCs disbelieve or not, the giants are just wanting to get the most formidable-looking party member to put away his weapons and have his hands full so they can launch their attack. The giants' initial shouts of greeting have alerted the hags. As a result Lady Lughnasa immediately casts *disguise self* to resemble a beautiful fire giant sorceress (DC 20 Knowledge [Local] or [Nature] to detect the fraud). She then prepares herself for combat by casting *eagle's splendor* and *bull's strength* if there is time. She opens combat by stepping out of Area H7-2 and launching a *fireball* into the midst of the party and giants. If she suffers 40 points of damage or her fire giants are slain she retreats back into the hall.

Treasure: Concealed around behind the bonfire are the giants' bags holding various odds and ends as well as the following valuables: four platinum ingots worth 500 gp each, a *lion's shield*, and coins and gems with a total value of 5,730 gp.

Creatures: This room serves as the abode of **Lady Lughnasa** and her **fire giant** consort. Lughnasa is an annis hag, an 8-foot-tall, hunch-backed monstrosity with purplish hide and jagged black teeth, though she prefers the guise of beautiful fire giant. Their pallet of wyvern hide is currently rolled up and stowed behind one of the rubble piles. An *illusory wall* covers the entrance to Area H7-3 (DC 17 Will save to disbelieve if interacted with). **Gertruda** sleeps in Area H7-3, but spends most of her time in with the others. She is 12 feet tall with black, oily skin and wide eyes that shine with madness. **Marthimel**, a storm hag, has silvery-gray skin with yellow eyes and unbelievably long billows of white hair that whips about her in the wind furiously. She floats near the opening in the roof, retreating to the clouds above when in need of personal time. The annis hag's tactics are described at Area H7-1. The other hags and the giant consort react as described below.

LADY LUGHNASA **CR 14**
XP 38,400
 Female annis hag sorcerer 8 (*Pathfinder Roleplaying Game Bonus Bestiary* "Hag, Annis")
 CE Large monstrous humanoid
Init +3; **Senses** darkvision 60 ft.; Perception +14

AC 31, touch 13, flat-footed 27 (+8 armor, +3 Dex, +1 dodge, +10 natural, -1 size)
hp 152 (7d10+35 plus 8d6+40 plus 8)
Fort +11; **Ref** +10; **Will** +11
DR 2/bludgeoning; **Resist** fire 10; **SR** 25

Spd 60 ft.
Melee +1 *cold iron greatsword* +14/+9/+4 (3d6+11/19-20), bite +12 (1d6+3) or bite +17 (1d6+7), 2 claws +17 (1d6+7 plus grab)
Space 10 ft.; **Reach** 10 ft.
Special Attacks rend (2 claws, 2d6+10)
Spell-like Abilities (CL 15th):
 3/day—*alter self*, *fog cloud*
Bloodline Spell-like Abilities (CL 8th):
 6/day—*elemental ray* (ranged touch +13, 1d6+4 fire)
Spells Known (CL 8th, 15% chance of arcane spell failure, melee touch +17, ranged touch +13):
 4th (3/day)—*illusory wall* (DC 17)
 3rd (6/day)—*bestow curse* (DC 16), *fireball* (DC 16), *protection from energy*
 2nd (7/day)—*bull's strength*, *daze monster* (DC 15), *eagle's splendor*, *scorching ray*
 1st (7/day)—*alarm*, *burning hands* (DC 14), *disguise self*, *identify*, *ray of enfeeblement*, *shocking grasp*
 0 (at will)—*acid splash*, *dancing lights*, *daze* (DC 13), *detect magic*, *detect poison*, *prestidigitation*, *read magic*, *touch of fatigue*
Bloodline Elemental (fire)

Str 25, **Dex** 16, **Con** 20, **Int** 15, **Wis** 11, **Cha** 16
Base Atk +11; **CMB** +19; **CMD** 33
Feats Alertness, Arcane Armor Training, Blind-Fight, Brew Potion,

CHAPTER 6: THE HARROW LANES

Dodge^B, Eschew Materials^B, Great Fortitude, Intimidating Prowess, Light Armor Proficiency, Medium Armor Proficiency
Skills Bluff +15, Craft (alchemy) +13, Diplomacy +7, Intimidate +17, Knowledge (arcana) +13, Perception +12, Sense Motive +9, Spellcraft +13, Stealth +6

Languages Common, Giant, Ignan

SQ bloodline arcana (energy damage spells can be changed to fire)

Combat Gear *wand of slow* (6 charges), *potion of cure serious wounds*; **Other Gear** +2 *breastplate*, +1 *cold iron greatsword*, bag holding a rotten human head with 2 strings of pearls (250 gp each) stuffed in its mouth

FIRE GIANT **CR 10**
XP 9,600
hp 142 (*Pathfinder Roleplaying Game Bestiary* “Giant, Fire”)

GERTRUDA **CR 12**
XP 19,200

Female moon hag (*Creature Collection* 98)

LE Large Monstrous Humanoid

Init +4; **Senses** darkvision 60 ft.; Perception +14

AC 25, touch 13, flat-footed 21 (+4 Dex, +12 natural, -1 size)
hp 162 (12d10+96)
Fort +12; **Ref** +12; **Will** +12
Defensive Abilities invisibility; **DR** 10/cold iron and magic; **SR** 20

Spd 60 ft., climb 20 ft, fly 60 ft. (average), swim 30 ft.
Melee bite +16 (2d8+5 plus stun), 2 claws +16 (2d8+5 plus stun)
Space 10 ft.; **Reach** 10 ft.
Sorcerer Spells Known (CL 14th, ranged touch +15, melee touch +16):
 7th (3/day)—*mage's sword* (Atk +21, Dmg 4d6+3/19–20 force)
 6th (5/day)—*acid fog* (DC 20), *flesh to stone* (DC 20)
 5th (6/day)—*cone of cold* (DC 19), *dominate person* (DC 19), *summon monster V*
 4th (7/day)—*black tentacles*, *scrying* (DC 18), *shout* (DC 18), *solid fog*
 3rd (7/day)—*dispel magic*, *haste*, *lightning bolt* (DC 17), *vampiric touch*
 2nd (7/day)—*bull's strength*, *glitterdust* (DC 16), *invisibility*, *spectral hand*, *scorching ray*
 1st (7/day)—*mage armor*, *magic missile*, *reduce person* (DC 15), *shocking grasp*, *true strike*
 0 (at will)—*acid splash*, *dancing lights*, *daze* (DC 14), *detect magic*, *detect poison*, *disrupt undead*, *read magic*, *resistance*, *touch of fatigue*
Cleric Spells Prepared (CL 12th):
 6th—*chain lightning*^D (DC 20)
 5th—*ice storm*^D
 4th—*cure critical wounds*^D (DC 18)
 3rd—*protection from energy*^D
 2nd—*wind wall* (DC 16)
 1st—*obscuring mist*^D
D domain spell; **Domains** Air, Animal, Healing, Luck, Water

Str 20, **Dex** 18, **Con** 27, **Int** 17, **Wis** 18, **Cha** 18
Base Atk +12; **CMB** +18 (+20 sunder); **CMD** 32 (34 vs. sunder)
Feats Blind-Fight, Brew Potion, Craft Wand, Empower Spell, Improved Sunder, Power Attack
Skills Acrobatics +11, Climb +13, Craft (alchemy) +13, Fly +13, Handle Animal +11, Heal +11, Intimidate +14, Knowledge (arcana) +10, Knowledge (nature) +10, Perception +14, Spellcraft +10, Stealth +11, Survival +14, Swim +13
Languages Abyssal, Common, Giant, Infernal
Combat Gear *wand of empowered magic missile* (CL 3: 13 charges), *potion of mage armor*, *potion of aid*

Invisibility (Su) A moon hag may turn invisible as the spell at will but only during the hours between sunset and sunrise. Her invisibility

is dispelled if she attacks, but she may reactivate it the next round as a standard action.

Stun (Ex) Anyone hit by a moon hag's claws or bite must make a DC 20 Will save or be stunned for 1 round. Multiple hits require multiple saves. The save DC is Charisma-based.

MARTHIMEL **CR 9**
XP 6,400

Female storm hag (*Creature Collection* 99)

CE Large monstrous humanoid

Init +9; **Senses** darkvision 60 ft.; Perception +15

AC 20, touch 15, flat-footed 15 (+1 deflection, +5 Dex, +5 natural, -1 size)
hp 103 (9d10+45 plus 9)
Fort +8; **Ref** +13; **Will** +9
Defensive Abilities *endure elements*; **DR** 5/magic

Spd 40 ft., fly 80 ft. (good)
Melee bite +14 (2d6+4), 2 claws +14 (1d8+4), 2 hair slams +14 (1d6+4 plus grab)
Space 10 ft.; **Reach** 10 ft. (20 ft. with hair)
Special Attacks constrict (1d6+4), hair grapple
Druid Spells Prepared (CL 9th):
 5th—*call lightning* (DC 18)
 4th—*blight* (DC 17), *rusting grasp* (melee touch +14)
 3rd—*daylight*, *protection from energy*, *sleet storm*, *wind wall* (DC 16)
 2nd—*barkskin*, *bear's endurance*, *gust of wind* (DC 15), *owl's wisdom*, *warp wood* (DC 15)
 1st—*charm animal* (DC 14), *cure light wounds* (DC 14), *detect snares and pits*, *faerie fire*, *obscuring mist*
 0 (at will)—*create water*, *detect poison*, *flare* (DC 13), *guidance*

Str 19, **Dex** 20, **Con** 20, **Int** 12, **Wis** 16, **Cha** 14
Base Atk +9; **CMB** +14 (+18 grapple); **CMD** 30
Feats Brew Potion, Flyby Attack, Improved Initiative, Lightning Reflexes, Toughness
Skills Craft (alchemy) +13, Fly +19, Knowledge (nature) +10, Perception +15, Survival +15
Languages Common, Giant
Combat Gear *potion of cure serious wounds*, *orb of storms*; **Other Gear** *ring of protection +1*

Hair Grapple (Ex) The long hair of a storm hag often appears to be blowing in the wind, but it's actually under her full control and able to make slam attacks. Storm hags are able to make grapple attempts with their hair without provoking attacks of opportunity and can constrict on a successful grapple. A hag that is grappling with its hair does not gain the grappled condition and can simultaneously grapple with both hair grapples while otherwise using its normal attacks. The hair of a storm hag has AC 15, hp 10, DR 5/slashing. If severed, the hag can no longer use that hair grapple until it grows back in 1d2 weeks.

Tactics: When the hags are alerted, Lady Lughnasa reacts as described at Area H7-1. If it is not night, Gertruda begins by casting *invisibility* on herself followed by *invisibility* on the fire giant. She then takes flight to spy out the upper windows on the progress of the battle while she drinks her *potions of mage armor* and *aid*. The giant takes position beside the doorway to attempt to flank anyone entering after Lughnasa has retreated within and taken up a similar position with a readied *shocking grasp*. Marthimel meanwhile casts *barkskin* on herself and uses her *orb of storms* to call up stormy weather. When the battle comes in here Marthimel opens with *call lightning storm* while Gertruda casts *flesh to stone* at wizards or sorcerers and uses her *spectral hand* to deliver touch spells. The annis and giant continue focusing their attacks and try to flank a single individual while Gertruda continues harassing with her spells and wand. Marthimel swoops down and attempts to grapple a rogue and carry him up through the hole in the ceiling to drop over the cliff into the Dread Swamp. These hags fight to the death to defend their lair.

H7-3. Covey Sanctum

Whatever beautiful frescoes once covered the walls to this dark room have been stripped away and replaced by rust red splotches in the shape of handprints and monstrous faces. Stacked at the base of the walls are blood-stained skulls and strange bundles of sticks and bones. In the center of the room a rough fire pit has been dug through the clay tiles of the floor. Steeping on the banked coals of the pit is a large, rusty kettle filled with some noxious brew. Strange charms and symbols dangle from the outer lip of this cauldron.

Here the Sisters practice their covey magic and craft their potions and foul plots. The viscous liquid in the kettle is the base for a *potion of bull's strength* but is not near completion or of any use to the party. The kettle itself is enchanted such that a full covey of hags can cooperate to cast a *veil* spell at caster level 12 once per day (DC 19 to disbelieve). This casting ritual requires 1 hour. Gertruda resides in this room and serves as guardian of the covey's innermost sanctum.

Treasure: Buried in an iron box beneath the fire pit (DC 25 Perception check to locate only if the cauldron is removed and the coals searched) are 500 gp and 5 +2 *shuriken*. The box itself is hot to the touch a deals 1d6 points of fire damage per round unless allowed to cool for 10 minutes.

H7-4. Larder

The floor and walls of this closetlike chamber are smeared with blood and filth, and the stones are gouged as if by fingernails or claws. The whole reeks of death and despair.

When the Sisters capture a prisoner for later consumption, it is thrown in this chamber and a pile of heavy rubble stacked over the entrance. It is currently empty, but clear evidence remains of past victims.

H8. Fallen Towers (CR 15)

Here at the cliff's edge stands a lone spire, its base set into the side of the cliff itself. It looks very precarious and portions of it have crumbled, leaving gaping holes in its structure. Much of it is overgrown with vines and foliage. Along the cliff at either side are more of these strangely positioned tower bases. However these are little more than broken foundations, the towers they once supported having long ago given up their battle against gravity and tumbled over the edge. A cursory inspection over the cliff's edge confirms their fate in the clusters of shattered stone and smashed buildings lying at the base far below.

The fallen towers were once envisioned as an elegant residential district for the wealthy, with delicate spires held aloft by engineering and magic. After years of abandonment, the spells have worn off and the shifting foundations have spelled the doom of all of the towers but one. This last one is in bad shape itself but has somehow managed to cling to the cliff. The tower has been stripped of all furnishings

and trappings. Ceilings in the tower are 20 feet high. Climbing on the tower's slightly canted walls requires a DC 27 Climb check. If done on the lower third of the tower there is a +15 circumstance bonus from the many vines growing there, though such a climber is subject to attack (see below). Climbing on the sloping roof of the second floor requires only a DC 17 Climb check.

The tower truly is as precarious as it seems. For each Medium creature that enters the tower beyond the anteroom there is a 2% chance per round (not cumulative) that the foundation begins to give way. A Large creature has a 10% chance per round of causing a collapse. A Huge creature has a 35% chance per round of causing a collapse, and anything larger automatically sends the tower tumbling. If the tower begins to collapse, in the first round there is a loud crack and sudden shift as the tower moves slightly. Anyone standing in or on the tower at that time must make a DC 15 Acrobatics check to maintain balance and avoid being knocked prone. A Climbing character must make another Climb check to avoid falling (falling occurs even if the Climb check is not missed by more than 4 just as if the character had taken damage).

In the second round the tower begins to slide out of its broken moorings. Creatures within can attempt to leave, but because of the heaving and buckling of the tower, movement costs double the normal squares. In the fourth round, the tower breaks free and tumbles into the Grunge below, dragging the anteroom with it. Anyone in or on the tower takes 20d6 points of falling damage. Those inside take an additional 10d6 points of crushing damage (DC 35 Reflex save for half) from the tower collapsing on them. Characters inside during the fall can make a single DC 20 Escape Artist check to get outside the tower before it crashes.

Creatures: The entrance to the tower opens into an anteroom set on the cliff edge. An **advanced assassin vine** has overgrown this anteroom and the lower portions of the tower's walls. The anteroom has another doorway out into the tower which overhangs the lower city below. This lower floor of the tower has fallen out revealing the crumbling remains of the tower's foundation anchored to the cliff face below and a dizzying drop into the Grunge. In the center of the ceiling of this area is an opening where a stair once climbed to the second floor. The upper levels of the tower are the abode of an enigmatic creature known as **The Stalker**. The second floor of the tower is divided into three rooms in addition to the entry room itself. Two of these rooms have gaping holes in their walls. The third has a stair rising to the third floor. Lurking on this level is The Stalker's companion, an **ethereal filcher**. It attempts to steal weapons and wands from characters that enter its level and deliver them to The Stalker above. The tower's top level is a single room with a bank of empty windows looking in all directions. The roof of the second floor slopes away from the base of this level. Within dwells The Stalker, using the windows as lookout posts for his strange mission (see Event 2 in Chapter 3 of *Part 2—The Lower City*).

If the tower collapses and The Stalker survives, he relocates to another position in the ruins to continue his mission.

ADVANCED ASSASSIN VINE **CR 11**
XP 12,800

Pathfinder Roleplaying Game Bestiary "Assassin Vine"

N Huge plant

Init +0; **Senses** blindsight 30 ft., low-light vision; **Perception** +1

AC 17, touch 8, flat-footed 17 (+9 natural, -2 size)

hp 152 (16d8+80)

Fort +15; **Ref** +5; **Will** +6

Immune electricity, plant traits; **Resist** cold 10, fire 10

Spd 5 ft.

Melee slam +19 (2d6+13 plus grab)

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

Special Attacks constrict (2d6+13), entangle (DC 19)

Str 29, **Dex** 10, **Con** 20, **Int** —, **Wis** 13, **Cha** 9

Base Atk +12; CMB +23 (+27 grapple); CMD 33 (can't be tripped)
SQ camouflage

ETHEREAL FILCHER
XP 1,200

CR 4

N Medium aberration

Init +8; Senses darkvision 60 ft., detect magic; Perception +13

AC 18, touch 15, flat-footed 13 (+4 Dex, +1 dodge, +3 natural)
hp 22 (5d8)

Fort +1; Ref +5; Will +5

Defensive Abilities ethereal jaunt

Spd 40 ft.

Melee bite +7 (1d4)

Str 10, Dex 18, Con 11, Int 7, Wis 12, Cha 10

Base Atk +3; CMB +3; CMD 18

Feats Dodge, Improved Initiative, Weapon Finesse

Skills Escape Artist +12, Perception +13, Sleight of Hand +17

Languages Common (cannot speak)

Detect Magic (Su) Ethereal filchers can detect magic as the spell (caster level 5th) at will.

Ethereal Jaunt (Su) An ethereal filcher can shift from the Ethereal Plane to the Material Plane as part of any move action, and shift back again as a free action. It can remain on the Ethereal Plane for 1 round before returning to the Material Plane. The ability is otherwise identical with the *ethereal jaunt* spell (caster level 15th).

THE STALKER

CR 15

XP 51,200

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

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^B, Weapon Focus (*longbow*)^B, 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 gp, 3 small diamonds (100 gp each), and a crystal statuette of a djinni woman worth 1,000 gp.

H9. The Khanjar's Gauntlet

During the height of the Battle of Tsar, the magicians of the Army of Light managed to magically transport a battlehulk into the city itself. This is where the battlehulk appeared and left a swath of death and destruction before it was finally destroyed. Now this entire section of the Harrow Lanes has been reduced to little more than heaps of broken towers, homes, and businesses. Shattered stone and wood form a nearly impassable landscape save for a narrow trail that is all that remains of what was once the terrace's main avenue. The shattered stone of the battlehulk itself is mixed in with the rest of the debris.

After the battle, one of the Disciples' generals — a creation formed years before from combining their foul magic with the destruction of an entire village to produce a woodwreck dragon — was forced to flee from the field of battle after its troops were destroyed and it came under vicious attacks by the wizards and sorcerers of Light. By the time it returned, the residents of Tsar had fled the city. The Khanjar, as the dragon calls itself, now resides in this broken-down portion of the Harrow Lanes where it has set up a gauntlet to test the mettle of any creatures that would dare pass through its domain. It has allied itself with a powerful plant creature and has gathered a troop of dire rock baboons from deep in the Stoneheart Mountains. (Treat these dire baboons as dire apes for purposes of combat and statistics, though they stand only about 8 feet tall and weigh 700-900 pounds.) The Khanjar has also created an alliance of sorts with the Bloodmage (see Area H12) to protect this approach to his tower in exchange for intelligence gathered by the dread ravens on interesting intruders and potential threats within the city.

Movement through the rubble fields and mounds is considered dense rubble as described in the "Mountain Terrain" section in Chapter 13 of the *Pathfinder Roleplaying Game*.

H9-1. Grove of the Gallows Tree (CR 13)

Some powerful force smashed through the city here leveling all of the buildings and reducing them to little more than piles of debris. The cobblestones of the once-broad avenue are now buried, and the way is constricted to a fairly narrow path continuing through these mountains of rubble. The cylinder of a fallen tower partially blocks the way, but just past it the avenue widens into a large clear space surrounded by crumbled buildings and stacks of debris. Another narrow path continues out the clearing's far side. Shrubs, small trees and other bracken grow within the cracks between the cobbles and from the rubble mounds themselves. Near the far end of the open space a tall tree with a thick canopy has grown. Dangling from its many heavy branches are several hanged humanoids as if a mass execution were recently held here.

Creatures: This clearing is the demesne of a **gallows tree** allied with the Khanjar. Likewise several dire baboons keep watch over this area from positions in the surrounding rubble. Characters making DC 25 Perception checks notice their furtive movements in the surrounding debris and DC 20 Perception checks detect the faint scraping and rattling of dislodged pebbles. They do not enter the area or attack as long as the gallows tree lives. The party is unlikely to have much time to investigate these phenomena as once they enter the clearing the tree begins lowering its **7 gallows tree zombies** to the ground who shamle forward to attack. The zombies look like human corpses with deathly gray-green skin and small plants and weeds growing from their bodies. A nooselike vine tethers them to the tree.

The zombies use their spore cloud abilities and try to lure the party

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back to within the reach of the tree. If the tree and zombies are all destroyed, then all of the dire baboons at the locations marked Area H9-2 charge into the clearing to ferociously attack. If half are slain, the rest retreat back to their lairs to await the ambush at Area H9-5. There are several disguised paths leading to the baboon outposts. These can be located with a DC 25 Perception check or a DC 20 Survival check to notice the occasional track of a baboon entering the tree's area.

GALLOWES TREE

CR 13

XP 25,600

The Tome of Horrors II 71

N Huge plant

Init +5; **Senses** low-light vision, tremorsense 60 ft.; **Perception** +24

AC 24, touch 9, flat-footed 23 (+1 Dex, +15 natural, -2 size)

hp 218 (19d8+114 plus 19)

Fort +17; **Ref** +7; **Will** +8

DR 10/magic and slashing; **Immune** plant traits; **Resist** fire 10

Spd 20 ft.

Melee 6 slams +23 (2d6+10/19-20 plus grab)

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

Special Attacks create gallows tree zombie, gallows tree zombies

Str 30, **Dex** 12, **Con** 23, **Int** 10, **Wis** 14, **Cha** 6

Base Atk +14; **CMB** +26 (+28 sunder, +30 grapple); **CMD** 37 (+2 vs. sunder, can't be tripped)

Feats Cleave, Critical Focus, Great Cleave, Improved Critical (slam), Improved Initiative, Improved Sunder, Power Attack, Staggering Critical, Toughness, Weapon Focus (slam)

Skills Perception +24, Stealth +15

Languages Common (cannot speak); empathy with gallows tree zombies

Create Gallows Tree Zombie (Su) When a creature dies within 15 feet of a gallows tree, it uses a sharpened tendril to slice open the creature's abdomen, thereby spilling the corpse's innards on the

ground. The organs and fluids are then absorbed by the tree's roots. Corpses of a size other than Medium or Large are simply left to rot. Medium or Large corpses are filled with a greenish pollen fired from one of the tree's branches. The abdominal wound heals over the next 1d4 days, at which time the slain creature rises as a gallows tree zombie connected by a tether-vine to the gallows tree that created it. Gallows tree zombies possess none of their former abilities.

Gallows Tree Zombies (Ex) Each gallows tree has several gallows tree zombies connected to it. A Huge gallows tree may have no more than 7 gallows tree zombies connected to it at one time. A Gargantuan gallows tree can have a maximum of 11 zombies connected to it at any given time. See the gallows tree zombie entry in this book for details on that monster.

GALLOWES TREE ZOMBIES (7)

CR 4

XP 1,200

The Tome of Horrors II 73

N Medium plant

Init +6; **Senses** darkvision 60 ft., low-light vision, tremorsense 60 ft.; **Perception** +9

AC 17, touch 12, flat-footed 15 (+2 Dex, +5 natural)

hp 33 (6d8+6); fast healing 5

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

Immune plant traits

Spd 30 ft.

Melee 2 slams +8 (1d6+4)

Special Attacks spore cloud

Str 19, **Dex** 15, **Con** 13, **Int** 4, **Wis** 10, **Cha** 1

Base Atk +4; **CMB** +8; **CMD** 20

Feats Improved Initiative, Power Attack, Skill Focus (Perception)

Skills Perception +9, Stealth +8

Languages Common (cannot speak); empathy with gallows tree

SQ tether-vine

Spore Cloud (Ex) As a free action, once every 1d4 rounds (but no more than three times per day), a gallows tree zombie can breathe a cloud of poisonous, greenish spores in a 5-foot cube directly in front of it. A creature caught in the cloud must succeed on a DC 14 Fortitude save or be slowed (as the slow spell) for 6 rounds. One minute later, the creature must make another Fortitude save (same DC) or take 1d3 points of Strength damage. The save DC is Constitution-based.

Tether-Vine (Ex) A gallows tree zombie is connected to the gallows tree that created it by a long, sinewy vine. This vine can be lengthened to allow the zombie to move up to 100 feet away from the tree. The vine is AC 19 (touch 12) and has 10 hit points. Harming the vine deals no damage to the gallows tree zombie or the gallows tree, but if severed, does prevent the zombie from using its fast healing ability.

Tremorsense (Ex) Gallows tree zombies can automatically sense the location of anything within 60 feet that is in contact with the same vegetation the zombie is touching.

Treasure: Concealed beneath the roots of the gallows tree are the treasures it has accumulated over the years. These can only be found if the party actually uproots the tree or coaxes it into moving away from its current position. These treasures include 5 pearls worth 100 gp each, a rotten pouch holding 35 pp, a *helm of telepathy*, and *staff of healing* (31 charges).

H9-2. Baboon Outposts (CR 10)

At each of these locations the dire baboons have cleared a hollow in the rubble piles surrounding the Gauntlet. These are hidden from view except by aerial surveillance and are accessible only by hidden safe paths that the baboons have created in the shifting rubble. The chance of locating these paths is given at Area H9-1.



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Creatures: There are **12 dire baboons** at each of these locations. They have created crude rock shelters from stacked rubble and use the tangles of undergrowth for further cover. If a fight occurs at one of these locations the hooting and shrieking made by the baboons alerts the rest of the Gauntlet's residents.

DIRE BABOONS (12)
XP 800

CR 3

hp 30 (*Pathfinder Roleplaying Game Bestiary* "Ape, Dire")

H9-3. Trapped Avenue (CR 6)

The Khanjar has overseen the construction of a trap where the road bottlenecks between areas H9-1 and H9-5. Here the rubble piles climb steeply on either side with some sections of wall still standing to provide further support. A growth of scrub brush on the eastern side of this pass serves as a screen for a pile of broken rubble that has been rigged to collapse when a tripwire (marked on the map) is triggered. This avalanche strikes everything in a 20-foot-long section of the path. The sound of this trap being triggered alerts the Khanjar and the dire baboons if they are not already aware of the party's presence.

CASCADING RUBBLE TRAP

CR 6

Type mechanical; **Perception** DC 14; **Disable Device** DC 16

Trigger touch; **Reset** none

Effect Atk +20 melee (8d6, rubble); multiple targets (all targets in a 20-ft.-by-20-ft. area)

H9-4. Baboon Enclave (CR 13)

The hidden paths leading into this area can be discovered just as described in Area H9-1. However, for the paths leading to Area H9-5 the Survival check is only DC 10 since there is more frequent traffic by the baboons through the area.

A small valley has been dug in the mounds of broken debris so common to this area. Its floor is the cobbles of the ancient road beneath and is therefore safe and easy to walk upon. Several bushes and small scrub trees grow here providing a modicum of shade. Set between these are hollows dug into the surrounding rubble or built by sections of stone wall stacked at right angles — dens for some kind of wild animal. Scraps of gnawed plant matter and waste are scattered upon the dust giving the area an untamed, feral odor. The drone of bugs floats lazily across the hollow.

Creatures: This small valley serves as the lair of the Khanjar's troop of dire baboons. There are **33 dire baboons** here that are adult combatants. There are another **14 young dire baboons** though these do not fight unless attacked and cornered. The baboons huddle in their shelters, sun on rocks, or keep a lookout from perches on the surrounding rubble. They notice anyone entering the valley unless they are invisible or otherwise hidden. The baboons protect their lair and their young fiercely, fighting to the death to do so. If the Khanjar hears the screeches raised by the baboons here, he immediately flies over to investigate and defend his servants.

DIRE BABOONS (33)
XP 800

CR 3

hp 30 (*Pathfinder Roleplaying Game Bestiary* "Ape, Dire")

YOUNG DIRE BABOONS (14)
XP 600

CR 2

Pathfinder Roleplaying Game Bestiary "Ape, Dire; Young template"

N Medium animal

Init +4; **Senses** low-light vision, scent; **Perception** +8

AC 15, touch 13, flat-footed 12 (+3 Dex, +2 natural)

hp 22 (4d8+4)

Fort +5; **Ref** +8; **Will** +4

Spd 30 ft., climb 30 ft.

Melee bite +5 (1d4+2), 2 claws +5 (1d3+2)

Special Attacks rend (2 claws, 1d3+2)

Str 15, **Dex** 19, **Con** 12, **Int** 2, **Wis** 12, **Cha** 7

Base Atk +3; **CMB** +5; **CMD** 19

Feats Iron Will, Skill Focus (Perception)

Skills Acrobatics +8, Climb +14, Perception +8, Stealth +8

Treasure: The incidental treasures collected by the troop are scattered between their dwellings. A two-hour search turns up a collection of gems worth a total of 730 gp — "shiny stones" collected by the baboons.

H9-5. Plaza of The Khanjar (CR 12 or 13)

What was once a wide plaza opening onto the main road is now a clearing in the mounds of rubble. A fairly intact manor still looks out over the cobblestones, a wide staircase ascending to its front doorway and a second-floor, covered portico looking out over all from 20 feet above. Several large trees have grown up in this plaza, including one whose roots break through the very steps of the villa.

Creatures: If the Khanjar has been alerted by the sounds of battle or the activation of the trap at Area H9-3, then he lurks in the shadows of the portico keeping a watch on the entrance and using the nearest tree for cover (+5 bonus to his Stealth check). Likewise, if that is the case and they still live, then **30 dire baboons** from Area H9-4 are hiding in the rubble and brush along the plaza's eastern edge (+5 bonus to their Stealth checks from concealment). Otherwise the Khanjar is resting on his portico half asleep taking 10 on his Perception checks. The Khanjar is a **woodwrack dragon** created from the ruins of a demolished village. Once a general in the forces of Tsar, he missed the Great Retreat after he fled the field and is now a major power in the ruined city. Its head looks like an exposed skull with large teeth and frills protruding on both sides, and its flesh appears to be covered in layers of old, unshed molted scales.

THE KHANJAR

CR 15

XP 51,200

Male woodwrack dragon (*Creature Collection Revised* 61)

NE Huge dragon (earth)

Init +7; **Senses** blindsight 180 ft., darkvision 60 ft., low-light vision; **Perception** +28

Aura frightful presence (180 ft., DC 22)

AC 34, touch 16, flat-footed 30 (+4 deflection, +3 Dex, +1 dodge, +18 natural, -2 size)

hp 225 (18d12+108)

Fort +17; **Ref** +14; **Will** +14

DR 10/magic; **Immune** electricity, paralysis, poison, sleep; **SR** 26

Spd 60 ft., climb 40 ft., fly 90 ft. (poor), swim 50 ft.

Melee bite +26 (2d10+15), 2 claws +26 (2d6+10), 2 wings +24 (1d8+5), tail slap +24 (2d6+15)

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



Special Attacks breath weapon (100-ft. line, DC 25, 10d10 electricity), pounce, rake (2 claws +26, 2d6+10)

Spells Known (CL 12th, ranged touch +19):

6th (3/day)—*globe of invulnerability*

5th (5/day)—*dismissal* (DC 18), *interposing hand*

4th (6/day)—*enervation*, *ice storm*, *stoneskin*

3rd (7/day)—*fireball* (DC 16), *ray of exhaustion* (DC 16), *nondetection*, *water breathing*

2nd (7/day)—*acid arrow*, *blur*, *glitterdust* (DC 15), *hypnotic pattern* (DC 15), *invisibility*

1st (7/day)—*detect undead*, *magic missile*, *protection from chaos*, *shield*, *sleep* (DC 14)

0 (at will)—*detect magic*, *disrupt undead*, *light*, *mage hand*, *message*, *open/close*, *ray of frost*, *read magic*, *resistance*

Str 30, **Dex** 16, **Con** 22, **Int** 16, **Wis** 16, **Cha** 16

Base Atk +18; **CMB** +30; **CMD** 48 (52 vs. trip)

Feats Alertness (with *ioun stone*) Cleave, Dodge, Flyby Attack, Hover, Improved Initiative, Mobility, Multiattack, Power Attack, Spring Attack

Skills Climb +18, Fly +16, Handle Animal +21, Knowledge (arcana) +24, Knowledge (geography) +24, Knowledge (history) +26, Perception +28, Sense Motive +5, Spellcraft +24, Stealth +16, Swim +39

Languages Abyssal, Common, Draconic, Orc

Gear ring of protection +4, dark blue rhomboid ioun stone

Tactics: The tree between the party and the Khanjar stands 60 feet tall. The dragon opens the combat by firing his breath weapon into the base of the trunk. The lightning easily sheers the tree off and sends it falling towards the northern entrance to the plaza. Anyone in the four squares shaded on the map is subject to being hit by the tree (+18 melee, 5d6 points of crush damage). The Khanjar then withdraws

deeper into the shadows of the portico, gaining total concealment as well as cover. He peeks forward on his initiative to cast area effect spells on the party until the baboons close. The hiding baboons ready actions and wait until party members move forward into the plaza and then charge forward to attack. At this the Khanjar then moves forward out of concealment and cover to the edge of the portico to make sniping attacks with spells such as *magic missile*, *acid arrow* and *enervation* as well as its breath weapon when available. If party members hang back out of the fray he sends area spells like *fireball* and *ice storm* at them. Any surviving baboons from Areas H9-2 arrive to join in this melee after 4 rounds. If the baboons begin to lose the melee, the Khanjar withdraws into the villa and casts *stoneskin*. He then flies up and out to engage the PCs in melee. If reduced below 50 hp he retreats into his villa and blocks the entrance with an *interposing hand*. If it appears his death is imminent he takes to the sky and flees Tsar forever.

H9-6. The Khanjar's Lair

The woodrack dragon known as the Khanjar has gutted most of the interior walls from this formerly magnificent manse. A short 5-foot-high stair leads to the gaping entrance where the front doors have long since been removed. Beyond is a foyer. To one side another doorway leads to a side room where the Khanjar shoves his garbage. Opposite this a grand stair rises 15 feet to the former ballroom where the dragon now nests atop a bed composed of broken and rotting furniture and tapestries of once-fine quality. The 30-foot ceiling of this room has been broken out leaving an opening large enough for the Khanjar to fly through. Opening off of the ballroom is the covered portico where the Khanjar enjoys relaxing and surveying his small domain. Red-tiled columns support the 20-foot roof that keeps the portico in deep shade. The floor of the portico is smooth

green tile that remains cool all day long and is the reason the dragon so enjoys to rest here.

Treasure: The Khanjar keeps the treasures it has managed to collect on crude shelves it has built around the walls of the ballroom 10 feet above the ground. Hanging on display from these shelves are regimental banners and crests of almost every military unit that was arrayed against the city of Tsar that the Khanjar has been able to recover from the Desolation. In some small way he sees the collection of these tattered guidons as proof of his ultimate victory over the foes that drove him from the field of battle long ago. Arrayed upon the shelves are 5 masterwork heavy steel shields, 2 masterwork greatswords, a +2 *short sword*, a suit of elven chain, 3 masterwork spears, a chest holding 3,600 gp, and a cracked glass display case holding a broken and now useless *wand of fireball*.

H10. The Foundry

At this location one of the great projects of Orcus's faithful was constructed but never came to fruition — a weapon of such massive destructive power it could have easily turned the tide of the war and perhaps secured the predominance of the demon prince for an age. For here the Disciples of Orcus constructed a titanic cannon, one that would have been capable of hurling a 20-foot-diameter shot several miles, obliterating anything in its path whether they be legions of troops, lines of battlehulks or even phalanxes of the mightiest angels. A deity's avatar would have had little defense against such a blow, able only to perhaps *teleport* out of the way with divine precognition. Even the walls of the deepest dwarven fortresses could not have withstood such a blow intact. As such, this project was one of the most secret, next to the magic spawning the Chaos Rift and the plan for the Great Retreat.

Unfortunately the Disciples encountered endless complications that kept them from ever bringing this super weapon to bear: they could not find a feasible way to redirect its aim much less maneuver it on the battlefield, the explosive and magical propulsion necessary to propel the projectile seemed as likely to destroy half of the Harrow Lanes as work correctly, and the engineering to create and maneuver the huge, solid iron spheres used as shot was sketchy at best. So the super weapon sat unused and unknown beneath a canopy of screening tarps (long since blown away) to hide it from aerial reconnaissance, and to this day it sits nearly completed and forgotten — a horrid dream of destruction stillborn.

H10-1. The Metal Pipe

The building here has weathered the passage of time as well as any you have seen in the city. This is not surprising since it is windowless and built of huge basalt blocks like some kind of bunker. Its 50-foot-high roof is flat and likewise composed of stone, making the whole resemble a giant sarcophagus. Rising from its northern face are three massive smokestacks topping out at over 100 feet, their summits stained jet from massive soot deposits. A small side structure juts from one side of the building and provides an entrance. Likewise huge double doors of iron-banded wood stand on the east and south walls. Great ruts and drag marks remain in the hard ground after all these years, leading from these large doors to the most interesting feature of this complex. Half-buried in the ground just south of the building is what appears to be a titanic steel pipe. It is composed of huge steel rings riveted together and further reinforced by massive iron bands, 5 feet thick, at intervals along its length. The steel pipe's diameter must be at least 60 feet, though it appears to taper as it stretches to the east towards the cliff, though that may merely be an optical illusion. The west end of the pipe ends in a rounded steel cap. The eastern end, over 500 feet away, appears to end abruptly at the edge of the cliff.

The steel pipe is, of course, the barrel of the massive cannon. The steel of the barrel is over 10 feet thick and virtually impossible to break. Anyone traveling to the far end finds that the barrel is only 40 feet in diameter there and is open allowing easy access to the interior, which is in fact a virtually seamless round tunnel that runs the length of the barrel. Anyone making a DC 25 Search check at the western end of the cannon finds that a 30-foot section of the last iron band at this end is made to be slid aside. However, doing so would require prodigious force (dragging 50,000 pounds). If this is accomplished a 20-foot-diameter round hole is revealed beneath providing access to the interior of the barrel. This is the breach for loading and arming the weapon. Anyone inside the barrel at the western end with the ability to see in the absolute darkness of the interior can easily detect this round opening but is powerless to open it from within short of somehow blasting through the 5-foot-thick iron band.

The large double doors on the foundry were used to drag the components of the construction into place. These are still *arcane locked* at 25th level, though a disciple of Orcus with the proper command word (Gorzabb) could bypass these protections. Anyone attempting to enter by way of the smokestacks finds that they are roomy (DC 25 Climb check to navigate) but end at very much still-active furnaces (see Areas H10-5).

H10-2. Laborer's Quarters (CR 13)

The doors to this chamber are not locked. The Disciples felt that the guardians left behind here were adequate defenses against anyone who might be nosing around.

This chamber is dim and stuffy. Heat seems to emanate from the eastern doors. Standing around this room are ten massive men. They look to have been stitched together from multiple cadavers as attested to by the many scars crisscrossing their faces and bodies. They wear naught but heavy, leather smiths' aprons and thick leather laborers' gloves. Despite these precautions, many patches of their skin and hair have been singed away, leaving raw exposed bone and muscle.

Creatures: The heat of the foundry was too great for anyone to withstand without magical protections. Therefore, a labor force of flesh golems was created to work in the deadly environment and handle the heavy lifting and hauling necessary. Even these powerful constructs were often damaged or destroyed under the strains and dangers of the work. When the foundry finally shut down, these were the only **10 flesh golems** left. They were left here in the eventuality that the Disciples might return and resume the project someday. They obey the commands of anyone wearing the robes of a Disciple of Orcus or revealing an unholy symbol of Orcus and claiming to be cleric of the demon prince. Otherwise they attack immediately, their programming instructing them to destroy any who might discover the secret of the works at the foundry.

FLESH GOLEMS (10)
XP 3,200

CR 7

hp 79 (*Pathfinder Roleplaying Game Bestiary* "Golem, Flesh")

H10-3. Casting Chamber (CR 16)

A blast of hot air greets those who enter this cavernous chamber. The source of this heat is three roaring furnaces mounted high on the northern wall that bathe the interior in a hellish glow. They are accessed by stairs leading up 30 feet to small landings. Sluices lead from these furnaces to pour into iron pouring vats. One huge vat rests to the west fed by sluices from two furnaces and two smaller vats stand to the east, both fed by sluices from the same furnace. Massive molds are set into the floor where molten metal can be poured and cast into specific forms — the westernmost appears to have been used to create the sections of the titanic pipe outside. Standing beside the lever operating the tilt of the largest vat are two 20-foot-tall statues that resemble humanoids clad in black plate armor. Gates set in the abdomen of these sculptures reveal roaring furnaces in them as well. Two sets of huge double doors are mounted on the east and south walls. A smaller set is set into the west wall.

The average temperature in this chamber is 150 degrees and cannot cool appreciably unless the furnaces are shut down. Breathing the air deals 1d6 points of fire damage per minute (no save). In addition a DC 15 Fort save (+1 DC per previous check) is necessary every 5 minutes to avoid taking 1d4 points of nonlethal damage. Those wearing heavy clothing or any sort of armor take a -4 penalty on their saves. Those in metal armor are affected as if by a *heat metal* spell.

As mentioned at Area H10-1, the large double doors are *arcane locked*.

Creatures: There are 2 furnace golems in this chamber. Their great strength was necessary to tilt the vats to allow the molten metal to pour into the molds. Then their strength was necessary to open the hinged mold and roll the cannon sections out through the large double doors. The other molds were interchangeable to create smaller components for the cannon and were operated by the flesh golems. A heavy cart next to these molds was used to haul those components out through the eastern doors for installation. Like the golems in Area H10-2, the furnace golems immediately attack anyone not accompanied by someone wearing Disciple of Orcus garb or carrying an unholy symbol and proclaiming themselves a cleric of Orcus. Various fiends were often used in a foreman capacity in the foundry due to their resistance to the heat. The flesh golems normally functioned fairly well in this environment, but even they usually eventually succumbed to their harsh conditions.

FURNACE GOLEM

CR 14

XP 38,400

The Tome of Horrors II 82

N Huge construct

Init -1; **Senses** darkvision 60 ft., low-light vision; Perception +0**AC** 32, touch 7, flat-footed 32 (-1 Dex, +25 natural, -2 size)**hp** 144 (19d10+40)**Fort** +6; **Ref** +5; **Will** +6**DR** 15/adamantine; **Immune** construct traits, fire, magic, rust;**Resist** cold 20**Spd** 20 ft.**Melee** 2 slams +32 (4d8+15 plus 2d6 fire plus grab)**Space** 15 ft.; **Reach** 15 ft.**Special Attacks** breath weapon (50-ft. line, 10d6 fire, Reflex DC 19 half, every 1d4 rounds), furnace-interior, heat**Str** 41, **Dex** 9, **Con** —, **Int** —, **Wis** 11, **Cha** 1**Base Atk** +19; **CMB** +36 (+40 grapple); **CMD** 45

Furnace-Interior (Ex) A furnace golem can try to shove a grabbed

opponent up to two sizes smaller than itself into its interior by making a successful grapple check. An opponent thrown into the furnace golem's interior is trapped as a metal grating closes over the opening in the same round. A trapped creature automatically takes 2d6 points of fire damage each round. Escaping the creature's interior requires a successful Strength check (DC 30) to bend the bars. Alternately a trapped creature can escape by dealing at least 25 points of damage to the bars (AC 22). Note, the golem's damage reduction applies to all attacks against the bars.

A Huge furnace golem's interior can hold 2 Medium, 8 Small, or 16 Tiny or smaller creatures.

Heat (Ex) A furnace golem's entire form is extremely hot. Any slam attack deals fire damage. Creatures attacking a furnace golem unarmed or with natural weapons take this same fire damage each time one of their attacks hits.

Immunity to Magic (Ex) A furnace 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 bypasses its cold resistance slows a furnace golem (as the *slow* spell) for 3 rounds, with no saving throw.

A magical attack that deals fire damage breaks any *slow* effect on the furnace golem and heals 1 point of damage for each 3 points of damage the attack would otherwise deal. If the amount of damage would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points.

Ad Hoc XP Adjustment: Due to the extreme conditions in this chamber, award an additional 10% XP for combats taking place herein.

H10-4. Haunted Vat (CR 12)

This huge vat is 25 feet in diameter and 15 feet deep. It stands upon a pair of sturdy iron supports, one of which has lever that can tip the vat forward with a DC 37 Strength check. Sluices fed molten metal to the vat from the two closest smelting furnaces. The lip of the vat can be reached by a metal ladder affixed to the western support leg. The metal of the ladder, lever and vat itself are affected as if by a constant *heat metal* spell due to the ambient temperature of the chamber.

Creatures: The vat is currently empty of metal, but anyone tilting it or looking inside it is in for a surprise. Lingering within its heated interior are 4 ashclouds. They look like clouds of dust and glowing embers floating on a nonexistent breeze. These undead creatures are all that is left of the engineers in charge of the cannon project. When the project was abandoned, to protect the secret the Disciples of Orcus had these four engineers thrown into the vat of molten metal used to form the final casting of a cannon section. Their bodies are now permanently a part of the weapon they created, but their spirits linger here. They attack any who peer into their molten grave and attempt to engulf said victims within their fiery clouds. After the first round of battle, one of the ashclouds flees and attempts to open the doors to the furnaces, releasing the elementals trapped within to rampage through the foundry.

ASHCLOUDS (4)

CR 8

XP 4,800

Creature Collection III: Savage Bestiary 18

NE Large undead (fire)

Init +7; **Senses** blindsight 120 ft., darkvision 60 ft., lifestense; Perception +16**AC** 16, touch 13, flat-footed 12 (+3 deflection, +3 Dex, +1 dodge, -1 size)**hp** 72 (12d8+36)**Fort** +7; **Ref** +7; **Will** +9**Defensive Abilities** cloudform; **DR** 10/magic; **Immune** fire, sonic, undead traits

Weaknesses vulnerability to cold

Spd fly 30 ft. (good)

Melee 2 touches +11 (2d6 fire)

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

Special Attacks burn, engulf, smother

Str —, **Dex** 17, **Con** —, **Int** 10, **Wis** 13, **Cha** 16

Base Atk +9; **CMB** +13; **CMD** 27

Feats Combat Reflexes, Dodge, Flyby Attack, Improved Initiative, Mobility, Spring Attack

Skills Fly +20, Perception +16, Stealth +14, Survival +16

Languages Common (cannot speak)

Burn (Ex) An ashcloud's touch attack deals 2d6 fire damage. Flammable substances or creatures touched by an ashcloud must make a DC 15 Reflex save or catch fire (see the "Catching on Fire" section in Chapter 13 of the Pathfinder Roleplaying Game). A creature or flammable item that remains in contact with an ashcloud for 1 full round takes 16 points of fire damage.

Cloudform (Ex) The ashcloud's natural form is similar to that of a *gaseous form* spell, though it cannot be dispelled and is able to move against the wind.

Engulf (Ex) An ashcloud can imply engulf Medium or smaller creatures in its path as a standard action. It cannot make a touch attack during a round in which it engulfs. The ashcloud merely has to move over the opponents, affecting as many as it can cover. Opponents can make attacks of opportunity against the ashcloud, but if they do so they are not entitled to a saving throw. Those who do not attempt attacks of opportunity can attempt a DC 19 Reflex save to avoid being engulfed—on a success, they dodge back or aside (opponent's choice) as the ashcloud moves forward. Engulfed creatures take burn damage every round (the full 16 points if they are within the cloud for a full round) and are subject to the ashcloud's smother attack. The save DC is Dexterity-based.

The body of a creature slain while engulfed by an ashcloud bursts into flames and is completely consumed at the beginning of the ashcloud's next turn. The ashes of victims one or two sizes smaller than the ashcloud merge with it and cause it to grow: a victim two sizes smaller grants it one extra HD, while a victim one size smaller grants it 2 HD (up to a maximum of 36 HD). An ashcloud grows to size Huge if it reaches 20 HD. A *resist energy (fire)* spell cast on the victim's corpse prevents this transformation for 1d4 rounds, while a *protection from energy (fire)* spell cast on the victim's corpse prevents the transformation for the spell's duration. Similar spells or powers may also retard or stop this process at the GM's discretion.

Touch-range healing spells applied to an engulfed creature damage the ashcloud instead. Successfully turning an ashcloud forces it to expel an engulfed victim.

Lifesense (Su) Ashclouds can sense the presence of and the direction toward living creatures within 1 mile.

Smother (Ex) Any creature engulfed by an ashcloud must make a DC 19 Reflex save or begin to smother. If the creature makes its save, it catches its breath in time and merely begins the process of suffocation normally see the "Suffocation" section in Chapter 13 of the Pathfinder Roleplaying Game). If the save is failed, the creature is nauseated and unable to hold its breath. It must begin making Constitution checks immediately to avoid passing out and suffocating. Leaving the ashcloud ends the checks, but a creature that had begun to make Constitution checks is nauseated for 1d3 rounds after leaving the cloud's space.

Vulnerability to Cold (Ex) In addition to taking half again as much (+50%) damage from cold attacks, they also suffer a –4 penalty on saves against cold effects. Further on a failed save against a cold attack, an ashcloud is effectively slowed (as the *slow* spell) for a number of rounds equal to one-quarter the total number of hit points taken from the cold damage.

Ad Hoc XP Adjustment: See H10-3 above.

H10-5. Smelting Furnaces (CR 11)

The doors to these furnaces are reached by climbing a stone stair to a platform 30 feet above the foundry's floor. From there metal ore can be fed into an inner chamber for smelting and then released through a sluice to one of the vats. Beneath this smelting chamber is a small iron grate looking down into the heart of the furnace below. Visible through this grate is a roaring inferno. The heat upon these platforms is so intense as to deal 1d6 points of fire damage per round to anyone not adequately protected (the heavy aprons worn by the flesh golems at Area H10-2 allow a DC 13 Fort save each round to avoid this damage).

Creature: A DC 18 Intelligence check or DC 12 Knowledge (engineering) realizes there is not any readily apparent way to efficiently feed fuel into the furnace below. This is because at the heart of each of these furnaces is a trapped **elder fire elemental**. The iron grates are enspelled to prevent the elementals' escape unless opened from the outside. If one or more of these elementals is released, they immediately burst free after centuries of captivity (anyone standing on a platform when this happens is subjected to an automatic slam attack as the elemental bursts forth and rushes past but can make an attack of opportunity as well). These elementals stay to destroy every moving thing they can find inside the foundry before heading out into the city and surrounding Desolation to lay waste to all they see. If the elemental is released from a furnace, it is immediately extinguished and will cool over the next 24 hours. There is nothing of value within any of the inner furnace chambers.

ELDER FIRE ELEMENTAL
XP 12,800

CR 11

hp 152 (*Pathfinder Roleplaying Game Bestiary* "Elemental, Fire")

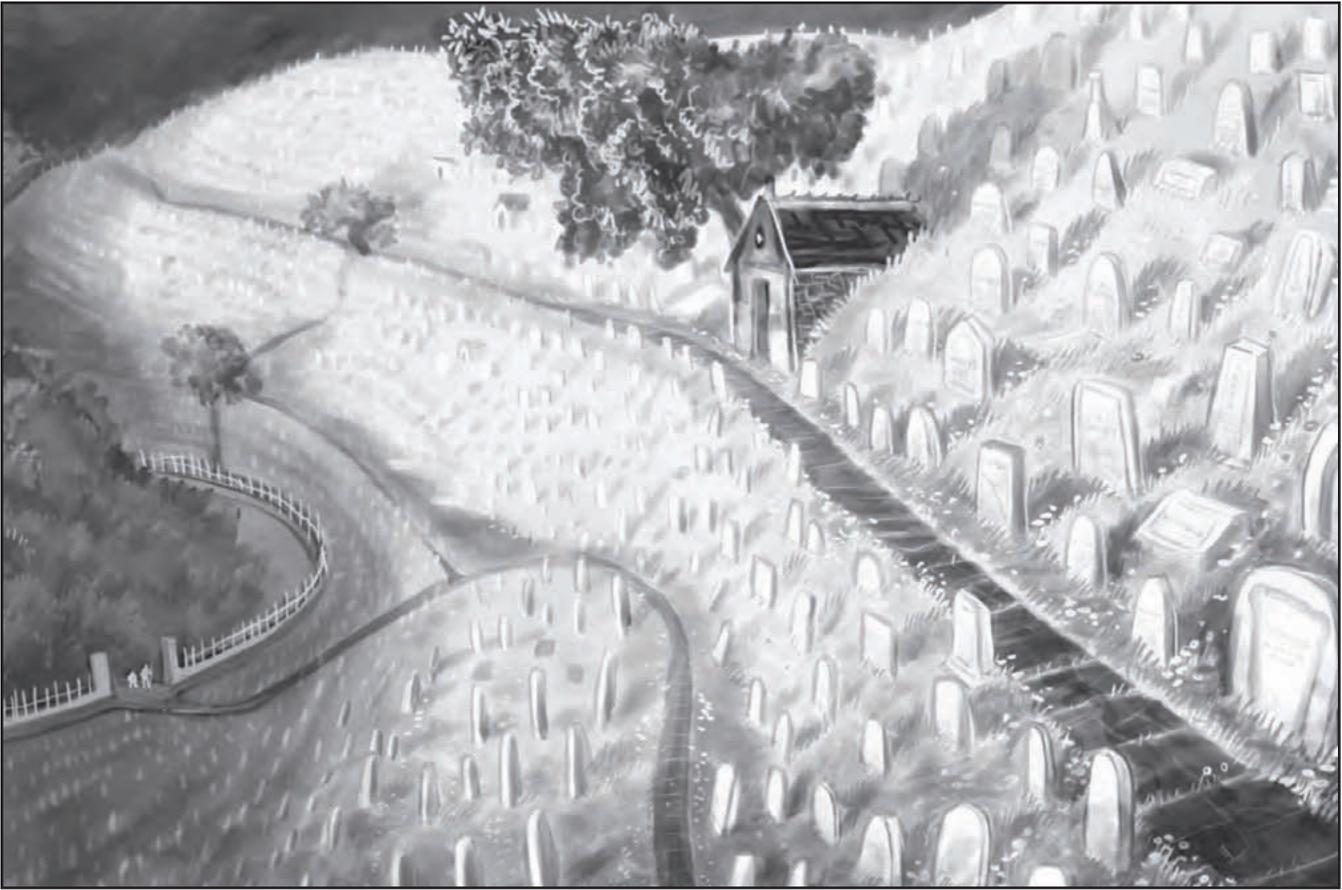
Ad Hoc XP Adjustment: See H10-3 above.

H11. Cathedral of Pain

The gothic bulk of this dark edifice dominates the southern portion of the Harrow Lanes. Here the masses of the city came to worship on the high (un)holy days of Orcus. The aristocracy and richest citizens attended the luxurious High Church, but the working class of the Harrow Lanes and scum of the Grunge (when they came at all) were relegated to the anonymous crowds that attended the uncomfortable and sometimes dangerous services held at the Cathedral of Pain. Bishop Wofred, a grotesquely obese disciple of Orcus, took the worship of Orcus, and the attendant suffering he felt was necessary, to new heights during his tenure at the cathedral. Every mass included at least one death — usually a sacrifice to the demon prince — but there were often more fatalities as unlucky parishioners were chosen for special attention or merely fell to the inherent jeopardy that exemplified the chaotic services held by Wofred. The middle class continued to attend nonetheless, hoping to find favor with the cutthroat clergy that ruled the city while hoping it was the indigent, and often drunken, parishioners from the Grunge who received Orcus's special anointing of pain.

As the Battle of Tsar wore on and casualties within the city mounted, fewer and fewer citizens survived to attend the masses. Eventually, the barren services ceased altogether and the unhallowed halls were instead turned to use as a laboratory for the development of one of the many projects launched by the Disciples in an effort to turn the tide of battle. At this particular site, the project was the creation and breeding of powerful arachnoid battle creatures that could be unleashed upon the camp of the Army of Light. These creatures worked remarkably well, though they were too little, too late to make a difference. What they were originally called is no longer known, but now they exist in the wilds of the Desolation as ashborn arachnae.

Shortly before the ashborn arachnae project was begun, Bishop Wofred fell from favor with the hierarchy of Orcus. He disappeared as the cathedral was commandeered for other purposes and was



never seen again. What fate he may have met is unknown, and he was quickly forgotten in the Great Retreat, though no report of sighting his unmistakable girth amidst the fleeing Disciples was ever made. It was assumed that whatever horrid fate the Grand Cornu passed down for the bishop was better left unspoken, and the issue was dropped.

The cathedral is a massive building constructed of black stone. A short flight of gold-flecked, black marble steps leads up to two sets of double doors made of black iron set with protruding spikes. Flying buttresses support its nave and clerestory, and the massive half-dome of its apse rises above the rest of the structure like a maw in the process of swallowing it. The buttresses of the dome are pointed like spikes making the building somewhat resemble a morning star when seen from the air. Further lending to its aura of pain are hundreds of actual iron spikes, rusting and pitted, protruding from the black stone of the dome. Next to the cathedral spreads a large cemetery surrounded by a low stone wall. Few burials were made during the time of the war as most corpses were animated as undead troops. In fact many of the cemetery's graves are now eroded holes, and burial vaults stand open with battered-down doors where those previously interred were stolen for animation. While still a dismal place, this cemetery is no more dangerous than any other location within the city.

HII-1. Nave (CR 9)

<n>The dim nave of this cathedral stretches into the gloom. Stone pillars of diamond cross section rise to groined vaulting 60 feet overhead. In sharp contrast to the black stone of the building is the floor of dingy, bone-white tiles. They seem to almost gleam in the omnipresent dreariness of the rest of the building. A sulfurous haze hangs in the air noxiously, and two steaming pits of glowing coals in the nave's center seem to be its source. Small black booths stand at intervals along the nave's wall. Through the haze and shadows at the far end there seems to be some sort of demonic face just barely visible.

The teeming masses of Tsar once worshipped in this chamber. The pits are full of glowing coals that give off a sulfurous stench. These sulfur pits are connected to volcanic vents deep in the earth. These pits are extremely hot and deal 2d6 points of fire damage per round to anyone coming into contact with them. The fumes they give off makes lungs burn and eyes sting but does not cause any actual game effect. The pits give off light equal to a torch. At the halfway point of the nave the dimly seen face is visible as a great rams head atop a humanoid torso that seems to be rising from the floor. This is actually the statue of Orcus at H11-2, which becomes evident by the time the viewer passes the second sulfur pit. A DC 12 Knowledge (religion) correctly identifies this image as the Demon Prince of the Undead.

Creatures: Lurking in the groins of the cathedral's vaulted ceiling is a flock of **8 ghoul-stirges**. They cling to perches that provide them cover from those not directly below them. They resemble a man-sized cross between a giant bat and a mosquito with leathery wings, eight pincer legs, and a needlelike snout. They use the distraction of the huge Orcus statue peering down the nave to swoop down and attack characters from behind.

GHoul-STIRGES (8)

CR 3

XP 800

The Tome of Horrors Revised 213

CE Medium undead

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

AC 15, touch 13, flat-footed 12 (+3 Dex, +2 natural)

hp 22 (4d8+4)

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

Immune undead traits

Spd 20 ft., fly 50 ft. (average)

Melee bite +6 (1d6 plus paralysis)

Special Attacks blood drain, paralysis (1d4+1 rounds, DC 13)



Str 10, **Dex** 17, **Con** —, **Int** 6, **Wis** 14, **Cha** 12
Base Atk +3; **CMB** +3; **CMD** 16 (+24 vs. trip)
Feats Skill Focus (Perception), Weapon Finesse
Skills Fly +7, Perception +11, Stealth +10
Languages Common (cannot speak)

Blood Drain (Ex) A ghoulish-stirge can drain blood from a living creature by making a successful grapple check. If it pins its foe, it drains blood, dealing 1d4 points of Constitution damage each round the pin is maintained. Once the ghoulish-stirge has dealt 4 points of Constitution damage, it flies off to digest its meal. If its victim dies before the ghoulish-stirge's appetite has been sated, the creature detaches and seeks a new target.

The ghoulish-stirge uses this attack against paralyzed foes; rarely, does it use it against a non-paralyzed creature.

The wooden booths on the room's edge are confessionals, a dangerous prospect at best for those who chose to avail themselves of the Orcus clergy. Now they are exceedingly dangerous. Anyone foolish enough to enter one and close the door is immediately attacked by one of the dark custodians at Area H11-5 who attempts to drag the character through the confessional's rear wall (see that area for details).

Secret doors in the side walls can be located with DC 25 Perception checks.

Treasure: Hidden beneath the seat of one of the confessionals is a jeweled garter (35 gp) and a dried rose attesting to the dubious use that these received during the heyday of the church.

H11-2. Apse (CR 13)

The bone-white floor of the nave drops off suddenly into the huge, domed sanctuary. Its dark stone floor lies 30 feet below with a stair leading down from either side of the overlooking nave. The dome itself rises 90 feet above this lower floor. Standing near the center of this pitlike sanctuary is a huge statue of a ram-headed humanoid with curling horns, a grotesquely obese humanoid torso, and furred goat legs. One hand clutches a skull-tipped wand and the other is clenched in a fist. Three glowing sulfur pits surround the base of this idol. Visible just above the statue's head is a small balcony set into the dome 70 feet above the floor. This precarious perch has no rail and holds only an ornate seat. Set into the dome on either side of the statue are railed balconies at the same level as the nave. Sweeping stairs provide access to these from the sanctuary floor.

This entire area including the portion of the nave that protrudes into the room is under a permanent *unhallow* effect as from a 30th-level caster as long as the idol of Orcus stands. The *unhallow*'s secondary effect is a *tongues* spell. Wofred once led dark masses to Orcus from the Bishop's Seat (Area H11-4). The huddled crowds would push in as close to the edge as possible, with some goading by trident-wielding demons at the rear that inevitably led to a few deaths as some parishioners were forced over the ledge and fell to the floor 30 feet below. The telltale gleam of white bones from the skeletal remains of some of those long-ago victims is still visible at the wall's base. The sulfur pits are like those at Area H11-1 except manacles have been affixed to the floor at four equidistant points around them. Sacrifices were once manacled to the pits and slowly burned to death.

Creatures: When worship services ended and the cathedral was used for the arachnae breeding experiments, it was this pit that became the breeding nest. Many ashborn arachnae were unleashed on the field of battle from this pit. When the battle ended and the city was abandoned a few stunted specimens were left behind to fend for themselves. Over the years these creatures have bred true and once again infest the place. Within the sanctuary are **4 ashborn arachnae** and an **ashborn arachnae mother**. They usually lurk at the base of the nave's ledge and attempt to surprise anyone approaching from above to drag them over the edge with web attacks.

ASHBORNE ARACHNAE (4) CR 6

XP 2,400

Creature Collection III: Savage Bestiary 16

CN Large magical beast

Init +5; **Senses** darkvision 120 ft., low-light vision, tremorsense 60

ft., true seeing; Perception +20

AC 20, touch 10, flat-footed 19 (+1 Dex, +10 natural, -1 size)

hp 76 (9d10+27)

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

Defensive Abilities alien mind; **Immune** disease, poison; **Resist** acid 10, cold 5, electricity 10, fire 5, sonic 5

Spd 40 ft., climb 20 ft.

Melee bite +13 (2d6+6 plus poison)

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

Special Attacks poison, web (+9 ranged, DC 17, effects up to Gargantuan creatures, 9 hp)

Str 18, **Dex** 12, **Con** 17, **Int** 10, **Wis** 12, **Cha** 6

Base Atk +9; **CMB** +14; **CMD** 25 (29 vs. trip)

Feats Improved Initiative, Improved Natural Attack (bite),

Lightning Reflexes, Skill Focus (Perception), Weapon Focus (bite)

Skills Acrobatics +10 (+18 jump), Climb +18, Perception +20,

CHAPTER 6: THE HARROW LANES



Stealth +6

Alien Mind (Ex) Being descended from vermin, ashborne arachnae have an intelligence that is completely alien to non-arachnoid creatures. This grants them the ability to make a second saving throw 1 round later at the same DC if they fail a saving throw against any mind-affecting spell or effect (only one extra chance is given to succeed on a saving throw). In addition, any non-arachnoid creature attempting to make telepathic contact or detect thoughts in an arachnae's mind must make a DC 15 Will save or fail and be stunned for 1 round. The save DC is Wisdom-based.

Poison (Ex) Bite—injury; *save* DC 17; *frequency* 1/round for 6 rounds; *effect* 1d8 Strength damage; *cure* 2 consecutive saves. The save DC is Constitution-based.

True Seeing (Ex) This ability is a natural extension of the arachnae's tremorsense ability and functions as the spell of the same name.

ASHBORNE ARACHNAE MOTHER

CR 12

XP 19,200

Creature Collection III: Savage Bestiary 16

CN Huge magical beast

Init +5; **Senses** darkvision 120 ft., low-light vision, tremorsense 60 ft., true seeing; **Perception** +31

AC 31, touch 9, flat-footed 30 (+1 Dex, +22 natural, -2 size)

hp 189 (18d90+27)

Fort +16; **Ref** +14; **Will** +10

Defensive Abilities alien mind; **Immune** disease, poison; **Resist** acid 20, cold 10, electricity 20, fire 10, sonic 10

Spd 30 ft., climb 20 ft.

Melee bite +25 (2d8+8 plus poison) and 2 talons +25 (1d10+8)

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

Special Attacks poison, web (+17 ranged, DC 24, effects up to Colossal creatures, 18 hp)

Str 26, **Dex** 12, **Con** 21, **Int** 10, **Wis** 14, **Cha** 11

Base Atk +18; **CMB** +28; **CMD** 39 (43 vs. trip)

Feats Ability Focus (poison), Improved Initiative, Improved Lightning Reflexes, Improved Natural Attack (bite), Iron Will, Lightning Reflexes, Skill Focus (Perception), Weapon Focus (bite), Weapon Focus (talon)

Skills Acrobatics +10 (+18 jump), Climb +25, Perception +3, Stealth +8 (+14 webs)

Alien Mind (Ex) Being descended from vermin, ashborne arachnae have an intelligence that is completely alien to non-arachnoid creatures. This grants them the ability to make a second saving throw 1 round later at the same DC if they fail a saving throw against any mind-affecting spell or effect (only one extra chance is given to succeed on a saving throw). In addition, any non-arachnoid creature attempting to make telepathic contact or detect thoughts in an arachnae's mind must make a DC 21 Will save or fail and be stunned for 1 round. The save DC is Wisdom-based.

Poison (Ex) Bite—injury; *save* DC 26; *frequency* 1/round for 6 rounds; *effect* 2d8 Strength damage; *cure* 2 consecutive saves. The save DC is Constitution-based.

True Seeing (Ex) This ability is a natural extension of the arachnae's tremorsense ability and functions as the spell of the same name.

Treasure: Over the years the collected treasures of the arachnae have been deposited behind the statue of Orcus along with the bones of past victims. These treasures include a corroded suit of chainmail, a *wand of lightning bolt* (CL 10th: 4 charges), and an *amulet of health* +2.

60-ft. Stone Idol of Orcus: 15 ft. thick; **Hardness** 8; **hp** 2700; **Break DC** 65; **Climb DC** 15.

H11-3. Choir Lofts (CR 12)

At the top of each of these 30-foot stairs is a platform with ornate iron railings. Set into the stone of the back walls with heavy iron bolts are six sets of masterwork manacles welded shut. Lying in piles beneath them are delicate humanoid bones. A DC 15 Heal or Knowledge (local) check identifies these as the bones of six female elves. Each has a large brand on the forehead in the shape of a ram's horn that penetrates all the way through the skull. These are the remains of captured elven maidens that were chained here and then executed cruelly with the super-heated branding irons.

Creatures: The PCs are unlikely to be able to examine them closely initially, as climbing to either loft causes the **6 groaning spirits** upon it to materialize and attack. They use their keening if it is nighttime. The disciples of Orcus executed the elven maidens in order to cause them to become banshees. As long as the idol of Orcus stands they are unable to leave their platforms. The priests used their keening as a choir to accompany the nightly services to Orcus. Fortunately for the clerics and congregation, they were beyond the range of the keening's deadly effects. Many succumbed to their fear aura, however, and the occasional mass panic resulted in more parishioners falling to their death from the edge of the nave.

GROANING SPIRITS (6 on each platform)

CR 7

XP 3,200

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CE Medium undead (incorporeal)

Init +7; **Senses** darkvision 60 ft., lifestense; **Perception** +20

Aura fear (30 ft., DC 19), unnatural aura (30 ft.)

AC 17, touch 17, flat-footed 14 (+4 deflection, +3 Dex)

hp 85 (10d8+40)

Fort +7; **Ref** +6; **Will** +10

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

Weaknesses vulnerability to dispel evil

III-4. Bishop's Seat (CR 12)

Protruding from the dome's interior, 70 feet above the floor, is railless balcony of smooth stone. Atop this balcony is a large throne of darkwood with ornate scrollwork on the back and arms and ram skulls of molded silver set along its top.



Spd fly 30 ft. (perfect)
Melee incorporeal touch +11 (1d8 plus chill touch)
Special Attacks keening

Str —, **Dex** 17, **Con** —, **Int** 16, **Wis** 16, **Cha** 18
Base Atk +7; **CMB** +7; **CMD** 24
Feats Ability Focus (keening), Alertness, Blind-Fight, Improved Initiative, Weapon Focus (incorporeal touch)
Skills Bluff +14, Fly +24, Intimidate +17, Knowledge (religion) +16, Perception +20, Sense Motive +20, Stealth +16
Languages Common, Elven, Gnome, Sylvan

Chill Touch (Su) Damage caused by the groaning spirit's touch attack is considered negative energy and sends a chilling cold through an opponent's body. Any creature touched must succeed on a DC 19 Fortitude save or suffer 1 point of Strength drain. Groaning spirits are the bane of other undead, and any undead they touch (except other groaning spirits) must succeed on a DC 19 Will save or flee in fear for 2d6 rounds. The save DCs are Charisma-based.

Keening (Su) Once per day, at night only, a groaning spirit can release a death wail audible to a range of 1 mile. All creatures within 30 feet that hear this must make a successful DC 21 Will save or be affected as per the wail of the banshee spell. Those that make their save still take 3d6+7 points of damage. The save DC is Charisma-based and includes a +2 bonus from the groaning spirit's Ability Focus feat.

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

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

From this seat Bishop Wofred presided over his congregation, reaching it only through his own magical powers. Now it serves as the perch for a guardian left behind by Orcus to watch over his temple.

Creature: Every time the party enters the nave or apse there is a 50% chance that a **daraka demon** sits invisibly upon the throne. The rest of the time he is out hunting for fun in the ruins of the city. If present he observes any battles in the sanctuary impassively. He has maintained his watch for so long that he has grown bored with it and cares very little for his orders. He only attacks if his perch is approached or he appears to have been spotted. He then tries to keep enemies at bay with his spell-like abilities summoning vrocks to assist him. If PCs make to his balcony, he attempts to bull rush them off. Anyone hit by his bull rush is subjected to his scorpion bites.

DARAKA DEMON

CR 12

XP 19,200

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

Init +0; **Senses** darkvision 60 ft.; Perception +27

AC 27, touch 9, flat-footed 27 (+18 natural, -1 size)

hp 162 (12d10+96)

Fort +12, **Ref** +8, **Will** +12

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

Speed 40 ft.

Melee 2 claws +21 (1d8+9) and bite +20 (2d6+9)

Ranged scorpions +11 (1d6 plus poison)

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

Special Attacks scorpions

Spell-like Abilities (CL 12th):

At will—*chaos hammer* (DC 19), *deeper darkness*, *detect good*, *dispel magic*, *greater teleport* (self plus 50 pounds of objects only), *invisibility* (self only), *unholy aura* (DC 23)

3/day—*chill touch* (DC 16)

1/day—*feeblemind* (DC 20), *shatter* (DC 17), summon (level 5,

4d10 dretches or 1d2 vrocks 50%, 1 daraka 20%)

Str 28, **Dex** 11, **Con** 27, **Int** 18, **Wis** 18, **Cha** 20

Base Atk +12; **CMB** +22; **CMD** 32

Feats Alertness, Blind-Fight, Cleave, Great Cleave, Power Attack, Weapon Focus (claws)

Skills Bluff +20, Climb +21, Intimidate +17, Knowledge (arcana) +16, Knowledge (Planes) +19, Perception +27, Sense Motive +19, Spellcraft +16, Stealth +11, Survival +16

Poison (Ex) Daraka Scorpion Poison—injury; *save* Fort DC 24; *frequency* 1/round for 2 rounds; *effect* 1d6 Strength damage; *cure* 1 save. The save DC is Constitution-based.

Scorpions (Ex) A daraka's body is swarming with thousands of tiny scorpions. Creatures attacking a daraka unarmed or with natural weapons are automatically bitten for 1d6 points of damage and suffer the effects of the scorpion's poison (see Poison, above).

Alternately, a daraka can sling scorpions from its body to a range of 20 feet. This is a standard action that provokes an attack of opportunity. A creature hit takes 1d6 points of damage from the biting and stinging scorpions and is subjected to their poison. A grappled

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creature is likewise subjected to the biting of a daraka's scorpions just as if it had attacked the daraka unarmed (see above).

A daraka has an unlimited supply of scorpions. As fast as it uses them, its body generates more.

Treasure: The throne is dried and cracked with age, but if the silver moldings are pried off they are worth a total of 500 gp. A secret door behind the chair can be found with a DC 30 Perception check. Beyond is a small alcove. Standing within on an armor rack is a suit of *demon armor* that was worn by Bishop Wofred for ceremonies or, if needed, for combat. He was unable to retrieve it before he met his fate.

H11-5. Cloisters (CR 13)

Beyond the secret door are the chambers and prayer cells of the clergy that once occupied the cathedral. The columned halls and refectory are bare stone without ornamentation, any items of interest having been taken long ago.

In the center of the southern room is a camouflaged trapdoor. It once served as a garbage chute for the clergy, but at one point was covered and turned into a pit trap. Anyone falling in slides down 30 feet into Area H11-10 onto a bed of spikes set into the floor. Climbing back up the chute requires a DC 20 Climb check.

Creatures: Now these chambers are haunted by strange guardians left behind by the disciples of Orcus. There are **4 dark custodians** here. They wander between the rooms phasing in and out as they pass through walls and rooms. They immediately sense if anyone enters the cloisters or one of the confessionals outside. Anyone entering these rooms catches glimpses of dark, shifting shapes out the corner of their eye and gets the feeling of being watched. Anyone captured from one of the confessionals is dragged to the southernmost room beyond the trapdoor to be consumed. After intruders have been toyed with a bit, the dark custodians activate their silence of the grave attacks and emerge from the walls, attempting to drag PCs back out in different directions in order to split the party.

DARK CUSTODIANS (4)
XP 6,400
hp 91 (See **Monster Appendix**)

CR 9

CAMOUFLAGED SPIKED PIT TRAP
Type mechanical; Perception DC 24; Disable Device DC 20

CR 3

Trigger location; **Reset** manual
Effect DC 20 Reflex save avoids; 30-ft. chute (2d6, fall); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+2 each)

H11-6. Secret Anteroom

This small room is completely bare. Each wall bears a secret door. The northwest and southeast secret doors can be found with a DC 25 Perception check. The southwest secret door can be found with a DC 35 Perception check.

H11-7. Scriptorium (CR 11)

This long, dusty room is a maze of tall stone shelves and partitions. A few scrolls and scraps of parchment lay here and there on the floor and shelves. Between the partitions stand tall tables with uncomfortable-looking stools.

This room served as the cathedral's library and scriptorium. Clergy members labored for hours copying religious texts and scrolls. None of those that remain are of any value, being merely pages torn from evilly oriented prayer books or small bits of foul margin illumination.

Creatures: Still guarding this chamber are the **2 dark custodians** that were left behind. They attempt to cut party members off from the door before attacking through the stone shelves and dragging their victims into secluded corners to be consumed.

DARK CUSTODIANS (2)
XP 6,400
hp 91 (See **Monster Appendix**)

CR 9

H11-8. Bishop's Chambers

This suite of rooms is poshly appointed with fine carpets and velvet-covered furnishings. Dark tapestries of fine craftsmanship depicting the torments of Orcus and his servitors cover the bare stone walls. No expense was spared in catering to the resident's comforts and many small items and accouterments of silver and gold can be found throughout the apartments. Wardrobes hold fine robes of black, gray, and blood-red, many embroidered with the ram's head symbol. These clothing items are all cut for an immensely obese humanoid.

Bishop Wofred once wallowed in the decadence and comforts of these quarters. When he was taken, all of his personal items but those he carried were left behind and have remained forgotten herein. The secret doors to Areas H11-8 and H11-9 are easily visible from inside the suite.

Treasures: The various furnishings, carpets and tapestries are worth a total of 3,400 gp but are bulky and weigh 900 lb. The gold and silver items are worth a total of 1,200 gp and include everything from ear spoons to candle snuffers. Other valuable include a set of finely made pornographic woodcuts worth 250 gp, a pair of silk gloves sewn with tiny pearls at the wrists worth 100 gp for the set, a black silk harlequin mask set with chips of obsidian worth 75gp, a teak box holding 7 ruby rings worth 270 gp each (120 gp for the box), and a set of crystal dishes and tableware worth 3,000 gp.

H11-9. Lower Stairs

This chamber is empty and cool. The secret door to H11-8 can be found with a DC 35 Perception check. At the bottom of the stair is an iron door barred, bolted shut, and *arcane locked* at 20th level.

Arcane-Locked Iron Door: 2 in. thick; Hardness 10; hp 60; Break DC 45 (35 if *arcane lock* is removed).

H11-10. Necropolis (CR 16)

This long, low chamber is a forest of stone columns that seem to groan beneath the ponderous weight of the cathedral above. Two larger columns spaced down the center of the room seep stinking, sulfurous vapors through cracks in the mortar. Set into the floor between the many columns are recessed headstones and grave markers, most of them broken open to reveal empty hollows beneath.

This vast necropolis served as the burial chamber for the cathedral's clergy for generations. Most of these tombs were despoiled for their treasures and raw materials to create undead to assist in the defense of the city.

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The large central columns are very warm to the touch (though not dangerously so), and are packed with the glowing coals of the sulfur pits from Area H11-1. At the base of the northeastern wall is a bed of iron spikes set into the floor. On the wall directly above it is a secret door that can be located with a DC 20 Perception check. The door opens onto the chute that connects to the trapdoor at Area H11-5. The secret door opens easily if any weight is applied to it from the side of the chute, so that those falling victim to the trap easily fall through onto the spikes. But opening it from the lower side requires a DC 15 Strength check. Several sets of skeletal remains lie sprawled on the spikes. These ancient remains are smashed to dust by anyone falling atop them.

Creatures: Trapped within this chamber and cursed by Orcus to never leave is what was once Bishop Wofred. This pathetic creature is now twisted and tortured shadow of his former self having been transformed by Orcus's anger from a corpulent priest to a **gauntling**, an emaciated, skeletal being, he is tall and crooked with almost transparent flesh stretched tight over his frame beneath a gaping maw of mismatched teeth, his hunger forever gnawing at his soul. Despite his displeasure, Orcus allowed Wofred to retain his spells to enable him to forever hope for the forgiveness from his patron that will never come. Serving the cleric in undeath are 7 **grave risen**, shambling worm-ridden corpses still wearing the tatters of their rotten clerical robes, hiding among the open graves.

BISHOP WOFRED XP 76,800

CR 16

Male gauntling cleric of Orcus 16 (*Creature Collection II: Dark Menagerie* 79)

NE Large aberration

Init +5; **Senses** darkvision 60 ft.; Perception +14

Aura evil

AC 17, touch 10, flat-footed 16 (+1 Dex, +3 natural, +4 shield, -1 size)

hp 236 (5d8+25 plus 16d8+80 plus 37)

Fort +17; **Ref** +7; **Will** +18

Spd 30 ft.

Melee +3 *morningstar* +21/+16/+11 (1d8+9), bite +15 (2d6+6 plus energy drain)

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

Special Attacks channel negative energy 6/day (DC 21, 8d6), energy drain (1 level, DC 23), feeding frenzy, scythe of evil 3/day (8 rds.), spontaneous casting (inflict spells)

Domain Spell-like Abilities (CL 16th, melee touch +20):

7/day—*bleeding touch*, *touch of evil*

Spells Prepared (CL 16th, melee touch +20):

8th—maximized *flame strike* (DC 22), quickened *spell immunity*, *unholy aura*^D (DC 22)

7th—*destruction*^D (DC 21), maximized *cure critical wounds* (DC 21), *regenerate*, *summon monster VII*

6th—*blade barrier* (DC 20), *create undead*^D, *harm* (DC 20), *mass inflict moderate wounds* (DC 20)

5th—*flame strike* (DC 19), *greater command* (DC 20), quickened *divine favor*, *slay living*^D (DC 19), *wall of stone*

4th—*air walk*, *death ward*, *neutralize poison*, *repel vermin* (DC 18), *tongues*, *unholy blight*^D (DC 18)

3rd—*animate dead*^D, *contagion* (DC 17), *create food and water* (x2), *dispel magic*, *invisibility purge*

2nd—*bull's strength*, *death knell*^D (DC 16), *enthrall* (DC 16), *hold person* (DC 16), *owl's wisdom*, *silence* (DC 16)

1st—*bane* (DC 15), *cause fear*^D (DC 15), *curse water*, *deathwatch*, *sanctuary*, *shield of faith*

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

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

Str 23, **Dex** 12, **Con** 21, **Int** 9, **Wis** 18, **Cha** 16
Base Atk +15; **CMB** +22; **CMD** 33

Feats Alertness, Combat Casting, Great Fortitude, Heavy Armor Proficiency, Improved Initiative, Maximize Spell, Persuasive, Quicken Spell, Scribe Scroll, Skill Focus (Profession [clergy]), Toughness

Skills Appraise +3, Diplomacy +9, Intimidate +13, Knowledge (religion) +4, Linguistics +3, Perception +14, Profession (clergy) +23, Sense Motive +10, Stealth +4

Languages Abyssal, Common

SQ death's embrace

Combat Gear 3 flasks of unholy water; **Other Gear** Medium

+2 *reflecting heavy steel shield*, Medium +3 *morningstar* (skull-shaped), *headband of alluring charisma* +4, tarnished gold pectoral of office (250 gp), mithral holy symbol of Orcus (500 gp)

Feeding Frenzy (Ex) Upon damaging a living opponent with its bite attack, a gauntling involuntarily enters a feeding frenzy focused against that individual. This frenzy is equal to a barbarian's greater rage with a +6 bonus to Strength and Constitution and a +3 bonus to Will saves in addition to a -2 penalty to Armor Class (see "Barbarian" in Chapter 3 of the Pathfinder Roleplaying Game). The gauntling focuses all of its attacks against that opponent, and the rage persists until the gauntling is slain, that opponent is slain (at which point the gauntling takes a full-round action to eat a portion of the corpse), or 1d4+6 rounds passes, whichever happens first. Just as the barbarian rage, a gauntling is fatigued after the frenzy ends for a number of rounds equal to 2 times the number of rounds pent in the frenzy unless it is provoked again by drawing blood against another living target with its bite attack. A gauntling does not gain any rage powers from its feeding frenzy.



GRAVE RISEN (7)

CR 4

XP 1,200

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CE Medium undead

Init +6; **Senses** darkvision 60 ft.; Perception +10

AC 15, touch 12, flat-footed 13 (+2 Dex, +3 natural)

hp 42 (5d8+15 plus 5)

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

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

Spd 30 ft.

Melee 2 claws +6 (1d4+2 plus blood poisoning)

Spell-like Abilities (CL 5th):

1/day—*animate dead*

Str 14, **Dex** 15, **Con** —, **Int** 13, **Wis** 14, **Cha** 16

Base Atk +3; **CMB** +5; **CMD** 17

Feats Improved Initiative, Toughness, Weapon Focus (claw)

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

Blood Poisoning (Ex) A creature hit by a claw attack must succeed on a DC 15 Fortitude save or contract blood poisoning. This deals

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1 point of Constitution damage to the victim per minute until the victim dies or the blood poisoning is healed. A neutralize poison or remove disease spell rids the victim of blood poisoning, as does a DC 15 Heal check. Multiple wounds to the same foe do not result in multiple instances of blood poisoning. The save DC and check DC are both Charisma-based.

Tactics: Wofred hides behind the northern column while his grave risen crouch in the nearby desecrated tombs. When PCs enter the room he casts *unholy aura* and a quickened *divine favor* on himself. The grave risen leap out as soon as anyone approaches and attempt to surround a single character. There are not any corpses left for them to animate. Wofred then casts a maximized *flame strike* against other party members while they are distracted followed by a quickened *spell immunity* (*fireball*, *lightning bolt*, *ice storm*, and *scorching ray*). He follows this with *destruction* and *spiritual weapon*. If attacked

in melee, Wofred first tries to divide the party with *wall of stone* and *blade barrier* before abandoning spellcasting and entering melee with scythe of evil on his morningstar, risking a feeding frenzy. If he survives the frenzy he casts a maximized *cure critical wounds* and continues to fight. He gladly fights to the death, ultimately seeking release from his miserable existence.

H12. The Crooked Tower

This tower clings to the edge of the cliff overlooking the Grunge below like some hungry insect. It serves as home to Belishan the Bloodmage, one of the most powerful residents of Tsar. See **Part 4—The Crooked Tower** for details of this encounter area.

Monster Appendix

Dark Custodian

A dark robed and hooded figure moves across the floor effortlessly, almost as if floating. Its hands are tucked away in the sleeves of its cassock, and where its face should be is only the blackness of the pit.

DARK CUSTODIAN

CR 9

XP 6,400

NE Medium undead (incorporeal)

Init +7; Senses darkvision 60 ft., lifesense 60 ft.; Perception +25

Aura unnatural aura (30 ft.)

AC 15, touch 15, flat-footed 12 (+2 deflection, +3

Dex, +1 dodge)

hp 91 (14d8+28)

Fort +6; Ref +7; Will +11

Defensive Abilities channel resistance +4, incorporeal; Immune undead traits

Weaknesses sunlight powerlessness

Spd fly 80 ft. (perfect)

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

Special Attacks devour, energy drain (1 level, DC 19), silence of the grave

Str 20, Dex 16, Con —, Int 14, Wis 14, Cha 15

Base Atk +10; CMB +15 (+19 grapple); CMD 31

Feats Blind-Fight, Dodge, Improved Initiative, Mobility, Skill Focus (Perception), Spring Attack, Weapon Finesse

Skills Fly +28, Intimidate +19,

Knowledge (religion) +19, Perception

+25, Spellcraft +19, Stealth +20

Languages Abyssal, Common, Infernal

Devour (Su): Any living creature that is pinned by a dark custodian's grapple gains two negative levels per round that the hold is maintained rather than the standard one negative level of its energy drain. Any creature slain by the dark custodian's energy drain is left a steaming, bloody skeleton, all of its soft tissues having been consumed by the undead.

Incorporeal Grab (Su): If a dark custodian hits with an incorporeal touch, it can then attempt to start a grapple as a free action without provoking an attack of opportunity. During the course of this grapple, the dark custodian becomes partially corporeal and its opponent becomes partially incorporeal. This has no game effect other than allowing the dark custodian to use its Strength bonus in its CMB. If it wins the grapple, it establishes a hold at which point its opponent becomes completely incorporeal, as well, along with the dark custodian. The dark custodian automatically begins to devour the held opponent each round he is held. The opponent remains incorporeal until he manages to break the grapple at which time he becomes immediately corporeal. If this occurs within a solid

object, the opponent is forcefully ejected from the object's nearest surface, and the opponent takes 1d6 points of damage in the process. The dark custodian must then try to hit with its incorporeal touch attack again to try to reestablish the grapple. Once the dark custodian has an opponent pinned, it attempts to drag him away to devour him in peace.

Lifesense (Su): A dark custodian notices and locates living creatures within 60 feet, just as if it possessed the blindsight ability. It also senses the strength of their life force automatically, as if it had cast *deathwatch*. Walls less than 5 feet thick are no impediment to this ability.

Silence of the Grave (Su): As a standard action a dark custodian can use its silence of the grave ability. This creates a *silence* effect as the spell in a 20-foot radius for 7 rounds. This silent zone acts as a *desecrate* spell giving the dark custodian a +1 profane bonus on attack rolls, damage rolls and saving throws, as well as, imposing a -3 profane penalty on turn checks. Any living creature within the area of affect must succeed on a DC 19 Will save or become dazed for 1 round. A new save is allowed each round. This is a sonic mind-affecting compulsion effect. Because it takes place in an area of *silence*, it cannot be counteracted by bardic music. A creature that successfully saves cannot be affected by the *daze* effect of the same dark custodian's silence of the grave for 24 hours. The save DC is Charisma-based.

Sunlight Powerlessness (Ex): Dark custodians are powerless in natural sunlight (not merely a *daylight* spell) and flee from it. A dark custodian caught in sunlight cannot attack and can take only a single move action or attack action in a round.

Unnatural Aura (Su): Animals, whether wild or domesticated, can sense the unnatural presence of a dark custodian at a distance of 30 feet. They do not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range.

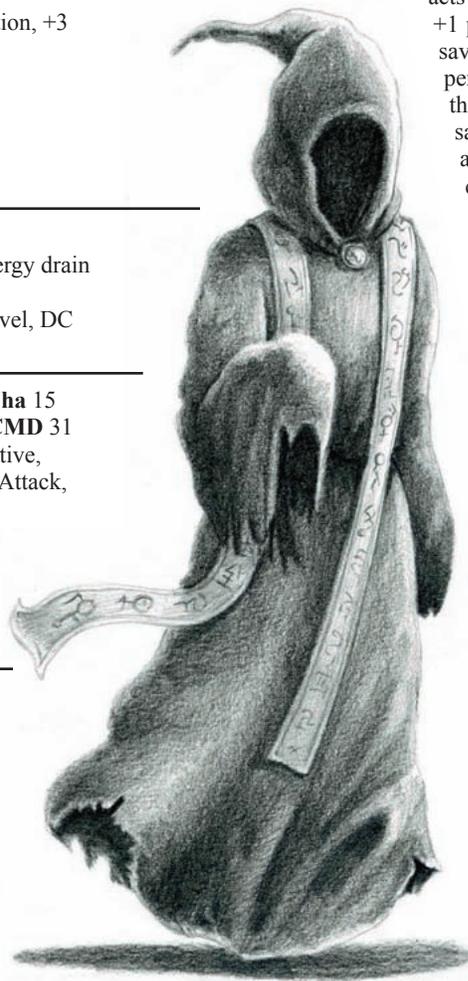
Dark custodians are the undead remains of evil clerics tasked to remain behind after death and guard the sacred places of their vile worship. They hate all living things and seek to devour any who come within their guarded precincts. They do not require these feedings for sustenance but rather merely take pleasure in the carnage and brutality.

A dark custodian's true form is hidden beneath its ghostly burnoose with a lightless black void where its face should

be. Only in combat are its hands seen, appearing pale with thickened, clawlike nails.

They understand the languages they knew in life, but cannot speak.

A dark custodian prefers to attack from ambush, leaping through a solid wall to make an incorporeal grab before dragging its prey back through with it. When attacking in groups they usually surround their prey and use their silence of the grave abilities before trying to grab and drag individual opponents in different directions to be consumed.



Magic Item Appendix

Minor Artifact

HAMMER OF MORDECAI'S DOOM

Aura strong conjuration, evocation, and necromancy

[good];

CL 15th

Slot none; Weight 10 lb.

DESCRIPTION

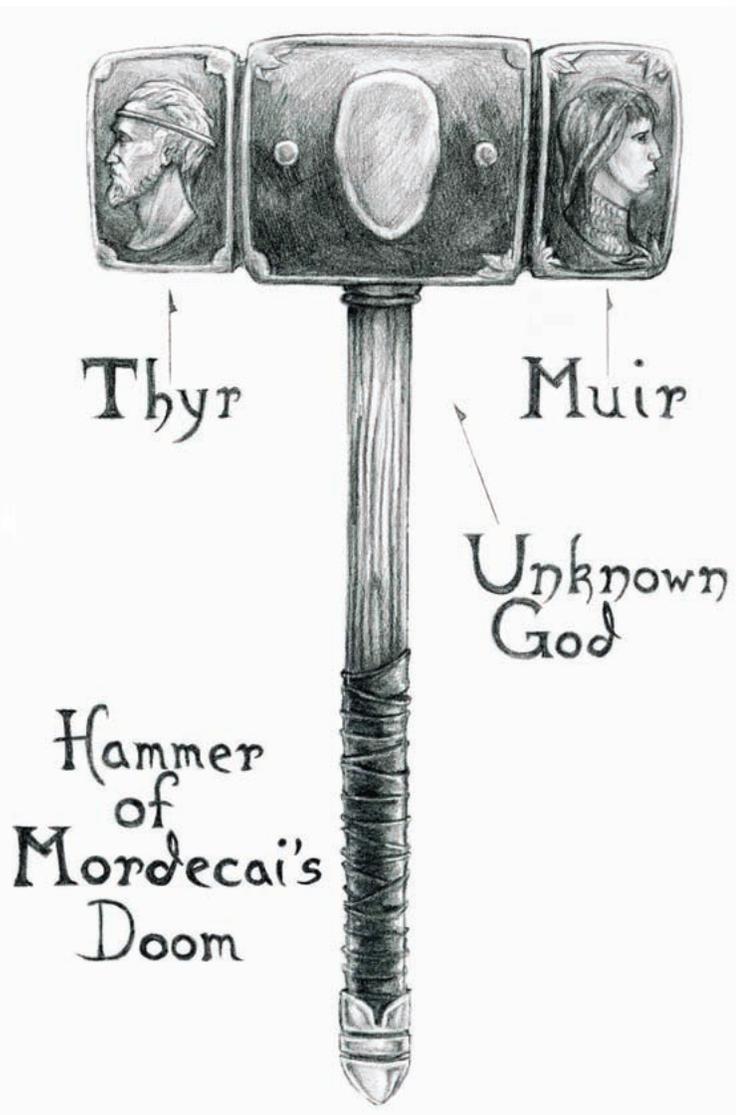
This massive two-handed warhammer is a +3 *adamantine holy thundering warhammer*. It is considered an exotic weapon (Dmg 1–10, Crit x3). Its head bears engravings depicting Thyr, Muir and a third faceless deity. It constantly emits light as a *light* spell. Belonging to a powerful priest of good long ago named Mordecai, it was lost to the knowledge of men before the rise of Orcus in Tsar. In addition to dealing x3 damage and 2d8 points of sonic damage on a critical hit, it also unleashes a *holy smite* (caster level 15) upon the creature that was struck.

Unfortunately this weapon is also under a powerful curse that cannot be removed with anything short of divine intervention. As it betrayed its former owner to his death, it too will betray its current owner. On any critical hit where the sonic and *holy smite* damage are sufficient to kill the creature struck, apply only the weapon damage and instead of the sonic and *holy smite* effects the target creature is affected as if by a *heal* spell (caster level 15) unless it is undead, in which case it receives the benefits of a *harm* spell (caster level 15).

Additionally, a second heretofore unrevealed aspect of the curse manifests the hammer is used against the devourer at Area H2 of *Part 3—The Harrow Lanes* for which the curse was originally attuned. In this case any hit by the hammer, whether critical or not, that would reduce the devourer to 0 hp or below causes the normal *heal/harm* effect as described above and also effects the wielder with a *blasphemy* (caster level 20). The curse effect of this weapon cannot be learned through an *identify* or *analyze dweomer*.

DESTRUCTION

If a Patriarch of St. Harul's Hold is slain by the hammer or brought to his doom by the hammer's curse, the *Hammer of Mordecai's Doom* will crumble to rusting fragments.





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 unyielding 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.

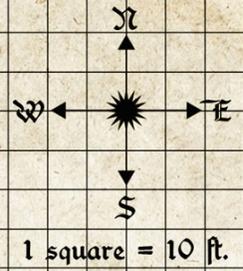
DESTRUCTION

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.

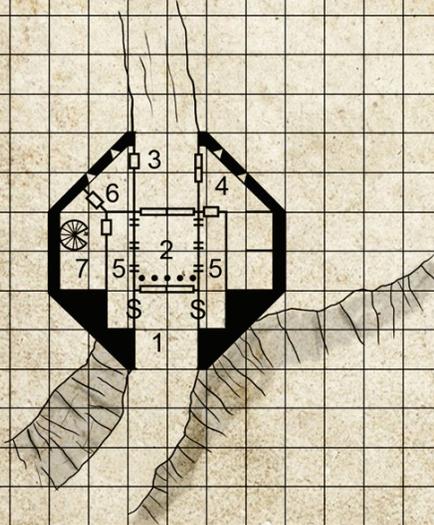
MAP APPENDIX



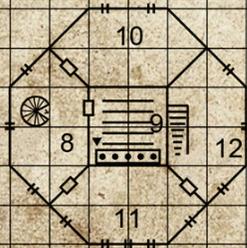
M 1 Lower Gate Tower



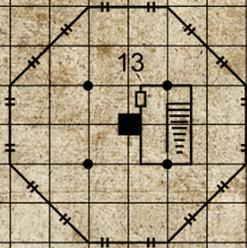
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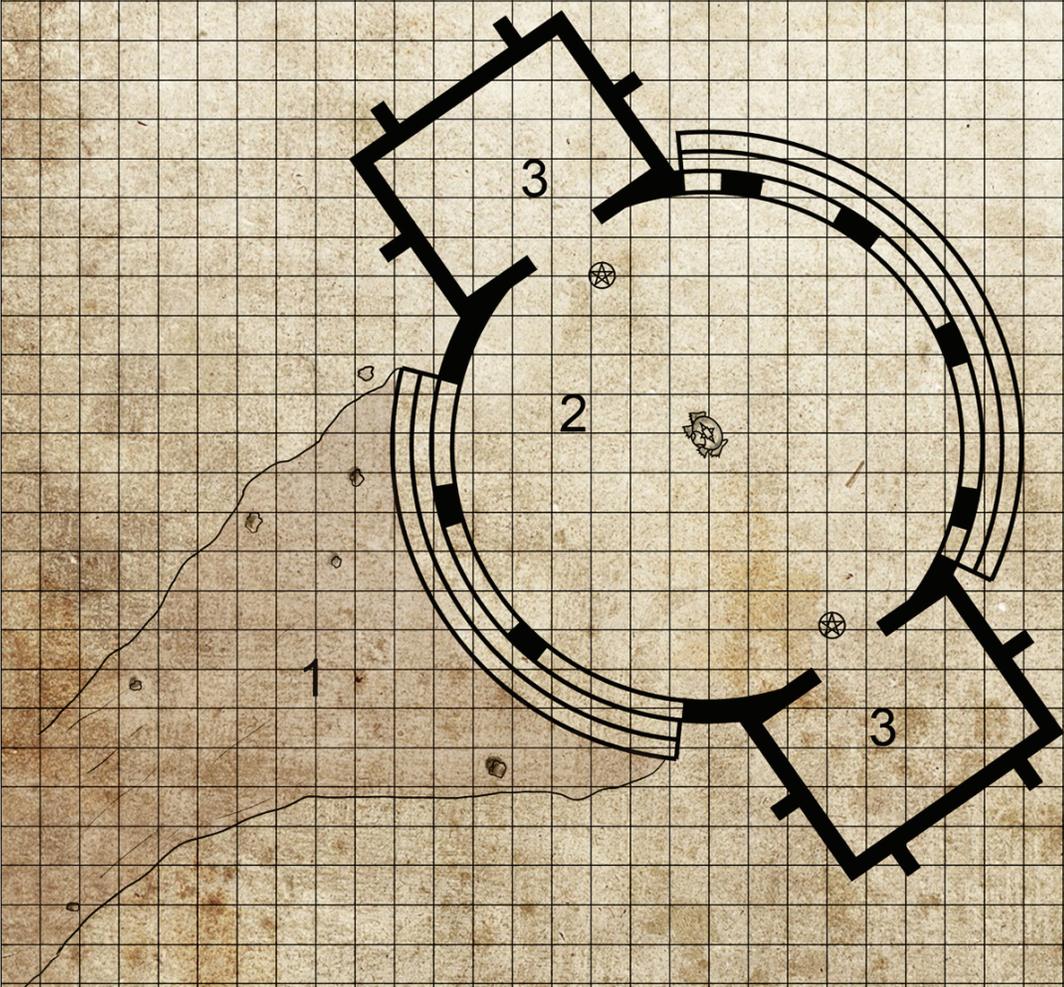
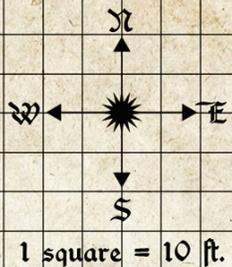
Second Floor

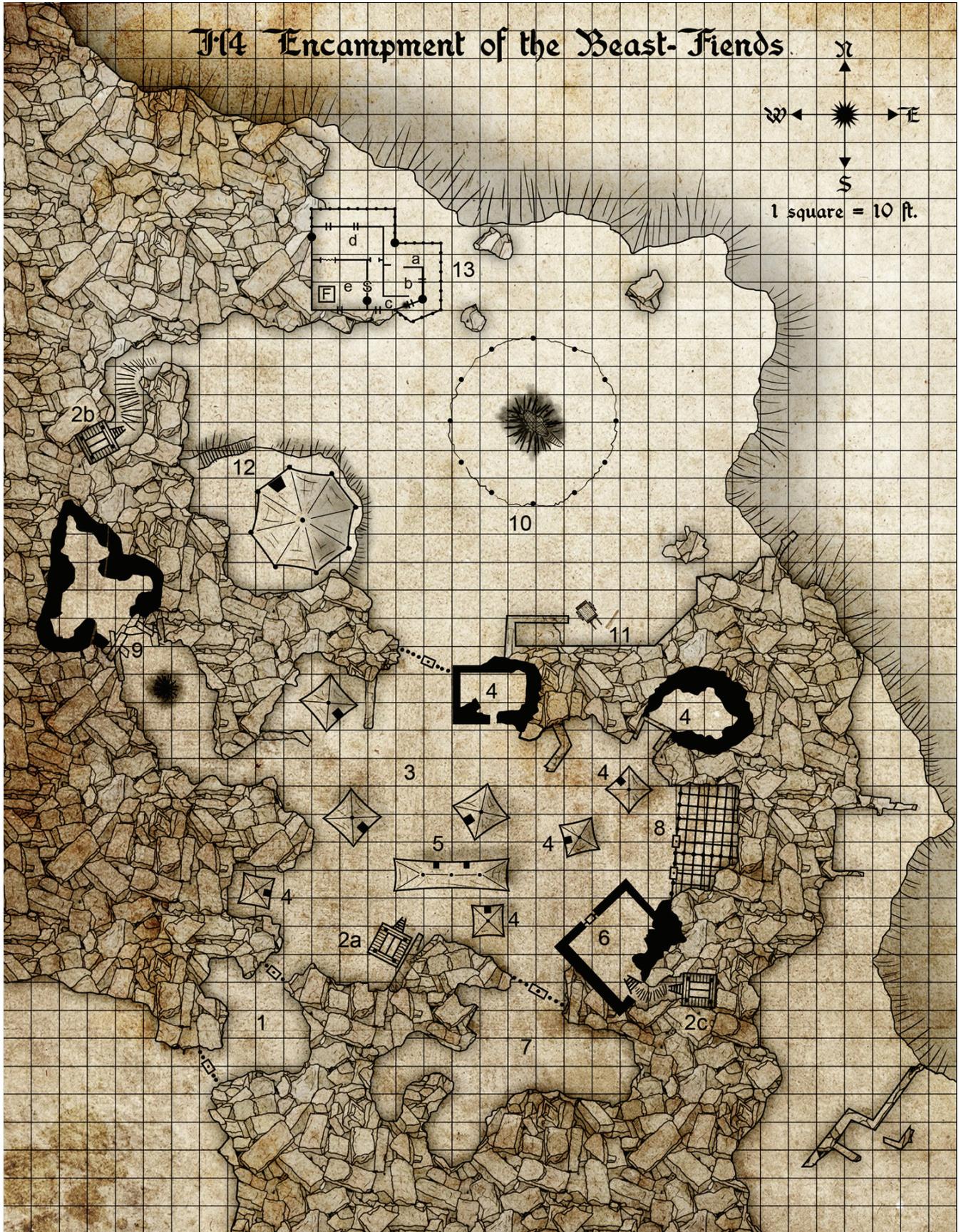


Third Floor



T13 The Cursed Smithy of Tarach-Umbriol







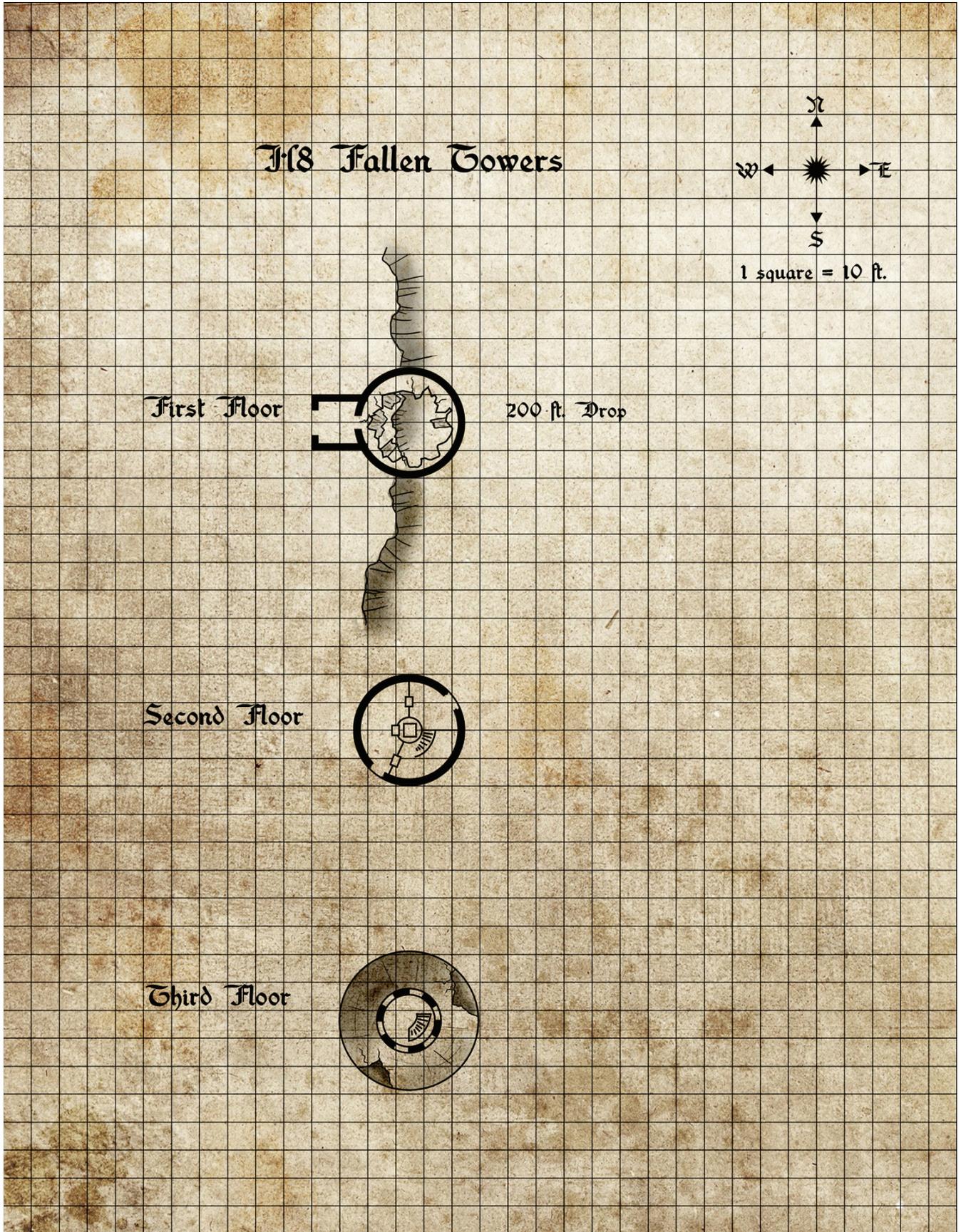
H6 The Missing River Encounter Areas

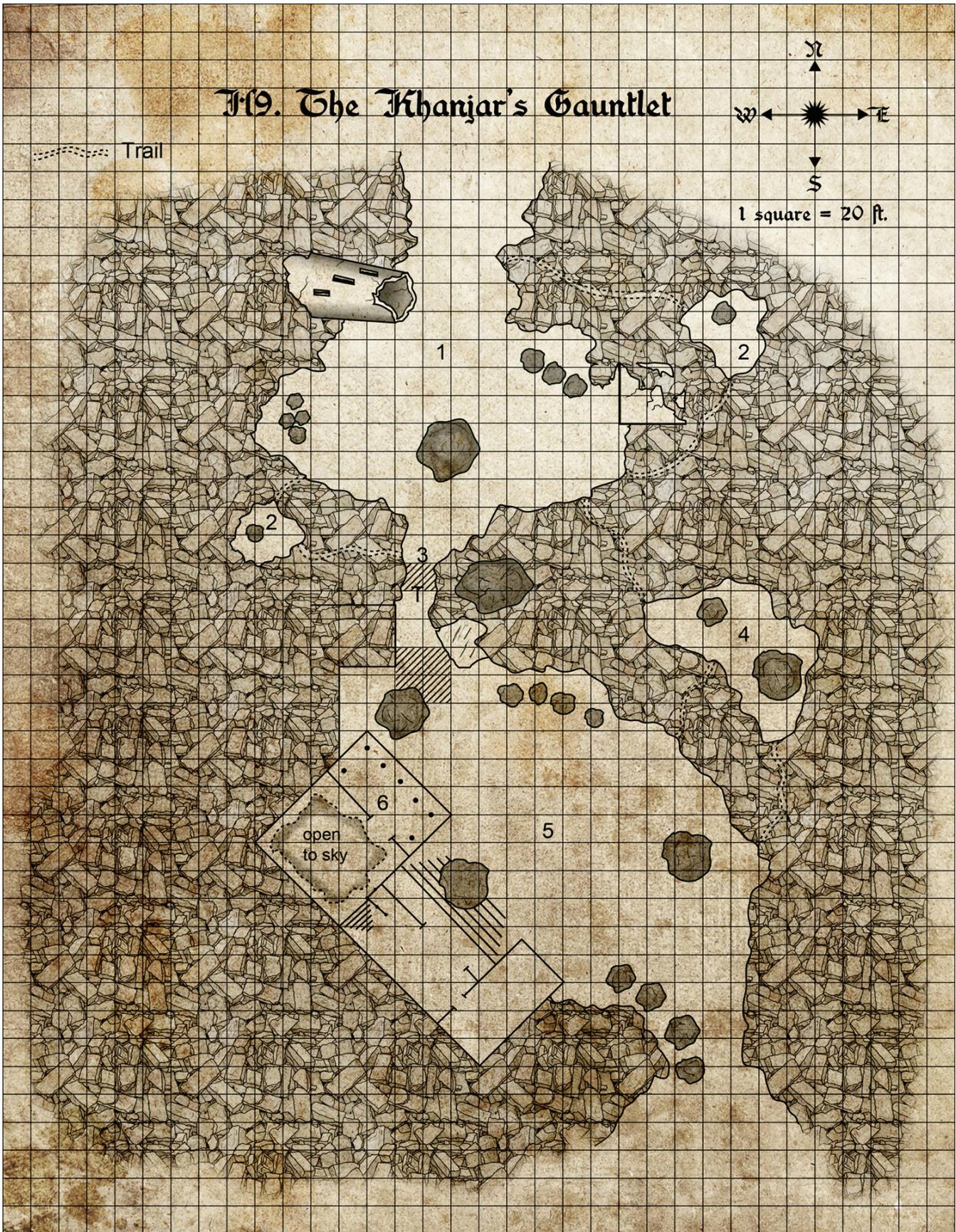
H6 - 6 through 7

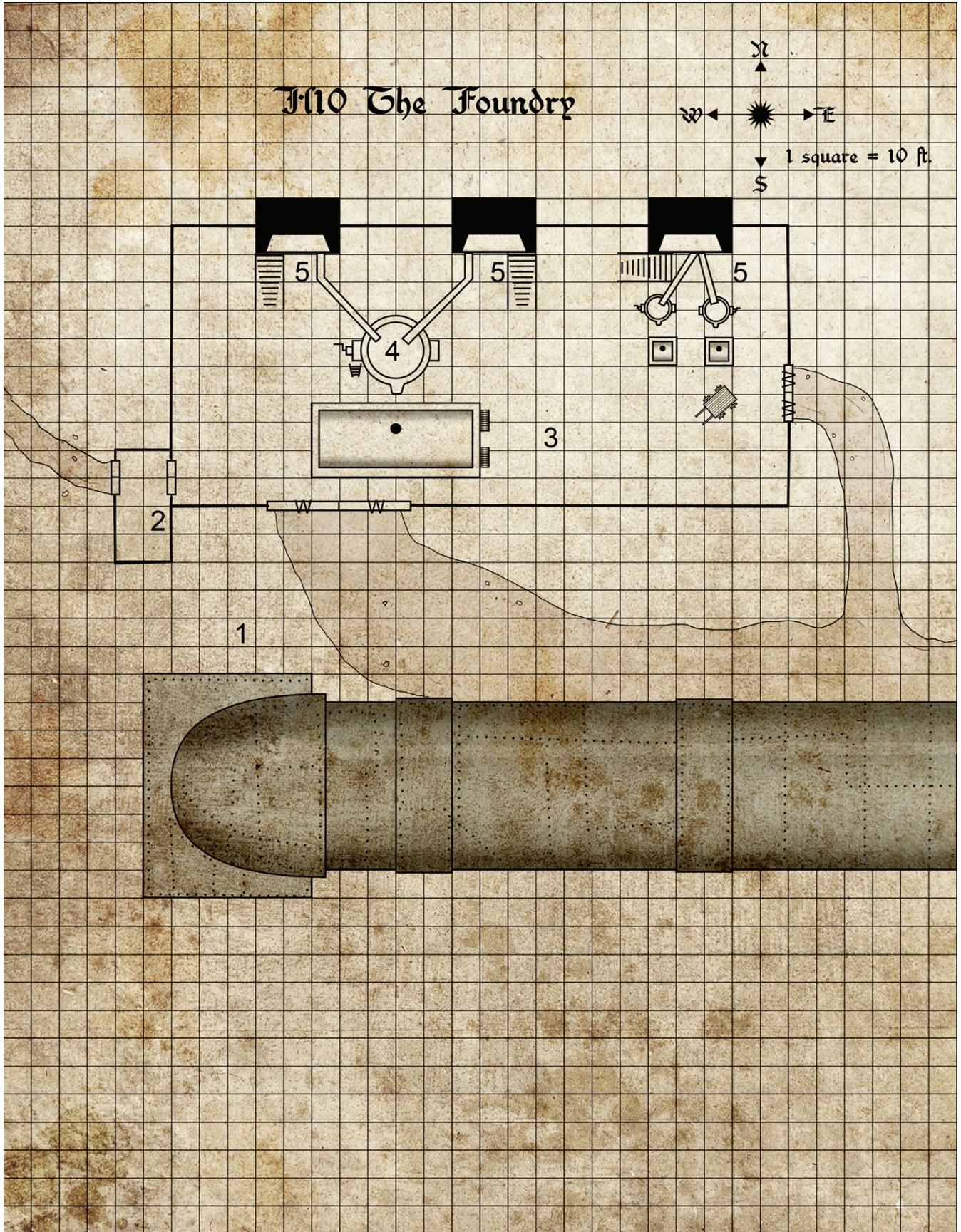


H6 - 2 through 5

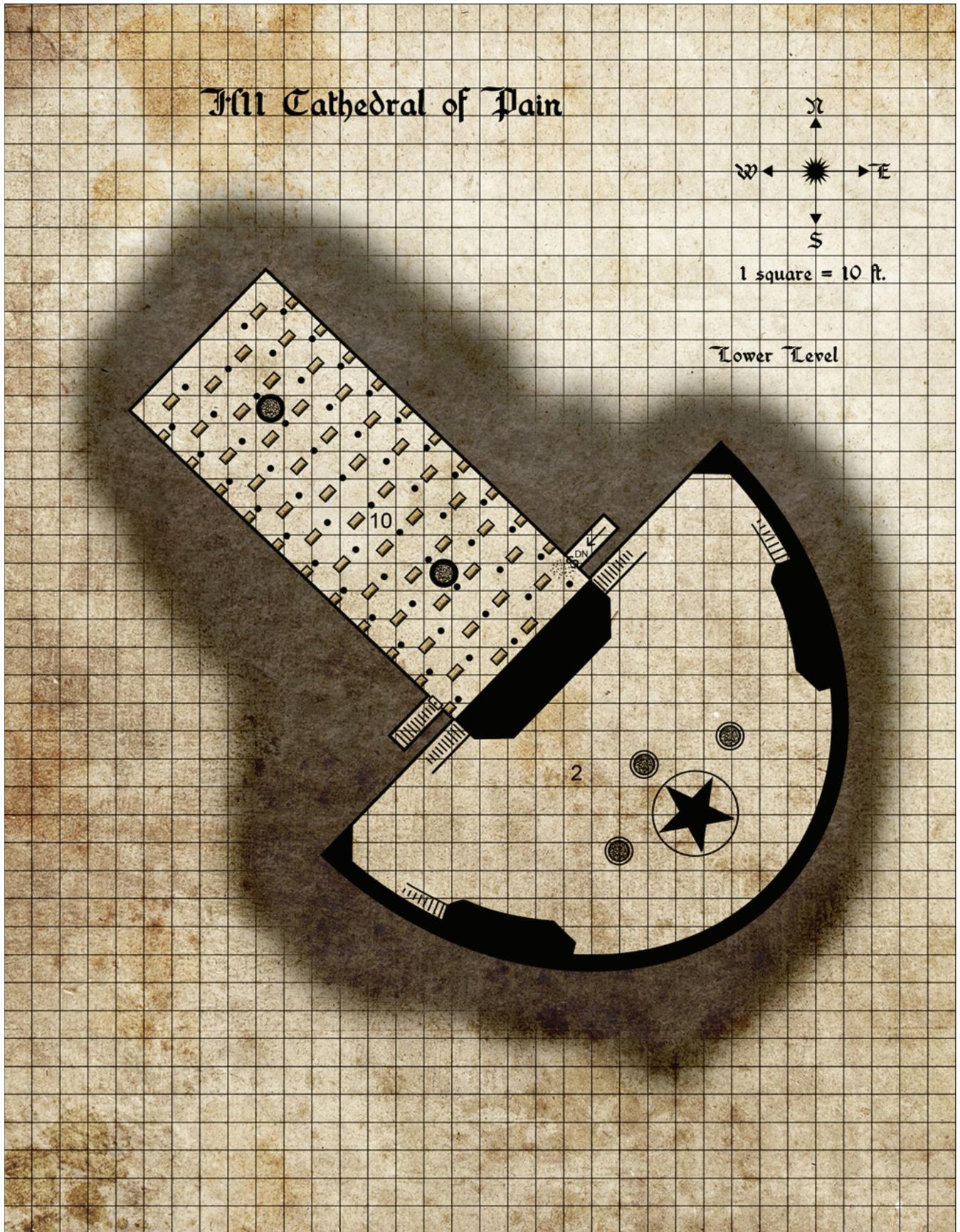












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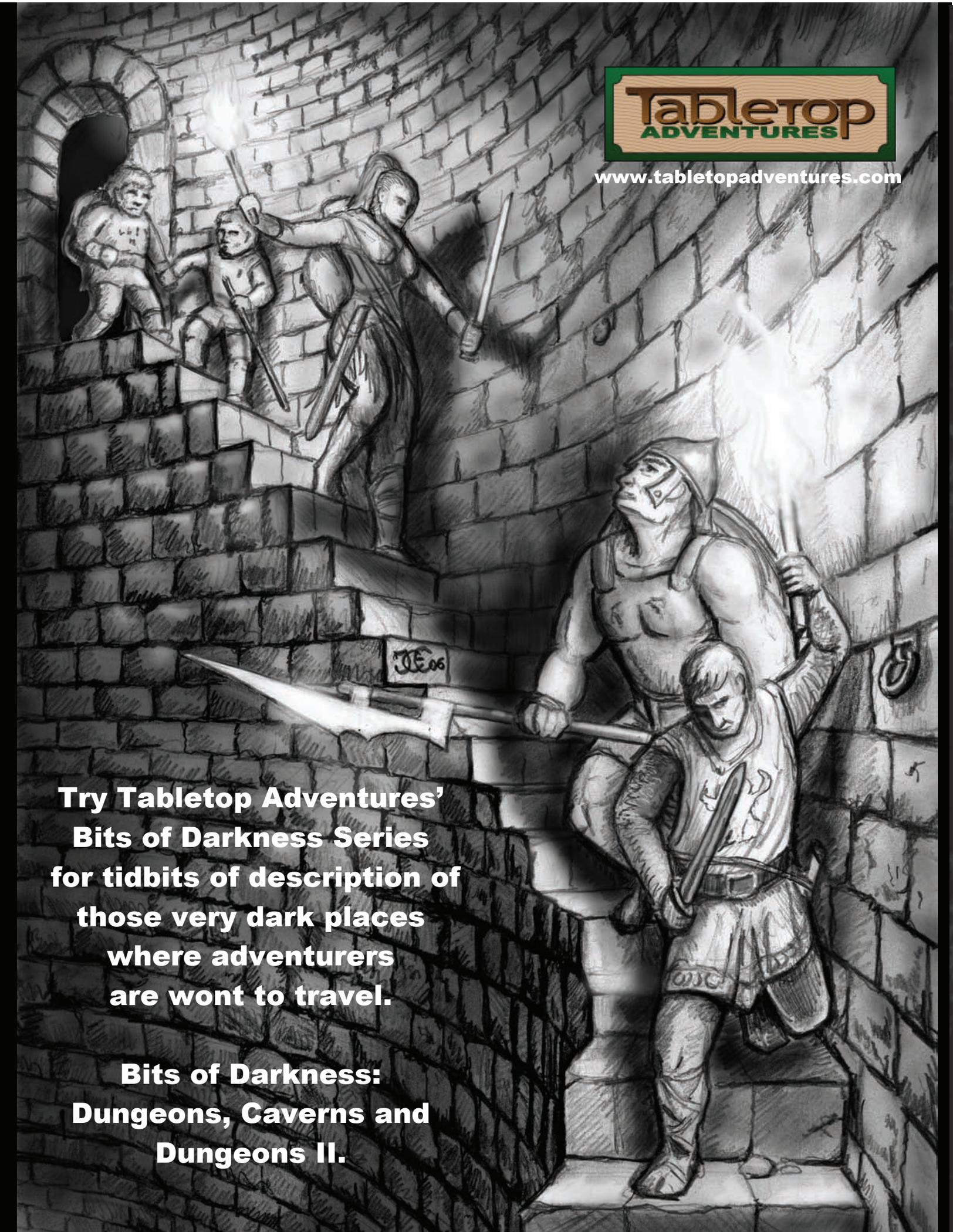
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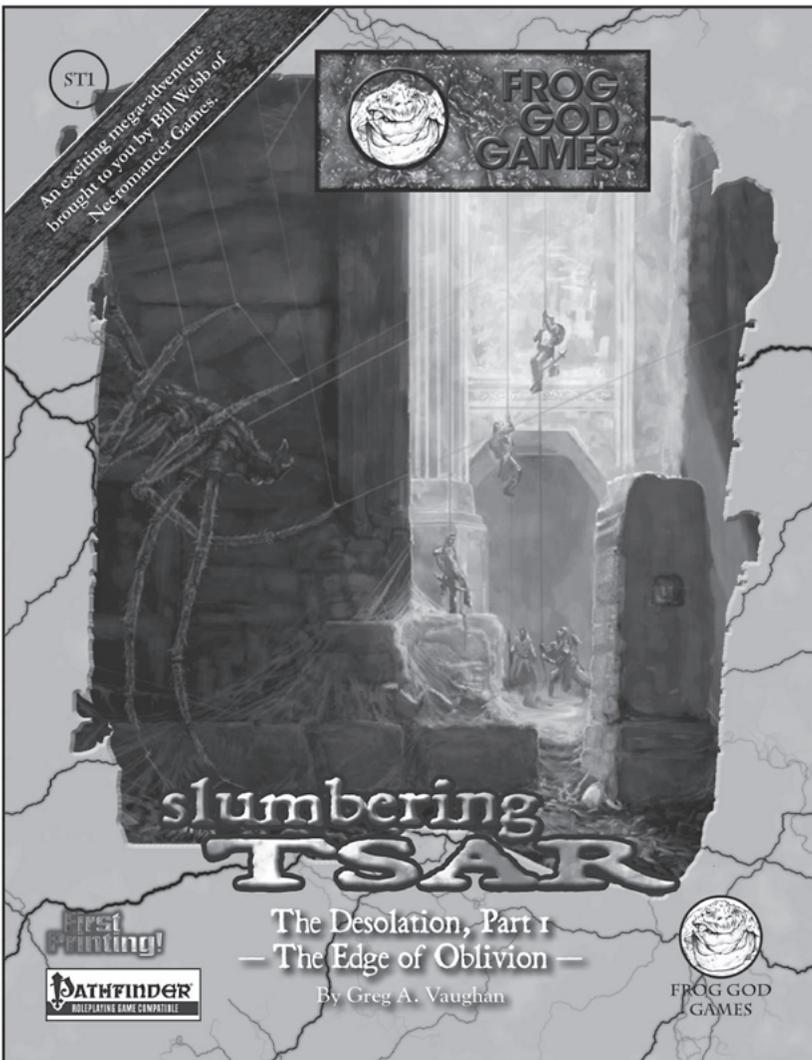




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