

Splinters of Faith

— Adventure 1: It Started With a Chicken . . . —

By Gary Schotter & Jeff Harkness

Splinters of Faith is a series of 10 adventures that starts with a few chickens going missing and eventually leads to a confrontation with a reawakened death-priest. Along the way, PCs will recreate a relic called the *Scepter of Faiths* to aid them when they face off with the priest. The series is designed to take PCs from 1st level all the way to 14th level or higher. Characters following the full series of adventures from start to finish will take part in a massive campaign that spans deserts, forests, icy mountain passes and the deepest jungle. Every adventure offers a set of temples — one good, one evil — for the characters to explore. You are currently reading Part 1 of this campaign.

The adventures are designed to fit together into one massive campaign, but each book stands on its own. You will find references to other adventures, but these are included to provide more information in case you plan to run the full campaign. This extra information often provides notes on things to watch for in the future adventure, but owning the book mentioned isn't required.

Besides the adventures, you'll also find — in most cases — two fully detailed temples that you can drop into your home campaign. Think of these books as your personal sourcebook for a variety of unique temples set in a number of different settings. Raid the books for ideas and unique holy sites for when your PCs go in search of healing. All but the first and last adventure contain a "good" and an "evil" temple, with both detailed to varying degrees.

The adventures are set in a generic world, but some of the areas mentioned draw on background presented in **Glades of Death** by **Necromancer Games** is used here by permission, as well as other **Necromancer Games** products. In addition, many of the gods and deities mentioned throughout the adventures can be found in a free download at www.NecromancerGames.com. New deities are detailed in the individual adventures where their followers appear so the GM can incorporate their worship into the campaign if needed.

Background: A Splintered Soul

Ages ago, the death priest Akruel Rathamon rose to power, building an empire around the sprawling city of Al-Sifon. Fear reigned as Akruel overthrew nations and cities in a spreading circle around his burgeoning city-state, forcibly bringing more people under his iron fist while razing an ever-widening circle of destruction across the land.

Bloodshed marked Akruel's rise to power as he forced a single deity upon those he conquered: Aurikus, a god of death and rebirth of the soul. The priest-king forced all he conquered to worship Aurikus, and human sacrifice became commonplace in the growing empire — often sacrifices of those who refused to follow the new god's beliefs. Under Akruel's iron fist, entire nations fell into darkness, and Aurikus' power grew as more people converted — most unwillingly — to worshipping the dark being. But even as Akruel's power grew so, too, did his enemies. Pockets of opposition survived in the hearts of his blood-drenched cities, and priests of many faiths united in secret rebellion against the tyrant. As these minor thorns in Akruel's side gathered against him, the priest-king swore a dark pact with his master Aurikus: He would destroy all who would oppose him and his dark master.

The War of Divine Discord began on that dark day with a dark pact.

Akruel's minions spread their master's terror across the land in a

war that would last many decades, with Akruel's cruel stratagems nearly gaining the upper hand. But eventually the tide turned, and Akruel's fanatical forces couldn't stem the good-aligned people rising up against the death-cult leader. And as his enemies finally rallied and marched by the thousands against Al-Sifon, the death-priest knew that death finally stood upon his doorstep. Not willing to give up — despite Aurikus' whispered promises of the pleasures of death — Akruel devised one final plan to stave off the inevitable and to regain his master's trust: He'd rid his lands of his foes by outliving them.

Akruel brought together his remaining priests, and together they crafted a heart composed of lifeless flesh and enchanted with the powers of hell. In the darkest hour of the coldest night under a lunar eclipse, the priests raised their voices in a ritual chant and drew Akruel's tainted soul into the abhorrent flesh. For a brief moment, the forces of good got their wish: The death-priest died. But as the moon slid from the grasp of penumbral shadows, the *Frore Heart* pulsed with a hellish might as immortal blood — and Aurikus' evil — flowed anew through Akruel's veins. Akruel's body convulsed as the *Frore Heart* forever after claimed his soul.

Aurikus' dark blessing transformed Akruel into the most ancient of undead, a vampire lord. With immortality now in his grasp, Akruel's thirst for power and bloodshed increased tenfold. He slaughtered the priests who had bestowed his unlife, then marched against the foes approaching Al-Sifon, single-handedly destroying the men and women allied against him. Powerful warriors let their weapons fall from their quivering hands and cowered before the vampire lord as he shrugged off their strongest blows. Wizards fell to their knees exhausted after wasting countless spells trying to stop — or even slow down — the death-priest's deadly rampage. Those who did manage to strike the warlord saw his wounds close without a drop of blood flowing onto the battlefield. None knew then that Akruel's soul resided safely within the *Frore Heart*, making his body nearly impervious to harm as it regenerated all wounds he suffered.

As Akruel tore apart his enemies with his bare hands, a cloud of churning darkness roiled forth over the dead city of Al-Sifon. The cloud blocked the sun, perpetually darkening the skies. Under cover of a magical darkness trapped beneath the roiling cloud, Akruel walked freely during the daylight, striking fear into the shattered forces as they retreated from his attacks. Brave warriors fled before the death-priest, and Akruel and his minions pursued them across the continent.

But power did not grant Akruel vision. Unbeknownst to him, Asani Ta'Avan, a fallen priestess of Aurikus, met secretly with the factions opposing Akruel. The warlord's former concubine, Asani now feared her lover's undead form. Finally convinced Akruel was lost to her and fearing for her own mortality, she fled Al-Sifon as the War of Divine Discord raged on. The heart-rent priestess betrayed Akruel, offering her knowledge of the *Frore Heart* to his enemies. With the information Asani provided, the assembled priests forged a weapon to use against the death priest: the *Scepter of Faiths*. With the help of their gods — who themselves felt fear as Aurikus usurped their followers — the priests of the many religions determined that if they could pierce Akruel's heart with the scepter, they could end his reign of bloodshed.

But Asani's knowledge of the *Frore Heart* was incomplete. While she knew that Akruel could be slain by destroying his cold, black heart, she was unaware that the infernal organ lay *outside* his body. She incorrectly told the priests that the warlord's heart was key to

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stopping him, never knowing that Akruel stored the *Frore Heart* — and the very essence of his being — in a chamber hidden safely beneath Al-Sifon.

Not knowing that their objective lay within the temple and not the man, the priests bestowed the *Scepter of Faiths* on Shah Rasalt, a high priest of Arden, to end the bloodthirsty warlord's destructive advance across the continent.

As the roiling black cloud crept overhead following Akruel's advance, the armies of good prepared a final trap for the death-cult leader. Thinking his power came from Al-Sifon, they waited until he was far from the city of infamy, throwing good men and women into the warlord's path to keep him moving forward. Many lost their lives on the day of Akruel's reckoning.

Finally, just before all hope was lost, Shah Rasalt took the field, holding aloft the *Scepter of Faiths* like a beacon to the forces of good. During the titanic struggle that followed, Shah Rasalt plunged the *Scepter of Faiths* through Akruel's chest, driving the weapon into — and through — the death-priest's chest. The scepter's ash shaft and adamantite point separated Akruel's unbeating heart, doing no damage, but blocking the flow of the tyrant's immortal blood. The champion's holy relic weakened Akruel's connection to the *Frore Heart*, but did not sever the link. Even as Akruel stood motionless, to all appearances "dead," the *Frore Heart* preserved his soul and body. The war ended with Akruel, immobile and powerless, impaled upon the scepter, his face frozen in stunned disbelief and ferocious anger.

But even in defeat Akruel remained an obstacle that the combined faiths of good could not overcome. Despite their efforts, the unified faiths could not find a way to destroy Akruel's inanimate body once and for all. No one desired to pull free the scepter, but neither could they understand why it didn't end the unlife of the vampire lord. Finally, in frustration, Shah Rasalt ordered a mountainous tomb built over the impaled body of the vampiric priest-king. When the knoll was finished, Rasalt entombed Akruel's remaining cohorts alive within the vault's outer walls. Rasalt felt his actions enough to guarantee the land's safety.

Over time, the tomb blended into the land, eventually disappearing from history. The bloody battlefield where Akruel was finally defeated passed into legend, and villages arose around the artificial hill to reclaim the land. But as the dreadful memories of Rasalt and his evil deeds dwindled, a few church elders who had blessed the *Scepter of Faiths* feared Akruel might one day awaken. When Shah Rasalt finally passed into Arden's embrace many years later, these church elders decreed that a stone slab be placed atop Akruel's tomb to warn of the ultimate evil buried under the newly fertile land. Markings on the stone slab pleaded that the *Scepter of Faiths* remain in the evil priest's heart.

Time passed, and men forgot the dire days of Aurikus' cult. Harsh weather scoured the slab, and eventually it disappeared into the dirt, just another rock formation buried on the plains. Eventually, followers of Freya discovered the hill and built a shrine atop the warning slab, unknowingly using the rock as the floor of their newly founded temple.

But time and the elements could not permanently erase all memories of the cruelty of Akruel Rathamon.

Rayne D'Anzeray, a scholar of Necromancy from the Theurgist Seminary of Thasizier, discovered references to Akruel. What intrigued him most were the rumors of Akruel's power over death itself. His ambitions and desire for his own immortality spurred him across the land in search of Akruel's forgotten tomb. After years of research, Rayne's searches through countless brittle scrolls and forgotten tomes paid off. In secrecy, Rayne hired a group of thugs and laborers to excavate the newly discovered tomb.

The necromancer got more than he bargained for. After finding Akruel's lead-sealed tomb, Rayne removed the



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Scepter of Faiths from Akruel's withered corpse. In the long-forgotten ruins of Al-Sifon, the hidden *Frore Heart* again beat a stuttering rhythm as long-dormant links between the relic and the vampire lord revived to replenish the warlord's spirit and strength. Centuries of death and decay vanished in minutes. Freed from perpetual death, Akruel immediately broke the *Scepter of Faiths* in two. The reawakened Akruel then vowed to revive the vanquished cult of Aurikus — now a demonic power known simply as Orcus.

In his haste for freedom — or perhaps because of his immortal arrogance — Akruel left the *Scepter of Faiths*' broken pieces behind as he took his first steps into a land that had all but forgotten the evil buried beneath it.

Who Is This Aurikus Anyway?

In Akruel's day, the demon prince Aurikus began consolidating strength. He drew evil men such as Akruel Rathamon to his worship, promising them power greater than they could imagine.

After the terrible War of Divine Discord, Aurikus' worship dwindled as Shah Rasalt's forces stamped out the demon prince's remaining influences. Aurikus' followers retreated to worship in secrecy. The demon prince's dominion over humanity waned but was not broken. Memory of his evil waned, but his few surviving worshippers diligently kept alive the demon's cult.

Over generations, this cult of Aurikus slowly regained a foothold in the world, but the worshippers took precautions to avoid being hunted anew. To better hide the demon's sinister past and heinous deeds, his mortal followers subtly changed his name. Now calling their master Orcus, the demon prince's followers set about restoring their lost religion.

Today, Orcus directs the forces of evil — with hardly any mention of his past name. Akruel's return is a link to this past, but one that Orcus gladly exploits for the terror the death-priest may again inspire. Despite the years, the demon prince's seething anger still burns for the churches that had a hand in thwarting his plans so long ago.

Reforging the Scepter

The 10 adventures that make up this campaign focus on the PCs stopping the death-priest Akruel's return by restoring the *Scepter of Faiths*. It's not as simple as taking the broken pieces of the scepter and hunting down the death-priest, however. Reforging the scepter requires tracking down the temples that originally crafted the relic and receiving specific blessings from each one. Once the Scepter is complete, the PCs must then face the very heart of evil as they attempt to stop the death-priest in his ziggurat of death.

Here is a brief description of each adventure, with approximate levels.

***Splinters of Faith 1: It Started With a Chicken ...* (Levels 1 through 3)**

This opening adventure introduces the PCs to the main villain and sets them on a quest to restore the broken *Scepter of Faiths*. PCs will delve into a burial mound to recover the scepter and discover the steps they must take to restore the holy relic.

***Splinters of Faith 2: Burning Desires* (Levels 2 through 4)**

PCs visit the aboveground dwarven city of Anvil Plunge, only to discover the starting ritual needed to re-forged the scepter cannot be undertaken because a piece of the holy forge is missing. PCs will have to travel into the sprawling Sin Mire Swamp to recover the

artifact.

***Splinters of Faith 3: Culvert Operations* (Levels 3 through 5)**

The city of Bargarsport sits upon the sunken ruins of the old city — and the underground temple of Clandestine. But the temple's faithful are a conniving lot, and require PCs to face down a necromancer and his undead minions moving into the underground city before they will help.

***Splinters of Faith 4: For Love of Chaos* (Levels 4 through 6)**

PCs find that the temple of Iseleine, perched high atop a pillar standing in the middle of a lush, garden-filled pit, is in dire danger from a force strategically destroying the garden below. What's worse is the fact that the temple's high priestess viciously killed her husband ... then threw herself from the high pillar. On her was the oil of Iseleine needed to bless the scepter.

***Splinters of Faith 5: Eclipse of the Hearth* (Levels 5 through 7)**

The pyramid Seraph, once a holy temple, now lies under the sway of darkness. Breaking into the temple is hard enough, but braving the sinister twists awaiting in the dark catacombs will test the strongest PCs.

***Splinters of Faith 6: Morning of Tears* (Levels 6 through 8)**

PCs must enter a frozen wasteland to find a missing statue. But the icy wastes are the least of their worries in the Wailing Glacier.

***Splinters of Faith 7: The Heir of Sin* (Levels 7 through 9)**

PCs hope to simply strike the Grindstone of Muir, but are they worthy enough? They'll have to prove it by rescuing a paladin's daughter from the lair of a demon lord's cult.

***Splinters of Faith 8: Pains of Scalded Glass* (Levels 8 through 12)**

A disaster has injured and killed the priests of the Lady of the Searing Waters, but the nearby abandoned mines hold deadly secrets the PCs must unravel.

***Splinters of Faith 9: Duel of Magic* (Levels 10 through 14)**

PCs journey from a temple of good magic to face a coven of evil witches where they must rescue an astral deva.

***Splinters of Faith 10: Remorse of Life* (Levels 13 and greater)**

With the completed *Scepter of Faiths*, PCs must track down the evil Akruel Rathamon in the temple city of Al-Sifon before he consolidates his power and again sets out to conquer the land.

Do What You Want

These adventures are meant to be versatile. Don't want to send PCs on an epic quest to restore the *Scepter of Faiths*? Then don't. Use the individual adventures in your home campaign where you see fit. Don't like the *Scepter of Faiths*? Change it to something more appropriate for your campaign world. It could just as easily be the *Sword of Faiths*, the *Ax of Faiths* or the *Sickle of Faiths*. You'll need to change a few details along the way, but it shouldn't be too hard.

As the GM, change whatever you feel like changing. These adventures are meant to serve as a guide; you get to decide the final direction that it leads your group.

While the *Scepter of Faiths* must be restored in a certain order, the adventures still provide PCs with plenty of freedom. They can decide where they want to go and what they want to do within the scope of the individual quests. As the GM, you should guide PCs, but be ready to let them get into trouble on their own.

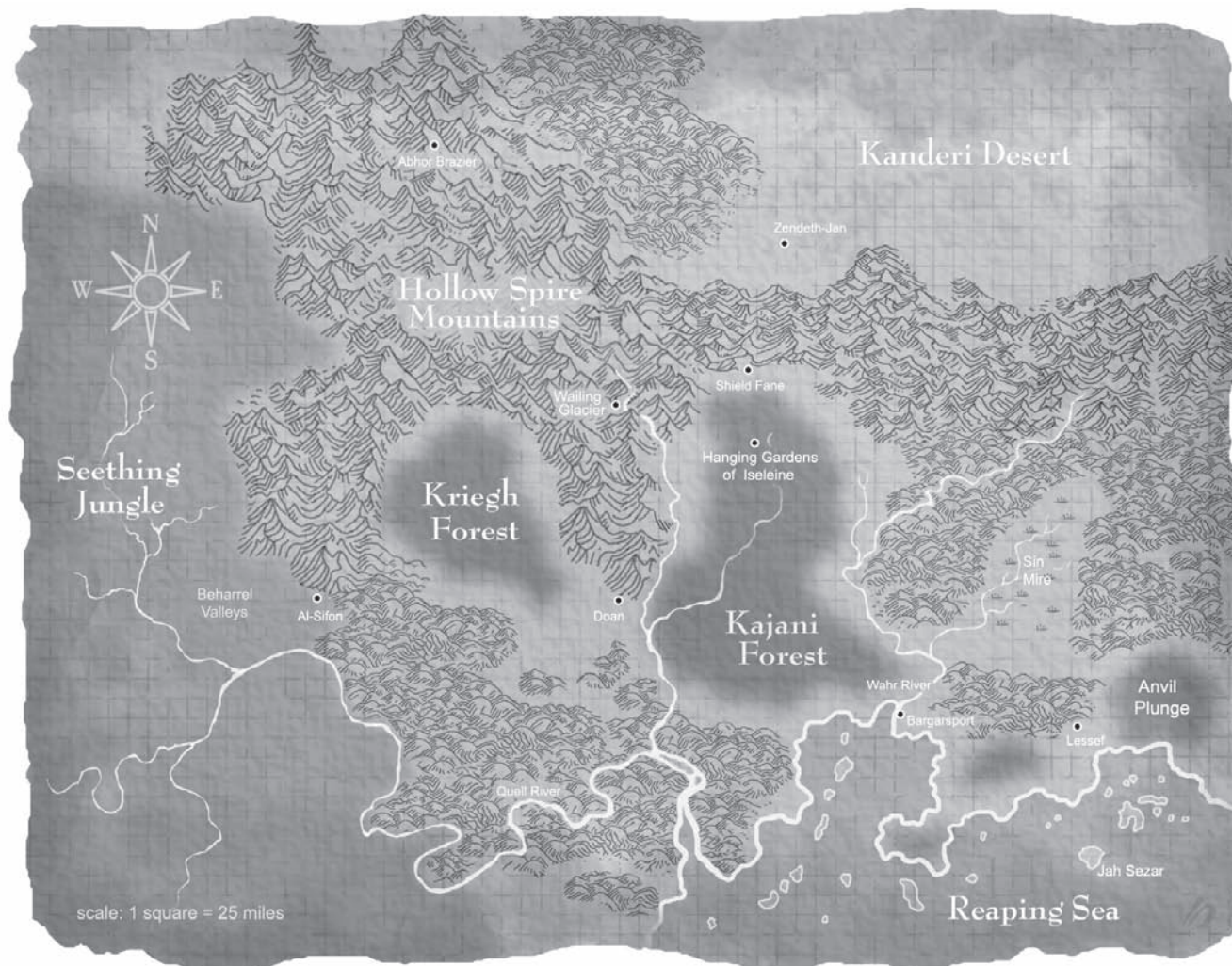
Adventure Hooks

The first adventure, "It Started With A Chicken ..." involves a temple to Freya built upon Akruel Rathamon's burial tomb. The slab warning of Akruel's evil serves as the weathered stone-slab floor of the temple. Low-level PCs are drawn into the village to help find a wily fox that the villagers believe is killing their chickens and somehow avoiding the trappers set on its trail.

The GM's goal should be getting PCs to Lessef, where the campaign begins. Below are a few possible hooks you might want to consider:

New adventurers: The PCs are just getting started as adventurers,

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and actually live in Lessef. This hook lets a GM start a new or experienced group of players with low-level characters and progress them to higher levels (around 12th level or higher by the time they restore the *Scepter of Faiths* and face the vampire lord Akruel Rathamon and his minions in Al-Sifon).

Bodyguards: The PCs are hired by a traveling priest on a pilgrimage heading to different temples devoted to Freya. The priest, Sarnau, asks PCs to serve as bodyguards on his next journey to the out-of-the-way temple of Freya in Lessef. He offers a meager payment, but promises a grand adventure. He doesn't know the half of it.

Dire rumblings: A cleric PC receives a strange dream directing him to the temple of Freya within Lessef. Strange visions of battles, a broken scepter and a cadaverous figure haunt the PC when he awakes. He dreams of boiling black clouds filling the sky like an impenetrable thunderstorm.

The Scepter of Faiths

The Scepter of Faiths is a powerful artifact designed by a coalition of eight churches with a specific goal: Defeat Akruel Rathamon.

The scepter is made of a three-foot-long length of ash banded by adamantine rings for strength. The scepter's head is a fist-sized ring of gold and silver bands imprinted with religious symbols from the eight churches that joined together to create the relic. At the peak of the scepter, a pearl etched with a sunrise sits in the gold-and-silver mounting. The opposite end of the scepter is carved into a sharpened adamantine spike bonded to the ash.

At the beginning of the following adventures, the *Scepter of Faiths* is nothing more than a broken scepter sapped of its formidable powers. Before the PCs can face Akruel, they must craft another scepter by visiting the temples that originally created the artifact. Each blessing performed on the new scepter adds another power or ability to the relic. By the time the PCs reach the final adventure, the new *Scepter of Faiths* is a formidable weapon against undead and focused on destroying Akruel and the *Frore Heart*.

SCEPTER OF FAITHS

LG +4 adamantine heavy mace, undead bane

Senses Speech, telepathy, darkvision and hearing 120 ft.; **Ego** 30

Int 10, **Wis** 19, **Cha** 19

Lesser powers: *bless* (3/day), *deathwatch*, Knowledge (religion) +10, *locate creature* (Akruel Rathamon only, always active)

Greater Powers: *detect undead* (30 ft.), *magic circle against evil* (at will), *cure serious wounds* (3/day). At the user's choice, the scepter may *cure serious wounds* when striking undead, inflicting an additional 3d8+15 points of damage. A successful DC 17 Will save halves the additional damage.

Special Purpose: Slay undead, intent on destroying Akruel Rathamon and the *Frore Heart*.

Dedicated Power: *True resurrection* 1/month on wielder.

Personality: The *Scepter of Faiths* is unfaltering in its quest to destroy all undead, but it has a particular desire to face and destroy the death-cult leader Akruel Rathamon. The scepter has no sympathy for undead, evil or practitioners of the necromantic arts. It tolerates neutrality as long as the creature in question shares its mission and values, and does not get in the way of its goals to destroy the undead. The *Scepter of Faiths* is very aware of the awesome power it contains and requests that its wielder use it over all other weapons. It speaks in a firm feminine voice filled with authority and confidence. It does not abide cowardice or selfish acts by its wielder.

The *Scepter of Faiths* speaks an ancient, but understandable, form of Common.

Restoring the Scepter

When Rayne D'Anzeray pulled the *Scepter of Faiths* free of Akruel's withered chest, the *Frore Heart* immediately restored its unholy connection with the death-priest, reviving and slowly rejuvenating his desiccated body. Akruel's first act upon reawakening was to break the scepter in half and toss aside the splintered pieces. He was unaware — but likely would not have cared after so long trapped in his burial mound — that the broken halves of the scepter could still serve as a blueprint for crafting another relic that could potentially defeat him. His only thought at the time was to escape back into the world he had been denied for so long.

Fortunately, the designers of Akruel's tomb feared that the death-priest might someday escape. They made sure to include instructions on how they created the *Scepter of Faiths* in case the warlord should ever escape.

The stone doors surrounding Akruel's tomb (Areas H2 through H9 in the following adventure) detail the eight temples that banded together to originally craft the *Scepter of Faiths*. Each door contains a snippet of the process to create the scepter from start to finish. The specific ritual required at each temple is also a part of the verse. Each ritual is further described at the end of each adventure.

It Started With a Chicken...

This adventure starts with a village's missing chickens and ends in a forgotten burial mound rife with reawakened undead. It is designed for characters of 1st to 3rd level.

The narrow dirt path broadens into an expanse of well-trod ground and dry saw grass. A collection of ramshackle buildings sits amid the cut stumps of the cleared forest. An inn – boards covering its windows and an iron chain dangling from its front door – is the largest structure. Houses built around the inn are barely more than one-room shacks, most falling down or ripped apart for their timber. Rising above it all on a gentle hillock, a small whitewashed church marks the scattered buildings as a town. The hill is strangely unnatural, the only such rise for miles around.

A few people shamble between the buildings, eyeing new arrivals as they go about their daily routines. All of the townsfolk are old, stooped by the weight of years of hard work and harder conditions. Their wrinkled faces are mixed with sweat, dust and tears; the visible marks of their long lives of toil.

Suddenly, an old man's voice rings out, shattering the silence: "That damned fox! It took another of mah chickens!"

Background

The village of **Lessef** sits alongside a dirt road connecting the cities of Storm Haven and Bargarsport. The small farming town is home to fewer than 25 people, a number that dwindles each year as the town's youth leave in search of adventure and wealth. The town struggles each year to survive by trading grain and livestock. No one wants to face the fact that the town's days are numbered.

A small, whitewashed church is the community's only landmark. Poverty's Bethel, a shrine to Freya, sits on a knoll overlooking the dilapidated town. The hill is the only peak for 20 miles in any direction in the flat farmland. The shrine is the lynchpin of the community, serving as a community center, temple and protection from the occasional dangers of the plains.

The three-room church sparkles against the sky, a glimmer of hope to those looking up from Lessef. A cemetery dating back hundreds of years surrounds the bethel, the broken monuments littering the hillside. A frail priest named Alмеры Burgand tends the church and its grounds. Alмеры arrived in Lessef 50 years ago and refuses to leave. He admits that the town's future looks bleak, but he's devoted to Freya and provides for the town's faithful as best as his deity allows.

Alмеры has two adopted children, Uliana and Jossan, whom he is raising to worship Freya. Their father left the children in the priest's care three years ago, but Alмеры has not heard from the man since. The children help maintain the church and grounds.

Alмеры welcomes all visitors, especially those needing help or those down on their luck. He offers free shelter, nourishment and healing within his meager means. All he asks is for guests to help with chores and return the kindness to others someday.

Adventure Background

Poverty's Bethel sits upon an ancient burial mound that covers the tomb of Akruel Rathamon. The burial mound's true purpose is disguised by centuries of erosion and the founding of the village and church atop it. The villagers of Lessef know nothing of the ancient evil buried in their midst, although they all know a massive battle once took place on the ground they now call home. At the moment,

however, they're too busy surviving to worry too much about it. The future is hard enough to get through; why worry about the past?

And it's getting tougher to survive now that one of their chief food supplies is mysteriously vanishing. Over the past week, a number of the town's chickens have disappeared. Farmers set guards and traps to capture the suspected fox, but they've had no luck so far stopping the cagey animal. Every couple of nights, more of their pheasants vanish.

Gerlach (human male Rog2), a hired thug, is behind the missing poultry. **Rayne D'Anzeray** (human male Nec8) hired Gerlach and his men to excavate and guard an entrance into the side of the knoll opposite the town. Rayne and three followers disappeared into the mound three days ago, leaving the remaining thugs behind at the campsite. Quickly bored with guard duty and dry rations, Gerlach quietly ventured into Lessef to find fresh food. He captured a number of chickens and now dines on campfire pheasant each night. Gerlach carefully conceals his cooking fires from prying eyes. The boy Jossan, however, recently saw smoke coming from the forest on the north side of the knoll, but didn't think much of it. Jossan also claims that "the voices of the dead" sometimes drift up from the cemetery during the night. The sounds are actually the thugs' campsite revelry.

Poverty's Bethel and Lessef

Lessef (small village): Conventional; AL NG; 10-gp limit; Assets 50 gp; Population 25; human 100%.

Authority figure: Alмеры Burgand (human male Clr3).

Important characters: Scaby (human male Com1, tavern proprietor); Jossan, (human male Com1); Uliana (human female Com1).

Locations in Lessef

The village of thirty buildings is a ghost town. Boarded and abandoned houses line the dirt streets. Shacks are weathered, dilapidated and beyond repair. Sturdy structures are now used as warehouses for straw and hay during the winter season. Ramshackle farms dot the town's outskirts. Only the tavern remains operational.

Lessef's central feature is a well that dries up each midsummer. The dusty area around the well serves as a town market. On an average day, two farmers display seasonal crops from pull carts. Most locals barter for goods, seeking to trade products, seed and livestock to survive.

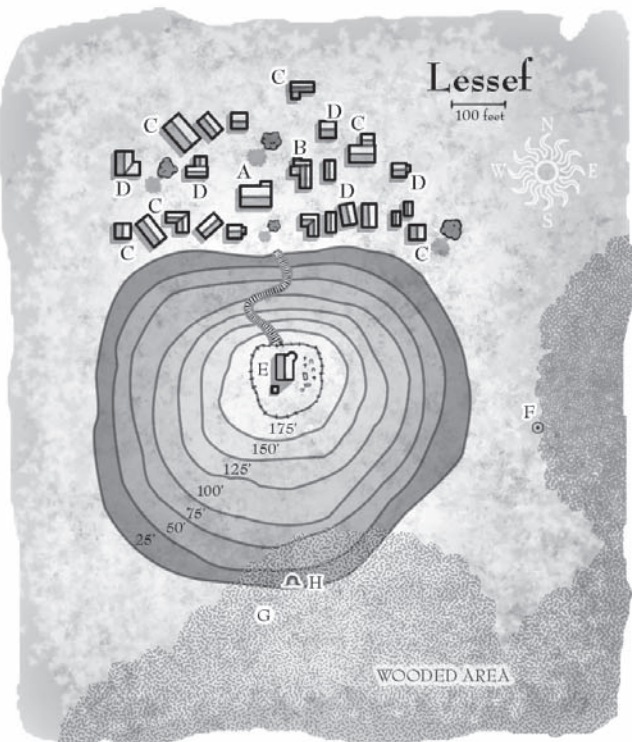
Lessef sits in the shadow of a knoll that rises sharply from the otherwise flat plains. The small wooden temple dedicated to Freya perches atop the low hill, its whitewashed walls gleaming defiantly above the poverty-stricken environment.

Area A: The Pebble

The Pebble is the only business surviving in the dwindling town. More aptly dubbed "Scaby's Shack," the one-room tavern serves cheap liquor to the disheartened locals. **Scaby** (CN human male Com1) pawns off watered-down ale to those who can afford the drink (1 cp).

Scaby is not proud of making his living off Lessef's misery. He is a callous, little man with a permanent smirk plastered across his weathered face. He tends toward portliness, the only person in town who is not stick-thin. Scaby doesn't get along well with Alмеры Burgand. Scaby won't set foot in the church on the hill, even during

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the direst of emergencies.

The talk of the town in the small bar is of the vicious and cunning fox stealing the town's chickens. The fox has bypassed all traps set out for it, and no one has even caught a glimpse of the varmint. A reward of a bushel of potatoes and a jar of vinegar eggs is posted for trapping or killing the animal.

Area B: Imelda's Palace (Inn)

The five-room inn's windows are boarded up. The run-down building has been vacant for a year and was donated to the Temple of Freya after **Imelda** died of natural causes. A crude sign nailed to the door states that travelers are welcome to stay for a contribution to the temple. Alмеры holds the key to the chain locking the front door.

Area C: Common House (Occupied)

These meager homes have one or two rooms. The majority of occupants are elderly. Residents eke out a living by maintaining small gardens and livestock.

Area D: Common House (Vacant)

The vacant houses are uninhabitable, the owners either long dead or long gone from the failing village. Neighbors occasionally dismantle the homes for firewood and fencing.

Area E: Poverty's Bethel

Location: Quiet farm community

Nickname: Bethel of Freya

Deity: Freya, goddess of fertility, prosperity, nature and rebirth

Worship domains: Animal, Good, Healing, War

Leader: Alмеры Burgand, the Benevolent (Human male Clr3)

Servants: 2 initiates (adopted children) (Human Com1)

Dress: Alмеры wears patchwork robes, heavily worn from use and age; the children wear simple robes or any other clothing they can scrounge and repair.

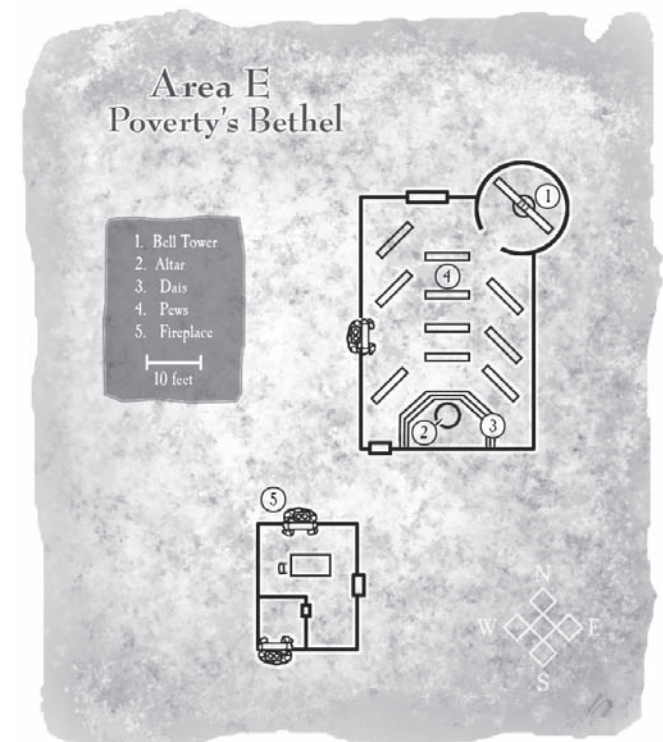
Unique Characteristic: Common shrine built atop a slab of stone warning of an ancient evil

A worn dirt path leads up the rise to the small church perched atop the knoll. Earthen steps carved into the mound have been ravaged by the elements, but are still useable. A well-kept cemetery surrounds the white chapel, and a low wooden fence keeps out the village's goats.

A small bell tower sits on the left side of the wooden church. The bell is rung for services, during special ceremonies and in case of emergencies.

Rows of pews facing a round altar of stone fill the airy worship chamber. A depression in the top of the narrow altar holds holy water. Large shuttered windows remain open at all times except during bad weather. A brick fireplace stands against one wall.

A separate parsonage — the largest house in Lessef — sits behind the bethel. The two-room house has a common room and a bedchamber for the children. Alмеры sleeps on a mat in the corner of the main room.



Alмеры Burgand (LG male human Clr3, Wis 18) has lived in Lessef and Poverty's Bethel for nearly 50 years. The elderly cleric deeply loves the town and the small shrine. A rare male priest of the female-dominated priesthood of Freya, Alмеры passionately believes Freya eventually shall provide for the community. A wiry gentleman of indeterminate age, Alмеры keeps what little hair he has tucked behind his oversized ears. During more prosperous times, believers filled his chapel. These days, he is lucky if half the citizens of Lessef attend. Alмеры and his "children" live off meager food donations from the village. The children have renewed Alмеры's hope and vigor.

At the moment, the fox plaguing the villagers troubles Alмеры. He feels something is odd about the animal; too many chickens have gone missing recently, more than a fox would be capable of taking. Another disturbing fact is that none of the farmers has reported any blood or feathers left behind when one of the hens or roosters goes missing. Alмеры asks for help tracking the animal, even offering a *potion of cure light wounds* for anyone willing to help. He'd prefer

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that the wayward animal be trapped and removed peacefully, but understands if circumstances require otherwise.

Jossan (human male, 11 years old) and **Uliana** (human female, 9 years old) are Almer's adopted children. Three years ago, their down-on-his-luck father Ras Wald left them with a relative before traveling to find work in Bargarsport. Ras hoped to eventually bring the children to Bargarsport to live with him. When the relative died unexpectedly, Almer took the children in and raised them as his own. For the most part, Almer is the only parent the children have ever known, although Jossan carries a sketch of Ras and occasionally asks visitors if they've seen the man. The kids do a lot of the work around the temple grounds for the aging Almer. (See Area Q3-F in *Splinters of Faith 3: Culvert Operations* for more on Ras Wald.)

Almer collects items Lessef's farmers occasionally discover about the village while tilling their fields. Buried items found in the fields around the village include rusted weapons, tools to carve stone, mining implements and even ancient pieces of armor. Almer believes Lessef sits on an ancient battleground or military encampment. He keeps these items in the bethel's cellar and gladly shows them to visitors if they inquire into Lessef's history.

Almer is unaware that Poverty Bethel's very foundation is a warning from the past. He recently discovered "writing" beneath his broom after sweeping the floor, however, and readily shares this information. He likes to believe the message is "divine," mainly because his eyesight is now too poor to make out the words. Removing the years of packed dirt requires a good cleaning to read the entirety of the message. Jossan has also seen the letters and is trying his best to decipher the message to surprise Almer.

To view the slab, furniture and rugs must be moved and the slab scraped clean. Almer eagerly allows PCs to investigate the markings as long as they put everything back. He loves a good mystery.

When the slab is cleared, the cryptic prophecy written into the stone can be read. It is written in a familiar but ancient dialect (DC 12 Linguistics or DC 9 bardic knowledge):

"Take heed, for undying iniquity rests within these walls.
Upon this site the scepter of united faith fulfilled destiny.
The dread priest, Akruel, shall rule no longer.
We, the faiths of the world, place this stone
so none shall ever forget the bloodshed.
Take heed, lest evil awaken!"

Area F: Fox's Den (CR 1/3)

Adept trackers may find this innocent **fox's** burrow. Small prints are evident on the outskirts of town (DC 16 Survival check). The tracks never enter the village, however, as the fox is too spooked by the villagers. PCs who capture the fox gain the reward, but the pheasants continue disappearing.

FOX CR 1/3
XP 135
The Tome of Horrors by **Necromancer Games**, Page 287
N Small Animal
Init +3; **Senses** low-light vision, scent; **Perception** +5

AC 15, touch 14, flat-footed 12 (+1 size, +3 Dex, +1 natural)
hp 4 (1d8)
Fort +2, **Ref** +4, **Will** +1

Spd 40 ft.
Melee bite +4 (1d4-1)

Str 8, **Dex** 17, **Con** 10, **Int** 2, **Wis** 12, **Cha** 6
Base Atk +0; **CMB** -2; **CMD** 11
Feats Weapon Finesse
Skills Acrobatics +5, Perception +5, Stealth +8*, Survival +1 (+5*)
Racial Modifiers Foxes have a +4 racial bonus on Stealth and Perception and a +2 racial bonus on Acrobatics checks.
*Foxes have a +4 racial bonus on Survival checks when tracking by scent.

Area G: The Camp (CR 3)

The thugs' campsite is easy to spot (DC 8 Perception check) despite their efforts to hide it. The hideout is nestled amid excavated dirt and crushed stone. Footsteps in the dirt lead to and from Lessef, evidence of Gerlach's nightly visits to the town to steal the poultry. Twelve six-foot-tall stone blocks sit outside a tunnel that leads into the knoll upon which the bethel to Freya sits. The thugs used oxen to pull the stone blocks from the tomb.

Two oxen and a cart of mining tools sit nearby. Rayne's horse is tied to a tree. Chicken bones and refuse lie around a fire pit.

Guarding the tomb's entrance are **Gerlach** and **4 thugs**. The thugs are strong, but dumb. The thugs believe they are helping loot an undiscovered tomb, and have devised a plan to mug Rayne when he returns. They have been waiting for five days.

GERLACH CR 1
XP 400
Male human rogue 2
NE Medium humanoid (human)
Init +2; **Perception** +5

AC 14, touch 12, flat-footed 12 (+2 armor, +2 Dex)
hp 22 (2d8+8)
Fort +4; **Ref** +5; **Will** +0
Defensive Abilities evasion, trapfinding

Spd 30 ft.
Melee +5 short sword (1d6+3)
Special Attacks sneak attack (+1d6)

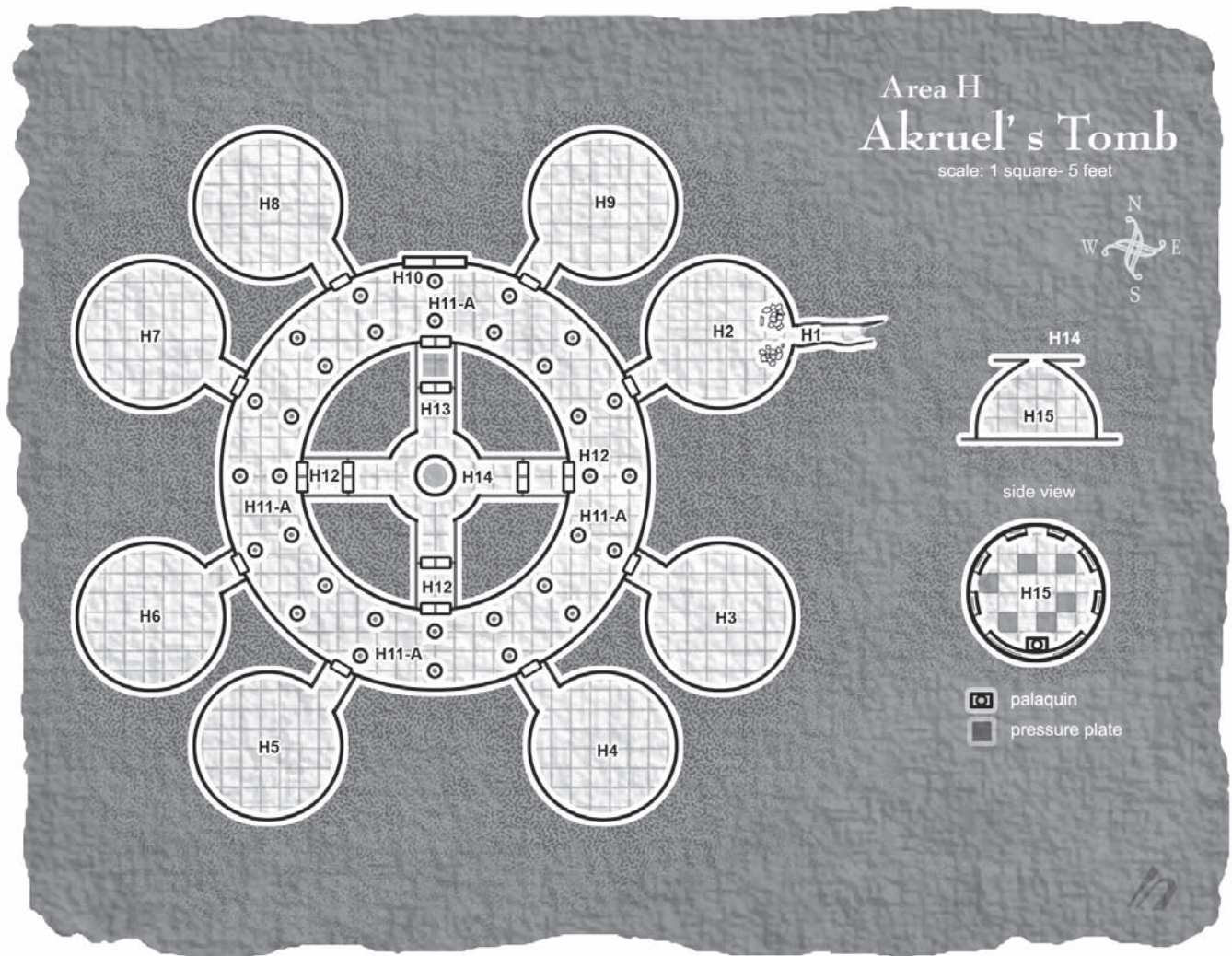
Str 16, **Dex** 15, **Con** 18, **Int** 8, **Wis** 10, **Cha** 12
Base Atk +1; **CMB** +4; **CMD** 16
Feats Alertness, Dodge, Rogue talent Weapon Focus (shortsword).
Skills Acrobatics +7, Climb +8, Disable Device +7, Escape Artist +7, Intimidate +6, Perception +5, Profession (miner) +5, Stealth +7
Languages Common
Combat Gear Leather armor, short sword,
Other Gear mining pick, shovel, crowbar, hammer, chisels, 100 ft rope, 9 sp, 6 gp.
Personality: Gerlach is short and brawny. From a distance he is often mistaken for a tall dwarf.

THUGS (4) CR 1/2
XP 200
Male human warrior 1
NE Medium humanoid (human)
Init +4; **Perception** +1

AC 12, touch 11, flat-footed 11 (+1 armor, +1 Dex)
hp 12 (1d10+2)
Fort +4; **Ref** +3; **Will** +3

Spd 30 ft.
Melee +4 crowbar (1d6+2)

Str 15, **Dex** 13, **Con** 14, **Int** 10, **Wis** 12, **Cha** 8
Base Atk +1; **CMB** +3; **CMD** 14
Feats Weapon focus (club/crowbar)
Skills Profession (miner) +2
Languages Common
Combat Gear crowbar (as club), padded armor
Other Gear dice, mining pick, shovel, hammer, chisels, 100 ft rope, 4 sp, 3 gp.
Personality/Description: These thugs are bored and tired of eating chicken.



Area H: Akruel's Tomb

Akruel's tomb is filled with the remnants of unspeakable evil. After being sealed inside the crypt by Shah Rasalt's men, many of Aurikus' followers tried to escape — only to find that Rasalt had further sealed them into the tomb by burying the entire structure under tons of dirt and stone. Eventually, fear, exhaustion, dehydration and hunger — not to mention vicious infighting that killed many worshippers — took its toll on the buried faithful of Aurikus. Still, some of the more powerful cultist eluded death, their anger transforming them into free-willed undead who remain trapped, awaiting release.

The barrel-vaulted corridors' ceilings are 12 feet high. The tombs have domed ceilings that reach 24 feet. The walls, floor and ceilings are made of cut limestone blocks seated perfectly atop one another. Gnarled bones litter the floors and deep scratches line the walls of each tomb, evidence of the desperate, but futile, attempts made by the cultists to escape.

A single iron brazier hanging on rusting iron chains dangles 15 feet above the floor in each room. Each brazier contains a *continual flame* that lights the chamber with a flickering sickly-green glow. Dust covers everything in a thick, gray layer.

In many rooms, Akruel's most-faithful followers recreated Aurikus' holy symbol — a skull set atop a femur — using the bodies of their dead and dying compatriots. These grisly icons still decorate many of the sealed tombs.

Area H1: Entrance Tunnel

The earthen tunnel descends at an angle through 50 feet of unstable dirt to a stone wall. Newly cut pine posts support the walls and ceiling of the entry tunnel. Split logs covered in thick grease line the floor. Rayne and his hirelings broke through the tomb's outer wall, then pulled the heavy stones out through the access tunnel using the makeshift fulcrums. Following the tunnel requires a DC 10 Acrobatics check to avoid falling because of the grease and unstable floor.

Rayne demolished one of the blocks, leaving behind mounds of crumbled stone. Stagnant air wafts up the passage from the empty tomb beyond the opening.

Area H2: The Empty Tomb

The tomb's door was forced open centuries ago and lies askew in the frame. Bits of bone fragments litter the room. The walls are decorated with skull and femur symbols of Aurikus crafted from real skulls and thighbones. The followers of Aurikus entombed in this room broke down the door and escaped into the hall before they turned on one another.

Area H3: Sealed Tomb

This stone door is still sealed, but badly battered. Bricks and other debris used to pound on the portal lies at the base of the door.

The Doors of Piety

Each of the stone doors (rooms H2 through H9) is inscribed with a description of the temple that helped defeat the dread Akruel, the required ceremony, plus a snippet of verse showing the order in which each ritual must be performed. The priests feared that one day Akruel might escape and that the knowledge would once again be needed. GMs may want to stress the elaborate carvings and words upon each door to draw attention to the blessings. The inscription on each door is written in an ancient dialect (DC 12 Linguistics or DC 9 bardic knowledge). PCs may very well stumble on the doors randomly, and have to construct the verse line by line.

The full instructions written on the eight doors for restoring the *Scepter of Faiths* read as follows, with a line-by-line breakdown immediately afterward:

“Forge first in Dargath’s fires,
Two kisses bestow by Ayianna’s daughter.
Bathe three drops of beauty on Iseleine’s spire,
Then shall Arden’s midday suns pour forth like water.
In the fifth hour of mourning, Voard’s humble tear
tempers,
With the sixth strike of Muir’s grindstone, virtue is
proffered.
Seven nights burn in Ninevah’s pool-like embers,
In the halls of eight disciplines, perfection freely
offered.”

H2. **Anvil Plunge** (*Splinters of Faith 2: Burning Desires*): *Blessing of Joining Flame*; “Forge first in Dargath’s fires.”

H3. **Clandestine** (*Splinters of Faith 3: Culvert Operations*): *Guidance of Fate*, “Two kisses bestow by Ayianna’s daughter.”

H4. **The Hanging Gardens of Iseleine** (*Splinters of Faith 4: For Love of Chaos*): *Anointing of Perfection*; “Bathe three drops of beauty on Iseleine’s spire.”

H5. **Seraph** (*Splinters of Faith 5: Eclipse of the Hearth*): *Convocation of Radiance*; “Then shall Arden’s midday suns pour forth like water.”

H6. **Monastery of World Sundering** (*Splinters of Faith 6: Morning of Tears*): *Remembrance of Angst*; “In the fifth hour of mourning, Voard’s humble tear tempers.”

H7. **The Shield Basilica of Muir** (*Splinters of Faith 7: The Heir of Sin*): *Rite of Virtue*; “With the sixth strike of Muir’s grindstone, virtue is proffered.”

H8. **The Lady of the Searing Waters** (*Splinters of Faith 8: Pains of Scalded Glass*): *Consecration of Water*; “Seven nights burn in Ninevah’s pool-like embers.”

H9. **Theurgist Seminary of Thasizier** (*Splinters of Faith 9: Duel of Magic*): *Enchantment of Power*; “In the halls of eight disciplines, perfection freely offered.”

Each door is crafted from solid stone and set into its frame with rusted iron hinges. Metal bars on the outside further strengthen the portal. Not all of the doors have survived through the ages, but the inscriptions fortunately remain, even on the broken doors.

STONE DOORS: 4 in. thick; Hardness 8; hp 60; Break DC 28.

If used separately from the *Splinters of Faith* adventure, the doors communicate any clues the GM wants to place there to lead PCs to further dungeons or adventures.

The skeletons of 50 worshippers of Aurikus are piled behind the door. The bones tumble harmlessly into the hall when the door is opened. The worshippers’ tattered clothing bears the marks of a forgotten priesthood. The room is empty, but one of the deceased concealed a *potion of bull’s strength* before being buried alive. Finding the potion requires a DC 15 Perception check as PCs must dig through the contorted skeletons of the worshippers.

Area H4: Opened Tomb (CR 1)

The metal bar for the stone door is split asunder and the door lies in two large pieces on the floor of the room. The door is scratched and scarred, but still legible. Akruel’s followers who were entombed here escaped from the chamber into the hall long ago. The room is empty.

A lesser shadow lurks around the ceiling of this room, staying in the natural shadows from the brazier hanging in the room. The shadow is not confined to the room, and often moves about the hallway outside the chamber. It prefers to drop down on the last PC to pass beneath it. Any disturbance in the hallway brings the shadow to investigate. It is intelligent enough to know to wait until the PCs are engaged in other battles (with the zombies roaming the halls, for instance), before entering melee.

LESSER SHADOW

CR 1

The Tome of Horrors by Necromancer Games, Page 228
XP 400 CE Medium undead (incorporeal) **Init** +2; **Senses** darkvision 60 ft.; **Perception** +4

AC 13, touch 13, flat-footed 11 (+2 Dex, +1 deflection)

hp 4 (1d8)

Fort +0, **Ref** +2, **Will** +2

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

Spd fly 40 ft. (good) **Melee** incorporeal touch +2 (1 Strength damage)

Special Attacks strength damage

Str —, **Dex** 15, **Con** —, **Int** 5, **Wis** 10, **Cha** 10 **Base Atk** +0; **CMB** +2; **CMD** 12 (cannot be tripped) **Feats** Dodge **Skills** Perception +4, Stealth +10 **Racial Modifiers** +4 Stealth in dim light

Strength Damage (Su): A lesser shadow’s touch deals 1 point of Strength damage to a living creature. This is a negative energy effect. A creature dies if this Strength damage equals or exceeds its actual Strength score. Lesser shadows do not normally create spawn, though it is rumored that some lesser shadows do have this ability.

Partial Incorporeal (Ex): Lesser shadows can be hit by non-magical silver weapons, with a 50% chance to ignore any damage from a corporeal source.

Shadow Blend (Ex): In any light less than daylight, lesser shadows blend into the shadows. In torchlight or that of a *light* spell, they receive partial cover; less than this and they receive improved cover. Daylight or a *daylight* spell negates this ability.

Area H5: Fulcyst’s Lair (CR 4)

The door to this foul-smelling chamber is open.

Fulcyst, an entombed subpriest, was an appallingly evil man. He was among the longest-living survivors buried in the tomb and existed by devouring the other priests’ flesh. Finally, as he inhaled his last breath of stagnant air, Fulcyst pleaded with his dark lord for eternal life. Aurikus granted the wish, and Fulcyst’s body wasted away in death, withering into a ghoul. With renewed strength, Fulcyst tracked and fed on the remaining survivors.

The necromancer Rayne made a pact with Fulcyst for safe passage. Fulcyst eagerly awaits Akruel’s return and slays those who seek to

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interfere.

Fulcyst often sits on a throne of bone and dried flesh he crafted for himself after long years of boredom. The throne contains bits and pieces of entombed priests he devoured, as well as rats and other burrowing creatures that found their unfortunate way into the tomb. He fashioned a crude dais for the throne by forcing followers to drag unused stone blocks from other rooms.

FULCYST (GHOUL)

CR 4

Pathfinder Roleplaying Game Bestiary, “Ghoul”

XP 1,200

Male, ghoul cleric of Orcus 3

CE Medium undead

Init +1; **Senses** darkvision 60 ft. **Perception** +3

Aura evil

AC 14, touch 12, flat-footed 12 (+1 Dex, +2 natural)

hp 42 (2d8+4 plus 3d8+6)

Fort +8; **Ref** +1; **Will** +9

Spd 30 ft.

Melee mwk bone club +6 (1d6+1) and bite +3 (1d6+1 plus disease and paralysis) or bite +3 (1d6+1 plus disease and paralysis) and 2 claws +3 (1d6+1 plus paralysis)

Special Attacks channel negative energy 4/day (DC 12, 2d6), paralysis (1d4+1 rounds, DC 13, elves are immune to this effect), spontaneous casting (inflict spells)

Domain Spell-like Abilities (CL 3rd):

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

Spells Prepared (CL 3rd):

2nd— *bull's strength*, *death knell* ^D (DC 17), *hold person*

1st— *cause fear* (DC 16) ^D, *divine favor*, *doom*, (DC 16), *shield of faith*

0 (at will)— *bleed*, *guidance*, *resistance*, *stabilize*

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

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

Base Atk +3; **CMB** +2; **CMD** 14

Feats Greater Spell Focus (necromancy), Spell Focus (necromancy), Weapon Finesse, Weapon Focus (club)

Skills Acrobatics +4, Climb +6, Heal +9, Knowledge (religion) +7, Perception +8, Sense Motive +9, Spellcraft +7, Stealth +7, Swim +3

Languages Abyssal, Common

Combat Gear *divine scroll* (CL: *gentle repose*, *make hole*, *obscuring mist*),

masterwork bone club

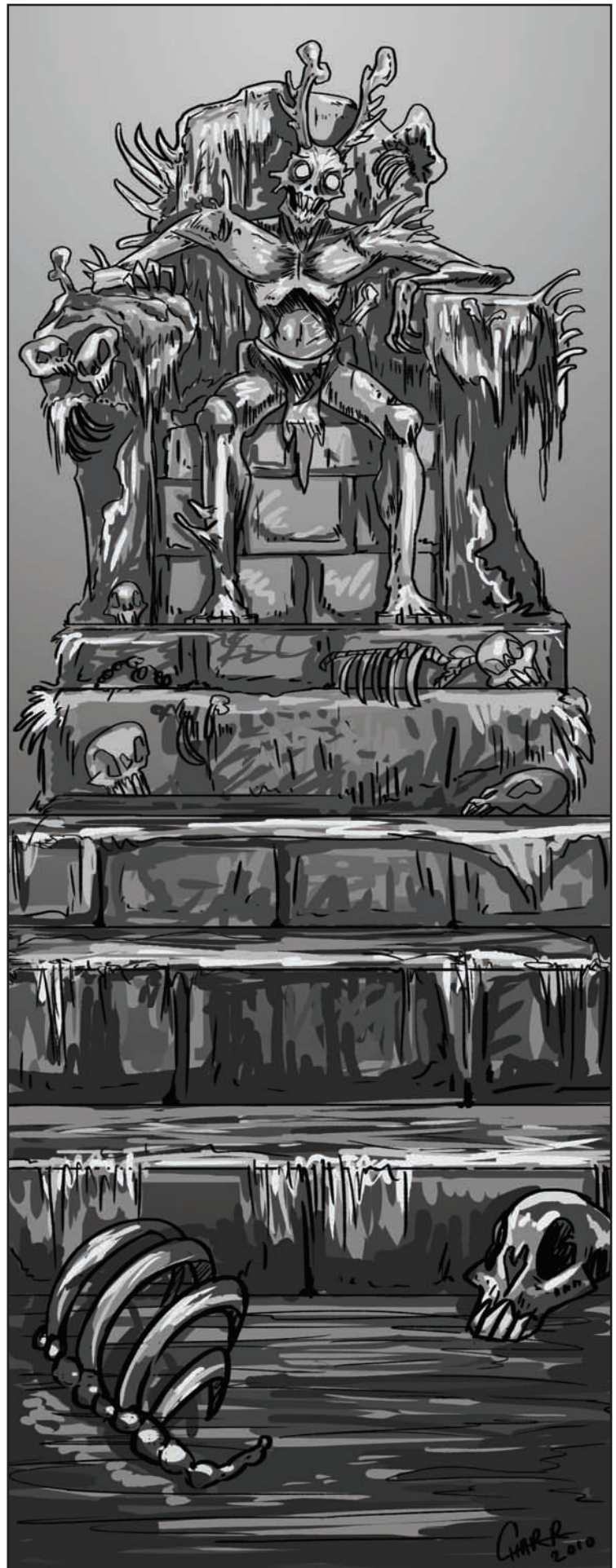
Other Gear tattered robes, unholy symbol, pouch with 3d6 iron bits

Personality: Fulcyst is loathsome, even for a ghoul. Dried black skin hangs from his frame like tight leather armor. His teeth form a sharp, bony ridge. Fulcyst places sharpened and carved bones under his taunt skin to create an inhuman appearance. Two large bones resembling horns adorn his skull. Although he understands Common, he only speaks in Abyssal

Disease *Ghoul Fever*: Bite—injury; *save* Fort DC 12; *onset* 1 day; *frequency* 1 day; *effect* 1d3 Con and 1d3 Dex damage; *cure* 2 consecutive saves. The *save* DC is Charisma-based.

Area H6: Sealed Tomb

The door is closed and unscathed. Al-Sifon's most heinous war criminals were entombed within for their wicked crimes. As Shah Rasalt's men closed the chamber's doors, a bloodbath ensued as cultists fought one another for the right to “lead”



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the worshippers who survived. The last remaining cultist fashioned a throne from the dead and placed the others' prostrated bodies around it. His body remains upright on the throne. He also placed Aurikus' icon about the room: Femurs stand upright, with skulls facing outward wedged into the wall above them. Nothing else of interest remains.

Area H7: Ghoul Tomb (CR 2)

This bone-filled room is home to 2 **ghouls**. They stand in the center of the room, swaying as they face one another. Sharpened bone shards have been driven into the floor seams, giving the chamber a frightening appearance. A few skulls set atop thighbones remain throughout the room, but the majority of the bone decorations are broken or splintered. The ghouls have been in the room so long that they leave only if pursuing PCs. They don't venture out to investigate disturbances. If anyone or anything enters the room, however, the ghouls scramble through the bones in a frantic rush to get at the creature.

GHOULS (2) CR 1

XP 400

hp 13, 11 (*Pathfinder Roleplaying Game Bestiary*, "Ghoul")

Area H8: Zombie Bats and Rats (CR 1)

Desiccated rats flop about the floor of this room, while the ceiling ripples with thousands of undead bats. A priest driven mad by days of being buried alive animated the poor creatures to liven up his final moments. These unfortunate animal undead congregate in this room where they were created, but swarm intruders as soon as anyone enters. The creatures' bones are so brittle from age that the poor things explode in a puff of bone dust if stepped upon or swatted out of the air.

ZOMBIE BAT SWARM CR 1

XP 400

NE Diminutive undead (swarm)

Init +1; Perception +0

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

hp 20 (3d8)

Fort +1; Ref +2; Will +3

Defensive Abilities blindsense 20ft., darkvision 60 ft, immune to all weapon damage, staggered

Spd 5 ft., fly 40 ft. (clumsy)

Melee swarm (1d6)

Space 10 ft.; Reach 0 ft.

Special Attacks distraction (DC 11)

Str 5, Dex 13, Con —, Int —, Wis 10, Cha 10

Base Atk +1; CMB —; CMD —

SQ swarm traits, undead traits

ZOMBIE RAT SWARM CR 1

XP 400

NE Tiny undead (swarm)

Init +1; Perception +0

AC 13, touch 13, flat-footed 11 (+1 Dex, +2 size)

hp 22 (3d8)

Fort +1; Ref +2; Will +3

Defensive Abilities darkvision 60 ft, half damage from slashing and piercing weapons, damage, staggered

Spd 15 ft., climb 15 ft., swim 15 ft.

Melee swarm (1d6)

Space 10 ft.; Reach 0 ft.

Special Attacks distraction (DC 11)

Str 5, Dex 13, Con —, Int —, Wis 10, Cha 10

Base Atk +1; CMB —; CMD —

SQ swarm traits, undead traits

Area H9: Gillespy the Tormented (CR 1)

The door has been broken open, but is shut. Gillespy, a ghoul at the bottom of the tomb's undead pecking order, resides here. The other ghouls in the tomb ruthlessly beleaguer Gillespy by picking his flesh from his bones. Fulcyst keeps the ghoul alive with carefully applied negative energy spells so the other undead may use him as an object for their cruelty.

GILLESPY (GHOUL) CR 1

XP 400

hp 13 (*Pathfinder Roleplaying Game Bestiary*, "ghoul")

Description: Gillespy is little more than a skeleton with bits of flesh clinging to his joints. His tongue remains attached so his grief-filled cries can echo throughout the tomb to the delight of the other ghouls. Gillespy gladly parleys with any who'll listen to his ranting, but turns against them at the first opportunity. Gillespy is not above leading PCs into fights to destroy the undead that continually antagonize him.

Possessions: Gillespy hides an emerald worth 100 gp in his cranium.

Area H10: The Original Entrance (EL o)

This entrance once led to an opening in the west side of the knoll. The doorway is bricked over with blocks of limestone, and rock and dirt fill the passage. The solid stone blocks are scarred from repeated strikes by rock and bone.

Area H11: The Corridor (CR 1)

Pillars spaced 10 feet apart line the walls of this round, 20-foot-wide corridor. Bones and shreds of clothing, all layered with dust, cover the ground. Tracks lead in both directions.

A. A group of undead stands among the pillars, the 3 zombies swaying to an unheard rhythm.

ZOMBIE (3) CR 1/2

XP 200

hp 12, 10, 7 (*Pathfinder Roleplaying Game Bestiary*, "Zombie")

Area H12: The Iron Doors (CR 3)

These iron doors bear many scratches and dents, but haven't budged. A deadly poison once trapped the entrances, but its potency has declined over the years. A pressure plate in the center of the corridor releases the noxious gas. The inner doors have an internal lock that cannot be accessed from the corridor.

IRON DOOR: 2 in. thick; Hardness 10; hp 60; Break DC 28.

STINKING CLOUD (10 ft. by 10 ft.); CR 3

Type: mechanical; Perception DC 28; Disable Device 28

Trigger: location; Reset: none

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Effect: *Stinking cloud* (DC 18 Fortitude save negates); mechanical; location trigger; no reset; Perception DC 28; Disable Device DC 28.

Area H13: Open Doors

These iron doors are open and a three-day-old corpse lies in the hallway. This poison gas trap — which remained potent — killed one of Rayne's henchmen when he stepped on the trigger plate. The henchman's leather armor remains on the body. It smells of almonds.

Area H14: Descending Chamber (CR 1)

Limestone blocks surround a five-foot-diameter lead plug. A three-foot hole has been melted through the center of the plug, and a hemp rope fastened to a piton in the wall hangs through the opening into the darkness below. The knotted rope drops 20 feet into Akruel's tomb. The room smells of smoke and stagnant water. Rayne and his remaining two companions used an alchemical fire to pierce the lead stopper and gain entrance.

Area H15: Akruel's Tomb (CR 3)

The walls of this 20-foot-tall domed room hold seven burial niches. Each niche contains the remains of Akruel's wives and offspring. Soft lead covers the smooth floor, walls and ceiling to prevent divination magic and magical entry. The opening in the ceiling is the room's only entrance and exit.

A thin layer of stagnant water covers the floor. The water is the remains of a water elemental Rayne and his men accidentally released as they entered the chamber. A henchman's soaked body lies sprawled on the floor, his head twisted backward on his neck. His backpack holds 50 feet of rope, a grappling hook, seven pitons, a hammer, thieves' tools, and a bag of dice and cards. The corpse holds a longsword and wears leather armor.

Pressure plates on the floor release guardians that are tasked to slay any intruders into the tomb. Rayne and his men slew one of the guardians water elemental after the dead henchman triggered the trap, but **2 water elementals** still remain. Hidden chambers in the upper portion of the knoll contain the trapped elementals. The chambers are accessible through six-inch pipes that connect to the outside. The room was designed to collect rainwater to sustain the elementals. But over time, the tubes became clogged and the huge elementals stagnated and evaporated to their current size. When a plate is stepped on, it opens a tube near the ceiling and releases the elemental.

An ornate palanquin sits atop a raised dais against one wall of the room. Ancient symbols to the vanquished sun god Arden decorate the palanquin. The palanquin glows with a soft, golden light like that of the sun at dawn. It was placed here by Shah Rasalt in the hope

that the everlasting sunlight being emitted would eventually destroy Akruel's form. Unfortunately, that plan failed.

The naked body of a withered human corpse now sits slumped near the divan. Akruel drained the unfortunate henchman's lifeforce upon his restoration and borrowed the man's clothes. The corpse still carries a masterwork short sword. A belt pouch under the leather armor contains 25 gp. The splintered halves of the *Scepter of Faiths* lie near the body. The broken scepter radiates faint divination magic, and the broken pieces still glow from the presence of the tomb's undead.

Rayne animated the skeletons in the niches before leaving the tomb three days ago with Akruel. In the room are 7 unarmed skeletons that attack anyone entering the chamber.

Rayne and Akruel left no clue to their ultimate destination or how they escaped the tomb without being seen by Gerlach and the thugs waiting outside the burial mound. If PCs enter Akruel's tomb without dealing with Fulcyst, he waits at the top of the rope to attack as PCs exit.

WATER ELEMENTAL TRAP; CR 2

Type: mechanical; Perception DC 22; Disable Device DC 19

Trigger: trigger; **Reset:** none

Effect: No attack roll necessary. Two water elementals are released when trap is triggered.

SMALL WATER ELEMENTAL (2) CR 1

XP 400

hp 18, 15 (*Pathfinder Roleplaying Game Bestiary*, "Elemental, Water")

SKELETONS (7) CR 1/3

XP 135

hp 6 each (*Pathfinder Roleplaying Game Bestiary*, "Skeleton")

Concluding the Adventure

PCs should finish the adventure with the knowledge that they must proceed to Anvil Plunge to recraft the *Scepter of Faiths*. They may think to take the splintered halves of the original scepter, but these are not required to craft a new relic.

If the PCs are unsure where to go next, Almery can help. He knows the location of Anvil Plunge from past pilgrimages, and suggests taking the broken scepter there to see if the dwarves remember the relic and can recreate it.

The villagers of Lessef welcome the adventurers back, and fulfill any promises that were made (assuming the PCs either disposed of the fox or can prove that the animal isn't responsible for the missing chickens).

The campaign to restore the *Scepter of Faiths* has just begun. In *Splinters of Faith 2: Burning Desires*, the PCs find themselves in the massive Sin Mire Swamp as they are forced to recover a missing dwarven artifact for the city of Anvil Plunge.

Splinters of Faith

— Adventure 2: Burning Desires —

By Gary Schotter & Jeff Harkness

This adventure begins in a dwarven village and temple soon after a religious artifact has been stolen. Clues lead PCs deep into the Sin Mire swamp to uncover an underwater temple complex and a half-orc druid behind the theft. It is designed for characters of 2nd to 4th level.

A plume of dark smoke roils upward into the soot-filled sky, creating low-hanging ashen clouds that drift above the city's many belching chimneys. The ring of hammers striking anvils by the score fills the air, a metal on metal song accompanied by a chorus of dwarven voices.

Two dwarven sentries stand at attention alongside the city's entry into the 20-foot-tall limestone block walls. One spits a stream of tobacco juice across the dusty path and nods. "Welcome to Anvil Plunge." Above them in a tower window, a loaded crossbow swivels in your direction and another dwarf waves down at your small group. The searing smell of superheated metal wafts through the open gates.

Anvil Plunge

Location: Mountains, high hills

Nickname: Forge of Kings

Deity: Dargath, god of dwarves, mining, strength, blacksmithing and brewing

Worship domains: Air, Earth, Fire, Law, Strength, Water.

How to Use This Adventure

This adventure is a small part of the Splinters of Faith campaign, which leads PCs to restore a broken scepter and destroy a reawakened death-priest. The first nine adventures require PCs to obtain a ritual to restore the relic. The final adventure finds the PCs and the reformed scepter facing off against a death-priest on his home turf. (More background information on the full campaign can be found in *Splinters of Faith 1: It Started with a Chicken ...*)

At this point in the campaign, the relic – called the *Scepter of Faiths* – is simply two pieces of splintered wood. These pieces are even useable for crafting a new weapon. But they do serve as a blueprint for the dwarves of Anvil Plunge to recreate the relic.

If you don't want to run the full campaign, don't worry. This adventure is complete on its own. Each adventure follows a similar setup where the PCs visit a good temple, then are recruited/hired/asked to take part in an adventure before receiving the blessing they seek. The PCs must then travel to an "evil" temple to complete their mission.

If you plan to run the adventure without the others that precede it, you'll need to devise a way to get the PCs started. Since each adventure starts with a "good" temple, this could be as simple as having the temple elders request aid against the "evil" temple. Of course, the promise of gold, magic and the thrill of adventure also might not hurt.

Leader: Brovok Ashenchisel (male dwarf Clr10)

Servants: 30 (Ftr1-3), 25 subpriest (Clr1-3); 10 priests (Clr4-6) Basil Ironhorn (Ftr2, Clr4), Gizzard Bumgut (Rgr6)

Dress: Metallic-colored robes with primary colors symbolizing rank within the clergy

Unique characteristic: An aboveground dwarven community on a hill overlooking a vast swamp

Background

The dwarven temple of Anvil Plunge is an aboveground complex dedicated to Dargath, the god of dwarves and mining. Dargath has many faces, but above all else, he symbolizes forging in every aspect.

The temple's most sacred ritual, the *Ceremony of Forging*, involves the four elements: earth to yield; air to bellow; fire to shape; and water to temper. Dargath deems each step important to the complete forging process. For that reason, the shrines to the deity's four elemental aspects encircle a large ancient anvil within a central chamber. These temples to the elements sit at the cardinal points of a compass around the central anvil shrine, with fire opposing water, and earth opposite air. Of the four, the earth temple is the most lavish.

The elemental shrines each hold a sacred relic that the dwarves believe was a gift from Dargath himself. The fire shrine holds the *Flame of Dargath*, while the earth shrine contains the *Soul of Dargath*. The water shrine is the resting place of the *Tear of Dargath*, and the air shrine was built to house the *Breath of Dargath*. Unfortunately, the *Breath of*

New Deity: Dargath

God of Dwarves, aspect of craftsmanship and creation

Alignment: Lawful Good

Domains: Strength, Elements (any)

Typical Worshippers: Almost exclusively Dwarves

Favored Weapon: Warhammer

Dargath is a serious dwarf who focuses on creation and perfection in craftsmanship, whose skills as a blacksmith to the gods are unequaled. Dargath's tenets are as rigid as the steel he cherishes, but his principles are wholesome and good. He detests evil and inferior weapons. Dargath stays out of the politics of his fellow gods, supporting good and law with his skills at the forge. He confines himself in an iron stronghold atop the Ringing Mountain in Elysium.

Dargath proudly, and some say stubbornly, takes only one form, that of an aged dwarf. His metallic silver hair and beard reveal his identity. He wears adamantite armor and always carries Rolikamsk, his indestructible warhammer. Rolikamsk is dwarvish for "Life's Spark."

Dargath's followers are perfectionist in their craft of blacksmithing. Transforming ore into weapons, armor or tools is itself a sacred ceremony. Priests endure rigorous training. They adorn themselves with robes or sashes containing metallic threads to signify their rank. Acolytes wear bronze while high priests wear mithral or platinum.

ADVENTURE 2: BURNING DESIRES

Dargath, a small bronze nozzle, vanished many years ago during a gnoll invasion before Anvil Plunge had constructed its outer wall. *Dargath*'s followers to this day seek any information about this most holy of relics. Each artifact is detailed below in the temple that houses it. Fortunately for the PCs, the *Breath of Dargath* is not needed to complete the *Blessing of Joining Flame* and restore the *Scepter of Faiths*. Most of the work is done in the fire shrine using the *Flame of Dargath*.

Besides the central four temples, four additional shrines sit at the intercardinal points in a second ring around the great anvil. These shrines represent the lesser aspects of *Dargath*, and venerate mining, strength, craftsmanship and brewing.

Laborers and clergy live in stone houses built around the interior of Anvil Plunge's outer wall. From above, the entire temple complex resembles a wheel, with the shrines acting as the spokes, and the anvil at the center. The outer wall would be the tire's rim.

Anvil Plunge

Anvil Plunge (hamlet): Conventional; AL LG; 100-gp limit; Assets 450 gp; Population 91; Mixed (dwarf 80%, human 15%, gnome 4%, half-elf 1%).

Authority figure: Patriarch Brovok Ashenchisel (male dwarf Clr10).
Important characters: Master Blacksmith Basil Ironhorn (male dwarf Ftr2/Clr4); Master Guard Gizzard Bumgut (male dwarf Rgr6).

Locations in Anvil Plunge

A 20-foot-high circular wall of limestone blocks surrounds the hamlet of Anvil Plunge. Two gates pass through the 8-foot-thick wall. A 30-foot-tall tower stands to the left of each entrance as

visitors pass into the village. A wrought-iron gate opens during the day to admit visitors and patrons. The gate is sealed shortly after dusk, and doesn't open for any reason until the sun rises. The dwarves learned a hard lesson after the gnoll attack that cost them the *Breath of Dargath*.

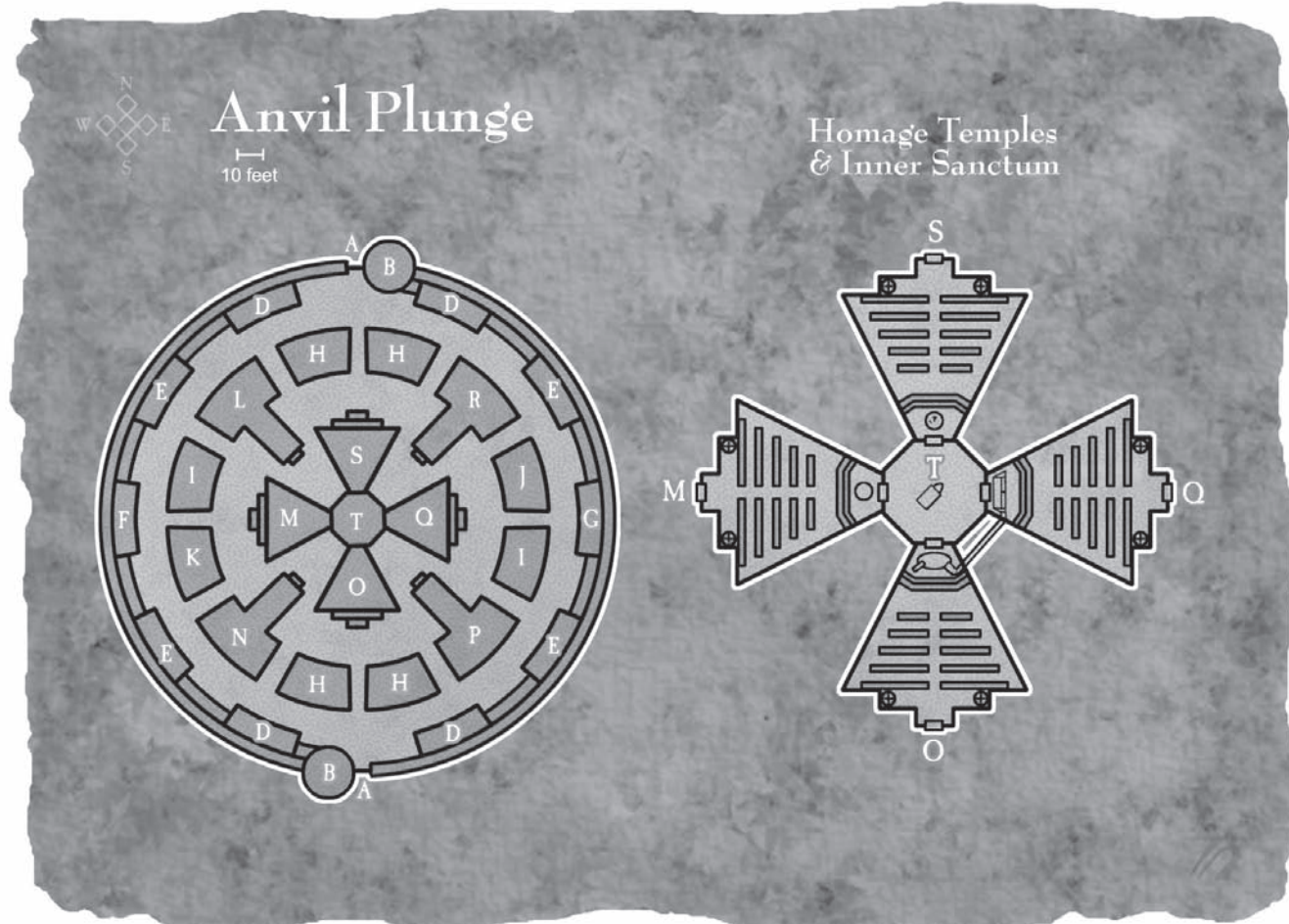
Anvil Plunge reveres order and balance. Built around an adamantite anvil, the temple pays homage to metal craft in all its guises. Buildings are designed with a simplistic beauty that displays the stone's natural splendor. The dwarven attitude toward construction is that if you're going to do it right, stone's the way to go. But that doesn't mean that it can't be beautiful in its own right.

Area A: Guards

Two solemn **guards** (dwarf Ftr1) watch these gates at all times. They answer questions with short, curt answers. Visitors asking more in-depth questions are directed to the temple priests. Another guard observes from the tower and stands ready to summon aid if new arrivals get out of hand. Most visitors are allowed to pass without incident. Suspicious behavior or appearance (such as the presence of half-orcs in a party) causes the dwarves to block the entrance and question visitors thoroughly. This "questioning" usually involves the loaded crossbow in the tower pointed at the suspicious party.

Area B: Ground Level

The door to the tower is inside Anvil Plunge's walls, but barred from the inside to keep invaders from gaining access to the weapons inside. An iron ladder ascends through a trapdoor to the second level. A fireplace, eight bunks and sixteen locked footlockers fill the chamber. Guards use the room as barracks.



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LOCKED FOOTLOCKERS: 1 in. thick; Hardness 5; hp 10; Break DC 15; Disable Device DC 20. Each locker contains a spare tunic, 1d8 sp and personal effects (locks of a lover's hair, combs, letters, etc.)

Area B2: Tower, Second Level

Four arrow slits line the wall, three facing the grounds outside the wall and one covering the area just inside the gate. Eight loaded heavy crossbows line the walls next to four barrels of bolts. A table and four chairs sit in the room, and a door leads to the top of the wall. A ladder leads down through a trapdoor to Area B1 and up to Area B3. As many as **1d4+1 off-duty guards** (dwarf Ftr1) lounge here to play cards and socialize.

Area B3: Tower Roof

A **guard** (dwarf Ftr1) at the top of the tower mans a large crossbow (2d8 points of damage) mounted on a swiveling shaft. If trouble arises, the guard blows a huge iron horn mounted on an iron tripod. Within 1 round, **2d8 guards** (dwarf Ftr1) arrive to bolster the guards at the gate. A ladder leads through a trapdoor in the floor to Area B2.

Area C: The Wall

The wall is 20 feet high and 8 feet thick. A three-foot-wide stone partition lines the exterior and provides cover for sentries that patrol the ledge. Eight stone staircases descend from the top of the wall into the inner courtyard, the bottom steps emerging in alleys among the hamlet's perimeter buildings. Two **guards** (dwarf Ftr1) armed with heavy crossbows patrol the wall around the clock.

Area D: Stables

The stables are little more than thatch-covered lean-tos. Eight to 10 ponies and one riding horse can be housed in each stable. Youth tend the horses.

Area E: Warehouses

Common supplies and food stock are stored in these two-story stone buildings.

Area F: Temple Market

This two-story building's first floor is a general store. PCs can purchase weapons and armor at a 10 percent markup from the price listed in the Pathfinder Core Rulebook. Masterwork items may also be purchased, but the waiting list is at least six months. Payment is required up front and is nonrefundable.

Romel Brutemouse (male gnome Exp3, Int 17, Profession [Bookkeeping] +6) runs the store and records purchase orders for exports. His office and private residence fill the building's two-room second floor. All profits are returned to the temple.

Area G: Treasury

Two **guards** (dwarf Ftr1) are always stationed at the iron door of this windowless, stone building. The temple's treasury and other valuable materials used for exceptional crafts are stored within. The single-room treasury contains 12 iron chests, each bolted to the stone floor. Each chest is locked and trapped with sonic *glyphs of warding*.

In total, the chests contain: 1,650 gp; 6,950 sp; 8,450 ep; 10,900 cp; five 10-pound ingots of adamantite (1,000 gp total); 156 uncut rubies and sapphires (25 gp each); 366 various semiprecious stones (10 gp each); a large nonmagical crystal sphere (500 gp); two spools of gold wire (50 gp each), four spools of silver wire (25 gp each) and 10 sheets of gold leaf (20 gp each); a *divine scroll* (*raise dead*, *mass cure moderate wounds*, *summon monster VI*, CL 12), a *wand of cure serious wounds* (24 charges); drow-made elven chainmail and human-sized *mithral chainmail*; 10 various pieces of darkwood (250 gp total); 10 volumes covering topics such as alchemical silver and cold iron forging, and masterwork techniques (100 gp each).

LOCKED IRON CHEST (12): 1 in. thick; Hardness 10; hp 30; Break (DC 28); Disable Device (DC 30).

GLYPH OF WARDING (SONIC); CR 4

Type magic; Perception DC 28; Disable Device 28

Trigger: proximity; **Reset:** none

Effect: 5-ft. sonic blast (3d8 points of damage); Reflex save for half (DC 17)

Area H: Barracks

Ten **guards** (dwarf Ftr1) live in each of these single-story buildings. At any given time, 1d4+1 guards are present.

Area I: Common Houses

Common laborers (Com1) reside in small apartments on the ground level of these houses. Skilled laborers (Exp1-2) live on the second floor.

Area J: Officers' Residence

Four **sergeants** (dwarf Ftr3) live on this building's first floor, with one on duty at all times. **Master Guard Gizzard Bumgut** (CG male dwarf Rgr6) and his wife, Anveela (Com1), and their son, Gristen (Com1), live on the second floor. The master guard can be found here most evenings.

Gizzard is a bit of a loner, but he is well respected and trusted. He hates orc-kind and distrusts arcane spellcasters.

Area K: High Priest's Quarters

This two-story building is the home of Brovok Ashenchisel (LG male dwarf Clr10) and his wife, Errillia (Com1), and their four young quadruplet sons.

Burns scar Brovok's face and arms, and his gray hair and beard lie singed upon his chest. His dedication to Dargath is equaled only by his love of metalworking. Brovok is stern and serious, but a bit of a braggart when speaking of his craft and his faith.

If asked about the *Scepter of Faiths* or shown the broken pieces of the original, or if the PCs ask about the *Blessing of Joining Flame*, Brovok is stunned speechless. He has heard of both, but only in the words of his most ancient ancestors. But he also remembers dire warnings for the world tied to the return of the scepter.

Area L: Shrine to Brewing

The air smells of hops and yeast around this popular shrine to brewing. The building is only one story despite looking much larger from the outside. Carved designs of barley and hops decorate a stone altar in the entrance chamber. Ornate metallic steins and ceramic pitchers sit in a circle atop the altar.

Large vats, copper tubing, barrels and brewing equipment fill

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the entire back room. This small brewery produces Dargath's blessed ale. The ale is almost strictly used for rituals and special occasions, and is not given away without just cause. Water from the *Tear of Dargath* in the water shrine is used to make the high-grade ale. A smaller brewery in the room is used by Dilgetta Ashenchisel (female dwarf Exp6, Int 15, Profession [brewing] +9) to brew her own special ale, which she reserves for visitors. **Dilgetta** is a stout, yellow-bearded dwarf who remains constantly relaxed.

Area M: Homage to Water

This shrine reveres water's role in the forging process. A stone fountain within the structure gurgles with a gentle flow of water. The temple's iron doors remain open throughout the day so visitors may find peace and solace in the sounds of the bubbling waters. Watching over the shrine are **2 guards** (dwarf Ftr1).

Bas-relief sculptures of swirling water decorate the shrine's interior walls, and two six-foot-tall stone statues of Dargath, each holding a decorative metal flask, stand to each side of the front door. A stone basin serving as an altar sits upon a three-foot-wide dais in the chamber. A locked iron gate separates this temple from the inner sanctum containing the sacred anvil.

Water pours into the basin from an ornate decanter known as the *Tear of Dargath* (actually a *decanter of endless water*). A mithril band bolted to the bottom of the basin holds the decanter inches above the water's surface. A DC 30 Strength check is needed to bend the mithril band and release the decanter. Water gushes out of the decanter to fill the pool. The water then flows over the lip of the basin, where it drips down the sides of the altar before pouring through iron grate set in the floor.

The dwarves use the water to cool weapons forged in the inner temple. The water has no other special properties. The overflow from the fountain drains into the sewers and flows downhill into the Sin Mire Swamp. The dwarves do not know the decanter's command words and have never attempted to stopper the container. The decanter has flowed for centuries, in fact, the run-off greatly expanding the borders of the Sin Mire.

Fiedora Blackhelm (LG female dwarf Clr6, Wis 15, Cha 17, Profession [armorsmithing] +9) tends the shrine. This young, thin dwarf is very flirtatious. She favors dwarven adventurers of good alignment and eagerly inquires about their adventures and heroic deeds. She's not above making up excuses about why her would-be suitor should stay and "protect" the shrine.

Area N: Shrine to Strength

This shrine is dedicated to strength, endurance and perseverance — qualities the dwarves value. The open-floored room holds a single slab of granite, lines of stone benches and a crude altar. Behind the altar, an open space allows the dwarves to perfect their physical prowess by exercising with crude weights constructed of iron anvils with metal handholds attached. Battered practice dummies dressed in orcish garb stand in orderly ranks, ready to be stabbed and slashed by dwarven warriors. Miscellaneous weaponry sits in stone shelves about the edges of the room for dwarves to pick up and train with. Anvil Plunge's guards work out here daily to stay at their peak.

Thak Weevilmush (CN dwarf male Bbn5, Str 23, Int 5) oversees the shrine and those paying homage to strength. He has a strange accent and is not from the local clan. Thak's mannerisms are crude, and his smell is overbearing. But despite these shortcomings, he is kindhearted and dedicated to Anvil Plunge and Dargath. Unknown to all, Thak is actually a half-ogre who was slain many years ago when he took a frost giant's axe square to the face. His friend Thurnall Badden, a druid, reincarnated Thak, but unfortunately, things didn't go as planned. Thak returned as the dwarf he appears as these days. At first, Thak found life as a dwarf incredibly difficult, and he feared adventuring in his new form. Finally, he stumbled upon Anvil Plunge

and discovered a newfound purpose in helping train the dwarves to be their physical best. Thak wears a peculiarly dainty silver charm around his neck on a silver chain. The charm is a nonmagical remnant snapped off of a *bracelet of friends* worn by Thurnall Badden. (See Area E-13 in *Splinters of Faith 6: Morning of Tears* for Badden's fate.)

Area O: Homage to Air

This structure reveres air's role in forging. The temple's iron doors are locked at all times, and **2 guards** (dwarf Ftr1) watch the building.

This temple is only used when the forge in the Homage to Fire temple is in operation. Vents and rollout windows line the upper walls, and a huge bellows sitting atop a three-foot stone dais dominates the room. Behind the bellows is a locked iron gate that separates this temple from the inner sanctum and the sacred anvil. Two six-foot-tall bluish stone statues of Dargath stand to either side of the entrance. Each statue appears to be howling.

Early in Anvil Plunge's history, a bronze nozzle fit on the tip of the bellows. The *Breath of Dargath*, however, was carried away during the great gnoll wars before Anvil Plunge built its surrounding wall. A nonmagical nozzle now replaces the artifact, but the forging ceremony has not been the same since the relic vanished. The dwarves would give anything to have the artifact returned. (See Area 4-8 of *Splinters of Faith 5: Eclipse of the Hearth* for details on the location of the missing relic.)

Huttum Lyford (human male Exp4, Str 18, Profession [weapon and armorsmithing] +7) oversees the shrine and operates the bellows. Huttum is the youngest member of Anvil Plunge. He is tall and desires nothing more than to become the world's greatest blacksmith. He is fanatical even by dwarven standards. Aside from ale, his conversations revolve around blacksmithing. The dwarves label him a dwarf-wannabe. Huttum wears dwarven garb and speaks with an exaggerated dwarven accent.

Area P: Shrine to Mining

Miners pray at this shrine for luck and safety while delving into the depths of the ground. They arrive every morning before dawn to pray before heading into nearby mines. Benches fill the room, all facing a block of rough stone that serves as an altar. A huge, silver pick hangs from chains above the rock. Various coins fill collection buckets before the altar.

This shrine is open around the clock. Patrons can always be found praying in silent devotion. **Hulman Ashenchisel** (Clr8, Wis 20, Knowledge [geology] +13, Profession [mining] +13) is the lead priest. Hulman is an ancient dwarf mostly retired from daily duties. Hulman hobbles around the shrine with his cane and ear horn during predawn hours. He is currently seeking a devout dwarf to replace him. Hulman is of the Ashenchisel clan and Brovok's elder uncle.

Proceeds collected by the temple go to help down-on-their-luck miners or to fund those just getting started.

Area Q: Homage to Fire

A double-door forge sits atop a three-foot dais within this shrine. Priests of this shrine and the high priest of the inner sanctum use the forge to craft weapons and other holy implements. Bronze tubes running from the Homage to Air temple's huge bellows feed the flames of the forge, which is used daily as the focal point for most of the temple's ceremonies. Two iron statues of Dargath stand against the back wall, each holding forth a lump of coal alight with a *continual flame*. Like the other temples, the inner sanctum is accessible through this shrine, but it means going through the oven-like forge to get to the sacred anvil.

The forge holds the *Flame of Dargath*, Anvil Plunge's most

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treasured artifact. The plain-looking lump of coal produces a continuous flame that has never been extinguished. It is said that Dargath plucked it from the world's core and forged the first dwarf from its flame. History says he then gave the relic to the dwarves to start the fires in their forges. Besides an inextinguishable flame, the *Flame of Dargath* has no other known properties.

The iron doors remain locked when the shrine is not in use. Watching the doors are **2 guards** (dwarf Ftr3).

Belvord Ironsinker (Clr7, Str 17, Wis 15) is the residing priest. Belvord is a somber and unemotional dwarf. Although he does little forge-work these days, he is the official caretaker of tools and equipment for all forge ceremonies. He aids Brovok Ashenchisel during rituals.

Area R: The Shrine to Smithing

Belvord Ironsinker (Area Q) oversees this shrine, and can usually be found within. Blacksmiths and foundry workers travel great distances to have their tools blessed upon the anvil-shaped stone altar. On most days, ceremonies of ringing steel echo throughout Anvil Plunge.

Forging of any kind in the shrine is more than a menial task; it is treated with dignity, reverence and thoughtful reflection. Usually **2d8 underpriests** (dwarf Clr3) work here. For a small donation or task, Belvord may cast spells within his means for virtuous individuals.

Area S: Homage to Earth

The Homage to Earth temple is built from a mix of marble, granite and feldspar. Two ornate stone doors remain open during daylight hours, welcoming those who call upon Dargath. Stone statues of Dargath stand inside the door, each holding an axe in one hand and a lowered pick in the other. Intricate patterns of stone and minerals decorate the temple's interior walls, the swirls in the rock glittering with precious gemstones. Rows of stone benches line the interior of the shrine.

A round, five-foot-tall altar carved from an unfamiliar stone sits upon a three-foot-tall dais. An adamantine chisel and hammer lie upon the altar. Brovok Ashenchisel holds daily rituals of forging at dusk within the temple, which is reserved solely for his use. Ore used in the rituals is kept on the altar in preparation for the ceremony and is replaced afterward by new raw materials. The ore varies depending upon the day. Adamantine is used once a year. During these grand ceremonies, the inner sanctum is opened on all sides.

A sealed iron grate passes from this shrine into the Inner Sanctum containing the holy anvil.

Area T: The Inner Sanctum

This area is off-limits to all except the high priest and those he asks to accompany him. Masterwork hammers, tongs, chisels, punches and other blacksmithing tools line shelves on the walls. Small workbenches around an adamantine anvil of the highest quality that shines brightly from atop a block of oak. The anvil in the inner sanctum can be viewed through the grate openings in each of the temples to the four elements; the opening leading into the Homage to Fire temple (Area Q) goes through the heart of the forge.

Adventure Background

Legend says that the *Flame of Dargath* is the last remaining lick of flame from when Dargath created dwarves and presented them with the gift of fire. The flame is a three-inch tongue of fire burning on a nondescript lump of coal. The flame never extinguishes, and the coal never burns away. As far as the dwarves know, no known means exist to extinguish the flame or destroy the ember. Anvil Plunge's priests are the sole protectors of this holy relic. From its small flame, they have lighted countless masterwork forges to craft weapons of great power. The original *Scepter of Faiths* was first hardened in this very flame.

But the *Flame of Dargath* recently vanished from the guarded temple. Searches of the grounds and the surrounding land yielded no clues. Even Gizzard Bumgut's vaunted tracking skills uncovered little. Divination magic revealed that the relic was stolen and is no longer close by. The priests are at a loss; without the *Flame of Dargath*, the forge in the Homage to Fire shrine may cease to burn.

Trawla of the Sin Mire, a half-orc druidess, stole the *Flame of Dargath*. Trawla wants to extinguish the flame to gain favor with her deity, a twisted elemental princess called Alyheedra. How she pulled off the heist is a testament to Trawla's ingenuity. The half-orc druid first used her animal form ability to transform into an otter to enter the temple's inner sanctum via a sewer pipe that empties into her swamp lair. In her much-smaller animal form, Trawla wriggled through the iron gates that separate and seal off the temples to the elements. She stole the *Flame of Dargath* under the protection of a *resist elements* spell to scamper through the forge itself, then left the holy sanctum the same way she had entered. Once safely back in the Sin Mire, she placed the flame in an iron box to transport back to her mud-tunnel lair.

The dwarves of Anvil Plunge have met Trawla before, but their encounters usually ended in a stalemate. Trawla never leaves the swamp and the dwarves are too afraid to go in after her (although they'll deny fearing *anything* if accused of it). Over the years, numerous dwarven guards have reported seeing the smelly half-orc standing on small islands offshore, taunting them, cursing Dargath's faith and belittling the temple. Most of the dwarves write her off as harmless, but Brovok correctly assumes she might be behind this latest affront. The dwarves don't know Trawla is a druid, but they do know that she lives in the northern reaches of the vast Sin Mire swamp.

Unfortunately for the PCs, Brovok Ashenchisel requires the *Flame of Dargath* to perform the *Blessing of Joining Flame* to forge a new *Scepter of Faiths* based on the "blueprint" that the broken pieces of the original scepter provide. If played as a standalone adventure, Brovok offers a reward of human-sized *mithral chainmail* and 500 gp for the safe return of the *Flame*.

Searching the Temple

The dwarves missed several important clues during a hasty search of the inner sanctum and the Homage to Fire shrine. They focused solely on these two areas, ignoring completely Trawla's entry point into the temple complex. A DC 14 Perception check in the Homage to Water temple uncovers a small tuft of brown fur lodged in an iron grate over a drain that leads to the swamp. A DC 10 Knowledge (nature) check reveals that the fur is from an otter. A DC 12 Survival check of the Homage to Water shrine's floor further reveals dried otter prints that lead from the drain to the forge.

Covering the bars of the sewer grate are patches of dried red mud mixed with clay. The dwarves believe that this particular mud comes from remote islands in the swamp's northeast section. A ranger who frequents Anvil Plunge with his pet coyote recently

has been telling tales of monstrous mounds formed from the clay and mud. Unfortunately, the ranger, Rusgart, recently left to explore a submerged village he has heard about in the swamp and is not expected back for a few weeks.

If the grate covering the drain in the Homage to Water shrine is removed, small-sized creatures can traverse Anvil Plunge's narrow sewer system to where it empties into the Sin Mire. However, Brovok knows that the pipe empties into the swamp farther downhill from the temple and can lead PCs overland to the spot if asked.

PCs traveling through the pipe or following the dwarves' directions end up at the edge of the Sin Mire swamp. The dwarves are apprehensive about entering the swamp because of its depth and nasty inhabitants. It is virtual suicide for a group of armored dwarves to explore the uncharted marsh with its changing water depths, sucking mud pits and underwater menaces.

The Sin Mire

The Sin Mire sits in the lowlands below the hills surrounding Anvil Plunge. The marshland has grown steadily over the centuries as runoff from the *Tear of Dargath* has emptied into the swamp. The marsh now stretches for many miles, winding through the valleys and former lowlands, swallowing villages and other settlements unfortunate enough to be in its inexorable march. The morass averages five feet deep, but small islands, deep holes and fields of shallow, grass-covered wetlands are common. Cypress, sawtooth oak, chestnut and cottonwood trees draped in hanging moss cloak the majority of the swamp. The trees grow 60 to 80 feet tall, with trunks averaging three feet in diameter. Trunks are normally free of branches for the first 50 feet, but clotted with the ever-present hanging moss.

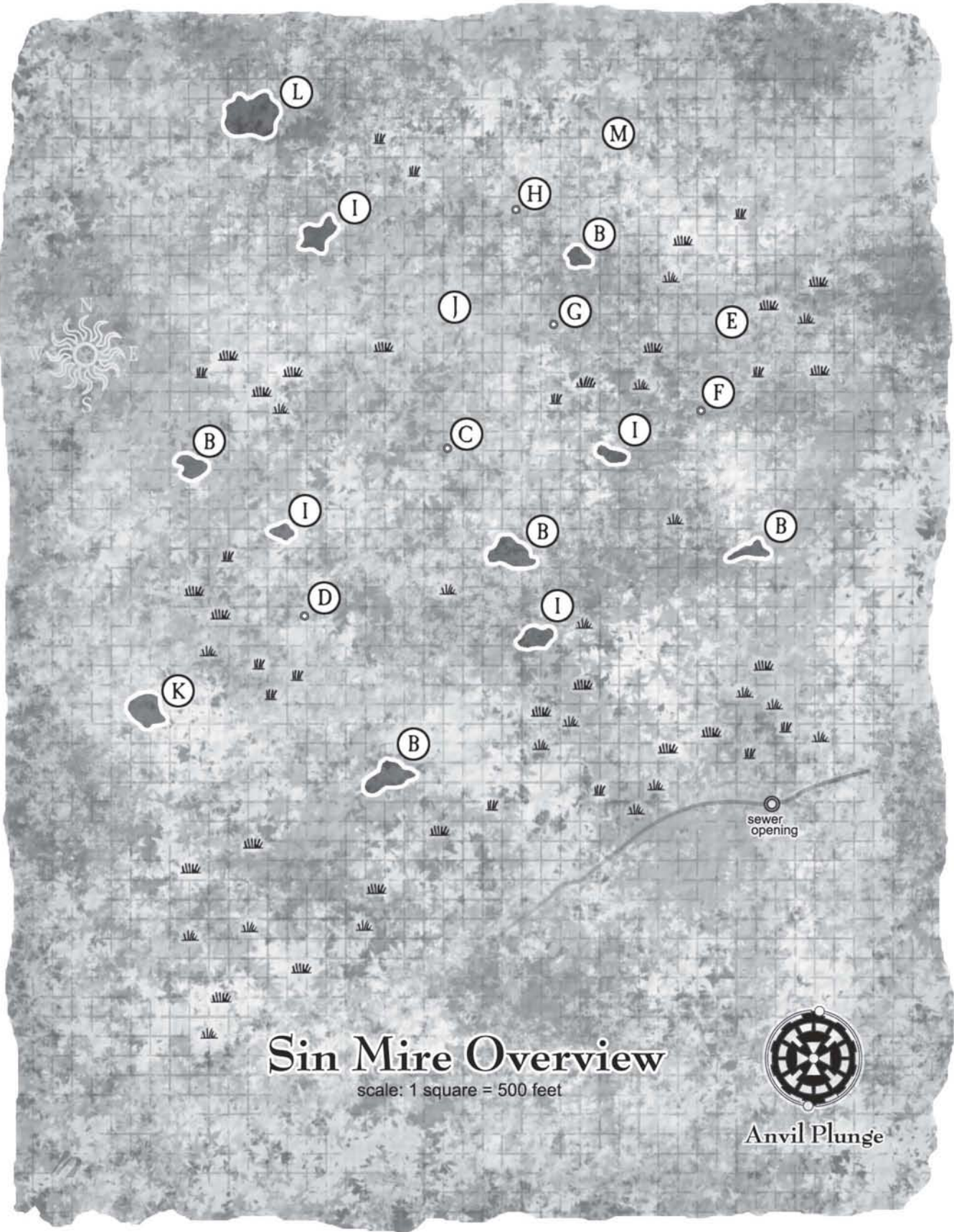
The Sin Mire grows a little more every year. Currently, the fen covers more than 1,200 square miles. Several small settlements swallowed by the expanding marsh lie scattered throughout the swamp. Ruins jut out of the turbid waters in many places. But despite its harsh climate, many creatures still call the Sin Mire home. A vast lizard folk city, a submerged village inhabited by restless undead, and even a brass dragon are rumored to be among the marsh's many inhabitants.

Travel in the Sin Mire

Traversing the Sin Mire poses many obstacles. Travelers marching on foot encounter varying water depths and long stretches between dry land. Walking or riding on horseback is slow because of limited paths and the danger to the animal from holes and underwater predators. A boat or raft is the easiest way to safely navigate the quagmire.

The dwarves of Anvil Plunge do not venture into the Sin Mire, but they occasionally fish along its banks. Anvil Plunge has no boats, and few lack the knowledge or skill to create such vessels. The closest village with a boat is several days away. The dwarves aren't willing to wait that long.

Trees and rope, however, can be crafted into usable rafts, and the dwarves gladly cut and tie logs together to create these makeshift crafts. Crafting a suitable raft requires a DC 5 Craft (carpentry) or a DC 10 Survival check. Enterprising PCs may also attempt to create wooden or leather canoes, but this is a much more difficult venture. A wooden canoe requires a DC 10 Craft (carpentry) check while a leather canoe requires a DC 15 Craft (carpentry) check. Failure by more than 5 indicates that the watercraft falls apart in 2-6 hours. Roll the checks secretly.



Wandering Monsters

Many creatures live within the ever-growing Sin Mire. Check for wandering monsters every three hours that the PCs travel. Roll 1d20 and consult the following chart:

1. **Wyrmling Black Dragon:** See Area L.
2. **Crayfish, Monstrous:** CR 3; hp 36.
3. **Viper, Huge:** CR 3; hp 31.
4. **Giant Water Spiders (2):** CR 2; hp 26, 22. See Area E.
5. **Crocodile (2):** CR 2; hp 25, 22. See Area B.
6. **Swamp Monkeys:** A colony of swamp monkeys lives in the trees. The loud and territorial simians harmlessly bombard passers-by with fruit, twigs and feces.
7. **Assassin Vine:** CR 3; hp 30.
8. **Beaver Dam:** Several beaver families created a dam that stretches hundreds of feet across and creates a 12-foot-deep pool of water to either side. Each beaver den has a 25 percent chance of containing 2d6 random coins of various types and items such as glass bottles, cooking utensils and tools. The skittish beavers flee into the water if threatened.
9. **Treant:** CR 8; 65 hp. The treant's arbor is being threatened by the growing Sin Mire and it wants someone to help build a dam to block the waters from rotting his trees.
10. **Shocker Lizard (2):** CR 2; hp 27 each. This pair is trying to start a colony on a small island.
11. **Giant Leech (4):** CR 3; hp 19 each.
12. **Bloated Carcass:** The body of a swamp animal bloated from many days in the sun floats in the water.
13. **Dead Traveler:** Occasionally, travelers try to cross the Sin Mire. Those killed in the swamp float about the fen for days. Bodies typically have 1d20 cp and 1d6 gp.
- 14.-20. **No encounter.**

ASSASSIN VINE CR 3
 XP 800
 hp 30 (*Pathfinder Roleplaying Game Bestiary*, "Assassin Vine")

MONSTROUS CRAYFISH CR 3
The Tome of Horrors by Necromancer Games, Page 48
 XP 800
 N Large Vermin (Aquatic)
 Init +0; Senses Darkvision 60 ft.; Perception +4

AC 15, touch 9, flat-footed 15 (-1 size, +6 natural)
 hp 36 (4d8+8)
 Fort +6, Ref +1, Will +1

Immune vermin traits

Speed 20 ft., swim 40 ft.
Melee 2 claws +5 (1d6+3, 19-20/x2)
Space 10 ft.; **Reach** 5 ft.
Special Attacks Constrict 1d6+3, improved grab

Str 16, **Dex** 10, **Con** 14, **Int** —, **Wis** 10, **Cha** 2
Base Atk +3; **CMB** +7; **CMD** 17 (29 vs. trip)
Feats Improved Critical^B (claw)
Skills Perception +4, Stealth +4, Swim +11; **Racial Modifiers**
 Monstrous crayfish have a +4 racial bonus on Perception and Stealth checks. A monstrous crayfish has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.
Constrict (Ex): On a successful grapple check, a monstrous crayfish deals 1d6+3 points of damage.
Improved Grab (Ex): To use this ability, a monstrous crayfish must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.
Water Dependency (Ex): A monstrous crayfish can survive out of the water for 1 hour per 2 points of Constitution. Beyond this limit, a monstrous crayfish runs the risk of suffocation, as if it were drowning.

LEECH, GIANT CR 2
 XP 600
 hp 19 (*Pathfinder Roleplaying Game Bestiary*, "Leech, Giant")

SHOCKER LIZARD CR 2
 XP 600
 hp 19 (*Pathfinder Roleplaying Game Bestiary*, "Shocker Lizard")

TREANT CR 8
 XP 4,800
 hp 114 (*Pathfinder Roleplaying Game Bestiary*, "Treant")

VIPER, HUGE CR 3
 XP 800
 hp 21 (*Pathfinder Roleplaying Game Bestiary*, "Snake, Venomous")

Poles and oars are commonly used to propel the rafts. Makeshift oars can be created using items such as coal shovels or wooden forge paddles easily found in and around Anvil Plunge. Brovok provides rope, wood axes, and barrels of water and rations if PCs agree to travel into the Sin Mire to find and return the *Flame of Dargath*.

A raft poled through the swamp has a speed of 10 feet. Any water depth over 10 feet, however, makes poling useless, and requires PCs to paddle. Paddling a raft decreases its movement to 5 feet. Canoes don't suffer this penalty, as they are crafted to slice through the water.

Typical raft: Capacity four medium-sized persons; hp 15; Hardness 5; Spd 10 ft. (5 ft. in deep water).

Wooden Canoe: Capacity three medium-sized persons; hp 10; Hardness 5; Spd 15 ft.

Leather Canoe: Capacity two medium-sized persons; hp 5; Hardness 2; Spd 20 ft.

If the PCs do not conceive of building a raft, Gizzard or Brovok suggests the idea. The dwarves agree to watch and care for any

mounts and other transportation PCs can't take along.

While boats and rafts make travel easier, many creatures native to the area realize land dwellers are at a disadvantage in the water. Intelligent creatures often direct their attacks at the unstable crafts, hoping to toss PCs into the water to gain the upperhand.

Area A: Giant Frogs (CR 4)

Three giant frogs hunt in the five-foot-deep water in this watery grassland. The three frogs investigate disturbances caused by poles and oars slapping the water. The frogs attempt to grab creatures using their tongues, although they will leap from the water to attack creatures standing on rafts.

GIANT FROG CR 1
 XP 400
 hp 18 each (*Pathfinder Roleplaying Game Bestiary*, "Frog, Giant")

Area B: Crocodile Island (CR 4 or 8)

A muddy island clear of surrounding trees provides a sunning spot and nesting ground for **8 crocodiles**. Smaller juvenile crocodiles dive into the water to flee threatening PCs, but two large males move to intercept intruders as six nesting females fiercely protect the island and their eggs.

CROCODILE (8)
XP 600

CR 2

hp 31, 29, 23 (x2), 22, 19, 18, 14 (*Pathfinder Roleplaying Game Bestiary*, “Crocodile”)

Area C: Marmel’s Abode (CR 1)

A young and naïve **grig** named **Marmel** lives in a hollowed snag of a giant sawtooth oak tree. Desperately lonely and bored, Marmel has no luck attracting a female to start a family. Local swamp dwellers don’t share his sense of humor, and enjoy his pranks even less. After a bit of teasing and joking, he gladly assists good-humored PCs. Marmel travels frequently through the Sin Mire and saw the druidess Trawla leaving a sewer pipe carrying the *Flame of Dargath* (which he calls a glowing rock). If asked, he’ll mention the druidess and the general direction where she can be found. He gives ambiguous directions, such as “Take a right after the 14th big tree just past the 72nd little tree.”

GRIG
XP 400

CR 1

NG Tiny Fey

Init +4; Senses Low-Light Vision; Perception +5

AC 19, touch 17, flat-footed 14 (+4 Dex, +1 dodge, +2 natural, +2 size)

hp 3 (1d6+1)

Fort +1, Ref +6 Will +3

SR 17; DR 5/cold iron

Speed 20 ft., fly 30 ft. (poor)

Melee short sword +6 (1d3-3/19-20)

Ranged longbow +6 (1d4-3/x3)

Space 2 1/2 ft. Reach 2 1/2 ft.

Special Attacks fiddle

Spell-Like Abilities (CL 9th)

3/day – *Disguise self*, *entangle* (DC 13), *invisibility* (self only), *pyrotechnics* (DC 14), *ventriloquism* (DC 13)

Str 5, Dex 18, Con 13, Int 10, Wis 13, Cha 14

Base Atk +0; CMB -3; CMD 11

Feats Dodge, Weapon Finesse^B

Skills Acrobatics +16, Craft (any one) +4, Escape Artist +8, Fly +4, Perception +5, Stealth +8 (+13 in forested areas)

Racial Modifiers +8 Acrobatics, +5 Stealth in forested areas

Languages Common, Sylvan

Fiddle (Su): One grig in each band carries a tiny, grig-sized fiddle. When the fiddler plays, any nonsprite within 30 feet of the instrument must succeed on a DC 12 Will save or be affected as though by *irresistible dance* for as long as the playing continues. The save DC is Charisma-based.

Area D: Zombie Canoe (CR 1)

Rowing a wooden canoe slowly in a circle around a tree are 2 **zombies**. A priest of Orcus named **Daznashal the Vicious** created the zombies to help him deliver treasure to a skum city deep under

the swamp. Daznashal built a raft to haul the treasure into the Sin Mire, then attached the canoe powered by his zombie servants. Unfortunately, three giant crocodiles attacked the raft, overturning it and dumping the priest and the treasure into the swamp. The zombies rowed away from the struggling priest, still towing the empty raft, leaving Daznashal to his own devices. (See Area I1 of *Splinters of Faith 10: Remorse of Life* for more on the priest.)

The raft finally snagged around a tree, but the zombies obliviously continued to row, stuck for three days in hot sun in the same spot. Eventually, a board broke on the raft, allowing the zombies to pull away. The raft remained behind, snagged on the tree. The bloated undead in the canoe didn’t get far. The board snagged another tree, and the zombies mindlessly kept rowing, the canoe circling the tree. The board continues to rotate around the tree as the zombies row. Burn marks around the tree’s trunk show that the zombies have been here for some time. The zombies continue rowing until disturbed. They were commanded to defend the canoe, and don’t attack unless PCs get in their way.

ZOMBIES (2)
XP 200

CR 1/2

hp 14, 10 (*Pathfinder Roleplaying Game Bestiary*, “Zombie”)

Area E: Water Spiders (CR 4)

The water drops off to a depth of eight feet. Infesting the area are 4 **giant water spiders** that wait underwater for prey to pass above before they attack. The spiders survive underwater in bell-shaped nests made of silk that trap air. Air bubbles line the spider’s hair, providing them with oxygen while swimming. One of the four nests holds the cocooned body of a satyr. The drained husk wears a belt with pouches containing five 25 gp gems, a bottle of excellent wine, and a *potion of water walking*.

GIANT WATER SPIDER (4)
XP 400

CR 1

hp 17, 14, 12, 9 (*Pathfinder Roleplaying Game Bestiary*, “Spider, Giant”)

Area F: Log (CR 2)

A five-foot-diameter hollow log juts at an angle out of the swamp in five feet of standing water. The log is empty, but lurking beneath it is an **anaconda**. The snake attacks anything disturbing the log. The reptile does not live in the log, but uses the massive leaning log to shade the bulk of its body. It slithers around the log underwater, then up the log to attack beings looking inside the hollow.

MEDIUM CONSTRICTOR SNAKE
XP 600

CR 2

hp 28 (*Pathfinder Roleplaying Games Bestiary*, “Snake, Constrictor”)

Area G: Village Ruins (CR 5)

The ruins of a small village are visible just above the waterline. The top two feet of stone walls and rock chimneys are all that is left of the settlement. Erosion from the elements and damage from violent storms in past years have scattered the remainder of the walls. The village’s name is long forgotten, as are its original inhabitants. The water is 10 feet deep throughout the village.

An old temple’s intact stone roof rises five feet above the waterline. The flat roof measures 20 feet by 30 feet. The remains of campfires of past visitors sit in the center of the flat surface. The spot offers a stable and dry resting spot. The water-filled interior of the squat temple is a mess of broken furniture and rotting curtains.

A group of 5 **lacedons** inhabits the village. These aquatic ghouls



hide in the muck-filled underwater cellars of submerged houses.

Four accessible cellars contain the lacedons' treasure. The cellars are 15 feet underwater, however, and the items lie scattered in the silt and mud. An initial DC 15 Perception check uncovers an object. After the first object is found, though, the check becomes more difficult (DC 20 Perception check) as the searching stirs up thick clouds of muck. Once disturbed, the silt clouds take 1d4 hours to settle.

The first cellar holds a pouch containing 36 gp, 98 sp and an emerald (50 gp); a jade statue of a human female warrior with "Arcuri" inscribed on the base (250 gp); an elf skull; a cask of ale; a *potion of cure moderate wounds*; and a masterwork silvered dagger.

The second cellar contains a coffer holding 24 semiprecious stones (5 gp each); a *+1 quarter staff*; a tube of several ruined scrolls; and a suit of human-sized scalemail.

The third cellar contains a gnawed dwarven corpse wearing full plate mail; a dwarven waraxe; a masterwork shield; a *potion of energy resistance (fire)*; a *potion of cure light wounds*; a small waterproof box holding 10 tinder twigs; and a flask of oil.

The final cellar contains a vest made of inflated bladders (the outfit holds up to 200 pounds); a gold unholy symbol resembling a bloated, froglike demon (100 gp); a severed gnome hand with a platinum ring (45 gp); a grappling hook; a quiver of 12 masterwork arrows; an oar; and a shovel.

LACEDONS (5) CR 1

Pathfinder Roleplaying Game Bestiary, "ghoul"

XP 400

CE Medium undead (aquatic)

Init +2; **Senses** darkvision 60 ft.; **Perception** +7

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

hp 18, 15, 14, 11, 9 (2d8+4)

Fort +2, **Ref** +2, **Will** +5

Defensive Abilities channel resistance +2

Spd 30 ft., swim 30 ft.

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

Special Attacks paralysis (1d4+1 rounds, DC 13, elves are immune to this effect)

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

Base Atk +1; **CMB** +2; **CMD** 14

Feats weapon Finesse

Skills Acrobatics +4, Climb +6, Perception +7, Stealth +7, Swim +6

Languages Common

Ghoul Fever (Su): Bite—injury; *save* Fort DC 12; *onset* 1 day; *frequency* 1 day; *effect* 1d3 Con and 1d3 Dex damage; *cure* 2 consecutive saves. The save DC is Charisma-based. A humanoid who dies of ghoulish fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all respects. A humanoid of 4 Hit Dice or more rises as a ghast.

Tactics: If PCs decide to rest atop the temple roof, the lacedons wait until their prey is comfortable or sleeping before attacking from all sides. PCs who don't stop at the village are followed until nightfall. The lacedons try to drag paralyzed victims into the water. The lacedons gain a +5 circumstance bonus to Stealth checks in the swamp.

Area H: The Grain Silo (CR 3)

A leaning stone silo is all that remains of a farm. The top of the silo stands 20 feet above the waterline, leaning against the foundation of a submerged stone barn. Despite its appearance, the silo is stable. The water is 10 feet deep and filled with thousands of harmless freshwater jellyfish.

The silo is the abode of **Snaw**, an aquatic ogre. Snaw waits in

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the upper reaches of the silo with a pile of rocks (1d6+5 points of damage). He attempts to sink any boats before diving into the water with his large longspear (2d6+7 points of damage) to finish off opponents.

The hollow silo is accessible by an underwater entrance at the base, 10 feet below the surface. The interior of the 15-foot-diameter storage tower is steep and slick with algae (DC 15 Climb check). Snaw pelts climbing PCs with rocks and fights with his longspear. He leaps from the silo into the swamp if cornered. Snaw gains a +1 attack modifier for attacking from higher ground against PCs climbing the silo. He also carries a club covered in crocodile hide (2d8+7).

A half-buried coffin jutting from the bottom of the silo holds Snaw's treasure. The coffin requires a DC 20 Strength check to pull it free of the silt. The coffin may also be freed by digging underwater for two hours. The coffin contains a masterwork longsword; a leather saddlebag holding eight bars of silver (20 gp each); a decomposing crocodile snack; +1 *kukri*; a beaver skull necklace; a *potion of cure light wounds*; and a dead white dove in a birdcage.

SNAW (AQUATIC OGRE)

CR 3

XP 800

hp 38 (*Pathfinder Roleplaying Game Bestiary*, "Ogre")

Speed 30 ft.; swim 30 ft.

SQ Water breathing

Area I: Islands

These islands are free from any threats and are suitable to rest upon. Each island contains small trees that can be used to repair rafts and poles.

Area J: The Old Temple (CR 2)

A stone temple sits on this patch of dry land. A leather canoe sits untended near an extinguished campfire and the remains of a meal of fish and eggs. An unfurled bedroll and a backpack of supplies sit near the fire pit. A **coyote** guards a staircase descending into a pool of stagnant, algae-covered water. A limp string tied to a stone block drapes down the stairs into the water below.

The coyote is the animal companion of a ranger named **Rusgart** (male human Rgr6) who was exploring the swamp searching for a sacred artifact of the sun god Arden. The ranger met his end in the water-filled catacombs beneath the temple. The coyote growls at anyone disturbing the camp or approaching the stairs. If approached with gentleness, the coyote may befriend PCs. A leather collar around the coyote's neck holds a brass nameplate inscribed with

"Gravy." The animal remains wary and restless until presented with the ranger's remains (Area J5).

The ranger's remaining items are a leather backpack; a mostly blank journal detailing his adventures in the Sin Mire and the location of odd clay "pillars"; a turtle-shell shield; a longbow; three quivers containing 36 arrows; a love letter from a woman named Elisabeth from the town of Shieldfane pleading with Rusgart not to go into the swamp (See Shieldfane in *Splinters of Faith 7: The Heir of Sin* for more on Elisabeth); a longspear; 50 feet of rope; three 10-foot poles, fishing equipment; four weeks of dry rations; a wood ax; a bed roll; a crowbar; flint and steel; a bull's-eye lantern; a miners pick; a shovel; a whetstone; and two vials of antitoxin.

GRAVY (COYOTE ANIMAL COMPANION)

CR 2

XP 400

N Small animal

Init +1; Senses low-light vision, scent; Perception +8

AC 17, touch 14, flat-footed 14 (+2 Dex, +1 dodge, +3 natural, +1 size)

hp 30 (3d8+6)

Fort +5; Ref +5; Will +2

Defensive Abilities evasion

Spd 40 ft.

Melee bite +4 (1d4+2)

Special Attacks

Str 14, Dex 14, Con 15, Int 2, Wis 12, Cha 6

Base Atk +2; CMB +3; CMD 15 (19 vs. trip)

Feats Dodge, Skill Focus (perception)

Skills Acrobatics +2 (+10 jumping), Perception +8, survival +2 (+6 scent tracking), Stealth +9

Tricks Attack, defend, down, guard, heel, seek, stay, track

In the Ruins

The temple ruins are in poor condition, with eight feet of swamp water filling the entire complex. Chambers within the temple have 10-foot-high ceilings, allowing a small, two-foot space of breathable air. The corridors linking these pockets are eight-feet-tall and completely submerged.

See *Water Dangers* under "Environment" in Chapter 13 of the *Pathfinder Core Rulebook* for more information on drowning if PCs get into trouble in the temple's underwater hallways.

Area J1: The Entry Room

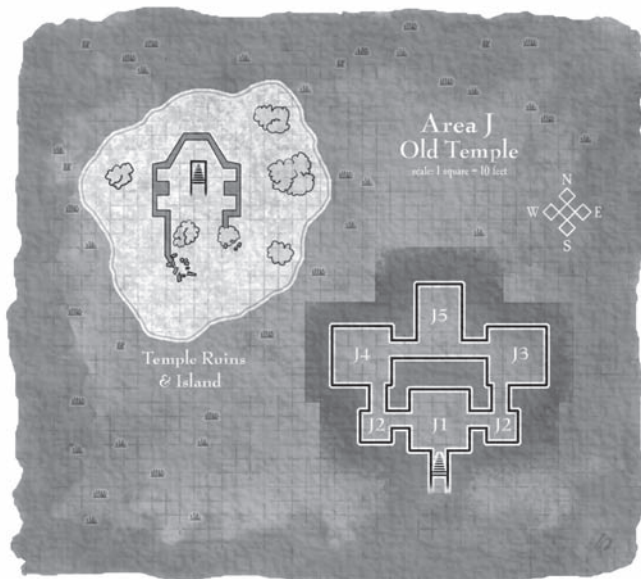
This 20-foot-by-20-foot room is empty. The line Rusgart trailed behind him as he entered the water swirls in the eddies of water flowing through the chamber. It's obvious that the line has been cut and floats free in the current.

Area J2: Reverence Chamber

The short passage ends in a small 10-foot-by-10-foot room. A torn bag containing 15 gp lies scattered on the floor.

Area J3: Burial Vaults

Wall niches holding skeletal remains line these 20-foot-by-20-foot chambers. Common leeches breed in the room. Although harmless,



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the leeches are a distraction. Any living creature that starts its turn within one of these rooms must succeed at a DC 10 Fortitude save or become nauseated for 1 round as the slippery parasites seek a warm host. The leeches cling to creatures passing through the room, and can only be pulled off once PCs leave the waterlogged complex and return to (semi) dry land. The leeches do no other damage.

Area J4: Burial Vault (CR 4)

The room is empty, but a patch of **green slime** floats atop the water. Anyone raising his head above the surface to catch a breath of air is in for a nasty surprise. The slime blends well with the stagnant water and requires a DC 15 Perception check to see (roll secretly). The slime cannot sink onto PCs swimming through the room beneath it, but it does cling to surfaces. Anything surfacing in the middle of the slime pulls fragments of the creature underwater when submerging.

GREEN SLIME: Hazard, CR 4. See *Pathfinder Core Rulebook*, Chapter 13, "Environment," *Slimes, Molds and Fungi*.

Area J5: Burial Chamber (CR 3)

The 15-foot-by-25-foot room contains a mound of bones. The majority of the remains are of common swamp animals, but parts of humanoids can be found as well.

The fresh corpse of a human man floats atop the water. The man's head and face are a pulpy mass. A small floating glass sphere with *continual flame* within illuminates the room. Warped shadows dance around the chamber as the sphere bobs above the waves. The floating body is **Rusgart**, a ranger.

Rusgart's *+1 spear* lies in the room below the body, and a longsword and shortsword are still strapped to his waist. A belt pouch holds a *potion of cure moderate wounds* and a *potion of protection from evil*. A gold promise ring (10 gp) adorns his left hand.

A **wight** lives within the mound of bones on the floor of the room. The ranger was severely wounded by the wight, but escaped and fled into the green slime chamber. As he came up for air, the slime dealt the final blow, robbing the wight of its spawn. The wight brought the body back here to devour at its leisure.

Hanging around the neck of a statue in the room is an amulet with the holy symbol of Arden engraved upon it. The item is an *Amulet of Arden's Radiance* (see sidebar).

WIGHT

XP 800

hp 29 (*Pathfinder Roleplaying Game Bestiary*, "Wight")

CR 3

New Magic: Amulet of Arden's Radiance

This golden amulet bears an engraving of a rising sun. The amulet grants a priest a +1 Charisma bonus when turning undead. If the sun domain is part of the priest's belief, the Charisma bonus increases to +2.

Faint transmutation; CL 3; Craft Wondrous Item, *eagle's splendor*; Price 6,000 gp; Weight 1/4 lb.

Area K: Muddy Den (CR 3)

An island of raw earth rises above the swampy terrain. Snapped and shattered bones litter the churned dirt around a hole. A **bonesnapper** lives inside the hole and hunts the surrounding swamp for crocodiles, large fish and anything else crossing its path. The bonesnapper is a cunning and

experienced predator, rarely waiting around in its lair for prey. Often, it submerges in the swampy water, hiding its head in the reeds, and watches the island for anyone foolish enough to approach. It tries to flank and attack PCs from the rear as they investigate the muddy hole.

Jawbones of various creatures line the walls of the dank mud tunnel. The one-room lair is humid and fetid, with a depression in the chamber serving as a wallowing hole. A human jawbone stuck in the wall holds three gold teeth (3 gp). Buried deep in the mud wallow is a pair of mud-caked *gloves of arrow snaring* (DC 18 Perception).

BONESNAPPER

CR 3

The Tome of Horrors by Necromancer Games, Page 28.

XP 800

N Medium Magical Beast

Init +2; Senses Darkvision 60 ft., Low-Light Vision; Perception +5

AC 16, touch 12, flat-footed 14 (+2 Dex, +4 natural)

hp 46 (4d10+12)

Fort +7, Ref +6, Will +2

Speed 20 ft.

Melee Bite +6 (1d4+2), tail slap +6 (1d3+2)

Special Attacks Improved Grab

Str 14, Dex 14, Con 16, Int 2, Wis 12, Cha 10

Base Atk +4; CMB +5; CMD 16

Feats Alertness, Weapon Focus (bite, tail)

Skills Stealth +4 (+6*), Perception +5; Racial Modifiers

*Bonesnappers have a +4 racial bonus on Stealth checks in their natural environment.

Improved Grab (Ex): To use this ability, a bonesnapper must hit with a bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold.

Tactics: The bonesnapper attacks with its powerful bite and tail slap. After biting a foe, it swings its tail around to smash the same opponent. If flanked or attacked by more than one creature, the bonesnapper divides its attacks between its foes. The bonesnapper fights to the death.

Area L: Deep Pool (CR 3)

The clear water is free of algae and weeds around this break in the ground, where an underwater pit 50 feet across opens in the middle of the swamp. The pit drops into an underwater cave system 60 feet below the ground's surface. The water is five feet deep around the pit's edges. The cavern accesses the underground realm of the Sin Mire.

Near the entrance of the cavern lies a **wyrmiling black dragon**. The creature uses the pool as a hunting area and playground. It lies in wait at the bottom and swims up under boats and rafts, attempting to sink them. A meager amount of treasure lines the floor of the pit. An open chest contains 250 sp, 185 gp and 35 pp, plus a small marble statue of Arden (50 gp), a jeweled necklace (150 gp), an ivory smoking pipe (25 gp), a *potion of cure moderate wounds*, a *+1 net*, and a sunken, but useable leather canoe with two paddles.

The underwater caverns beneath the Sin Mire are beyond the scope of this adventure, but rumors tell of a skum city, a terrible aboleth tyrant, and a mythical treasure hoard.

WYRMLING BLACK DRAGON

CR 3

XP 1,200

hp 47 (*Pathfinder Roleplaying Game Bestiary*, "Chromatic Dragon, Black")

Area M: The Crayfish Chimney

A 20-foot-tall crude tube of mud juts from the sludgy bog. Traveling through the muddy bog reduces movement by 20 feet. PCs with

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movement less than 20 feet cannot wade through the sludge unaided. The Gamemaster is free and encouraged to develop this area for further adventure.

The tube's exterior is dried mud with numerous rough handholds. PCs can easily scale the mud wall (DC 10 Climb check). The 10-foot-diameter interior is slick and pliable, however, increasing the difficulty of climbing down the interior (DC 25 Climb checks). After the initial 20-foot drop, the passage turns into a downward-sloping tunnel 25 feet long.

CRAYFISH CLAY CHIMNEY: 2 ft. thick; Hardness 10/slashing; hp 80; Break (DC 18).

Area M1: Entrance Chamber (CR 3)

Deep scars and scrapes mar the sloppy mud walls and floor. A **monstrous crayfish** lies covered in mud along the far wall (+6 Stealth). The creature guards the entrance and attacks anyone entering the chamber.

MONSTROUS CRAYFISH

The Tome of Horrors by Necromancer Games, Page 48

XP 800

N Large Vermin (Aquatic)

CR 3

Trawla's Tunnels

Trawla, the druidess who stole the *Flame of Dargath*, lives deep in a maze of mud tunnels. Giant crayfish created the chimneys leading to her home.

The tunnels and rooms are made of mud and dirt. Tunnels generally measure 10 feet in diameter and often plunge underwater for spans before returning to dry land. The rooms have 10-foot ceilings and smooth floors. The walls are rough and rounded. PCs swimming in the tunnels gain a +5 Swim check bonus because of the many handholds in the clay tunnels.

See *Water Dangers* under "Environment" in Chapter 13 of the *Pathfinder Core Rulebook* for more information on drowning if PCs get into trouble in the tunnel's underwater passages.

Init +0; **Senses** Darkvision 60 ft.; **Perception** +4

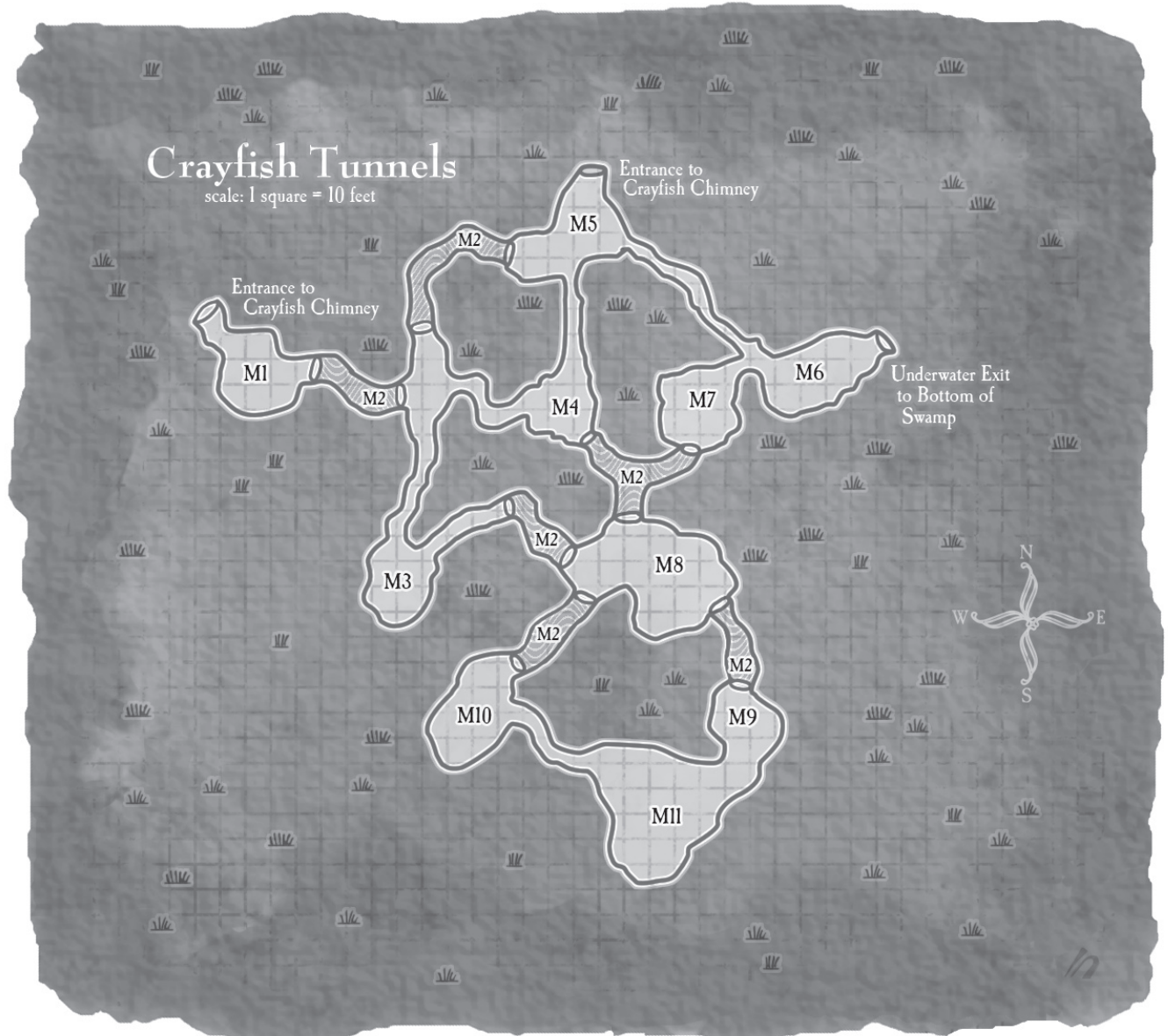
AC 15, touch 9, flat-footed 15 (-1 size, +6 natural)

hp 30 (4d8+8)

Fort +6, **Ref** +1, **Will** +1

Immune vermin traits

Weaknesses Water dependency



ADVENTURE BACKGROUND

Spd 20 ft., swim 40 ft.
Melee 2 claws +5 (1d6+3, 19-20/x2)
Space 10 ft.; **Reach** 5 ft.
Special Attacks Constrict 1d6+3, improved grab

Str 16, **Dex** 10, **Con** 14, **Int** --, **Wis** 10, **Cha** 2
Base Atk +3; **CMB** +7; **CMD** 17 (29 vs. trip)
Feats Improved Critical^B (claw)
Skills Perception +4, Stealth +4, Swim +11; **Racial Modifiers** Monstrous

crayfish have a +4 racial bonus on Perception and Stealth checks.

A monstrous crayfish has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Constrict (Ex): On a successful grapple check, a monstrous crayfish deals 1d6+3 points of damage.

Improved Grab (Ex): To use this ability, a monstrous crayfish must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Water Dependency (Ex): A monstrous crayfish can survive out of the water for 1 hour per 2 points of Constitution. Beyond this limit, a monstrous crayfish runs the risk of suffocation, as if it were drowning.

Tactics: The giant crayfish prefers to ambush its prey, lying in wait until its target moves in close. The crayfish then springs from its hiding place and attacks with its claws. Grappled prey is usually dragged back to the creature's lair while still alive and slowly devoured.

Area M2: Water-Filled Passage

These passages slope downward below the floor level, into the water table of the Sin Mire, so that murky water seeps through the mud walls. The passages vary in length, but are completely submerged, forcing PCs to continue underwater.

Area M3: Vingmort's Lair (CR 2)

Withered and sun-dried heads and skulls of various humanoids and animals decorate this foul-smelling room. Trawla's son, **Vingmort**, a male orc **Rgr3**, collects the trophies to decorate his lair. A damp pile of moldy clothing serves as a bed, and a heavy crossbow and a quiver of 13 bolts hang on the wall. Vingmort lounges here when not accompanying his mother.

VINGMORT (ORC) **CR 2**
XP 600
Male Orc **Rgr3**
NE Medium humanoid (orc)
Init +2 (+4 underground); **Senses** darkvision 60 ft., low-light vision
Perception +4 (+6 underground, +8 vs. elves underground)

AC 15, touch 13, flat-footed 13 (+2 armor, +2 Dex, +1 magic)
hp 31 (3d8+9)
Fort +6; **Ref** +3; **Will** +4
Defensive Abilities Darkvision 60ft., favored terrain (underground), orc ferocity, track, wild empathy

Spd 30 ft.
Melee +8 (+10 vs. elves) trident [1d6+5 (+7 vs. elves)] and +6 (+8 vs. elves) short sword [1d6+5 (+7 vs. elves)]
Special Attacks Favored enemy (elves)

Str 20, **Dex** 15, **Con** 16, **Int** 8, **Wis** 12, **Cha** 10

Base Atk +3; **CMB** +8; **CMD** 20
Feats Double Slice, Endurance, Two-weapon Fighting, Weapon Focus (trident)
Skills Climb +8, Intimidate +2, Knowledge (geography, underground) +1, Knowledge (elves) +1, Perception +4 (+6 underground, +8 vs. elves underground), Sense Motive +2 (vs. Elves), Stealth +5 (+7 underground, +12 with camouflage), Survival +6 (+8 underground, +10 vs. Elves), Swim +7

Languages Common

Combat Gear Masterwork trident, shortsword, leather armor, *ring of protection* +1, *potion of cure serious wounds*, *potion of bull's strength*.

Personality: Vingmort is Trawla's son and only follower, although he would turn on his mother in an instant if it somehow benefited him. His thin hair drapes over his domed head like wet straw, hiding eyelids that droop incredibly low over bloodshot eyes. The tall orc with wrinkled, pasty skin dreams of controlling the Sin Mire. Vingmort covers himself head to toe in mud, giving him a +5 Stealth bonus in the mud tunnels.

If alerted to intruders, Vingmort hides along a wall by pushing himself backward into the pliant mud and waits for an elf or the last PC in the party to pass before leaping out to attack.

Area M4: Troglodyte Chambers (CR 5)

Inhabiting this chamber are 5 **troglodytes**. The disgruntled water-dwellers are part of a troglodyte tribe that lives deeper within the watery tunnels beneath the Sin Mire. Trawla invited them to witness the extinguishing of the *Flame of Dargath* and to discuss a possible alliance. Since the arrival of the **skum** (Area M8), they have been largely ignored. In fact, Trawla granted the skum the closer room and purposely moved the troglodytes to this chamber to create a rivalry for her attention. The troglodytes are quite angry and are discussing plans to teach Trawla a lesson. They eagerly take out their anger on anyone entering the room.

TROGLODYTES (5) **CR 1**
XP 400
hp 18, 16, 15, 13, 10 (*Pathfinder Roleplaying Game Bestiary*, "Troglodyte")

Area M5: Underwater Entrance (CR 3)

Cultivated fungi cover the room's floor and walls. Some of the mushrooms are quite large, but none are harmful. Hidden (+11 Stealth) under the cover of the fungi are 4 **small cottonmouth vipers**. The aggressive water snakes strike at anything crossing through the room.

SNAKE, SMALL VIPER (4) **CR 1/2**
The Tome of Horrors by **Necromancer Games**, Page 318.
XP 200
N Tiny animal
Init +3; **Senses** Low-Light Vision, Scent; **Perception** +9

AC 16, touch 15, flat-footed 13 (+3 Dex, +1 natural, +2 size)
hp 7, 6, 5, 4 (1d8-1)
Fort +1, **Ref** +5, **Will** +1

Speed 20 ft., climb 20 ft., swim 20 ft.
Melee bite +5 (1d2-2 plus poison)
Space 2-1/2 ft.; **Reach** 0 ft.

Str 4, **Dex** 17, **Con** 8, **Int** 1, **Wis** 13, **Cha** 2

ADVENTURE BACKGROUND

Base Atk +0; **CMB** +1; **CMD** 8 (can't be tripped)

Feats Weapon Finesse

Skills Climb +11, Perception +9, Stealth +15, Swim +11; **Racial**

Modifiers +4 Perception, +4 Stealth

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

Area M6: Crayfish Mother (CR 3)

Another monstrous crayfish guards this underwater entrance. This smaller creature holds hundreds of hatchling crayfish under the protection of her tail. If the battle goes against her, she scuttles through the underwater entrance to escape.

The entrance tunnel extends 50 feet until it opens into the swamp.

MONSTROUS CRAYFISH

CR 3

The Tome of Horrors by **Necromancer Games**, Page 48

XP 800

N Large Vermin (Aquatic)

Init +0; **Senses** Darkvision 60 ft.; **Perception** +4

AC 15, touch 9, flat-footed 15 (-1 size, +6 natural)

hp 32 (4d8+8)

Fort +6, **Ref** +1, **Will** +1

Immune vermin traits

Weaknesses Water dependency

Speed 20 ft., swim 40 ft.

Melee 2 claws +5 (1d6+3, 19-20/x2)

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

Special Attacks Constrict 1d6+3, improved grab

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

Base Atk +3; **CMB** +7; **CMD** 17 (29 vs. trip)

Feats Improved Critical^B (claw)

Skills Perception +4, Stealth +4, Swim +11; **Racial Modifiers**

Monstrous crayfish have a +4 racial bonus on Perception and Stealth checks. A monstrous crayfish has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Constrict (Ex): On a successful grapple check, a monstrous crayfish deals 1d6+3 points of damage.

Improved Grab (Ex): To use this ability, a monstrous crayfish must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Water Dependency (Ex): A monstrous crayfish can survive out of the water for 1 hour per 2 points of Constitution. Beyond this limit, a monstrous crayfish runs the risk of suffocation, as if it were drowning.

Area M7: Empty Room (CR 1)

Piles of decaying fish fill this otherwise empty room. Two tunnels filled with water open in the floor. The right tunnel loops under the floor of the chamber.

Area M8: Emissary Chamber (CR 4)

The room is filled with five feet of water. The floor is muddy and slick, but firm enough to walk on safely. Two **skum** emissaries newly arrived at Trawla's temple to Alyhedra rest here. The pair traveled from a cavernous submerged city far below the Sin Mire to witness

the ceremony to extinguish the *Flame of Dargath*. The skum are tired of waiting for Trawla's promises and are already making plans to return home. The pair is relaxed, taking advantage of Trawla's "hospitality," but they are always up for a fight.

SKUM (2)

CR 2

XP 600

hp 20 each (*Pathfinder Roleplaying Game Bestiary*, "Skum")

Area M9: Aquatic Companion (CR 4)

Trawla's aquatic companion resides here when not accompanying its master. The **monstrous crayfish** waits above the water-filled entrance tunnel into the room. The crayfish snaps at PCs' heads as they break the surface of the water. It immediately answers Trawla's calls for aid.

MONSTROUS CRAYFISH

CR 4

The Tome of Horrors by **Necromancer Games**, Page 48

XP 1,200

N large vermin

Init +1; **Senses** darkvision 60 ft.; **Perception** +8

AC 20, touch 10, flat-footed 19 (+1 Dex, -1 size, +6 natural, +4 vermin companion adjustment)

hp 50 (6d8+12)

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

Defensive Abilities devotion, evasion, link, share spells, vermin traits

Spd 20 ft., swim 40 ft.

Melee 2 claws +7 (1d6+4)

Special Attacks constrict 1d6+4, improved grab

Str 18, **Dex** 12, **Con** 14, **Int** —, **Wis** 10, **Cha** 2

Base Atk +4; **CMB** +9 (+13 grapple); **CMD** 19 (23 vs. trip)

Feats Improved Critical^B (claw)

Skills Perception +4, Stealth +5, Swim +12; **Racial Modifiers**

Monstrous

crayfish have a +4 racial bonus on Perception and Stealth checks.

A monstrous crayfish has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Constrict (Ex): On a successful grapple check, a monstrous crayfish deals 1d6+4 points of damage.

Improved Grab (Ex): To use this ability, a monstrous crayfish must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Water Dependency (Ex): A monstrous crayfish can survive out of the water for 1 hour per 2 points of Constitution. Beyond this limit, a monstrous crayfish runs the risk of suffocation, as if it were drowning.

Area M10: Trawla's Quarters

Dried weeds hang in clumps from the ceiling, creating curtains around a pile of moist moss and lichen that serve as a bed. The clay walls are decorated with crude hieroglyphics depicting dwarves suffering watery deaths and sea monsters eating the little beings. The figures of the dwarves are crude and often rudely drawn. Clothing made of fish scales and crocodile hide lie in a waterlogged chest.

A makeshift table of bone and exoskeletons holds a flickering candle, a bowl of cold fish stew, a bottle of cheap beer, and

New Deity: Alyheedra

Demon Princess of Evil Water Creatures

Alignment: Chaotic Evil

Domains: Water, Evil, Animals, Plants

Typical Worshipers: Evil druids and rangers (especially those of aquatic origin), sea hags, and evil water subtype creatures

Favored Weapons: Trident

Symbol: A black trident piercing a heart

Alyheedra has few followers above the surfaces of the oceans, seas and lakes. Very few land-dwelling scholars even know — or care — that she exists. Her dictum is simple: The strong dominate the weak.

The goddess rules over all evil water creatures from her ice fortress on her own chaotic plane. Few oppose her rule due to the plane's unsavory environment. She is rarely encountered without an entourage of elder water elements and dao sorcerers.

Alyheedra is most often depicted as an enormous tidal wave with embellished demonic facial features, or as a comely blue-skinned storm giant or a revolting sea hag. Red tides bringing masses of dead sea-life ashore are seen as a sign of her presence. She is never without her black trident. Her priesthood dresses in leathers and scales of water-dwelling creatures and often drape themselves in decaying seaweed. The stench of fish surrounds her clerics.

several sheets of leather that Trawla uses as paper. Some contain scribbles in orcish describing theories on extinguishing the *Flame of Dargath*; others detail proposed alliances with skum

and troglodyte cities located somewhere beneath the swamp. A keg of unguent made from the fat of various mammals sits near the bed. Trawla uses the fat as a balm to protect her skin from the moist conditions of life in the water. A cold-iron trident piercing a humanoid heart hangs on the wall above the bed. A wineskin holding blood dangles from a hook on the wall near the table.

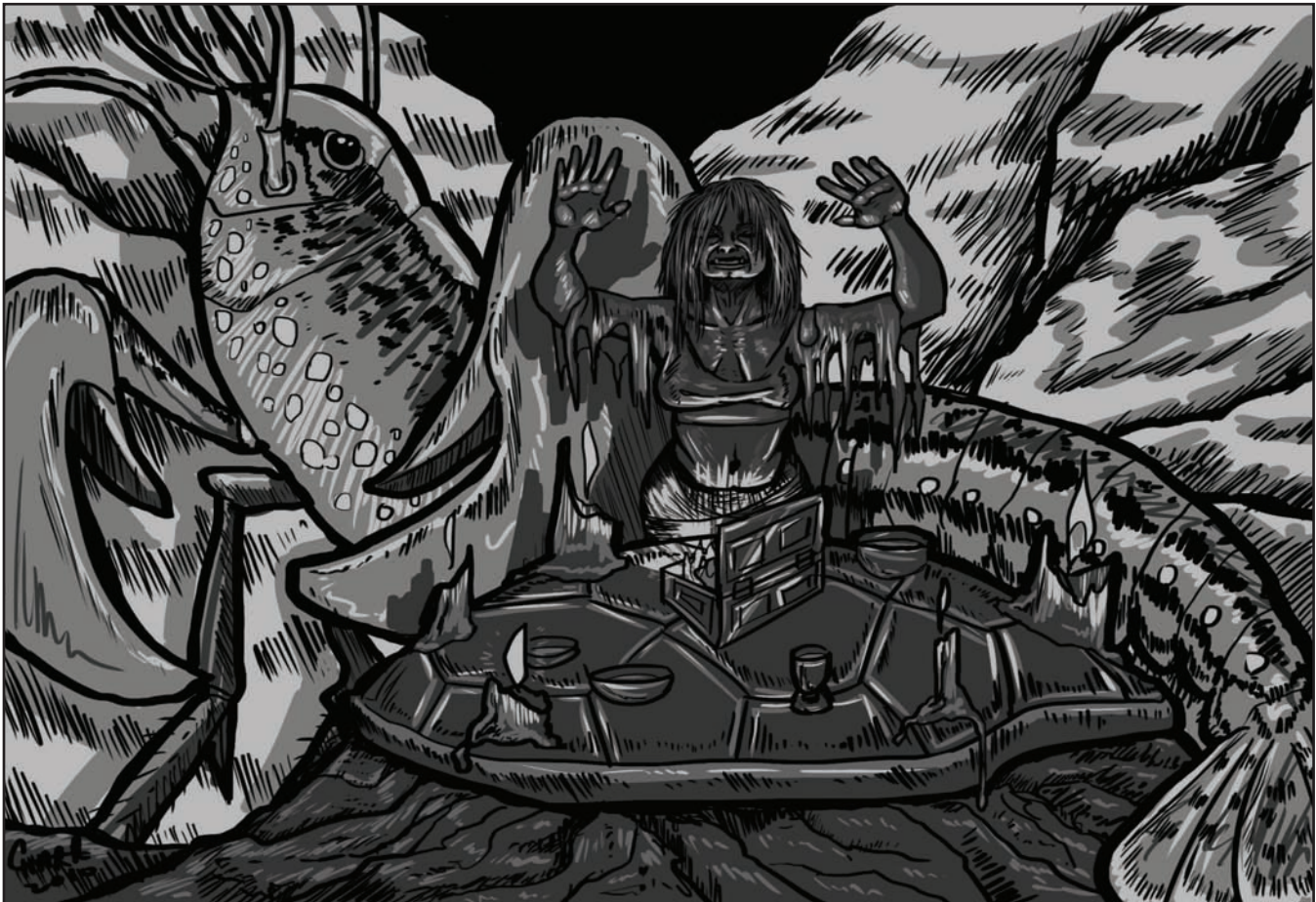
Area M11: The Temple to Alyheedra (CR 6)

This is the largest chamber in the crayfish tunnels. A four-foot-tall turtle shell serving as an altar sits near the far wall. The shell is coated with fatty wax and gooey chum. Oily smoke rises from several viscous candles placed atop the altar. Oils, liquid, juices and other indescribable fluids sit in bowls on the floor and around the altar. An iron box glowing with a soft red radiance sits in the center of the altar among the candles. The box holds the *Flame of Dargath*. The box is extremely hot, causing 1d6 points of damage if picked up unprotected. The iron box sets flammable objects ablaze within a few rounds.

Trawla stands over the box, holding her pale head in frustration. She is at her wit's end trying to extinguish the everlasting flame. Every attempt so far has been a failure.

The druidess is embarrassed by her inability to dampen the flames. Even more humiliating, she knows the skum ambassadors are growing weary of waiting and are threatening to leave. She deeply wishes to bring her religion to the skum city below the Sin Mire (she's written off the troglodytes as "useless") but she's beginning to realize that extinguishing the artifact might be beyond her means.

If warned, Trawla calls for her crayfish companion to assist her and casts preparatory spells.



TRAWLA OF THE SIN MIRE

CR5

XP 1600

Female, Half-Orc Drd6

NE Medium humanoid

Init +2; **Senses** darkvision 60 ft. **Perception** +10**AC** 17, touch 12, flat-footed 15 (+2 Dex, +5 armor)**hp** 39 (6d8)**Fort** +5; **Ref** +5; **Will** +7**Defensive Abilities** orc ferocity, resist nature's lure**Spd** 30 ft.**Melee** shortspear +7 (1d6+2)**Special Attacks** spontaneous casting (nature summoning spells)**Spells Prepared** (CL 6th):

3rd — poison (DC 15), quench

2nd — barkskin, cat's grace, resist energy, soften earth and stone

1st — cure light wounds, longstrider, magic fang, obscuring mist

0 (at will) — create water, guidance, light, resistance

Str 14, **Dex** 16, **Con** 11, **Int** 11, **Wis** 14, **Cha** 14**Base Atk** +4; **CMB** +6; **CMD** 19**Feats** Augment Summoning, Natural Spell, Weapon Focus (shortspear)**Skills** Climb +10, Handle Animal +10, Intimidate +4, Perception +10, Swim +10**Languages** Common, Druidic, Orc**SQ** nature bond, nature senses, trackless step, wild shape 2/day, wild empathy, woodland stride**Combat Gear** shortspear, giant fish scale mail (AC +4), turtle shell shield (AC +1), 3 potions of *resist elements (fire)*, potion of *water breathing*, *ring of swimming*, *cloak of elvinkind*, *divine scroll* (DR8: *control water*)**Other Gear** lard-caked mink stole (20gp), dwarf-ear necklace, burlap robes, unholy symbol, Vingmport's baby shoes**Personality:** Trawla gained unnatural powers over aquatic creatures from her demon princess. Although she can communicate a rudimentary language with any creature with a water subtype, they do not always listen or react in a friendly manner. Trawla is a withered and pale half-orc with stringy whitish-gray hair. She keeps her skin protected from the moist environment by applying fatty wax. She smells strongly of pungent decay and fish.

If combat goes against her she casting control water to flood the chamber to escape or finish off particularly tough PCs.

Concluding the Adventure

If PCs return the *Flame of Dargath* to Anvil Plunge, Brovok uses the relic in a ceremony to create a new *Scepter of Faiths*. The *Blessing of Joining Flame* ceremony requires one week of the dwarves working around the clock at the Homage to Fire forge. The dwarves work in shifts to complete the task as outlined in ancient descriptions they have of the ritual. They view the process as an honor and privilege, and put forth their best efforts in crafting the scepter to match – and exceed – the original. Once finished by the dwarves, the new *Scepter of Faiths* is equivalent to an adamantite masterwork heavy mace. The scepter can also now be imbued with additional powers to bring it up to par with the original scepter.

Brovok suggests PCs from here contact **Olik Ashenchisel** to learn more about the goddess Ayianna and the *Guidance of Fate* blessing. He tells PCs to seek out Ashenchisel Imports in Bargarsport. The dwarves of Anvil Plunge will gladly outfit PCs with any normal equipment (within reason) that they may need for the next leg of their journey.

The PCs have crafted a new *Scepter of the Faiths*, but they still must imbue the relic with its many powers. The campaign continues in ***Splinters of Faith 2: Culvert Operations*** as the PCs travel into the sewers beneath a decadent city in search of Clandestine, the city of thieves.

Splinters of Faith

— Adventure 3: Culvert Operations —

By Gary Schotter & Jeff Harkness

PCs must travel into an underground sewer system to find a buried temple, where they'll have to deal with a female necromancer and her consort who are seeking an evil artifact. The adventure is designed for characters of 3rd to 5th level.

The hustle and bustle of the cesspit of Bargarsport is a low murmur through the earth surrounding the once-magnificent structure now buried in the muck the upper city is built upon. Colorfully dressed priests wearing a patchwork of colors – as if sewn from scraps of cloth scavenged from the streets – look more like beggars but have a keen vision in their eyes. They wander in and out of the central chamber, into hallways dug through the shifting mud to other underground buildings. The entire temple is lighted with candles and lanterns, its walls not having seen the sun since mudslides buried the structure from bottom to top.

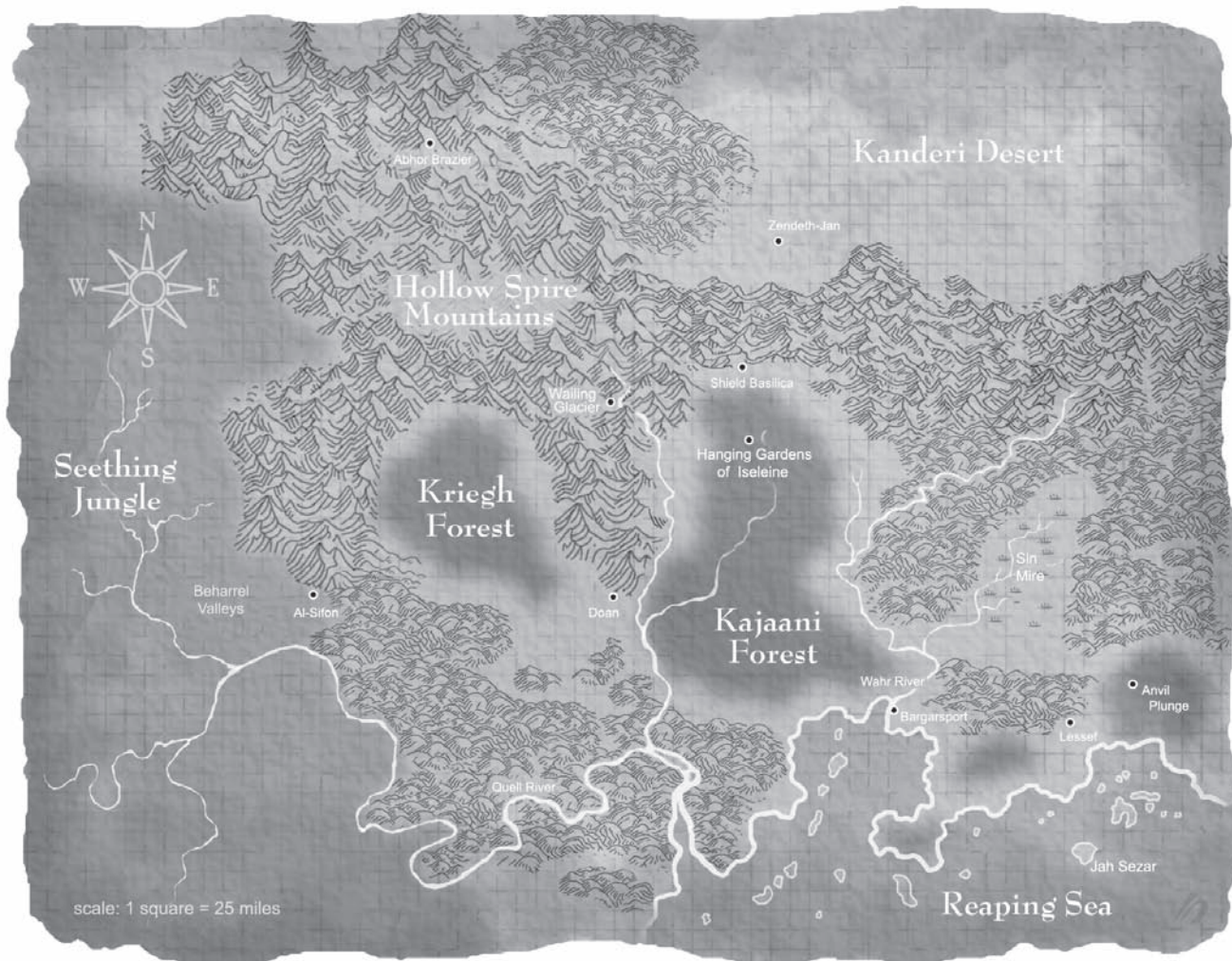
A collection of thieves, beggars and shifty vagrants sit around the room's periphery, watching all transactions going on in the room. They are the eyes and ears of the underground priesthood, mingling unseen among the upper city's masses.

Background

Bargarsport was a bustling port city alive with prosperity and fortune. In the center of the city stood Clandestine, the grand and elaborate temple to the goddess of luck, Ayianna. For years, Bargarsport prospered beyond imagining.

But the goddess's luck was fickle. The temple and a majority of the old city sat upon a great silt deposit at the delta of the Wahr River. That wasn't to last, however, as the cataclysmic eruption of a nearby volcano blanketed the city in ash and brimstone, turning day to night. Mudslides swallowed the temple, and the old city was consumed in a mire of sludge that ran thick through the streets, carrying away people and property. Only a few lucky survivors crawled from the mud-covered ruins when the devastation ended. Despair gripped the ruined city after the great loss of life and property. The city was inundated with silt and sludge that covered many buildings completely, and left just portions of others sticking from the ground.

After the tragedy, the old city never regained its former glory and instead evolved into a slum of corruption and ill repute buried in muck – both figuratively and literally. But even this slum's days were



How to Use This Adventure

This adventure is a small part of the *Splinters of Faith* campaign, which leads PCs to restore a broken scepter and destroy a reawakened death-priest named Akruel Rathamon. The first nine adventures require PCs to obtain a ritual to restore the relic. The final adventure finds the PCs and the reformed scepter facing off against a death-priest on his home turf. (For more information on the overall campaign, see *Splinters of Faith 1: It Started with a Chicken ...*) In addition, more information on the deity Orcus mentioned in this adventure can be found in a free download at www.NecromancerGames.com.

At this point in the campaign, the relic – called the *Scepter of Faiths* – is equivalent to an adamantite masterwork heavy mace.

If you don't want to run the full campaign, don't worry. This adventure is complete on its own. Each adventure follows a similar setup where the PCs visit a good temple, then are recruited/hired/asked to take part in an adventure before receiving the blessing they seek. The PCs must then travel to an "evil" temple to complete their mission.

If you plan to run the adventure without the others that precede it, you'll need to devise a way to get the PCs started. Since each adventure starts with a "good" temple, this could be as simple as having the temple elders request aid against the "evil" temple. Of course, the promise of gold, magic and the thrill of adventure also might not hurt.

numbered as the silt slowly swallowed the old city until it became uninhabitable.

Years later, natives of Bargarsport who were determined to start anew rebuilt their city atop the buried one. But the past wasn't completely swept away; Upper Bargarsport would now use the old city's buried buildings as its sewer system.

The temple of Clandestine suffered as greatly as any place in the city, mud and sludge piling up around it, sucking the holy site into the ground. Worse still was the reactions by the temple's faithful servants. Many of Ayianna's faithful who had survived the disaster now blamed the goddess for the devastation. These worshippers abandoned the deity for more popular deities, ones who wouldn't smite them when her favor turned.

Despite being buried in the clinging mud, the great temple of Clandestine survived. Even though Upper Bargarsport was built overtop of the forgotten temple, the old temple found a way to make do and prosper, this time as an asylum for organized crime and those seeking anonymity. Ayianna's priesthood still thrives, with the buried temple of Clandestine serving as a new center of worship for the goddess. The priests often serve as mediators and organizers among the citizens in the burgeoning upper city of Bargarsport. They just have to be paid first.

Two ruling forces are currently at odds in Bargarsport, with both vying for absolute control of the city. The Alantyr family, known for political influence as well as underhanded dealings, has the ear and pocketbook of the mayor, **Berkoff Kaleston**. The Alantyr's influence is widespread, with gambling dens and illegal importing operations spread far and wide. The Alantyr's use Ayianna's name as a curse when rotten luck befalls one of their illegal rackets.

The other force in Bargarsport is the priesthood of Ayianna that lives and grows within the buried temple of Clandestine. The high priestess **Reneth Anora** has a long friendship with chief constable **Harga Shackleford**. Both are devoted followers of Ayianna and often work together at every turn to thwart the Alantyr family's attempts to control the city.

Bargarsport is a den of lawlessness, where no questions are asked and information is not given cheaply. Anything goes. Murder is acceptable, although the clergy of Ayianna frowns upon it. Crimes

against humanity are looked down upon but aren't the only reasons for the many executions that go on within the upper city.

While she has little authority in Upper Bargarsport, high priestess Reneth Anora holds absolute sway beneath the city streets. She is the ruling force in Clandestine, and very little that happens below the streets escapes her notice. On the streets of Upper Bargarsport, her word is less likely to be obeyed, but her minions do their best to enforce her will.



Bargarsport

Bargarsport (small city): Conventional; AL CN; 15,000-gp limit; Assets 7,500,000 gp; Population 10,000; human 65%, dwarf 8%, half-orc 7%, half-elf 6%, orc 5%, gnome 4%, halfling 4%, elf 1%.

Authority figures: Mayor Berkoff Kaleston (NE human male Aro6/Rog6); Chief constable Harga Shackleford (CN human female Ftr4/Rog7); Vincio Alantyr (NE human male Aro8/Rog2, Alantyr Family head); Reneth Anora (CN half-elf female, Rog5/Clr10, high priestess of Clandestine)

Important characters: Beumont Ashenchisel, (CG dwarf male Ftr2/Rog6, importer/exporter); Bormu Figlet (CN half-orc male Ftr6, captain of the guard).

Area A: Sahuagin's Shank or "The Shank"

Despite its name and location, the Shank is a surprisingly less-than-seedy tavern. Corruption and underhanded dealings are common enough elsewhere in Bargarsport that the tavern stays relatively free of crime. The Shank serves quality food and drink with prices slightly above the norm. The rooms are well maintained but on the pricey side.

The Alantyr family owns the Shank. The family maintains a strong influence within Bargarsport, and the Shank is their favorite method of information gathering. The crime family controls most of the importing and exporting, legal or otherwise, in the city. The Alantyr's influence and connections extend throughout the surface city. The Shank also serves them as a convenient way to keep tabs on travelers showing too much interest in the family's dealings. Secret passages within the Shank allow Alantyr spies free access to travelers' rooms and belongings.

ADVENTURE 3: CULVERT OPERATIONS

Ellis Alantyr (NE human male Aro4), an embarrassment to the family name, runs the Shank. Ellis is very loose with the family fortune, gambling huge sums away to Ayianna's worshippers. The family gave him control of the tavern to keep him from ruining other businesses the family is involved in. Ellis still has to answer to the family, however, and does what he is told.

Area B: Alantyr Mansion

A manor complex sits upon a small hill. An expansive stone wall topped with a small wrought-iron fence surrounds the lower portion of the knoll. The fence is heavily guarded at all times. Visitors are not allowed under any circumstances onto the manor grounds.

The Alantyr family is thoroughly ruthless and corrupt. They take advantage of everyone they meet, and stop at nothing to satisfy their greed. The family controls trade and most of the city. Incriminating evidence of their dealings is not kept within the manor home, however.

Area C: Ashenchisel Imports

Olik Ashenchisel (CG dwarf male Rog6) runs this metal, mineral and gem-importing business. He exports quality weapons and armor, and serves as a middleman to sell Anvil Plunge's trade and supplies. He has run afoul of the Alantyr family in the past, but his own family connections save him from their anger. The Alantyr would be all too happy to see something "unforeseen" happen to the trader.

If this adventure is used as part of the *Splinter of Faiths* adventure, Olik is a contact for PCs to enter Clandestine. He welcomes the PCs into his shop, offering advice on what areas to stay away from in the dangerous city. He informs PCs of the layout and history of Clandestine and personally introduces them to Reneth Anora (actually Loomkol, her doppelganger bodyguard) so they can restore the scepter. (See Area K15 for more information on Reneth and Loomkol.)

A trapdoor in the back of Olik's warehouse allows easy access to the sewers. The dwarves use the door and connecting passage to bring items up for sale in the shop. The route is circuitous to avoid Alantyr spies.

Area D: Bargarsport Prison

This fortress-like structure of stone and iron serves as the prison and headquarters of Bargarsport's guards and brute squads. Most small crimes in the city go unpunished; only the worst criminals are kept within the prison. Pirates and those who act against the town's leaders are sentenced to drown in the well (Area D1). Often, many of these "criminals" are victims of nothing more serious than crossing paths with the Alantyr family.

Chief constable **Harga Shackelford** (CN human female Ftr4/Rog7) commands the prison. She is a petite but influential woman who few dare to cross. She is also an agent of Clandestine and maintains peace in the surface city as well as in the buildings beneath the streets. She dislikes the Alantyr family and has crossed them many times, but has lived to tell about it. She knows the family is corrupt. But she is still an appointed official in the city and must occasionally follow orders from judges controlled by the crime family.

Currently, Harga needs capable adventurers to seek out and bring to "justice" a wizard who has committed crimes against the city. The wanted mage is guilty of plundering tombs and animating the dead. The unknown mage looted the cemetery just outside the city wall and took his newly animated undead force into the sewer opening near the ocean. The undead army has not re-emerged and is assumed to still be beneath the city. Interestingly, the mage's crime didn't draw any attention until an old Alantyr crypt was also vandalized and three of the dead within walked away. The Alantyr family then used their influence to force the city elders to declare the mage "a criminal against humanity."

Fliers posted on buildings request "squads" to hunt down this defiler of the dead and bring him to the gallows. A reward of 1,000 gp has been posted for the necromancer, alive or dead. Numerous other

groups within town are considering searching for the criminal, but many fear the unknown necromancer's powers. Most don't want to end up another undead laborer in his army. Many also fear the 1,000 gp "reward" won't materialize once the Alantyr family get what they want. A few are certain the "squad" that finds the necromancer might be dropped in the well for their "reward." Many fear the necromancer, but more fear the Alantyr family.

The prison is built upon a collapsed two-story tower from before the volcanic cataclysm. Now, the prison uses the empty tower to execute the worst prisoners.

A five-foot-deep pool of water covers the 30-foot-diameter room's floor. A lattice of wooden trusses serves as a floor, but openings allow water to rise into the room. A ladder descends along one wall to the floor. Two doors exit the lower floor well into a maze of unstable and abandoned tunnels.

Nine sets of rusty manacles hang from the stone walls. One set is missing, the stone wall broken and pulled outward, exposing bare dirt behind the stones. All of the remaining manacles are attached five feet above the low-water mark, but well below the point the water reaches when the tide comes in. Criminals sentenced to die are chained to the wall during low tide, and their bodies removed after high tide recedes. A drain in the floor leads to the lower sewers.

An innocent sailor named **Polson** was the latest victim of the well. Framed for piracy, Polson drowned as the tide rolled in. But his anger and hatred burned even after death, turning him into a **wight**. The unfortunate sailor yanked its chains from the wall and now wanders the abandoned tunnels. It has a lair deeper in the tunnels above the high-tide waterline.

Polson attacks and kills prisoners chained in the well. The wight waits until the jailors leave, then scrambles to attack the chained being before the water rises. During low tide, Polson occasionally wanders the tunnels. The chains that doomed the sailor are still attached to the wight's wrists and make a clanking sound in the tunnels as the creature moves.

WIGHT
XP 800

hp 28 (Pathfinder Roleplaying Game Bestiary, "Wight")

CR 3

Area E: Lykurgus the Butcher (CR 6)

A carved side of beef hangs in this two-story storefront. The store's first floor is a large open space with tables holding various meats. Beef and pork are rare and expensive commodities, so most of the cuts are mule, dog, goat and other less-desirable meats.

Lykurgus is the butcher and front-man to this operational, but false, business. The shop actually houses a small shrine to Orcus on the second level. This shrine was set up to recruit followers and to coordinate a search for the lost temple of Orcus in lower Bargarsport. The shop's cellar is packed with hanging meats and has a secret entrance to the sewers (Area L5).

LYKURGUS
XP 2,400

Male half-orc Ftr3/Clr4

CE Medium humanoid

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

Aura evil

CR 6

AC 16, touch 13, flat-footed 13 (+2 Dex, +1 Dodge, +3 armor)

hp 72 (3d10+9 plus 4d8+12)

Fort +10; **Ref** +4; **Will** +7

Defensive Abilities bravery +1, orc ferocity

Spd 30 ft.

Melee +1 *great cleaver* +13/+8 (1d12+8) or mwk carving knife +12 (1d6+5)

Special Attacks channel negative energy 4/day (2d6, DC 12),

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spontaneous casting (inflict spells)

Domain Spell-like Abilities (CL 4th):

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

Spells Prepared (CL 4th):

2nd— *bear's endurance*, *bull's strength*, *death knell* ^D (DC 14), *silence*

1st— *cause fear* (DC 13) ^D, *divine favor*, *obscuring mist*, *protection from good*, *shield of faith*

0 (at will) — *bleed*, *guidance*, *resistance*, *virtue*

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

Str 21, **Dex** 15, **Con** 16, **Int** 12, **Wis** 15, **Cha** 7

Base Atk +6; **CMB** +11; **CMD** 23

Feats Channel Smite, Dodge, Improved Channel, Lunge, Vital Strike, Weapon Focus (great axe)

Skills Heal +9, Intimidation +6, Knowledge (religion) +8, Profession (butcher) +11, Survival +8

Languages Common, Orc

SQ armor training 1

Combat Gear Studded leather apron, +1 *great cleaver* (as greataxe), great carving knife (as mwk shortsword), *potion of enlarge person*, *potion of cure moderate wounds* (CL 5), *potion of barkskin* +3 (CL 5)

Other Gear pouch of dried gizzards and hearts, wine skin whole grain alcohol with a touch of alchemist's fire, perfumed handkerchief

Description: Lykurgus is new among the undead lord's priesthood. He is the exact type of recruit the cult needs: young, strong, talented and utterly ruthless. He strives to impress his superiors and revels in combat. He stands nearly seven feet tall and orcish features dominate his face. He often keeps a cheek full of bloody raw meat.

Area F: The Sewer Workers Union

The tunnel opens into the side of a half-buried building. The top floor of the three-story structure remains aboveground. The second floor is below street level, and the sewer workers use it as a barracks. The lowest level (originally the building's ground floor) now has no floor. Two 10-foot-diameter sewer pipes empty from either side of the building down into a 40-foot-square pit on the lowest level. The water drops 20 feet before pooling in a 15-foot-deep sump pit. The excess overflow drains through several grates into the lower levels.

The sewer workers welcome adventurers and gladly permit access to the under city. They hope adventurers can rid their work areas of dangers and hazards. While many of the sewer workers know of Clandestine, they are hesitant to direct newcomers to the underground temple. The workers also know of the many undead infesting the lower sewers. **Boss Man Burk** (N Exp6, Str 18, Profession [plumber] +9) leads the laborers. Boss Man Burk is a loyal follower of Ayianna and a member of Clandestine. He is an informant for Reneth Anora and keeps a wary eye on all events that happen in his sewers.

Bargarsport's Sewers

A constant flow of overspill from the Wahr River keeps the tunnels beneath Bargarsport fairly free of waste and odor.

The brick-lined circular passages are 10 feet in diameter. In some areas, two-foot-wide walking ledges on the sides of the tunnel permit tunnel workers to move around without walking through the waters and waste. The ledges are four feet from the bottom of the curved tunnels. A drain from the surface street is located every 1,000 feet along the roof of the tunnel.

Many of the sewer passageways are built through the original buildings of old Bargarsport. A few private residences have drains that empty into these buildings, but the heaviest sewage comes from the main drains on Bargarsport's streets. The residential drains are ceramic pipes no larger than eight inches in diameter.

Travel in the sewers is hazardous and slow. Due to the slippery terrain, the curved floor and frequent fractures in the pipes, movement is reduced by half. Double moves, running, charging and over runs requires a successful DC 15 Acrobatics check. Failure by five or more indicates the PC falls prone into the sludge.

The sewers eventually empty into a natural sea cavern system that drains into the Reaping Sea, and through a series of short tunnels in the side of the sea wall. Each of these smaller openings is blocked by an iron grate forced into the rock wall. These passages vary in diameter. These tunnels are only visible during the six hours of low tide starting at noon and midnight. Otherwise, they remain underwater. The tunnels lead into the rock wall for a short distance (most are 100 feet long) before ending in a rock wall from which a sewer pipe spews foul substances. The majority of these sewer pipes are no bigger than 2 feet in diameter.

Besides the sea wall tunnels, sewer pits scattered throughout the city lead directly into the sewers via downward shafts. These openings are set in 20-foot-deep iron-grated pits. The pits access the sewers via filthy, iron-rung ladders set into the walls. The grates are covered by heavy metal discs weighing 100 pounds.

Rising Water

The sewer passages flood twice each day with the rise of the ocean's high tide. The passages remain submerged for six hours starting at dawn and dusk except where noted. The low tide carries waste and refuses out to sea at noon and at midnight. A six-hour window exists between tides when the water level is lower than three feet through the tunnels. Due to the sea cave's configuration and the reef barrier, flooding occurs rapidly. The majority of the sewer completely submerges in under 10 minutes. Two "safe" windows exist for exploring the sewers: from midnight to dawn and from noon to dusk. PCs should be able to make it to different encounter areas during low tide before the tide rises and cuts off escape for another six hours.

Scavengers and ocean hunters often ride the high tide into the sewers in search of food. While underwater exploration of the sewers is dangerous because of the ocean predators that wash in with the tide, it is not impossible.

The sewers are considered to be rapid water before and after the "safe window" when the tide is out. PCs attempting to navigate the sewers before or after the "safe" window must succeed at a DC 15 Swim check to move safely about. Each failed Swim check means the PC takes 2d4 points of damage as he slams about the tunnel.

Areas G-H: Ocean Caves

These three large openings in the sea cliff allow access directly into the old city sewers beneath present-day Bargarsport. Each poses its own dangers, however, and PCs that reach Clandestine and get on the good side of the thieves there will find getting into the sewers via tunnels connected to the old temple much easier than braving these sea passages. However, if PCs decide against the easier tunnel access and try the sea route, they will still be able to reach the sewer tunnels. Each tunnel is accessible only by boat during low tide. Each cave opening is detailed below:

Area G: Ocean Cave

The stench of raw sewage wafting from this tunnel is overwhelming. This opening leads to Area R in the sewer.

Area H: Coral Path

Razor-sharp coral reefs fill the floor of this cavern, threatening any

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boat that gets carried along with the tide. The cave opening leads to Area S.

Area I: The Placid Cove

The water inside this cave opening is lit by weakly glowing algae that thrives on the porous rock surfaces. The cave opens into still water that leads to Area T.

Area J: The Docks

Ships unload their cargo on these long, wooden piers that extend out into the Reaping Sea. Often, many of these ships are captured by pirates, although they don't advertise this fact while in port. Long warehouses near the docks store goods — although many times these goods vanish overnight. Small rowboats can be bought or rented (15 gp, 5 of which goes back to Clandestine) on the docks from a number of locations.

The map depicts Clandestine Area K, a complex underground network. At the top, a vertical corridor labeled '1' leads down. To its right is a large circular room K11, flanked by smaller rooms K8 and K13. Below K11 is a large central hall K15. To the left of K15 is a grid of rooms including K7, K10, K10, K12 (marked with a 't'), and K9 (which contains sub-rooms A, B, C, and C). To the right of K15 is another grid of rooms including K10, K6, K5, K4, and K3. Further right is a long, narrow corridor K1 leading to a triangular area K2. A small room K14 is located at the top right. A compass rose in the bottom right corner indicates North (N), South (S), East (E), and West (W). A circular marker labeled '1' with the text 'To Surface' is located near the bottom center. An arrow points from the bottom left towards a tunnel labeled 'Tunnel into sewers below Bargarsport'. A small 'up' arrow is also present near room K2.

8

ADVENTURE 3: CULVERT OPERATIONS

boat that gets carried along with the tide. The cave opening leads to Area S.

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The map depicts Clandestine Area K, a complex network of rooms and corridors. At the top, a large circular room (K15) is surrounded by smaller rooms (K10, K11, K13, K14). To the left, a series of rooms (K7, K8, K9, K10, K12) lead to a tunnel labeled "Tunnel into sewers below Bargarsport". In the center, a large circular room (K15) is flanked by rooms (K10, K11, K13, K14). To the right, a series of rooms (K1, K2, K3, K4, K5, K6, K10, K11, K13, K14) lead to a circular area labeled "To Surface". A compass rose indicates North (N), South (S), East (E), and West (W). The map is set against a dark, textured background.

8

ADVENTURE 3: CULVERT OPERATIONS

boat that gets carried along with the tide. The cave opening leads to Area S.

Area I: The Placid Cove

The water inside this cave opening is lit by weakly glowing algae that thrives on the porous rock surfaces. The cave opens into still water that leads to Area T.

Area J: The Docks

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The map depicts a complex underground area labeled "Clandestine Area K". At the top, a large circular room labeled "K15" is connected to several smaller rooms: "K11" (a semi-circle), "K8", "K13", and "K7". To the right, there's a long corridor with three numbered circles (1) leading to "K14" (containing two small squares labeled 'S') and another corridor with two more numbered circles (1). Below "K15" is a large rectangular area containing multiple rooms labeled "K10" and "K6". To the left of "K15" is a room labeled "K12" (containing a small square labeled 't') and a set of four small rooms labeled "A", "B", "C", and "C" under the label "K9". To the right of "K15" are rooms labeled "K5", "K4", and "K3". At the bottom right, a winding path leads through "K2" (with an arrow pointing "up") towards a triangular area labeled "K1". A compass rose indicates North (N), South (S), East (E), and West (W). In the bottom left corner, a tunnel leads away from the main area, labeled "Tunnel into sewers below Bargarsport". In the center bottom, a circle with the number "1" is labeled "To Surface". The entire map is overlaid on a grid pattern.

8

ADVENTURE 3: CULVERT OPERATIONS

boat that gets carried along with the tide. The cave opening leads to Area S.

Area I: The Placid Cove

The water inside this cave opening is lit by weakly glowing algae that thrives on the porous rock surfaces. The cave opens into still water that leads to Area T.

Area J: The Docks

Ships unload their cargo on these long, wooden piers that extend out into the Reaping Sea. Often, many of these ships are captured by pirates, although they don't advertise this fact while in port. Long warehouses near the docks store goods — although many times these goods vanish overnight. Small rowboats can be bought or rented (15 gp, 5 of which goes back to Clandestine) on the docks from a number of locations.

**Clandestine
Area K**

Tunnel into
sewers below
Bargarsport

To Surface

up

N
W E
S

8

ADVENTURE 3: CULVERT OPERATIONS

boat that gets carried along with the tide. The cave opening leads to Area S.

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The map depicts a complex network of rooms and corridors. At the top, a large semi-circular room labeled K11 is connected to K8 and K13. Below K11 is a large central hall labeled K15. To the left of K15 are several smaller rooms, including K10, K12, and K9. To the right of K15 are rooms K10, K6, K5, K4, and K3. At the bottom right, there is a small outdoor area labeled K2 with a path leading 'up' towards K3. A compass rose in the bottom right corner indicates North (N), South (S), East (E), and West (W). A circular icon with the number '1' and the text 'To Surface' is located near the bottom center. A label 'Tunnel into sewers below Bargarsport' points to a narrow passage at the bottom left. The entire map is titled 'Clandestine Area K' at the bottom center.

8

ADVENTURE 3: CULVERT OPERATIONS

boat that gets carried along with the tide. The cave opening leads to Area S.

Area I: The Placid Cove

The water inside this cave opening is lit by weakly glowing algae that thrives on the porous rock surfaces. The cave opens into still water that leads to Area T.

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Ships unload their cargo on these long, wooden piers that extend out into the Reaping Sea. Often, many of these ships are captured by pirates, although they don't advertise this fact while in port. Long warehouses near the docks store goods — although many times these goods vanish overnight. Small rowboats can be bought or rented (15 gp, 5 of which goes back to Clandestine) on the docks from a number of locations.

Clandestine Area K

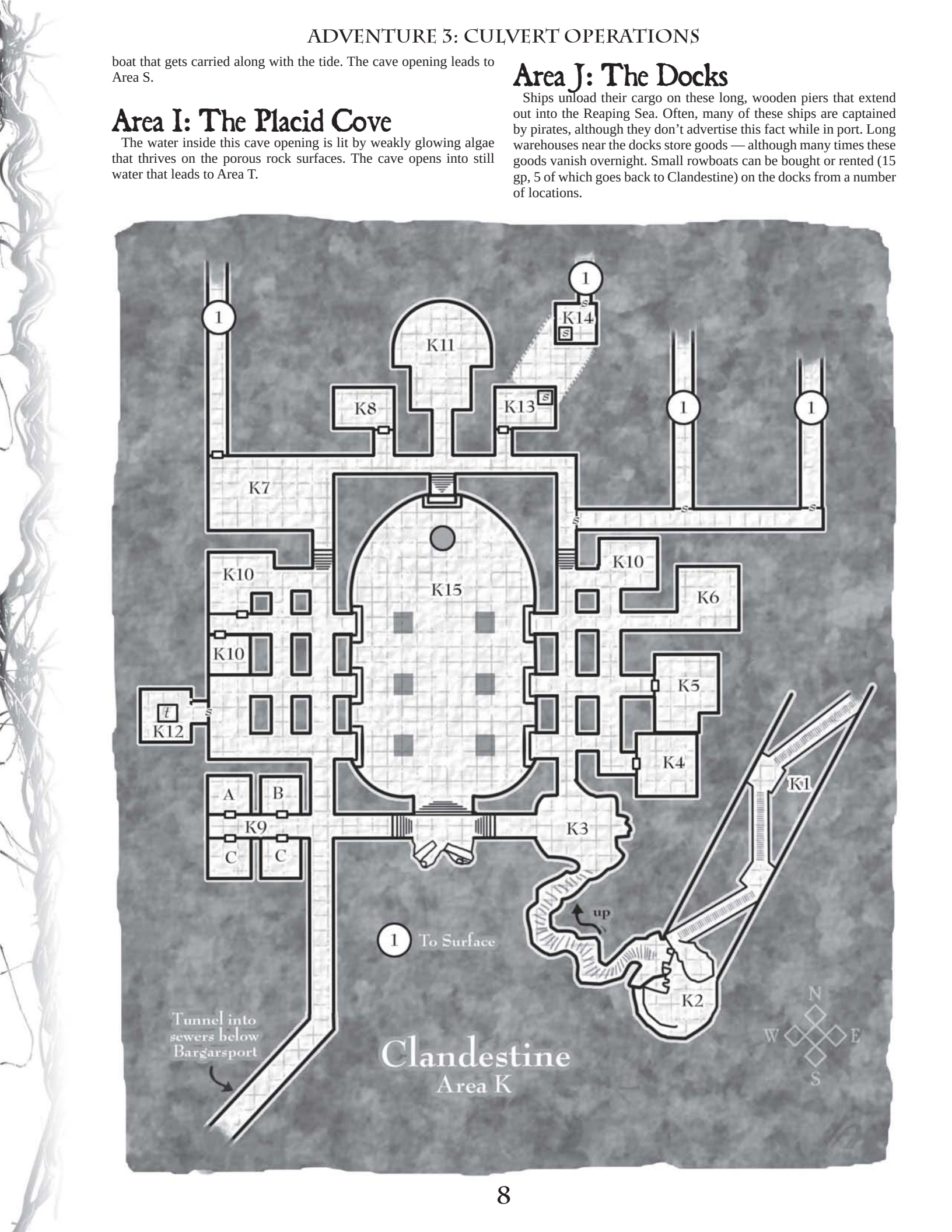
Tunnel into sewers below Bargarsport

To Surface

K1, K2, K3, K4, K5, K6, K7, K8, K9, K10, K11, K12, K13, K14, K15

N
W E
S

8



Area K: Clandestine

Location: Underground catacomb beneath a city's streets.

Nickname: The Vault

Deity: Ayianna, the Damsel of Fate, goddess of shadows, luck, greed, wealth

Worship domains: Luck, Travel, Trickery

Leader: Reneth Anora (Rog6/Clr10)

Servants: 20 guards (Ftr1), 10 rogues (Rog1); 5 under-priests (Clr1-4)

Dress: Priests wear leather armor under their normal clothing. The majority of Ayianna's followers disguise themselves as beggars and laborers

Unique characteristic: Temple is located in the sewers of an old city

The violent mudslides that buried the grand cathedral did surprisingly little damage to the temple's main building. The main building separated from the chime tower, but a manmade tunnel through the side of the temple now connects the two.

Clandestine has a flat floor that has buckled slightly over the years. Glass mosaic murals depicting the glory of Ayianna cover the walls of the main rooms. Hanging candle chandeliers light the chambers and halls. Despite its proximity to the main sewer, Clandestine remains fairly clear of debris and odor free. Followers can be found whispering in the temple's corners, nooks and alcoves.

The main room is all that is left of the temple. The high windows are missing, removed to reveal tunnels carved into the earth. Salvaged brickwork supports hand-dug outlying passages that extend off the main room. Passages connect to various points in the sewers and upper Bargsport.

Ayianna's followers in Bargsport dress as beggars and street folk to better blend in with aboveground society. They further disguise themselves depending on the circumstance. Despite its location and the seedy appearance of its followers, Clandestine is actually a wealthy temple. The congregation stays busy with black-market trade, reconnaissance and theft.

Despite the illicit dealings that Clandestine's worshippers engage in, they draw a fine line between honorable thievery and outright wickedness. Ayianna's believers work for neither malice nor good nature but out of necessity and for profit. Her followers are neutral to the fullest extent and don't tolerate acts of evil. Neither do they suffer heroic foolhardiness lightly, believing these do-gooders naïve in the ways of the world. Paladins and other such "goodly" adventurers are not usually welcomed into Clandestine's halls unless there is some profit to be gained.

New Deity: Ayianna

Goddess of Luck, The Damsel of Intrigue

Alignment: Chaotic Neutral

Domains: Luck, Chaos, Travel, Trickery

Typical Worshippers: Rogues, Bards, Humans, Halflings

Favored Weapon: Short sword

Ayianna is a fickle goddess who blesses her faithful with good fortune. A millennium ago, the city of Bargsport, Ayianna's favored city, was devastated by disaster. The catastrophe eradicated her disciples and cast doubt into the minds of her followers. For the next 1,000 years, Ayianna withdrew from mortal memory.

The goddess resurfaced quietly in isolated congregations. She may never regain her former glory, but her name is again being associated with fate (good or bad). Many who now turn to her lead harsh lives or have suffered great losses. Her small clergy works steadily to re-establish her grandeur. Good fortune seems to have returned to the faithful.

Priests of Ayianna wear leather armor under their normal clothing. The majority disguise themselves as beggars and laborers. Lower-class and impoverished humanoids make up the majority of her congregation.

Area K1: The Chime Tower

This sunken tower once housed huge chimes that rang during ceremonies to venerate Ayianna. The tower now lies broken, buried in the mud. The top half of the tower rests at an angle and serves as the main entrance into Clandestine. The 15-foot-diameter tower rests at a 75-degree angle in the ground and stands 100 feet tall. The lower half of the tower serves as a sump for sewer runoff. Waste from the upper sewers collects and runs down the interior of the tower to the lower tunnels. The roar of water falling among the 50- to 70-foot-long brass chimes echoes throughout the tower. Crisscrossing iron-mesh stairs traverse the tower above the flowing sewage. Seven grand chimes lie against the lower wall of the tower's interior. Water flows through slime-covered hollow tubes to the lower sewers.

Two **men-at-arms** (N human Ftr2, Str 15) guard the entrance to the tower. They are armed with longswords and equipped with chain-mail and shields. These guards intimidate strangers, but allow passage after questioning and harassing those appearing to have good intentions.

Area K2: Tower's Base

The base of the leaning tower ends in crumbling ruins. A waste-filled pit rises and falls within the tower's interior with the tides of the nearby sea. The water never rises above the landing leading into Clandestine. The wastewater drains away with the low tide, and clean seawater refills the pit twice each day during high tide. The ebb and flow of the tides keep odors and diseases from developing within the tower.

During low tide — from midnight to dawn and from noon to dusk — the way into the sewers is passable. Stone stairs along the tower walls continue down into the empty waste pit to the sewers. These stairs and the entrance are revealed only during low tide.

Two **men-at-arms** (N human Ftr2, Str 16) watch the entrance stairs.

Area K3: Entrance

Winding, narrow steps end in a small building deep under Bargsport's streets. This building once was part of Clandestine's parsonage. It now serves as an entrance hall and welcoming chamber. Two brick-lined passages lead from opposite sides of the room. The front door opens into a wall of settled ash and dirt. Bricks cover the windows.

Several plump candles on brick shelves provide illumination. A solid wooden table and chair sit between the passages, and a large gong hangs from the ceiling behind the table. During events and ceremonies, 3 **men-at-arms** (N human Ftr2) are posted here. At all times, a **greeter** (human Clr4/Rog2) awaits visitors. The greeter welcomes guests and guides them throughout the temple.

The greeters are more than just guides; they are ranking priests of Clandestine. They closely watch visitors and try to gain as much information as possible to determine their motives. If visitors raise suspicions, they are led to the Iron Chamber (Area K4) to "wait" for the high priest. Otherwise, visitors are allowed general access with the presence of the greeter.

Area K4: The Iron Chamber

Lavish furnishings decorate this brick-hewn chamber. A chandelier hangs from the ceiling, and multiple candles light the chamber. Several soft couches surround a small table. Silver serving platters laden with fruits and candies surrounded by silk napkins sit upon the table. A crystal decanter of wine and eight matching goblets sit on a serving cart. Despite its grand appearance, the ornate room reveals little clue of its true purpose.

Greeters lead visitors through a wooden door and leave them here to wait alone. The door is actually iron painted to resemble a common wooden door. A DC 18 Perception check reveals that the door is more than it appears. The lock is on the exterior of the one-way door.

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A false lock sits on the interior face.

A fireplace in the corner warms the room. The mantel displays ornate urns encrusted with many grape-sized jewels. A DC 15 Appraise check reveals that the gems are worthless stage props. Two long-swords are mounted behind a shield above the mantel. The swords are made of wood, but painted to appear incredibly realistic. The shield is papier-mâché. A DC 15 Perception check reveals that the weapons are fakes. The swords, shield and urns are trapped. Moving any of the items releases the spring-activated door, which slams forcefully shut with a metal clank and locks.

Enterprising PCs might try to escape through the chimney, but a metal mesh grate covers the inside of the one-foot-by-one-foot opening. If accessed, the chimney opens into the upper sewers.

The bricks on the walls, floor and ceiling are a façade. Thin, loose-fitting bricks cover the room's true iron walls. Gaps between the bricks allow the iron walls to show through, although the iron wall itself is coated with a layer of mortar that matches the brick covering. Small, one-inch holes uniformly line the iron walls. The holes are covered with wet sand that blends with the mortar to conceal them. A DC 20 Perception check uncovers these sand-filled holes and the iron wall.

Ayianna's followers use a small rod to poke the sand clear to spy on visitors left within the room. Small iron plates cover unused holes.

If visitors in the room pose a threat, Ayianna's followers use the holes to spray burning oil into the room or to shoot poisoned blow darts (See Area K5).

IRON DOOR: 2 inch thick; Hardness 10; hp 60; Break (DC 28).

BURNING OIL TRAP; CR 2

Type mechanical; Perception DC 20; Disable Device 28

Trigger: location; Reset: manual

Effect: Fire damage (1d6 each round, fire); Reflex save DC 15 avoids

Area K5: Murder Holes/Barracks

These rooms are identical. Each is used as barracks for **8 men-at-arms**. The rooms contain four sets of bunk beds and footlockers. The lockers contain the men's personal items and clothing. In addition, each holds 2d8 gp, 4d6 sp and 4d6 cp. A table and eight chairs sit in the center of the room. Two lanterns hang from the ceiling.

The beds are on castors and can be moved easily. Two barrels of oil on rolling platforms sit near the door. The walls facing Area K4 are made of thick iron plates with small swivel plates covering dozens of small holes perforating the wall. Six bellows and tinder twigs hang from the wall. The bellows are used to spray oil into Area K4. A blowgun, a bandolier of 20 darts, and three vials of sleep poison are strapped under each of the top bunks.

Usually present in the rooms are **2d4 men-at-arms** (See Area K2).

SLEEP POISON: injury; DC 12 Fortitude save resists; 1/round for 2 rounds; Damage 1d4 plus poison; *sleep* as spell for 4d4 hours, no secondary damage.)

Area K6: Lathaine, Artiste

The room is a studio filled with paintings on easels. Worktables hold paints, jars, brushes and sculpting tools.

A table and comfortable chair used for tattooing sit in the corner opposite the door. A stool and rolling worktable sit nearby. Inks, needles, and bloody and stained rags cover the table.

This is the studio of **Lathaine** (CN Brd2/Exp6 [drawing, painting, sculpting +11] Int 15, Cha 16), the resident artist who works for and is loyal to Clandestine. Lathaine's talents are used whenever realistic artistry is called for, as well as for forgery, tattooing, disguise and sculpting. His prices vary for commissioned artwork depending on the amount of time needed to complete the piece. Small tattoos and drawings run 50 gp and require about two hours.

Area K7: Mess Hall

Patrons and Clandestine's work force use the tables and chairs here to relax and enjoy meals. The food is of average quality and costs 150 percent normal for visitors. Worshippers pay a percentage based on their years of service to the temple (nothing is free in Clandestine). The menu is limited and not made-to-order. Most of the food is brought down from the surface and reheated in the kitchen's ovens. The menu consists of bread-and-meat mush for 1 sp; meat-and-potato stew with a house ale, 3 sp; or a turnip soufflé with a heavily watered-down wine, 5 sp. Regular patrons have learned not to ask too many questions about the meat provided.

Scratch (CN female goblin Rog2) and **Edgar** (CG male halfling Ftr1, Int 4) act as servers. **Bledso** the cook found Scratch years ago as an infant and spared her life. Scratch considers the cook her father. Edgar's intellect is simply too low for him to be of any important use to Clandestine. He confuses orders often, but no one really pays attention as the mess hall offers just three choices anyway.

Area K8: The Kitchen

This sparse kitchen is run by **Bledso** (CG male human Ftr8 [fallen paladin]). Bledso is the cook and captain of the men-at-arms. He once was a rising paladin until he spared the life of Dealyn Rho', a high priestess of Hel, during one of his past quests. Years after Bledso's act of mercy, Dealyn Rho' later caused the deaths of many innocents. Bledso never overcame his shame or regained his glory and honor. He resides here in shame, grateful that he has a place that accepts him despite his past. He often bleats his history to visitors as if begging for atonement. He won't truly be able to atone until Dealyn Rho' is dealt with. (For more on Dealyn Rho', see *Splinters of Faith 9: Duel of Magic*.)

Area K9: Apartments

These apartments are rented or loaned out to Clandestine's faithful when they are working within the temple. The majority of Clandestine's parishioners reside in surface dwellings or on the streets of Bargarport.

Area K9-A: Boluk's Room

Boluk (CN half-orc Rog10, Int 16) lives here. He is Clandestine's chief trainer and taskmaster and rarely adventures outside of the sewers. Boluk is thorough and precise, and a stickler for details. He seldom makes mistakes and whips himself with a small leather strap when he does. His broad back is crisscrossed with old scars.

Area K9-B: Dawol's Room

Although frequently absent, **Dawol** (CN human male Bbn6/Rgr2, Str 19, Dex 16, Con 16) reserves this room for when he is in Clandestine. He is the resident thug and often used for "less-refined" tasks required by Clandestine's leaders. Dawol takes great pleasure in his craft.

Area K9-C: Empty Rooms

These rooms contain two simple beds and meager furnishings. They are currently empty and can be rented for 5 gp per day. The money is a low price to pay for someone seeking solitude and a hideaway out of the public eye. The money goes into Clandestine's coffers.

Area K10: The Initiate Priests' Room

These barracks house **low-ranking priests** (N Clr1-2) and student clergy. A potbelly iron stove in the center of the chamber provides heat.

A flue extends into the upper sewers. Footlockers at the end of each bunk bed hold the lesser priests' belongings. Each locker contains 1d12 sp and 2d8gp. At any time, 2d6 priests may be found in the room.

The clergy here help spread the faith of Ayianna aboveground and also tend to those requesting simple services. These priests make frequent trips to the surface and perform daily chores required within Clandestine.

Area K11: The Initiate Rogues' Room

Initiate rogues (N Rog1-2) and visiting parishioners stay here. Six wooden support beams hold up the sagging ceiling. Multiple ropes and hammocks dangle between the beams. Bags and packs hang from the hammocks, each containing the meager possessions of the lesser initiates.

These rogues travel light and need to be able to pack up and leave at a moment's notice. The room can hold up to 35 people sleeping in hammocks and on the floor. Generally, **1d20+15 low-level rogues** sleep in this room. They normally work aboveground at panhandling to help keep funds flowing into Clandestine.

The initiates are the Clandestine's labor force and its trainees. Upon completing their training, the rogues are sent to various cities to spread Ayianna's web. The initiates work at mostly nonviolent operations such as smuggling, theft, embezzling and fencing. Ayianna disdains violence unless absolutely necessary.

Area K12: The Treasury

A thick iron door sets this portal off from the rest. The door is never guarded, but is equipped with a complex lock. The room brims with locked chests and expensive works of art. The door and chests are trapped. To all appearances, it looks like Clandestine's wealth is standing unguarded.

This is all a ruse, of course; Clandestine's assets are actually kept secure in several banks scattered about Bargarsport and other cities under various names.

The six chests located here are trapped with identical traps and are intended to convince would-be thieves that they've found Clandestine's vaults. Once one trap has been successfully found and removed, a +4 circumstance bonus is granted for disarming the rest of the traps. The chests contain: 15,000 lead coins painted gold; 32 game figures (wood painted white to resemble ivory); 5,000 miscellaneous gems (worthless glass); five velvet-covered shelves displaying jewelry (costume, worthless); a jeweled -2 *scimitar*, a *scarab of death*; and 10 various bottles of poison mislabeled as *fly*, *invisibility*, *levitate*, *haste*, *mage armor*, *bark skin*, *spider climb*, *cure light wounds*, *cure serious wounds*, *cure disease*.

Also in the room are four detailed statues of past mayors of Bargarsport (500 gp each, but each weighs 700 pounds), 10 paintings by legendary old masters (fakes, but worth 25 gp each), and six urns containing ashes of ancestors of the Alantyr family (stolen from the family's manor).

IRON DOOR: 2 in. thick; Hardness 10; hp 60; Break (DC 28), Disable Device (DC 28).

CHEST: 1 in. thick; Hardness 5; hp 20; Break DC 20.

OIL OF TAGGIT POISON (10 MISLABELED POTION BOTTLES): ingested; Fortitude DC 15; Onset 1 minute; unconscious for 1d3 hours; cure 1 save.

POISON NEEDLE TRAP; CR 2

Type: mechanical; Perception DC 22; Disable Device 17

Trigger: touch; Reset: repair

Effect: Atk +17 melee (1 plus poison, needle); poison (drow poison: injury; DC 13 Fortitude save resists; initial effect, unconscious for 1 minute; Secondary effect, unconscious for 2d4 hours; Cure 1 save.

Area K13: Reneth Anora's Chamber

Expensive furnishings decorate this lavish room. The beautifully carved bed (300 gp) overflows with two luxurious white furs (50 gp each) and two silk sheets (25 gp each). An ornate desk and chair sit in one corner. Papers detailing contacts and secret operations in Clandestine litter the desk. All of the contact information is false, and red herrings are left to DMs to develop as they see fit. Lathaine created the incredibly detailed books and papers to deceive anyone trying to track down all of Clandestine's operations. A wardrobe holds fine gowns and tattered rags. A drawer below holds a disguise kit and an assortment of shoes, some containing false soles (currently empty) for smuggling.

An iron stove in the corner warms the room. The flue extends into the sewers, and a stack of wood sits next to the stove. One of the bottom twigs actually releases a trapdoor set in the ceiling. Cleverly hidden niches in the wall act as handholds to reach the trapdoor.

Loomkol (Area K15) resides in this room when not accompanying the high priestess.

Area K14: Secret Chamber

The trapdoor opens in the ceiling of the lavish room below (Area K13) into this much simpler chamber. This is the secret bedchamber of Reneth Anora. A spyhole in the floor lets her peer into the false bedroom below. The room is built on rafters suspended above a fake floor (which serves as the ceiling of the room below) so she can walk around without alerting people below to her presence.

A sturdy but comfortable bed sits opposite the trapdoor. An unlocked trunk sits at the foot of the bed and contains clothing and the high priestess's ordinary personal affects. A corner writing desk holds Reneth's journal, her prayer books, ritual details and lists of Ayianna's followers in Bargarsport and the surrounding lands. Reneth's journal also contains detailed explanations of the animosity between Clandestine and the Alantyr family. Known illegal operations and allies of the crime family are penciled across four pages.

A secret compartment (DC 20 Perception check) under the floor rug holds bank notes and ledgers detailing Clandestine's finances.

A secret access into the upper sewers is expertly hidden along the back wall (DC 23 Perception check).

Reneth is usually here when not directing Ayianna's followers from Clandestine's main halls. She never brings visitors to this chamber, however, preferring to meet with them in the main temple where she is surrounded by her followers.

Area K15: The Main Temple

Canisters of flaming oil offer flickering light and welcomed warmth from the damp sewers. These two-foot-tall canisters sit near the many pillars in the main temple. The temple room is huge, and its massive walls helped the chamber escape substantial damage when it was buried. Great cracks radiate through the stone, and glass murals decorating the walls and ceiling are missing bits and pieces. Sparkling multicolored lights reflect around the room from the flames. The dark marble pillars firmly support a fractured domed ceiling 50 feet overhead. The oval chamber has many accesses and alcoves, many containing statues depicting infamous followers of Ayianna.

The center of the temple's main room holds a basin-like altar. A throne on a raised dais sits just behind the altar. Within the basin is a pile of fine ash used in ceremonies to the mistress of larceny. Scrolls bearing the names of new worshippers devoting themselves to Ayianna are burned within the basin. The information is incinerated to signify the person's transition into the ranks of the guild-style congregation.

Stairs lead up to windows that open into a maze of brick-hewn passages dug into the mud that surrounds the temple. Years after the volcanic cataclysm engulfed the temple in mud, Ayianna's faithful dug the passages by hand, adding the brick to better shore up the

ADVENTURE 3: CULVERT OPERATIONS

earthen walkways.

Reneth Anora (CN female half-elf Rog6/Clr10, Wis17) is regularly found here meeting with her flock. She uses her faithful cohort, **Loomkol** (CN male doppelganger Rog6), to foil would-be assassins from the Alantyr family and any other enemies. Loomkol often interrogates visitors before Reneth reveals herself as the temple's true leader. Normally, the high priestess remains disguised among the lesser priests in the main temple. No one knows Reneth Anora's true appearance. She remains disguised at all times, forever changing her appearance.

There are always 1d4 **initiate priests** (N Clr1-2), 2d6 **initiate rogues** (N Rog1-2) and 1d4 **greeters** (Clr4/Rog2) within the central worship chamber.

Adventure Background

Reneth Anora, the high priestess of Clandestine, has her hands full. She is the underworld queen and considered by many the true ruler of Bargarsport. She prefers to keep the buried city quiet and out of the spotlight. But recently, a necromancer moved into the far side of the sewers, a section long abandoned and left mostly in ruins. Worse still, undead minions following the necromancer sealed off entry into the area, slaying the scouts Reneth sends to spy on the sorcereress.

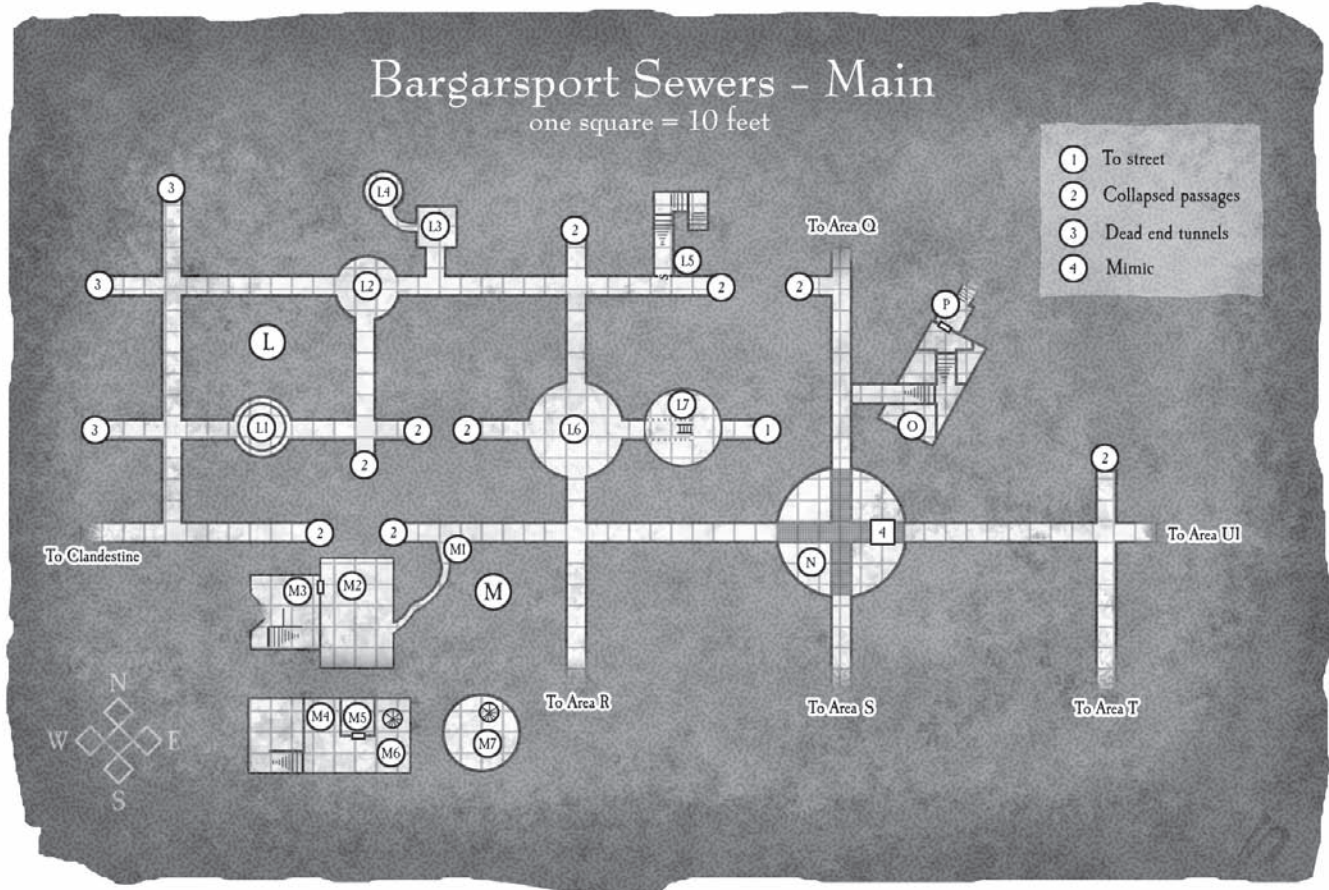
Reneth fears the necromancer is assembling a battalion of undead minions in the abandoned sewers. Although she has not yet acted against Clandestine directly, Reneth feels it is only a matter of time. Recently, Reneth sent six of her disciples to initiate peace talks and to inquire what the foreign necromancer is doing in her domain. These poor messengers returned as shuffling zombies.

Reneth knows a war is coming, but she is unsure exactly how to deal with the undead massing on her borders. Given her current situation, she is unlikely to assist PCs making a request of her without getting something in return. If PCs are willing to help her with her necromancer problem, she'll gladly reward them. If they are seeking a blessing for the *Scepter of Faiths*, she'll gladly oblige them once the necromancer is gone. Receiving the blessing of Ayianna is simple: Reneth must willingly kiss the scepter three times to complete the *Anointing of Perfection* ritual.

Entering the Sewers

The most direct route to the abandoned sewers where the necromancer has established his camp is to enter the seldom-used passages spreading out through the buried city from Clandestine. These passages fill with water following the tide, so PCs who dawdle may find themselves stuck in deep shafts as the water floods in. Numerous rooms provide safety from the water, but PCs could be cut off for six hours at a time waiting for the tide to recede. And many creatures have learned to ride the tide into the sewers to hunt.

Reneth will assign guides (for only 10 gp per person) to lead PCs through the winding tunnels away from Clandestine to Area L of the sewers. The sewers double back on themselves and PCs have no hope of finding the entrance without Reneth's help. However, Reneth will gladly tell PCs who don't want to pay her fee that they can also enter the sewers via the sea tunnels in the cliff wall (Areas G, H and I). The sea tunnels are more direct, but also more dangerous. Reneth will not allow any of her clergy to accompany PCs on the sea route.



Wandering Monsters

Use the following table for wandering monsters while PCs are in the sewers. While the followers of Ayianna have conquered many of the passages beneath the city of Bargarsport, many more remain home to violent and evil creatures.

Two encounter charts exist, one for low-tide encounters when the tunnels are empty and creatures can roam around, and one for high tide when creatures from the ocean wash in to hunt.

Roll 1d20 for every three hours spent wandering the sewers during low tide or for every two hours during high tide.

Low-tide encounters

- 1 Gelatinous cube: CR 3; hp 55.
- 2 **Otyugh**: CR 4; hp 47. See Area L6.
- 3 **Troll**: CR 5; hp 66.
- 4 **Green Slime***: Hazard, CR 4.
- 5-6 **Wererats (1d4+1)**: CR 2; hp 12.
- 7 **Zombie Pack (2d6)**: CR ½; hp 8.
- 8-9 **Rat swarm**: CR 2; hp 18.
- 10 **Sewer laborers (2d6)**: NG human male Com1
- 11-12 **Alley cats (1d4)**: The cats mewl and run around, but don't attack.
- 13 **Special Encounter: Sewer cat**: See below.
- 14 **Initiate priests from Clandestine (1d4+2)**: N Clr1-2. See Area K10.
- 15 **Initiate rogues from Clandestine (2d4)**: N Rog1-2. See Area K11.
- 16-20 No encounter

* See *Pathfinder Core Rulebook*, Chapter 13, "Slimes, Molds and Fungi," *Environment*.

High-tide encounters

- 1 **Gelatinous cube**: CR 3; hp 55. The cube floats, blocking the passage. (See low-tide encounters.)
- 2 **Riptide horror**: CR 8; hp 86.
- 3 **Medium stingray**: CR 3; hp 36.
- 4 **Green slime patch***. The patch floats atop the water.
- 5 **Sahuagin war party**: See Area T.
- 6-7 **Medium shark (1d4+1)**: CR 1; hp 16.
- 8 **Octopus**: CR 1; hp 9.
- 9 **Monstrous jellyfish (2)**: CR 2; hp 22.
- 10 **Lacedons (2d4)**: CR 1; 10 hp. See Area L2.
- 11-12 **Giant archerfish (3)**: CR 1; hp18, 17, 15.
- 13-15 **Zombie Pack (2d6)**: CR ½; hp 8.
- 16-20 No encounter

* See *Pathfinder Core Rulebook*, Chapter 13, "Slimes, Molds and Fungi," *Environment*.

Special Encounter: Sewer Cat; CR 4

A mewling alley cat rushes toward the PCs, its head swinging in pain, its tail swishing frantically. The mangy cat brushes its body against everything it encounters, frantically trying to scrape its fur off its body.

The unfortunate animal wandered through a patch of green slime and is being dissolved by the corrosive hazard. The slime coats the animal's fur, causing the animal to brush against objects — or beings — in a futile attempt to clean off the slime. Its attempts do nothing but further spread the slime.

Any PC "helping" the poor animal is in for a rude surprise. The cat eagerly jumps into any outstretched arms (it was formerly a Bargarsport baker's pet), hoping its "master" can relieve its pain.

PCs who make a DC 21 Perception check notice that the cat's fur bubbles and oozes as the animal approaches.

Anyone who touches the cat — or whom the cat jumps on or brushes against — suffers the effects of the slime, although only 1d4 points of Constitution damage due to the small amount of slime that is present.

CAT CR **1/4**
XP 100
 N Tiny animal
Init +2; **Senses** low-light vision, scent; **Perception**

AC 14, touch 14, flat-footed 12 (+2 Dex, +2 size)
hp 2 (1d8–1)
Fort +1, **Ref** +4, **Will** +1
Speed 30 ft.
Melee 2 claws +4 (1d2–4), bite +4 (1d3–4)
Space 2-1/2 ft.; **Reach** 0 ft.

Str 3, **Dex** 15, **Con** 8, **Int** 2, **Wis** 12, **Cha** 7
Base Atk +0; **CMB** +0; **CMD** 6 (10 vs. trip)
Feats Weapon Finesse
Skills Climb +6, Perception +5, Stealth +14; **Racial Modifiers** +4 Climb, +4 Stealth

ARCHERFISH, GIANT **CR 1**
The Tome of Horrors II by Necromancer Games, Page 178
XP 400
 N Medium Animal (Aquatic)
Init +3; **Senses** low-light vision; **Perception** +5

AC 14, touch 13, flat-footed 11 (+3 Dex, +1 natural)
hp 12 (2d8+2)
Fort +4, **Ref** +6, **Will** +1

Speed 40 ft., swim
Melee Bite +4 (1d4) or water spray +4 ranged touch (1d3, see text)
Space 5 ft.; **Reach** 5 ft.

Str 11, **Dex** 17, **Con** 12, **Int** 1, **Wis** 12, **Cha** 2
Base Atk +1; **CMB** +1; **CMD** +14 (cannot be tripped)
Feats Weapon Finesse
Skills Perception +5, Swim +12; **Racial Modifiers** +8 Swim
Water spray (Ex): By collecting water in its mouth, a giant archerfish can fire a powerful jet of water as a standard action. The attack has a range of 30 feet with no range increment. If the giant archerfish scores a hit, the target is knocked prone.

GELATINOUS CUBE (OOZE) **CR 3**
XP 800
hp 50 (*Pathfinder Roleplaying Game Bestiary*, "Gelatinous Cube")

GREEN SLIME: Hazard, CR 4. See *Pathfinder Core Rulebook*, Chapter 13, "Environment," *Slimes, Molds and Fungi*.

MONSTROUS JELLYFISH **CR 2**
The Tome of Horrors by Necromancer Games, Page 172
XP 600
 Large Vermin (Aquatic)
Init +1; **Senses** darkvision 60 ft. **Perception** +5

AC 12, touch 11, flat-footed 11 (–1 size, +1 Dex, +2 natural)

Wandering Monsters cont.

hp 22 (3d8)
Fort +3, **Ref** +2, **Will** +1

Speed 10 ft., swim
Melee 8 tentacles +3 melee (8 tentacles poison)
Space 5 ft.; **Reach** 10 ft.
SQ Vermin traits

Str 11, **Dex** 12, **Con** 10, **Int** —, **Wis** 10, **Cha** 2
Base Atk +2; **CMB** +3; **CMD** 14 (cannot be tripped)
Feats Weapon Finesse (tentacle)
Skills Perception +5, Stealth +14, Swim +5; **Racial Modifiers** +8 Stealth
Poison (Ex): injury; DC 15 Fortitude save; 1/minute for 2 minutes; 1d6 points temporary Dex; 1d6 points temporary Dex.
Grab (Ex): The jellyfish must hit an opponent of up to Medium-size with a tentacle attack. If it gets a hold, it poisons its prey and attempts to carry it off to devour it.

OCTOPUS **CR** 1
XP 400
hp 13 (*Pathfinder Roleplaying Game Bestiary*, “Octopus”)

RAT SWARM **CR** 2
XP 600
hp 16 (*Pathfinder Roleplaying Game Bestiary*, “Rat Swarm”)

RIPTIDE HORROR **CR** 8
The Tome of Horrors II by Necromancer Games, Page 130
XP 9,600
Medium Magical Beast (Aquatic)
Init +2; **Senses** darkvision 60 ft., low-light vision, blindsight 30 ft. **Perception** +5

AC 21, touch 13, flat-footed 18 (+2 Dex, +8 natural, +1 Dodge)
hp 86 (10d10+50)
Fort +7, **Ref** +7, **Will** +3
SA Grab, poison

Speed 20 ft., swim 40 ft.
Melee 6 tentacles +12 melee (1d4 +1 plus poison) and 6 bites +11 (1d6+1)
Space 5 ft.; **Reach** 10 ft.

Str 13, **Dex** 15, **Con** 20, **Int** 8, **Wis** 8, **Cha** 8
Base Atk +10; **CMB** +11; **CMD** 24 (cannot be tripped)
Feats Dodge, Improved Initiative, Iron Will, Power Attack, Weapon Finesse (tentacle)
Skills Perception +5, Stealth +13, Swim +15; **Racial Modifiers** +4 Stealth, +8 Swim
SQ amphibious, damage reduction 10/piercing or slashing, spider climb, vulnerability to electricity
Grab (Ex): If the riptide horror hits with a tentacle attack, it can attempt to start a grapple as a free action without provoking an attack of opportunity.

Poison (Ex): A successful tentacle attack dealivers poison. Riptide Horror Poison: contact; Fort DC 18; 1d8 Dex; paralysis 1d4 rounds; 2 saves.

Spider Climb (Sp): A riptide horror can create an effect identical to a *spider climb* spell (CL 6)

Vulnerability to Electricity (Ex): A riptide horror takes 50% extra damage as from normal electricity, regardless of whether a save is allowed, or if the save is a success or failure.

SAHUAGINS (8) **CR** 2
XP 600
hp 17, 15 (x3), 13 (x2), 11, 10 (*Pathfinder Roleplaying Game Bestiary*, “sahuagin”)

SHARK **CR** 2
XP 600
hp 22 (*Pathfinder Roleplaying Game Bestiary*, “Shark”)

STINGRAY (MEDIUM) **CR** 3
XP 800
N Medium anima
Init +3; **Senses** low-light vision **Perception** +5

AC 16, touch 13, flat-footed 13 (+3 Dex, +3 natural)
hp 36 (4d8+12)
Fort +6, **Ref** +6, **Will** +2

Speed 30 ft., swim
Melee tail sting +6 (1d10+1 plus poison)
Space 5 ft.; **Reach** 5 ft.

Str 13, **Dex** 17, **Con** 16, **Int** 1, **Wis** 12, **Cha** 2
Base Atk +3; **CMB** +4; **CMD** 17 (cannot be tripped)
Feats Weapon Finesse
Skills Perception +6, Stealth +12, Swim +13; **Racial Modifiers** +4 Stealth, +8 Swim
Poison (Ex): injury; DC 15 Fortitude save; 1 round; paralysis 1d4+1 rounds; 1 Str.)
Watersense (Ex): Stingrays can automatically detect the location of anything in the water to a range of 100 feet.

TROLL **CR** 5
XP 1,600
hp 63 (*Pathfinder Roleplaying Game Bestiary*, “Troll”)

WERERAT (HYBRID FORM) (4) **CR** 2
XP 600
hp 20 (*Pathfinder Roleplaying Game Bestiary*, “Lycanthrope, Wererat”)

ZOMBIES (2) **CR** 1/2
XP 200
hp 14, 10 (*Pathfinder Roleplaying Game Bestiary*, “zombie”)

Area L: The Blood Sump

A foul stench of decay and death wafts from these passages. Water runs rusty red with a mix of blood and waste. The smell never escapes this notorious section of the abandoned sewers.

Bargasport's slaughterhouses above this area dump their refuse directly into the sewers here, making for a particularly unpleasant and rank stretch of tunnels. Gristle, unidentifiable meat and other bits of flesh often hang from the brick walls. Creatures of the foulest sorts, drawn to these tunnels by the putrid stench, wander these passages in search of easy meals.



Area L1: Blood Golem (CR 5)

A quagmire of gelatinous and congealed gruel collects in this round room. A small three-foot-wide ledge sits above the waterline along the wall during low tide. The ledge is level with the sewer passages opening off the tunnels. The floor of the room is hidden beneath a five-foot-deep sludge pool. Even during low tide, the pool remains filled with five feet of waste.

A dreadful **blood golem** lives in the waste pool. The grossly obese sludge worm resides just under the top of the pool's surface, waiting for a fresh victim to pass by on the ledges. It uses its tremorsense to "watch" intruders, and stays submerged in the muck until it rises to attack.

Along the bottom of the pool lies a bag of 350 gp, an *arrow of slaying (animals)* and an *amulet of health* +2.

BLOOD GOLEM

CR 5

The Tome of Horrors by Necromancer Games, Page 151

XP 3,200

N Large Aberration

Init +1; Senses darkvision 60 ft., tremorsense Perception +7

AC 17, touch 11, flat-footed 16 (+1 Dex, +6 natural)

hp 51 (7d8) (Fast healing 3)

Fort +2, Ref +3, Will +5

DR 10/+1

Speed 30 ft.

Melee 2 slams +8 (1d8+3 and blood consumption)

Space 10 ft.; Reach 5 ft.

Special attacks Blood consumption, cell division

Str 17, Dex 12, Con 10, Int 2, Wis 11, Cha 1

Base Atk +5; CMB +8; CMD +15

Special Qualities Weapon resistance, vulnerabilities Resist fire (20)

Feats Alertness

Skills Perception +5, Stealth +6, Swim +8

Blood consumption (Su): When a golem successfully hits an opponent with a slam attack, it gains a number of hit points equal to the damage dealt. These bonus hit points are added to the blood

golem's total even if the addition takes it above its current maximum hit points. A blood golem may not gain more hit points than the maximum hit points allowed by its HD. For example, a 6 HD blood golem may not have more than 48 hit points.

If a blood golem successfully hits with both slams in one round, a living opponent must make a successful Fort save (DC 17) or suffer catastrophic blood expulsion. This expulsion drains the victim of a percentage of its current hit points equal to 10% times 1d4 plus the amount by which the save was failed. For example, a blood golem hits an opponent with both slam attacks. The opponent rolls a 12 on his save, failing by 5; next, 1d4 is rolled, yielding a 2. The opponent loses 2+5=7, or 70% of its hit points. The blood golem is healed by the same amount, subject to the limitation above. When a blood golem reaches its maximum hit points, it uses its cell division ability.

Cell Division (Ex): When a blood golem absorbs enough blood to raise its hit points to their maximum for its HD, it splits into two equal blood golems, each with one-half the total hit points as the original. For example, a 6 HD blood golem with 48 hit points splits into two 6 HD blood golems with 24 hit points each. Note that the blood golem must attack the same opponent each round until it drains enough blood to use its cell division ability. Attacking multiple opponents still drains blood, but does not allow it to use its cell division ability.

Weapon Resistance (Ex): Because of their physical makeup, blood golems take half damage from piercing and slashing weapons.

Vulnerabilities (Ex): A blood golem is slowed by any cold-based attacks or effects. A *purify food and water* spell instantly slays a blood golem.

Area L2: Blood Rain (CR 7)

A domed ceiling rises 20 feet overhead. A three-foot shaft covered by an iron grate is in the center of the room's dome. Sinew and gristle hang in long tangled strands from the grate. Streams of blood and fetid fluids ooze down the hanging filaments.

A cluster of undead creatures revels in the shower of gore. They greedily devour the dripping waste with wild abandon. The 2 **ghasts**, 3 **ghouls** and 3 **lacedons** turn their hunger on PCs if interrupted.

GHASTS (2)

CR 3

Pathfinder Roleplaying Game Bestiary, "Ghoul"

XP 600

CE Medium undead

Init +4; Senses darkvision 60 ft.; Perception +9

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

hp 23, 21 (2d8+8)

Fort +4, Ref +4, Will +7

Defensive Abilities channel resistance +2

Speed 30 ft.

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

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

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

Base Atk +1; CMB +4; CMD 18

Feats Weapon Finesse

Skills Acrobatics +6, Climb +8, Perception +9, Stealth +9, Swim +4

Languages Common

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

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

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Paralysis (Su): Target: Creature damaged by bite or claw attack, **Save:** Fortitude DC 15, **Duration** 1d4+1 rounds, **Special:** Affects elves normally.

This attack renders the victim immobile. Paralyzed creatures cannot move, speak or take any physical actions. The creature is rooted to the spot, frozen and helpless. A paralysis effect does not allow a new save each round. The duration of the paralysis varies and is included in the creature's description.

Stench (Ex): Area: 10-foot radius, **Save:** Fort DC 15 negates, **Effect:** sickened **Duration:** 1d6+4 minutes

GHOULS (3) **CR 1**
XP 400
hp 20, 12, 10 (Pathfinder Roleplaying Game Bestiary, "ghoul")

LACEDONS (3) **CR 1**
Pathfinder Roleplaying Game Bestiary, "ghoul"
XP 400
CE Medium undead (aquatic)
Init +2; Senses darkvision 60 ft.; Perception +7

AC 14, touch 12, flat-footed 12 (+2 Dex, +2 natural)
hp 22, 16, 11 (2d8+4)
Fort +2, Ref +2, Will +5
Defensive Abilities channel resistance +2

Spd 30 ft., swim 30 ft.
Melee bite +3 (1d6+1 plus disease and paralysis) and 2 claws +3 (1d6+1 plus paralysis)
Special Attacks paralysis (1d4+1 rounds, DC 13, elves are immune to this effect)

Str 13, Dex 15, Con —, Int 13, Wis 14, Cha 14
Base Atk +1; CMB +2; CMD 14
Feats weapon Finesse
Skills Acrobatics +4, Climb +6, Perception +7, Stealth +7, Swim +6
Languages Common

Ghoul Fever (Su): Bite—injury; save Fort DC 12; onset 1 day; frequency 1 day; effect 1d3 Con and 1d3 Dex damage; cure 2 consecutive saves. The save DC is Charisma-based. A humanoid who dies of ghoulish fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all respects. A humanoid of 4 Hit Dice or more rises as a ghast.

Area L3: Chuglink the Repugnant (CR 4)

This room is the lair of the despicable **Chuglink, a vampire spawn**. Chuglink once was a promising dwarven smuggler who was hired to transport a wooden box into the sewers. His curiosity and greed overtook his better senses, and he opened the crate. The creature within transformed him into his current state.

Chuglink lost his left eye and one hand long before his transformation. He now places a disturbing yellow marble in the eye socket and wears a rusted hook on his left stump. Chuglink's disabilities led his vampire sire to free him after his usefulness to the undead lord was finished.

Chuglink is a revolting, overweight, feral dwarf. He is constantly bathed in gory waste. Due to his missing eye, his domination ability is weakened (DC 12 Will save). Chuglink is lazy, stupid and more than satisfied with the abundant "free meals" flowing down atop him from the butcher shops. He doesn't put much effort into chasing PCs who flee his domain, preferring to dominate others rather than create spawn.

CHUGLINK, VAMPIRE SPAWN **CR 4**
Pathfinder Roleplaying Game Bestiary, "Vampire"

XP 1,200
LE Medium undead
Init +1; Senses darkvision 60 ft.; Perception +11

AC 15, touch 11, flat-footed 14 (+1 Dex, +4 natural)
hp 34 (4d8+8); fast healing 2
Fort +3, Ref +2, Will +5
Defensive Abilities Channel resistance +2; DR 5/silver; Immune undead traits; Resist cold 10, electricity 10
Weaknesses resurrection vulnerability, vampire weaknesses

Spd 30 ft.
Melee slam +4 (1d4+1 plus energy drain)
Space 5 ft.; Reach 5 ft.
Special Attacks blood drain, dominate (DC 14), energy drain (1 level, DC 14)

Str 12, Dex 12, Con —, Int 11, Wis 13, Cha 15
Base Atk +3; CMB +4; CMD 15
Feats Blind-Fight, Skill focus (Perception)
Skills Intimidate +2, Knowledge (religion)+7, Perception +11, Stealth +16;
Racial Modifier +8 Stealth
Languages Common
SQ gaseous form, shadowless, spider climb

Blood Drain (Su): A vampire spawn can suck blood from a grappled opponent; if the vampire spawn establishes or maintains a pin, it drains blood, dealing 1d4 points of Constitution damage. The vampire spawn heals 5 hit points or gains 5 temporary hit points for 1 hour (up to a maximum number of temporary hit points equal to its full normal hit points) each round it drains blood.

Dominate (Su): A vampire spawn can crush a humanoid opponent's will as a standard action. Anyone the vampire spawn targets must succeed on a Will save (DC 14) or fall instantly under the vampire spawn's influence, as though by a *dominate person* spell (caster level 12th). The ability has a range of 30 feet. At the GM's discretion, some vampire spawns might be able to affect different creature types with this power.

Energy Drain (Su): A creature hit by a vampire spawn's slam (or other natural weapon) gains one negative level. This ability only triggers once per round, regardless of the number of attacks a vampire spawn makes.

Fast Healing (Su): A vampire spawn also gains fast healing 2. If reduced to 0 hit points in combat, a vampire spawn assumes gaseous form (see below) and attempts to escape. It must reach its coffin home within 2 hours or be utterly destroyed. (It can normally travel up to 9 miles in 2 hours.) Additional damage dealt to a vampire spawn forced into gaseous form has no effect. Once at rest, the vampire is helpless. It regains 1 hit point after 1 hour, then is no longer helpless and resumes healing at the rate of 2 hit points per round.

Gaseous Form (Su): As a standard action, a vampire spawn can assume *gaseous form* at will (caster level 5th), but it can remain gaseous indefinitely and has a fly speed of 20 feet with perfect maneuverability.

Resurrection Vulnerability (Su): A *raise dead* or similar spell cast on a vampire spawn destroys it (Will negates). Using the spell in this way does not require a material component.

Shadowless (Ex): A vampire spawn casts no shadows and shows no reflection in a mirror.

Spider Climb (Ex): A vampire spawn can climb sheer surfaces as though under the effects of a *spider climb* spell.

Area L4: Chuglink's Coffin Room (CR 3)

This passage ends in a room with a 15-foot-deep pool of sewage. The room's ceiling is five feet higher than the eight-foot-high passage leading into the room. During high tide, the vaulted ceiling in the room traps a pocket of air.

An iron barrel floating in the center of the room serves as Chuglirk's coffin. The barrel is chained on its bottom to the floor of the pool, and rises and falls as the tide rolls in and out. At high tide, the barrel floats in the air pocket near the ceiling. When the tide is out and the water is still, Chuglirk exits the barrel and hunts in the sewer's passageways. When the tide starts to rise, Chuglirk enters the coffin through a small hole on its top and rides out the moving water swirling into the narrow rooms.

IRON BARREL: Hardness 10; hp 60; Break (DC 28)

The barrel contains a +2 *longbow*, a *potion of cure disease*, a *potion of cure serious wounds*, a *potion of lesser restoration*, and a large ruby (250 gp).

Area L5: Secret Passage (CR 1)

A locked secret door here leads upward into the shop owned by **Lykurgus the Butcher** (Area E). Lykurgus uses this door to secretly explore the sewers in his quest for the buried temple of Orcus.

SECRET DOOR: 2 in. thick; Hardness 5; hp 20; Break (DC 23), Disable Device (DC 20); Perception (DC 20).

Area L6: Slime Fall (CR 4)

The room's ceiling is an iron grate suspended 15 feet over the lower passage. The chamber serves as a subterranean spillway for the Wahr River, with the grate preventing debris from the ocean from washing into the spillway. Slime coats the walls and hangs in 10- to 12-foot-long tendrils from the grate like a dense jungle.

The floor of the lower chamber is bowl-shaped from ages of falling water eroding the bricks. A shallow pool of slimy water fills the depression. Despite the ominous setting, the pool is not the real danger in the room. A trapped **otyugh** lives in the upper chamber. The wandering creature fell into the upper chamber and has been unable to escape. It survives by catching prey that wanders into the room beneath the grate.

The slime-covered iron grate gives the otyugh a +4 cover bonus to range attacks and a +4 bonus to Stealth skills. The otyugh can reach anyone entering the lower room by sliding its tentacles through the grate. It targets Small size creatures, which can be pulled upright through the grate's openings. Anyone yanked through the grate suffers 1d6 points of damage as he hits the grate's rusted metal. The otyugh then scampers away with its meal.

OTYUGH
XP 1,200

hp 51 (*Pathfinder Roleplaying Game Bestiary*, "otyugh")

CR 4

Area L7: Safe Area

An iron ladder hangs beneath an open portal in the ceiling. The ladder ascends to a 20-foot-diameter round room. Another ladder continues up to a solid iron door. The iron door is airtight and barred from above. It opens onto Bargarsport's street through a manhole.

This room is safe from the rising water of high tide, but not from the inhabitants of the sewers who sometimes climb into this nest to escape the incoming tide. Creatures carried in by the ocean also probe the area occasionally looking for a cowering meal.

BARRED IRON TRAPDOOR: 3 in. thick; Hardness 10; hp 60; Break (DC 28), Disable Device (DC 25).

Area M: The Estate of Neyshabu

This ancient buried manor house lies in ruins. Little is left of the upper floors, but the lower three floors remain intact. Neyshabu was a secretive mage of local repute who long ago perished during the cataclysm that destroyed Bargarsport. When the manor house was buried in burning mud, its foundations crumbled and the entire dwelling tilted at a 45-degree angle.

Thinking at Angles

Getting around in Neyshabu's estate can be tricky because of the steeply angled floors. Walking around inside the manor requires PCs to make DC 10 Acrobatics checks. Failing the check by more than 5 results in the PC tumbling down the floor, taking 1d6 points of subdual damage per 10 ft. fallen when he hits the far wall.

Single actions only are allowed while in the manor. Each round, PCs can move normally up to their speed or they can perform a single attack action. No double moves, charging or multiple attacks are possible.

Each round PCs are engaged in melee they must make a DC 10 Acrobatics check or tumble down the inclined floor (taking 1d6 points of subdual damage per 10 ft. fallen as above).

Area M1: Earthen Passage (CR 1)

A 25-foot passage clawed from the earth leads upward through crumbled brick. The thick mud and sludge requires a DC 20 Climb check to get through. The passage opens into the ground floor of a buried tower. These areas are safe from the rising water of high tide.

Four rotting bodies lie slumped throughout the room. Their heads have been smashed, and one lies ripped into pieces. These unfortunate ghouls sensed the flesh of the hill giant zombie (Area M3) and tunneled into the buried tower to get at the creature. The hill giant destroyed them.

Area M2: First-Floor Entry Room (CR 1)

This room once was a dining room, but now lies devastated. Nothing of use or interest remains. A passage opens 15 feet above the lower corner. The passage continues 10 feet to Area M3. Climbing to the passage requires a DC 10 Climb check.

Five feet of stagnant water floods the room's lowest corner. Jagged bones of the hill giant zombie's past victims fill the water. Any disturbance in the room summons the zombie (Area M3).

Area M3: The Welcoming Chamber (CR 4)

The floor of this crumbling room is shattered and broken. The manor's original front door erupts inward in a mound of dirt and debris. A crumbling stair scales the lower wall to a ruined balcony. Waiting near the door stands the tower's original guardian, a **hill giant zombie**. The giant corpse is stuffed with sawdust and natron, a preserving mineral. Its skin glistens with crystalline residue from the minerals, giving the zombie a peculiar crusty appearance. The giant zombie originally served as a doorman and bodyguard for the wizard. After the mage was killed in the cataclysm that sank the city, Neyshabu returned as a wraith to again command the zombie. The zombie now fights with one hand pushed against the ceiling so the creature can keep its balance in the tilting room.

The stairs are safe and can easily be climbed to the second floor. The other doors in the room open onto chambers completely filled with debris.

HILL GIANT, ZOMBIE

CR 5

Pathfinder Roleplaying Game Bestiary, "Hill Giant" "Zombie"

XP 1,600

NE Large undead

Init —2; Senses darkvision 60 ft.; Perception +0

AC 16, touch 7, flat-footed 16 (—2 Dex, +9 natural, —1 size)

ADVENTURE BACKGROUND

hp 85 (12d8)
Fort +10, **Ref** +11, **Will** +4
DR 5/slashing; **Immune** undead traits

Spd 40 ft.
Melee slam +15 (1d8+12)
Space 10ft.; **Reach** 10ft.

Str 27, **Dex** 6, **Con** —, **Int** —, **Wis** 10, **Cha** 10
Base Atk +8; **CMB** +17; **CMD** 25
Feats Toughness^B

Staggered (Ex): Zombies have poor reflexes and can only perform a single move action or standard action each round. A zombie can move up to its speed and attack in the same round as a charge action.

Area M4: Second-Floor Library

The balcony opens into a library filled with mountains of decomposing books and shelves lying in heaps in the corner. A door stands open on the opposite side of the room, and another remains shut in the upper corner. Buried in the pile of pulped and disintegrating books lies a sealed tube containing an *arcane scroll* (*dispel magic*, *arcane sight* and *rage*, CL 9) and a second *arcane scroll* (*fireball*, *invisibility sphere* and *ray of exhaustion*, CL 7). Finding the tubes requires a DC 15 Perception check for each one.

Another door leading to a collapsed room lies under the heap of rotting debris.

Area M5: Closed Door Room (CR 2)

A successful DC 10 Climb check is required to reach this door. The door is stuck, and the angled floor makes opening it difficult. Leaning against the opposite side of the door is a dilapidated wardrobe. The wardrobe tilts out the door once anyone opens the portal. Anyone in the wardrobe's path is subject to crushing and falling damage as the wardrobe slides down the inclined floor.

STRONG WOODEN DOOR: 2 in. thick; Hardness 5; hp 20 hp; Break (DC 23).

WARDROBE TRAP **CR 3**
Type: mechanical; Perception DC 21; Disable Device 20

Trigger: location; Reset: none

Effect: No attack roll necessary; 2d8 points of crushing damage plus 1d6 points of falling damage; Reflex save DC 20 avoids.

Neyshabu used the room beyond the falling wardrobe as his bedchamber. Furniture lies in decaying heaps against the wall. A DC 15 Perception check uncovers a bag of 20 sapphires (25 gp) and a silvered dagger amid the debris. Neyshabu also kept more treasured items in a wall safe (DC 20 Perception check). The angled room makes opening the safe tricky, however. If proper precautions are not taken, the items inside the safe spill out and hit the floor as they tumble into Area M4. A DC 12 Reflex save allows each PC within five feet of the safe a chance to catch a random item as it rolls past.

Within the safe are a *wand of acid arrow* (CL 5, 26 charges), an *arcane scroll* (*haste*, *charm person*, CL 7), potions of *grease*, *water breathing*, *heroism* and *bull's strength*, a *bead of force* and *slippers of spider climbing*.

Uncaught potions shatter if they hit the floor. The *bead of force* rolls out and explodes in the center of the room if not caught.

Area M6: Waiting Room (CR 1)

Decaying furniture and rubbish litter the lower corner of this empty room. A 30-foot-tall iron spiral staircase leads up at an angle to an

opening in the ceiling. Getting to the base of the stairs requires a DC 10 Climb check. Traversing the spiraling staircase requires carefully navigating the iron structure. A DC 15 Climb check is required to use the stairs to gain access to Area M7. Any PC failing a check by more than 5 takes 1d6 points of damage as he falls into the metal structure.

Area M-7: Final Rest of Neyshabu (CR 5)

Twisted iron scaffolding, jagged metal edges and shrapnel clog this room. Spherical metallic objects and bizarre armatures resembling a three-dimensional solar system lie crushed by the collapsed ceiling. In the upper corner lies the pinned skeletal body of **Neyshabu**, still adorned in decaying and tattered robes.

Neyshabu, a **wraith**, forever haunts the tower in a vain attempt at final rest.

Moving through the twisted metal structures is difficult, requiring a DC 14 Acrobatics check to avoid being scraped for 1d4 points of damage by jagged metal. Failure by five or more means a support has dislodged, dropping a chunk of masonry or metal on the PC for 2d4 points of damage.

NEYSHABU (WRAITH) **CR 5**
XP 1,600
hp 42 (*Pathfinder Roleplaying Game Bestiary*, "Wraith")

Area N: Whirlpool (CR 4)

The roar of water can be heard hundreds of feet away. The passage opens into a round room with a sunken floor. The funnel-shaped floor drops 20 feet to a five-foot iron grate. Sewage cascades down in a deluge from hundreds of angled pipes emptying into this room. Torrential water spirals around the room in a whirlpool that drains into an expansive underwater cave system that eventually empties into the Reaping Sea. A crumpled section of iron catwalk lies upon the drain, collecting debris from the whirlpool.

A rail-less, iron-mesh catwalk spans the room, connecting to the four passages. The catwalks all look sturdy enough to bear weight. One of the catwalks is false, however: A **mimic** tore out the section and replaces it with his form. The mimic waits until prey steps upon its body (thus automatically adhering itself to the mimic), then retreats to the opposite side with its meal. When the mimic pulls away from the catwalk into the open passage, it leaves a 10-foot-long section of catwalk missing between it and the remaining PCs.

PCs in the whirlpool are swept around by the water (taking 1d6 points of damage) and pinned to the drain. A DC 15 Strength check is required to pull free and climb to the safety of the wrecked catwalk. PCs swept around in the torrent of sludge are allowed a DC 12 Reflex save to grab the iron support poles of the remaining catwalk. A DC 15 Strength check is required every round to maintain a handhold.

MIMIC **CR 4**
XP 1,200
hp 56 (*Pathfinder Roleplaying Game Bestiary*, "Mimic")

Area O: The Sunken Building

The passage ends abruptly in the hollow remains of a brick building. The interior floors have rotted away, leaving a three-story void. A continuous flow of sewage flows into the building from ceramic pipes sticking in through the open windows.

The passage opens midway in one wall of the building, and then climbs a set of slippery wooden steps spanning the void to an upper level window. The passage continues out the widened upper window. Sewage fills the lower 10 feet of the building. Several ceramic pipes lead out of the lower windows to take the accumulating waste to the sea.

Despite the room's suspicious look, it is empty and free of dangers.

Area P: Exit to the Dock District

The wooden stairs end here and stone stairs begin the slow climb to the surface world. The passage eventually leads to a cellar of an abandoned warehouse. The door is heavily barred from the outside, but otherwise offers an escape from the sewers.

HEAVILY BARRED DOOR: 2 in. thick; Hardness 5, hp 20; Break DC 25.

Area Q: Vagrant's Nest

These filthy sewers and the buried building under the dock district are the home of Bargarsport's beggars and homeless people. Clandestine and Bargarsport have little to do with these unfortunate inhabitants. Many of the vagrants suffer from various mental illnesses and are prone to bizarre and violent tendencies. Reneth Anora directs her followers to avoid these sad beings whenever possible.

Unknown to Clandestine, the Alantyr family has unleashed a plague of lycanthropy upon the vagrants in order to wipe out Ayianna's followers.

Area Q1: Guard Room (CR 6)

A narrow earthen tunnel ascends into a brick house buried during the cataclysm. Piles of musty rags and refuse are scattered about the room. The weakened ceiling is buckled but sturdy. The room reeks of foul odors, some even more disgusting than those from the sewers below. Dozens of rats scurry about the room, darting into small

burrows at the approach of light. Hiding among the normal rats are **4 wererats**. They wait until PCs leave their room before attacking from behind.

A four-foot-tall passage continues out of the room through a window on the opposite side of the entrance. The tunnel winds through dirt and rock.

Little of use remains within the room. Four rusted and broken long swords are scattered under the piles of rags. The wererats use these swords as short swords.

WERERAT (4)

CR 2

XP 600

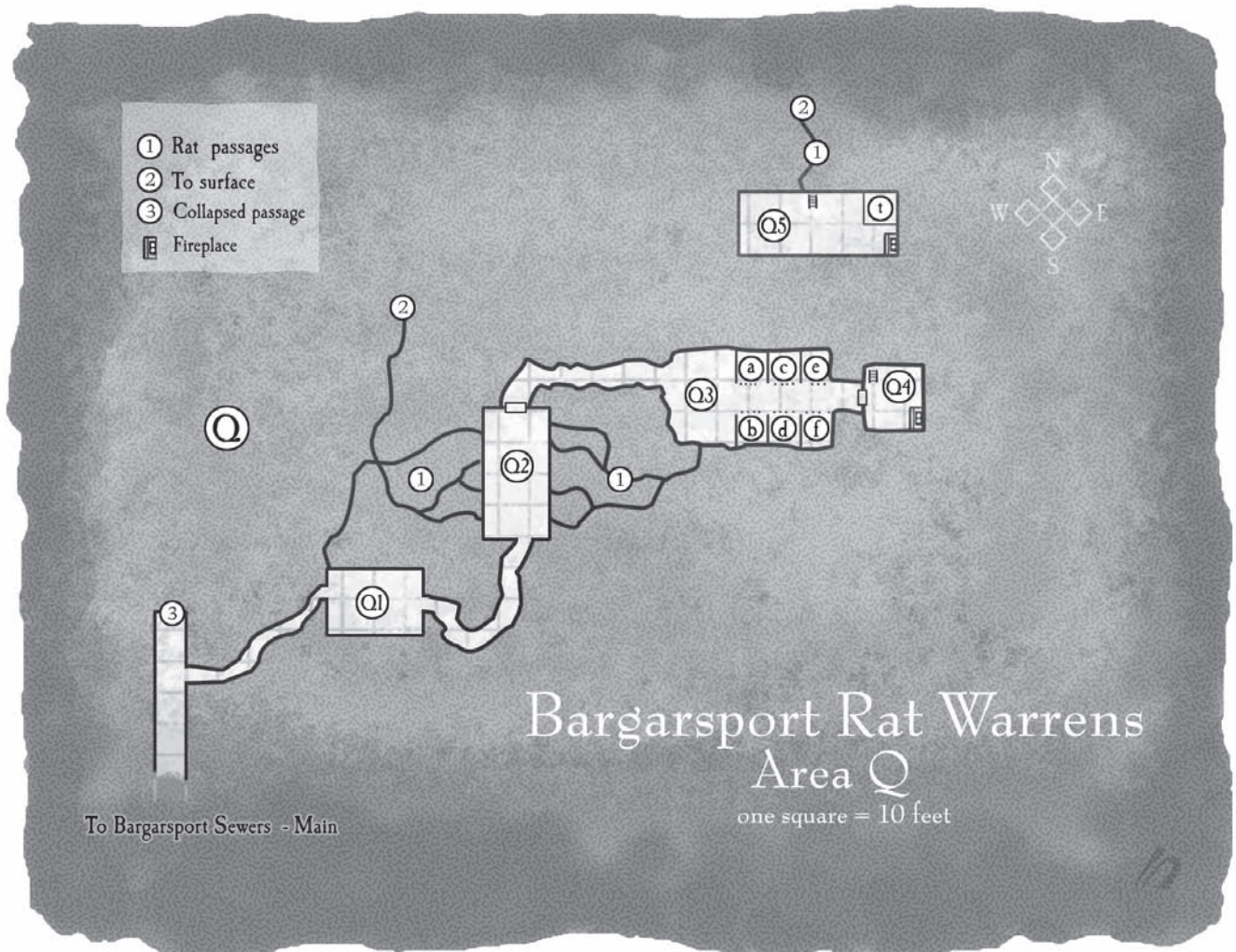
hp 20 each (*Pathfinder Roleplaying Game Bestiary*, "Lycanthrope, Wererat")

Area Q2: Tumbled Room (CR 8)

The carved tunnel passes through the window of a large warehouse turned upside-down during the cataclysm. The room's floor — formerly its ceiling — is lined with four rafters that slow movement by half across the room. Garbage and other junk cover the floor, but the rafters jut three feet out of the refuse. Rusted blades and makeshift weapons fill the trash heaps.

Eight other windows in the room open onto small burrows leading into the earth. Dirt and rock spill in over the upside-down window frames. A door on the ceiling (formerly the floor) is the only other exit. A knotted rope of rags and cloth scales the wall to the door 20 feet overhead.

Hundreds of rats rummage and frolic through the trash. Hiding



ADVENTURE BACKGROUND

among the normal rats are **8 wererats**. The wererats grab swords or clubs from the trash heaps to attack anyone passing through the room.

WERERAT (8)

CR 2

XP 600

hp 19, 17 (x2), 15 (x2), 12, 9, 8 (*Pathfinder Roleplaying Game Bestiary*, "Lycanthrope, Wererat")

Area Q3: The Buried Jail

A crudely made but stable tunnel leads through 45 feet of rough-hewn earthen passage. The passage ends at a small two-foot widow. Bargarsport's old jail survives in shambles and now serves as the main lair of a wererat camp. The room once was a common cell. Twisted metal bars in the room have been removed to allow access to a hall lined with barred walls.

A breakdown of dirt and rock seals one end of the jail block hallway. The other end of the hall continues to a solid wooden door. Six cells line the walls along each side of the corridor.

The wooden door has two small access ports with heavy wooden panels. If the guards in Area Q4 hear noise within the cellblock, they can open the ports to fire bolts into the room.

HEAVILY BARRED DOOR: 2 in. thick; Hardness 5, hp 20; Break (DC 25).

Area Q3-A: Cell

This cell collapsed long ago and holds nothing of interest. Under the collapsed wall rests the skeletal remains of a prisoner.

Area Q3-B: Cell

Ayrshir, a rogue, hangs shackled to the ceiling. Recently captured by the wererats, she has been locked in this cell for two days without food or water. She is currently unconscious and dehydrated. She is a rogue without honor or allegiance, but the wererats do not believe her. They began torturing her in hopes of gaining Clandestine's secrets.

AYRSHIR

CR 5

XP 1,600

Female half-elf rogue 6

N Medium humanoid

Init +3; **Senses** low-light vision, **Perception** +12

AC 14, touch 14, flat-footed 10 (+3 Dex, +1 Dodge)

hp 32 (6d8)

Fort +2; **Ref** +8; **Will** +4

Defensive Abilities elven immunities, evasion, keen senses, trap sense +2, uncanny dodge

Spd 30 ft.

Melee +7 unarmed (1d3+3), +8 with short sword (1d6+3)

Special Attacks sneak attack (+3d6)

Str 16, **Dex** 17, **Con** 10, **Int** 14, **Wis** 14, **Cha** 15

Base Atk +4; **CMB** +4; **CMD** 16

Feats Alertness, Deft Hands, Dodge, Skill Focus (Sleight of Hand),

Skills Acrobatics +12, Bluff +11, Climb +12, Diplomacy +11,

Disable Device +14, Escape Artist +12, Perception +15, Sense

Motive +13, Sleight of Hand +17, Stealth +12

Languages Common, Elven

SQ rogue talent [fast stealth, weapon training (shortsword)], trapfinding

Other Gear rat-skin, string bikini

Personality: Ayrshir is attractive and uses her looks to her advantage. She is loyal only to herself and always puts her whims before others. She attempts to pilfer what she can before fleeing. She views other people as tools to serve her.

Area Q3-C: Cell

This cell holds **Oxby** (CE male halfling Com1), a young and downright nasty little individual. Although he acts kind and expresses gratitude at being freed, it lasts only until he has a chance to cause pain and torment. Fortunately, he has not been trained to do any serious harm. Oxby is a coward and has no qualms about groveling for his life. The wererats plan on cursing him with lycanthropy, but have not yet done so.

OXBY

CR 1/3

XP 135

Male Halfling commoner 1

CE Small humanoid

Init +4; **Perception** +2

AC 15, touch 15, flat-footed 10 (+4 Dex, +1 size)

hp 6 (1d6)

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

Defensive Abilities fearless, halfling luck, keen senses

Spd 20 ft.

Melee -2 unarmed (1d3-2)

Str 6, **Dex** 18, **Con** 10, **Int** 17, **Wis** 10, **Cha** 15

Base Atk +0; **CMB** +4; **CMD** 11

Feats Agile Maneuvers

Skills Acrobatics +7, Bluff +3, Climb +4, Craft +7 (mechanical trap), Perception +6

Languages Common, Halfling

SQ sure-footed

Other Gear unclothed

Area Q3-D: Cell

The corpse of a sewer worker hangs in this cell. Harmless maggots burrow into the body, which the wererats use to store treasure. The corpse is gutted and the torso cavity turned into a hiding place. A leatherwork apron holds the items within the body. When the body decays beyond use, the wererats replace it with another victim.

The corpse contains 6 *potions of water breathing*, 12 silver bolts, a *ring of minor energy resistance (cold)* and a bag containing 65 pp.

Area Q3-E: Cell

A half-orc lies slumped in the corner. Uthala, a barbarian mercenary, is unconscious and dehydrated.

UTHALA

CR 2

XP 2,400

Female half-orc Bar2

CN Medium humanoid

Init +0; **Senses** darkvision 60 ft.; **Perception** +5

AC 10, touch 10, flat-footed 10

hp 20; currently 2 (2d10+4)

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

Defensive Abilities orc ferocity, uncanny dodge

Spd 40 ft.

Melee +6 unarmed (1d3+4) and +1 bite (1d4+2) while raging

Special Attacks rage, rage power (animal fury)

Str 18, **Dex** 10, **Con** 15, **Int** 16, **Wis** 11, **Cha** 14

Base Atk +2; **CMB** +6; **CMD** 16

Feats Power Attack

Skills Acrobatics +5, Climb +9, Intimidation +7, Perception +5,

Ride +5, Survival +5, Swim +9

Languages Common, Orc

SQ fast movement

ADVENTURE BACKGROUND

Other Gear unclothed

Description: Uthala was seeking employment in Bargarsport when she was ambushed by wererats. They decided she would make a powerful ally, but she resisted their proposals and was tortured to the brink of submission. If rescued, she pledges her services without pay for one year. She holds true to her word as long as she is treated with respect and provided with boarding. She has a fetish for dwarves.

Area Q3-F: Cell

This cell contains a prisoner shackled to the wall with rusted chains. His hair is long and his face is fallen, as if he's given up and resigned himself to being the wererats' next meal. He has been in the cell for a few days without food and is too weak to escape on his own. The wererats taunt the unfortunate man every chance they get, but so far have been saving him for their next meal.

The man's name is **Ras Wald** (Human Com 3), a brick mason in Bargarsport who was captured by the wererats as he was exploring a sunken building looking for forgotten treasure. Formerly from the small village of Lessef, Ras left behind his children Jossan and Uliana with the hope of starting a new life in Bargarsport and bringing the children to live with him. If rescued, he vows to leave this "godsforsaken shell of a city" and return to his children in Lessef. (See *Splinters of Faith 1: "It Started with a Chicken ...* for more on Jossan and Uliana.)

Area Q4: Guard Room (CR 6)

Fresh garbage and filth lie in heaps about this room. A crude table and four chairs sit in the room. Manning this room are **4 wererat** guards that investigate any commotion from Area Q4. Each wererat is equipped with a short sword and medium crossbow. They can each fire a bolt into the cellblock hall through ports in the door, then, by taking a five-foot step to the side, they allow the next guard to fire in the same round. They reverse the process to continue firing.

Across the room from the cellblock door, debris blocks a single door. A wooden ladder ascends one wall to a trapdoor. Rubble fills a brick fireplace.

WERERAT (4)

CR 2

XP 600

hp 19, 17, 11, 10 (*Pathfinder Roleplaying Game Bestiary*, "Lycanthrope, Wererat")

Area Q5: Big Rat (CR 6)

The old attic of the lighthouse is the lair of **Conorii Alantyr**, a **wererat** and leader of the warrens. Conorii is an adolescent male and the youngest of the ruling branch of the Alantyr family. He was a promising member of the organization until he was stricken with lycanthropy in the hull of a smuggling ship.

Since then, Conorii has found his niche and increased his worth to the family. Still, he is none too happy with his current post, lowered social stature or his curse. But despite their infrequent contact with him, the Alantyr's seek retribution if Conorii is killed.

Conorii has a luxurious room compared with the rest of the compound. His meager furniture is abused and battered. A desk holds family correspondence, including detailed letters about plans to infect Clandestine with lycanthropy. Within one locked drawer (DC 20 Disable Device) are potions of *cure serious wounds*, *invisibility* and *remove disease*. A simple bed with filthy blankets covers a stone trapdoor. The small compartment is locked (DC 20 Disable Device) and trapped. Inside is a bag containing 300 gp and an Alantyr family signet ring.

The remains of a brick chimney stand in the corner. The lower half is missing, which leaves a hole that extends through the ceiling. The three-foot-wide hole rises 20 feet until it opens in an alley in Bargarsport.

ACID SPOUT TRAP

CR 3

Type: mechanical; Perception DC 21; Disable Device DC 20

Trigger: proximity (trapdoor); Reset: manual

Effect: 5-ft. acid spray (2d8 points of damage); Reflex save for half damage DC 15

CONORII ALANTYR (HUMAN FORM)

CR 4

XP 1,200

Male human wererat fighter 1, rogue 3 (*Pathfinder Role-playing Game Bestiary* "Lycanthrope")

CE Medium humanoid (human, shapechanger)

Init +3; **Senses** low-light vision, scent **Perception** +10

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

Hp 38 (1d10+2 plus 3d8+6)

Fort +5; **Ref** +6; **Will** +2

Defensive Abilities evasion, trap sense +1, uncanny dodge

Spd 30 ft.

Melee +2 rapier +10 (1d6+2)

Special Attacks sneak attack +2d6

Str 14, **Dex** 16, **Con** 14, **Int** 11, **Wis** 12, **Cha** 8

Base Atk +4; **CMB** +6; **CMD** 19

Feats Cleave, Great Cleave, Power Attack, Weapon Focus (rapier)

Skills Acrobatics +12, Climb +13, Disable Device +12, Disguise +8, Escape Artist +12, Perception +10, Sense Motive +10, Sleight of Hand +12, Stealth +12, Swim +7

Languages Common, Orc

SQ change shape (human, hybrid and rat; polymorph), rogue talent (finesse rogue), trapfinding

Combat gear Studded leather armor, silver dagger, +2 rapier, a silvered stiletto in his boot **Other gear** ring of water walking, masterwork thieves' tools

Description: Once a handsome and charismatic young man, disease and his environment have left him scarred and insufferable. He wallows in self pity and desires nothing more than to return to the surface world and exact revenge upon his family. For now, he is loyal and abides to his father's wishes.

CONORII ALANTYR (HYBRID FORM)

CR 4

XP 1,200

Male human wererat fighter 1, rogue 3 (*Pathfinder Role-playing Game Bestiary* "Lycanthrope")

CE Medium humanoid (human, shapechanger)

Init +3; **Senses** low-light vision, scent; **Perception** +10

AC 19, touch 14, flat-footed 15 (+3 armor, +4 Dex, +2 natural armor)

Hp 38 (1d10+2 plus 3d8+6)

Fort +5; **Ref** +6; **Will** +2

Defensive Abilities evasion, trap sense +1, uncanny dodge; **DR** 5/silver

Spd 30 ft.

Melee +2 rapier +11 (1d6+3) and bite +1 (1d4+2 plus disease and curse of lycanthropy)

Special Attacks sneak attack +2d6

Str 16, **Dex** 18, **Con** 14, **Int** 11, **Wis** 12, **Cha** 8

Base Atk +4; **CMB** +6; **CMD** 19

Feats Cleave, Great Cleave, Power Attack, Weapon Focus (rapier)

Skills Acrobatics +12, Climb +13, Disable Device +12, Disguise +8, Escape Artist +12, Perception +10, Sense Motive +10, Sleight of Hand +12, Stealth +12, Swim +7

Languages Common, Orc, lycanthropic empathy (rats and dire rats)

SQ change shape (human, hybrid and rat; polymorph), rogue talent (finesse rogue), trapfinding

ADVENTURE BACKGROUND

CONORII ALANTYR (DIRE RAT FORM)

CR 4

XP 1,200

Male human wererat fighter 1, rogue 3 (*Pathfinder Role-playing Game Bestiary* "Lycanthrope")

CE Small animal (human, shapechanger)

Init +3; **Senses** low-light vision, scent; **Perception** +100

AC 16, touch 14, flat-footed 13 (+4 Dex, +2 natural armor, +1 size)

Hp 38 (1d10+2 plus 3d8+6)

Fort +5; **Ref** +6; **Will** +2

Defensive Abilities evasion, trap sense +1, uncanny dodge; **DR** 5/silver

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

Melee bite +6 (1d4+2 plus disease and curse of lycanthropy)

Special Attacks disease, sneak attack +2d6

Str 16, **Dex** 18, **Con** 14, **Int** 11, **Wis** 12, **Cha** 8

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

Feats Cleave, Great Cleave, Power Attack, Weapon Focus (rapier)

Skills Acrobatics +12, Climb +14, Disable Device +12, Disguise +8, Escape Artist +12, Perception +10, Sense Motive +10, Sleight of Hand +12, Stealth +12, Swim +8 **Modifiers** uses Dex to modify Climb and Swim

Languages Common, Orc, lycanthropic empathy (rats and dire rats)

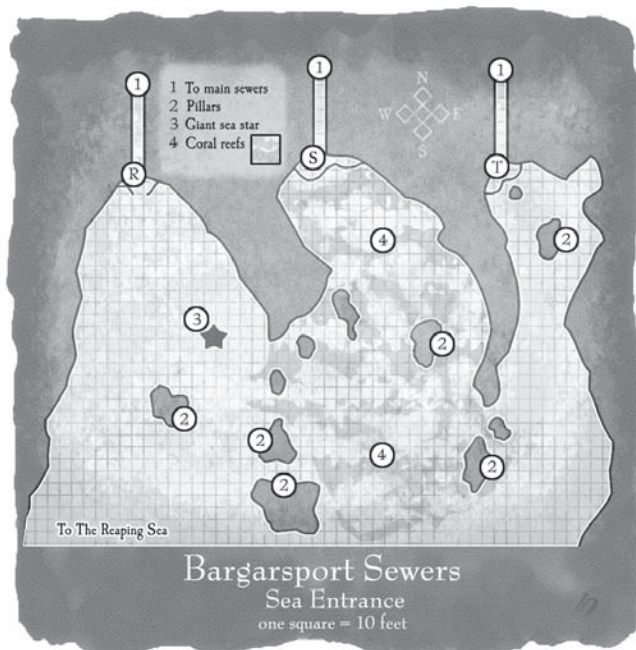
SQ change shape (human, hybrid and rat; polymorph), rogue talent (finesse rogue), trapfinding

Area R: Cave of the Dread Star (CR 10)

The sewer tunnel opens five feet above sea level during low tide. A constant flow of sewage and waste flows into the large room through a side tunnel. The water inside the cave is between 10 and 15 feet deep. The water is often murky near the sewer entrance.

Four battered but sturdy rowboats sit chained to the wall. During low tide, the boats hang from the wall and are half filled with debris. Oars are tied to the interior of the boats. The vessels are submerged during high tide. Smugglers use these boats, but do not stay in the cavern for long.

A **giant starfish** hunts here, feeding on **giant clams** on the cave floor. The clams are generally harmless unless someone pries them open. There is a 25 percent chance that each clam contains a large earl (500 gp).



The starfish is hungry but seeks easier prey if given the opportunity. Disturbances in the water cause the starfish to investigate. Unless PCs dilly-dally for longer than five minutes (such as prying open clams), they are safe from the slow leviathan.

The cave opens onto the Reaping Sea via the cave mouth at Area G.

GIANT CLAMS (47)

CR 2

The Tome of Horrors by Necromancer Games, Page 40.

XP 600

N Large Vermin (Aquatic)

Init -5; **Senses** Blindsight 30 ft.

AC 14, touch 4, flat-footed 14 (-1 size, -5 Dex, +10 natural)

hp 26 (4d8+8)

Fort +6, **Ref** -4, **Will** +1

Spd 5 ft.

Melee See tactics

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

Special Attacks Acid 1d2, engulf

Str 20, **Dex** 1, **Con** 15, **Int** —, **Wis** 10, **Cha** 9

Base Atk +3; **CMB** +9; **CMD** 14

SQ Camouflage

Acid (Ex): A giant clam has a slow-acting acid that it uses to break down organic matter trapped in its interior. An engulfed creature takes 1d2 points of acid damage each round.

Engulf (Ex): As a standard action, a giant clam can attempt to pull a creature up to one size smaller than itself that is within reach into its interior. An opponent can make an attack of opportunity against the clam, but if it does so it is not entitled to a saving throw. An opponent that does not attempt an attack of opportunity must succeed on a DC 17 Reflex save or be pulled into the clam's interior. An engulfed creature is subject to the clam's acid, and is considered to be grappled and trapped within its body. The save DC is Strength-based. A giant clam can be forced open by making an opposed Strength check against the clam's Strength check. Otherwise, it opens on its own in 1d4 hours.

Blindsight (Ex): Giant clams have no visual organs but can ascertain all foes within 30 feet using vibration.

Camouflage (Ex): The rough shell of a giant clam is usually draped with barnacles, anemones, and bits of coral, which help it to blend in with its environment. Creatures must succeed on a DC 20 Spot check to notice a giant clam. Anyone with ranks in Survival or Knowledge (any water- or sea- related skill) can use one of those skills instead of Spot to notice the giant clam.

GIANT STARFISH

CR 11

XP 12,800

N Gargantuan Aquatic Vermin

Init +3; **Senses** tremorsense 60ft.

AC 15, touch 7, flat-footed 15 (-3 Dex, +12 natural armor, -4 size)

Hp 176 (16d8+96)

Fort +18; **Ref** +2; **Will** +5

Defensive Abilities DR (15/piercing and slashing), immune to sonic attacks, regeneration 10

Spd 10 ft.

Melee +22 slam (2d6+18)

Special Attacks grab, constrict (2d6+18)

Str 34, **Dex** 4, **Con** 26, **Int** —, **Wis** 10, **Cha** 1

Base Atk +12; **CMB** +26; **CMD** 37 (can't be tripped)

SQ single actions only

Skills Climb +20, Perception +8, Stealth +5; **Racial Modifiers** Climb +8, Perception +8, Stealth +20 (in sand only)

Area S: Cave of Shards (CR 9)

Jagged subterranean coral lies within shallow pools in this long cavern. Foam and sea trash collect against the jutting peaks of coral where it breaks the water's surface until freed by the tide. The sewer tunnel sits five feet above the water at the tide's lowest point. The water in the pools is eight feet deep. It is possible to cross the room on the coral and debris, but only half movement is possible. Double moving, charging and overruns require a DC 15 Acrobatics check or the PC falls prone. The razor-sharp coral deals 1d4 points of damage to anyone falling onto it.

The cavern floor beneath the water is filled with **monstrous crabs** that forage here for food. The crabs aren't about to turn down a fresh meal of adventurers crossing the coral or swimming through the water. They arrive in waves of three every other round after combat begins.

An ancient iron chest (DC 20 Perception check) sits in the cavern, covered in a thin layer of coral. The chest is weakened by the seawater but remains intact. It contains 450 gp, a +1 *scimitar*, a *wand of gust of wind* (36 charges, CL 8), and a leather cloak made from the tanned skin of a shark (no special ability).

The cave opens onto the Reaping Sea via the cave mouth at Area H.

CHEST: 1 in. thick; Hardness 5; hp 20; Break DC 20.

GIANT CRABS (12)

CR 2

The Tome of Horrors by Necromancer Games, Page 46.

XP 600

N Medium Vermin (Aquatic)

Init +1; Senses Darkvision 60 ft.; Perception +4

AC 16, touch 11, flat-footed 15 (+1 Dex, +5 natural)

hp 30 (x2), 26, 22 (x3), 18 (x3), 15 (x2), 10 (3d8+6)

Fort +5, Ref +2, Will +1

Immune vermin traits

Weaknesses water dependency

Spd 30 ft., swim 20 ft.

Melee 2 claws +4 (1d4+2)

Special Attacks Constrict 1d4+2, improved grab

Str 14, Dex 12, Con 14, Int — Wis 10, Cha 2

Base Atk +2; CMB +4; CMD 16

Skills Perception +4, Swim +10; Racial Modifiers Monstrous crabs have a +4 racial bonus on Perception checks.

A monstrous crab has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Constrict (Ex): On a successful grapple check, a monstrous crab deals 1d4+2 points of damage.

Improved Grab (Ex): To use this ability, a monstrous crab must hit an opponent with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Water Dependency (Ex): Monstrous crabs can survive out of the water for 1 hour per point of Constitution. Beyond this limit, a monstrous crab runs the risk of suffocation, as if it were drowning.

Area T: The Overhang (CR 9)

A war party of 8 **sahuagins** congregates here waiting for the high tide before exploring the sewers. A nearby sahuagin village has not yet caused enough trouble to stir up suspicion in Bargarsport, but they are making more frequent forays into the sewers to explore. They only move about during high tide.

The sahuagin carefully avoid the "fresh" pools of sewage scattered throughout the tunnels. **Glorbgrewl**, a four-armed sahuagin commander, leads the war party with an iron fist.

The cave opens onto the Reaping Sea via the cave mouth at Area I.

SAHUAGINS (8)

CR 2

XP 600

hp 17, 15 (x3), 13 (x2), 11, 10 (*Pathfinder Roleplaying Game Bestiary*, "sahuagin")

GLORBGREWL (SAHUAGIN)

CR 4

Pathfinder Roleplaying Game Bestiary, "sahuagin"

XP 1,200

Male sahuagin Ftr3

LE Medium monstrous humanoid (aquatic)

Init +3; Senses blindsense 30ft., darkvision 60ft.; Perception +7

AC 21, touch 13, flat-footed 18 (+3 armor, +3 Dex, +5 natural)

hp 43 (2d8+4 plus 3d10+6)

Fort +5; Ref +7; Will +6

Defensive Abilities bravery +1

Spd 30 ft., swim 60 ft.

Melee +1 *ranseur* +11 (2d4+6), mwk ranseur +11 (2d4+5) and bite +4 (1d4+2) or 4 claws +9 (1d4+4) and bite +9 (1d4+2)

Reach 10ft. (with raneurs)

Special Attacks blood frenzy

Str 19, Dex 17, Con 15, Int 15, Wis 15, Cha 8

Base Atk +5; CMB +9; CMD 22

Feats Cleave, Great Cleave, Power Attack, Weapon Focus (ranseur)

Skills Handle Animal +4, Intimidate +4, Perception +7, Ride +8,

Stealth +8, Survival +8, Swim +24

Languages Aquan, Common

SQ armor training 1, multiweapon mastery, speak with sharks

Combat Gear +1 *ranseur*, mwk ranseur, barnacle encrusted leather armor (as studded leather armor), 6 short spears **Other Gear** 25 gp pearls (20)

Multiweapon mastery (Ex) Glorgbrawl never takes penalties to an attack roll when fighting with multiple weapons and treats claws as primary attacks even when also wielding weapons.

Description: Glorgbrawl appears more human-like than sahuagin. Overcrowded teeth fill his enormous grin. Glorgbrawl has a four arm mutation and a short but powerful tail.

Area U: The Abandoned Cesspits (CR 5)

The old sewers here are unstable and frequently collapse. Other inhabitants of the sewer system largely avoid this area, which suffered significant damage during the cataclysm. The tunnels are cracked and crumbling.

The terrain is filled with putrid waste and stagnant pools of water. Even the high tides do not completely clean the waste out of this dead-end section of tunnels. Rotting debris lies trapped under fallen rock piles.

Occasionally, tunnels collapse under stress or damage. Area effect spells that cause damage or excavation attempts cause the ceiling to collapse. Characters in the bury zone take 8d6 points of damage, or half damage if they make a DC 15 Reflex save. They are considered buried. Characters in the slide zone take 3d6 points of damage, or no damage with a DC 15 Reflex save. Characters in the slide zone who fail are buried.

Characters take 1d6 points of nonlethal damage per minute while buried. Once PCs fall unconscious, they must make a DC 15 Constitution check. If it fails, the PCs take 1d6 points of lethal damage each minute thereafter.

PCs can spot weakened ceilings with a DC 20 Knowledge (architecture or engineering) check or a DC 20 Craft (stonemasonry) check.

Area U1: Guards (CR 6)

This tunnel slopes slightly downward, trapping five feet of water within the area. Two necromancers named **Kavali** and **Occan** have left a score of **zombie guards** throughout the area to deal with intruders. The zombies lie on the floor of the water-filled passage and attack when the PCs travel midway down the passage.

PCs can discover the bodies with a DC 10 Perception check, but the zombies remain inanimate until conditions set by the necromancers are met. The zombies are bloated and waterlogged. They weigh more than 250 pounds out of water and have higher hit points due to their excessive body mass.

PCs and zombies receive a –2 penalty to attack rolls and reduced damage for slashing and bludgeoning attacks while fighting in the water.

ZOMBIES (12)

CR 1/2

XP 200

hp 19 each (*Pathfinder Roleplaying Game Bestiary*, “zombie”)

Area U2: Junction Room (CR 5)

Three tunnels empty into this junction chamber. The area is under the effects of *desecrate* and *unhallow* spells (their effects are displayed in the stat block). A massive free-willed **giant squid zombie** lies in this chamber and attacks any who enter. The squid was animated and brought into the sewers by the two necromancers. Upon later animating a hydra skeleton, this creature was freed of their control. The giant squid does not attack other undead, and the necromancers safely cross this room using a *hide from undead* spell.

GIANT SQUID ZOMBIE

CR 5

Pathfinder Roleplaying Game Bestiary, “giant squid” “zombie”

XP 1,600

NE Huge undead

Init +2; Senses darkvision 60 ft.; Perception +0

AC 23, touch 10, flat-footed 21 (+2 Dex, +13 natural, —2size)

hp 90 (16d8)

Fort +10, Ref +11, Will +4

DR 5/slashing; Immune undead traits

Spd 10 ft., swim 60 ft., jet 260 ft.

Melee bite +18 (2d6+8), 2 arms +18 (1d6+8), tentacles +16 (4d6+3 plus grab)

Space 15ft.; Reach 15ft. (30 ft. with tentacles)

Str 27, Dex 15, Con —, Int —, Wis 10, Cha 10

Base Atk +12; CMB +22; CMD 32

Feats Toughness^B

Staggered (Ex): Zombies have poor reflexes and can only perform a single move action or standard action each round. A zombie can move up to its speed and attack in the same round as a charge action.

Area U3: Spirit of the Dead (CR 7)

The passage continues forward. To the right the sewer wall has collapsed into a sealed cellar. Stairs lead up to a large pile of rubble. In the unhallowed room, the incredibly well-preserved corpse of the maiden **Evasheen** stands with her arms outstretched. Thick makeup covers her face in a vain attempt to appear healthy and alive. Unblinking glass eyes fill her empty eye sockets, adding to the grotesque masquerade. Once luxurious hair lies matted and knotted under a tattered veil. She wears dripping finery and a jeweled tiara (350 gp).

Evasheen was the necromancer Occan’s devoted wife, but his descent into necromancy and the occult of Orcus forced her to look elsewhere for affection. She carried on an affair for many months as Occan perfected his arts. But when the necromancer eventually

discovered her infidelities, he poisoned both his wife and her lover.

Occan could not stand that she had again acted against him. Using the necromantic arts, he animated her body as a zombie, but his tampering awakened Evasheen’s spirit. Her murder and that of her lover angered her even beyond the grave. With the final insult to her corpse, Evasheen manifested as a **ghost** eternally tied to her desecrated body.

Occan quickly learned of the spirit bound to the animation. Fearing she would escape his power, he fashioned a magical item and attached it to her corpse to ensure her loyalty. A *tassel of undead devotion* forces her body and, mysteriously, her spirit to comply with his every command. With the tassel, Occan was guaranteed of her undying affection and obedience. Evasheen cannot directly act against Occan, but may plead with others to do so.

ZOMBIE

CR 1/2

XP 200

hp 19 (*Pathfinder Roleplaying Game Bestiary*, “zombie”)

EVASHEEN (GHOST)

CR 5

Pathfinder Roleplaying Game Bestiary, “ghost”

XP 1,600

Female human Sor 2

LN medium undead

Init +2; Senses darkvision 60 ft.; Perception +9

AC 18, touch 18, flat-footed 16 (+2 Dex, +6 deflection)

hp 25 (2d8+12)

Fort +0, Ref +2, Will +4

Defensive abilities channel resistance +4, incorporeal, rejuvenation

Immune undead traits

Spd fly 30 ft.

Melee corrupting touch +3 (5d6, DC 15)

Special Attacks corrupting touch

Spells Known (CL 2nd, range touch +3):

1st (4/day) — charm person (DC 19), sleep (DC 19)

0 (at will) — daze (DC 18), ghost sound, mage hand, open/close

Bloodline destined

Str —, Dex 15, Con —, Int 15, Wis 13, Cha 22

Base Atk +1; CMB +1; CMD 13

Feats Eschew Materials, Spell Focus (enchantment). Greater spell Focus (enchantment)

New Magic Item: Tassel of Undead Devotion

This medium magical item resembles a decorative four-inch-long tassel. The top of the tassel has a pin that is used to attach the item to any corporeal undead. Once attached, the tassel can only be removed by a living being; the undead cannot pull it free or accidentally knock it loose. The tassels are usually white or a dull red. The undead must be under the command, by creation or rebuking, of the possessor. Once attached to a corporeal undead, the tassel dominates the will (no save, spell resistance still applies) of the creature. The ornament causes them to blindly follow the person who placed the tassel. The undead does not count against the maximum Hit Dice commanded by the necromancer or priest and is considered a henchman thereafter. The undead fawns incessantly over the individual and serves the master to the best of its ability. If the person who placed the tassel is more than 100 feet away, the undead begins to show affection to others until the master returns.

Faint necromancy; CL 14; Craft Wondrous Item, *command undead*; Price 16,000 gp; Weight 1/4 lb.

ADVENTURE BACKGROUND



Skills Bluff +11, Intimidate +11, Knowledge (arcane) +7, Knowledge (history) +7, Perception +9, Spellcraft +7, Stealth +10, Use Magic Device +9 **Racial Modifiers** Perception +8, Stealth +8 **Languages** common

SQ bloodline arcana, bloodline powers [touch of destiny (7/day)]

Other gear *Tassel of undead devotion*, white silk evening gown

Tactics: Evasheen's ghost is bound to her body, following the corpse as it trails along in Occan's wake. The ghost has limited control over the zombie and can cause her corpse to follow basic commands (as much as a zombie can). The tassel causes the zombie to react in a friendly manner to all who approach it, to the point that it tries to hug and kiss visitors when out of Occan's range. Evasheen wants nothing more than revenge against Occan, and for her body to be burned. Her ghost can only rest if her ashes are merged with those of her former lover (he's now a zombie working in Occan's army). She may act friendly to PCs not openly hostile toward the zombie and may attempt to employ them against Occan. If not attacked outright, the ghostly Evasheen attempts to communicate with the PCs. She describes her former lover, and knows Occan keeps him for labor and amusement. Anyone trying to harm the zombie faces Evasheen's true wrath. The ghost rises up from the white finery the zombie wears, manifesting to attack. If Evasheen's body is destroyed, the ghost haunts the area where it was destroyed.

Area U4: The Ancient Dead (CR 7)

These tunnels narrow into branching rifts in the ground from which the smell of death wafts. This area is part of the ancient city of Bargarsport that was destroyed in the mudslides. Many of the city's former inhabitants lie buried in the muck.

Six cadavers have burrowed into the walls of these tunnels, and lie dormant until creatures cross their domain. The necromancers ignored this area after encountering the undead. They consulted original maps of Bargarsport to find a way around them.

CADAVERS (6)

The Tome of Horrors II by Necromancer Games, Page 22

XP 600

N medium undead

Init +5; Senses darkvision 60 ft.; Perception +0

CR 2

AC 13, touch 11, flat-footed 12 (+1 Dex, +2 natural)

hp 22 (3d8)

Fort +0, Ref +1, Will +3

DR 5/bludgeoning; **Immune** cold, undead traits

Spd 30 ft.

Melee Claw +3 (1d4+1 plus disease) and bite +3 (1d6 plus disease)

Special Attacks disease

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

Base Atk +2; **CMB** +3; **CMD** 14

Feats Improved Initiative, Toughness

Filth Fever (Ex): injury; Fort DC 12; 1d3 days; 1/day; 1d3 Dex and 1d3 Con; 2 consecutive saves.

Reanimation (Ex): When reduced to 0 hp or less, a cadaver is not destroyed. Rather, it begins the process of reanimating by regaining 1 hit point per round. Hit points lost to magical weapons or spells are not regained. When the creature reaches its full hit point total (minus damage dealt from magical attacks and weapons), it stands up, ready to fight again.

If the creature is destroyed by a cleric's turning ability, it cannot reanimate. If a cleric casts gentle repose on the cadaver when it reaches 0 hit points, it cannot reanimate. A bless spell delays the reanimation, causing the creature to regain hit points at half its normal rate (i.e. 1 hit point every other round).

Area U5: The Trap

Despite the tunnel's name, no trap exists. The tunnel dips under a pool of brackish water before surfacing on the other side. This descending bend is a natural trap that prevents tidewater from entering the relatively dry section of the sewers farther along the passageway.

Area U6: The Sinkhole (CR 4)

Steam and the hiss of sizzling water fill this chamber. The sewer passage has collapsed into a huge underground sinkhole. A pit in the center of the room swallowed the walls, passage and earth to create a 60-foot-diameter room. The slight funnel-shaped room slopes inward toward the pit. On the left side of the room, the sinkhole unearthed a portion of a hall to a sunken structure.

The 30-foot-deep pit is filled with boiling, muddy water that connects to an underwater cave system that empties into the sea. A massive skeletal snake-like beast burns in eternal fire near the pit. Its five heads wildly fail and bite at everything within reach. While exploring these ruins, the necromancer Kavali found the pyrohydra's skeletal remains. She freed the zombie squid under her control (Area U2) and created the **pyrohydra skeleton** to serve as a guard. The creature blocks access to the inner temple where Kavali and Occan investigate the temple. It attacks anyone entering the sinkhole.

FIVE-HEADED PYROHYDRA, BURNING SKELETON CR 3

Pathfinder Roleplaying Game Bestiary, "skeleton" "hydra"

XP 600

NE Huge undead

Init +6; Senses darkvision 60 ft.; Perception +0

Aura fiery aura (1d6)

AC 19, touch 10, flat-footed 17 (+2 Dex, +9 natural, —2size)

hp 40 (5d8+5)

Fort +1, Ref +3, Will +4

DR 5/bludgeoning

Immune fire, undead traits

Weakness vulnerability to cold

Spd 20 ft., swim 20ft.

Melee 5 bites +4 (1d8+3 plus 1d6 fire)

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

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

Base Atk +3; CMB +8; CMD 20

Feats Improve Initiative

SQ fiery death (2d6 fire, DC 13)

Area V: The Temple of Orcus

This lost temple is the site sought by the necromancers Occan and Kavali. Their superiors sent the pair here to retrieve the bronze *darkskull of Orcus*.

The entire temple is under a permanent *unhallowed* spell with *cause fear* as a secondary effect. The main room has a permanent *desecrate* spell cast upon the altar.

Area VI: The Inner Sanctum (CR 8)

The hall ends in a pile of debris blocking the right-hand side of the passage. To the left, a steeply sloping passage has been excavated that opens into the inner temple of an ancient structure.

The hall widens into the floor of a large 50-foot-long chamber with a pyramid-shaped ceiling. The stone panels are painted with peeling mural of hundreds of dead humanoids falling upward into a black consuming sun in the center of the four sides. The polished black marble tile floor dimly reflects light.

Alcoves line the walls, each filled with a standing skeleton adorned in decaying black robes. Silver pendants displaying an image of a skull above an upright femur bone hang from the skeletal necks. Four pillars of purple-veined marble support the 30-foot-high ceiling.

A huge set of closed double bronze doors cover the exit of the chamber. The doors have been forged into the likeness of a wall of skulls. The opposite wall holds a set of similarly buckled doors. These doors once led to the outside world before the cataclysm.

Occan and his **12 zombie** minions wait here. The huge double doors have prevented him from further exploring the temple. The bronze doors are locked. His partner Kavali cast *dimension door* to enter the temple beyond the portal, and he fears she has already gained the treasure for herself. With no way of opening the lock, Occan is currently considering his options.

Upon hearing PCs, he attacks. He tries to warn Kavali by banging on the bronze doors if he is given the chance. Occan fights to the death and is merciless if victorious.

One of the zombies working for Occan has deep wounds from constant abuse and is dressed as a jester with brightly colored and ridiculous clothing. The zombie is weak and on the verge of collapse. This is the corpse of Evasheen's lover. Despite his murder, his spirit was not strong enough to return.

BRONZE DOORS: 2 in. thick; Hardness 8; hp 30; Break (DC 26), Disable Device (DC 25).

OCCAN, DOG OF ORCUS

CR 6

XP 2,400

Male human Clr7

LE Medium humanoid

Init +0; Perception +4

Aura evil

AC 21, touch 10, flat-footed 21 (+11 armor)

hp 36 (7d8)

Fort +5; Ref +2; Will +9

Spd 30 ft.



ADVENTURE BACKGROUND

Melee +1 bastard sword +8 (1d10+3)

Special Attacks channel negative energy 5/day (4d6, DC 17), spontaneous casting (inflict spells)

Domain Spell-like Abilities (CL 7th):

5/day—*bleeding touch, touch of evil*

Spells Prepared (CL 7th):

4th—*cure critical wounds, divine power, unholy blight* ^D (DC 18),

3rd—*animate dead* ^D, *locate object, magic vestment, water breathing*

2nd—*bull's strength, darkness, death knell* ^D (DC 16), *hold person* (DC16), *silence*

1st—*bane* (DC 15), *cause fear* (DC 15) ^D, *divine favor, obscuring mist, protection from good, shield of faith*

0 (at will) — *bleed, guidance, resistance, virtue*

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

Str 14, **Dex** 10, **Con** 11, **Int** 11, **Wis** 18, **Cha** 14

Base Atk +5; **CMB** +7; **CMD** +17

Feats Channel Smite, Command Undead, Exotic Weapon (bastard sword), Improved Channel

Skills Heal +14, Knowledge (religion) +10, Spellcraft +10

Languages Common

Combat Gear +1 bastard sword, full plate mail, heavy steel shield;

Other Gear headband of inspired wisdom +2, pouch of magic aura beans.

Description: Occan is a hairless man heavily tattooed with images of skeletons. His full plate mail has a skeletal design. From a distance, he appears to be a thick metallic skeleton.

ZOMBIES (12)

XP 200

hp 18 each (*Pathfinder Roleplaying Game Bestiary*, “Zombie”)

CR 1/2

New Magic Item: Bronze Darkskull of Orcus

A *darkskull* is a direct link to the Orcus, granting the possessor various abilities while opening a conduit for the dark deity to corrupt the being's soul. *Darkskulls* can be found in various metals, from bronze to gold to platinum, although the choice of metal used does not change the abilities of the *darkskull*.

BRONZE DARKSKULL OF ORCUS

CE Senses Empathy, 30 ft. vision and hearing; **Ego** 6

Int 12, **Wis** 12, **Cha** 10

Lesser powers: *darkness* 3/day; once per week, this *darkskull* can cast *suggestion* (DC 14, Will save negates). These suggestions always relate to immoral or malevolent acts involving the dead or undead creatures. Good or Neutral aligned PCs gain one negative level while this *darkskull* remains in their possession.

Moderate evocation [evil]; CL 9; Craft Wondrous Item, *unhallow*, creator must be evil; Price 97,500 gp; Weight 5 lb.

ceiling peak.

A diamond-shaped altar sits in the middle of the chamber floor. A deeply tarnished bronze skull sits on the altar. Three beaten copper bowls holding unholy water turned the color of blood sit around the grim centerpiece. Three elvish warriors dressed in golden plate mail kneel around the evil altar. Their hands grip longswords that have their blades pointed downward with the tips resting lightly on the floor. These warriors are actually **3 huecuvas**, undead priests who turned their back on their good-aligned deity of Iseleine. Their mission to destroy the temple to Orcus was halted when the city was buried in the mudslide during the cataclysm. As they slowly died of starvation within the wholly evil environment of the temple, the bronze *darkskull of Orcus* swayed them to reject the goddess who had abandoned them to their deaths.

Standing near the altar, examining the bronze *darkskull* is a fair-skinned woman with curly blonde hair and an innocent expression wholly out of place in this temple of evil. Pacing near her is her two-headed death dog, **Sorgho**, whom she brought with her into the chamber. She spoke with the huecuvas and reached an informal agreement with the evil undead to claim the *darkskull* to wreak havoc. The huecuvas plan to accompany Kavali as protectors of the *darkskull* when she leaves the chamber.

KAVALI, DOG OF ORCUS

CR 7

XP 2,400

Female human Wiz 8 (necromancer)

NE Medium humanoid

Init +0; **Sense** life sight 10ft.; **Perception** +0

AC 10, touch 10, flat-footed 10

hp 45 (8d6+16)

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

Spd 30 ft.

Melee staff +4 (1d6)

Special Attacks grave touch (6/day)

Spells Prepared (CL 8, range touch +4) cannot cast *Enchantment* or *Divination* spells

4th—*enevation* (DC 19), *stone skin*

3rd—*gaseous form, haste, ray of exhaustion* (DC 18), *vampiric touch* (melee touch +4)

2nd—*cat's grace, command undead, fog cloud, scare* (DC 17)

1st—*cause fear* (DC 14) ^D, *mage armor, magic missile, ray of enfeeblement* (DC 14), *shield*

0 (at will) — *bleed, light, message, touch of fatigue* (melee touch +4)

Str 10, **Dex** 11, **Con** 15, **Int** 17, **Wis** 11, **Cha** 15

Base Atk +4; **CMB** +4; **CMD** 14

Feats Improved Familiar, Scribe Scroll, Greater Spell Focus (Necromancy), Spell Focus (Necromancy),

Skills Fly +11, Knowledge (arcana) +14, Knowledge (planes) +14, Knowledge (religion) +14, Linguistics +14, Spellcraft +14

Languages Common

SQ arcane bond

Combat Gear *cloak of resistance* +1, *metamagic rod* (silent spell), *arcane scroll* (*greater invisibility*, CL 8), *wand of magic missile* (32 charges, CL 3); **Other Gear** *lens of detection*

Description: Kavali is a fair-skinned beauty whose descent into necromancy tarnished her family's good name. Her curly blonde hair and innocent appearance belie her sadistic and corrupt soul. She travels with a death dog companion granted to her in exchange for lewd trysts with a high-ranking priest within Orcus' legions. Kavali recently was charged with retrieving a unique bronze *darkskull* said to have vanished within the temple to Orcus in old Bargsport.

SORGHO, DEATH DOG

CR 2

XP 600

NE Medium Magical Beast

Init +2; **Senses** Darkvision 60 ft., low-light vision, scent;

Area V2: The Temple of Orcus (CR 9)

The great bronze doors of this room have remained closed since the great cataclysm that buried the temple. This interior room remains relatively unchanged since that devastation. The black lustrous floor gleams as if freshly polished. Four spiraling columns support the four-faceted ceiling that meets at a central point above the center of the room. An ebony ring encircled by bronze flames dominates the

Perception +7**AC** 19, touch 12, flat-footed 17 (+2 Dex, +7 natural,)**hp** 23 (2d10+3)**Fort** +5, **Ref** +5, **Will** +1**Defensive Abilities** Evasion**Spd** 40 ft.**Melee** 2 bites +4 (1d6+1 plus rotting death)**Special Attacks** deliver touch spells, rotting death, trip**Str** 13, **Dex** 15, **Con** 15, **Int** 9, **Wis** 12, **Cha** 6**Base Atk** +2; **CMB** +2; **CMD** 14 (18 vs. trip)**Feats** Alertness, Toughness^B, Weapon Finesse**Skills** Perception +7, Sense Motive +3, Stealth +3, Survival +2*

(+6 tracking by scent); Racial Modifiers Death dogs have a +4 racial bonus on Perception checks. *They have a +4 racial bonus on Survival checks when tracking by scent.

SQ empathetic link, share spells, speak with master**Rotting Breath** disease – supernatural, injury (bite) Save Fortitude DC 13

Onset 1 day Frequency 1/day Effect 1d6 Con. damage

Trip A death dog that hits with a bite attack can attempt to trip the opponent (+1 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the death dog.**HUECUVAS (3)****CR 2****XP 600****hp** 21, 18, 15 (*Pathfinder Roleplaying Games Bonus Bestiary*)**Tactics:** Kavali stays out of combat if possible, attacking with her rays and necromantic spells. She typically shares defensive spells with Sorgho and then slinks into the shadows to let the beast attack.Kavali casts *haste* (on the huecuvass also), *mage armor* and *shield*. She casts *greater invisibility* upon herself and Sorgho if given ample time. She uses the *silent metamagic rod* to cast her ray attacks. Kavali attempts to take the *darkskull* and flee if possible. Her preferred method of escape is to take the form of a bat by casting *polymorph*.The huecuvass claim to be guardians of the skull to prevent it from falling into evil hands. They wait until the doors to the great temple are opened before turning on their “rescuers” and fleeing with the *darkskull*. Their deal with Kavali is to assist her in taking over Bargarsport if she frees them, but they have no intention of honoring the bargain.

Concluding the Adventure

The *Guidance of Faith* blessing requires little more than three kisses and a short undemanding ceremony, but the opportunistic high priestess of Clandestine takes full advantage of what is required of her, drawing out the ceremony for her personal gain. The current creed of Ayianna’s faithful is far different today from when the scepter was originally created. Once blessed, the scepter gains a +1 enchantment bonus to attack and damage rolls. Further, the scepter acquires the ability to cast *bless* 3 times per day.

Once the necromancers are dealt with, Reneth gladly bestows her kisses on the *Scepter of Faiths*. She also tells PCs she has “put out contacts” on the scepter, and offers to share her information if PCs can meet a 500 gp “information finder’s fee.” Reneth has uncovered that the next step in blessing the scepter requires anointing it with the holy oil of Iseleine at the Hanging Gardens, and offers a map that will guide PCs to the temple in the Kajaani Forest (for an additional 100 gp, of course).

The PCs are now on the path to restoring the *Scepter of Faiths* and the final showdown with Akruel Rathamon. In *Splinters of Faith 4: For Love of Chaos*, the PCs next find themselves ensnared in a plot to topple a massive stone column on which the Hanging Gardens are built. But the next step in restoring the scepter – and saving the Hanging Gardens – means a journey into the teeming gardens where a horde of vicious derro and their insane leader await.

Splinters of Faith

— Adventure 4: For Love of Chaos —

By Gary Schotter & Jeff Harkness

PCs investigate the death of a high priestess who murdered her husband, then jumped from a cliff — but her body was never found. Other priests searching a vast garden have not returned. And horrible sounds can be heard at night. This adventure is for 4th-6th level characters.

A massive chasm containing a verdant green paradise appears out of the forest, the sheer rock walls descending a quarter mile into the earth. From a vantage point atop the outer rim of the depression, a bountiful garden fills the massive sinkhole.

A granite pillar rises from the canopy, atop which sits another garden and a sparkling temple of glass and stone. A magnificent crystal globe sits atop this temple, emitting a fine mist of rain that covers the entire pinnacle. Sunlight strikes the globe, creating a rainbow of color that moves across the chasm below.

A priest stands before a long bridge that leads to the temple atop the pillar. His robes are a patchwork of colors, into which he has woven flowers and blades of grass. He smiles, his eyes dreamy. His voice is soft and he speaks in a melodic singsong. “May Iseleine’s peace follow you always, friends.”

The Hanging Gardens of Iseleine

Location: Deep forest

Nicknames: The Flowering Pedestal, the Spire of Beauty

Deity: Iseleine, goddess of art, love, beauty, passion and passiveness

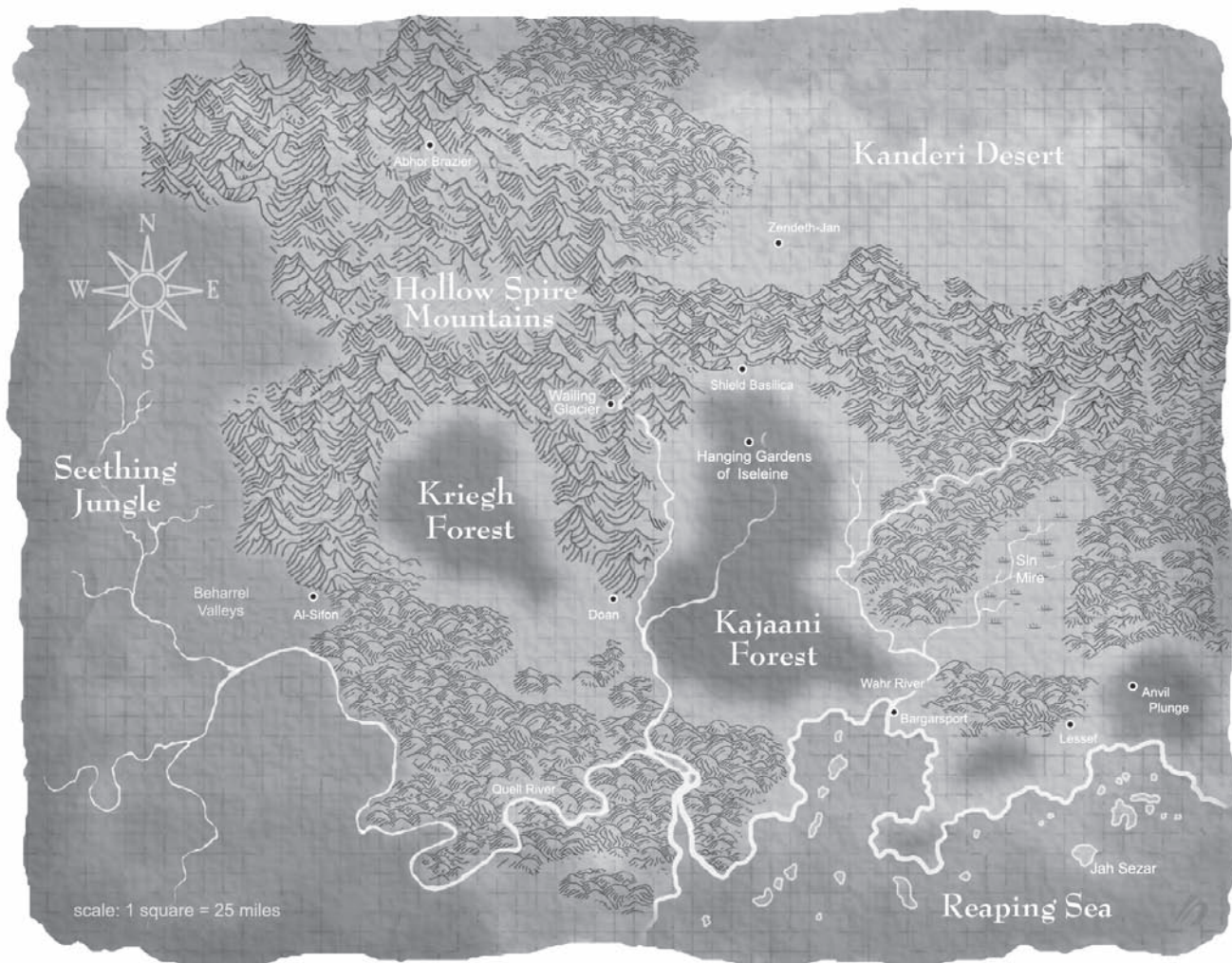
Worship Domains: Healing, Plant, Protection

Leader: Acting high priest Jernigan Chimel (Clr9)

Servants: 20 Clr/Brd1-3, growers; 5 Clr/Brd4-6, pacifists

Dress: The priesthood favors uniqueness and beauty. They have no standard dress. Beauty and cleanliness are valued above all else. Iseleine’s followers favor silks, sheer veils and delicate jewelry

Unique characteristic: The temple sits atop a stone pillar in a chasm a quarter-mile deep and wide



How to Use This Adventure

This adventure is a small part of the *Splinters of Faith* campaign, which leads PCs to restore a broken scepter and destroy a reawakened death-priest named Akruel Rathamon. The first nine adventures require PCs to obtain a ritual to restore the relic. The final adventure finds the PCs and the reformed scepter facing off against a death-priest on his home turf. (For more information on the overall campaign, see *Splinters of Faith 1: It Started with a Chicken ...*)

At this point in the campaign, the relic – called the *Scepter of Faiths* – is equivalent to a +1 adamantite masterwork heavy mace, with the ability to cast *bless* 3 times per day.

If you don't want to run the full campaign, don't worry. This adventure is complete on its own. Each adventure follows a similar setup where the PCs visit a good temple, then are recruited/hired/asked to take part in an adventure before receiving the blessing they seek. The PCs must then travel to an "evil" temple to complete their mission.

If you plan to run the adventure without the others that precede it, you'll need to devise a way to get the PCs started. Since each adventure starts with a "good" temple, this could be as simple as having the temple elders request aid against the "evil" temple. Of course, the promise of gold, magic and the thrill of adventure also might not hurt.

Background

Ages ago, Hamarab Natal broke away from worshipping Arden because of the increasingly violent and aggressive nature of the sun god's followers. At the time, Arden's followers were involved in tense battles with the frog demon Tsathogga's vile spawn. Natal decided that to truly eliminate evil, a more pacifistic approach to worship was required, an approach that would purge the basest instincts to create a purity that could overcome all else. The charismatic high priest gathered together followers of a like mind and began worshipping a little-known lesser aspect of Arden, the peace-loving Iseleine. Arden's true believers claim Iseleine isn't even real, just a hallucination of plant-loving dreamers too weak to stomp out the evil in the world. Iseleine's faithful refuse to take up this fight, deeming it beneath them.

The Hanging Gardens of Iseleine rests atop a natural granite pillar in the middle of a deep pit measuring a quarter-mile wide and a quarter-mile deep. The subtropical environment's high humidity produces conditions perfect for the multitude of plants growing in the luxuriant gardens.

Two chain-link spans and a stone bridge cross from the garden plateau's rock pillar to the outer cliff wall. Vines and flowering plants drape the chains and the pillar's sides in earthly beauty. Planting boxes line the single stone bridge, with ivy and blossoming foliage growing abundantly across the arching walkway. Brilliantly colored tropical birds squawk and sing throughout the forest around the crater and from deep within the chasm below. Handmade chimes and crystals dangling from the bridges fill the pit with meandering melodies of arbitrary tones.

Three cascading waterfalls fall from the crater's outer rim into crystal pools far below. Streams span the pit floor before disappearing into water-filled caves. Tropical trees grow wild in the lower garden, creating canopies of broad leaves that shade the garden.

Iseleine's worshippers revere the beauty of the land, going so far as to live outside during all but the worst storms and deadliest heat waves. The priests speak in naïve and dreamy tones, seemingly oblivious and uncaring about the world outside their little corner of paradise. Creation and beauty are all that matter to them. Many worshippers appear lost in a dreamlike state, ignoring those around them, having "crossed into Iseleine's graces," as the other priests claim. These few are said to possess powers to see the future — if one can decipher their dreamlike messages.

Within the Hanging Gardens of Iseleine, the faithful have no set quarters, and sleep on the ground or upon special bowers of leaves, grasses and colorful bird plumes.

New Deity: Iseleine

Matron of Peace

Alignment: Any Good

Domains: Protection, Healing, Plant, Knowledge

Typical Worshippers: Humans, elves, bards and monks

Favored weapon: Bolas

Iseleine is the epitome of beauty and peace, and teaches love and forgiveness of all creatures. She always appears as a female of unearthly beauty. She detests undead, as they are an affront to life and beauty. She expects her faithful to find their inner self to express the joy of life and to demonstrate harmony to others. Her followers must pursue arts of adoration and creation, such as sculpture, song, or gardening. After all, serenity is the key to harmony and peace among all creatures.

Weapons that do nonlethal damage are all that are allowed. She also forbids her priests to use weapons or armor. Many specialize in nonlethal combat and spells. Her followers make poor adventurers and are often the butt of many jokes. Undead are the only creatures that bring out hostility among her worshippers.

Iseleine's temples are found in remote places of incredible beauty. Priests seclude themselves to be free of the evils and corruption of civilization. Her temples often have natural defenses and possess little of value aside from artwork.

The clergy meditate for long hours during the day. They are often seen as naïve and innocent. They dress in sheer silks and satins and sometimes innocently frolic in the nude.

The Upper Gardens

The Upper Gardens of the temple are contained on the bridges, across two massive chains and on the plateau atop the granite pillar. The bulk of the priests of Iseleine live somewhere within this contained garden.

Area A: The Stone Bridge.

A stone bridge defies natural laws as it spans the 600-foot-wide chasm between the main rim of the crater and the top of the granite pillar. Three-foot-tall stone flower boxes brimming with blooming plants line the walkway. Flowering vines and ivy growing from the boxes cascade from the sides of the bridge, giving the structure the appearance of a garden hanging across the open void. Some of the longest vines reach lengths of 100 feet.

Two identical nine-foot-tall statues stand to either side of the bridge's entrance on the outer rim of the chasm containing the garden. Each multilayered robed maiden carries a large falchion visible as an outline beneath the carved veils. The statues, carved in Iseleine's image, are **2 medium-sized caryatid columns**.

A welcomer (CG human male Clr5) always waits near the caryatid columns to greet visitors. The priest politely requests that all weapons remain behind before visitors are allowed to cross. The greeter assures untrusting visitors that the items will be quite safe. Weapons are stored in a compartment beneath a stone slab on which the caryatid columns stand. When all apparent weapons are relinquished, the greeter allows visitors to cross. The caryatid columns back up the greeter to stop anyone trying to force his way across.

CARYATID COLUMNS (2)

CR 3

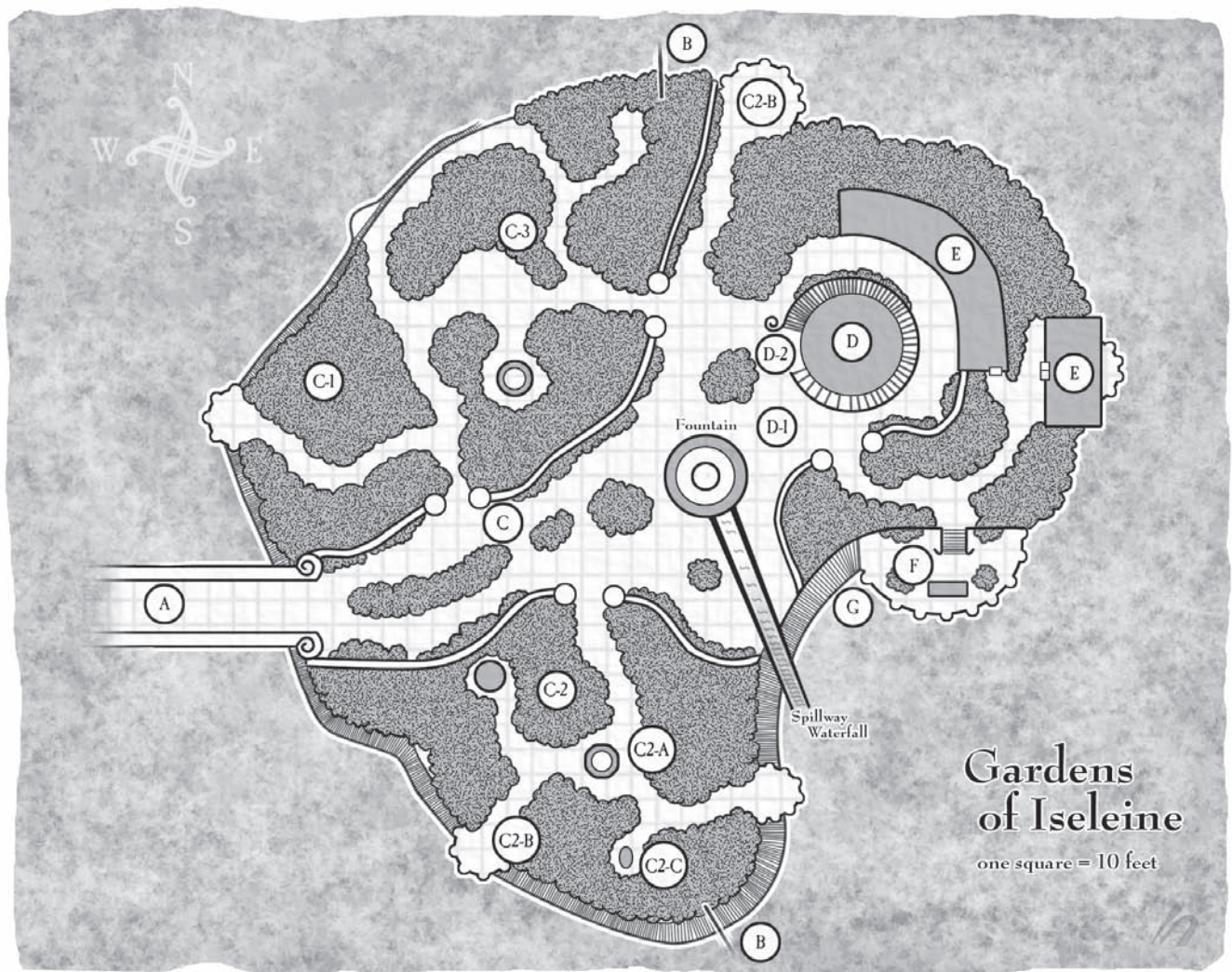
XP 800

hp 75 (*Pathfinder Roleplaying Game Bestiary*, "Caryatid Column")

Area B: Hanging Chains (CR 3)

Two giant links of chain strung side by side cross from the Hanging Garden's plateau to the crater's rim. Each link of the chain is five

ADVENTURE 4: FOR LOVE OF CHAOS



feet long and made of cast-iron metal. Ten-foot-long planter boxes braced between the parallel chains are filled with nutrient-rich soil from which a jungle of vines grows.

The chains are planting areas for vines so they don't clog the green spaces on the narrow rock column. Vines hang abundantly from the links. Petrified tree trunks driven into the ground on each end anchor the chains. A collection of multicolored sun catchers, wind chimes and flowerpots hang amid the ivy.

At the center of each chain is an unwanted assassin vine that rooted years ago when seeds blew across the crater. The 2 assassin vines hang from the center portion, the massive roots invading many planter boxes. The priests are not happy with the vines, but feel they have as much right to live as anything else.

ASSASSIN VINES (2)

XP 800

hp 40, 38 (*Pathfinder Roleplaying Game Bestiary*, "Assassin Vine")

CR 3

Area C: The Upper Gardens

Luxuriant gardens of flowering bushes and trees, rare plants, herbs and trimmed hedges cover the top of the rock plateau upon which the temple is built. Iseleine's priests tend the gardens, weeding and keeping harmful insects at bay. The Tower of Purity and Truth in the middle of the plateau provides a gentle rain shower four times a day. Water collects inside the tower and sprays out this "blessing" at dawn, noon, dusk and midnight.

The gardens split the plateau, with the eastern garden called the Garden of Beauty, while the western side is known as the Garden of Solace. A former high priest or priestess of Iseleine controls each

garden, a gift for their years of devoted service. These Voices of the Garden direct all activity within the gardens. The Voices are prone to visions and trances, and communicate better with the plants than people.

Area C-1: The Garden of Beauty

This garden contains rare flowers, beautiful vines covered in delicate buds and other plants. The daily rains provide plenty of moisture. A meditation path of paving stones winds through the garden. Priests walk the route, lost in a dreamy haze.

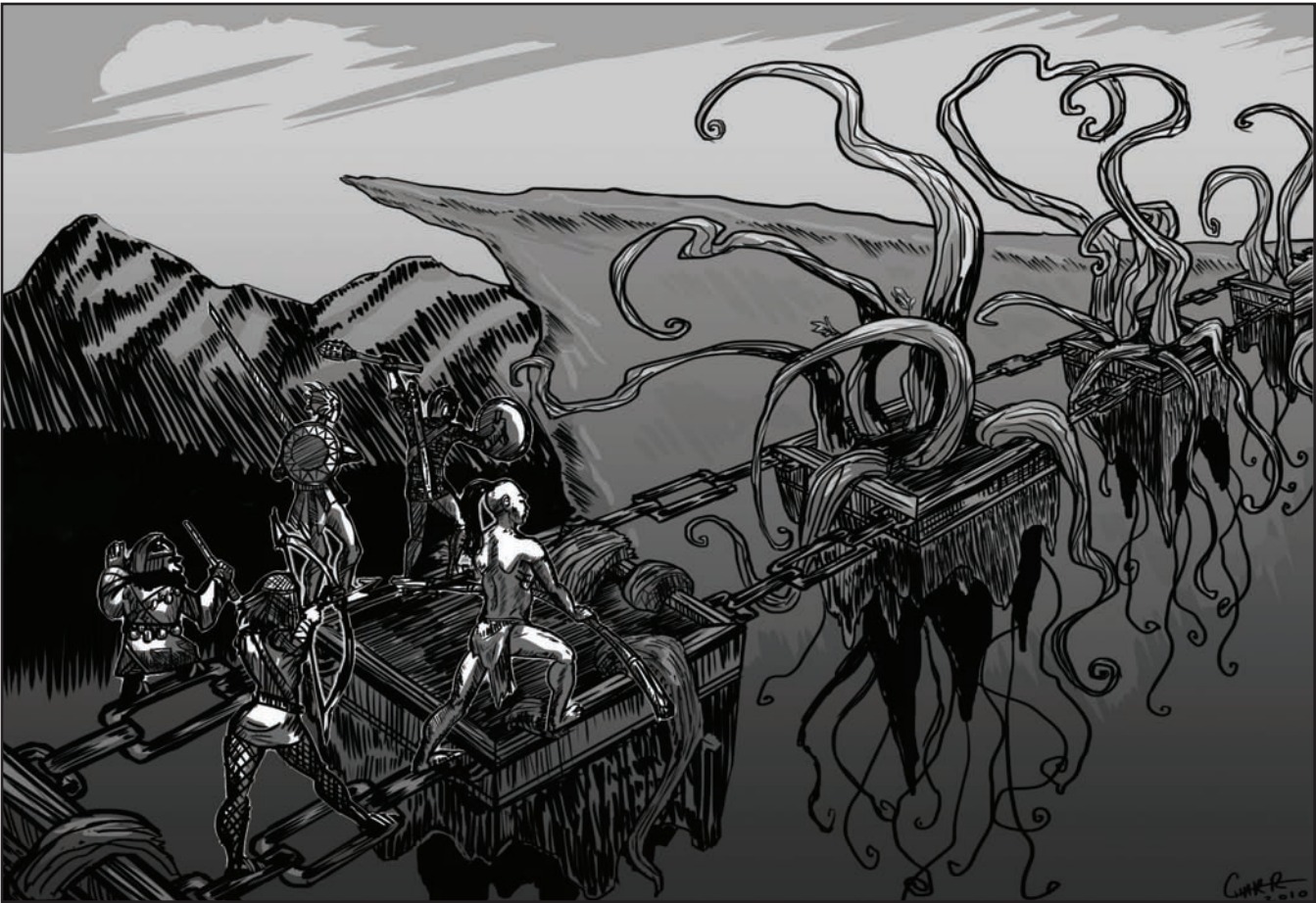
The most vocal Voice of the Garden, **Lindeera Windon** (CG female half-elf Clr8), lives in a bower of growing sunflowers that bend to form a small lean-to. She is a polite host, although she often talks to the plants for long periods. During these trances, she speaks in riddles and half-sentences.

The garden has a euphoric effect on visitors, granting a +1 circumstance bonus while within the garden to any Charisma-based skill or check.

Area C-2: The Garden of Solace

This garden contains herbs, shrubs, climbing vines and fruit-bearing trees. Paths of paving stones meander through the flora to a small glade.

The Voice of the Garden **Andres Baene** (CG male human Brd12/Clr3) sleeps beside a small statue carved in his likeness. Andres likes to imitate the statue's cross-legged pose, and it is often hard to tell the statue from the man. Andres speaks to the statue as if it is another visitor, and pauses and nods while listening to it.



The garden boosts visitors' intuitive skills, granting a +1 circumstance bonus while within the garden to any Wisdom-based skill or check.

Area C-2A: The Dipping Fountain

A 15-foot-wide marble basin sits in the foliage, its bowl set four feet into the rocky ground. The bowl resembles the lower shell of a giant clam. A stone upper shell is halfway open.

The rain that sprays out of the Tower of Purity and Truth fills the bowl at dawn, noon, dusk and midnight. The water evaporates slowly, finally emptying a few minutes before each new "rain." The water in the bowl is clear and potable. An ivory ladle hangs from a post beside the basin. Priests often stop here for a refreshing drink of the cool liquid.

While the rainfall soaks the plateau and collects within the fountain, the water heals 1d6 points of damage. This effect lasts only as long as the rain sprays from the tower. Water taken from the basin loses this ability permanently when the rainfall stops.

Area C-2B: The Birds' Nests

Multiple poles embedded in the soil rise 50 feet into the air. Crossbeams provide roosts for hundreds of birds, and more than 100 birdhouses hang from the crossbeams. Noisy birds hop in and out of the handmade structures. Feathers and bird droppings cover the ground.

The priests take great pride in creating homes for the birds, and some even name birds living within their structures. Robins, songbirds and even larger birds such as parrots and eagles live in harmony in the bird community.

Any violence within 100 feet of the birdhouses brings a cacophony of shrieks from the birds. Furthermore, **2 trained eagles** soar from

the birdhouses to investigate and report back to the priests. A third eagle has been missing for a week since investigating a distress call in the Gardens Below.

EAGLES (2)
XP 200

CR 1/2

hp 8, 7 (*Pathfinder Roleplaying Game Bestiary*, "Eagle")

Area C-2C: Iseleine's Grace

A marble statue of Iseleine stands in this glade. A golden light radiates off the statue's perfectly carved form. Visitors often catch glimpses out of the corner of their eye of the statue smiling, gesturing or turning toward them. The statue is completely immobile, however, and always returns to its normal pose when looked at directly.

Anyone harming the statue draws the priests' wrath, but also suffers a -4 circumstance penalty to any Wisdom or Charisma-based skill or check. Any damage done to the statue heals during the next rainfall, but the "curse" remains for the perpetrator until he atones for his crime.

The Voices of the Garden determine how a violator may atone, with tasks including such things as weeding the lower gardens for a year, retrieving a particularly delicate bloom from a mountain peak, or finding a lost flower the priests believe exists in the deepest jungle.

Area C-3: The Garden of Statuary

Stone representations of beasts and men stand silently throughout this garden, which is part of the Garden of Beauty. The twenty statues are perfect specimens in form and beauty.

The statues are in reality men and animals turned to stone by various beasts and spells. The priests pay for the victims to be brought here to decorate the garden as a reminder that beauty can come from evil.

Most of the statues have stood here for at least 10 years, although one is much older. The priests protect and clean the “statues,” although they make no effort to restore the beings to life. They feel that if Iseleine wants them returned, she’ll restore them. PCs are welcome to restore the beings, if that is Iseleine’s will.

Garden Statues

A number of humanoid and animal statues stand in the garden. If restored to flesh, some of the NPCs could be ideal replacements for PCs slain during the adventure. The DM is encouraged to mix and match statues to better serve the campaign. The priests are unlikely to buy outright “evil” statues, but any animal or humanoid is a perfect candidate.

The statues are:

Elves (4): Dema (CG male Ftr4), **Endilla** (LG female Sor3), **Juxi** (N female Rog3) and **Golead** (CG male Clr4). These elves met **Kaluzhka**, a medusa (See *Splinters of Faith* 9: *Duel of Magic* for more on the medusa), while traveling to a new forest home.

Humans (5): Kelad Dod (N male Rog3), **Tyrea** (CG female Clr4), **Enjekas Sume** (LG male Pal4), **Geet** (CG male Bbn4) and **Issjus** (CN Ftr4). These adventurers lost to a cockatrice while exploring timberland above the village of Carson’s Mill.

Dwarves (2): Caled Ashenchisel (NG male Ftr6) and his wife, **Mairian** (CG female Com3). This pair ran afoul of a transmuter while returning to Anvil Plunge with trade goods.

Gnome (1): Justic the tall (CG male Drd6) angered a wizard, who turned the bearded fellow to stone and kept him in his garden to scare rabbits.

Orcs (2): Olfga (CE male Ftr 5) and **Hort** (LE Sor3/Ftr2). These dimwitted orcs unwisely challenged a gorgon. If restored, each flees headlong into the garden. Neither knows they stand atop a stone pillar and will likely unwittingly hurl themselves off the edge.

Unicorn (1): This magical beast was a former servant of Iseleine that fought — and lost — to a basilisk that invaded the Gardens Below.

Porpoise (3): These creatures came near shore during a dracolisk’s rampage. Their curious nature caused them to rise out of the water on their tails near the beast to get a better view, and it turned them to stone. Fishermen dredged the mammals from the shallow waters. If restored, the animals need to be doused with water to keep their skin wet until they can be returned to the water.

Human cleric (1): Cairina (CE female human Clr8), a follower of **Akruel**, is the oldest statue in the garden. She was turned to stone centuries ago during the fateful battle in which her master was defeated. A farmer in Lessef found her petrified body while tilling and sold it to the priests. If freed, Cairina is unaware hundreds of years have passed. She assumes Akruel survives and now controls the world. She was petrified before learning of the *Scepter of Faiths*, and does not know of its power to harm Akruel. If so informed, she tries to destroy the scepter before fleeing to reunite with Akruel’s forces.

Ilarile the Radiant, lillend (1): This statue stands coiled as if ready to strike. She wields a long sword in her left hand, which is raised above her head. Her wings spread out behind her. Ilarile was studying in the Hanging Gardens when a basilisk invaded the Gardens Below. Ilarile fought the beast after it turned a unicorn guardian to stone. Ilarile dealt the fatal blow, but the beast caught her with its dying gaze. Ilarile’s sister, Melisse, was driven mad by her sibling’s fate and now roams the lower gardens. (See the wandering monsters table in the Gardens Below for more on Melisse.)

Area D: The Tower of Purity and Truth

A 180-foot-tall marble-and-glass structure rises in the center of the garden plateau. The gardens surround the tower, and the building appears to grow from the rock top. Rose-colored marble twists upward like intertwined vines. Three platforms of glass radiate off the sides, linked by a spiraling staircase winding around its edges. The platforms have no visible supports, but are quite sturdy. They extend outward from the tower wall, looking like a coin pressed into the side of the structure.

Molded glass bowers filled with flower petals, soft grasses and feathers line the outer edge of the clear discs. Initiates and priests sleep here, watching over the gardens. Personal effects sit in neat piles inside each bower, marking each initiate’s bed. Most items are worthless junk such as glass beads, shiny rocks and carved trinkets. The priests give up their belongings before joining, but are allowed to keep whatever they make or find while fulfilling their duties to Iseleine.

The staircase spiraling around the tower to the top passes through the glass platforms near the point where each connects to the tower.

Below are details of each of the sleeping platforms:

First Platform: This glass platform juts from the tower 30 feet above the gardens. The platform is 60-feet in diameter, the largest of the three, and has a low railing. Plants and decorative baubles hang from the railing. **Initiates** and those new to Iseleine’s faith (CG Clr1, Drd1 and Brd1) sleep here. These initiates are charged with weeding the gardens. Approximately 30 initiates sleep here.

Second Platform: This 45-foot-diameter platform is 60 feet off the ground and provides a better view of the surrounding gardens. The ever-present vines, wind chimes and sun catchers decorate the platform. **Garden minders** (CG Clr3, Drd3 and Brd3) sleep on the molded glass bowers of this level. Twenty bowers line the outer rim. The minders plant new blossoms and direct initiates in the care of the rare plants. They take orders from their superiors and the Voices of the Garden.

Third Platform: This 30-foot-diameter platform is 90 feet off the ground, with 15 sleeping bowers. The platform is home to the **Growers** (CG Clr5, Drd5 and Brd5). The Growers research new plants and species, and grow and graft flowers. Pots and seedling planters line the platform’s railing. Newly grafted stems lovingly spliced together are tied to the railing to grow.

Area D-1: The Plaza

Perfectly aligned paving stones form a walkway from the stone bridge on one side of the pillar to the Grand Terrace on the other. The stones form a plaza around the Tower of Purity and Truth in the center. The paving stones are polished smooth and reflect light in a rainbow glow of colors.

Area D-2: The Stair Minder

Lotharen the Stair Minder (CG Brd 5/Clr 3) sleeps in a bower at the base of the tower’s staircase. Lotharen often sits upon the tower’s first step, basking in the sun.

The stair minder is an odd devotee of Iseleine. Allergic to many plants in the garden and afraid of heights, Lotharen rarely leaves his post at the base of the tower. From his vantage point, he can easily forget he lives atop a massive rock pillar.

Lotharen documents every visitor, asking their name, their reason for visiting the tower, and even their favorite flower and bird. As the majority of Iseleine’s priests ignore him, Lotharen makes up questions for especially talkative visitors so he can keep the conversation going. The stair minder has detailed records of visitors, including details of their lives. When he’s not tracking visitors, Lotharen writes epic poems about Iseleine. A few of his older poems contain references to Akruel as “The Evil One” and to Iseleine’s blessing upon the *Scepter of Faiths*. He deciphered the history from charcoal rubbings done by

The Prism of Iseleine

The top of the tower is a hollow 60-foot-diameter crystal sphere sitting atop the 40-foot-wide column. The priests of Iseleine enter the sphere to escape the worst weather, but otherwise sleep outside on the open-air platforms.

The sphere rests atop the 120-foot-tall Tower of Purity and Truth. The Prism of Iseleine is a perfect meditation spot for the goddess's followers. A glass floor bisects the lower half of the globe. Benches carved from glass flow gracefully from this floor.

Water carried up a natural shaft in the tower's interior forms a pool beneath the glass floor in the glass sphere's lower half. A thick silk strand of rope hangs from the top of the sphere 60 feet overhead and passes through a narrow opening to touch the water. Miraculously, droplets climb the silk to the top of the dome. The priests call these droplets Iseleine's tears. Once the tears reach the top of the globe, they run down the curved interior walls, pass through small holes in the floor and collect again in the lower half of the globe.

The prism is a larger version of the Morningtide Sphere found on the top of the temple of Seraph in *Splinters of Faith 5: Eclipse of the Hearth*. Hamarab Natal, a former priest of Arden, broke away from the desert temple to found the Hanging Gardens of Iseleine. Natal recreated the Morningtide Sphere here in honor of his new goddess Iseleine and his past.

The prism is key to the worship of Iseleine. When the sun rises, the globe refracts light into rainbows that dance around the inner rim of the crater. When the sun is overhead at noon, the light shining on the prism bends toward the Grand Terrace and Iseleine's glass altar. The light passes through the altar and creates a massive rainbow that arcs into the pit. Visitors are brought to the tower to get a bird's-eye view, and to witness Iseleine's majesty.

The reservoir empties in a rain shower at sunrise, noon, dusk and midnight from nozzles that spray the holy droplets across the plateau. This gentle rainfall lasts for half an hour.

Acting high priest **Jernigan Chimel** (CG male human Clr8) lives within the prism, watching the waters at their source and surveying the gardens. He is new to the position, gaining the honor after the former high priestess Aljena threw herself from the Grand Terrace. Jernigan leads the worship of Iseleine each day at noon at the altar on the Grand Terrace. Jernigan sleeps in a bower lined with soft woven cotton and grasses.

Jernigan speaks in low voice and appears on the verge of a trance. He wears multicolored robes decorated with songbird feather tokens. Three delicate earrings descend from Jernigan's left ear, and he wears gold bracelets.

initiates of each step of the Descending Stairs. He gladly shares (and performs) his poems if asked.

Lotharen maintains a meager existence, sleeping in his earthen bower and writing journals. He stores his books in a compartment in the tower's side so the rain doesn't ruin them. Lotharen's belongings are his books, quill pens, a small knife and a chamber pot (emptied every morning by an initiate so Lotharen doesn't have to leave his post).

Area E: The Greenhouses

These structures house rare plants that have difficulty growing in this climate. The plants are lovingly tended and watched for the smallest sign of distress. The priests pay travelers to transport rare blossoms to their care.

Area F: The Grand Terrace

This 60-foot-wide balcony wraps around the side of the cliff face, 10 feet below the upper gardens. A flight of stone stairs descends to the terrace. The see-through glass platform juts 30 feet out over the drop to a garden paradise a quarter-mile below. The platform is supported by delicate-looking flutes of glass and marble carved to look like fronds of a plant enveloping the terrace. Four massive wind chimes — each 20 feet long and made of hundreds of glass and etched-metal chimes — dangle from the platform. The gentle chasm's breezes stir the chimes in a peaceful song. Hanging vines grow in planter boxes along a small railing, the leafy tendrils hanging 20 feet below the platform.

A five-foot-tall glass rose decorates the platform's far edge and serves as an altar to Iseleine. Each pink-tinted rose petal is perfectly carved.

The altar of Iseleine is the focal point of rays cast from the Prism of Iseleine. At noon each day, rays from the tower reflect onto the altar. The rose refracts the light into an immense rainbow that spreads across the walls of the surrounding crater and the lower gardens. The rainbow lasts a full hour and moves slowly about the crater walls with the path of the sun.

Two **guardians of Iseleine** (CG human Brd6) watch over the sculpted rose. Visitors are allowed to stand near the blossom, but may not touch the altar. Only Jernigan is allowed to place his hands upon it.

Area G: The Descending Stair

This long staircase curves around the pillar as it descends from the Grand Terrace to the Gardens Below. The stairs are inscribed with Iseleine's beliefs, her holy symbols and even small carvings depicting her struggle to bring beauty and knowledge into the world. Once a year, Iseleine's priests descend the stairs while reflecting on the wisdom each step offers. The journey lasts for two full days.

At 12 points along its descent, the stairs level off to a small platform. A door leads into the rock column to a small room and platform overlooking the garden. These waypoints are designed for guests descending the massive column.

The waypoints

A 30-foot platform of marble extends outward above the Descending Stairs. Each balcony is accessed through a covered doorway just below it on the staircase. The platforms are convenient resting points. Bowers line the platform, and additional space is available inside rooms carved into the column. Vines hang abundantly from these platforms, draping like curtains over the Descending Stairs.

Twelve evenly spaced waypoints ring the massive rock formation. The waypoints are unmanned, but initiates and visitors occasionally rest within.

The lowest waypoint, hidden within the canopy of the lower garden's trees, shows signs of recent violence. The marble platform is cut and carved, and bloodstains mar its surface. Stairs leading up to the entrance are scarred and scratched. The engravings and paintings are no longer legible. All of the hanging plants from the final platform are cut away, leaving the waypoint bare and uninviting.

Derro from the lower gardens raided this platform, carrying off 3 elderly initiates.

Adventure Background

Rarely does an incident occur that distresses the Hanging Gardens. But tragedy recently struck at the faith's very foundation. The high priestess, **Aljena**, recently murdered her husband, **Merom**. Astonishingly, she killed the man on the Grand Terrace in front of several witnesses. She kissed Merom passionately before plunging a serrated dagger into his heart. Aljena, beaming delightedly, then jumped to her death. Mysteriously, her body was never found, though priests searched the base of the tower where she would have fallen.

As far as anyone can remember, this is the only act of violence to occur within the Hanging Gardens. The parishioners and clergy are still in shock over the tragedy. Many feel that Iseleine has abandoned them to the wicked ways of the world again.

PCs playing the Splinter of Faiths adventure need the blessed *Oil of Iseleine* to perform the *Anointing of Perfection* blessing on the *Scepter of Faiths*. Unfortunately, Aljena was wearing the oil in a jeweled flask around her neck when she jumped.

A ruthless derro priest named **Davgarh** and his war band are partly responsible for the "mystery" of Aljena's disappearance. The derro stumbled upon the temple of Iseleine while exploring caverns that opened into the Gardens Below. They immediately set about finding a way to topple the pillar that supports the temple to beauty. Such a feat would place their names among the greatest of derro.

Davgarh solicited **Kalahastie**, a succubus renowned for her beguiling nature and ingenuity. Together, they developed a plan to

bring the faithful of the Hanging Gardens to their knees. Slaves are even now tunneling into the column supporting the temple. Aided by spells, the excavation is making incredible progress. The derro are already planning a grand celebration marking the day when they expect the granite pillar to collapse into ruin.

PCs have roughly 15 days before the pillar's foundation is weakened to the point of collapse. The DM should weigh the PCs' progress against this deadline, however, extending the time if necessary to allow determined PCs to discover and stop the derro. PCs who foolishly waste time or ignore the clues should get no such aid, and may find themselves standing at the base of a tower suddenly falling down around them.

Recently, Davgarh and Kalahastie lured Aljena into the Gardens Below and killed her as she strolled in the pastoral beauty. Kalahastie then assumed Aljena's guise and successfully fooled the Hanging Garden's priests and Mermon into thinking that she was the high priestess. For her grand finale, she charmed Mermon and brought him to the Grand Terrace where she drained him of his essence until his body was at the brink of death. Kalahastie then murdered the priest and leapt into the void. Once out of sight, Kalahastie spread her wings and landed safely.

The priests of Iseleine reacted quickly, sending a rescue party to retrieve the priestess's body. The group never returned. Several other priests and parishioners in the Gardens Below also vanished at this



Random Encounters

A number of animals still roam the Gardens Below, despite the presence of the derro. Roll a d20 for random encounters and consult the table below. Encounter checks are suggested for every 4 hours while within the gardens. Most of the animals are friendly, although the violent derro are slowly changing that.

Roll a 1d6 when an animal is encountered. A roll of 1–2 indicates the animal is friendly to strangers. A roll of 3–6 means the animal has been poisoned by the derro with Achaierai Black Cloud Oil and suffers from insanity.

The unicorn has not suffered the effects of the derro's poison. The unicorn may arrive at any encounter in the Gardens Below to aid struggling PCs.

d20	Encounter
1	Derro war party (6): CR 3; hp 27, 24, 22 (x2), 20, 19. (See sidebar on Derro in the Gardens Below.)
2	Melisse, insane lillend: CR 7; hp 52. See below.
3	Leopard: CR 2; hp 20.
4	Unicorn: CR 3; hp 40.
5	Brown bear: CR 4; hp 54.
6	Fox: CR 1/3; hp 6.
7	Escaped goblin slaves (3): CR 1/3; hp 8, 7, 5. See Area G
8	Skunk: CR 1/6; hp 3.
9	Wild horse: CR 1; hp 20.
10	Eagle: CR 1/2; hp 6.
11	Deer: CR 1/4; hp 11.
12–20	No Encounter

Melisse, the Insane Lillend (CR 7)

Melisse is the sister of Ilarile the Radiant, a lillend who was turned to stone by a basilisk. Ilarile's body decorates the Garden of Statuary (Area C-3). Melisse journeyed here to find her sister, but stumbled on the derro and was struck by Achaierai Black Cloud Oil poisoned bolts. The bolts have caused madness in the beautiful creature. Melisse now roams the Gardens Below hunting her sister and taking out her anger on everything she encounters.

MELISSE, INSANE LILLEND	CR 7
XP 3,200	
hp 87 (<i>Pathfinder Roleplaying Game Bestiary</i> , "Azata, Lillend")	
GRIZZLY BEAR	CR 4
XP 1,200	
hp 42 (<i>Pathfinder Roleplaying Game Bestiary</i> , "Bear, Grizzly")	
DEER	CR 1/4
XP 100	
hp 11 (<i>The Tome of Horrors</i> by Necromancer Games , Page 286)	
EAGLE	CR 1/2
XP 200	
hp 5 (<i>Pathfinder Roleplaying Game Bestiary</i> , "Eagle")	
FOX	CR 1/3
XP 135	
<i>The Tome of Horrors</i> by Necromancer Games , Page 287	
N Small Animal	
Init +3; Senses low-light vision, scent; Perception +5	
AC 15, touch 14, flat-footed 12 (+1 size, +3 Dex, +1 natural)	

hp 4 (1d8)
Fort +2, Ref +4, Will +1

Spd 40 ft.
Melee bite +4 (1d4-1)

Str 8, Dex 17, Con 10, Int 2, Wis 12, Cha 6
Base Atk +0; **CMB** -2; **CMD** 11
Feats Weapon Finesse
Skills Acrobatics +5, Perception +5, Stealth +8*, Survival +1 (+5*)
Racial Modifiers Foxes have a +4 racial bonus on Stealth and Perception and a +2 racial bonus on Acrobatics checks.
*Foxes have a +4 racial bonus on Survival checks when tracking by scent.

HORSE **CR 1**
XP 400
hp 15 (*Pathfinder Roleplaying Game Bestiary*, "Horse")

LEOPARD **CR 2**
XP 600
hp 19 (*Pathfinder Roleplaying Game Bestiary*, "Cat, Leopard")

SKUNK **CR 1/6**
XP 50
hp 2 (*The Tome of Horrors* by **Necromancer Games**, Page 289)
N Small Animal
Init +1; **Senses** low-light vision, scent; **Perception** +5

AC 12, touch 11, flat-footed 11 (+1 size, +1 Dex)
hp 2 (1/2d8)
Fort +2, Ref +3, Will +0

Spd 30 ft.
Melee Bite +1 (1d4)
Space 5 ft.; **Reach** 5 ft.

Str 2, Dex 13, Con 10, Int 2, Wis 12, Cha 2
Base Atk +0; **CMB** +0; **CMD** 10
Feats Weapon Finesse (bite)
Skills Perception +5, Stealth +3
Musk (Ex): Once per round, and no more than 5/day, a skunk can release a stinking musk in a 5-foot cloud. An affected creature must succeed at a DC 10 Fort save or become nauseated for 1d4 rounds. A second save is needed to avoid being blinded (as the spell) for 1d4 rounds. Clothing reeks for 1d6 months unless magically cleaned. The odor doubles all chances for wandering monsters and imposes a -12 penalty on Stealth checks.

UNICORN **CR 3**
XP 800
hp 34 (*Pathfinder Roleplaying Game Bestiary*, "Unicorn")

ADVENTURE BACKGROUND

time as derro war parties slaughtered them. Howls, jabbering speech and screams of pain still occasionally rise from the Gardens Below as hiding priests are discovered. The sound of metal against stone was also heard just over a week ago, just before Kalahastie murdered Mermon. The sound has since subsided, although some priests claim they hear faint clanking and the rumble of rocks falling somewhere far below. The congregation of Iseleine is too naive to comprehend the true terror that might befall their precious temple if the derro complete their excavations.

Starting the Adventure

When PCs arrive at the Hanging Gardens, Lindeera Windon is sitting in the center of the connecting bridge, sobbing uncontrollably over the recent death of Aljena. She pleads with PCs to find out why Aljena murdered her husband and then leaped to her death. If asked about the *Oil of Iseleine*, Lindeera says that Aljena wore the blessed oil in a vial about her neck, and that it is presumed lost with her body.

If PCs agree to help, Lindeera speaks with Jernigan about having the PCs' weapons returned to them if they will agree to venture into the Gardens Below to root out the source of the trouble.

If PCs cross into the Upper Gardens by some other means, they meet Lindeera at some other spot at the GM's choosing.

The Gardens Below

The Gardens Below is planted according to the various aspects of Iseleine: peace, love and splendor. Each garden is carefully cultivated, and labels identify plants, scrub and trees. Meandering paths and small shrines fill the garden. Sculptures, monuments and obelisks are abundant. But recent destruction is also evident. Flowers are decapitated or torn from the earth. Deep scars from sword strikes mar trees and shrubs. Entire hedges are torn from their planters and scattered across the stone paths.

The depth of the pit allows direct sunlight to reach the bottom for only four hours each day. The Gardens Below is bathed in a humid twilight during all other daylight hours. At night, the garden is as dark as a cave. Vegetation develops broad leaves to catch as much light as possible. This thick foliage is a blessing for the derro.

The derro take cover during the four hours of direct sunlight. But during the rest of the time, they fearlessly explore. If confronted in their many hiding places during the sun's peak hours, the derro use their *darkness* ability to escape until the sun wanes.

Area A: Staircase Ambush (CR 8)

The Gardens Below is beautiful, in spite of the derros' destruction. Tropical leaf succulents thrive in the humid atmosphere. Dense trees grow to incredible heights to escape the tangle of underbrush.

Paths wander in shadow throughout much of the garden. Two creek-stone paths lead from the base of the Descending Steps.

As PCs descend, **6 derro** wait to attack with violet fungi-poisoned crossbows from the cover of the dense foliage. They attempt to subdue rather than kill in order to use captured PCs as slaves. The derros center *sound burst* spells on spellcasters before combat. The derro fight to the death and reveal no information if taken alive.

The 10-foot area in front of the final step holds a net snare. The derro hide until the snare springs, then shoot entangled victims with violet fungi poisoned bolts. Beings caught in the net are suspended 15 feet in the air. Victims can escape by untangling themselves (DC 20 Escape Artist check) or by breaking the net (DC 23 Strength check). Both attempts are full round actions.

DERRO (6)
XP 800

hp 30, 27 (x3), 22 (x2). (*Pathfinder Roleplaying Game Bestiary*, "Derro")

See the "Derro in the Garden" sidebar.

CR 3

SNARE TRAP; CR 3

Type: mechanical; Perception DC 21; Disable Device DC 20

Trigger: location; Reset: manual

Effect: Atk +6, DC 16 Reflex save avoids.

Net: 5 hp; Hardness 1.

Derro in the Garden

A number of derro wander the Gardens Below, often in war bands lurking through the abundant plants like guerrilla warriors. The derro are vicious creatures, roving in packs and attacking anything they come across with a variety of poisons. The majority of the derro fire crossbow bolts tipped with violet fungi poison, but other poisons used are presented below:

Medium Spider Venom: Injury; Fortitude DC 14; 1/round for 4 rounds; 1d2 Strength damage; 1 save. This is the most common poison used by the derro in the garden.

Achaierai Black Cloud Oil: Contact; Fortitude DC 15; 1/round for 4 rounds; 2d6 points of damage plus save or be affected for 3 hours as though by an *insanity* spell (CL 16); 1 save.

Violet Fungi Poison: Injury, Fortitude DC 14; 1/min for 4 min.; 1d3 Str and 1d3 Con; 2 save.

Crawler brain juice poison: Contact; Fortitude DC 13; 1/min for 6 min.; paralysis; 1 save

Area B: The Little Bridge

A small bridge crosses the brook from the falls. Scratch marks are evident on the railings from derro sharpening their weapons against the wood and stone.

Area C: The Garden of Peace

Marble slabs set in the ground as paths reflect the flowers around the Garden of Peace. The shrines and reflecting pools provide a calm and serene atmosphere. All Intelligence and Wisdom-based skill checks are made at a +1 circumstance bonus due to the unnatural clarity the garden provides.

Area C-I: The Hands of Peace (CR II)

A patio of white marble encircles a white statue of Iseleine. The statue's arms are raised over an ornate altar of alabaster stone. The statue's eyes are closed as it peers heavenward.

An inscription in Common at the base of the altar reads: "Behold! The benevolence of Iseleine blesses all who pay homage to her loving spirit. Let her lift the burden of sin and cleanse the weapons of mortality." PCs searching the top of the altar find deep scars.

The statue is a **stone golem** with very specific instructions. If any weapon or item used as a weapon — such as wands, staves or rods — is placed on the altar, the golem smashes the item. The stone golem ignores the first 8 points of hardness and deals 2d10+9 points of damage. The golem counts as a +4 weapon in determining what magical weapons can be destroyed. The golem does not attack unless someone foolishly attacks it. The golem attacks any undead immediately due to the affront to life that they represent.

Defensive items or items specifically blessed by Iseleine (such as the *Scepter of Faiths*) are not destroyed. Instead, the golem's hands cover the item, and a *magic mouth* says "Iseleine's grace brings beauty to the world." The blessing is purely ceremonial and has no other effect. The golem then returns to a normal stance.

ADVENTURE BACKGROUND

The crushed remains of a derro lie 15 feet into the vegetation near the marble patio (Perception 10). He foolishly climbed atop the altar with his weapons and was barely able to crawl away to die.

STONE GOLEM

CR 11

XP 12,800

hp 157 (*Pathfinder Roleplaying Game Bestiary*, “Golem, Stone”)

Area C-2: The Reflecting Pool of Harmony (EL 8)

The acrid stench of urine fills the air. A 30-foot rectangle pool of oily water surrounded by stained white stones sits in this clearing. Several dead parrots lie around and in the pool. Small bolts impale their corpses.

The pool is a latrine for 5 **derro**. Cautious PCs may catch them with their “guard” down, so to speak. If warned, two hide under the brush opposite the path (Stealth +10) and fire violet fungi poisoned bolts while the others try to flank the intruders.

DERRO (5)

CR 3

XP 800

hp 30, 24, 22, 20, 18. (*Pathfinder Roleplaying Game Bestiary*, “Derro”)

Area D: The Web Tent (CR 6)

The path disappears down a dark tunnel under thick, overhanging webs. The derro encountered an **ettercap** a few months ago and set up a shaky partnership with the creature. The derro promised the ettercap fresh food in exchange for poison. The ettercap has lived up to its end of the bargain, but the derro have not provided any meat.

The garden’s high humidity causes great droplets of water to collect on the massive webs making them highly resistant to flame (fire resistance 2).

Outside the web tent are 4 **large spiders**. They watch for derro as well as other intruders. They hide (Stealth +8) in the thick webs above the tunnel and drag victims into the sticky strands before descending for a meal.

Within the tent, a 30-foot-long path opens into a 15-foot-high, 60-foot-wide dome. A single derro hangs cocooned from the center of the dome. The ettercap is holding the bound derro hostage until the ettercap’s fresh meals are delivered as promised. The ettercap is already feeding upon the helpless victim, but not enough to kill the powerless derro.

The web cavern’s floor is a sheet of sticky webbing (DC 20 Perception check to notice). The floor adheres to and traps those treading upon it. Victims can wriggle free (DC 12 Escape Artist check) or pull themselves out of the webbing (DC 17 Strength check).

The ettercap’s companion, a **monstrous huge spider**, waits under the web floor in a shallow depression. Once the web floor is disturbed (such as when someone gets caught and is struggling to escape), the spider rips through the webbing to attack. The ettercap hides (Stealth +9) above the suspended derro and attacks by throwing its webs after the spider begins to attack.

The ettercap hides treasure from the derro and their slaves in a small compartment above the dome in which it resides: a +2 *small short sword*, vials of monstrous medium spider poison (x6), +2 *studded leather of cold resistance* and a bag of 243 pp.

MONSTROUS LARGE SPIDERS (4)

CR 3

XP 800

N Large Vermin

Initiative: +2 **Senses:** Darkvision 60 ft., Tremorsense 60 ft., Perception +4 (+8 in webs)

Armor Class: 13 (+2 Dex, -1 size, +2 natural), touch 11, flat-footed 9
hp: 40, 35, 34, 28, 21 hp (5d8+15)
Fort+7, **Ref**+3, **Will**+1

Immune: mind-affecting effects

Spd: 30ft.

Melee: Bite +6 (1d8 +4 plus poison)

Space: 10 ft. **Reach:** 5 ft.

Special Attacks: web (+4 ranged, DC 12, hp 2)

Str 19, **Dex** 15, **Con** 16, **Int** Mindless **Wis** 10, **Cha** 2

Base Atk +3 **CMB** +8 **CMD** 20 (32 vs. trip)

Skills Climb +16, Perception +4 (+8 in webs), Stealth +2 (+6 in webs); **Racial Modifiers** +4 Perception, +4 Stealth (+8 in webs), +16 Climb

Poison (Ex): Bite—injury; save Fort DC 16; frequency 1/round for 4 rounds; effect 1d2 Strength damage; cure 1 save.

ETTERCAP

CR 3

XP 800

hp 38 (*Pathfinder Roleplaying Game Bestiary*, “Ettercap”)

MONSTROUS HUGE SPIDER

CR 5

XP 1,600

N Huge vermin

Init +1; **Senses** darkvision 60 ft.; Perception +4

AC 14, touch 9, flat-footed 13 (+1 Dex, +5 natural, -2 size)

hp 64 (7d8+35)

Fort +10, **Ref** +3, **Will** +2

Immune mind-affecting effects

Spd 30 ft., climb 30 ft.

Melee bite +11 (2d6+8 plus poison)

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

Special Attacks web (+6 ranged, DC 12, hp 2)

Str 27, **Dex** 13, **Con** 20, **Int** —, **Wis** 10, **Cha** 2

Base Atk +5; **CMB** +15; **CMD** 26 (38 vs. trip)

Skills Climb +16, Perception +4 (+8 in webs), Stealth -3 (+1 in webs); **Racial Modifiers** +4 Perception, +4 Stealth (+8 in webs), +16 Climb

Poison (Ex): Bite—injury; save Fort DC 18; frequency 1/round for 4 rounds; effect 1d4 Strength damage; cure 1 save.

Area E: Smashing Fountain (CR 8)

The ring of metal on stone resounds from this area. A 20-foot-diameter ornate fountain sits in this small glade. Beautifully carved statues of nude dancing nymphs circle the pool’s perimeter. A statue of a triton wearing a crown of coral holds a gold trident in one hand and a conch shell in the other. Sparkling water erupts from the spiral shell held above the statue’s head. Cavorting around the pool are 8 **bugbears**, who are demolishing the nymph statues with morningstars. They laugh uproariously at each hit.

These slaves are having a good time destroying the fountain and its statuary. They are too busy with their revelry to notice cautious adventurers. They attack on sight or if confronted, but know little of their terrifying masters. The largest bugbear carries a cold iron morningstar.

If half the bugbears are killed, those remaining flee to warn their derro masters.

BUGBEARS (8)

CR 2

XP 600

hp 26, 22, 20, 18, 16 (x2), 12 (x2) (*Pathfinder Roleplaying Game Bestiary*, “Bugbear”)

Area F: Reflecting Pond

A rectangular pool of pristine and tranquil water sits in the middle a bounty of broad-leaved plants. Marble pedestals break the surrounding vegetation and hold urns, braziers and small statues of fey creatures.

ADVENTURE BACKGROUND

The pool reflects the surrounding flora like a verdant mirror.

The pool radiates strong abjuration magic. Emersion within the blessed water anoints the willing creature with an *atonement* spell. This area is also under the protection of a *hallow* spell with a *bless* spell tied to the area that affects good-aligned creatures.

The derro and their cohorts avoid this area.

Area G: The Slave Line (CR 7)

Kobold, goblin and hobgoblins slaves are forced to carry logs on their backs along this path. The slaves deliver timber cut from the garden to the tunnel to help shore up the excavation going on under the central pillar. The brutal slave master **Rohroh Shuzlirk** accompanies the slaves at all times. He sits atop his **rock-horned lizard**, rarely climbing out of the saddle. During combat, Rohroh drinks his *potion of haste* and feeds the *potion of rage* his lizard mount before riding through his slaves, heedless of their welfare.

The slaves are exhausted (–6 to Strength and Dexterity) and feebly attempt to aid the slave master. They have no weapons and ravenously grasp for visible waterskins or foodstuffs. The slaves are considered difficult terrain for anyone trying to move through them. Casting spells while surrounded by the slaves requires a DC 12 + spell level Concentration check.

ROHROH SHUZLIRK

XP 3,200

Male derro fighter 5

CE Small humanoid

Init +9; **Senses** darkvision 60 ft.; **Perception** +0

AC 22, touch 17, flat-footed 15 (+3 armor, +5 Dex, +1 Dodge, +2 natural, +1 size)

hp 92 (3d8+12 plus 5d10+20)

Fort +5, **Ref** +3, **Will** +6

Defensive Abilities bravery +1; **SR** 19

Weaknesses vulnerability to sunlight

Spd 20 ft.

Melee short sword +14/+9 [two-handed (1d6+8 plus poison plus 1d6 fire)] or aklys +5 (1d6+3 plus poison)

Ranged mwk light crossbow +13 (1d6/19–20 plus poison) or mwk aklys +13 (1d6+3 plus poison)

Special Attacks sneak attack +1d6

Spell-Like Abilities (CL 3rd)

At will—*darkness*, *ghost sound* (DC 13)

1/day—*daze* (DC 13), *sound burst* (DC 15)

Str 16, **Dex** 21, **Con** 18, **Int** 10, **Wis** 5, **Cha** 16

Base Atk +7; **CMB** +9; **CMD** 24

Feats Dodge, Improved Initiative, Mobility, Spring Attack, Vital Strike, Weapon Finesse, Weapon Focus (short sword), Weapon Specialization (short sword)

Skills Handle Animal +11, Perception +0, Ride +13, Stealth +9

Languages Aklo, Undercommon

SQ armor training 1, madness, poison use, weapon training (light blades1)

Madness (Ex): Derros use their Charisma modifier on Will saves instead of their Wisdom modifier, and are immune to insanity and confusion effects. Only a *miracle* or *wish* can remove a derro's madness. If this occurs, the derro gains 6 points of Wisdom and loses 6 points of Charisma.

Poison Use (Ex): Derros are not at risk of poisoning themselves when handling poison. They use Medium spider venom to poison their crossbow bolts, and generally carry 10 pre-poisoned bolts at all times.

Vulnerability to Sunlight (Ex): A derro takes 1 point of Con damage after every hour it is exposed to sunlight.

Combat Gear small masterwork aklys, small studded leather, +1 flaming short sword, small light masterwork crossbow, 24 small bolts, potions of haste, invisibility and rage (CL 5), vials of

achaierai black cloud oil poison (x4).

BLOOD LIZARD (GIANT ROCK-HORNED LIZARD) CR 3

The Tome of Horrors by Necromancer Games, Page 184

XP 800

N Medium animal

Init +2; **Perception** +7

AC 18, touch 12, flat-footed 16 (+2 Dex, +6 natural)

hp 40 (4d8+12)

Fort +7, **Ref** +6, **Will** +2

Spd 30 ft., swim 20 ft.

Melee bite +8 (1d8+6)

Special Attacks Spit Blood

Str 18, **Dex** 14, **Con** 17, **Int** 2, **Wis** 12, **Cha** 2

Base Atk +3; **CMB** +7; **CMD** 19

Feats Alertness, Weapon Focus (bite)

Skills Climb +8, Perception +7, Stealth +6 (+10*), Swim +12;

Racial Modifiers Blood lizards have a +4 racial bonus on Climb and Stealth checks. *In forested areas or overgrown areas, the Hide bonus improves to +8. A blood lizard has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Spit Blood (Ex): Once per hour, a rock-horned lizard can fire a stream of caustic blood from its eyes in a 20-foot line (no range increment) that deals 2d8 points of acid damage to a single target within range (Reflex DC 15 for half). The save DC is Constitution-based.

KOBOLD SLAVES (12)

CR 1/4

XP 100

hp 2 each (*Pathfinder Roleplaying Game Bestiary*, “Kobold”)

Melee 2 claws +1 (1d2 bludgeoning)

GOBLIN SLAVES (15)

CR 1/3

XP 135

hp 3 each (*Pathfinder Roleplaying Game Bestiary*, “Goblin”)

Melee fists +2 (1d2 bludgeoning)

HOBGOBLIN SLAVE (8)

CR 1/2

XP 200

hp 5 each (*Pathfinder Roleplaying Game Bestiary*, “Hobgoblin”)

Melee fists +4 (1d3 bludgeoning)

Area H: The Sleeping Slave (CR 5)

A wood-and-lattice gazebo is the lair of **Quid**, a **sluggish troll**. Although he doesn't consider himself a slave, Quid often does what the succubus Kalahastie requests. Quid obstinately refuses others' commands, but he enjoys the succubus's corrupt beauty and does her bidding out of misplaced love. Quid often hides under the hanging leaves to escape labor and the slave master. If disturbed, he sees what PCs can offer him. Quid sleeps during the day, curled up and embracing a broken statue of a woman.

Quid can possibly be bargained with against the slave master, but he turns on the PCs at the first opportunity. If PCs speak ill of Kalahastie or attack her, he savagely attacks.

He carries a cold iron forged longsword that he uses to pick his teeth. Quid also sports a necklace of 24 silver arrowheads.

QUID (TROLL)

CR 5

XP 1,600

hp 72 (*Pathfinder Roleplaying Game Bestiary*, “Troll”)

ADVENTURE BACKGROUND

Area I: The Escapee

A deep gnome named **Argekia** (NG female svirfneblin Clr4) recently escaped from a derro work detail. She hides in the underbrush awaiting a chance to flee into the tunnels or out of the pit. She covers herself in black soil and camouflages her movements as best she can. Using her *disguise self* ability, Argekia appears as a goblin when forced to move around. Realizing her desperate need for aid, Argekia approaches friendly looking PCs. She does not speak any language except gnomish. Argekia offers information and other aid. She dearly wishes to return home.

Argekia is a pilgrim to the Hanging Gardens from deep within the tunnels. A derro hunting party captured and killed her traveling companions. They forced her into a work detail to dig a tunnel into the central pillar's rock wall. Argekia has not rested long enough to regain spells. She's been on the run for days, dodging derro.

ARGEKIA (SVIRFNEBLIN)

Pathfinder Roleplaying Game Bestiary, "Svirfneblin"

XP 800

Female deep gnome Clr4

NG Small humanoid

Init +2; low-light vision; **Perception** +5

Aura good

AC 13, touch 13, flat-footed 11 (+2 Dex, +1 size)

hp 15 (4d8)

Fort +8; **Ref** +3; **Will** +7 (+9 vs. illusion)

Spd 20 ft.

Melee rock -3 (1d2-2)

Special Attacks channel positive energy 5/day (2d6, DC 16), spontaneous casting (cure spells)

Spell-Like Abilities (CL 4th)

Constant—*nondetection*

1/day—blindness (DC12), *blur*, *disguise self*

Spells Prepared (CL 7th):

2nd—*cure moderate wounds*, *delay poison*, *soften earth and stone*

1st—*bleed*, *detect evil*, *sanctuary*, *magic stone*

0 (at will)—*detect magic*, *light*, *mending*, *stabilize*

D domain spell; **Domains** Artifice, Earth

Str 6, **Dex** 15, **Con** 19, **Int** 11, **Wis** 16, **Cha** 14

Base Atk +3; **CMB** +0; **CMD** 12

Feats Improved Channel Energy, Turn Undead

Skills Craft +2 (armor), Heal +8, Knowledge (religion) +5,

Perception +5, Spellcraft +5, Stealth +6; **Racial Modifiers** Craft +2 (armor), Perception +3

Languages Gnome, Sylvan

Combat Gear rock; **Other Gear** goblin loin cloth

CR 3

Area J: The Garden of Love

Polished quartz steppingstones serve as pathways in the Garden of Love. Secluded alcoves and flowering grapevine trellises fill the garden. The compassionate aura grants Charisma-based skill checks a +1 circumstance bonus. Statues depicting seductive and passionate scenes bordering on hedonism are plentiful. The garden surrounds Adoration Lake, which is shallow and clear, containing a few islands linked by a series of wooden bridges.

Area K: Adoration Lake

The lake's average depth is four feet, but a few areas plunge to more than 30 feet. Schools of ornamental fish live in the lake. Since the corruption of the Gardens Below, the decorative and plant-eating fish are hungry and aggressive. In the absence of the care shown by the priests, the bigger fish devoured the smaller ones and viciously investigate any disturbance.



Area L: Strolling Bridges

Wooden bridges without rails connect several small islands. Each island contains a gazebo, with a bench or swing under the roof.

Area M: Iseleine's Island (CR 8)

The largest island holds a statue of Iseleine built inside a gazebo. White silks and glass beads adorn the human-sized statue. Stationed here are **6 derro**. They attempt to incapacitate approaching PCs by shooting bolts coated in crawler brain juice poison. PCs succumbing to the poison have a 50 percent chance of falling into the lake if standing on a bridge.

DERRO (6)
XP 800

CR 3

hp 22, 20, 19 (x2), 17, 16. (*Pathfinder Roleplaying Game Bestiary*, "Derro")

Area N: The Cherub Tower

A 10-foot diameter tower sits beside the path. An open door leads into a 30-foot-tall hollow tower. A narrow stairwell lines the marble walls. The top of the tower has enough space for two people to stand overlooking Adoration Lake. A bottle of fine wine and a pair of goblets sit on a bench. The derro have not yet invaded this tower.

Area O: The Pedestal (CR 3)

An ornate pedestal sits within a veranda of quartz bricks. A gold chalice resting on the pedestal is filled with a sweet-smelling wine. Marble statues of cherubs and satyrs line the veranda's low wall.

Once per day, the chalice magically fills with an *elixir of love*. Anyone drinking the wine amorously befriends the first corporeal creature it sees (DC 14 Will save to avoid). The chalice's powers only work within the Gardens Below; the chalice becomes nonmagical if removed. The chalice is worth 50 gp.

Hiding in the shrubbery is **Ermu**, a **derro** who recently drank from the chalice. Ermu hides because he knows the slave master will punish him. Ermu falls head over heels for the first individual approaching the pedestal.

ERMU (DERRO)
XP 800

CR 3

hp 22 (*Pathfinder Roleplaying Game Bestiary*, "Derro")

Area P: The Lower Temple (CR 5)

A colonnade of quartz pillars supports a ceramic-tiled roof. Standing in the center of the temple is a nine-foot-tall statue of Iseleine, her arms opened wide in a welcoming embrace. A pattern of quartz and chert inlay decorates the floor surrounding the larger-than-life statue.

The temple is the resting spot of **Grore**, a **huge ogre**, and a smattering of **slaves**. They rest here to escape the slave master's iron grip. Grore is huge even by ogre standards. The gluttonous ogre wants nothing more than to be rid of the derro, and an offering of troublesome adventurers may be enough to buy his freedom. Grore wields a two-handed colossal heavy pick (3d8+13 points of damage) and wears piecemeal half-plate armor. His meager prize possessions consist of a bag of decomposing, yet still-colorful parrots. Buried in the dead, sticky parrots are three *potions of cure serious wounds* (CL 10).

GRORE (HUGE OGRE)

CR 6

Pathfinder Roleplaying Game Bestiary, "Ogre"

XP 2,400

CE Huge humanoid (giant)

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

AC 24, touch 6, flat-footed 24 (+8 armor, -2 Dex, +8 natural,

-2 size)

hp 98 (8d8+32 plus 8)

Fort +10, **Ref** +0, **Will** +4

Spd 30 ft. (40 ft. base)

Melee colossal heavy pick +16/+11 (3d8+13/x4)

Ranged huge javelin +4 (2d6+9)

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

Str 29, **Dex** 6, **Con** 19, **Int** 6, **Wis** 10, **Cha** 7

Base Atk +6; **CMB** +17; **CMD** 25

Feats Iron Will, Power Attack, Toughness, Weapon Focus (Heavy pick)

Skills Climb +9, Perception +4

Languages Giant

Combat Gear colossal heavy pick, huge half plate

GOBLIN SLAVES (15)

CR 1/3

XP 135

hp 3 each (*Pathfinder Roleplaying Game Bestiary*, "Goblin")

Melee fists +2 (1d2 bludgeoning)

HOBGOBLIN SLAVE (8)

CR 1/2

XP 200

hp 5 each (*Pathfinder Roleplaying Game Bestiary*, "Hobgoblin")

Melee fists +4 (1d3 bludgeoning)

Area Q: The Sanctum (CR 8)

A semicircle of white quartz pillars stands behind a golden harp sitting on a small plinth. The instrument's strings are missing. Struggling to remove the instrument are **6 derro**. The derro don't know that only a being of good alignment can successfully move the harp. The harp is a *harp of charming*, but without its magical strings, it is useless.

One derro carries a quiver of 24 cold iron forged arrows. The arrows and quiver are of drow origin.

DERRO (6)
XP 800

CR 3

hp 31, 27, 24, 22 (x2), 20. (*Pathfinder Roleplaying Game Bestiary*, "Derro")

Area R: The Death of Innocence

A 40-foot-diameter platform of flint blocks rises more than four feet high. Three sets of stairs ascend the stage. An intricate tile design of a rose is inlaid upon the stage.

The skinned carcass of a unicorn lies on the platform. Dried blood surrounds the stallion's body, and two heavy chains bind the animal. The animal's horn is severed and missing. The derro slew this guardian of the Gardens Below. Kalahastie carries the horn as a trophy.

Area S: The Rose Garden

Thick rose bushes line the paths. Despite the derros' savage attempts to destroy the bushes, the roses flower each night, healing damage done to them (regeneration 1).

If a handful of rose petals is crushed into a curative potion (a *potion of cure light wounds*, for example), the potion's effectiveness doubles. The rose petals lose their magical effects once taken from the garden, as do any potions mixed in the Gardens Below.

Area T: The Garden of Splendor

The Garden of Splendor has trails of ceramic and glass tiles that wind about statues and sculptures. Masterwork-quality arches and monuments pay tribute to various artists' creativity. The Hanging Gardens produces an amazing number of master artists. Examples of

their work are kept for this garden.

The entrance to the underground caverns from whence the derro arrived is in this garden, as is the tunnel into the central pillar's heart.

Area T-1: The Investigators' Demise

Quartz tiles enclose a twisted and gnarled mangrove tree. Pools of rusty blood collect below five hanging human corpses. Each body has its hands and feet bound. All have been tortured. They still wear the colorful robes favored by the priests of the Hanging Gardens. These are the bodies of the investigators first sent from the Hanging Gardens to recover Aljena's body. A derro war party ambushed the priests as soon as they left the staircase and tortured them over the next few days.

Area T-2: The Rocks

This garden is in shambles. Vegetation lies flattened by piles of rock and debris. Scarred boulders lie throughout the area. Crude symbols and surly derro phrases are carved into a few of the stones. The derro graffiti cover such topics as mothers, feces, and hamsters.

Area T-3: Meditation Field (CR 5)

A field of swaying, eight-foot-tall cane stalks borders the western edge of the Lake of Inspiration. An **achaierai** hides in the bamboo thicket, ambushing whatever wanders down the path.

Davgarh called on his insane lord for aid in getting rid of the guardians of the Garden Below; unfortunately, a disobedient and angry **achaierai** answered the call. Unable to bargain with the creature, Davgarh released the depraved pheasant to fend for itself. The **achaierai** is filling its days as it impatiently waits for Davgarh to name a task for it to fulfill. It grapples small creatures and drags them into the cane to devour. The **achaierai** releases a black cloud of ink upon others. It has acquired a taste for derro, which are immune to the cloud. But it won't pass up a free meal.

ACHAIERAI

XP 1,600

LE Large outsider (extraplanar, lawful)

Init +1; **Senses** darkvision 60 ft., low-light vision; Perception +9

CR 5

AC 21, touch 11, flat-footed 19 (—1 size, +1 Dex, +1 Dodge, +10 natural)

hp 68 (6d10+12)

Fort +7, **Ref** +6, **Will** +7

SR 17

Spd 50 ft.

Melee 2 claws +10 (2d6+4) and bite +10 (4d6+2)

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

Special Attacks black cloud

Str 19, **Dex** 13, **Con** 14, **Int** 11, **Wis** 14, **Cha** 16

Base Atk +6; **CMB** +11; **CMD** 22

Feats Dodge, Mobility, Spring Attack

Skills Acrobatics +15, Climb +14, Diplomacy +10, Perception +17, Sense Motive +12, Stealth +11; **Racial Modifiers** +5 on Acrobatics, Perception and Stealth

Languages Infernal

Black Cloud Poison (Ex): 3/day, 10ft. radius; save Fort DC 15; An **Achaierai** can release a choking, toxic black cloud. Those other than the **achaierai** within 10 feet instantly take 2d6 points of damage. They must also succeed on a DC 15 Fortitude save of be affected for 3 hours as though by an *insanity* spell (CL 16th).

Area T-4: The Lake of Inspiration

A 20-foot-long pier of limestone blocks extends out over a clear lake that glows with an unearthly brilliance. The pier ends in a rounded, 10-foot-diameter covered rotunda, where an altar sits. Small statues of Iseleine stand around the rotunda, and a bowl holding oil sits on the white marble altar. The rotunda and adjacent water are under the effects of a *hallow* spell with a *daylight* effect placed over the water to illuminate the rotunda. The derro stay away from the area.

Praying or meditating within the rotunda for at least one hour grants a single-question *divination* spell in the form of a daydream-like insight. Further, any masterwork or magical item (weapon or otherwise) placed upon the altar during the hour of prayer is blessed with a good alignment for purposes of overcoming damage reduction for 24 hours.

The lake is 15 feet deep and free of danger. Ornamental fish swim in the water.

Area T-5: Tunnel Entrance (CR 7)

A canopy of trees covers a gaping wound in the stone pillar's side. The sounds of metal scraping on stone resound from within the tunnel. A narrow stream of water flows from the entrance, where 4 **derro** watch for intruders.

DERRO (4)

XP 800

hp 26, 23, 20, 19. (*Pathfinder Roleplaying Game Bestiary*, "Derro")

CR 3

Area T-6: The Drained Pool

A stream once fed this low pond. All that remains is a sludge pit covered in deep tracks. The tracks lead to a cave entrance against the pit wall.

Area T-7: The Holy Font

A 20-foot-diameter pool of water parts the foliage. Although the earth is still, the water shivers as the ground vibrates with tremors. The basin is under a *hallow* spell with the water acting as a *bless* spell. Drinking or bathing in the water *blesses* a PC for 24 hours. Furthermore, any weapon immersed in the pool becomes good aligned as *align weapon* for 24 hours. The water loses all special abilities if removed from the font.

Area U: The Tunnels

The derro are excavating the heart of the stone pillar supporting the Hanging Gardens of Iseleine. The derro leader Davgarh hopes soon to topple the entire column and destroy the temple of Iseleine. The thought of how he'll escape the stone pillar and temple when they crash down has not crossed his demented mind. Slaves and derro work in the tunnels, hauling rocks and debris into the gardens.

The tunnels are 15 feet tall, but unstable. The tunnels' quick excavation increases the risks of a small collapse. The poor construction is easily spotted with a DC 14 Knowledge (architecture, engineering) check or a DC 14 Craft (stonemasonry) check.

Spells causing massive damage (*fireball*, for example) or intentionally inflicting damage on the walls or ceiling might cause a limited collapse. The damage dealt is equal to the percentage chance of collapse. (For example: 15 points of damage equals 15 percent chance of collapse during the round in which the damage is dealt.)

Anyone in the bury zone (15-foot radius) takes 8d6 points of damage or half if they dodge out of the way (DC 15 Reflex save). They are subsequently buried. PCs in the slide zone take 3d6 points of damage, or no damage if they dodge (DC 15 Reflex save). Characters in the slide zone who fail their save are considered buried.

See *Cave-ins and Collapses* under "Environment" in Chapter 13 of



the *Pathfinder Core Rulebook* for more on collapses.

Area U-1: The Main Room (CR 7)

Four tunnels lead from this dimly lighted chamber. A stream of water flows into the room from one tunnel, turning the floor into a muddy mess. A hunchbacked **ettin** struggles to pull a metal cart along one tunnel using a long chain. Rocks and rubble mined from the pillar fill the cart. Four **hobgoblin** and two **goblin slaves** empty the cart and carry rocks into the garden. The ettin starts combat by using the two manacled goblins as an improvised large spiked chain to make a trip attack before wading into melee combat. This does not provoke an attack of opportunity unless the opponent also has reach.

The ettin carries a large pick (2d6 points of damage) and a large crowbar (used as great club, 2d8 points of damage). The hobgoblins carry heavy picks (1d6+3).

ETTIN XP 2,400

hp 75 (*Pathfinder Roleplaying Game Bestiary*, "Ettin")
Melee Pick +12/+12/+7/+7 (2d6+6); crowbar +12/+12/+7/+7 (2d8+6) **or** chain +8 (2d6+6 plus trip)

HOBGOBLIN SLAVES (4) XP 200

Hobgoblin fighter 1
LE Medium humanoid (goblinoid)
Init +2; **Senses** darkvision 60 ft.; **Perception** +2

AC 12, touch 12, flat-footed 10 (+2 Dex)
hp 16, 12 (x2), 6 (1d10+6)

CR 6

CR 1/2

Fort +5, **Ref** +2, **Will** +1

Spd 30 ft.
Melee pick +4 (1d6+3)

Str 15, **Dex** 15, **Con** 16, **Int** 10, **Wis** 12, **Cha** 8
Base Atk +1; **CMB** +3; **CMD** 15
Feats Toughness, Weapon Focus (longsword)
Skills Perception +2, Stealth +6; **Racial Modifiers** +4 Stealth
Languages Common, Goblin
Combat Gear heavy pick

GOBLIN SLAVES (15) XP 135

CR 1/3

hp 4 each (*Pathfinder Roleplaying Game Bestiary*, "Goblin")
Melee fists +2 (1d2 bludgeoning)

Area U-2: Eastern Passage (CR 7)

This passage circumnavigates the core to weaken the pillar's outer layers of rock. Laboring here are 8 **dwarven slaves** who excavate the tunnel under the watchful eye of 4 **derro** guards. The dwarves carry picks and hammers. If rescuers attack, the dwarves attempt to trip their slave masters using their leg irons. The dwarves know basic details of the plan to topple the pillar, but are too weak from malnourishment to help stop it.

DWARF SLAVES (8) CR 1/2; **XP** 200; **hp** 6 (x2), 4 (x3), 3(x3)

DERRO (4) XP 800

CR 3

hp 26, 23, 20, 19. (*Pathfinder Roleplaying Game Bestiary*, "Derro")

Area U-3: North Tunnel

Goblin slaves carry rubble from this room. The **24 goblins** are weaponless and flee shrieking and screaming if confronted. Water flows down the passage to the exit.

GOBLIN SLAVES (24)

CR 1/3

XP 135

hp 4 each (*Pathfinder Roleplaying Game Bestiary*, “Goblin”)

Melee fists +2 (1d2 bludgeoning)

Area U-4: Work in Progress (CR 7)

The sounds of picks striking stone ring out in an unremitting rhythm from this tunnel. Burrowing into the rock are **5 dwarven slaves**. A group of **5 derro** kicks and shoves **10 goblins** to gather the rubble into baskets they carry on their backs.

This chamber has been hollowed out around a pillar of dark stone that refuses to budge. The slaves mercilessly pick and chip at the unyielding support under the watchful eye of the derro.

A fountain of water jets 4 feet into the air from a hole in the stone floor, and a dry hole is located on the ceiling directly above the torrent. Tarabulus, a derro priest, is in charge of destroying the column. He has weakened the stone with spells, and screams and snarls at the slaves to chip stone shards away from the column.

If interrupted, Tarabulus commands the slaves to attack while he prepares himself with spells.

The exhausted goblin slaves pelt PCs with rocks (+0 attack, 1d4 points of damage) while the dwarven slaves disobey and try to disrupt Tarabulus’ spells. The derro watching the slaves join the attack, but know to stay out of the way of Tarabulus’ spells.

Tarabulus is Davgarth’s understudy and is in charge of excavating the tunnels. He realizes that he and everyone inside the tunnels are in real danger if the pillar starts to fall. His demented delusions of immortality lead him to believe that he alone will survive the devastation.

GOBLIN SLAVES (10)

CR 1/3

XP 135

hp 4 each (*Pathfinder Roleplaying Game Bestiary*, “Goblin”)

Melee fists +2 (1d2 bludgeoning)

DERRO (5)

CR 3

XP 800

hp 26, 23, 20, 19, 12. (*Pathfinder Roleplaying Game Bestiary*, “Derro”)

TARABULAS

Pathfinder Roleplaying Game Bestiary, “Derro”

XP 3,200

Male derro cleric 5

CE Small humanoid (derro)

Init +2; **Senses** darkvision 60 ft.; **Perception** +0

Aura evil

AC 26, touch 13, flat-footed 24 (+11 armor, +1 Dex, +1 Dodge, +2 natural, +1 size)

hp 86 (3d8+12 plus 5d8+20)

Fort +9, **Ref** +4, **Will** +11

SR 19

Weaknesses vulnerability to sunlight

Spd 20 ft.

Melee small short sword +5 (1d4) or aklys +5 (1d6)

Ranged repeating light crossbow +5 (1d8/19–20 plus poison) or aklys +5 (1d6)

Special Attacks channel negative energy 7/day (DC 17, 3d6), sneak attack +1d6

Spell-Like Abilities (CL 3rd)

At will—*darkness*, *ghost sound* (DC 14)

1/day—*daze* (DC 14), *sound burst* (DC 16)

Domain Spell-like Abilities (CL 5th):

6/day—*touch of chaos*, *touch of evil*

Spells Prepared (CL 5, range touch +7)

3rd—*magic circle against good*^D, *prayer*

2nd—*aid*, *align weapon*^D, *bear’s endurance*, *bull’s strength*

1st—*bless*, *divine favor*, *magic weapon*, *protection from good*^D, *shield of faith*

0 (at will) — *bleed*, *detect poison*, *putrefy food and drink*, *resistance*

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

Str 11, **Dex** 14, **Con** 18, **Int** 12, **Wis** 14, **Cha** 19

Base Atk +5; **CMB** +1; **CMD** 13

Feats Channel Smite, Dodge, Improved Channel, Improved Initiative, Weapon Finesse

Skills Heal +10, **Perception** +0, **Sense Motive** +10, **Spell Craft** +9, **Stealth** +2

Languages Aklo, Undercommon

SQ madness, poison use

Madness (Ex): Derros use their Charisma modifier on Will saves instead of their Wisdom modifier, and are immune to insanity and confusion effects. Only a *miracle* or *wish* can remove a derro’s madness. If this occurs, the derro gains 6 points of Wisdom and loses 6 points of Charisma.

Poison Use (Ex): Derros are not at risk of poisoning themselves when handling poison. They use Medium spider venom to poison their crossbow bolts, and generally carry 10 pre-poisoned bolts at all times.

Vulnerability to Sunlight (Ex): A derro takes 1 point of Con damage after every hour it is exposed to sunlight.

Combat Gear mwk small full plate armor, mwk heavy small steel shield, light mace, *pearl of power* (2nd level), *wand of cause fear* (27 charges, CL 4), a bag of string spun of gold wire (cords for the *Harp of Charming* in Area Q).

Unholy Spells Prepared (5/4/3/2; save DC 10 + spell level):

0—*guidance*, *know direction* (x2), *resistance*, *virtue*; 1st—*bane*, *cause fear*, *command*, *doom*; 2nd—*bull’s strength*, *hold person*, *shatter**; 3rd—*bestow curse*, *blindness*.

Domains (Chaos, Earth): 1st—*protection from law*; 2nd—*soften earth and stone**; 3rd—*stone shape**

*Previously cast

Area V: The Cave Entrance (CR 7)

The derro tunneled from the underworld caverns into the Gardens Below and emerged from an opening in the side of the stone wall. The derro miscalculated, though, and broke through under a pond that flooded their tunnels. The entry is a mud-filled depression with an earthen and rock passageway sloping downward. Hundreds of tracks leading to and from the tunnel entrance cover the pond bed.

Watching the tunnel mouth are **6 derro** guards who sound a gong (stolen from the gardens) to warn of intruders.

DERRO (6)

CR 3

XP 800

hp 30, 29, 26, 22 (x2), 17. (*Pathfinder Roleplaying Game Bestiary*, “Derro”)

Area V-I: Main Chamber

The tunnel ends in a natural cavern used as storage. The derro keep **2 dwarf slaves** chained to grinding stones to repair tools and to sharpen weapons.

Area V-2: The Savant Students (CR 7)

Sparse furnishings fill this chamber. A platter with a half-eaten large ornamental fish sits on a crude table. Three small stools sit around the table and three bedrolls lie in the corner. Small backpacks near each bed contain spell components, tomes on ritualistic torture (written in Aklo), 2d20 gp, 2 vials of greenblood oil, and small bags of brightly colored feathers. The chamber is home to **3 derro savant apprentices**. They investigate any disturbance in the neighboring rooms.

DERRO SAVANTS APPRENTICES (3)

CR 4

Pathfinder Roleplaying Game Bestiary, “Derro”

XP 1,200

Derro Sorcerer 2

CE Small humanoid (derro)

Init +6; **Senses** darkvision 60 ft.; Perception +0

AC 15, touch 13, flat-footed 13 (+2 Dex, +2 natural, +1 size)

hp 48 each (3d8+12 plus 2d6+8)

Fort +5, **Ref** +3, **Will** +9

SR 16

Weaknesses vulnerability to sunlight

Spd 20 ft.

Melee mwk short sword +7 (1d4+1 plus poison) or mwk aklys +7 (1d6+1)

Ranged mwk light crossbow +7 (1d6+1/19–20 plus poison) or mwk aklys +7 (1d6+1)

Special Attacks sneak attack +1d6

Spell-Like Abilities (CL 3rd)

At will—*darkness*, *ghost sound* (DC 13)

1/day—*daze* (DC 13), *sound burst* (DC 15)

Bloodline Abilities (CL 2nd):

4/day — acidic ray (range touch +6)

Spells Known (CL 2nd, melee touch +6, range touch +6)

1st (4/day) — *grease* (DC 14), *ray of enfeeblement*

0 (at will) — *acid splash*, *bleed*, *daze*, *ray of frost*, *touch of fatigue*

Bloodline aberrant

Str 11, **Dex** 15, **Con** 18, **Int** 10, **Wis** 5, **Cha** 16

Base Atk +4; **CMB** +0; **CMD** 14

Feats Arcane Strike, Eschew Materials, Improved Initiative, Weapon Finesse

Skills Perception +0, Spell Craft +7, Stealth +9

Languages Aklo, Undercommon

SQ madness, poison use

Combat Gear *potion of mage armor*, *arcane scroll (shield, spider climb; CL5)*, mwk small short sword, mwk aklys, mwk light crossbow, 12 bolts.

Madness (Ex): Derros use their Charisma modifier on Will saves instead of their Wisdom modifier, and are immune to insanity and confusion effects. Only a *miracle* or *wish* can remove a derro’s madness. If this occurs, the derro gains 6 points of Wisdom and loses 6 points of Charisma.

Poison Use (Ex): Derros are not at risk of poisoning themselves when handling poison. They use Medium spider venom to poison their crossbow bolts, and generally carry 10 pre-poisoned bolts at all times.

Vulnerability to Sunlight (Ex): A derro takes 1 point of Con damage after every hour it is exposed to sunlight.

Area V-3: Upper Passage and Guard Room (CR 8)

This branch of the tunnel rises 30 feet at a steep angle (DC 10

Climb check) up to a circular room where **4 elite derro fighters** are stationed. The lower end of the passageway is trapped with a *glyph of warding (sonic)*. If the glyph is activated, the sound alerts the derro in the upper chamber.

The derro use their repeating crossbows to attack intruders trying to climb the slope. Climbing PCs are denied their Dexterity while climbing. If PCs get into the room, the derro try to flank the intruders to use their sneak attacks.

A hole in the 15-foot-high ceiling leads to the elder savant’s chamber. The savant aids the guards with spells but does not enter combat unless cornered.

GLYPH OF WARDING (SONIC)

CR 6

Type magical; **Perception** DC 28; **Disable Device** DC 28

Trigger proximity, **Reset** none

Effect 5-ft. sonic burst (3d8 points of damage), Reflex save for half (DC 14)

ELITE DERRO (4)

CR 4

Pathfinder Roleplaying Game Bestiary, “Derro”

XP 1,200

Derro fighter 2

CE Small humanoid (derro)

Init +6; **Senses** darkvision 60 ft.; Perception +0

AC 23, touch 13, flat-footed 22 (+9 armor, +1 Dex, +2 natural, +1 size)

hp 55 (3d8+12 plus 2d10+8)

Fort +8, **Ref** +3, **Will** +6

Defensive Abilities bravery +1; **SR** 16

Weaknesses vulnerability to sunlight

Spd 15 ft.

Melee mwk long sword +8 (1d8+3 plus poison) or aklys +7 (1d6+2)

Ranged mwk repeating light crossbow +8 (1d8+1/19–20 plus poison) or aklys +7 (1d6+3)

Special Attacks sneak attack +1d6

Spell-Like Abilities (CL 3rd)

At will—*darkness*, *ghost sound* (DC 13)

1/day—*daze* (DC 13), *sound burst* (DC 15)

Str 14, **Dex** 15, **Con** 18, **Int** 10, **Wis** 5, **Cha** 16

Base Atk +4; **CMB** +3; **CMD** 15

Feats Exotic Weapon Proficiency (repeating crossbow), Improved Initiative, Point Blank Shot, Weapon Finesse, Weapon Focus (long sword)

Skills Climb+4, Perception +0, Stealth +4

Languages Aklo, Undercommon

SQ armor training +1, madness, poison use

Combat Gear mwk long sword (two-handed), mwk repeating light crossbow, small full plate, 2 vials poison (achaierai black cloud oil), *potions of heroism*, *potions of cure serious wounds (x2)*

Madness (Ex): Derros use their Charisma modifier on Will saves instead of their Wisdom modifier, and are immune to insanity and confusion effects. Only a *miracle* or *wish* can remove a derro’s madness. If this occurs, the derro gains 6 points of Wisdom and loses 6 points of Charisma.

Poison Use (Ex): Derros are not at risk of poisoning themselves when handling poison. They use Medium spider venom to poison their crossbow bolts, and generally carry 10 pre-poisoned bolts at all times.

Vulnerability to Sunlight (Ex): A derro takes 1 point of Con damage after every hour it is exposed to sunlight.

Area V-4: Savant's Chamber (CR 8)

Natural ledges line this roughly spherical chamber that lacks a flat floor. Ledges stair-step up the side of the room. A knotted rope drawn up into the room is tied to a piton in the wall. A round entryway to Area V-6 is the only exit. The ledges hold unholy trinkets, disgusting souvenirs and other unsavory items. From one ledge hangs a double-layered leather bag containing 9 rubies (50 gp each) buried in damp, rich soil. The soil is an incubator for **4 diminutive violet fungi**. The minute tentacles of the fungi automatically hit and poison unprotected hands reaching into the soil.

The aged **derro savant Shaphaz' Ikthorn** lives in the upper room. He aids his guards with spells and attempts to seal his room if they are defeated. Despite his savant status, he is not the war bands' true leader.

DIMINUTIVE VIOLET FUNGI (4)

CR 1/4

Pathfinder Roleplaying Game Bestiary, "Violet Fungus"

XP 800

N Medium plant

Init -1; Senses low-light vision; Perception +0

AC 15, touch 9, flat-footed 15 (-1 Dex, +6 natural)

hp 30 (4d8+12)

Fort +7, Ref +0, Will +1

Immune plant traits

Spd 10 ft.

Melee 4 tentacles +4 (1d4+1 plus rot)

Space 5 ft.; Reach 10 ft.

Str 12, Dex 8, Con 16, Int —, Wis 11, Cha 9

Base Atk +3; CMB +4; CMD 13

Rot (Ex): A creature struck by a violet fungus's tentacle must succeed on a DC 15 Fortitude save or the flesh around the point of contact swiftly begins to rot away, exposing raw bone with shocking swiftness. This hideous affliction causes 1d4 points of Strength damage and 1d4 points of Constitution damage. This is a poison effect. The save DC is Constitution-based.

SHAPHAZ' IKTHORN, DERRO SAVANT

CR 9

Pathfinder Roleplaying Game Bestiary, "Derro"

XP 6,400

Derro Sorcerer 7

CE Small humanoid (derro)

Init +6; Senses darkvision 60 ft.; Perception +0

AC 16, touch 14, flat-footed 13 (+2 Dex, +1 Dodge, +2 natural, +1 size)

hp 88 (3d8+12 plus 7d6+28)

Fort +7, Ref +5, Will +15

SR 21

Weaknesses vulnerability to sunlight

Spd 20 ft.

Melee mwk aklys +7 (1d6+1)

Ranged mwk aklys +7 (1d6+1)

Space Reach 10ft. touch spells

Special Attacks sneak attack +1d6

Spell-Like Abilities (CL 3rd)

At will—darkness, ghost sound (DC 13)

1/day—daze (DC 13), sound burst (DC 15)

Bloodline Abilities (CL 7th):

4/day — acidic ray (range touch +6), long limbs

Spells Known (CL 2nd, melee touch +6, range touch +6)

3rd (5/day) —displacement, lightning bolt (DC 18), tongues^B2nd (7/day) — acid arrow, hideous laughter (DC 17), see invisibility^B, touch of idiocy

1st (8/day) — charm person (DC 16), enlarge person^B, mage armor, magic missile, ray of enfeeblement, shield

0 (at will) — acid splash, bleed, mage hand, message, ray of frost, resistance, touch of fatigue

B Bloodline spell; **Bloodline** aberrant

Str 10, Dex 15, Con 18, Int 11, Wis 5, Cha 20

Base Atk +5; CMB +4; CMD 16

Feats Dodge, Arcane Strike, Eschew Materials, Improved Initiative,

Improve Iron Will, Iron Will^B, Mobility, Weapon Finesse

Skills Bluff +15, Perception +0, Spell Craft +7, Stealth +9

Languages Aklo, Undercommon

SQ madness, poison use

Combat Gear rod of wonder, potions of blink, cure serious wounds, and fly and an arcane scroll (invisibility and haste, CL 5)

Madness (Ex): Derros use their Charisma modifier on Will saves instead of their Wisdom modifier, and are immune to insanity and confusion effects. Only a *miracle* or *wish* can remove a derro's madness. If this occurs, the derro gains 6 points of Wisdom and loses 6 points of Charisma.

Poison Use (Ex): Derros are not at risk of poisoning themselves when handling poison. They use Medium spider venom to poison their crossbow bolts, and generally carry 10 pre-poisoned bolts at all times.

Vulnerability to Sunlight (Ex): A derro takes 1 point of Con damage after every hour it is exposed to sunlight.

New Deity: Shur d'Zhar

Demon Lord of Insanity, Passionless Murder

Alignment: Chaotic Evil

Domains: Chaos, Destruction, Evil, Travel

Typical Worshipper: Derro, Criminally Insane, Evil Lycanthropes

Favored Weapons: Poisoned Short Sword.

Shur d'Zhar is reputed to have fits of violent, meaningless rage. None of the demon lords ally themselves with the maniacal fiend. He has no followers or underlings due to his feral madness and homicidal tendencies. His presence is enough to spawn dread in all but the most powerful of abyssal rulers.

His usual form is that of a black-garbed humanoid with a heavy cowl and cloak. Shur d'Zhar never speaks, it is unknown if he is even capable of comprehending communication. If encountered, the demon lord unnervingly stares and studies opponents, contemplating the best way to carry out his insatiable lust for death. His victims are random and have no connections, but he always reveals his foreboding presence to the intended victim hours or days before he strikes.

He resides in an abyssal prison, but this may be for his own pleasure rather than to contain him.

Area V-5: Cavern of the Insane (CR 10)

A winding, 140-foot-long passage opens next to a mound of rubble in a large natural cavern. An underwater river runs along the cavern's southern border. The noise from the river rumbles throughout the entire chamber. A mountain of debris against the wall forms a 50-foot-tall peak (DC 12 Climb check). The 175-foot-diameter chamber has a 60-foot-high ceiling.

The delusional **Davgarh** claims this rubble-filled room as a grand temple. He has a throne — actually nothing more than a boulder — seated atop the rock summit. A border of small rocks surrounds a level area around the throne. A pile of rocks covers Aljena's possessions. Davgarh thinks of these rocks as chests and trapped them with a *sonic glyph of warding*.

ADVENTURE BACKGROUND

GLYPH OF WARDING (SONIC) CR 6

Type magical; Perception DC 28; Disable Devise DC 28

Trigger proximity, Reset none

Effect 5-ft. sonic burst (3d8 points of damage), Reflex save for half (DC 14)

The “temple” is dedicated to **Shur d’Zhar**, the demon lord of the criminally insane. Few have even heard of his existence, and even less is known of this obscure demon lord. The derro — at Davgarh’s “suggestion” — revere and respect Shur d’Zhar as their patron.

The room contains **4 elite derro guards** hiding among the rumble. They await Kalahastie’s telepathic instructions before entering combat.

Davgarh sits upon his rock throne exhorting an imaginary horde of followers to evil deeds. In his few moments of clarity, he commands the derro war band with unerring tactics and authority. Despite his insanity and resistance to *charm*, **Kalahastie** has thus far managed to influence the derro priest.

Kalahastie resides in the room, albeit in disguise. She masquerades as a captured priest of Iseleine, although she downplays her beauty to throw off suspicion. She wears dirty silks and velvet, and appears shocked and dazed. She says her name is **Tayora** and that the “foul little dwarves captured her near the steps.” She stays out of combat, realizing that PCs must be fairly powerful to have reached Davgarh’s throne room. She uses her beguiling powers to turn PCs against the clergy of Iseleine or against one another if they discover her true identity before the PCs reach the temple above. If the PCs take her back to the Hanging Gardens, Kalahastie attempts to *charm* as many PCs as possible during the climb. Once atop the pillar, she telepathically *suggests* that the clergy of Iseleine are evil shapechangers that must be slain. The passive clergy and followers will do their best to subdue PCs without harm.

Buried in a shallow grave in the temple (DC 25 Perception check) is the body of the high priestess, Aljena. Her withered corpse is nearly unrecognizable. The *Oil of Iseleine* and her possessions are missing, long since taken by Kalahastie.

ELITE DERRO GUARDS (4) CR 4; hp 46, 41, 38, 35. See Area V-3.

KALAHASTIE, SUCCUBUS

CR 7

XP 3,200

hp 92 (*Pathfinder Roleplaying Game Bestiary*, “Demon, Succubus”)

Gear hat of disguise, heart-shaped, amulet flask containing the *Oil of Iseleine*, cloak of resistance +2, oil of darkness, three potions of undetectable alignment.

DAVGARH, DERRO

CR 9

Pathfinder Roleplaying Game Bestiary, “Derro”

XP 6,400

Male derro cleric 7

CE Small humanoid (derro)

Init +6; Senses darkvision 60 ft.; Perception +0

Aura evil

AC 25, touch 14, flat-footed 22 (+9 armor, +2 Dex, +1 Dodge, +2 natural, +1 size)

hp 108 (3d8+12 plus 7d8+28)

Fort +10, Ref +5, Will +11

SR 21

Weaknesses vulnerability to sunlight

Spd 15 ft.

Melee +2 small light morningstar of terror +11/+6 (1d4+3 plus poison + channel smite) or aklys +9/+4 (1d6+1)

Ranged aklys 9/+4 (1d6+1)

Special Attacks channel negative energy 6/day (DC 18, 4d6), spontaneous casting (inflict spells), sneak attack +1d6

Spell-Like Abilities (CL 3rd)

At will—darkness, ghost sound (DC 13)

1/day—daze (DC 13), sound burst (DC 15)

Domain Spell-like Abilities (CL 7th):

6/day—touch of chaos, touch of evil

Spells Prepared (CL 7th):

4th — chaos hammer ^D, unholy blight

3rd — bestow curse, magic circle against good ^D, meld into stone

2nd — align weapon ^D, bull’s strength, death knell, hold person, spiritual weapon

1st — bane, bless, curse water, obscuring mist, protection from good ^D, sanctuary

0 (at will) — bleed, create water, putrefy food and water, resistance

D domain spells; **Domains** Chaos, Evil

Str 12, **Dex** 15, **Con** 18, **Int** 14, **Wis** 14, **Cha** 16

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

Feats Augment Summoning, Dodge, Channel Smite, Improved Channel Energy, Improved Initiative, Weapon Finesse

Skills Heal +11, knowledge (religion) +12, Perception +0, Sense Motive +11, Spell Craft +12, Stealth +19

Languages Aklo, Undercommon

SQ madness, poison use

Combat Gear +2 small light morningstar of terror, small improved shadow chainmail+2, wand of summon monster III (CL 7, 13 charges, +4 Str, +4 Con with Augment Summoning), potions of cure serious wounds (x3), 2 vials of poison (violet fungi poison), buckler; **Other Gear** black robes, unholy symbol, pouch of pebbles painted gold, pruning shears, stuffed snake, lady’s fancy lace gloves and parasol

Madness (Ex): Derros use their Charisma modifier on Will saves instead of their Wisdom modifier, and are immune to insanity and confusion effects. Only a *miracle* or *wish* can remove a derro’s madness. If this occurs, the derro gains 6 points of Wisdom and loses 6 points of Charisma.

Poison Use (Ex): Derros are not at risk of poisoning themselves when handling poison. They use Medium spider venom to poison their crossbow bolts, and generally carry 10 pre-poisoned bolts at all times.

Vulnerability to Sunlight (Ex): A derro takes 1 point of Con damage after every hour it is exposed to sunlight.

Area V-6: Exit Tunnel

This tunnel follows the underground river into the depths of the earth. The tunnel descends quickly and continues for miles before reaching an enormous subterranean sea. The Gamemaster is free to devise any inhabitants of this underground sea and its environs.

Concluding the Adventure

Once the *Oil of Iseleine* is recovered, Jernigan Chimel proceeds with the *Anointing of Perfection* ceremony. If played as a separate adventure, Jernigan expresses his sincere gratitude, rewards PCs with flower leis, potted plants and 2 *potions of eagle’s splendor*, and allows them safe harbor within the confines of the Hanging Gardens. PCs must still leave their weapons at the bridge the next time they visit.

During the blessing, the scepter must “rest” in Iseleine’s gardens for three days, preferably on one of the many altars or shrines located within the Gardens Below. During this time, the scepter must not be moved so that it can “absorb” inner peace. After the required three days, the scepter becomes attuned to death and tranquility. It senses those near death and can hone in on nearby restless spirits. The scepter gains *deathwatch* and *detect undead* (30-ft. radius), and is able to *locate creature* (Akruel) with no range limits as long as the wielder and Akruel are on the same plane. The scepter bestows empathy on its wielder to travel toward Akruel. The feelings and location becomes more intense as the distance decreases.

The *Scepter of Faiths* campaign continues in ***Splinters of Faith 5: Eclipse of the Hearth***, when the PCs venture into the Kanderi Desert to find a pyramid temple overrun by a band of gnolls and demons from the past.

Splinters of Faith

— Adventure 5: Eclipse of the Hearth —

By Gary Schotter & Jeff Harkness

PCs travel to a temple overrun by a gnoll army. Deep within the ziggurat's depths, a "demigoddess" awaits amid traps left by a cult of Set. This adventure is for PCs of 5th to 7th levels.

The desert sand burns with the midday heat, the land absorbing and radiating the sun like a furnace. Broken ruins rise out of the shifting dunes, stone skeletons of man's attempts to conquer this forsaken place. Paving stones decorated with symbols of the sun appear and vanish underfoot in the ever-swirling grit.

Rising tallest among the crumbling ruins is a true monument to faith and devotion. The six-sided pyramid rises 300 feet into the shimmering air, steep stone steps marking a path up its stone slopes. A dark globe sits atop the structure, a pinpoint of blight against the sky.

Even from here, the ziggurat looks worn down by the ages, its stones darkened with abuse and neglect.

One can only imagine the radiance of the ziggurat in its prime ...

Seraph

Location: Dry grasslands, savannah

Nicknames: The Sun Shrine, Ziggurat of Arden

Deity: Arden, god of the rising sun

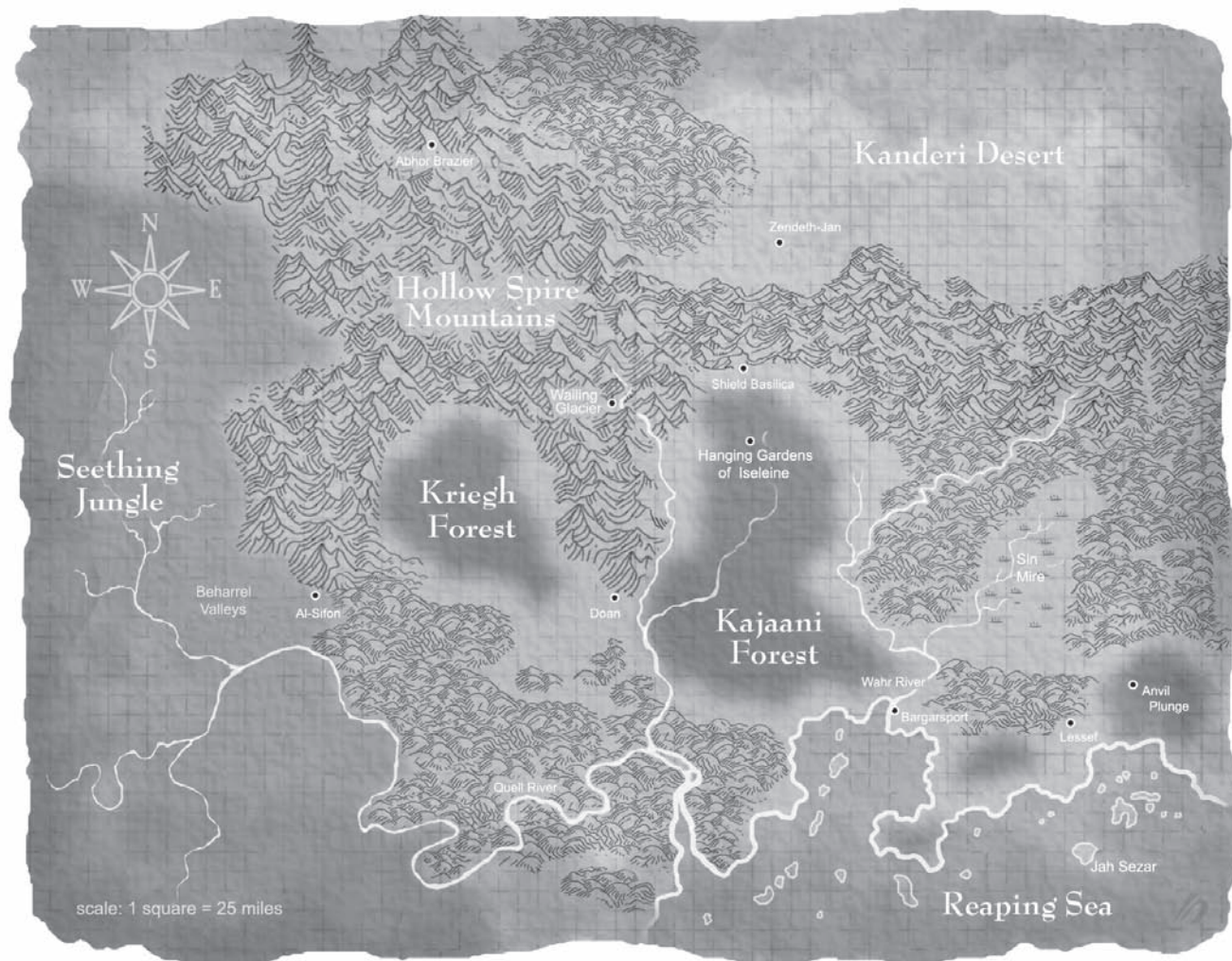
Domains: Sun, Air, Good, War

Leader: Shah Rasalt, NG Clr15

Servants: Sun priests (Clr9-10), Radiants (Clr5-8), Golden Followers (Clr1-4), Fires of Arden (Pal5-10)

Dress: Worshippers dress in loose silk robes, preferring golds, reds and oranges. Many wear elaborate headdresses of gold encrusted with jewels.

Unique characteristic: Seraph is a ziggurat rising from fertile grasslands. A crystal sphere atop the temple burns day and night with the light of the sun.



How to Use This Adventure

This adventure is part of the *Splinters of Faith* campaign, which leads PCs to restore a broken scepter and destroy the reawakened death-priest Akrue! Rathamon. The first nine adventures require PCs to obtain a ritual to restore the relic. The final adventure finds the PCs and the reformed scepter facing off against the death-priest on his home turf. (For more information on the overall campaign, see *Splinters of Faith 1: It Started with a Chicken ...*). In addition, some of the gods and deities mentioned in this adventure can be found in a free download at www.NecromancerGames.com.

At this point in the campaign, the relic – called the *Scepter of Faiths* – is equivalent to a +1 adamantite masterwork heavy mace, with the ability to cast *bless* 3 times per day. It also has *deathwatch* and *detect undead* (30-ft. radius) and is able to *locate creature* (the death-priest Akrue!) with no range limits as long as the wielder and Akrue! are on the same plane.

If you don't want to run the full campaign, don't worry. This adventure is complete on its own. PCs playing the *Scepter of Faiths* campaign should be looking for Seraph to restore the Scepter. This adventure is slightly different from the past adventures in the series, however, in that it does not start at a "good" temple. PCs will need to find the ziggurat on their own and make their way inside. They must also determine how to carry out the ritual to power the scepter.

If you plan to run the adventure without the preceding ones, you'll need to devise a way to get the PCs started. In this adventure, one possible hook is a lost caravan that has been attacked by gnolls. The nomads need the PCs to find members of their group who were taken by the gnolls. An alternate idea is to have a priest contact PCs and seek their help him in finding an ancient temple in the middle of the Kanderi Desert.

Background

More than 3,000 years ago, the city-state of Zendeth-Jan thrived along the banks of the Kanderi River as a metropolis of free men. Its open gates welcomed all people seeking refuge from warlords and tyrants. The city followed the teachings of the sun god Arden and stood steadfast against foes for centuries.

The centerpiece of Zendeth-Jan was the magnificent sun temple Seraph, a shrine dedicated to defeating evil. The pyramid was visible for miles thanks to a crystal beacon that blazed like a small sun. Seraph served as a bastion of righteousness.

The Past . . . and the Present

Two versions of Seraph are presented for Gamemasters to use. The first details the temple at the height of its power before Akrue! launched the War of Divine Discord. This version can be used as a fully realized temple in any timeframe.

The version in the adventure is much different, reflecting the toll of years on the once-proud ziggurat. With the god Arden's fall after Akrue!'s defeat, evil overran the temple. Inhabitants came and went as the temple fell into disrepair, each resident eroding the temple's once-proud heritage. Some of the more powerful residents left behind lasting dangers, and more than a few still reside there.

In the adventure, a powerful **lamia** named **Amdari** currently rules the upper levels as a quasi-deity to a tribe of **gnolls**. The gnolls excel at depravity under her merciless rule. The chaotic beasts are an organized and formidable force, coordinating assaults to bring down opponents.

Seraph, The Ziggurat of Arden

The Ziggurat during its glory days was a shining example of the sun

god's faith. Use the following descriptions for the fully functioning shrine.

Seraph's six sides rise nearly 300 feet to a golden dais upon which a gleaming 10-foot-diameter sphere of polished crystal sits. The crystal burns with the fires of the sun, its beacon visible for miles day and night. Steep stone stairs climb the ziggurat's 65-degree angled sides to upper doorways that lead into the pyramid.

Seraph, Level 1

The terrace and entrance are neat and clean. Normal cats lounge in the Morningtide Sphere's light.

Area 1-1: The Terrace

A 10-foot-diameter crystal sphere blazing with the sun's rays dominates the terrace. The Morningtide Sphere's facets trap light and burn even at night. The sphere is mounted on a hollow tube of force that descends through the ziggurat's interior. The column easily supports the 600-pound crystal.

Area 1-2: Dais Interior

Small urns filled with burning incense sit in the dais interior, filling the chamber with the smell of jasmine and sandalwood. Three staircases wind downward into the temple.

Seraph, Level 2

During Arden's golden years, the temple's second level welcomed visitors and was used to fend off invaders.

Seraph's halls and rooms are 15 feet tall, except where noted, and composed of perfectly fitted three-foot-square stone blocks. Doors are wooden, unless specified. Niches holding small statues, relics and urns line the colorful walls. Tile frescoes show aspects of Arden.

Glass globes filled with *continual flames* sit in niches, providing a soft radiance that flows like a golden cascade through the corridors. The air is cool and dry and smells of sandalwood and jasmine.

Area 2-1: Stairs

Three sets of staircases spiral 20 feet down to the ziggurat's entry chamber. The stairs wrap around the central glass core. Each step is covered in gold leaf and imprinted with the glories of Arden.

Areas 2-2 and 2-3: The Entry

Three spiral staircases enter the center of the room. The column continues downward through the floor. Columns with carved sun motifs support the 20-foot-high ceiling. Four three-foot-tall doors exit the room. Stairs descend into the temple.

Normal cats roam the room, rubbing against columns and visitors, and scratching at the stones and door.

Two greeters (human **Clr3**) welcome visitors. Each carries a bag of necklaces with golden seals visitors are asked to wear to mark them so priests may assist them.

Any disturbance brings **8 trained lions** from Areas 2-4 through 2-7.

Areas 2-4 through 2-7: Cat Boxes

Two trained lions live in each of these 20-foot-tall rooms. Platforms allow the cats to leap from ledge to ledge. The lions obey temple priests and ignore anyone wearing a necklace of Arden. Openings allow the cats to leave and sun themselves on the temple's sides or to descend onto the grasslands to hunt elk. A foot of sand fills each room.

LIONS (8)
XP 800

hp 42 each (*Pathfinder Roleplaying Game Bestiary*, "Lion")

CR 3

Seraph, Level 3

Visitors stay on this level.

Area 3-1: Sun Mural

The focal point of this chamber is the column running from the ceiling 30 feet overhead to the floor. The *force* column glows brightly as it reflects the Morningtide Sphere's light and channels it downward into the pyramid. Four sets of stairs ascend to Area 2-1, while two descend to Level 4.

A mural of reddish-orange and gold tiles runs around the room, showing the sun rising and setting through the year. Elaborate scenes mark solstices and equinoxes. Around the room are 365 slots where priests mark the calendar by inserting a gold bar each day. (The GM should adjust the number of days to fit his campaign's year.)

Each bar is worth 10 gp, but taking one comes with a price: Anyone leaving the temple with one suffers blindness within a month. Sight is restored if the bar is returned. The blindness can also be removed by a *remove curse* and a *light* spell cast simultaneously on the victim. Either way, it takes a week for the victim's eyesight to return. Some claim that an image of a fiery sun remains burned into the thief's vision.

A blind PC loses Dexterity adjustments to AC and suffers a –2 penalty to AC. In addition, all opponents have total concealment from the blind PC, giving the blind PC a 50 percent miss chance in combat. See *Darkness* under "The Environment" in Chapter 13 of the *Pathfinder Core Rulebook*.

Area 3-2 and 3-3: The Upper Vaults

Gold bars used in the mural (Area 3-1) are stored here. A **temple guardian** (male human Pal9) stands watch.

Areas 3-4 through 3-7: Visitors Quarters

These spartan rooms house visitors. A communal chamber (3-4) leads to rooms for men (3-5), women (3-6) and children (3-7). Braziers provide light and heat, and priests provide food and drink.

Area 3-8: The Archivist's Chamber

Stucco murals of Arden giving the blessings of the sun decorate this room. Soft pelts serve as a bed, and a stone table covered with wet clay sits against the wall. The table has an indentation that allows wet clay to be formed into stone tablets. Sealed vats contain wet clay and water.

Anata Kali-Shar (N female human Clr9), the Ziggurat's archivist, lives here. She records everyday events on clay tablets. Kali-Shar dresses in golden robes and wears a headdress containing 12 rubies. Golden hair falls to her waist, with strands of platinum and silver woven into the tresses. Kali-Shar hides her clay-covered hands in long sleeves. Kali-Shar speaks bluntly and expects immediate answers to her questions.

Area 3-9: Tablet Storage

Nearly 1,000 stone tablets fill this room. Kali-Shar places tablets recording daily occurrences here. The information is tedious, containing entries such as "No visitors; lion fought hyena pack and was killed." Each tablet contains a week's worth of information.

Area 3-10: The Secret Tablets

Tablets detailing aspects of Arden, the true names of the gods, and details of ceremonies held in the Sun Chamber are stored here behind a secret door.

Area 3-II: The Sun's Servant

A nine-foot-tall statue of a warrior dressed in flowing robes stands near the doorway, Arden's holy symbol inscribed on its chest.

Tablets recording world events are stored on recessed shelves that slide into the walls. The tablets detail wars, plagues and cataclysms, as well as important events.

PCs searching the tablets (DC 22 Perception check) discover gaps. Events deemed too important for casual viewing — rituals and state secrets — are stored elsewhere.

The statue is a **stone golem** that transports the heavy tablets. The golem leaves visitors alone unless they attempt to remove the records. Kali-Shar uses the golem as a walking "notepad," pushing clay against its body and then writing "notes" until she can record the information. Patches of hardening clay decorate the golem's chest and back.

STONE GOLEM

XP 12,800

hp 110 (*Pathfinder Roleplaying Game Bestiary*, "Golem, Stone")

CR 11

Seraph, Level 4

The temple's priests eat, study and sleep on this level.

Area 4-1: Dining Hall

Low-ranking priests of Arden eat here off three 15-foot-long stone tables. Stone benches provide seating. Food is carried in on wooden slabs.

Area 4-2: Kitchen

Meals are prepared here. Food consists of grains and vegetables, with occasional meat from an elk or herd animal. Utensils, spices and other cooking equipment are stored in a connecting pantry.

Area 4-3:

An initiate priest (Clr4) lives in this room. He is in charge of coordinating ceremonies for the lower priests.

Area 4-4: Storage

Grains and other foodstuffs are stored here until needed. The rooms are otherwise empty.

Area 4-5:

Items used for various ceremonies are stored here.

Area 4-6:

Tile murals in this alcove exhort the lower priests to serve Arden faithfully. The artwork shows Arden stepping from the clouds in rays of golden light to heal withered crops and people.

Area 4-7: The Radiant Statue

A glowing lion-headed statue with feathery features stands nearly 12 feet tall in this room where the corridors converge. The marble statue gleams with a golden, inner light. Arden's holy symbol adorns the giant warrior.

Areas 4-8 through 4-10: Lesser Priests' Chambers

Low-ranking priests (Clr2) live in these rooms. Each chamber has a bed, a desk and a recessed closet. Few priests keep personal effects, but small trinkets (feather tokens, cat statues, holy

ADVENTURE 5: ECLIPSE OF THE HEARTH

symbols to Arden, etc.) decorate some rooms.

Area 4-11: Iseleine's Faction

This chamber belongs to Hamarab Natal (CG male human Clr6/Brd3), who worships a goddess named Iseleine, a lesser aspect of the god Arden. Natal gathered like-believers and plans to build a temple to Iseleine.

Natal will eventually lead his followers to a stone pillar above a garden to build the Hanging Gardens of Iseleine. Iseleine's Prism is a larger version of Seraph's Morningtide Sphere. (See *Splinters of Faith 4: For Love of Chaos* for details of Natal's future temple.)

Area 4-12: Welcoming Chamber

Murals of gold and glass surround the room, and decorative pillars carved with images of Arden rise throughout the room. A 15-foot-tall stone statue of Arden sits in an alcove. The statue raises its arms outward and a halo of fire surrounds its head.

The room serves as a waypoint to the lower levels. Guests are not permitted beyond this room without an escort. Two **temple minders** (male human Pal6/Clr3) wait on visitors and summon priests. The priests rely on their lion pets (Area 4-14) to "deter" aggressive visitors.

Area 4-13: The Sanctuary

Traveling priests use this sanctuary to seek Arden's blessing before leaving the temple. Low stone benches decorated with Arden's glowing eye fill the chamber.

A glowing glass sphere floating around the gold-plated domed ceiling mimics the sun. The sphere contains a conduit to the Plane of Molten Skies. Breaking the glass causes jets of flame to fill the room (3d6 points of damage, DC 15 Reflex save for half) before the portal seals itself.

Area 4-14: Lions' Den

This room is the lair of 6 lions that watch for intruders. The lions come and go as they please.

LIONS (6)

XP 800

hp 47 each (*Pathfinder Roleplaying Game Bestiary*, "lion")

CR 3

Area 4-15: The Stairs

Wide stone stairs descend to the upper priests' level. Small urns filled with the ashes of the dead sit on each stair.

Area 4-16: The Spas

A sparkling spa of clear water fills this humid chamber. Condensation sparkles on the stone walls. Stairs descend into the water, which surrounds the central *force* column. The sun's rays heat the water, providing a natural hot spring. Tropical plants grow in planters around the edges.

Temple priests (human Clr3) provide luxuriant togas for swimmers leaving the pool. Other priests fan coals to heat the air. Rushes in an alcove are used to scrub the skin.

Area 4-17:

A metal breastplate revered as Arden's armor sits on a marble altar in this alcove. The relic gleams with an inner light but has no other magical properties. Priests say the armor's divine properties will be revealed when the full suit is collected.

Area 4-18: Conference Room

Visitors are asked to wait here on plush leather couches. Statues of men with hawk heads and leonine features stand around the room.

Priests meet travelers to hear tales of the road. A secret door leads to Area 5-4.

Area 4-19: Warrior Barracks

Arden's paladins sleep in these barracks. At any time, 1d4 guardians (Pal5) can be found here. Wall racks hold their weapons. The warriors, known as the Fires of Arden, are led by **Limat Jundalis** (LG human male Pal10).

Area 4-20: The Library

While called a library, no actual documents are stored here. Divans sit beside low stone tables. A marble statue of a cat-headed human with feathery features stands near the door. Requests are made to the librarian (Clr8), who decides whether to grant the request. A **stone golem** recovers tablets containing the desired information. Visitors may spend as long as they like here, but they can only leave once a guide is summoned.

STONE GOLEM

XP 12,800

hp 108 (*Pathfinder Roleplaying Game Bestiary*, "Golem, Stone")

CR 11

Seraph, Level 5

Arden's high priests conduct services on this level. Many of the priests maintain shrines of their own devising to better commune with Arden. Light radiates from the central pillar throughout the level. *Continual flame* sun globes rest on wall sconces. Thin sheets of hammered gold cover the walls and ceilings.

Area 5-1: Chamber of Answers

Three-foot-diameter glowing glass spheres filled with radiant fire drift about the 30-foot-tall domed room, lighting murals composed of tiny bits of glass. When a question is posed here, the beads skitter and flow to display answers. The murals also communicate Arden's wishes, displaying requests as elaborate scenes.

The murals answer any question posed by a true follower of Arden. For others, the murals may answer a single question. The GM should determine if the wall provides answers or shows the PC a mural suggesting a "proper life."

Area 5-2: The Golden Promenade

This hallway's walls and ceiling are covered in a thin layer of gold. Gold-painted bricks line the floor, with darker bricks creating sunburst patterns.

Area 5-3: The Fiery God

A statue of Arden with its arms raised stands against the wall. At midday, cold flames sheath the 10-foot-tall statue for one hour.

Area 5-4: Secret Door

A sunburst mosaic conceals a secret door (DC 20 Perception check) hiding a staircase leading to Area 4-18.

Area 5-5: The Phoenix Mural

A mural depicting a fiery phoenix hovering above a glowing sphere covers this chamber's wall and ceiling. The glowing ball represents the Morningtide Sphere, and the phoenix has a feline appearance. A ziggurat sits beneath the glowing sphere. The temple's honored dead rest in state here for a day under the phoenix's watchful eye to prepare them for their journey into the afterlife.

Area 5-6: Serpent in the Walls

For many years, a follower of the evil god Set has worked to undermine Arden's temple. **Master Zillious** (CE male human Clr10) poses as a faithful follower of Arden, but actually works to bring about the temple's downfall. Master Zillious is in charge of priests who roam the countryside spreading Arden's teachings. He is good at his job, which provides the perfect front for meeting with other Set worshippers.

Arden's symbols decorate Master Zillious' room, but these disguise his true beliefs. PCs examining the markings (DC 25 Perception check) discover images of interlocking serpents hidden in the sun symbols.

Master Zillious eats alone in his room. Servants bring sides of elk for him to dine on at his leisure. Much of the meat actually goes to his companion, a **giant king cobra** living in a side room (Area 5-7). Occasionally, Master Zillious lures a new priest to the room and allows the snake to feed on "live prey." Master Zillious covers up missing priests by recording that they "left the temple to spread Arden's word."

Area 5-7: Serpent's Lair

Master Zillious' companion, a **giant king cobra**, lairs in this chamber. Unused furnishings fill the room, giving the serpent many places to hide. Master Zillious has had a *permanent invisibility* spell placed upon the snake. The snake disposes of the bodies of priests who cross Master Zillious.

SNAKE, HUGE KING COBRA

CR 7

XP 3,200

N Huge animal

Init +4; Senses low-light vision, scent; Perception +14

AC 18, touch 8, flat-footed 18 (+10 natural, -2 size)

hp 144 (12d8+72)

Fort +14, Ref +8, Will +5

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

Melee bite +14 (3d6+10/19-20 plus poison)

Space 15 ft.; Reach 15 ft.

Str 24, Dex 11, Con 22, Int 1, Wis 13, Cha 2

Base Atk +8; CMB +17; CMD 27 (can't be tripped)

Feats Ability Focus (poison), Improved Critical (bite), Improved Initiative, Improved Natural Attack (bite), Vital Strike, Weapon Focus (bite)

Skills Acrobatics +17, Climb +16, Perception +14, Stealth +5;

Racial Modifiers +8 Acrobatics, +4 Perception and +4 Stealth

Poison (Ex): bite—injury; save Fort DC 24; frequency 1/round for 6 rounds; effects 1d4 Con; cure 1 save.

Area 5-8: Master Zillious' Sleeping Chamber

The bronze door to this room is locked (DC 25 Disable Device). A bed of piled furs fills the chamber. A locked desk (DC 22 Disable Device) protected by an *acid fog* trap contains missives Master Zillious writes to his true masters. Each letter is also written in code and backward (requiring a mirror to read). Master Zillious knows the priests might detect magically concealed letters so he relies on a substitution code to hide his intentions. PCs can decipher the letters (DC 24 Wisdom check) to discover that Master Zillious is plotting to overthrow the temple within the year. If the trap is set off, the letters dissolve within one round.

ACID FOG TRAP; CR 7

Type: magic; Perception DC 31; Disable Device DC 31

Trigger: proximity; Reset: automatic

Effect: Spell effect (*acid fog*, 11th-level wizard), 2d6/round acid for 11 rounds)

Area 5-9: Sanctum

These bronze doors are locked (DC 25 Disable Device). Each door is etched with hieroglyphics and runes proclaiming Arden's greatness.

Area 5-10: Shah Rasalt's Lounge

Shah Rasalt uses this room to relax and unwind. A desk (1,000 gp), a table (750 gp) and four chairs (250 gp), all made of teak wood and gilded with gold leaf, adorn the room.

Area 5-11:

The High Priest's Chambers

Shah Rasalt (NG male human Clr15) lives within this spartan chamber, sleeping in a bed of teak piled with soft elk furs. Shah Rasalt is a serious man, sizing up friends and foes with a glance. He lets visitors do the talking before he speaks in his booming voice. Rasalt's needs are provided for, so he keeps no items within his chambers.

Area 5-12: The Brotherhood of Radiant Devotion

The Brotherhood of Radiant Devotion meets here. The 12 members of the brotherhood (all Pal5-10) direct the Fires of Arden, the paladins who live within the ziggurat's walls. The paladins are led by **Limat Jundalis** (LG human male Pal10).

Area 5-13: Arden's Aspects

This shrine honors Arden's lesser aspects: air, goodness and war. Murals surround the central dais, and an immense mobile hangs from the ceiling detailing the sun's progress through the heavens. Shah Rasalt often sits in quiet meditation here to speak with his deity.

Area 5-14: Arden's Blessings

A 25-foot-tall pillar sits in the middle of the room. The column is carved with rising suns, hawks, lions and images of Arden. Around the edges of the room, elaborate murals show Seraph's creation.

Area 5-15: Hall of the Esteemed

Six niches house statues depicting aspects of Arden. Each 10-foot-tall marble statue shows the god in his various forms:

A: A muscular man with a glowing ball of fire resting on his shoulders in place of a head. The statue grasps a fiery javelin.

B: A lion standing on its back legs like a man. The head of the beast has a feathery mane that flows back along its neck.

C: A robed figure with the head of a hawk with feline features.

D: An elderly man bent at the waist and supporting himself with a staff. A ball of white light balances atop the carved staff.

E: A living flame with a humanoid shape. Fiery hands hold a glowing sphere of flame.

F: A giant hawk, with feathers of flame and feline features. The giant claws end in talons of blazing fire.

Area 5-16: Arden's Shrine

An altar of frozen elemental fire sits on a dais at the end of the hall. The flame is cool to the touch. The altar is said to be a portion of Arden's being, molded by the god into an altar.

Area 5-17: The Forum

Stairs at the end of the hall descend onto a lowered platform. Stone benches encircle a central speaker's platform. Priests congregate here to discuss their Arden's teachings and to deliberate how to spread his word.

Seraph, Level 6: The Crypts

The crypts' pristine halls are 25 feet tall and radiate the sun's light. Arden's priests hold solemn rites of passage for the dead here. Air is pure and clean, filtered and refreshed down the *force* tube. *Continual flame* globes on sconces set every 30 feet along the walls light the area.

Area 6-1: The Bronze Doors

Bronze double doors engraved with an image of Arden lifting a glowing sun are unlocked, but guarded by 2 **paladins of Arden** (Pal7). The guards detain anyone not accompanied by a priest. Aggressive intruders are dealt with more severely.

Area 6-2: The Lower Sanctum

This brightly lighted chamber's ceiling is a dome rising 25 feet overhead. A 10-foot-diameter hole is cut in the dome's center, directly above a white stone altar. The hole is the lower end of the *force* pillar supporting the Morningtide Sphere.

Every midday, sunlight blasts into this chamber, radiating off the white altar and filling the room with a golden glow. Waves of positive, refreshing energy fill the room. The priests use the chamber for their greatest blessing: *The Convocation of Radiance*.

Area 6-3: The Ossuary

A marble staircase descends 10 feet into a lofty ossuary. Niches holding thousands of skeletal remains line the 35-foot-high walls. The ossuary contains citizens and commoners of Zendeth-Jan buried with a few meager possessions. The priests keep the bones clear of dust.

Area 6-4: The Shrine of Day's Radiance

A golden sun (permanent *daylight* spell) illuminates this chamber. The elaborately decorated chamber contains painted murals depicting a shimmering sphere shining above Seraph's summit. Gold and silver embellishes the walls and fluted columns.

A white stone altar draped in silk sits atop a dais against the southern wall. A massive 30-foot-tall marble statue of a hawk-headed man stands behind the altar. The heavily muscled statue has a lion's mane and holds a golden staff above the altar.

Area 6-5: Tombs of the Virtuous

Priests and committed followers of Arden are buried within these tombs. The ceiling is a mosaic of glass tiles depicting Arden raising the temple from the grasslands.

A gold-painted river barge on a carved wooden stand dominates the room. Life-like wooden statues man the ship, which has a statue of Arden standing on the foredeck.

Tombs of Arden's sanctified followers line the walls. The bronze doors have no handles and are sealed tightly with one-way locks (DC 25 Disable Device). Each tomb holds eight niches on which lie the remains of Arden's faithful. Individual names and a eulogy detailing their deeds are engraved below each niche.

Area 6-6: Vaults of the Honored

Heroes and Arden's venerated servants are buried here. Bronze doors emblazoned with Arden's hawk-head image mark each tomb. The doors have no handles and are sealed tightly with a one-way lock (DC 25 Disable Device). In addition, each door is *arcane locked* at 12th level. An inscription containing the name and deeds of the deceased is embossed on each portal.

BRONZE DOOR: 3 in. thick; Hardness 10; hp 60; Break (DC 29).

Each tomb holds a raised stone sarcophagus carved and painted to resemble the person within. Smaller, less ornate sarcophagi surround the dais and hold the deceased's immediate family members.

A: Ehrmandale the Devout: The inscription reads: "Ehrmandale the Devout, with piety and tenacity he conquered the souls of pagan men with the radiance of Arden."

B: Vandallia of the Sun Children: The inscription reads: "Vandalia of the Sun Children, Scholar of radiance and maiden of Arden. Blessed prophet of the eclipse and seer of the dusk."

C: Terhune the Penitent: The inscription reads: "Terhune the Penitent, Deliverer of Arden's wrath. Disruptor of undead legions and Hero of the Infidel War."

D: Aymara the Meek: The inscription reads: "Aymara the Meek: Her Roar Sounded Loudest in Dire Days."

E: Empty Tomb

F: Vydessia the Diviner: The inscription reads: "Vydessia the Diviner, with wisdom beyond man her visions led the faithful to truth and redemption."

G: Ironton of Clan Ashenchisel: The inscription reads: "Ironton of Clan Ashenchisel, Master Architect of Seraph. His fidelity and friendship shall forever secure the bonds between dwarven kind and the Children of Arden."

H: Empty Tomb

Area 6-7: Secret Escape Tunnel

The secret door (DC 25 Perception check) opens into a rubble-and-sand-strewn hall. The hall is easily passable and extends for nearly a half mile before ending at a narrow spiral staircase. Stairs ascend inside a massive pillar. A secret door (DC 25 Perception check) opens onto remote desert ruins.

Area 6-8: Shah Rasalt's Tomb

This burial chamber is being prepared for Shah Rasalt. The tomb's walls are decorated with murals and intricate mosaics. A gold-leaf sun dominates a celestial map on the blue ceiling. A portion of the wall is reserved for events Shah Rasalt may yet perform.

Adventure Background

In this adventure set hundreds of years after Seraph's glory days, PCs must take the *Scepter of Faiths* into the temple's deepest levels to receive Arden's blessing. However, Seraph's latest inhabitants have no intention of letting anyone just walk through the front doors ...

Lands of Zendeth-Jan

The land has changed dramatically from the once-fertile farmland and flowing Kanderi River of Seraph's heyday. When the god Arden disappeared, his priests' power dwindled to nothing. Warlords plundered the ziggurat and slew the few temple minders who stayed in the futile hope that their lost god would return.

As Seraph fell into ruin, Zendeth-Jan became a ghost city, dominated by ever-changing warlords. Without Arden's protection, the sun beat down, mercilessly scorching the ground and turning fertile plains into withered wasteland. As the lush terrain dwindled, the Kanderi River's life-sustaining waters dried up. Ironically, the Kanderi Desert takes the name of the river that once provided sustenance and life.

Zendeth-Jan currently is little more than cracked foundations, crumbling pillars and rubble fields in the middle of blistering desert badlands. Shifting sand dunes envelop and unearth ruins in a landscape forever changing with the searing winds.

Only Seraph remains unscathed. The once-grand temple suffered the worst depredations inside its walls over the years, but the outer structure is otherwise secure.

Area A: Smooth Sand (CR 6)

These patches of smooth sand are the abodes of 2 **dust diggers**. They flourish in the ruins and are a common hazard in modern-day Zendeth-Jan.

DUST DIGGER (2)

CR 4

Pathfinder Roleplaying Game Bestiary 2, "Dust Digger"

XP 1,200

N Large Aberration

Init +4; **Senses** darkvision 60 ft., tremorsense 60 ft.; **Perception** +5

AC 16, touch 9, flat-footed 16 (+7 natural, -1 size)

hp 34, 32 (5d8+20)

Fort +5, **Ref** +1, **Will** +4

Spd 10 ft., burrow 20 ft.

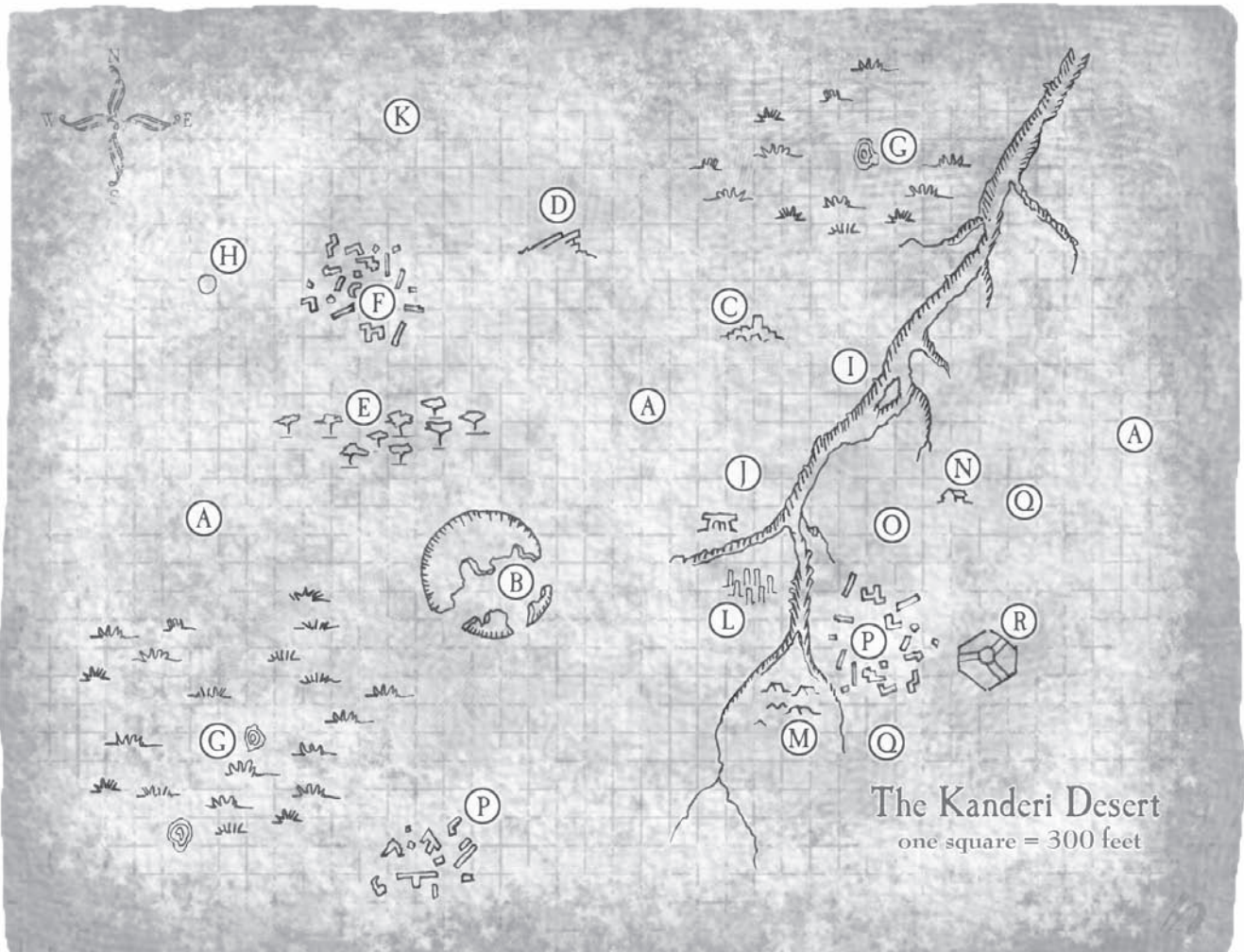
Melee bite +5 (1d8+3 plus grab), 5 tentacles +3 (1d4+1 plus grab)

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

Special Attacks sinkhole, swallow whole (2d8+4 bludgeoning, AC 13, 4 hp)

Str 17, **Dex** 11, **Con** 18, **Int** 2, **Wis** 11, **Cha** 10

Base Atk +3; **CMB** +7 (+11 grapple); **CMD** 17 (can't be tripped)



ADVENTURE BACKGROUND

Feats Improved Initiative, Multiattack, Skill Focus (Stealth)

Skills Perception +5, Stealth +8 (+13 in ambush); **Racial modifier** +8 Stealth in ambush

Sinkhole (Ex) a dust digger can burrow into sand, loose soil, or dirt to lie in ambush just under the surface. When it feels (via tremorsense) prey walk onto a square it threatens, it can deflate its body in an immediate action, causing the sand and other loose soil above to shift and slide. All creatures who are standing in the dust digger's reach must make a DC 15 reflex save or become entangled as long as they remain in the dust digger's reach. All creatures who were standing at least partially in the dust digger's actual space must make a DC 15 reflex save or become entangled and fall prone — if such a creature makes its save, it immediately moves to the closest adjacent unoccupied square. If this results in more than a 5-foot move, the creature moves that distance and then falls prone. The DC is Strength-based.

Area B: The Forum (CR 7)

The half dome and top rim of a colossal arena protrudes 30 feet out of the shifting sand. The dome provides welcome shade from the sun. A **deadfall scorpion** lives in the dome's shadows but aggressively protects its lair. It hides (Stealth +3) just under the sand beneath the dome. The scorpion gets a +8 circumstance bonus due to its coloration and the dome's shadow.

DEADFALL SCORPION

CR 8

(*Pathfinder Roleplaying Game Bestiary*, "Scorpion, Giant")
XP 4,800

N Huge vermin

Init -1; Senses Darkvision 60 ft., tremorsense 60 ft.; **Perception** +4

AC 17 touch 7, flat-footed 17 (-1 Dex, +10 natural, -2 size)

hp 98 hp (10d8+50)

Fort +12, **Ref** +2, **Will** +3

Immune mind-affecting effects

Speed 50 ft.

Melee 2 claws +13 (1d8+8 plus grab), sting +13 (1d8+8 plus poison)

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

Special Attacks constrict (1d8+8)

Str 27, **Dex** 8, **Con** 20, **Int** -, **Wis** 10, **Cha** 2

Base Atk +7 **CMB** +17 (+21 grapple) **CMD** 26 (38 vs. trip)

Skills Climb +12, Perception +4, Stealth -5; **Racial Modifiers** +4 Climb, +4 Perception, +4 Stealth

Poison (Ex): Sting—injury; save Fort DC 22; frequency 1/round for 6 rounds; effect 1d2 Strength damage; cure 1 save. The save DC is Constitution-based and includes a +2 racial bonus.

Area C: The Protector's Tower (CR 10)

A granite tower juts from the sand. Four windows 60 feet up the rounded wall allow entrance. The tower is the lair of a desert druid named **Waely Tangaen** (NG female half elf Drd8/Bbn2). She takes great pride in Zendeth-Jan and presides over the animals reclaiming the ruined civilization. She views the desert creatures as her wards and becomes enraged if they are harmed. She is living peacefully with the gnolls — mainly because they are unaware of her existence.

Waely is young, untamed and beautiful to behold. Long coal-black hair hangs in huge curls over her lithe frame. Her pale blue eyes reflect her passion for the desert. She favors the forms of a vulture, viper or puma. She defends her domain using distance spells and casts *gust of wind* to envelop opponents in clouds of dust and sand (requiring concentration checks for spellcasters).

Waely detests civilization. Despite her loner nature, however, she is quite lonely and desires companionship. She watches outsiders

Wandering Encounters

Many dangers lurk in the desert. Sandstorms, lack of water, and intense heat are just a few dangers. Check for a wandering encounter every five hours PCs spend in the desert. Roll 1d20:

d20 Encounter

1-4 **HYENAS (2d6): CR 1; XP 400;** hp 13 each
(*Pathfinder Roleplaying Game Bestiary*, "Hyena")

5-7 **BABOONS (1d12): CR 1/2;** hp 5 each. See Area M.

8 **LIONS (1d6): CR 3; XP 800;** hp 32 each
(*Pathfinder Roleplaying Game Bestiary*, "Lion")

9 **GARGOYLE (1): CR 4; XP 1,200;** hp 42
(*Pathfinder Roleplaying Game Bestiary*, "Gargoyle")

10-11 **DEER (2d4)*: CR 1/4;** hp 11 each (See below).

12-13 **GNOLL PATROL (5): CR 1; XP 400;** hp 11 each
(*Pathfinder Roleplaying Game Bestiary*, "Gnoll").
Each carries a battleaxe and short bow.

14-20 No encounter

DEER CR

1/4

The Tome of Horrors by **Necromancer Games**, Page 286

XP 100

N Medium Animal

Init +2; **Senses** Scent; **Perception** +8

AC 13, touch 12, flat-footed 11 (+2 Dex, +1 natural)

hp 11 (2d8+2)

Fort +1, **Ref** +5, **Will** +2

Spd 40 ft.

Melee Hoof +2 (1d4+1) or gore +2 (1d6+1)

Tactics Deer attack with their hooves or antlers. Antelopes, when defending their herd, attack by charging an opponent and butting with their horns (gore). The gore attack only applies to bucks with antlers.

Str 12, **Dex** 15, **Con** 12, **Int** 2, **Wis** 14, **Cha** 6

Base Atk +1; **CMB** +2; **CMD** 14

Feats Dodge^B, Mobility^B, Run

Skills Perception +8, Stealth +6 (10*), Swim +5 **Racial**

Modifiers Deer have a +4 racial bonus on Perception, Stealth, and Swim checks. *In forested areas the Stealth bonus increases to +8.

cautiously. If her animals are treated with respect, she befriends visitors. She understands self-defense, but killing even vermin causes her anger to boil over in a blinding rage.

Waely's tower consists of two levels of one room each. The upper level houses her companion creature, a **huge rattlesnake**. It guards her lair while she roams the desert. The snake rarely leaves the cool lair during the day unless searching for food or accompanying Waely.

A ladder and a trap door in the floor access the lower level, which contains barrels of water, dried foods and a bedroll. She carries her valuables with her.

WAEELY TANGAEN

CR 9

XP 6,400

Female half-elf Drd8/Brn2

CN Medium humanoid

ADVENTURE BACKGROUND

Init +2; **Senses** low-light vision 60ft.; **Perception** +21

AC 16, touch 12, flat-footed 13 (+2 Dex, +3 armor)

hp 89 (8d8+24 plus 2d12+6)

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

Defensive Abilities eleven immunities, resist fire 10, resist nature's lure

Spd 40 ft.

Melee +3 *spear* +15/+9 (1d8+4)

Special Attacks rage, spontaneous casting (*summon nature's ally* spells)

Domain Spell-like Abilities (CL8):

7/day—*fire bolt*

Spells Prepared (CL 4th):

4th—*flame strike*, *ice storm*, *spike stones*, *wall of fire*^D

3rd—*call lightning*, *dominate animal*, *fireball*^D, *greater magic fang*, *sleet storm*

2nd—*bull's strength*, *flaming sphere*, *gust of wind*, *produce fire*^D, *summon swarm*

1st—*burning hands*^D, *charm animal*, *endure elements*, *long strider*, *speak with animals*

0 (at will) — *create water*, *detect magic*, *flare*, *stabilize*

D domain spell: **Domain Fire**

Str 17, **Dex** 15, **Con** 16, **Int** 12, **Wis** 19, **Cha** 15

Base Atk +8; **CMB** +11; **CMD** 23

Feats Augment Summoning, Eschew Materials, Natural Spell, Shape Master*, Weapon Focus (spear)

Skills Climb+12, Handle Animal +17, Fly +9, Heal +11, Knowledge (geography) +13, Knowledge (nature) +15, Perception +19, Survival +19

Languages Common, elven

SQ fast movement, nature bond, nature sense, rage power (moment of clarity), trackless step, wild empathy, wild shape, woodland stride

Combat Gear +3 *spear*, leather armor, *potion of cure moderate wounds* (CL 5), *potion of barkskin* +3 (CL 5) **Other Gear** pouch of dried prunes.

* New Skill (See sidebar)

New Fear: Shape Master

From *Glades of Death* by Necromancer Games

Your training allows you to wild shape faster than usual.

Prerequisites: Natural Spell, wild shape (elemental)

Benefit: Three times per day you can wild shape as a free action without provoking an attack of opportunity. This does not add to the number of times per day you can wild shape, nor does it alter the shape and forms you can assume, it simply allows you to change shape faster than usual.

Normal: Wild shape is a standard action that does not provoke an attack of opportunity.

SNAKE, HUGE PIT VIPER

CR 7

XP 3,200

N Huge animal

Init +4; **Senses** low-light vision, scent; **Perception** +14

AC 18, touch 8, flat-footed 18 (+10 natural, -2 size)

hp 144 (12d8+72)

Fort +14, **Ref** +8, **Will** +5

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

Melee bite +14 (3d6+10/19-20 plus poison)

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

Str 24, **Dex** 11, **Con** 22, **Int** 1, **Wis** 13, **Cha** 2

Base Atk +8; **CMB** +17; **CMD** 27 (can't be tripped)

Feats Ability Focus (poison), Improved Critical (bite), Improved Initiative, Improved Natural Attack (bite), Vital Strike, Weapon Focus (bite)

Skills Acrobatics +17, Climb +16, Perception +14, Stealth +5;

Racial Modifiers +8 Acrobatics, +4 Perception and +4 Stealth

Poison (Ex): bite—injury; *save* Fort DC 24; frequency 1/round for 6 rounds; effects 1d4 Con; cure 1 save.

Area D: The Lizard (CR 10)

A 20-foot rock outcropping juts from a sand dune. The rocks form alcoves that provide shade. Finches, doves and brown thrashers nest among the rocks' upper reaches, while a group of **10 rock-horned lizard** lairs at the base.

The lizards move slowly and generally don't attack unless provoked. They feed on herd animals and large herbivores that wander into their clutches.

GIANT ROCK-HORNED LIZARDS (10)

CR 3

The Tome of Horrors by Necromancer Games, Page 184.

XP 800

N Medium Animal

Init +2; **Perception** +7

AC 18, touch 12, flat-footed 16 (+2 Dex, +6 natural)

hp 40 each (4d8+12)

Fort +7, **Ref** +6, **Will** +2

Speed 30 ft., swim 20 ft.

Melee Bite +8 (1d8+6)

Special Attacks Spit Blood

Tactics The rock-horned lizard fires a stream of blood at its foes before rushing in to attack with its bite.

Str 18, **Dex** 14, **Con** 17, **Int** 2, **Wis** 12, **Cha** 2

Base Atk +3; **CMB** +7; **CMD** 19

Feats Alertness, Weapon Focus (bite)

Skills Climb +8, Perception +7, Stealth +6 (+10*), Swim +12; **Racial Modifiers** Blood lizards have a +4 racial bonus on Climb and Stealth checks. *In forested areas or overgrown areas, the Stealth bonus improves to +8. A blood lizard has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Spit Blood (Ex): Once per hour, a rock-horned lizard can fire a stream of caustic blood from its eyes in a 20-foot line (no range increment) that deals 2d8 points of acid damage to a single target within range (Reflex DC 15 for half). The save DC is Constitution-based.

Area E: Scrub Brush (CR 8)

Low bristly brush and gnarled trees grow here. Roadrunners, horned lizards and woodpeckers thrive in the vegetation. Also hunting here are **2 phase spiders**. They are new to the area and have not yet encountered the druid Waely Tangaen or the gnolls.

PHASE SPIDER (2)

CR 5

XP 1,600

hp 51, 47 (*Pathfinder Roleplaying Game Bestiary*, "Phase Spider")

Area F: Gnoll Outpost (CR 9)

Lean-tos fill these ruins, providing shelter for **10 gnolls** and **4 hyenas**. The largest gnoll carries an ox-horn bugle to alert nearby outposts and the ziggurat. Each gnoll carries a battleaxe, a short bow and 2d10 gp.

ADVENTURE BACKGROUND

GNOLLS (10)

XP 400

hp 18, 16 (x2), 15, 13 (x3), 12, 10 (x2) (*Pathfinder Roleplaying Game Bestiary*, “Gnoll”)

HYENA (4)

XP 400

hp 20, 17, 15, 13 (*Pathfinder Roleplaying Game Bestiary*, “Hyena”)

Area G: Grassy Area (CR 9)

This section of Zendeth-Jan remains fertile, which isn't saying much. Water collects in the rainy season and grasses keep some moisture from escaping. A few watering holes lie scattered throughout the grass, but these are little more than large mud puddles. Deer, zebra, gazelles, wildebeests and other herd animals graze here, but flee outsiders. A pride of lions roams at the field's far end. They attack hyenas and gnolls on sight, but otherwise avoid outsiders. The lions are descendants of those that once defended the ziggurat.

LIONS (9)

XP 800

hp 42 each (*Pathfinder Roleplaying Game Bestiary*, “Lion”)

Area H: Scorched Ground (CR 4)

Blackened flagstones line the ground in a 25-foot area around a hole from which a 10-inch blue flame erupts. The flame is an ancient monument fed by an underground natural gas reserve. Anyone touching the flame suffers 6 points of fire damage per round. No save is allowed for PCs willingly placing extremities into the flame.

Water and wind won't extinguish the flame, sand snuffs it but still allows the volatile gas to bubble forth and quickly fill the area around the dais. Breathing the gas deals 1d4 points of Constitution damage for initial and secondary damage (DC 14 Fortitude save for half). Furthermore, the gas is flammable and explodes into a *fireball* dealing 8d6 points of fire damage (DC 14 Reflex save for half) if a flame is brought within five feet if the fire is extinguished.

A **pyrolisk** forages in the scrub surrounding the dais. It uses its pyrotechnics ability on the flame to blind PCs and picks off anyone not affected with its conflagration gaze. Scavengers carry off creatures slain by this cockatrice-like bird, leaving little clue to the danger.

The hole from which the flame erupts holds a treasure hidden for nearly 3,000 years. A leather bag sits in a niche two feet down the pipe. The *bag of holding* (Type II) has a *permanent resist energy* (fire) spell cast upon it and contains a *ring of the ram*, a *figurine of wondrous power* (*onyx dog*) and a +2 *axiomatic long sword*. PCs may find the bag by looking into the hole (DC 15 Search check) but getting to it requires dealing with the flame.

PYROLISK

The Tome of Horrors by **Necromancer Games**, Page 217.

XP 1,200

N small magical beast

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

AC 15, touch 15, flat-footed 11; (+3 Dex, +1 dodge, +1 size)

hp 40 (5d10)

Fort +4, **Ref** +7, **Will** +2

Defensive Abilities immune to fire

Spd 20 ft., fly 60 ft. (poor)

Melee bite +9 (1d4-2)

Special Attacks Conflagration Gaze, Pyrotechnics

Str 6, **Dex** 17, **Con** 11, **Int** 4, **Wis** 13, **Cha** 9

Base Atk +5; **CMB** +2; **CMD** 16

Feats Dodge, Skill Focus (Perception), Weapon Finesse

CR 1 Skills Fly +8, Perception +10

Conflagration Gaze (Su): A pyrolisk can cause any creature within 30 feet that meets its gaze to burst into flames (4d8 points of damage, Fortitude save (DC 12) for half). A creature that saves cannot be affected by the pyrolisk's gaze for one day.

Pyrotechnics (Su): Once per round, a pyrolisk can cause any fire source within 30 feet to explode in a blinding flash that affects all creatures within 300 feet that see it. Creatures viewing this explosion must make a Will save (DC 12) or be blinded for 1d4+1 rounds. This is similar to the fireworks version of the spell *pyrotechnics*.

Area I: Trench and Island (CR 6)

Spring rains eroded a 15-foot-deep dry trench that runs through the devastated city. The trench cuts through the sand and has an earthen lip hanging over each side. Unsuspecting PCs may fall to the bottom of the trench, suffering 1d6 points of damage, if they approach the ledge (DC 12 Reflex save to avoid). Loose and brittle dirt make climbing out difficult (DC 14 Climb check). The trench averages 20 feet wide, and uncovered buildings jut from the ground along its length.

A 45-foot-tall acacia tree grows upon an island pillar in the center of the trench. The tree's roots hold the earth together, forming a 15-foot-tall pillar base. The entangled root system makes for easy climbing (DC 8 Climb check). Nesting within the tree's braches are 2 **harpies**. They watch for new victims and attempt to lure PCs into the trench using their song. Captivated PCs are allowed a second save when approaching the trench drop-off.

Rodents infest the trench, living off the harpies' leftovers. The many rodents have attracted **30 rattlesnakes**.

Some treasure lies scattered at the base of the tree. Scattered among the corpses of humanoids and animals are an *amulet of adaptation*; a masterwork longsword; 4 battleaxes; 4 shields; 2 daggers; breast plate armor; a pouch containing 36 pp, 98 gp and 124 sp; a *ring of jumping*; six sets of old useable boots (one has a false heel hiding a 250 gp ruby, DC 12 Perception); +2 *bracers of armor*; and a small box of 6 potions: *cure serious wounds*, *neutralize poison*, *mage armor*, *barkskin*, *levitation* and *haste*.

HARPIES (2)

XP 1,200

hp 58, 46 (*Pathfinder Roleplaying Game Bestiary*, “Harpy”)

CR 4

RATTLESNAKES, TINY VIPERS (20)

The Tome of Horrors by **Necromancer Games**, Page 318

XP 200

N Tiny animal

Init +3; **Senses** low-light vision, scent; **Perception** +9

AC 16, touch 15, flat-footed 13 (+3 Dex, +1 natural, +2 size)

hp 3 (1d8-1)

Fort +1, **Ref** +5, **Will** +1

Speed 20 ft., climb 20 ft., swim 20 ft.

Melee bite +5 (1d2-2 plus poison)

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

Str 4, **Dex** 17, **Con** 8, **Int** 1, **Wis** 13, **Cha** 2

Base Atk +0; **CMB** +1; **CMD** 8 (can't be tripped)

Feats Weapon Finesse

Skills Climb +11, Perception +9, Stealth +15, Swim +11; **Racial**

Modifiers +4 Perception, +4 Stealth

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

Area J: Ruetul Ka' Mhet's Tomb (CR 6)

Recent rains have uncovered the wall of a building with a rusted, iron door. The door is stuck and has not been opened for centuries. A crumbling iron bar is wedged against the portal's exterior.

IRON DOOR: 2 in. thick; Hardness 10; hp 60; Break (DC 28).

The door opens into a makeshift two-room tomb. Centuries ago, a cult of Set took up residence in Seraph's lower levels. Deceit and insurrection riddled the powerful cult. One dissenter was **Ruetul Ka' Mhet**, a **minotaur vampire**. Ruetul, a harem guard, attempted to usurp control from Set's reigning high priest but was defeated. Instead of finishing Ruetul off, the priests entombed the vampire spawn for eternity in a sealed chamber. A short descending 15-foot entrance hall opens into a 20-foot-diameter room that has strange symbols scratched into the limestone walls. Another sloping passages leads into Ruetul's coffin chamber. Shallow scars cover the walls and ceiling of Ruetul's room. The 30-foot-diameter room has a domed ceiling rising 25 feet. The top of the chamber is only 5 feet below the desert surface. A DC 15 dungeoneering or architecture check or a dwarf can reveal this information. With some work, this chamber can be opened to allow sunlight in, effectively destroying Ruetul's only safe resting place. The stone ceiling of the dome is three feet thick.

Ruetul was trapped in the tomb until recent rains opened cracks his tomb. He now exits the tomb each night to wreak havoc and to feed upon whatever creatures cross his path. He is tired of gnoll blood, however, and desires softer, sweeter flesh. If opened during the day, Ruetul remains within his burial chamber until sunset. If opened at night, Ruetul waits to pounce on his "rescuers" to slake his bloodlust. He *spider climbs* above the corridor leading into his chamber and reaches down to attack those entering the room. He returns each day to these chambers, which serve him as a coffin. Due to his long confinement within the chamber, he does not have any other nearby coffins.

RUETUL KA' MHET (MINOTAUR VAMPIRE) CR 8
Pathfinder Roleplaying Game Bestiary, "Minotaur" and "vampire"

XP 3,200

Male minotaur vampire fighter 2

CE Large undead (augmented monstrous humanoid)

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

AC 23, touch 12, flat-footed 20 (+2 Dex, +1 Dodge, +11 natural, -1 size)

hp 74 (6d8+6 plus 2d10+2 plus 8)

Fort +7, **Ref** +9, **Will** +6

Defensive Abilities bravery +1, channel resistance +4, fast healing 5, Resist cold 10, electricity 10

DR 10/magic and silver; **Immune** undead traits

Weaknesses vampire weaknesses

Speed 30 ft., climb 20 ft.

Melee mwk large greataxe +16/+11 (3d6+10/x3) and gore +11 (1d6+8) or slam +16/+11 (1d6+8 plus energy drain) and gore +11 (1d6+8)

Special Attacks blood drain, children of the night, create spawn, dominate, energy drain

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

Str 25, **Dex** 14, **Con** –, **Int** 9, **Wis** 12, **Cha** 12

Base Atk +8; **CMB** +13; **CMD** 23

Feats Alertness, Cleave, Combat Reflexes, Dodge, Great



ADVENTURE BACKGROUND

Cleave, Great Fortitude, Improved Bull Rush, Improved Initiative, Lightning Reflexes, Power Attack, Toughness
Skills Bluff +9, Climb +18, Intimidate +9, Perception +21, Sense Motive +11, Stealth +12, Survival +12; **Racial Modifiers** +8 Bluff, +12 Perception, +8 Climb, +8 Sense Motive, +8 Stealth, +4 Survival
Languages Common (ancient dialect), Giant
SQ change shape, gaseous form, shadowless, spider climb
Combat Gear masterwork large greataxe, *amulet of mighty fists* +1
Other Gear *wand of light* (CL 5, 46charges), jade and gold collar (250 gp), 7 gold ear rings (25 gp each)
Natural Cunning (Ex) Although minotaurs are not especially intelligent, they possess innate cunning and logical ability. This gives them immunity to maze spells and prevents them from ever becoming lost. They are never caught flat-footed.
Description Ruetul is a massive onyx black minotaur with ivory horns tipped in gold leaf.

Area K: The Pack (CR 8)

A pack of 34 **hyenas** attacks wanderers crossing their territory. The feral beasts are untamable and don't get along with their domesticated cousins raised by the gnolls.

HYENAS (34)

CR 1

XP 400

hp 13 each (*Pathfinder Roleplaying Game Bestiary*, "Hyena")

Area L: Cloister

A colonnade of fluted stone pillars stands in this sandy glade. Dried brush and grass sprout between the flagstones. Six sun-baked corpses of human dervishes hang from chains attached to the top of the columns. Gnolls captured the dervishes, who proved too rebellious to make decent slaves.

Area M: Residential Vestiges (CR 9)

Stone foundations and half walls of buried homes emerge from the sand. A troop of 21 **baboons** lives in the sand-filled cellars. Recently, 5 **gargoyles** moved into the area and delight in terrorizing the primates. Several dead and flayed baboons lie about the sand. Waely Tangaen appreciates any aid offered to the baboons.

The baboons collect shiny items in their burrows. They trade these for food if communication is established. In their burrows are a silver hand mirror (50 gp), 95 sp, 136 gp, a large steel masterwork shield, 75 quartz crystals, 2 *ion stones* (*clear spindle* and *incandescent blue sphere*), and an ornate silver scroll tube (75 gp) containing an *arcane scroll* (*lightning bolt*, *daze monster*, *enlarge person* and *knock*; CL 8).

GARGOYLES (5)

CR 4

XP 1,200

hp 52, 48, 46, 37, 30 (*Pathfinder Roleplaying Game Bestiary*, "Gargoyle")

BABOONS (21)

CR 1/2

XP 200

N Medium animal

Init +2; **Senses** low-light vision, scent; **Perception** +7

AC 13, touch 12, flat-footed 11 (+2 Dex, +1 natural)

hp 5 each (1d8+1 hp)

Fort +3, **Ref** +4, **Will** +1

Speed 40 ft., climb 30 ft.

Melee Bite +2 (1d6+3)

Str 15, **Dex** 14, **Con** 12, **Int** 2, **Wis** 12, **Cha** 4

Base Atk +1; **CMB** +3; **CMD** 15

Feats Alertness

Skills Climb +6, Perception +7, Stealth +6; **Racial Modifiers** +8 Climb

Area N: Winds of Appeal (CR 5)

A mostly intact building juts from the sand. Its stone walls, ceramic-tiled roof and hard-packed earthen floor have outlasted most of the crumbling structures remaining in Zendeth-Jan. A hole in the center of the floor is the lair of a **sand stalker**, although the creature currently resides in the dark recesses of the rafters (Stealth +10) in the cool space beneath the roof. It drapes its hollow forelegs through holes in the ceiling to use its attraction ability to lure prey. If a victim enters the open floor beneath it, the sand stalker leaps into melee.

The burrow contains the sand stalker's past meals. Decaying flesh and bone litter a crude 20-foot-diameter room located at the end of a 10-foot-long passage that twists under the sand. Digging into the "leftovers" (DC 20 Perception check) uncovers 376 sp, 342 gp, 67 pp, a masterwork flint bar, a +2 *heavy crossbow*, masterwork full plate armor (human-sized), a large heavy mace, and a barrel of pickled herrings.

SAND STALKER

CR 5

See *The Tome of Horrors II* by **Necromancer Games**, Page 137.

XP 1,600

N Large magical beast

Init +7; **Senses** darkvision 60 ft., low-light vision, tremorsense; **Perception** +9

AC 16, touch 12, flat-footed 13 (+3 Dex, +4 natural, -1 size)

hp 70 (6d10+12)

Fort +7, **Ref** +8, **Will** +3

Spd 50 ft., burrow 30 ft.

Melee bite +9 (1d8+6 plus poison)

Special Attacks attraction, poison

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

Str 19, **Dex** 17, **Con** 15, **Int** 4, **Wis** 12, **Cha** 2

Base Atk +6; **CMB** +11; **CMD** 24 (36 vs. tripped)

Feats Alertness, Improved Initiative, Skill Focus (Stealth)

Skills Acrobatics +15, Perception +11, Sense Motive +3, Stealth +14; **Racial Modifiers** +6 Acrobatics, +8 Perception and +4 Stealth (+8 in sandy environments)

Attraction (Ex): A sand stalkers front four legs are hollow. When a gust of air blows across them, they create a hypnotic sound that captivates all creatures within a 100-foot radius that fails a DC 15 Will save. This is a sonic, mind-affecting charm effect. A creature that successfully saves cannot be affected again by the same sand stalker's attraction for one day. The save DC is Constitution-based.

A captivated victim walks toward the sand stalker, taking the most direct route possible. If the path leads into a dangerous area (fire, over a cliff, for example), that creature gets a second saving throw. Captivated creatures can take no actions other than to defend themselves. A victim within 5 feet of the sand stalker stands there and offers no resistance to the monster's attacks. The effect continues for as long as the sand stalker's legs are subject to wind. A bard's countersong ability allows the entranced creature to attempt a new Will save.

Poison (Ex): bite—injury; save Fort DC 19; frequency 1/round for 6 rounds; effects paralysis plus 1 point of strength damage; cure 1 save.

Area O: Gnoll Commander's Camp (CR 9)

A canvas roof covering the missing wall of this building provides protection from the heat and blowing sand. Gnolls use this tent as a command post. A **gnoll commander** oversees guards patrolling

ADVENTURE BACKGROUND

the ruins. Within the camp are **13 gnolls** and **6 hyenas**. The gnoll commander rides a **hyaenodon**.

The commander blows an ox-horn bugle to alert outlying camps if danger threatens.

GNOLL COMMANDER

XP 1,200

(*Pathfinder Roleplaying Game Bestiary* “Gnoll”)

Male gnoll barbarian 4

CE Medium humanoid (gnoll)

Init +0; **Senses** darkvision 60 ft.; **Perception** +2

AC 21, touch 12, flat-footed 19 (+6 armor, +2 Dex, +1 natural, +2 shield)

hp 58 (2d8+4 plus 4d12+8)

Fort +9, **Ref** +3, **Will** +1

Defensive Abilities trap sense +1, uncanny dodge

Speed 30 ft.

Melee mwk battleaxe +11 (1d8+4/×3) and bite +4 (1d4+2) while raging

Ranged spear +7 (1d8+4/×3)

Special attacks rage (6 rounds/day), rage power (animal fury)

Str 19, **Dex** 15, **Con** 15, **Int** 10, **Wis** 11, **Cha** 9

Base Atk +5; **CMB** +9; **CMD** 21

Feats Cleave, Power Attack, Weapon Focus (battleaxe)

Skills Acrobatics +9, Climb +6, Handle Animal +8, Perception +4, Survival +7

Languages Gnoll

SQ fast movement

Combat Gear chain mail, mwk battleaxe; **Other Gear** *potion of*

haste, *potion of cure serious wounds* (CL 5), 4d10 gp

GNOLLS (13)

CR 1

XP 400

hp 18 (x2), 16, 15 (x2), 13, 11 (x3), 10, 9, 7 (x2) (*Pathfinder Roleplaying Game Bestiary*, “Gnoll”)

HYENA (6)

CR 1

XP 400

hp 21, 18, 17, 13, 10, 9 (*Pathfinder Roleplaying Game Bestiary*, “Hyena”)

HYAENODON

CR 4

See *The Tome of Horrors II* by **Necromancer Games**, Page 182.

XP 1,200

N Large animal

Init +2; **Senses** low-light vision, scent; **Perception** +5

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

hp 49 (5d8+20)

Fort +8, **Ref** +6, **Will** +5

Speed 50 ft.

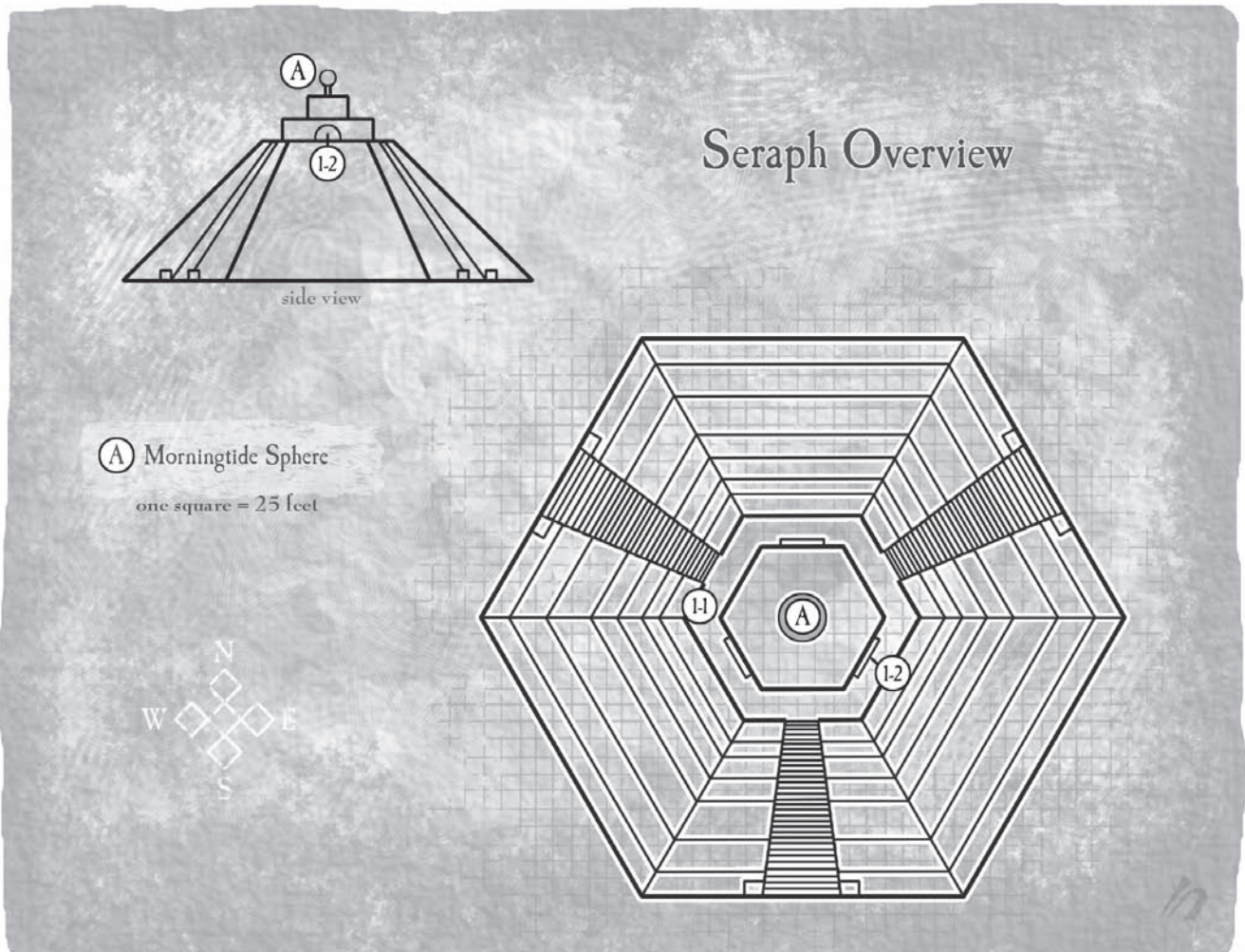
Melee bite +11 (1d8+12 plus trip)

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 Alertness, Run, Weapon Focus (bite)



ADVENTURE BACKGROUND

Skills Perception +8, Stealth +2 (+6 in undergrowth), Survival +6 (+10 scent tracking)

Area P: Flind Sentries (CR 6)

Posted at these guard posts are **6 flinds**. The posts are camouflaged and difficult to see (DC 18 Perception check) or identify as anything other than ruins.

FLIND (6)

CR 2

The Tome of Horrors by **Necromancer Games**, Page 138

XP 600

LE Medium humanoid (gnoll)

Init +0; **Senses** darkvision 60 ft.; **Perception** +4

AC 18, touch 11, flat-footed 17 (+4 armor, +1 Dex, +1 natural, +2 shield)

hp 30, 26, 24, 23, 22 (x2) (4d8+8)

Fort +6, **Ref** +2, **Will** +1

Speed 30 ft.

Melee flindbar +7 (1d6+3/x3)

Ranged spear +4 (1d8+3/x3)

Str 17, **Dex** 13, **Con** 14, **Int** 11, **Wis** 11, **Cha** 10

Base Atk +3; **CMB** +6; **CMD** 17

Feats Power Attack, Weapon Focus (flindbar)

Skills Perception +4, Survival +4

Languages Gnoll

Combat Gear flindbar, scalemail, large steel shield **Other Gear** 2d10 gp

Area Q: Covered Wells (CR 3)

The gnolls cover these wells with thin reeds and grasses, then apply a coating of sand to trap meals. The 30-foot-deep wells contain two feet of murky water.

CAMOUFLAGED PIT TRAP

CR 3

Type: mechanical; **Perception** DC 25; **Disable Device** DC 20

Trigger: location; **Reset:** manual

Effect: 30-ft.-deep pit (3d6 points of damage); DC 20 Reflex avoids; multiple targets (all targets in a 10-ft.-square area).

Area R: Seraph, The Ziggurat of Arden

Seraph's outer surface suffered various indignities over the years, from assaults by Set's worshippers to hyenas and gnolls scrambling over its sides.

The ancient temple has six sloping sides that rise 300 feet to a dais. Three sets of incredibly steep stairs climb the 65-degree incline. See the sidebar on climbing the stairways for more information.

Sand-worn statues stand at the bottom of the staircases. The statues at one time represented images of the sun god, Arden. Time, sandstorms and vandals have worn away details, leaving amorphous humanoid shapes.

The stairs end at a terrace encircling the top of the six-sided pyramid. Archways on the 10-foot-tall dais lead into the ziggurat. A grime-encrusted 10-foot-diameter quartz sphere sits upon a pedestal at the summit of the dais. Layers of dust and sand coat the sphere. Seraph's past inhabitants also added a layer of tar and oily sludge to the crystal to block any light from reaching the Morningtide Sphere and reflecting downward into the temple. The amount of grime and the desert sun make cleaning the sphere a daunting and boring task. Cleaning the quartz sphere requires 15 man-hours and a great amount of water.

Climbing the Stairs

Seraph's steep stairs provide some protection for the temple's inhabitants. Climbing the stairs (DC 0) beyond a standard quarter move is strenuous, requiring a DC 10 Constitution check every round to ascend without impairment. Each continuous round of accelerated Climbing increases the DC by +1. PCs failing the check become fatigued, and the next Constitution check becomes more difficult (DC 14). Two failed Constitution checks in a row result in exhaustion.

Creatures that fall roll down the steps, taking 1d6 points of damage for every 10 feet fallen. A PC can attempt to catch the stairs (DC 10 Climb check) to break the fall.

Once cleansed, the Morningtide Sphere absorbs the sun's rays, reflecting the light so it can be seen for miles away. At night, the sphere releases the absorbed sunlight and bathes the temple in unearthly radiance.

The Morningtide Sphere

The Morningtide Sphere sits on a hollow tube of *force* (similar to a permanent *wall of force*) that descends through the temple's levels to the Lower Sanctum (Area 6-2). The Morningtide Sphere collects light and filters it into every room through which the tube passes. The sphere radiates strong divination magic and good aura.

Unfortunately, the tube is now the hunting ground of a **kamarupa** (See Area 6-2 and New Monsters), an undead creature whose gaze kills. The creature floats in the tube, unable to escape, targeting any creature that meets its gaze. The inhabitants of Seraph's upper levels neutralized the threat by caking the tube's surface with mud and clay. The kamarupa now impotently ascends and descends, unable to use its gaze attack unless someone foolishly clears the grime from the tube's outer surface.

Cleaning the tube allows the kamarupa to again hunt freely. The kamarupa cannot escape the *force* pillar, but its ranged gaze attacks remain unaffected. If it can see out, the kamarupa uses its *nightmare* and frightful gaze attacks.

To bless the *Scepter of Faiths*, PCs must cleanse the Morningtide Sphere to allow sunlight to reach the Lower Sanctum (Area 6-2). Once cleansed, the Morningtide Sphere collects sunlight and blasts it downward through the tube, obliterating the kamarupa and permanently ending the darkness aura within the Forbidden Temple of Set (Level 5).

Cleaning the pillar's surfaces is not required for the blessing. The Morningtide Sphere is the key element in restoring the scepter, and PCs who clean the sphere early may save themselves time — not to mention eliminate a dangerous foe by getting rid of the kamarupa and the *darkness* effects in the lower levels.

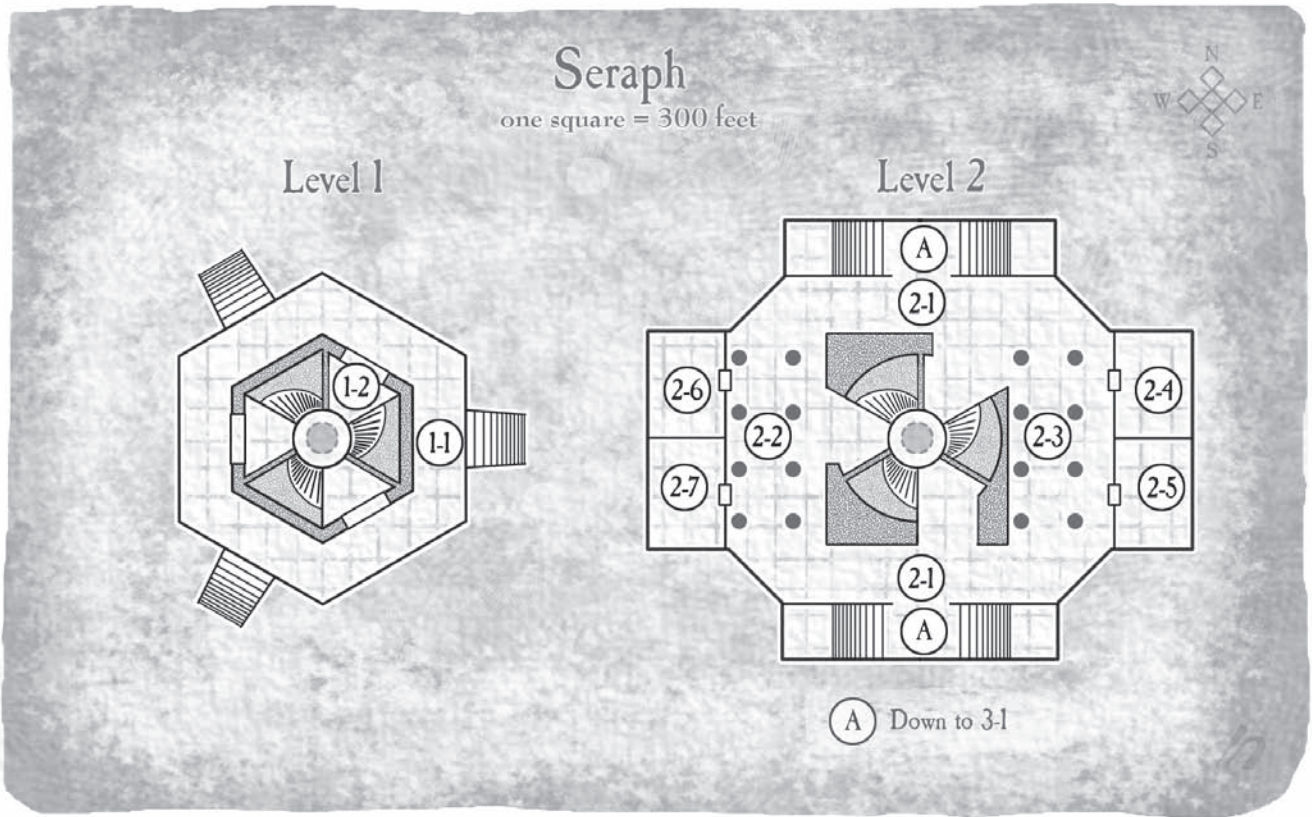
Seraph, Level 1

The Morningtide Sphere dominates this outer terrace. Stairs lead inside.

Area 1-1: Terrace and Boulder Plinko (CR 4)

The terrace is guarded by **4 gnolls** that watch for sandstorms and other dangers.

If Seraph is attacked, the gnolls sound a warning, then roll 30-pound boulders down upon climbing attackers (2d6 points of damage). The boulders deal double damage to anyone past the halfway point (above the 150 foot mark). PCs hit by a bouncing boulder must make a Climb check (DC 0 + damage suffered) due to the steep incline, or fall down the side of the pyramid. Creatures that fall roll down the steps, taking 1d6 points of damage for every 10 feet fallen. PCs can



attempt to catch the stairs (DC 10 Climb check) to break their fall.

Climbing PCs lose any Dexterity or shield bonuses. The gnolls have +4 ranged touch attack due to practice with no maximum range while targets are climbing the temple. There are 50 boulders stored atop the pyramid. The gnolls' attack bonus or penalty depends on the location of the PCs below them: 0-20 ft.: +4; 21-40 ft.: +2; 41-60 ft.: +0; 61-80 ft.: -2; 81-100 ft.: -4; 101-120 ft.: -6; 121-140 ft.: -8; 141-160 ft.: -10. The gnolls wait to roll boulders until attackers are at least halfway up the stairs (a -10 penalty).

GNOLLS (4)

CR 1

XP 400

hp 16 each (*Pathfinder Roleplaying Game Bestiary*, "Gnoll")

Area 1-2: The Dais Interior

The gnoll lookouts use the area inside the three archways to escape the heat. Three sets of stairs wind downward into the temple. An ox-horn bugle sits on a wooden frame inside the south entrance. Piles of large round boulders are stacked in the corners, ready to be tossed at invaders. If the horn sounds, gnolls from Area 2-3 equip themselves with battleaxes and arrive two rounds later.

Seraph, Level 2

Gnolls claim Seraph's first level. The tribe is led by a lamia and is an effective fighting force if challenged.

Seraph's halls and rooms are 15 feet tall, except where noted, and composed of three-foot-square stone blocks. Doors are wooden, unless otherwise specified. Niches that once held statues, relics and urns line the walls.

The halls are lit every 30 feet by torches set in sconces. Most rooms also contain chain-linked chandeliers suspended from the ceiling holding battered lanterns or torches.

The entire gnoll-infested area reeks of wet animals and pungent urine. The abundance of fleas and lice are matched only by the piles of shed hair and carrion. The alabaster walls and ceiling are covered in soot from years of neglect and burning torches.

Wandering Encounters

Many creatures wander through Seraph's upper halls. Check for an encounter every 2 hours. Roll 1d20:

d20	Encounter
1-3	Hyenas (1d6): CR 1. See Area 2-7.
4-5	Flinds (1d4): CR 1; hp 15 each. See Area 3-4.
6-7	Leucrotta (1d4): CR 3; hp 60 each. See Area 4-7.
8	Ettin (1): CR 6; hp 80. See Area 3-1.
9-12	Gnolls (1d6): CR 1; hp 11 each. Each carries a battleaxe and short bow. See Area 2-2.
13	Kruuk with flind guards (1d6): See Area 4-8 for Kruuk. Flinds: CR 1; hp 15 each. See Area 3-4.
14	Packmaster and 1d4 hyaenodons: See Area 3-9.
15-20	No encounter

Area 2-1: Stairs

These stairs lead to the temple's third level. If an alarm sounds, 4 **gnoll guards** from Area 2-3 watch each set of steps.

Area 2-2: East Gathering Room (CR 8)

Gnolls gather in this room. Tables and chairs are scattered about, creating a tavern-like atmosphere. Female gnolls from Areas 2-6 and 2-7 are readily available for companionship. Piles of rotting meat and strong brew sit on battered tables.

GNOLLS (12)

CR 1

XP 400

hp 11 each (*Pathfinder Roleplaying Game Bestiary*, "Gnoll")

Area 2-3: West Gathering Room (CR 7)

Gnolls relax in this common room. Firepits line the floors, creating a smoky atmosphere. Heaps of trash are piled in the corners. Murals once covered the walls, but they are flaking and heavily scratched. Tallow and grime cover every surface.

GNOLLS (8) **CR 1**
XP 400
hp 13 each (*Pathfinder Roleplaying Game Bestiary*, “Gnoll”)

Area 2-4: Barracks (CR 6)

When not patrolling, **6 gnolls** live here. The room is knee-deep in filth. The entry is broken and chipped from where the gnolls “extended” a low doorway by bashing the stones apart. The gnolls keep belongings in leather bags hanging above their hide beds. Each bag contains 2d6 sp, 2d6 gp and miscellaneous gnoll snacks.

GNOLLS (6) **CR 1**
XP 400
hp 15 each (*Pathfinder Roleplaying Game Bestiary*, “Gnoll”)

Area 2-5: Barracks (CR 6)

This room is almost identical to Area 2-4 except that a half-eaten boar hangs from an ancient chain-link chandelier. Living here are **6 gnolls**. A crude ladder is used to access a secret compartment near the ceiling (DC 20 Perception check) that holds the “boys’ party fund:” a bag with 345 gp, a ruby encrusted gold necklace (750 gp) and a silver hand mirror (75 gp).

GNOLLS (6) **CR 1**
XP 400
hp 14 each (*Pathfinder Roleplaying Game Bestiary*, “Gnoll”)

Area 2-6: Female Gnolls Room (CR 8)

These quarters are the “boudoirs” of **12 female gnolls**. Other than getting separate sleeping quarters, the female gnolls are otherwise on equal footing in gnoll society. The females often can be found on guard, slave and patrol duty. Their personal effects hang in bags from pegs driven into the walls. Each bag holds 3d6 sp, 2d12 gp and 1d4 pieces of jewelry (3d10 gp). The males frequently give “gifts” to their female counterparts.

GNOLLS (12) **CR 1**
XP 400
hp 16 each (*Pathfinder Roleplaying Game Bestiary*, “Gnoll”)

Area 2-7: Matron Gnoll Quarters (CR 7)

Lychyaena, the dominating **gnoll matron**, and her **4 gnoll consorts** reside here. She is never without her loyal pets, **2 hyenas**. Lychyaena leads the gnolls and is loyal to Kruuk. She fears and distrusts Amdari.

The room contains 4 large sacks hanging from pegs above bedrolls. Each bag holds 10d6 sp, 5d6 gp and 2d6 pieces of jewelry (5d10 gp). A locked chest (DC 15 Disable Device) sits near a pile of reeking furs. The chest holds the matron’s possessions: 695 sp, 453 gp, 27 pp, 8 pieces of jewelry (50 gp each), 6 bottles of fine wine (25 gp each), and potions of *cure serious wounds* and *rage*.

GNOLLS (4) **CR 1**
XP 400
hp 18 each (*Pathfinder Roleplaying Game Bestiary*, “Gnoll”).

HYENA (2) **CR 1**
XP 400
hp 21, 20 (*Pathfinder Roleplaying Game Bestiary*, “Hyena”)

LYCHYAENA, MATRON **CR 6**
XP 1,600
(Pathfinder Roleplaying Game Bestiary “Gnoll”)
 Female gnoll barbarian 6
 CE Medium humanoid (gnoll)
Init +0; **Senses** darkvision 60 ft., scent with rage; **Perception** +2

AC 23 (21 with rage), touch 12 (10 with rage), flat-footed 21 (+8 armor, +2 Dex, +1 natural, +2 shield)
hp 78, 94 with rage (2d8+6 plus 6d12+18)
Fort +9, **Ref** +4, **Will** +1 (+3 with rage)
Defensive Abilities trap sense +2, improved uncanny dodge

Speed 40 ft.
Melee mwk battleaxe +13/+8 (1d8+5/×3) or mwk battleaxe +15/+10 (1d8+7/×3) with rage and bite +10 (1d4+4) with rage
Ranged spear +9 (1d8+5/×3) or spear +11 (1d8+7/×3) with rage
Special attacks rage (17 rounds/day)

Str 20 (24 with rage), **Dex** 16, **Con** 16 (20 with rage), **Int** 11, **Wis** 11, **Cha** 10
Base Atk +7; **CMB** +12; **CMD** 25
Feats Cleave, Power Attack, Weapon Focus (battleaxe)
Skills Acrobatics +7, Climb +9, Handle Animal +10, Perception +6, Survival +9
Languages Common, Gnoll
SQ fast movement, rage powers (animal fury, scent)
Combat Gear +2 *chain mail*, mwk battleaxe; **Other Gear** *potion of barkskin*, *potion of cure serious wounds* (CL 5), 4d10 gp

Seraph, Level 3

Gnolls also control Seraph’s third level.

Area 3-1: Worship Chamber (CR 8)

Ceremonies celebrating the sun were held here, but vile rituals long ago replaced those grand events. The central pillar supporting the Morningtide Sphere is coated with a layer of hardened clay and sand. The gnolls covered the pillar for fear of the **kamarupa** (Area 6-2). The gnolls attack anyone cleaning the pillar.

The room is a worship chamber for the lamia gnoll queen **Amdari**. She is rarely encountered here, preferring to stay on Level 4.

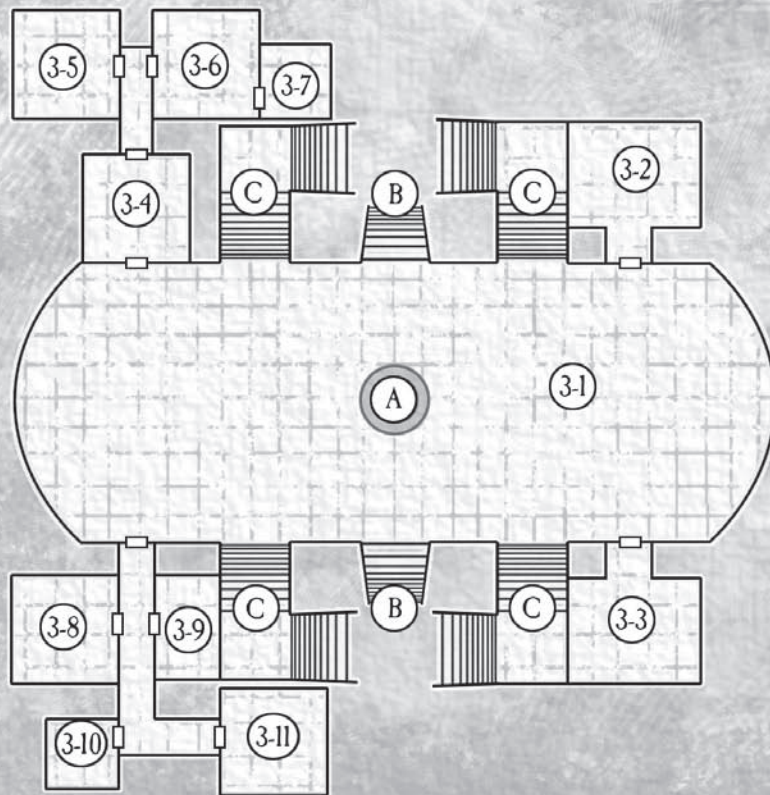
A mated pair of **ettins** guards the room. The ettins agreed to work with the gnolls in exchange for food. The gnolls got the raw end of the deal, as they didn’t realize how much the four heads consume. The ettins are unhappy with the meals and grumble constantly but they do enjoy Seraph’s cool and protective environment.

ETTIN (2) **CR 6**
XP 2,400
hp 80 (x2) (*Pathfinder Roleplaying Game Bestiary*, “Ettin”)

Area 3-2: The Ettin’s Lair

Waste and other refuse cover the floor. A table and two chairs sit in the room’s center. On the table, a decaying hyena sits on a +2 *large steel shield* used as a plate. The shield is foul and tarnished, but if cleaned it displays a bronze sun on a blue background, the herald of Arden. A huge dilapidated chest sits under a pile of old furs

Seraph Level 3



and skins. The lid does not have hinges, but the chest is locked (DC 15 Disable Device). Anyone looking at the chest (DC 10 Perception check) notices that the hinges are missing and that chest can be opened without unlocking it. The chest holds the ettins' valuables: a dire goat skull, a harpsichord, 6 cold iron throwing stars, a huge wooden mallet, a bag of 564 sp, 34 gp and 4 pp, a silver masterwork halberd, a bag of corncobs, 50 feet of hemp rope, a dead vulture puppet, and 4 jars of *restorative ointment*.

Area 3-3: Gnoll Youth Gone Wild (CR 6)

This room houses **25 gnoll youth**. The place is a shambles of broken furniture and rubbish. Two small barricades of furniture sit along opposite walls. The gnoll youth form into teams behind the makeshift forts to launch javelins at one another. The gnolls have 8 javelins apiece and happily turn on intruders before fleeing.

GNOLL YOUTH (25)

(*Pathfinder Roleplaying Game Bestiary* "Gnoll")

XP 200

CE Small humanoid (gnoll)

Init +0; **Senses** darkvision 60 ft.; **Perception** +2

AC 18, touch 13, flat-footed 16 (+4 armor, +2 Dex, +1 size, +1 shield)

hp 7 each (2d8-2)

Fort +3, **Ref** +2, **Will** +0

Speed 30 ft.

Melee spear +1 (1d6/×3)

CR 1/2

Ranged spear +1 (1d6/×3)

Str 11, **Dex** 14, **Con** 9, **Int** 8, **Wis** 11, **Cha** 8

Base Atk +1; **CMB** +1; **CMD** 11

Feats Power Attack

Skills Perception +2

Languages Gnoll

Combat Gear small hide armor, small spear, small wooden shield, crude elf and gnoll action figures, baboon jerky

Area 3-4: Flind Guards (CR 6)

The room is much cleaner than the common gnoll chambers. Stationed here are **4 flind guards** and **Tungurictis**, the turnkey who watches over the slaves (Areas 3-5 and 3-6). Tungurictis and his posse suffer from mange. Large patches of missing fur reveal cracked and peeling skin. The heavy wooden door is barred from the inside. The flinds do not open the door if a warning horn sounds. The keys hang from a rib bone jammed into a seam in the wall.

BARRED WOODEN DOOR: 2 in. thick; Hardness 5; hp 20; Break (DC 25).

The flinds often play knucklebones at the table. Five cots line the walls. Bags under each hold their goodies. Each holds 2d20 sp, 2d20 gp, and 4 gold nuggets (20 gp each).

FLINDS (4)

The Tome of Horrors by Necromancer Games, Page 138.

XP 600

LE Medium humanoid (gnoll)

Init +0; **Senses** darkvision 60 ft.; **Perception** +4

CR 2

ADVENTURE BACKGROUND

AC 18, touch 11, flat-footed 17 (+4 armor, +1 Dex, +1 natural, +2 shield)
hp 28, 21 (x2), 15 (4d8+8)
Fort +6, **Ref** +2, **Will** +1

Speed 30 ft.
Melee flindbar +7 (1d6+3/×3)
Ranged spear +4 (1d8+3/×3)

Str 17, **Dex** 13, **Con** 14, **Int** 11, **Wis** 11, **Cha** 10
Base Atk +3; **CMB** +6; **CMD** 17
Feats Power Attack, Weapon Focus (flindbar)
Skills Perception +4, Survival +4
Languages Gnoll
Combat Gear flindbar, scalemail, large steel shield **Other Gear** 2d10 gp

TUNGURICTIS, THE TURNKEY (FLIND) **CR 5**
The Tome of Horrors by **Necromancer Games**, Page 138.
XP 1,600
LE Male medium humanoid flind fighter 4
Init +0; **Senses** darkvision 60 ft.; **Perception** +4

AC 23, touch 12, flat-footed 21 (+7 armor, +1 Dex, +1 Dodge, +1 natural, +3 shield)
hp 88 (4d8+16 plus 4d10+16)
Fort +12, **Ref** +3, **Will** +2
Defensive Abilities bravery +1

Speed 20 ft.
Melee mwk flindbar +15/+10 (1d6+8/×3)
Ranged spear +8 (1d8+6/×3)

Str 22, **Dex** 12, **Con** 19, **Int** 10, **Wis** 11, **Cha** 7
Base Atk +7; **CMB** +13; **CMD** 24
Feats Dodge, Power Attack, Vital Strike, Shield Focus, Weapon Focus (flindbar), Weapon Specialization (flindbar)
Skills Climb +8, Handle Animal +5, Perception +4, Survival +7
Languages Gnoll
SQ armor training
Combat Gear mwk flindbar, banded mail, large steel shield **Other Gear** 2d10 gp

Area 3-5: East Slave Pen (CR 3)

This windowless cell door opens into a room containing 37 goblin slaves. The goblins attempt to overrun any non-gnoll/flind opening the door in their desperate bid to escape. They have no treasure.

GOBLIN SLAVES (37) **CR 1/3**
XP 135
hp 3 each (*Pathfinder Roleplaying Game Bestiary*, “goblin”)

Area 3-6: Slave Pen, West (CR 6)

The windowless heavy wooden cell door holds more-powerful slaves. A large iron bar adds extra strength to the door. Crammed in the chamber are 4 ogres and 10 goblins. They are weaponless, but extremely hostile toward any non-gnoll opening the door. Each slave has a manacled iron ball attached to one ankle that allows half movements only. During combat, the ogres grab the goblins and use their bodies and manacled legs as crude morningstars (−4 penalty to melee attacks, 1d6+7 damage). The remaining goblin slaves use their manacle chains to trip opponents (−4 melee penalty).

BARRED WOODEN DOOR: 2 in. thick; Hardness 5; 20 hp; Break (DC 30)

GOBLIN SLAVES (37) **CR 1/3**
XP 135
hp 3 each (*Pathfinder Roleplaying Game Bestiary*, “Goblin”)

OGRE SLAVES (4) **CR 3**
XP 800
hp 26, 22, 19, 16 (*Pathfinder Roleplaying Game Bestiary*, “Ogre”)

Area 3-7: Special Slave Pen

This locked iron door is behind the ogre pen for extra security. More intelligent and rebellious slaves are kept here to torture. The room contains 3 humans, a dwarf and an orc.

LOCKED IRON DOOR: 2 in. thick; Hardness 10; hp 60; Break (DC 28); Disable Device (DC 28).

The humans are desert nomads (N human male Com1) who were captured when their caravan was attacked. They gladly thank PCs if freed and try to escape to reunite with their nomadic brethren.

The orc is **Tungul Oxbeef**, a chieftain. His tribe was slain and devoured by the gnolls. He assists PCs, but requires a fair share of bloody revenge and treasure.

The dwarf goes by the name **Koeval of Shale Mountain**. He is actually a scout from the Nether Sepulcher temple sent by Akruel to investigate Seraph's status. Unfortunately, Koeval fell into a dry well and broke his leg. He was in the well a day before the gnolls found him. His leg is still broken, and he is in a lot of pain. A healing spell that restores at least 10 hit points mends the bone.

During his capture, Koeval managed to hide his *amulet of protection from location and detection*. He gladly helps PCs in hopes of completing his reconnaissance. He does not make a move against the PCs, and stays out of combat. He intentionally fumbles his thief skills to hide his abilities. If able, he reports to Akruel any information regarding the PCs and their quest to restore the *Scepter of Faiths*.

TUNGUL OXBEEF **CR 4**
XP 1,200
Male orc fighter 5
LE Medium humanoid (orc)
Init +2; **Senses** darkvision 60 ft., low-light vision; **Perception** +0

AC 12, touch 12, flat-footed 10 (+2 Dex)
hp 52 (5d10+15)
Fort +7, **Ref** +3, **Will** -1
Defensive Abilities bravery +1, ferocity
Weaknesses light sensitivity

Spd 30 ft.
Melee fist +10 (1d3+5)

Str 20, **Dex** 15, **Con** 16, **Int** 10, **Wis** 7, **Cha** 9
Base Atk +5; **CMB** +10; **CMD** 22
Feats Cleave, Great Cleave, Power Attack, Vital Strike, Weapon Focus (battleaxe), Weapon Specialization (battleaxe)
Skills Intimidate +4, Survival +6
Languages Common, orc
SQ armor training 1, weapon training (axes 1)

KOEVAL OF SHALE MOUNTAIN **CR 9**
XP 6,400
Male dwarf ranger 2/rogue 8
NE Medium humanoid (dwarf)
Init +2 (+4 underground); **Senses** darkvision 60ft.; **Perception** +4 (+6 underground, +8 vs. elves underground)

AC 15, touch 15, flat-footed 10 (+4 Dex, +1 Dodge)

ADVENTURE BACKGROUND

hp 90 (2d10 +4 plus 8d8 +16)

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

Defensive Abilities darkvision 60ft., dodge +4 vs. giants, evasion, improve uncanny dodge, track, trap sense +2, wild empathy +1, +2 saves vs. poisons, spells, spell-like abilities

Spd 20 ft.

Melee fist +11 (1d3+3, +5 vs. dwarves)

Special Attacks (humanoid [dwarves] +2), +1 attack vs. orcs & goblins, sneak attack (+4d6 damage)

Str 17, **Dex** 18, **Con** 14, **Int** 11, **Wis** 14, **Cha** 9

Base Atk +8; **CMB** +11; **CMD** 25 (29 vs. bull rush & trip)

Feats Dodge, Exotic Weapon (repeating light crossbow), Mobility, Precise Shot, Point Blank Shot, Rapid Reload, Shot on the Run, Weapon Focus (crossbow),

Skills Acrobatics+15, Appraise +2, Bluff +7 (+9 vs. dwarves), Climb +16, Disable Device +15, Disguise +7, Escape Artist +11, Heal +7, Knowledge (dungeoneering) +5, Knowledge (dwarves) +2, Perception +15 (+17 vs. dwarves and stonework), Sense Motive +9 (+11 vs. dwarves), Sleight of Hand +11, Stealth +17, Survival +7 (+9 vs. dwarves)

Languages Common, Dwarf

SQ rogue talents (bleed attack, combat trick, surprise attack, weapon training), trapfinding

Other Gear amulet of proof against detection and location

Area 3-8: Hyena Den (CR 8)

The door to this pen is locked, and the packmaster holds the key. The overcrowded room houses **12 hyenas** awaiting additional training. They already know basic commands such as “attack.” If warned, the packmaster releases the animals to attack intruders.

HYENA (12)

CR 1

XP 400

hp 18 each (*Pathfinder Roleplaying Game Bestiary*, “Hyena”)

Area 3-9: Packmaster’s Chamber (CR 7)

The **packmaster** and her **2 flind mates** live in this room. The room reeks of musk. Whips, long spears and nets hang from the walls, and a grass nest serves as bedding. Bones lie scattered across the floor and a quarter of a wildebeest hangs from the chandelier chain. A huge knife sticks in the wildebeest’s flank.

If on alert, the flinds release their hyenas (Area 3-8), then mount hyaenodons (Area 3-11) and ride into combat.

The packmaster’s treasure lies buried in a grass mat (DC 10 Perception check). She has collected 346 sp, 97 gp and labeled potion bottles of *jumping*, *spider climb* and a vial containing *oil of sharpness*. A bottle labeled *heroism* actually contains hyena musk; the packmaster drank the potion long ago.

FLINDS (2)

CR 2

XP 600

hp 31, 21 (*The Tome of Horrors* by **Necromancer Games**, Page 138). See Area 3-4.

PACKMASTER

CR 7

Female flind ranger 6

LE Medium humanoid (flind)

Init +0; **Senses** darkvision 60 ft.; **Perception** +4

AC 19, touch 13, flat-footed 16 (+4 armor, +3 Dex, +1 natural, +1 shield)

hp 93 (4d8+8 plus 6d10+12)

Fort +13, **Ref** +10, **Will** +3

Spd. 30 ft.

Melee flindbar +11/+11/+6/+6 (1d6+3/19-20 ×3) or lance +12/+6 (1d8+3/×3)

Special Attacks favored enemy (humanoid [human] +4, humanoid [elf] +2)

Spells Prepared (CL 2nd):

1st—*jump*, *longstrider*

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

Base Atk +9; **CMB** +13; **CMD** 19

Feats Double Slice, Endurance^B, Improved Critical (flindbar), Improved Two-Weapon Fighting^B, Power Attack, Two-Weapon Defense, Two-Weapon Fighting^B, Weapon Focus (flindbar)

Skills Bluff +0 (+4 vs. humans, +2 elves), Handle Animal +9, Knowledge (nature) +9, Perception +13 (+17 vs. humans, +15 vs. elves), Ride +12, Sense Motive +0 (+4 vs. humans, +2 elves), Stealth +12, Survival +13 (+16 tracking, +20 vs. humans, +18 vs. elves)

Languages Gnoll

SQ combat style (two-weapon combat), favored terrain (desert +2), hunter’s bond (companions), wild empathy +6

Combat Gear mwk flindbar (x2), lance, +1 *studded leather armor*, *potions of cure serious wounds* and *blur*; **Other Gear** 2d10 gp

Area 3-10: Quarantine (CR 2)

In this room are **2 rabid hyenas**. The animals attack anyone entering the pen.

HYENA (2)

CR 1

XP 400

hp 13, 11 (*Pathfinder Roleplaying Game Bestiary*, “Hyena”)

RABIES

Type disease, injury; **Save** Fortitude DC 14

Onset 2d6 weeks; **Frequency** 1/day

Effect 1 Con damage plus 1d3 Wis damage (minimum reduction to 1 Wis); **Cure** 2 consecutive saves

Area 3-11: Hyaenodon Pen (CR 8)

These **4 hyaenodons** are highly trained and loyal to the packmaster. The largest hyaenodon is the dominant female and the packmaster’s mount.

HYAENODON (4)

CR 4

The Tome of Horrors II by **Necromancer Games**, Page 182.

XP 1,200

N Large animal

Init +2; **Senses** low-light vision, scent; **Perception** +5

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

hp 55 each (5d8+20)

Fort +8, **Ref** +6, **Will** +5

Speed 50 ft.

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

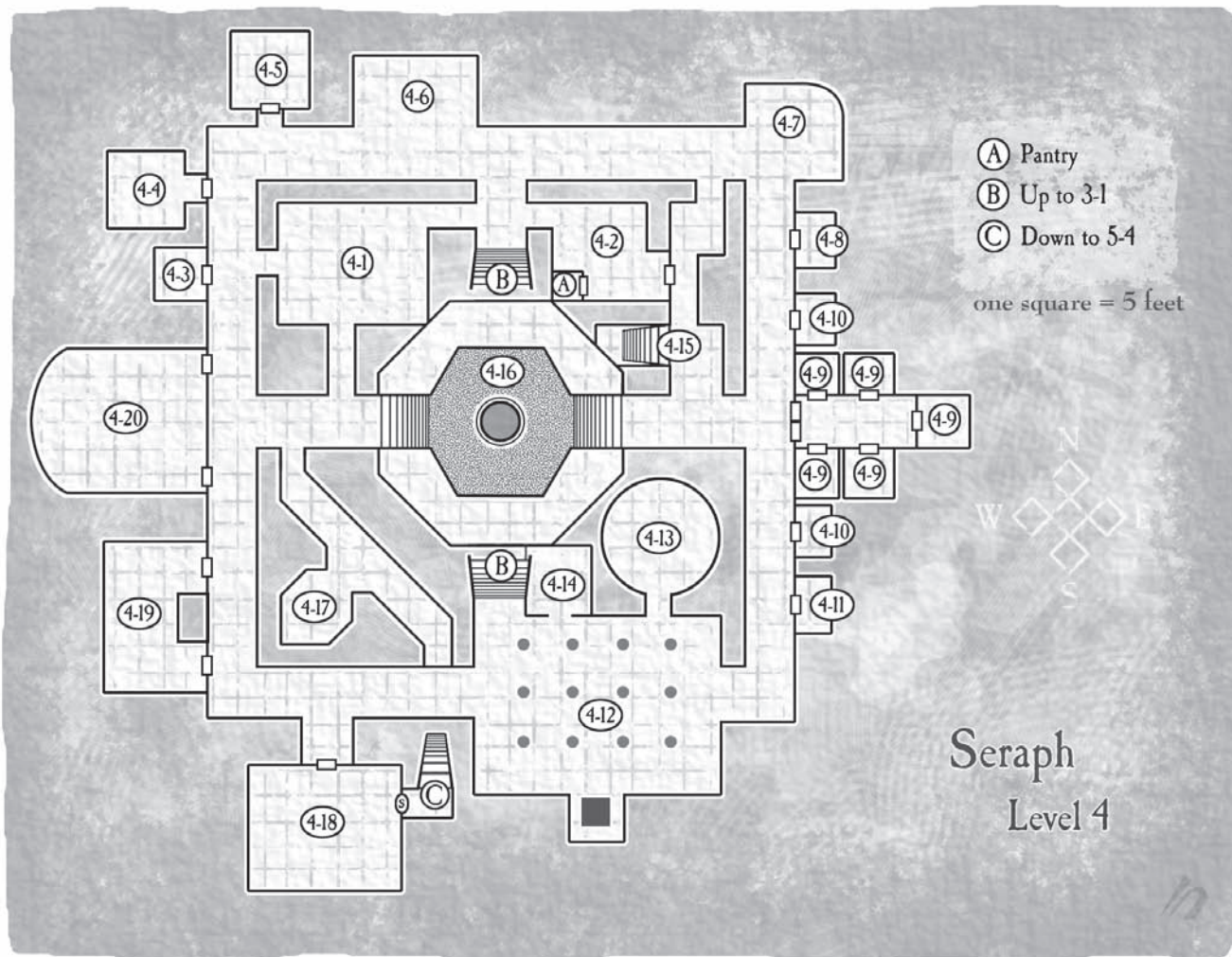
Space 10 ft.; **Reach** 5 ft.

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

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

Feats Alertness, Run, Weapon Focus (bite)

Skills Perception +8, Stealth +2 (+6 in undergrowth), Survival +6 (+10 scent tracking)



Seraph, Level 4

Flinds and gnoll leaders dominate this level.

Area 4-1: The Feast Hall (CR 6)

This room is a feast hall and brewery. Shabby tables sit haphazardly, their benches toppled nearby. Utensils and wooden plates covered in leftover food sit on the tables. A crude still sits the western corner, belching vapors and smelling strongly of yeast. Scraping the plates are **4 human slaves** (N human Com1). Sipping tankards of ale from carved tankards as they relax are **6 flind guards**.

The slaves are nomads captured during recent raids. They are hungry and scared, and avoid combat. They thank PCs profusely if rescued, then try to make their way out of the pyramid.

FLINDS (6)

CR 2

XP 600

hp 37, 32, 20 (x3), 18 (*The Tome of Horrors* by **Necromancer Games**, Page 138). See Area 3-4.

Area 4-2: The Kitchen (CR 4)

Putrid meat hangs from hooks driven into the ceiling of this sloppy kitchen. A fire pit warms a boiling cauldron of stew. Foods prepared here are simple and consist mainly of stews and cooked slabs of meat. The gnolls get the stew, while the meat goes to the flinds. Tending the stew are **2 human slaves** (N human Com1). The cook, a grossly overweight **flind** with lard matted into his hair, hacks at a slab of rotting zebra ribs. He investigates any sound of fighting coming from the feast hall.

An attached pantry (A) holds a jumble of cooking equipment and

mundane spices. Aside from 13 large kitchen knives and a large cleaver, there is little else of interest.

COOK (FLIND)

CR 5

The Tome of Horrors by **Necromancer Games**, Page 138.

XP 1,600

LE Male medium humanoid flind fighter 4

Init -3; **Senses** darkvision 60 ft.; **Perception** +4

AC 11, touch 7, flat-footed 11 (+3 armor, -3 Dex, +1 natural)

hp 100 (4d8+16 plus 4d10+16)

Fort +12, **Ref** -1, **Will** +2

Defensive Abilities bravery +1

Speed 20 ft.

Melee +2 *great axe* +16/+10 (1d12+11/x3)

Str 22, **Dex** 5, **Con** 19, **Int** 9, **Wis** 11, **Cha** 4

Base Atk +7; **CMB** +13; **CMD** 20

Feats Combat Reflexes, Power Attack, Vital Strike, Vital Strike, Weapon Focus (greataxe), Weapon Specialization (greataxe)

Skills Profession (cook) +8, Perception +4, Survival +4

Languages Gnoll

SQ armor training

Combat Gear +2 *greataxe*, studded leather armor, *potion of bear's endurance*, and *rage* **Other Gear** 2d10 gp

Area 4-3: Cook's Chambers

The cook's private chambers contain his personal food stock and ale of significantly higher quality than he serves the other gnolls. A wide bed lumped with greasy skins and linens sits in the corner.

ADVENTURE BACKGROUND

Goat hocks and dried meats hang from ceiling hooks. Small kegs of poor quality ale and mead sit along the back wall. A stout chest sits between the barrels.

The cook (Area 4-2) is well fed for his efforts. Besides the better-quality food, he stores his valuables here. The chest contains 1,687 sp, 675 gp, 78 pp, 6 sapphires (50 gp each), a silvered and jeweled dagger (350 gp), a masterwork battle axe, +1 *dwarven warhammer* (used to tenderize meat), a *potion of reduce person*, a *potion of silence*, 3 *potions of poison* (arsenic, oil of taggit and striped toadstool), and 3 vials of acid. The cook uses the poisons to control his subordinates; he threatens to put them in their meals.

A locked pantry contains hanging meats, barrels of grain and dried roots. Shelves hold blocks of salt and bottles of vinegar, wine and spices. One box holds 24 pheasant eggs, four of which are unfertilized cockatrice eggs.

LOCKED WOODEN DOOR: 2 in. thick; Hardness 5; hp 20 hp; Break DC 23; Disable Device DC 25.

Area 4-4: Storage

The locked door opens onto a storeroom filled with hanging meats.

LOCKED WOODEN DOOR: 2 in. thick; Hardness 5; hp 20; Break DC 25, Disable Device DC 15.

Area 4-5: Storage

The locked room contains barrels of cheap ale.

LOCKED WOODEN DOOR: 2 in. thick; Hardness 5; hp 20; Break DC 25, Disable Device DC 15.

Area 4-6: Training Area

Five sun-dried, battered corpses of captured nomads are lashed to bloody wooden stands and used as battled dummies. The preserved bodies resemble leathery mannequins.

Area 4-7: Leucrotta's Abode (CR 8)

In this room are 6 **leucrotta** that have an uneasy but lasting pact with the gnoll queen for shelter if they help defend Seraph. The leucrottas' surefootedness makes them especially dangerous on Seraph's exterior steps and sides.

The leucrotta hide their treasure in heaps of shed hair and decaying flesh. They have collected 3 *potions of haste*, a *potion of heroism*, 2 *potions of beast shape*, a *potion of jumping* and 3 *potions of spider climbing*. One leucrotta wears a *belt of dwarvenkind* as a collar to add hit points and grant itself darkvision 60 ft. plus save bonuses.

LEUCROTTA (6)

Pathfinder Roleplaying Game Bestiary 2, "leucrotta"

XP 1,600

CE large magical beast

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

Perception +2

AC 18, touch 10, flat-footed 17 (+1 Dex, +8 natural, -1 size)

hp 66, 60, 55, 51, 48, 40 (6d10+24)

Fort +9, **Ref** +6, **Will** +4

Immune disease, poison

Speed Spd 60 ft., Climb 30 ft.

Melee bite +10 (2d6+7/19-20) and 2 hooves +5 (1d6+2)

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

Special Attacks lure, powerful bite

Str 21, **Dex** 12, **Con** 18, **Int** 11, **Wis** 14, **Cha** 17

Base Atk +6; **CMB** +12; **CMD** 23 (27 vs. trip)

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

Skills Bluff +12, Climb +13, Stealth +9

Languages Common

SQ sound mimicry (voices)

Lure (Su) At any point that a leucrotta's targets are unaware of it (of example, if the leucrotta is hiding or concealed in darkness), the leucrotta can call out to the targets, who must be in line of sight and within 60feet. When the leucrotta calls out, the targets must make a DC 16 Will save or fall under the effects of a *suggestion* to approach the sound of the leucrotta's voice. The effect functions identically to a *mass suggestion* spell with a caster level equal of the leucrotta's Hit Dice. A creature that saves cannot be affected again by the same leucrotta's lure for 24 hours. The lure is a language-dependent effect, and if the leucrotta uses the victim's name during the lure, the victim takes a -4 penalty on its saving throw. This is a sonic mind-affecting charm effect. The save DC is Charisma-based.

Powerful Bite (Ex) A leucrotta's bite attack always applies 1-1/2 times its Strength modifier on damage rolls and threatens a critical hit on a roll of 19-20. When a leucrotta bites an object, its bite treats the object as having a hardness of 5 less than the object's actual hardness rating.

Area 4-8: Kruuk, Flind Sub-Chieftain (CR 8)

This wooden door is always locked. **Kruuk**, the flinds' sub-chieftain, is rarely found in his quarters (10% chance). He makes rounds within Seraph to ensure his guards are at their posts and sober. The room contains a wooden bed and footlocker. The unlocked footlocker contains a pair of bone dice, a silver holy symbol of Arden (25 gp), a scorpion in a glass hemisphere, a book of illustrated poetry (Kruuk likes the pictures), a dwarf-sized metal skull on a three-foot chain, an out-of-tune mandolin, a *potion of sleep*, a raggedy stuffed hyena pup (his childhood friend) and a bag containing 412 sp, 298 gp and 13 gems (25 gp each).

Among Kruuk's prized possessions is a bronze nozzle to a bellows he uses as a codpiece. The "family heirloom" is the *Breath of Dargath* that was stolen from Anvil Plunge's Homage to Air temple during a gnoll invasion of the dwarven city. The nozzle functions as a *bottle of air*. The dwarves would greatly appreciate anyone returning the minor relic. It's up to PCs whether they tell the dwarves how the gnoll was using it. (See *Splinters of Faith 2: Burning Desires* for more about Anvil Plunge and the missing relic.)

LOCKED WOODEN DOOR: 2 in. thick; Hardness 5; hp 20; Break (DC 25), Disable Device (DC 15).

KRUUK, FLIND SUB-CHIEFTAIN

CR 8

The Tome of Horrors by Necromancer Games, Page 138.

XP 4,800

LE Male medium humanoid flind fighter 7

Init +0; **Senses** darkvision 60 ft.; **Perception** +5

AC 25, touch 14, flat-footed 10 (+7 armor, +3 Dex, +1 Dodge, +1 natural, +3 shield)

hp 115 (4d8+12 plus 7d10+21)

Fort +5, **Ref** +2, **Will** +2

Defensive Abilities bravery +2

Speed 20 ft.

Melee +2 *shocking flindbar* +18/+13 (1d6+9 plus 1d6 shock/19-20×3)

Ranged spear +13 (1d8+5/×3)

Str 20, **Dex** 17, **Con** 16, **Int** 14, **Wis** 12, **Cha** 10

Base Atk +10; **CMB** +15; **CMD** 28

ADVENTURE BACKGROUND

Feats Critical Focus, Dazzling Display, Dodge, Improved Critical, Power Attack, Vital Strike, Shield Focus, Weapon Focus (flindbar), Weapon Specialization (flindbar)

Skills Climb +14, Handle Animal +10, Intimidate +10, Perception +5, Survival +15

Languages Gnoll

SQ armor training 2

Combat Gear +2 *shocking flind bar*, +1 *breastplate*, large steel shield, spear; **Other Gear** bronze nozzle, master keys to all doors to Level 3 and above, 8d10 gp

Personality Kruuk outlived many of his tribesmen thanks to his combat skills. Kruuk is the former chief who lost a challenge fight with Crocuta years ago. Kruuk is wise enough to barter with strong PCs to dethrone his rival. His loyalty to Amdari dissolved when she chose Crocuta as the gnolls' chieftain.

Area 4-9: Flind Barracks (CR 5)

These barracks hold five wooden beds and footlockers. Inside each room are **5 flinds**. The flinds react to nearby combat. Each footlocker holds personal items and 5d10 sp, 3d12 gp and 3d4 pp.

One of the barracks has **4 flinds** awaiting the return of a companion for a surprise party in recognition of a recent elf kill. They sit in the dark room with crude instruments (Hide +10), and yell when the door is opened. Their weapons sit near the beds. A raw meat pie with candles sits on a table.

FLINDS (5)

CR 2

XP 600

hp 23 each (*The Tome of Horrors* by Necromancer Games, Page 138). See Area 3-4.

Area 4-10: Slave Quarters

This room holds **slaves** (human Com1) who work in the kitchen and clean up after the gnolls. These slaves are stronger and better fed than the others. If armed, they help fight the gnolls as best they can, although they won't foolishly charge a room of the creatures.

Area 4-11: Choice Slaves

This room contains a man and two women (human Com1) destined to be meals for Crocuta and Amdari. These captured nomads are well fed and bathe frequently, but otherwise never leave this chamber and know nothing of their fate.

Area 4-12: The Goddess's Chamber

This chamber once hosted parties and welcomed visitors to Seraph. Murals on the walls are chipped and scratched, and decorative pillars are gouged. A wooden throne sits in an alcove. Leather straps lace the throne together with bones and skins of various humanoids. The blood of countless creatures stains the stone-block floors. A kettledrum and several large horns sit in a corner.

Amdari uses the chamber as her throne room. From here, she creates bizarre rituals for the gnolls to perform in her honor. The chamber doubles as a command center if warning horns sound throughout Seraph. If Amdari is present, she is accompanied by **2d6 gnolls** and **2d4 flinds**. (See Area 4-18 for more on Amdari.)

Area 4-13: Dung Heap

This chamber is a latrine. The reek of mounds of offal makes PCs' eyes water and sting. Slaves occasionally carry refuse into the desert in buckets. Nothing of value can be found in the disgusting heaps.

Area 4-14: Crocuta's Den (CR 9)

The flind chieftain **Crocuta** resides in this wrecked chamber. Furniture lies in shambles, and the broken bed is little more than a

heap of furs. The room smells strongly of animals and blood. Crocuta is a flind/werehyena who rules the tribe with cruelty and intimidation. He does not infect others within the tribe with lycanthropy for fear that they might try to usurp his power and status. At one time, he attempted to overthrow Amdari, but her intellect allowed her to outthink the raging werehyena. Amdari spared the chieftain, realizing that his uniqueness made him a powerful ally. Still, their partnership is tenuous.

Crocuta does not aid Amdari in combat in the hopes that a strong party will slay the lamia.

CROCUTA (FLIND FORM)

CR 8

Pathfinder Role-playing Game Bestiary "Lycanthrope"

XP 4,800

Male flind infected werehyena barbarian 6

LE Medium humanoid (flind, shapechanger)

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

AC 20 (18 with rage), touch 13, flat-footed 17 (+4 armor, +2 Dex, +1 Dodge, +1 natural, +2 shield)

hp 111, 131 with rage (4d8+8 plus 6d12+12)

Fort +11 (+13 with rage), **Ref** +5, **Will** +1, (+3 vs. spells with rage)

Defensive Abilities improved uncanny dodge, trap sense +2, +3 saves vs. spell with rage

Speed 50 ft. (55ft. with rage)

Melee flindbar +15/+10 (1d6+4/×3) or flindbar +17/+12 (1d6+6/×3) with rage

Special Attacks rage 16 rounds/day

Str 18 (22 with rage), **Dex** 15, **Con** 14 (18 with rage), **Int** 10, **Wis** 6, **Cha** 10

Base Atk +9; **CMB** +13, +15 with rage; **CMD** 25 (27 with rage)

Feats Dodge, Mobility, Power Attack, Spring Attack, Weapon Focus (flindbar)

Skills Acrobatics +8 (+13 jump), Intimidate +9, Perception +11, Survival +11

Languages Gnoll

SQ change shape (flind, hybrid and hyena), lycanthropic empathy (hyenas and hyaenodons), rage powers (guarded stance, superstition, swift foot)

Combat Gear mwk flind bar, hide armor, heavy steel shield;

Other Gear boots of striding and springing, potion of cure critical wounds, 2d10 gp

CROCUTA (Hybrid FORM) CR 8

Pathfinder Role-playing Game Bestiary, "Lycanthrope"

XP 4,800

Male flind infected werehyena barbarian 6

LE Medium humanoid (flind, shapechanger)

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

Perception +11

AC 22 (20 with rage), touch 13, flat-footed 19 (+4 armor, +2 Dex, +1 Dodge, +3 natural, +2 shield)

hp 131, 151 with rage (4d8+12 plus 6d12+24)

Fort +13 (+15 with rage), **Ref** +5, **Will** +1, (+3 vs. spells with rage)

Defensive Abilities DR 5/silver, improved uncanny dodge, trap sense +2, +3 saves vs. spell with rage

Speed 50 ft. (55ft. with rage)

Melee flindbar +16/+11 (1d6+5/×3) and bite +14 (1d6+5 plus curse of lycanthropy + trip) or flindbar +18/+13 (1d6+7/×3) and bite +16 (1d6+7 plus curse of lycanthropy + trip) with rage

Special Attacks curse of lycanthropy (Fort DC 15 negates), rage 16 rounds/day, trip

Str 20, 24 with rage, **Dex** 15, **Con** 16, 20 with rage, **Int** 10, **Wis** 6, **Cha** 10

ADVENTURE BACKGROUND

Base Atk +9; **CMB** +14, +16 with rage; **CMD** 26 (28 with rage)
Feats Dodge, Mobility, Power Attack, Spring Attack, Weapon Focus (flindbar)
Skills Acrobatics +8 (+13 jump), Intimidate +9, Perception +11, Survival +11
Languages Gnoll
SQ change shape (flind, hybrid and hyena), lycanthropic empathy (hyenas and hyaenodons), rage powers (guarded stance, superstition, swift foot)
Combat Gear mwk flind bar, hide armor, heavy steel shield;
Other Gear boots of striding and springing, potion of cure critical wounds, 2d10 gp

CROCUTA (HYENA FORM)

CR 8

Pathfinder Role-playing Game Bestiary "Lycanthrope"

XP 4,800

Male flind infected werehyena barbarian 6

LE Medium humanoid (flind, shapechanger)

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

Perception +11

AC 16 (14 with rage), touch 13, flat-footed 13 (+2 Dex, +1 Dodge, +3 natural)

hp 131, 151 with rage (4d8+12 plus 6d12+24)

Fort +13 (+15 with rage), **Ref** +5, **Will** +1, (+3 vs. spells with rage)

Defensive Abilities DR 5/silver, improved uncanny dodge, trap sense +2, +3 saves vs. spell with rage

Speed 60 ft. (65ft. with rage)

Melee bite +14 (1d6+5 plus curse of lycanthropy + trip) or bite +16 (1d6+7 plus curse of lycanthropy + trip) with rage

Special Attacks curse of lycanthropy (Fort DC 15 negates), rage 16 rounds/day, trip

Str 20, 24 with rage, **Dex** 15, **Con** 16, 20 with rage, **Int** 10, **Wis** 6, **Cha** 10

Base Atk +9; **CMB** +14, +16 with rage; **CMD** 26, 28 with rage (30 vs. trip, 32 vs. trip with rage)

Feats Dodge, Mobility, Power Attack, Spring Attack, Weapon Focus (flindbar)

Skills Acrobatics +11, Intimidate +9, Perception +11, Survival +11

Languages Gnoll

SQ change shape (flind, hybrid and hyena), lycanthropic empathy (hyenas and hyaenodons), rage powers (guarded stance, superstition, swift foot)

Area 4-15: The stairs (CR 2)

Guarding this barricaded staircase are 2 **flinds**. They watch for intruders as well as disturbances from beyond the barrier. The barricade consists of broken furniture, boulders and other items. The blockage requires 5 hours to create a passage large enough for a medium-sized creature to pass. The stairs lead down to Area 5-1. A DC 16 Perception check reveals that the gnolls and flinds blocked this stairwell with debris to guard against whatever lairs on the level below.

FLINDS (2)

CR 2

XP 600

hp 32, 27 (*The Tome of Horrors* by Necromancer Games, Page 138). See Area 3-4.

Area 4-16: The Bath Gardens

Shallow stone planter boxes containing dark soil surround a cold pool of stagnant water. Luxuriant vegetation once surrounded this spa, but now only barren soil dotted with multicolored fungi remains. The water is foul and undrinkable. The small mushrooms are used to breed lard grubs. The grubs are harmless, but the gnolls and flinds

consider them a delicacy.

A mildew and slime-covered pillar stands in the center of the stagnant water. The pillar is the glass tube that extends throughout the levels of Seraph and supports the Morningtide Sphere. The tube is also the haunting area of the **kamarupa** in Area 6-2. The kamarupa can only use its frightful gaze or *nightmare* ability if the layers of mildew are scraped off the pillar. If the Morningtide Sphere is cleaned, the mildew dissolves within 24 hours on its own. The room then again fills with sunlight and the water heats up.

Area 4-17: The Reliquary

A relic of Arden once stood in this alcove. The relic has long since been destroyed, leaving behind nothing but a marble stand.

Area 4-18: Amdari's Chamber (CR 6)

This is **Amdari the lamia's** resting chamber. She is likely to be here if Seraph is not alerted to intruders. Elegant but worn furniture decorates her bedchamber. A dining table and three chairs covered in red velvet sit near the door. Fine silverware (75 gp) and four tarnished silver serving platters (25 gp each) filled with food sit upon the table. A wardrobe sits against the west wall, while a bookshelf lined with trinkets, treasures and oddities lines the east wall. A locked ornate chest of white oak and brass sits adjacent to the shelves. A bed piled with furs and silks sits against the south wall. Silver chains and manacles are piled at the foot of the bed.

The shelves hold souvenirs from Amdari's victories. Among the various trinkets are humanoid skulls, necklaces made of teeth, jars of eyeballs in preservative fluid, 2 longswords, 4 daggers, a greatsword, 3 sets of flindbars, masterwork chainmail, +3 *dwarven sized leather armor**, masterwork thieves picks*, mithral short sword*, +2 *dagger**, 7 bottles of fine wine (5gp each), *bracers of defenselessness*, 4 *potions of cure moderate wounds*, *potion of spider climbing*, and 3 *potions of bull's strength* (CL8).

The locked chest is valuable as an antique. If intact, the chest fetches 1,500 gp from a collector. Within the chest are 4 bolts of silk (50 gp), an albino zebra pelt (350 gp), and a silver ceremonial helm shaped like a turtle (50 gp).

CHEST: 1 in. thick; Hardness 5; hp 20; Break DC 20; Disable Device DC 30.

The wardrobe holds fine garments and robes (20 sets of fine clothing worth 15 gp each). All of the garments are feminine: scarves, silk wraps and furs.

If warned of intruders, Amdari disguises herself as a human female manacled to the bed. One manacle is broken and unlocked (DC 20 Perception check), although it appears sturdy. She pleads with rescuers to find a key hidden on the bookshelf before the nasty "hyena-thing" returns. She embraces her rescuers, using her Wisdom drain ability to "soften them up." She attempts to charm as many of the fighters as possible before initiating combat.

AMDARI (LAMIA)

CR 6

XP 2,400

hp 93 (*Pathfinder Roleplaying Game Bestiary*, "Lamia")

Area 4-19: The Torture Chamber (CR 10)

A rack, a brazier of burning coals, buckets of water and a chair with bloody, leather straps sit in this room. Wall pegs hold whips, ropes, thumbscrews, pokers and various blades, and three sets of manacles and chains hang from the ceiling. A barely clothed man hangs by his arms from a chain. Another man lies strapped to a corner table. A baboon sits contorted in a small cage.

ADVENTURE BACKGROUND

Gragrel, Seraph's torturer, enjoys the coveted position of head torturer and the prestige the post brings. The sadistic gnoll extracts information from nomad captives to allow the gnoll clan to better plan its raids.

Elwren Kitchel, a gnomish interpreter, is Gragrel's assistant.

Gragrel and Elwren use their whips to trip opponents and move in to sneak attack prone opponents. Elwren receives a -4 size penalty, so he targets weaker-looking opponents such as spell casters. After many years together, the pair has learned to fight as a team, often attacking the same opponent to the maximum of their abilities before moving on to another foe.

The 2 **nomads** on the torture devices are at the brink of death with very low wisdom scores. (N Com1 Wis 3). They know nothing about the gnolls' plans. The third victim is a common baboon. Gragrel loves hearing the animal scream in pain.

GRAGREL, THE TORTURER

CR 7

Pathfinder Roleplaying Game Bestiary, "Gnoll"

XP 3,200

Male gnoll rogue 7 CE Medium humanoid (gnoll)

Init +0; **Senses** darkvision 60 ft.; **Perception** +2

AC 17, touch 14, flat-footed 13 (+2 armor, +4 Dex, +1 natural)

hp 68 (2d8+2 plus 7d8+7)

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

Defensive Abilities evasion, trap sense +2, uncanny dodge

Speed 30 ft.

Melee +2 *whip of wounding* +13/+8 (1d3+5/×2 plus wounding) or +10/+5 *mwk morningstar* (1d8+3)

Reach 10ft. with whip

Special Attacks sneak attack +4d6 plus bleed

Str 16, **Dex** 18, **Con** 13, **Int** 13, **Wis** 12, **Cha** 12

Base Atk +6; **CMB** +9; **CMD** 23

Feats Combat Expertise, Exotic Weapon (whip), Greater Feint, Greater Trip, Improved Feint, Improved Trip, Weapon Finesse^B, Weapon Focus (whip)^B

Skills Acrobatics +14, Bluff +11, Diplomacy +11, Escape Artist +14, Intimidate +11, Perception +15, Sense Motive +11, Sleight of Hand +14, Stealth +14

Languages Common, Gnoll

SQ rogue talent (bleeding attack, finesse rogue, weapon training) trapfinding

Combat Gear +2 *whip of wounding*, *mwk morningstar*, leather armor **Other Gear** *potion of rage* (CL 5).

ELWREN KITCHEL

CR 8

XP 6,400

Male gnome rogue 9

CE Small humanoid (gnome)

Init +9; **Senses** low-light vision, **Perception** +16

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

Hp 72 (9d8+9)

Fort +4; **Ref** +11; **Will** +5

Defensive Abilities evasion, gnome traits, improved uncanny dodge, trap sense +3

Spd 20 ft.

Melee +2 *whip* +15/+10 (1d3+3 plus 1d6 electricity) or +13/+8 *mwk silver dagger* (1d4+1)

Special Attacks sneak attack +5d6

Spell-like Abilities (CL 9):

1/day — *dancing lights*, *ghost sound* (DC12), *prestidigitation*, *speak with animals*

Str 11, **Dex** 20, **Con** 13, **Int** 16, **Wis** 14, **Cha** 13

Base Atk +6; **CMB** +5; **CMD** 20

Feats Combat Expertise, Exotic Weapon (whip), Greater Trip, Improved Initiative^B, Improved Trip, Set Up, Weapon Finesse^B, Weapon Focus (whip)^B

Skills Acrobatics +16, Climb +11, Diplomacy +13, Disable Device +17, Disguise +13, Escape Artist +17, Linguistics +15, Perception +16, Profession (torturer) +3, Sense Motive +14, Sleight of Hand +17, Stealth +20

Languages Draconic, Dwarf, Common, Elves, Giant, Gnoll, Gnome, Goblin, Halfling, Orc, Sylvan, Undercommon

SQ rogue talent (bleed, combat trick, finesse rogue, weapon training), trapfinding

Combat Gear studded leather armor, *mwk silver dagger*, +2 *shocking burst whip* **Other Gear** *potion of barkskin* and *cat's grace* (CL 5), masterwork thieves' tools

Description Elwren Kitchel is the gnolls' interpreter and Gragrel's assistant. Elwren did not start off as evil, but long years as the torturer's personal slave have twisted his soul. Elwren enjoys his position and the tortures he inflicts. Even though he is technically a slave, Elwren enjoys unlimited freedom within Seraph. With *atonement* and weeks of priestly guidance, Elwren can revert to his original alignment (NG). Afterward, he will be wracked with guilt and seek a new life away from thievery to redeem his spirit.

Area 4-20: The Shaman (CR 7)

Bouda, a flind tribal shaman, her two assistants and her familiar live in this vaulted room. Although Bouda's influence has diminished since Amdari arrived, the shaman still is quite respected. She worships and leads a secretive faction dedicated to the demon lord of gnolls. The silver-haired shaman rarely ventures from her ancient library and does not get along with the flinds or gnolls because of their subservience to Amdari. She especially dislikes the torturer Gragrel and his toady assistant.

Mostly empty wooden and stone shelves dominate the room. Skulls, vials, bottles, bowls, and mortar and pestles line the shelves within easy reach of the hunched shaman. A collection of simple alchemical components fills the tables in the center of the room.

BOUDA (FLIND SHAMAN)

CR 10

The Tome of Horrors by Necromancer Games, Page 138.

XP 9,600

Female, flind druid 9

NE Medium humanoid (flind)

Init +2; **Senses** darkvision 60 ft.; **Perception** +21

AC 15, touch 12, flat-footed 13 (+2 armor, +2 Dex, +1 natural)

hp 89 (4d8+12 plus 9d8+27)

Fort +14, **Ref** +9, **Will** +14

Defensive Abilities resist nature's lure, venom immunity

Speed 30 ft.

Melee flindbar +10/+5 (1d6+1/×3) or staff +10/+5 (1d6+1)

Special Attacks spontaneous casting (summoning spells)

Spells Prepared (CL 9)

5th— *baleful polymorph* (DC 20), *insect plague*

4th— *flame strike* (DC 19), *freedom of movement*, *ice storm*

3rd— *dire rage**, *dominate animal* (DC 18), *greater magic fang*, *protection from energy*

2nd— *barkskin*, *bear's endurance*, *flame blade*, *heat metal* (DC 17), *summon swarm*

1st— *charm animals* (DC 16), *faerie fire*, *longstrider*, *magic fang*, *produce flame*, *shillelagh*

0 (at will) — *create water*, *flare*, *resistance*, *stabilize*

Str 12, **Dex** 14, **Con** 16, **Int** 15, **Wis** 20, **Cha** 16

Base Atk +9; **CMB** +10; **CMD** 22

Feats Augment Summoning, Combat Casting, Eschew Materials, Iron Will, Lightning Reflexes, Natural Spell, Shape Master*, Weapon Focus (flindbar)

Skills Fly +14, Handle Animal +15, Heal +17, Knowledge (nature)

+16, Perception +21, Survival +23

Languages Common, Gnoll

SQ nature bond, nature sense, trackless step, wild empathy +12, wild shape (3/day), woodland stride

Combat Gear flindbar, staff; **Other Gear** *wand of cure light wounds* (24 charges, CL 8), *headband of inspired wisdom* +2, *potions of barkskin*, *bull's strength*, *haste*, *owl's wisdom*, *neutralize poison* (CL 9)

* New feat (See sidebar).

CHACMA (BABOON COMPANION)

N Medium animal

Init +3; **Senses** low-light vision, scent; **Perception** +10

AC 21 (20*), touch 14, flat-footed 17 (+3 Dex, +1 Dodge, +7 natural)

hp 65 (89*) (8d8+8 hp)

Fort +7 (+10*), **Ref** +9 (+12*), **Will** +3 (+5*) [+7 (+9*) vs. enchantment]

Defensive Abilities evasion

Speed 40 ft. (70ft.*), climb 30 ft. (60ft.*)

Melee bite +12 (1d8+5) or bite +18/+18 (1d8+10*)

Str 20 (30*), **Dex** 17, **Con** 12 (18*), **Int** 2, **Wis** 12, **Cha** 4

Base Atk +6; **CMB** +11 (16*); **CMD** 24 (29*)

Feats Alertness, Dodge, Improved Natural Attack (bite), Weapon Focus (bite)

Skills Climb +13 (+18*), Perception +10, Sense Motive +3, Stealth +10; **Racial Modifiers** +8 Climb

SQ link, share spells, tricks (attack, defend, down, fetch, guard, heel, seek, stay, track, work)

*Statistics in parenthesis indicate bonuses due to *dire rage*, *haste* and *bull's strength*.

FLINDS (2)

XP 600

hp 27, 26 (*The Tome of Horrors* by **Necromancer Games**, Page 138). See Area 3-4.

CR 2

Seraph, Level 5: The Forbidden Temple of Set

After Arden's fall and the splintering of his priesthood, the forces of darkness overran Seraph. For centuries, Set's cult ruled the temple's depths until crusaders brought vengeance to the evildoers. After Set's forces were vanquished, various tomb robbers and adventurers looted the upper levels of any vestiges of the evil cult. But the lower levels proved more difficult to master, and the malevolence crafted by Set's minions remains. The gnolls, including Amdari and Crocuta, fear the denizens and traps located one level beneath them and do not venture to this level.

An unnatural and powerful aura of *darkness* also blankets this level. The light radiuses of normal, magical and supernatural light sources are halved. The *darkness* cannot be *dispelled* or overcome, even *true seeing* or *daylight* sight cannot penetrate the depths. Spells with the light descriptor are halved for duration, area and damage. Spells with the light descriptor are also cast with a -4 penalty to DC. This effect remains until the Morningtide Sphere is cleansed and the level's pillar (Area 5-1) is cleared of the **fleshewn** covering it.

Brass lanterns with four blood-red panes light the level. The lanterns hang from the ceiling every 30 feet and are illuminated from within by continual flames, although the light only illuminates 10 feet around each light source. The red shadowy light fosters a sense of foreboding and ever-present evil.

The walls, floors and ceilings are painted with thick, black paint unless otherwise noted, adding to the oppressive feeling.

Area 5-1: The Chamber of Eyes (CR 9)

Lying at the base of the stairs are the desiccated and skeletal remains of several gnolls. A few of the skeletons look like they were trying to claw their way back to the stairs before they died. A stone overhang presents PCs from seeing into the room below until they are standing on the bottom step. Leaving the safety of the stairs opens PCs up to attacks from the room's sole denizen. The gnolls found this out the hard way.

A blackened pillar sits in the center of the room. Scattered across the stone floor are hundreds of shattered bone fragments. The air is stagnant and thick with dust. Sinewy, brown flesh coats the walls and the central pillar. Thousands of unblinking eyes move on the pulpy walls as the flesh writhes with twisting muscle. The eyes follow intruders with an unnerving stare; a few even extend on tentacle-like stalks. A mouth filled with serrated teeth opens and closes in endless hunger near the southwestern corner.

Set's disciples created a **fleshewn wall of eyes** in this chamber. Only a 10-foot section of the wall diagonally opposite the stairs is the actual fleshewn. The other three walls and the central glass pillar are merely coated with flesh similar to the fleshewn's body. Only damage done to the 10-foot section of the wall actually harms the creature. It may take PCs a while to learn this, however, as the creature over the years has exuded tendrils that let it control the extra flesh and eyes scattered throughout the room.

The majority of eyes are harmless, derived from humanoid and animal corpses, but those clustered around the 10-foot-patch of the creature's body can employ spell-like abilities. The positioning of the eyes allows the fleshewn to use each of its ray attacks once per round. The wall has the following rays remaining: *inflict serious wounds*, *telekinesis*, *fear*, *slow*, *sleep* and *finger of death*.

The fleshewn wall of eyes casts spells as a 13th-level caster, with a range of 150 feet and a DC 15 save. Saves are Charisma-based. PCs may take cover behind the pillar in the center of the room to hide from the rays, but only two Medium creatures may benefit from the protection. PCs on the stairs are out of sight of the dangerous eyes, but also can't see to attack the fleshewn.

If the fleshewn kills or cripples a PC, it uses *telekinesis* to drag the victim into its grinding mouth. Creatures gnawed by the mouth (2d8 points of damage) are ejected into the hallway behind the wall. A DC 20 Perception check reveals that the corridor continues behind the mouth on the wall. Creatures "eaten" by the mouth are considered out of range of the fleshewn's eye beams.

If defeated, the fleshewn dissolves into a rubbery pile of blubber that slithers off the walls and *force* pillar supporting the Morningtide Sphere high above. If the tube is uncovered, the **kamarupa** (Area 6-2) is free to use its frightful gaze or *nightmare* ability on those within the room. If the Morningtide Sphere is cleansed, the fleshewn remains unharmed, but its blubbery mass still blocks the light. Once the fleshewn is defeated and the sphere cleaned, the room is bathed in sunlight that negates Level 5's decreased lighting effects.

Once the fleshewn dissolves; the walls glitters with colors. Thousands of glass tiles hidden beneath the fleshewn shift and move into complex patterns to create mosaic pictures and images of Arden and his followers. Shah Rasalt can be seen wielding the *Scepter of Faiths*.

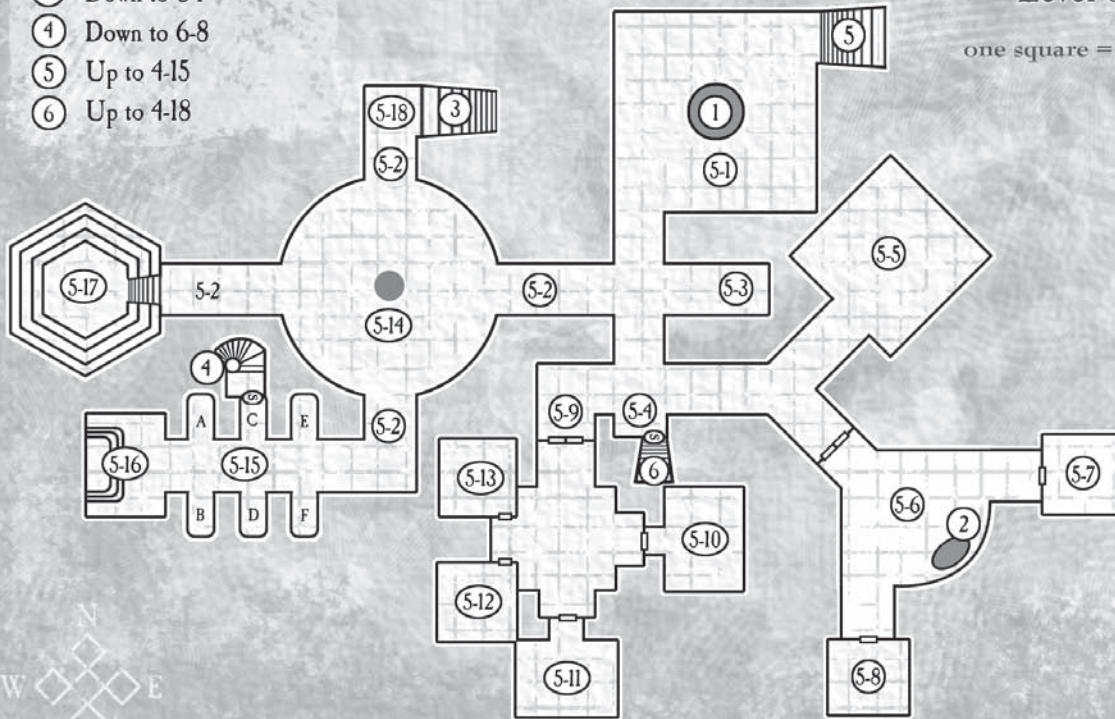
While active, the moving murals answer any question posed by a follower of Arden or a deity of light/sun. For all others (good-aligned only), the murals answer a single, worthy question. The murals act as a divination spell with 90% accuracy. The answers are given in mosaic picture form and not spoken. The GM should determine if the wall provides a specific answer or displays a mural suggesting a "proper life" as a follower of Arden.

If asked about Akruel, the murals relate the history of the War of Divine Discord and the creation of the *Scepter of Faiths*. If questioned about recharging the scepter, the murals show the *Convocation of Radiance* ceremony from start to finish: the sun shining on the Morningtide Sphere and casting a ray of light through the temple to

Seraph Level 5

one square = 5 feet

- ① Tube Supporting Sphere
- ② Iron Cobra Statue
- ③ Down to 6-1
- ④ Down to 6-8
- ⑤ Up to 4-15
- ⑥ Up to 4-18



the inner sanctum and onto the scepter. The murals can also reveal the steps needed for the other ceremonies if asked.

FLESHAWN WALL OF EYES

CR 9

XP 6,400

N Huge construct

Init -5; **Senses** all-around vision, darkvision 60 ft., low-light vision;

Perception +0

AC 14, touch 3, flat-footed 14 (+11 natural, -2 size, -5 immobility)

hp 150 (11d10 +40)

Fort +3, **Ref** -2, **Will** +3

Defensive Abilities DR 5/adamantine, construct traits

Weakness prone

Speed —

Melee bite +11 (2d8)

Special Attacks eye rays

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

Base Atk +11; **CMB** +13; **CMD** 23 (can't be tripped or grappled)

Eye Rays (Su): Each ray can target a single creature with a range of 150 feet.

Fear: This spell works like the spell except that it affects one creature. The target must make a DC 15 Will save to negate this effect.

Finger of death: The target must make a DC 15 Fort save or die instantly. Even if the save is successful, the creature still takes 3d6+11 points of damage.

Inflict serious wounds: This works like the spell, inflicting 2d8+10 points of damage. (DC 15 Will save, half)

Sleep: This spell works on a one creature with any number of Hit Dice that fails a DC 15 Will save.

Slow: This spell works like the spell except that it affects one creature. The target must succeed a DC 15 Will save to negate this effect.

Telekinesis: The fleshewn can move objects or creatures that weigh up to 325 pounds as though with a *telekinesis* spell. Creatures can resist the effect with a successful DC 15 Will save. Victims are carried into the fleshewn's gnashing jaws.

For more on fleshewns, see the chapter on New Monsters at the end of the book.

Area 5-2: Serpent Halls (CR 6)

The front halves of thousands of poisonous **snakes** line the walls, floors and ceilings of these halls. The snakes are attached with an unyielding adhesive. The snakes are merely diminutive zombies, but the sheer number of swaying serpents creates a hellish image.

A "safe" path winds through the middle of the halls. PCs following the path stay out of reach of the striking snakes. Venturing from the path allows the snakes to attack. The serpents' poison dried centuries ago, but each bite still inflicts 1 point of damage. Anyone stepping off the path is automatically attacked by 2d20 serpents (no attack roll needed).

PCs do not gain experience for turning or destroying these helpless zombie serpents. Every 10 points of damage done to the snakes via slashing weapons or area-effect spells "kills" 2d20 of the zombies.

SNAKE ZOMBIES (50,000)

CR 1/4

XP —

hp 1 each (immobile). (*Pathfinder Roleplaying Game Bestiary*, "Zombie")

Area 5-3: The False Door (CR 4)

A locked ornate bronze door (DC 25 Disable Device) opens onto a blank wall, triggering a **wall scythe**. Two blades spring from the walls along the last 20 feet of the hall leading to the door. The 20-foot-long blades spring from each wall and meet in the middle.

WALL SCYTHE TRAP; CR 4

Type: mechanical; **Perception** DC 20; **Disable Device** DC 20

Trigger: location; **Reset:** automatic

Effect: atk +20 melee (2d4+6/x4, scythe).

Area 5-4: Secret Door

A squirming mass of snake zombies conceals this door (DC 28 Perception check). Destroying the snakes makes the door easier to spot (DC 20 Perception check).

Area 5-5: Scaled Guardian (CR 8)

Undisturbed dust covers the shrine's black floor. An altar of dark reflective stone sits against the wall, while a brazier on a six-foot stand sits beside the altar. Another brazier lies on the floor, burnt coals scattered around it. Disintegrated tapestries lie in heaps, gold chains and rods still anchored into the walls. A bronze gong and mallet dangle from an iron stand behind the altar. Suspended by chains from the ceiling is a 25-foot-long stone cobra. The featureless statue hangs 30 feet above the floor and is harmless.

A delicate metal stand on the altar holds a fist-sized ruby (2,500 gp). The room's guardian, a **modified flesh golem**, stands in an alcove behind sliding secret doors (DC 27 Perception check) to the right of the altar. The golem is a large, nearly humanoid shape with scaly skin. The right arm is the fore-body of a large poisonous

serpent while the left arm is the tail of a large constrictor snake. The golem has distinctly reptilian features. The golem attacks using a bite with its right arm while grappling and constricting with the left. The golem attacks anyone who approaches the altar.

MODIFIED FLESH GOLEM

CR 8

Pathfinder Roleplaying Game Bestiary, "Golem, Flesh"

XP 6,400

N Large construct

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

AC 20, touch 8, flat-footed 20 (-1 Dex, +12 natural, -1 size)

hp 120 (9d10 +30)

Fort +3, **Ref** +3, **Will** +3

Defensive Abilities DR 5/adamantine, construct traits

Speed 30ft.

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

Melee slam +13 (2d8+5 plus grab, tail-ended arm) and bite +13 (2d8+5 plus poison, snake-headed arm)

Special Attacks berserk

Str 20, **Dex** 9, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +9; **CMB** +15; **CMD** 24

Constrict (Ex): On a successful grapple check, left arm (lower snake body) deals 2d8+5 points of damage.

Improved Grab (Ex): To use this ability, the golem must hit with its a slam attack with the left arm. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Poison (Ex): Enhanced Black Adder Venom—injury; *save* Fort DC 15; *frequency* 1/round for 6 rounds; *effect* 1d4 Constitution damage; *cure* 1 save



Area 5-6: The Great Idol of Set (CR 9)

Thick, undisturbed dust covers this area. Four bronze braziers sit in the corners, and against the far wall is a huge iron statue of a cobra poised to strike.

The bronze braziers erupt in flame if visible beings enter the room. A booming voice speaks in ancient Common: “Infidels! Bow before the almighty Set, and embrace the darkness shadowing your soul!” The brazier’s roaring flames and the voice are a *programmed image*. The flames illuminate the room in dancing shadows, and the voice continues in a trailing echo before fading to silence. The image lasts for 18 rounds and resets in 24 hours.

Smoke also rolls from the iron statue’s gaping maw and a soft, reddish light glows from its crystal eyes. These are effects added by a *permanent image* cast upon the serpent. The statue is actually a **huge iron cobra** designed to attack anyone entering the chamber who is not wearing garments of the priesthood of Set (Area 5-7).

IRON COBRA

CR 9

The Tome of Horrors by Necromancer Games, page 169

XP 6,400

N Huge construct

Init –3; **Senses** darkvision 60 ft., low-light vision; **Perception** +0

AC 27, touch 5, flat-footed 27 (–3 Dex, +22 natural, –2 size)

hp 140 (10d10+40)

Fort +3, **Ref** +3, **Will** +3

DR 5/—; **Immune** construct traits; **SR** 16

Spd 40 ft.

Melee bite +21 (2d6+11 plus poison)

Space 30ft.; **Reach** 15ft.

Str 32, **Dex** 5, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +10; **CMB** +23; **CMD** 30 (can’t be tripped)

Skills Stealth +8; **Racial Modifiers** +6 Stealth

SQ find target

Find Target (Su): Once per day, an iron cobra’s creator can order it to find and kill a specific creature within 1 mile, which it does as if guided by *discern location*. The creator must have seen or be holding an item from the specified creature for this order to function.

Poison (Ex): An iron cobra’s bite injects poison from a hidden reservoir within its body. Because it is a construct, the cobra does not naturally produce this poison, and its creator must refill this reservoir manually. The reservoir holds enough poison for 3 successful bite attacks, after which the creature merely deals bite damage. Refilling the reservoir takes 5 rounds and provokes attacks of opportunity. Bite—injury; *save* Fort DC 11; *frequency* 1/round for 6 rounds; *effect* 1d2 Con damage; *cure* 1 save.

Area 5-7: Preparation Chambers (CR 1/3)

The room’s bronze door is locked (DC 25 Disable Device). Tall vertical shelves filled with censers, burial shrouds, linens, bottles of oil and casks of incense line the walls. Sitting on one shelf are 2 blocks of *incense of meditation*. Some of the taller shelves also hold dusty black robes trimmed in red. A desk at the back of the room holds scattered papers. A **skeleton**, its bones etched with yellow runes and symbols, stands in the center of the room holding a bronze crooked scepter (a *rod of metamagic, lesser enlarge*) in one hand and a gold censer (350 gp) on a chain in the other. The skeleton waits for orders. Despite the designs, the skeleton is nothing more than an assistant to Set’s priests. The skeleton attacks only to defend itself.

Eight robes hang on the hooks. Each radiates an aura of abjuration

and evil and bestows 1 negative level on any non-evil creature donning the garment. The negative level remains as long as the robe is worn and disappears once removed. This negative level can never become permanent, but cannot be overcome in anyway (including *restoration* spells) while wearing the robe. However, the robes do allow safe passage by this level’s remaining non-intelligent guardians (fleshewn, golem, iron cobra, serpent hall, column of the entwined, and zombies). This protection is negated if the robed individual attacks a guardian. The robes also allow beings to see normally in the darkness on this level. The robes burst into flame in sunlight or when the Morningtide Sphere is cleansed, dealing 1d6 points of damage to the wearer.

On the desk is a stack of seven yellowed, brittle *divine scrolls*. Each requires a *mending* spell to be cast upon it before it is moved or examined. Otherwise, the scroll disintegrates at the first touch. The magic on the scrolls is potent, but lost if the paper crumbles. The scrolls may be cast from the desk without touching the paper, but they must be cast in order before the scroll beneath can be viewed. All scrolls are CL 12: 1—*inflict mass light wounds, spell resistance*; 2—*neutralize poison, lesser planer ally, dismissal*; 3—*break enchantment, dispel magic, speak with dead*; 4—*poison, slay living, raise dead, divination*; 5—*mass bear’s endurance, symbol of pain, cure critical wounds*; 6—*protection from energy, remove curse, commune, remove disease, invisibility purge*; 7—*raise dead, prayer, summon monster V*.

SKELETON

CR 1/3

XP 135

hp 8 (*Pathfinder Roleplaying Game Bestiary*, “Skeleton”)

Area 5-8: Set’s Disciples (CR 8)

The bronze door is locked (DC 25 Disable Device). Ghostly red figures dance in rhythmic patterns along the walls. The figures are transparent, but their features are visible. The images are a *permanent image* spell and represent priests of Set performing hedonistic rituals. Haunting the area are **6 shadows** that attack using the distraction that the image of the dancing priests provides (+10 Stealth).

SHADOWS, COMMON (6)

CR 3

XP 800

hp 28, 27, 24, 22, 20, 16 (*Pathfinder Roleplaying Game Bestiary*, “Shadow”)

Area 5-9: Sanctum (CR 8)

The bronze doors are locked (DC 25 Disable Device) and trapped with a **chain enervation trap**. Each of the four intricate doors is etched with ancient hieroglyphics.

Inside the room, three coiled, gold cobras (350 gp) support a stone sphere on their raised heads. A black silk sheet covers the sphere. The stone appears as a solid piece of granite unless peered into for 2 rounds. The stone is actually a *crystal ball* that has the additional property of a *stone of weight*.

The room is under the effects of a permanent *unhallow* spell with a *bane* spell tied to the area. The spell’s area of effect spills into the surrounding rooms.

CHAIN ENERVATION TRAP; CR 8

Type: magic; **Perception** DC 32; **Disable Device** DC 32

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

Effect: spell effect (*chain enervation*, Atk +7 ranged touch). One primary target (1d4 negative levels), plus 6 secondary targets (1 negative level). Each target must be within 30 ft. (CL 6).

New spell: Chain Enervation

Necromancy

Level: Sor/Wiz 7

Components: V, S

Casting time: 1 standard action

Range: Medium (100 ft.+10 ft./ levels)

Target: One primary target, plus one secondary target/level (each of which must be within 30 ft. of the primary target)

Duration: Instantaneous

Saving Throw: None and Reflex, see text

Spell Resistance: Yes

You fire a negative energy bolt at a primary target that then splits and strikes nearby enemies. The negative energy suppresses the targeted creatures' life force. The caster must make a ranged touch attack upon the primary target. Creatures can avoid the secondary bolts with a successful Reflex save at a -4 penalty. If the attack misses the primary target all the bolts fade harmlessly away.

If the attack succeeds, the primary target gains 1d4 negative levels. Lesser bolts leap from the primary target to one additional opponent per caster level. All adjacent opponents of the primary target gain 1 negative level. All opponents must be within 30 ft. of each other.

If the subjects have as many negative levels as HD, they die. Each negative level bestows a -1 penalty to attack rolls, saving throws, skill checks, ability checks, and effective level (for determining the power, duration, DC, and other details of spells or spell like abilities). Additionally, a spellcaster loses one spell or spell slot from his or her highest available. These negative levels stack.

Assuming the subject survives, the negative levels return after a number of hours equal to the spellcaster's level. Unlike *enervation*, if the duration exceeds 24 hours either by a 24th level caster or the use of a metamagic feat, the negative levels have a chance of becoming permanent. A single Fortitude DC versus the spell must be made after 24 hours to see if the negative levels become permanent. See negative levels in the PHB.

Undead creatures struck by the bolts gain 1d6x5 temporary hit points for 1 hour.

Arcane Material Component: The finger bone of a wight, which is broken during the casting.

a large ruby (1,000 gp) and a small, elegant wooden box. The box contains strips of papyrus with ancient text in hieroglyphics. The box and paper are enchanted with *permanent magic aura* (DC 17). In all respects, this box appears as a phylactery, but it is just a red herring.

Naleshwar created a *ring of protection* +4 as his phylactery. If slain, he reforms in 1d10 days within 300 feet of the ring. Naleshwar can only be slain if the ring is completely destroyed.

NALESHWAR (LICH)

CR 12

Pathfinder Roleplaying Game Bestiary, "Lich"

XP 9,600

Male, human (lich) cleric 11

LE Medium undead (augmented humanoid)

Init +2; **Senses** darkvision 60 ft.; **Perception** +14

Aura evil, fear (60-ft. radius, DC 17)

AC 27, touch 15, flat-footed 25 (+6 armor, +2 Dex, +5 natural, +4 deflection)

hp 87 (11d8+22)

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

Defensive Abilities channel resistance +4, rejuvenation; **DR** 15/bludgeoning and magic; **Immune** cold, electricity, undead traits

Spd 30 ft.

Melee *rod of the viper* +12 (1d8+4 plus poison) and touch +5 (1d8+5 plus paralyzing touch)

Special Attacks channel energy (DC 19, 6d6), paralyzing touch (DC 17), spontaneous casting (inflict spells)

Domain Spell-Like Abilities (CL 11th)

5 rounds/day—*eyes of darkness*, *scythe of evil*

9/day—*touch of evil*, *touch of darkness* (5 rounds)

Spells Prepared (CL 11th, ranged touch +10):

6th—*anti-life shell*, *harm* (DC 22), *shadow walk*^P,

5th—*flame strike* (DC 21), *plane shift*, *righteous might*, *summon monster V* (summons 1d3 shadows)^P, *unhallow*

4th—*dismissal* (DC 20), *divine power*, *greater magic weapon*, *poison* (DC 20), *unholy blight*^P, *spell immunity*

3rd—*bestow curse* (DC 19) x2, *contagion* (DC 19), *deeper darkness*^P, *heat flesh*^{*} (DC 19), *invisibility purge*

2nd—*blindness*^B, *bull's strength*, *desecrate*, *hold person* (DC18), *resist energy*, *silence*, *sound burst* (DC 18), *spiritual weapon*

1st—*bane*, *cause fear* (DC 17), *divine favor*, *doom* (DC 17), *entropic shield*, *obscuring mist*, *protection from good*^P, *shield of faith*

0 (at will) — *bleed*, *detect magic*, *resistance*, *stabilize*

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

Str 15, **Dex** 15, **Con** —, **Int** 16, **Wis** 22, **Cha** 14

Base Atk +8; **CMB** 10 **CMD** 22

Feats Augment Summoning, Blind-Fight^B, Channel Smite, Command Undead, Forge Ring, Improved Channel, Improved Lightning Reflexes, Lightning Reflexes

Skills Diplomacy +12, Craft (jewelry) +17, Heal +20, Knowledge (planes) +13, Knowledge (religion) +17, Perception +14, Sense Motive +28, Spellcraft +17, Stealth +10 **Racial Bonus** Perception +8, Sense Motive +8, Stealth +8

Languages Common, Gnoll

Combat Gear mwk bronze breastplate, *ring of protection* +4 (phylactery), *rod of the viper*, staff; **Other Gear** priest robes of Set Description Naleshwar appears more as a mummy rather than a lich. He keeps his burial linens clean and his armor polished. His leathery skin gleams through his wrappings and he adorns his body in ceremonial burial jewelry.

Area 5-II:

The High Priest's Chambers

Heaps of ashes fill every nook and cranny of the room except for a 10-foot-diameter circle covered in scripted glyphs written

Area 5-Io: Naleshwar the Abiding (CR 10)

The room's bronze doors are locked (DC 25 Disable Device). The chamber belongs to the last-remaining high priest of Set who survived the crusaders' assaults on Seraph. **Naleshwar**, a **lich**, was a high-ranking priest of Set during the cult's reign in Seraph.

Extravagant furniture decorates this bedchamber. A desk (1,000 gp), a table (750 gp), four chairs (250 gp) and a bed (2,500 gp), all made of teak wood and gilded with gold leaf, adorn the room. A floor rug (2,500 gp) of woven elf hair and silk covers the floor. Four tapestries (200 gp) of gold thread and snakeskin display surrealistic scenes of large snakes swallowing living beings.

Shelves of books hang on the walls above the furniture. The books cover topics such as creating phylacteries, poisons and the proper sacrificial rituals to the god of night. A *tome of clear thought* +2 sits among the nonmagical books. The collection of 345 books brings 5,000 gp if a suitable buyer, such as an evil priest or scholar of ancient religions, can be found.

A secret compartment in the floor (Perception DC 15) holds a small cache of treasure. A small bag of diamonds (500 gp), miniature gold cobra statue with ruby eyes (150 gp), a broken masterwork sword,

ADVENTURE BACKGROUND

in charcoal. Searching the circle (DC 15 Spellcraft check) reveals that this area used to be a summoning circle. Naleshwar long ago destroyed the possessions of a superior who lived in this chamber.

Area 5-12: The Mummies (CR 7)

Congregating here are **12 zombies** wrapped in thick linens and leathered viscera. If the door is opened or Naleshwar is attacked, the undead attack. A **wraith** hides in one zombie and emerges after the zombie attacks.

ZOMBIE (12) **CR 1/2**
XP 200
hp 19, 17 (x4), 15, 13 (x3), 10, 9 (x2) (*Pathfinder Roleplaying Game Bestiary*, “Zombie”)

WRAITH **CR 5**
XP 1,600
hp 48 (*Pathfinder Roleplaying Game Bestiary*, “Wraith”)

Area 5-13: Shrine

Naleshwar converted this chamber into a shrine to Set so he could practice his dark rituals. Tattered linens adorn a basalt altar in the center of the room. Hanging tapestries decorated with hieroglyphs and runes depicting bloody sacrifices cover the walls. Ochre candles made of human fat burn with *continual flames* and dimly illuminate the room. A dagger with an ornate bronze handle and a blade of serrated obsidian sits on the altar. The blade is ancient, although the bronze handle was added later. The +2 *unholy dagger* is several thousand years old.

Area 5-14: Column of the Entwined (CR 7)

A 25-foot-tall pillar in the middle of the room is carved with the likeness of a mass of climbing and dancing serpents. Anyone peering at the pillar for more than 2 rounds sees the serpents begin to slither and writhe. Those seeing this image must succeed at a DC 15 Will save or become dazed for 1d4+1 rounds, unable to pull away from the pillar’s hypnotic dance.

Four rounds after PCs enter the room, *black tentacles* (as per the spell) erupt from the pillar to attack. The tentacles take the form of huge constrictor snakes and last for 10 rounds before retreating back into the pillar. Dazed PCs grappled by a tentacle are allowed a second DC 11 Will save to again break the mesmerizing effects. The room resets after 30 minutes.

BLACK TENTACLE TRAP **CR 7**
Type: magic; **Perception** DC 29; **Disable Device** DC 29

Trigger: proximity (*alarm*); **Reset:** automatic
Effect: spell effect (*black tentacles*, 7th-level wizard, 1d4+7 tentacles); **CMB** +12; **CMD** +22; damage 1d6+4, tentacle; multiple targets (up to six tentacles per target within a 20-ft. radius of the column).

Area 5-15: Hall of the Esteemed

Sculptures of Arden once filled the alcoves in this hall. Set’s followers replaced the original effigies with jackal-headed figures adorned with gold-leaf robes. Each holds a black spear and flail. The 12-foot-tall statues radiate enchantment and evil. Serpentine arm-bands and gold-plated bracers gild their arms. Passing between the statues requires a DC 20 Will save (as per a *doom* spell) or the PC becomes shaken for 20 minutes. Additionally, the hall is *unhallowed* with *silence* tied to the area.

A secret door (DC 25 Perception check) lies behind the middle idol.

The door opens onto stairs descending to the crypts (Area 6-5).

Area 5-16: High Altar (CR 7)

Arden’s high priests’ private altar lies desecrated after years of depredations by Set’s cult. The altar rests on a small three-foot-tall dais and is coated in layers of greasy wax made from human lard after years of evil ceremonies. Several bones and skulls of sacrifices are still buried in the oily glaze. The entire altar is coated in 6 inches of the viscous, pallid wax. Four extinguished *candles of invocation* (lawful evil) sit on the altar’s corners.

The area is under the affects of an *unhallow* spell with *silence*.

Within the altar hides **Anc-salmara**, a **spectre** and former priest of Set. The spirit loathes the living and patiently waits until PCs are comfortably searching the room before emerging from the altar to drain their life force.

Buried under the thick layer of tallow is an adamantite ceremonial dagger, a *wand of ghoul touch* (41 charges, CL 10), a gold decanter (250 gp) containing *elixir of fire breath* and 2 sets of masterwork locking manacles.

Once the altar is cleansed of the fetid wax, the *unhallow* spell and *doom* and *silence* effects dissipate from this room and Area 5-15. Award the PCs 500 experience points as a bonus if they laboriously scrape the altar clean or figure out another way to clean it.

Beneath the wax is an altar carved and painted to resemble a lion with a mane of flames. A secret compartment (DC 20 Perception check) at the base (only found if the altar is completely cleansed) holds a *headband of wisdom* +4 left over from Arden’s priesthood.

ANC-SALMARA (SPECTRE) **CR 7**
XP 3,200
hp 62 (*Pathfinder Roleplaying Game Bestiary*, “Spectre”)

Area 5-17: Forum (CR 7)

A short flight of stairs at the end of the hall descends onto a lowered platform situated between three rows of wide stone steps used as benches. The speaker’s platform is nestled amid the bowl-shaped seats. Hundreds of skulls covered in thick dust line the benches, each facing the platform at the room’s center. Black spears sit between each skull, also pointing toward the platform. Sitting upon the platform is a bronze death-mask encrusted with semiprecious stones (250 gp) and a *short spear* +1.

Originally used for rational debates, the forum more recently served as an arena of depravity for Set’s followers. The entire floor is littered with papers, brittle cloth, bone fragments and splintered furniture.

Haunting the forum are **6 poltergeists** that are bound to this level. They have scoured the tombs for centuries to bring trinkets to their haunt. When PCs enter the forum, two poltergeists throw flasks of alchemist’s fire while a third targets the PCs immediately afterward with a *bead of force*. PCs unlucky enough to find themselves inside the sphere are trapped with burning debris. The sphere fills with smoke, cutting off all air in 1d4 rounds so the trapped victim begins to suffocate (See *Pathfinder Roleplaying Game Core Rulebook*, Chapter 13, *Environment*, “suffocation”).

The spirits then wait for PCs to reach the speaker’s platform before flinging the skulls (1d2 damage) and spears (1d6 damage).

POLTERGEISTS (6) **CR 2**
Pathfinder Roleplaying Game Bestiary 2, “Poltergeist”
XP 600
LE Medium undead (incorporeal)
Init +1; **Senses** darkvision 60 ft.; **Perception** +9

AC 12, touch 12, flat-footed 11 (+1 deflection, +1 Dex)
hp 16 (3d8+16)
Fort +2, **Ref** +2, **Will** +4
Defensive Abilities incorporeal, natural invisibility; rejuvenation;
Immune undead traits

Speed fly 20 ft. (perfect)

ADVENTURE BACKGROUND

Melee frightener, telekinesis

Special Attacks fear, throw objects

Str —, **Dex** 13, **Con** —, **Int** 5, **Wis** 12, **Cha** 12

Base Atk +2; **CMB** —; **CMD** —

Feats Ability Focus (fear), Alertness

Skills Faly +5, Perception +9

Languages Common

SQ site bound

Frightener (Su) Once per minute as a standard action, a poltergeist can temporarily drop its natural invisibility, revealing itself to be a skeletal, ghost-like humanoid. All creatures within 30 feet when a poltergeist uses this ability must make a DC 14 Will save to avoid becoming frightened for 1d4 rounds. The poltergeist then resumes its invisibility at the end of its turn as a free action. A creature that successfully saves is immune to the fear effect of that poltergeist for 24 hours. If the poltergeist's natural invisibility is negated via other methods, it cannot use this ability. Likewise, those that can see invisible creatures are immune to this special attack. This is a mind-affecting fear effect. The save DC is Charisma-based.

Rejuvenation (Su) When a poltergeist is destroyed, it only remains destroyed for 2d4 days. After this time, the undead spirit reforms where it was destroyed fully healed. The only way to permanently destroy a poltergeist is to determine the reason for its existence and set right whatever prevents it from resting in peace.

Site bound (Ex) A poltergeist cannot travel more than 120 feet from the point at which it was created or formed.

Telekinesis (Su) A poltergeist has no method of attacking apart from telekinesis. This ability functions as the spell *telekinesis* with a CL equal to the poltergeist's Hit Dice (CL 3 for most poltergeists). A typical poltergeist has a ranged roll of +3 when using telekinesis

to hurl objects or creatures of up to 75 pounds. If a poltergeist attempts to hurl a creature with this ability, that creature can resist the effect with a successful DC 12 Will save. The save DC is Charisma-based.

Area 5-18: The Crypt Stairs

Wide steps descend into the crypts (Area 6-1 on Level 6). Foul air wafts up the stone staircase.

Seraph, Level 6: The Crypts

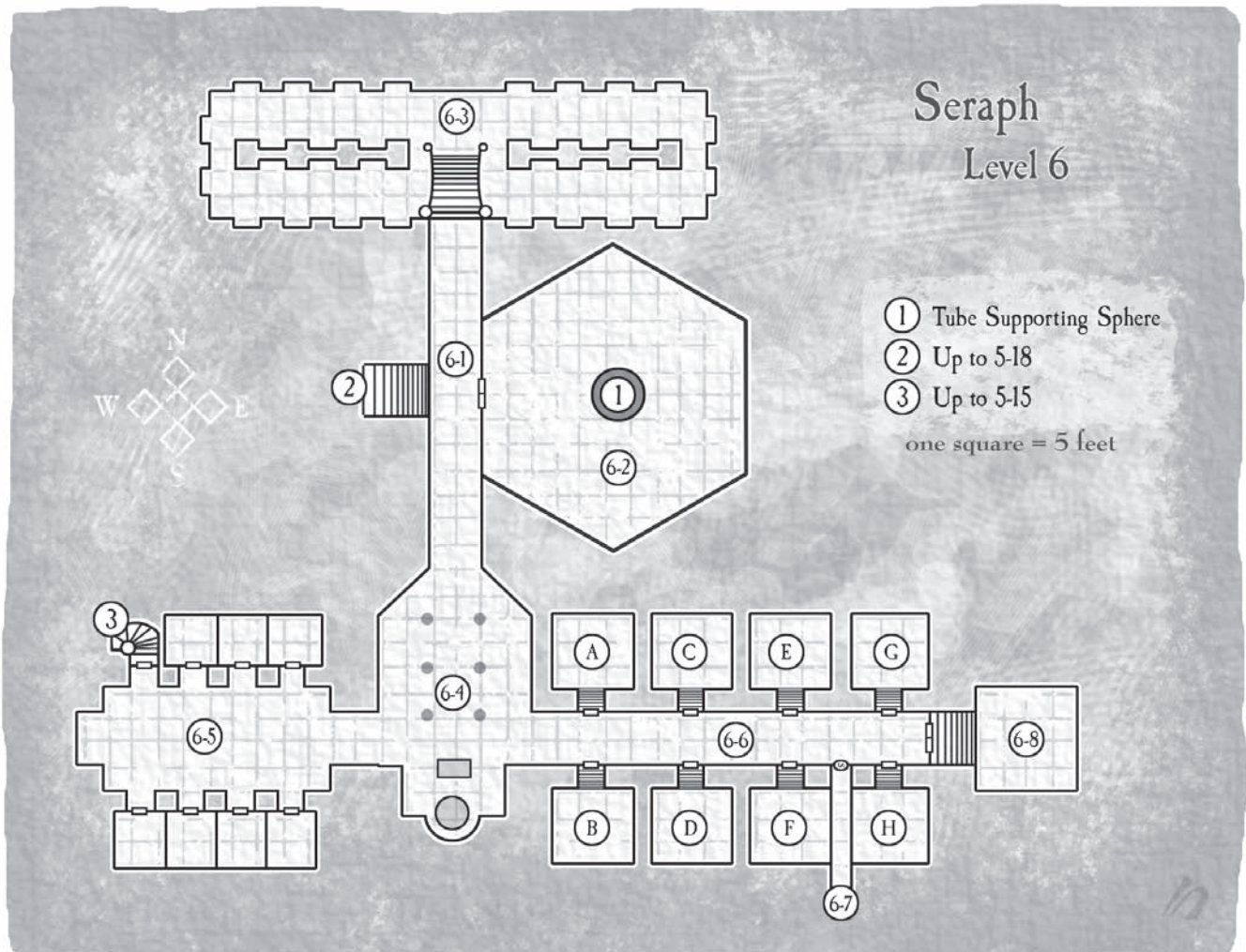
The crypts halls reach heights of 25 feet. Set's followers entered the ossuary and altar room, but never penetrated the protections of Arden's priests' burial vaults.

Stagnant air fills the crypts. While on this level, characters grow fatigued quickly (half their normal time). All Constitution-based skill checks and saves are made at a –2 circumstance penalty due to the lack of oxygen. If the doors of the lower sanctum (Area 6-2) are opened and the Morningtide Sphere cleansed, the stale air quickly refreshes.

The crypts are made of ancient stone, and lighted with burning glass globes containing *continual flames* resting on wall sconces every 30 feet.

Area 6-1: The Bronze Doors of the Lower Sanctum

Double bronze doors remain closed, and a thick wax paste seals the portal. One downfall of belonging to Set's priesthood was the occa-



ADVENTURE BACKGROUND

sional sacrifice of the high priest. Naleshwar and his faction usurped control from the high priest Kirolansh and sacrificed him in the lower sanctum (Area 6-2). His vengeful spirit haunts the chamber and the glass tube leading to the Morningtide Sphere high above. Stairs outside the door rise to Area 5-18 on Level 5.

Area 6-2: The Lower Sanctum (CR 9)

This darkened chamber seems to absorb light. An expansive dome covers the room. A white stone altar directly beneath a 10-foot-diameter hole in the ceiling is the only object in the room. The hole is the lowest end of the hollow *force* pillar supporting the Morningtide Sphere. The mostly disintegrated remains of a skeletal figure wearing tattered robes of Set's priesthood lie face down on the altar. A tarnished ceremonial +2 *hand axe* is imbedded in the figure's cracked skull. A *ring of protection* +2 still encircles a finger bone discarded on the floor (DC 18 Perception check). A severed hand lies near the altar, still gripping Set's unholy symbol. The leathery hand tightly clasps the amulet in a lasting plea to the dark god.

Naleshwar and his followers sacrificed **Kirolansh**, a high priest of Set, to the god of darkness. Kirolansh's enraged spirit returned as an **kamarupa**, but was unable to cross the seals Naleshwar used to protect the room. Kirolansh haunts this room and the hollow transparent tube running throughout the center of Seraph. For years, the kamarupa has roamed the tube seeking clear spots through which it can use its gaze and nightmare abilities on Seraph's ever-changing inhabitants.

The room and the tube are under a *forbiddance* spell (lawful good, 6d6 points of damage; DC 17 Will save for half) that bars the kamarupa from escaping unless the chamber's door is opened and the seal broken.

If the Morningtide Sphere atop Seraph is cleaned, the sun ray's blast into this chamber, destroying the kamarupa. Light cascades over the altar, restoring its former glory. The room comes alive with positive and refreshing energy, and waves of heat wash away the gloomy atmosphere of the lower halls. Fresh air again fills the chamber.

Once the Morningtide Sphere is cleansed, the *Scepter of Faiths* can receive the blessing of the *Convocation of Radiance* by placing the item on the altar during the midday sun.

KAMARUPA

CR 9

hp 88. See the New Monsters section for more on the kamarupa.

Area 6-3: The Ossuary (CR 5)

A marble staircase descends 10 feet into a lofty ossuary. Shallow niches holding the dust-covered, skeletal remains of thousands of individuals line the 35-foot-tall walls. The floors are littered with scores of bones and cloth fragments. The majority of the skeletons remain on carved shelves. But those niches below 10 feet are mostly empty, the bones scraped out and littering the floor. Thick webs heavy with dust drape from the walls and ceiling in long strands.

Set's priesthood entered this chamber long ago, but found little of use in the crypts. The ossuary contains citizens and commoners of Zendeth-Jan, people who were buried with few possessions.

Set's followers created a cursed individual guardian to oversee the supply of skeletal corpses. A **crypt thing** sorcerer still meanders through the bones. Through dark rituals, Set's priests imbued the crypt thing with sentience and magical abilities. It wears robes of Set's priesthood. It has no treasure and immediately attacks anyone who enters the ossuary.

CRYPT THING (SORCERER)

CR 9

Pathfinder Roleplaying Game Bestiary 2, "Crypt Thing"

XP 6,400

NE Medium undead, sorcerer 5

Init +6; **Senses** darkvision 60 ft., low-light vision; **Perception** +16
Arua fear (10ft., frightened for 1d4 rounds, Will DC 17 negates)

AC 19, touch 12, flat-footed 15 (+2 Dex, +1 Dodge, +6 natural)

hp 95 (8d8+24 plus 5d6 +15);

Fort +5, **Ref** +5, **Will** +12

Defensive Abilities channel resistance +2; **DR** 10/magic or bludgeoning; **Immune** undead traits

Speed 30 ft.

Melee 2 claws +12 (1d8+4)

Special Attacks teleporting burst (DC 19 Will)

Bloodline Spell-like Abilities:

3/day—quicken *dimension door* (CL 8)

5/day—grave touch (CL 5) (melee touch +10)

Spells Known (CL 5, melee touch +10 range touch +10)

2nd (5/day)—*ghoul touch* (DC 17), *false life*, *touch of idiocy*

1st (7/day)—*chill touch* (DC 16), *mage armor*, *ray of enfeeblement*, *shield*, *shocking grasp*

0 (at will)—*acid splash*, *bleed*, *detect magic*, *ghost sound*, *mage hand*, *touch of fatigue*

Str 19, **Dex** 14, **Con** —, **Int** 13, **Wis** 14, **Cha** 17

Base Atk +8; **CMB** +9; **CMD** 22

Feats Ability Focus (teleporting burst), Alertness, Dodge, Eschew Materials, Greater Spell Focus (Necromancy), Improved Initiative, Spell Focus (Necromancy)

Skills Bluff +18, Intimidate +15, Knowledge (arcane) +7,

Knowledge (dungeoneering) +6, Knowledge (history) +6,

Perception +16, Sense Motive +17, Stealth +10

Languages Common

Teleport Burst (Su): Once per day a crypt thing can teleport all creatures within 50 feet of it to randomly determined locations.

The crypt thing can only affect creatures of which it is aware and to which it has line of sight. A successful DC 19 Will save negates this effect. An affected creature is teleported in a random direction. Roll 1d4 to determine where the crypt thing randomly teleports people:

1—The Lower Sanctum (Area 6-2); 2—The Sending Shrine (Area

6-4); 3—The Vaults of the Honored (Area 6-6); 4—Shah Rasalt's

Tomb (Area 6-7). A teleported creature arrives in the closest open

space to the determined destination, but must appear on a solid surface capable of supporting its weight. The save DC is Charisma-based.

Tactics A crypt thing attempts to remove interlopers from its assigned area using its teleport burst attack. A crypt thing's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Area 6-4: The Sending Shrine (CR 7)

Protective traps guard this shrine's sanctity. The entire chamber is under a *forbiddance* spell (lawful good, 6d6 points of damage; DC 17 Will save for half).

A golden sun (permanent *daylight* spell) illuminates the room. The ornate chamber is a ghost of its former glory. Faded murals depict a shimmering sphere shining above Seraph's summit. The sphere brilliantly reflects the room's light. Gold and silver embellish the walls and fluted columns. Thick dust covers the floor, hiding the disintegrating remains of many men. Fragments of clothing are all that remain.

A white stone altar draped in ashen silk sits atop a raised dais against the southern wall. A massive 30-foot-tall marble statue of a hawk-headed man stands behind the altar. The heavily muscled statue has the mane of a lion and holds a golden staff with blue striping high above the altar, pointing toward the shrine's entrance. Once per round, the statue fires a bolt of *searing light* (ranged touch attack +10; 2d8 points of damage, or 5d6 points of damage versus undead) at any non-good creature entering the room. This attack targets invisible creatures normally, but is not triggered by those passing ethereally. The statue ceases only if a command word is given or if it is destroyed.

STATUE: Hardness 10; hp 200.

Resting on the altar is a kopesh (curved short sword) in a gold sheath encrusted with sapphires. The sword is intelligent and named **Pashora**.

PASHORA

LG +2 *ghost touch*, *undead bane short sword*

Senses speech (Celestial and ancient Common), sense 120 ft.; **Ego** 11

Int 10, **Wis** 14, **Cha** 14

Lesser powers: at-will *light* (30-ft. radius), *detect undead* (60-ft. radius); 3/day *bless*, *cure light wounds* (1d8+5)

Special Purpose slay evil undead

Personality: Pashora's personality is energetic and enthusiastic. She has an insatiable desire to rid the world of undead and insists that Arden is still a viable god. If convinced otherwise, she demands that the wielder do everything in his power to re-establish Arden's teachings. Pashora detests evil and views Neutral beings as borderline evildoers lacking commitment or responsibility. Only good-aligned PCs may wield her powers.

The sword speaks Celestial and an ancient, but understandable form of Common.

Pashora knows the command words for the chamber's protections, including the statue's *searing light*. She has no compassion for tomb robbers and does not condone such actions. Pashora also knows about the *Convocation of Radiance* ritual to restore the *Scepter of Faiths*, as the sword was present at the original scepter's creation.

Area 6-5: Tombs of the Virtuous (CR 5)

Priests and Arden's committed followers are buried in these tombs. A *forbiddance* spell (lawful good, 6d6 points of damage; Will save DC 17 for half) begins halfway down the short hallway and abuts the *forbiddance* zone in Area 6-4. Non-lawful good PCs may find themselves in a world of hurt crossing the borders of these rooms.

Unlike the Sending Shrine, this room's ceiling is a mosaic of glass tiles. The mural depicts the ziggurat's former glory with the Morningtide Sphere shining brightly as hundreds of Arden's followers kneel reverently around the ziggurat. One figure holds the *Scepter of Faiths* high over his head. The scene portrays Shah Rasalt presenting the blessed scepter to Arden's faithful during the War of Divine Discord.

A gold-painted river barge on a carved wooden stand dominates the room. Life-like wooden statues man the ship, which has a statue of Arden on the foredeck. This funeral barge is valuable (12,000 gp) if an interested buyer can be found, but removing the 25-foot boat intact should be challenging. The sword Pashora views the attempt as an evil act if present.

Tombs of Arden's sanctified followers line the walls. The bronze doors have no handles and are sealed tightly with one-way locks (DC 25 Disable Device). Each door is protected by a **summon monster IV trap** which summons a **dire lion**. Each tomb holds eight niches on which lie the remains of Arden's faithful. The bodies are adorned in disintegrating finery and 1d4 pieces of jewelry (50 gp each). Individual names and a eulogy detailing deeds are engraved below each niche.

BRONZE DOOR: 3 in. thick; Hardness 10; hp 60; Break (DC 29).

SUMMON MONSTER IV TRAP

CR 5

Type: magical; **Perception** DC 31; **Disable Device** DC 31

Trigger: proximity (*alarm*); **Reset:** none

Effect: Spell effect **dire lion** (*summon monster IV*, 12th-level wizard)

DIRE LION (SPOTTED LION)

CR 5

XP 1,600

hp 60 (Pathfinder Roleplaying Game Bestiary, "Lion, Dire")

Area 6-6 Vaults of the Honored (CR 7)

Heroes and Arden's venerated servants are buried here. A *forbiddance* spell (lawful good, 6d6 points of damage; DC 17 Will save for half) begins halfway down the short hallway and abuts the *forbiddance* zone in Area 6-4.

Bronze doors emblazoned with Arden's hawk-head image mark each tomb. The doors have no handles and are tightly sealed with a one-way lock (DC 25 Disable Device). In addition, each door is *arcane locked* (CL 12). An inscription containing the name and deeds of the deceased embosses each portal.

BRONZE DOOR: 3 in. thick; Hardness 10; hp 60; Break (DC 29).

Each tomb holds a raised stone sarcophagus carved and painted to resemble the person within. Smaller, less ornate sarcophagi surround the dais and hold the deceased's immediate family members.

Mummified corpses in the lesser sarcophagi have 1d4 pieces of jewelry (500 gp each). Moving the lid is arduous (DC 20 Strength check). The main sarcophagus holds a mummified body adorned with 1d4 pieces of jewelry (1,000 gp each). These larger lids are even more difficult to open (DC 25 Strength check).

A **summon monster IV trap** protects these tomb doors. The trap summons a **dire lion** that attacks tomb robbers.

SUMMON MONSTER IV TRAP

CR 5

Type: magical; **Perception** DC 31; **Disable Device** DC 31

Trigger: proximity (*alarm*); **Reset:** none

Effect: Spell effect **dire lion** (*summon monster IV*, 12th-level wizard).

DIRE LION (SPOTTED LION)

CR 5

XP 1,600

hp 79 (Pathfinder Roleplaying Game Bestiary, "Lion, Dire"). See Area 6-5.

A: Ehrmandale the Devout: The inscription reads: "Ehrmandale the Devout, with piety and tenacity he conquered the souls of pagan men with the radiance of Arden. Turn to the sun, and the shadows of life fall in the past." The second half of the inscription is carved by a different stonemason, and looks rushed.

B: Vandallia of the Sun Children: The inscription reads: "Vandallia of the Sun Children, Scholar of radiance and maiden of Arden. Blessed prophet of the eclipse and seer of the dusk." The inscription has been defaced to read "Vandallia ... the ... Child."

C: Terhune the Penitent: The inscription reads: "Terhune the Penitent, Deliverer of Arden's wrath. Disruptor of undead legions and Hero of the Infidel War."

D: Aymara the Meek: The inscription reads: "Aymara the Meek: Her Roar Resounded Loudest in Dire Days."

E: Daemilian, Champion of the Divine Discord: The inscription reads: "Daemilian the Champion of the Divine Discord, son of Shah Rasalt, with sword and shield he erased Akruel's name from history." Divots of stone have been taken from beneath the inscription by worshippers who sought to carry off a piece of the champion's virtue. If a small stone chip is chiseled out of the wall, it bestows a +1 bonus to Willpower saves for a full week. One chip can be taken per person in a lifetime. Anyone who takes more than one relic receives a -1 penalty to Willpower checks for one year or until the PC atones for his greed.

F: Vydessia the Diviner: The inscription reads: "Vydessia the Diviner, With wisdom beyond mortal man her visions led the faithful to truth and redemption."

G: Ironton of Clan Ashenchisel: The inscription reads: "Ironton of Clan Ashenchisel, Master architect of Seraph. His fidelity and friendship shall forever secure the bonds between dwarven kind and

the Children of Arden.” A second inscription of an elaborate dwarven rune has been carved beneath the words. It was added by a contingent of dwarves from Anvil Plunge during a pilgrimage to celebrate the master architect.

H: Bram Kaal: The inscription reads: “Bram Kaal, Paladin of Penance and sword-bearer of Angkor-Saln during the Uprising of Seven Atrocities.”

Area 6-7: Secret Escape

The secret door (DC 25 Perception check) opens into a rubble-and-sand-strewn hall. The hall is easily passable and extends for nearly half a mile before ending at a narrow spiral staircase. The stairs ascend inside a massive pillar. A secret door (DC 25 Perception check) opens onto a remote section of desert ruins.

Area 6-8: Shah Rasalt’s Tomb (CR 12)

These bronze double doors are more elaborate than the other tombs, and a low hum of electricity emanates from them. The pulsating drone is a *permanent image* (sound component) to thwart tomb robbers.

A golden tablet across the top of the doors bear an inscription:

“The Tomb of Shah Rasalt, Founder of Seraph, Blessed Son of the Radiant Arden, Slayer of Akruel, Beloved of the Free Cities.

“Disturb not the most sanctified of spirits, for he has earned his rest. During times of tyranny when the dead rose against living, when the land was governed by dissent and iniquity, He rose from the slavery of life to bring the light into the disheartened souls of mortals. With the united earthly faiths and the blessings of the gods themselves, he struck at the heart of Akruel and sundered him to hell.”

The doors are locked but not trapped.

BRONZE DOUBLE DOORS: 4 in. thick; Hardness 12; hp 80; Disable Device DC 25; Break DC 30.

Murals and intricate mosaics decorate the tomb’s interior. A brilliant gold-leaf sun dominates a celestial map on the blue mosaic ceiling.

A huge sarcophagus sits on a raised dais. An effigy of **Shah Rasalt**, the high priest of Arden and slayer of Akruel, lies upon the lid. The sarcophagus is incredibly detailed and carved with stunning ornamentation. The eastern wall depicts the climax of the War of Divine Discord against Akruel’s cult, when Shah Rasalt drove the *Scepter of Faiths* into Akruel’s chest. Legions of undead and armies of evil cower in disbelief and fear as the tyrant falls to Arden’s priest.

The effigy of Shah Rasalt is a **stone golem** that protects the sarcophagus on which it lies. It remains dormant unless the sarcophagus is disturbed. Once the golem animates, the golden sun overhead glows brilliantly (equivalent to a *daylight* spell) and radiates heat. All metal within the room is affected by a *heat metal* spell with no save. The *heat metal* lasts until the item is removed from the tomb level, not just Shah Rasalt’s tomb.

The stone casket holds Shah Rasalt and his wife, **Nashala**. Both bodies are miraculously preserved and mummified, and each is adorned in funeral attire and bejeweled with precious adornments. Each wears gold funeral masks (7,500gp), broad-collared bead necklaces (2,500 gp), 4 gold-and-platinum rings (750 gp each), and beetle scarabs (1,000 gp). In addition, Nashala wears a gold navel ring and belt (1,500 gp), and Rasalt wears a platinum circlet (4,500 gp). The mummies must be painstakingly unwrapped to reveal these treasures.

STONE GOLEM
XP 12,800

CR 11

hp 170 (*Pathfinder Roleplaying Game Bestiary*, “Golem, Stone”)

Concluding the Adventure

To receive the *Convocation of Radiance* blessing for the *Scepter of Faiths*, the Morningtide Sphere must be cleaned and the lower sanctum accessed (Area 6-2). Once sunlight fills the sphere, it sends a beam of light through the temple’s levels to the sanctum and illuminates the white altar located there.

The *Scepter of Faiths* must be placed on this altar for the duration of the high midday sun (approximately one hour) for four consecutive days. This ceremony does not require a priest of Arden, only that the scepter be placed on the altar while the midday sun beams through the temple’s Morningtide Sphere. The scepter must remain on the altar for the noon hour for four consecutive days.

Once the ritual is completed, the scepter gains an additional +1 enchantment bonus to attack and damage rolls (a total of +2 enchantment bonus). Further, the scepter grants the ability of *magic circle versus evil* 3 times per day.

From the blistering heat of the desert, the PCs next travel to the icy wastes of the Wailing Glacier in *Splinters of Faith 6: Morning of Tears*. Inside the melting glacier, they’ll have to find a massive statue and return it to the temple from which it was stolen.

New Monsters

This appendix contains details about the Kamarupa and the Fleshewn template.

Kamarupa

CR7

CE Medium undead (incorporeal)

Init +7 (+3 Dex, +4 Imp. Init.); **Senses** darkvision 60 ft., low-light vision **Perception** +16

DEFENSE

AC 17, touch 17, flat-footed 13 (+3 Dex, +3 deflection, +1 Dodge)

hp 65 (10d8)

Fort +3, **Ref** +8, **Will** +12

Defensive abilities +4 channel resistance, incorporeal, unnatural aura; **Immune** undead traits

Weakness Powerless in sunlight

OFFENSE

Speed 40 ft., fly 80 ft. (perfect)

Melee incorporeal touch +8 [+5 base +3 Dex] (2d6 plus death touch)

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

Special Attacks Death touch, gaze attack, *nightmare*

STATISTICS

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

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

Feats Dodge, Improved Initiative, Iron Will, Lightning

Reflexes, Toughness

Skills Fly +16, Intimidate +16, Knowledge

(History) +15, Knowledge (religion) +10,

Perception +16, Sense Motive +11, Stealth +16

ECOLOGY

Environment Any

Organization solitary

Treasure none

This floating nightmare has twisted facial features that are filled with hatred for the living. Their voices sound like the screaming wind, and their forms are insubstantial.

A kamarupa appears as a mockery of its former flesh-bound life. Its hollow eyes and mouth are black voids, and its facial features twist and stretch into a nightmarish appearance. Kamarupa are the distorted souls of evil priests betrayed and sacrificed to their deity. Kamarupas are highly intelligent and communicate in voices similar to the screaming wind. They hate life and light. A kamarupa is roughly human-sized and weightless.

Combat

A kamarupa attacks with its heart-stopping touch. It uses its incorporeal nature to move through walls, ceilings and floors to attack.

Death Touch (Su): Creatures hit by a kamarupa's incorporeal touch must make a DC 17 Fort save or die as the touch stops the

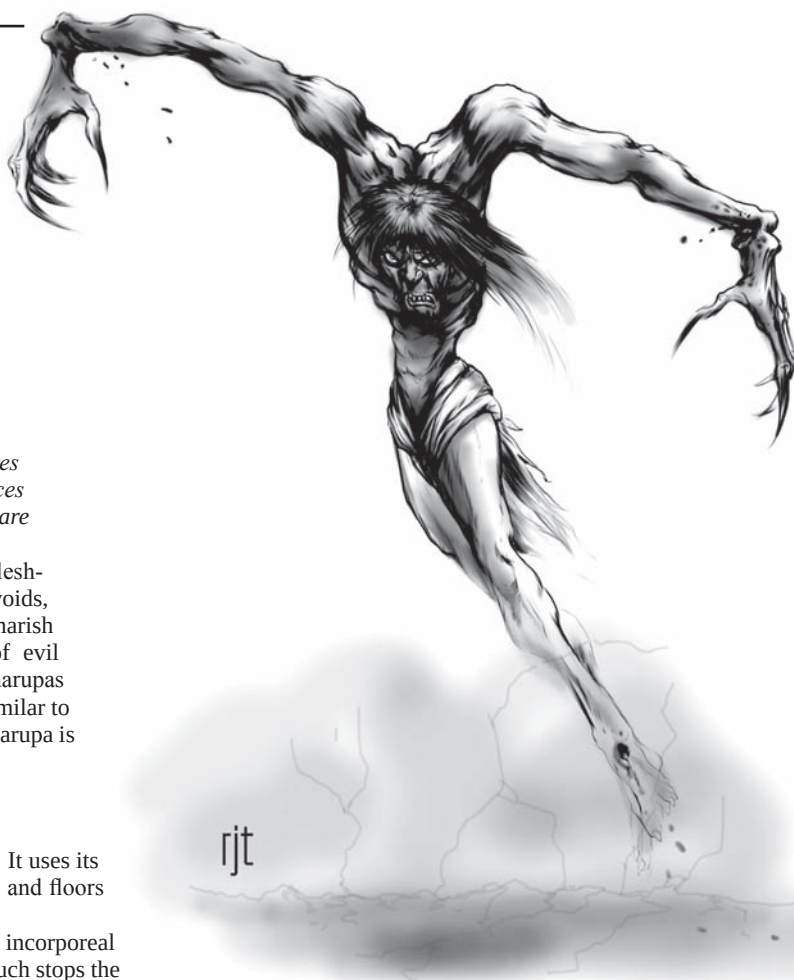
heart. Even if the save is successful, the creature suffers 2d6 points of damage as the kamarupa clutches its heart. Often, a creature surviving a touch attack acquires a harmless trait or characteristic for 2d4 months. Traits can be a white streak of hair, a nervous twitch, pale complexion or dilated eyes. The save DC is Charisma-based.

Frightful Gaze (Su): A kamarupa's glance creates dread in living beings, at a range of up to 30 feet. Creatures meeting the gaze must make a DC 17 Fortitude save or become panicked for 3d4 rounds. Even if successful, the subject becomes shaken for 1d4 rounds. The save DC is Charisma-based.

Nightmare (Su): Once per night, a kamarupa places a *nightmare* on one creature it has encountered. They prefer to send the *nightmare* to particularly powerful opponents or priests night after night until the opponent dies. The target can resist the attack with a DC 19 Will save. A creature that drops any possession (while panicked) near the kamarupa suffers a –4 penalty to the save until the item is recovered. A creature that successfully saves is immune to the *nightmare* for 24 hours.

Unnatural Aura (Su): Animals sense the kamarupa's unnatural presence at 30 feet. They panic if forced to get closer and remain panicked while within range.

Powerless in Sunlight (Ex): Kamarupas are powerless in natural sunlight (not merely a *daylight* spell) and flee before it. A kamarupa caught in sunlight cannot attack and can take only a single move action each round. Kamarupas lose one-third of their hit points each round spent in direct sunlight.



Fleshewn (Template)

A fleshewn is a macabre construct made from corpses. The creator must be evil and able to cast 8th-level spells. A fleshewn costs 10,000 gp per HD and a *manual of the golems (flesh)* is required. Virtually any corporeal living creature can be fashioned into whatever the creator desires. Normally, these constructs are built to guard treasure or act as servants.

Fleshewns retain a semblance of their former self, but other creatures' features may be grafted to their new form. Only one base creature retains its abilities, however. Additional parts are simply grotesque additions.

Fleshewns cannot speak but obey their creator to the best of their ability. They can be given fairly complex instructions, up to 4 or 5 sentences.

Creating a fleshewn

"Fleshewn" is an acquired template that can be added to any corporeal once-living creature (referred to hereafter as the base creature). Craft (leatherworking), Knowledge (alchemy) and Knowledge (anatomy) skill checks of DC 20 + fleshewn HD as well as Craft Wondrous Item feats are mandatory.

A fleshewn has the base creature's statistics and special abilities except as noted:

Challenge Rating: Same as the base creature –1.

Alignment: Always Neutral.

Size and Type: The creature's type changes to Construct. Do not recalculate base attack bonus, saves or skill points. Size is dependent on the size of the base creature, other corpses used, and the will of the creator, but cannot usually exceed one size larger than the base creature.

Hit Dice: All Hit Dice change to d10s.

Movement: The fleshewn is similar to an animated object of the appropriate size. Medium fleshewns move at a base of 30 ft. Fleshewns with two legs (or a similar means of movement) have a +10 ft. speed bonus. Multiple legs (tables, chairs) have a +20 foot bonus. Wheeled fleshewns have a +40 foot bonus. Other fleshewns can float, climb or fly (clumsy maneuverability) at half their normal land speed.

Armor Class: A fleshewn retains the base creature's natural armor bonus only.

Attack: A fleshewn retains all natural weapons and acquires a base attack bonus as a fighter (HD, Fast Progression). If the base creature had no natural weapons, it gains a slam attack. A fleshewn cannot use weapons or items. A fleshewn maintains the base creature's natural attacks.

Damage: A fleshewn retains the base creature's natural weapons.

Special Attacks: A fleshewn retains all the base creature's special attacks and gains those described below. The save DC change to 10 + spell level or 10 + 1/2 fleshewn's HD where applicable.

Special Qualities: Immune to electrical attacks. A fleshewn retains all the base creature's special qualities and gains those described below.

Certain spells and effects function differently against a fleshewn. A magical attack that deals electricity damage heals 1 point of damage for every 3 points of damage the attack would otherwise deal. If the amount of healing would cause the fleshewn to exceed its full normal hit points, it gains any excess as temporary hit points. For example, a fleshewn hit by a *lightning bolt* heals 3 points of damage if the attack would have dealt 11 points of damage. A fleshewn gets no saving throw against attacks that deal electricity damage.

Damage Reduction (Su): A fleshewn's preserved form is tough, giving the creature DR 5/adamantine. Its natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Immunities (Ex): Fleshewn are immune to spells requiring Fortitude saving throws; otherwise, they have the same immunities as the base creature and a construct.

Saves: A fleshewn has all saves equivalent to its HD base with no good saving throws, regardless of the base creature.

Abilities: Strength remains the same, Dexterity (given the fleshewn is capable of movement) and Wisdom become 11, Charisma becomes a 1

for a construct; the fleshewn has no Intelligence or Constitution scores.

Skills: A fleshewn loses all skills.

Feats: A fleshewn loses all feats.

Environment: Any

Organization: Solitary

Treasure: None.

Construction

The largest portion of a fleshewn must come from the base creature. The corpses used must be recently deceased. Assembly requires a minimum of one month per Hit Die. Rare alchemical agents and anatomy tomes worth 5,000 gp are required to complete the task. Note that creating a fleshewn requires casting a spell with the evil descriptor.

Assembling the body requires DC 20 + fleshewn HD Craft (leatherworking), Knowledge (alchemy) and Knowledge (anatomy) checks.

CL 8; Craft Construct, *animate dead*, *gentle repose*, *mending*, *major item*, *geas/quest*, *limited wish*, caster must be at least 18th level; Price 20,000 gp; Cost 10,500 gp plus 780 XP.

Fleshewn (Troll Throne) CR 5

N Large construct

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

Perception +0

DEFENSE

AC 15, touch 10, flat-footed 15 (+5 natural)

hp 36 (6d10); regeneration 5 (acid or fire)

Fort +2 [POOR +2], **Ref** +2 [POOR +2], **Will** +2 [POOR +2]

Resist Electricity; **DR** 5/adamantine

OFFENSE

Speed 40 ft.

Melee bite +6 (1d8+6), 2 claws +6 (1d6+6)

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

Special Attacks Rend (2 claws, 1d8+9)

STATISTICS

Str 23, **Dex** 11, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +6 [FAST]; **CMB** +13 [+6 BASE +6 STR +1 SIZE];

CMD 23 [10 + 6 BASE +6 STR +1 SIZE]

ECOLOGY

Environment Any

Organization solitary

Treasure none

Fleshewn troll thrones are large bone chairs covered in the taut flesh of a troll. The chairs "arms" can attack, and the chair can move to carry anyone sitting on it. A tooth-filled maw is hidden under a cushion.

A troll throne fleshewn is a large throne made of stretched and taut troll skin covering a bone structure. The legs (or arms at the creator's discretion) have the claw attacks of the base troll creature. The troll throne can carry a seated individual by following simple commands.

Combat

Rend (Ex): If a fleshewn troll throne hits with both claw attacks, it latches onto the opponent and tears the victim's flesh. This attack automatically deals an additional 1d8+9 points of damage.

Regeneration (Ex): Fire and acid deal normal damage to a troll throne. If the throne loses a feature, it regrows in 3d6 minutes. The construct can reattach the severed member instantly by holding it to the stump.

Splinters of Faith

— Adventure 6: Morning of Tears —

By Gary Schotter & Jeff Harkness

PCs travel into an icy wasteland to visit a lost monastery, only to find that a statue needed for a blessing ceremony has been stolen by a group of yetis. The adventure is for PCs of 6th to 8th levels.

A frozen wasteland, the air filled with icy snow driven through the air in blasts powerful enough to tear flesh from bone. A banshee's wail washes out of the mountain of the glacier hanging ominously overhead, rivulets of water melting glyphs in the ice wall. Every so often, a chunk of ice calves off the massive glacier and falls, the impact shaking the ground as ice shards explode outward.

The Monastery of World Sundering looks like disaster has already caught up to it. The stone structure is half-engulfed in the massive glacier that is slowly retreating across the land as warm air washes over the frozen surface. Despite the massive glacier splitting the temple in half, a thriving brotherhood of misfits is hard at work in the marshy, waterlogged fields surrounding their home.

Monastery of World Sundering

Location: Frozen waste lands, glacier

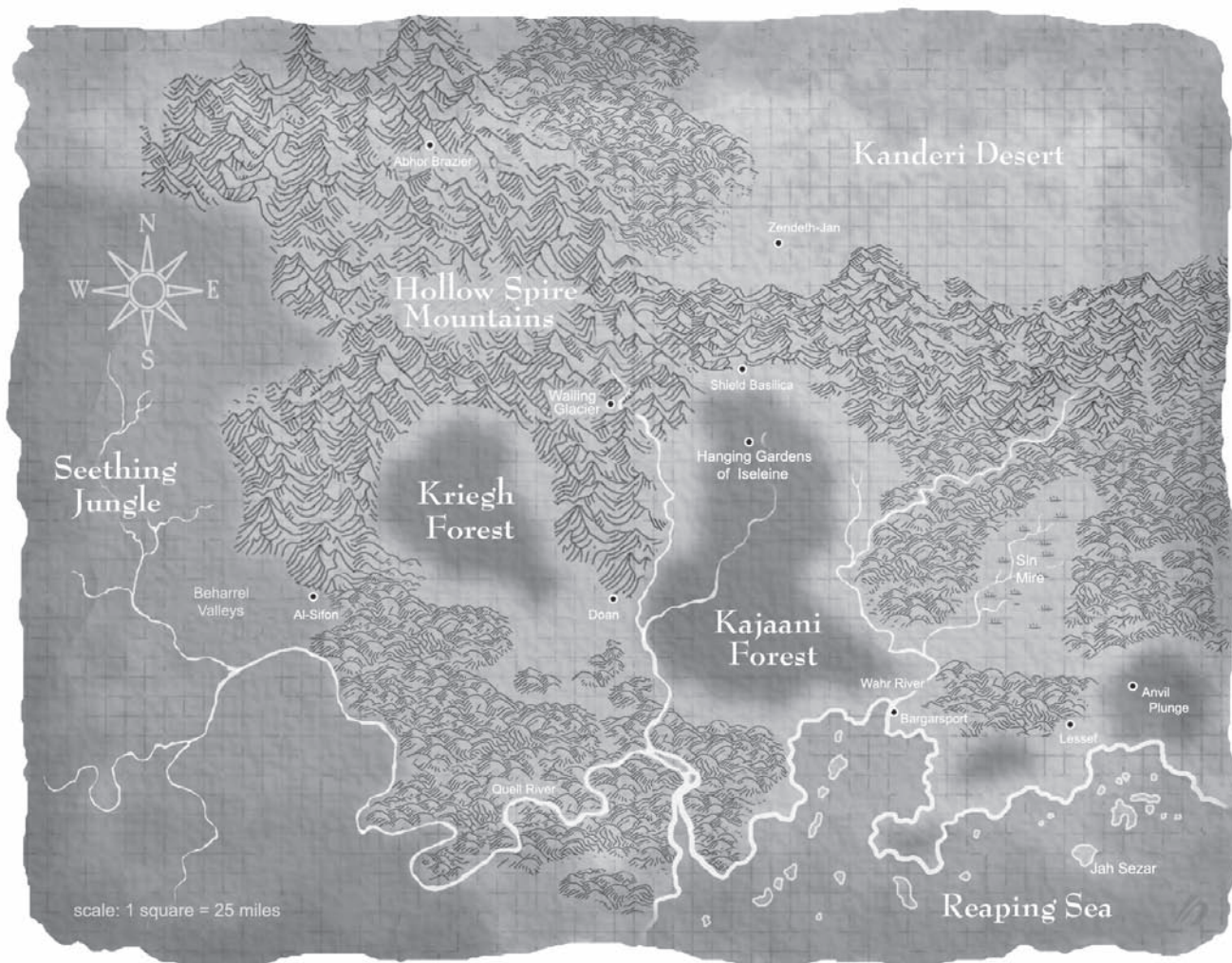
Deity: Voard, God of Anguish, suffering, perseverance, patience, poverty

Worship Domains: Travel, Healing

Leader: Moovtu Huglish, male half-orc Mnk7/Ftr5

Dress: Monks wear heavy wool clothing and dress in layers to protect against the cold.

Unique characteristic: Years ago, the Wailing Glacier covered the structure. Half the monastery remains encased in a wall of melting ice.



How to Use This Adventure

This adventure is a small part of the *Splinters of Faith* campaign, which leads PCs to restore a broken scepter and destroy a reawakened death-priest named Akruel Rathamon. The first nine adventures require PCs to obtain a ritual to restore the relic. The final adventure finds the PCs and the reformed scepter facing off against a death-priest on his home turf. (For more information on the overall campaign, see *Splinters of Faith 1: It Started with a Chicken ...*)

At this point in the campaign, the relic – called the *Scepter of Faiths* – is equivalent to a +2 adamantite masterwork heavy mace, with the ability to cast *bless* and *magic circle versus evil* 3 times per day. It also has *deathwatch* and *detect undead* (30-ft. radius) and is able to *locate creature* (the death-priest Akruel) with no range limits as long as the wielder and Akruel are on the same plane.

If you don't want to run the full campaign, don't worry. This adventure is complete on its own. Each adventure in the campaign follows a similar setup where the PCs visit a good temple, then are recruited/hired/asked to take part in an adventure before receiving the blessing they seek. The PCs must then travel to an "evil" temple to complete their mission.

If you plan to run the adventure without the others that precede it, you'll need to devise a way to get the PCs started. Since each adventure starts with a "good" temple, this could be as simple as having the temple elders request aid against the "evil" temple. Of course, the promise of gold, magic and the thrill of adventure also might not hurt.

Background

The Monastery of World Sundering met an ironic end. Far removed from the troubles of the early kingdoms, the monastery sat in a deep ravine high in the mountains. From the beginning, the monastery survived devastating winter storms, fierce assaults by raiders, and the perils of isolation in an uncaring environment.

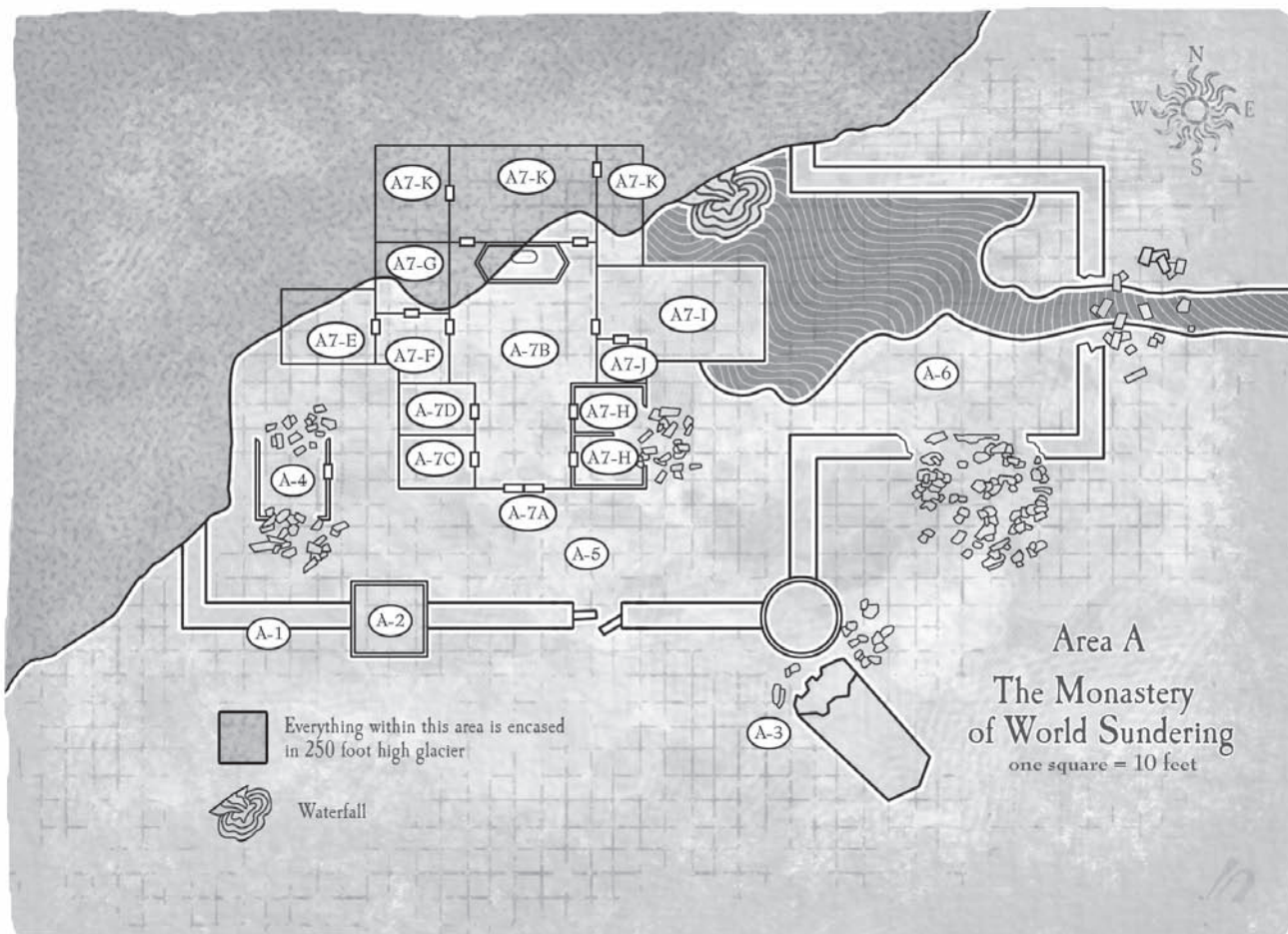
When Akruel Rathamon began the War of Divine Discord, the climate temporarily changed for the worst as a black cloud rolled over the land. The northern reaches bore the brunt of the changes, with heavy ice and snow falling for a full month. Ice built up throughout the northern lands at an unprecedented rate. The monastery was cut off, and eventually an unnatural glacier surrounded and encased the structure.

Now, the Wailing Glacier is retreating almost as fast as it was formed, uncovering the forgotten monastery and its secrets.

Moovtu Huglish, a half-orc monk, recently rediscovered the ancient temple. He studied the murals and surviving literature and uncovered details of a forgotten god of sorrow whom the previous monk venerated. Seeking his own path in life, Moovtu became the last follower of Voard. Moovtu only partly understands Voard's philosophy, so he "fills in" any missing pieces in the beliefs and history of the lost religion. He eagerly beseeches wanderers to worship the god, despite the fact that Voard disappeared centuries ago.

A new monk colony — a few outcasts who found safety in numbers in the icy wastes — follows Moovtu's faith and is resurrecting the monastery's former religion. While they don't pray for the end of the world as the monks before them, they do worship Moovtu's newly created version of Voard.

The monks shelter within the monastery's stone walls, reveling in new wonders revealed each day by the retreating wall of ice. The outcasts live



ADVENTURE 6: MORNING OF TEARS

a spartan existence, existing on meager rations and wearing worn clothing.

More than half of the monastery is now uncovered, but the rest remains buried within a 200-foot-tall wall of glacial ice. Snowdrifts and ice still press against the walls of the monastery, and thawed and rotting vegetation lies scattered around the structure. Rivers of glacial runoff cut trenches through the frozen earth, the crystal water roaring downstream as if celebrating its freedom from the ice wall.

Area A: The Monastery of World Sundering

The stone walls of the battered monastery disappear into the Wailing Glacier's ice wall. Time and the icy environment have not been kind to the old monastery, which lies mostly in ruin.

Area A-1: Stone wall

A 30-foot-tall granite block wall rises out of the snowdrifts, a gray expanse in the wasteland. The wall is rough and pitted, but coated with ice and snow (DC 16 Climb check). A 20-foot-wide opening leads into the monastery's inner courtyard. The wall disappears into the 200-foot wall of ice on both sides of the main building.

The wall's interior is decorated with carvings showing the destructive forces of the world: Mages blast towns with balls of fire, earthquakes swallow cities and great dragons devastate civilizations. One elaborate 400-foot-long carving shows a great black orb devouring a world.

Area A-2: The Bell Tower

This stone tower rises three stories to where three silver bells hang. A knotted rope dangles from the bells, allowing the monks to ring the bells for daily prayers. They often have to knock ice off the bells before they sound the chimes.

Area A-3: The Fallen Tower

The former monks used this four-story stone tower as an observatory and as a lookout post to watch over the paths leading to the main building. The Wailing Glacier shifted the structure's base, causing the tower to collapse when the ice retreated. The monks now gather the shattered stones to rebuild the main building and outer wall.

Area A-4: The Hothouse

The monks use this partially collapsed building as a sauna and bathhouse. The monks dump buckets of snow onto hot coals burning in clay-lined pits to create steam. Despite the collapsed look of the building, the monks rebuilt the inner chamber to contain the steam and keep out the cold.

Area A-5: The Paving Stones

A walkway of granite paving stones leads from the opening in the wall through the muddy yard to the monastery. The monks clear the paving stones daily of drifting snow. Each stone is 2-feet-wide by 3-feet-long and engraved with tales of fearsome destructions being visited on the lands.

Area A-6: The Garden

Wooden planks supported by sturdy poles keep the worst of the snow off of a meager garden. The monks grow winter varieties of

corn, squash and potatoes. They cover the beds in manure for warmth and fertilizer.

Area A-7: The Monastery

The monastery is as tall as a two-story stone building, although it has only a single level within. Rooms have arching ceilings supported by heavy oaken beams. The beams are still frozen from years in the ice, and as solid as rock.

Area A-7A: The Entry

The monastery's 20-foot-tall weighted granite doorways swing easily open. Two 20-foot-tall glass hourglasses flank the door. The glass tube on the left is shattered, its upper reservoir of sand scattered. The tube on the right still functions, with a few grains of sand falling every day into the lower glass chamber. The monastery's former monks believed the world would end when the upper reservoir emptied of sand.

Area A-7B: Impoverish Hall

This 100-foot-long by 60-foot-wide room is the heart of the monastery, a place where the monks meditate and spar. Sand-colored wicker and reed mats cover the floor, providing a cushioned surface to sit upon. These are new, brought in by the monastery's "founder," a half-orc monk named **Moovtu Hugnish** (male half-orc Mnk7/Ftr5, Str 18, Cha 6). The ceiling arches 30 feet overhead, giving the room a spacious feel. Stone doors open onto the monks' chambers.

A 5-foot-tall crystal idol — still partially covered by the Wailing Glacier's ice — sits at the room's far end. The idol weighs about 500 pounds. Candles and incense burn before its crossed legs. An inscription in the stone base is worn away, leaving only the word "Voard." Moovtu read the word and now "worships" the god of sorrow by that name. The statue weeps icy tears that run down its cheeks and drip into its cupped hands. A basin in the statue's hands collects the water, and each monk sips the liquid during morning prayers. The water is cold and invigorating, but provides no special abilities.

The room's stone walls bear nicks and scratches from weapon "training sessions." The monks hone their skills and welcome skilled visitors. Fights are to subdue, never to kill.

Initiate Chund (LN male bugbear Ftr6/Mnk1) sleeps in the corner. Chund cares for the idol and is "on probation" to join the brothers permanently. The monks rescued Chund after his bugbear hunting party ran afoul of **Katarrh**, a white dragon living within the Wailing Glacier. Chund survived, but was buried in a massive fall of ice. When the brothers dug him out, they found the bugbear severely injured from several hits to the head by ice chunks. Chund remembers little of his warlike past and thinks of himself as Voard's faithful servant.

Area A-7C: Moovtu's Room

Moovtu Hugnish wandered into the icy wastes to die, unwanted by his orcish mother because of his "tainted blood." Instead, years on the frigid plains strengthened the half-orc's body and purified his mind. Moovtu "rediscovered" the monastery as he sought a cave in which to weather a deadly ice storm. The glacier only recently began melting away from the monastery, but the building provided shelter from the biting winds. Moovtu explored the ruins, finding the seated statue and deciphering its "name" from the only word on its base. Moovtu worships the "god" for providing for his survival.

Over the past year, other outcasts joined Moovtu. The monks maintain the grounds as the glacier continues to steadily retreat.

New Deity: Voard

God of Anguish

Alignment: Lawful Neutral, Lawful Good

Domains: Destruction, Law, Strength, Travel

Typical Worshipers: Outcasts, hermits, monks

Favored Weapon: Sickles or scythes

Voard represents the end of everything, but his popularity came and went with the whims of mortals. Voard's followers believed in self-sacrifice, suffering, mourning and the end of the world. They often had no concept of self-preservation and placed themselves in adverse situations. They were often seen as strange and peculiar, outcasts from normal society.

Voard is represented by a pitiful, gaunt male wearing a loincloth. He is often depicted on his knees with arms and palms raised upward. The crying god is usually shown weeping.

His temples were always monasteries built on the edge of disaster. They could be found along fault lines, at the base of volcanoes, on flood plains or in other hazardous settings.

Not so ironically, Voard's prophecies often came true, at least to his faithful followers and their temples when inevitable disasters struck. Only ruins of scattered monasteries, forgotten tomes and a few relics remain of the lost god. Scholars speculate Voard never really existed except as the will of suicidal fanatics.

His followers typically dress in simple attire; they see no need for luxuries. They believe everything will end soon, so why worry? Piety and poverty are trademarks of Voard's followers, who believe they must suffer for the sins of others.

Area A-7D: Decenatus' Room

Heaps of blankets and moldy hay fill one corner, with cloth blankets spread atop them. **Brother Decenatus** (LN male centaur Mnk5) sleeps here. Decenatus bears a black shape in the dark fur on his flank that resembles a black mosquito, the unholy symbol of Rachiss. (See *Splinters of Faith 8: Pains of Scalded Glass* for more on Rachiss' followers.) The nomadic centaur tribe considered the symbol an evil omen and exiled Decenatus after he led a group of hunters into a mole-infested field. Half of the hunters suffered broken legs, and Decenatus was chased away by their angry wives. Decenatus eventually fell in with Moovtu's order and now worships Voard as his "savior."

Decenatus fashions three-inch metal spikes for his horseshoes to improve his traction in the icy wastes. The centaur sharpens the spikes each week to maintain his traction. Moovtu reshods Decenatus' hooves each year with newly created spikes.

Horseshoe spikes

Decenatus' spiked horseshoes resemble thick steel spikes radiating around the bottom of his hooves. Decenatus has mastered moving about on the points on stone, ice and snow, and is able to move at his normal speed on all surfaces. The horseshoes give him +10 to Acrobatics checks when on ice and snow. They also add 1d6 points of damage to kick attacks. The shoes can be placed on any horse or animal with hooves.

Area A-7E: Brother Silas

Brother Silas (LN male mongrelman Mnk2/Rog5) took a lifetime vow of silence six months ago after lapsing into a brief coma and experiencing a vision of Voard. The other monks blame Moovtu's cooking.

Known as the Silent One, Silas is a former thief captured during a raid on a town's larders. His mongrelmen brethren left him to die, but Silas escaped by wriggling through a window. Silas is small with completely white fur. He resembles an overgrown rodent. A detriment in the forest, the white fur is perfectly suited for hiding in the snow around the monastery (Stealth +10).

Brother Silas speaks using elaborate hand gestures. Rogues notice his "language" is built on an old thieves' cant (Perception DC 12).

Silas' room is immaculately maintained, with a hammock strung across the corner behind the door. The mongrelman's meager belongings are stacked in neat bookshelves. He keeps thieves tools and the last coin he ever stole as reminders of his former life.

Area A-7F: Brothers Stonegrip and Oonda

Brother Stonegrip (LN male dwarf Mnk4/Ftr2) sleeps in this room, which also serves as a storage closet. Various weapons, rags, candles and incense are housed here. Stonegrip curls up in a cubby beneath the rags to stay warm. Stonegrip is a particularly ugly dwarf exiled from his village for courting a judge's daughter. Brother Stonegrip is ill-tempered and always spoiling for a fight. The other monks are trying to help the recent convert come to grips with his anger.

Brother Oonda (LN male satyr Mnk3) also stays in the room after his living quarters were destroyed when the melting ice weakened the outer wall of his room. The satyr has wildly curving horns that give him a decidedly evil appearance. Despite this, he is a peaceful being, preferring to sit quietly and read.

Area A-7G: Brother Cold

This rear room of the monastery is still covered by the slowly retreating ice wall. Encased in the clear ice is **Brother Cold**, a monk who lived in the monastery and was trapped when the ice moved in. The current inhabitants consider Brother Cold an active member of their order. Moovtu is sure the monk will awaken once the ice covering his body fully retreats. Moovtu expects the ice to naturally clear Brother Cold's body within another 6 months. The monks don't want to hasten the procedure, knowing the torture of anxiety is a valuable lesson.

The monk in the icebound room stands in the center of the small chamber, his hands folded into his robes and his face relaxed in quiet contemplation. His long beard flows past his waist. He appears to be in a deep trance. The expression on his face is inscrutable.

Brother Cold

Need a villain to terrorize PCs in the future? Looking for a source of ancient information to lead PCs onto further adventures after they complete the *Scepter of Faiths* adventure? Brother Cold can serve these purposes and more. GMs are encouraged to use the icebound monk to suit whatever purposes are needed in the campaign.

If you decide to use Brother Cold, PCs could receive a summons from Moovtu when the ice is about to fully release the icebound monk. It's up to the GM to decide what PCs find if they return to the monastery.

Area A-7H: Vacant Rooms

Brother Stonegrip and Brother Oonda lived in these rooms until the outer stone walls collapsed. The rooms are open to the elements, and drifts of snow fill the chambers.

Area A-7I: Dining Hall

Crude tables fill this room. The monks take their meals here, all eating at the same time to share their stories of the day. Trickle of water run across the floor, freezing in long icy strands. The room extends into a new lake created by water melting off the glacier outside. The monks plug the holes in the wall as best they can with cloth strips, but water still finds a way to seep through.

Monks prepare food in one corner of the room. They eat potatoes, soggy vegetables and caribou.

Area A-7J: Pantry

This room contains fine porcelain plates, silverware and carved bone serving trays. The monks are careful with the dishes, placing them in cloth-lined trays to protect them.

Area A-7K: Ice-filled Rooms

These chambers are completely encased in the Wailing Glacier. The thawing ice is slowly revealing more details about each room to the monks. The GM is free to fill the rooms with whatever items or clues are needed for future adventures.

Adventure Background

As if Moovtu's luck isn't bad enough, he and his band recently returned from gathering supplies to find that marauding yetis had ransacked the monastery and stolen the Weeping Statue of Voard. Moovtu tracked the yetis to an ice cave, but feared confronting the beasts in their lair. He suspects there is a yeti stronghold deep within the Wailing Glacier, but he doesn't want to risk his small group tackling such a deadly force.

Moovtu knows little of the order he follows and he makes up quite a bit to fill in the gaps. But he has studied murals scattered about the monastery for years and can answer some questions honestly. If asked about the *Scepter of Faiths*, Moovtu points out a mural depicting the Weeping Statue of Voard. In the mural, the statue's tears fall upon a glowing scepter. He correctly assumes that the statue is the key to the *Remembrance of Angst* blessing needed to further anoint the scepter.

Wandering Monsters

Many deadly beasts wander the icy wastelands around the Monastery of World Sundering. The weather also shifts frequently, pelting travelers with freezing rain and heavy snow. Roll 1d20 every three hours the PCs are outside and consult the following table:

d20	Encounter
1	Yeti war band (2d4): CR 3; hp 45.
2-3	Ogre raiders (1d4+1): CR 3; hp 40 each.
4	Grebru and Bucky: See Area B-2.
5	Senid Fretch: See Area C-2.
6	Remorhaz (1): CR 7; hp 94.
7-8	Mastodon Herd (2d10): CR 9; hp 133.
9-10	Polar bears (2): CR 4; hp 52.
11-12	Dire lions (1d4+2): CR 5; hp 62.
13-14	Winter wolves (3): CR 5; hp 57.
15	Snowstorm*: Visibility and movement halved, and temperature drops to freezing. Storms last 1d6 hours.
16-20	No encounter.

* *Pathfinder Core Rulebook*, Chapter 13, "The Environment," *Cold Dangers*.

Dire lions: These dire lions are new to the emerging grasslands, and prowl the region looking for game.

DIRE LION CR 5
XP 1,600
hp 62. (*Pathfinder Roleplaying Game Bestiary* "Lion")

Mastodon herd: These mastodons recently ran into a pack of dire lions and some of the elephants were injured. The bull elephant is frightened and angry, and tramples anything that bothers the group.

MASTODON CR 9
XP 6,400
hp 133 (*Pathfinder Roleplaying Game Bestiary*, "Elephant, Mastadon")

Ogre raiders: This band of ogres climbed down the Wailing Glacier in search of easy treasure. They had a recent run in with the monks of the monastery, and were turned away quite easily.

OGRE CR 3
XP 800
hp 40 (*Pathfinder Roleplaying Game Bestiary*, "Ogre")

Polar bears: These bears are recently displaced from their ice cave on the glacier. They are thriving in the grasslands, and recently adopted a small cub that washed down the glacier to them.

POLAR BEAR CR 5
XP 1,600
 N Large animal
Init +3; Senses low-light vision, scent; **Perception +8**

AC 20, touch 12, flat-footed 17 (+3 Dex, +8 natural, -1 size)
hp 52 (5d8+30)
Fort +10, Ref +7, Will +4

Spd 40 ft.
Melee 2 claws +9 (1d6+7 plus grab), bite +9 (1d6+7)
Space 10 ft.; Reach 5 ft.

Str 25, Dex 17, Con 23, Int 7, Wis 17, Cha 10
Base Atk +3; CMB +11 (+15 grapple); **CMD 24** (28 vs. trip)
Feats Endurance, Run, Skill Focus (Survival)
Skills Perception +8, Survival +7, Swim +16; **Racial Modifiers** +4 Swim

Remorhaz: This polar worm is wandering outside the glacier, slicing through the semi-frozen tundra. It investigates any disturbances and rises up under its prey.

REMORHAZ CR 7
XP 3,200
hp 94 (*Pathfinder Roleplaying Game Bestiary*, "Remorhaz")

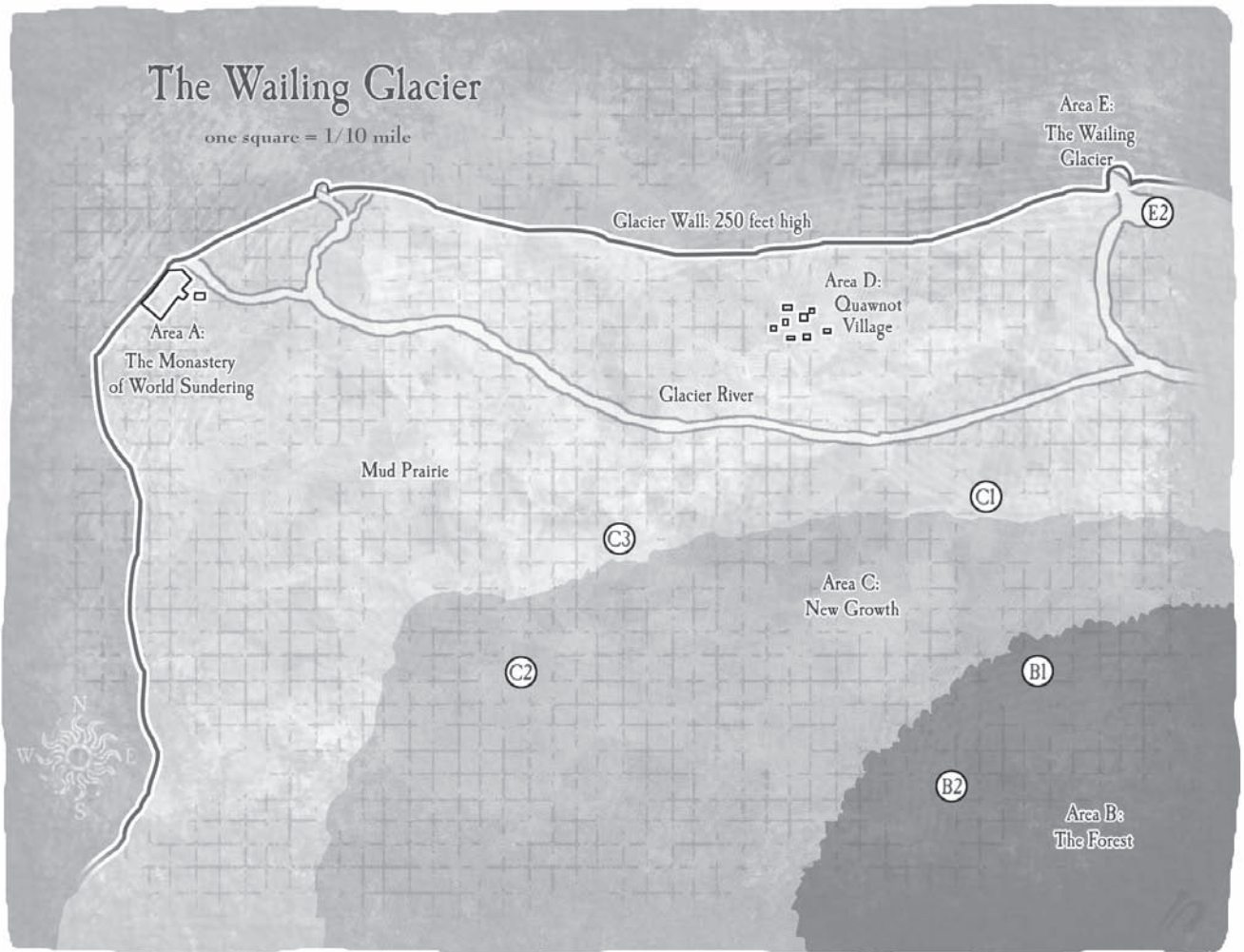
Snowstorm: These powerful storms roll off the Wailing Glacier quickly, turning the land around the base of the glacier into a no-man's land of pelting ice and blowing snow. Visibility drops with temperature. PCs need adequate protection against the cold to survive outdoors for long.

Winter wolves: These winter wolves live in the forest, but are skittish around humans after a run-in with Grebru and Bucky. They fight if threatened.

WINTER WOLF CR 5
XP 1,600
hp 57 (*Pathfinder Roleplaying Game Bestiary*, "Worg, Winter Wolf")

Yeti war band: This war band is scouting outside the glacier in search of slaves and food. They were part of the group that attacked the monastery and stole the statue of Voard.

YETI CR 4
XP 1,200
hp 45 (*Pathfinder Roleplaying Game Bestiary*, "Yeti")



Area B: The Kajaani Forest

This dense forest brims with evergreens and shrubs. Moss and thick lichens cover rocks left by the receding glacier. Wildlife thrives in the abundant vegetation.

Area B-1: Lions' Den (CR II)

Boulders covering a mound near the base of the hill is the burrow of **5 dire lions**. The lions are content and rarely hunt, only attacking to protect the lair and their young. The lions recently killed an adventurer's pack mule. The adventurer's gear lies within the den and includes: a 10-ft. pole, 50-ft. rope (x4), saddle bags (x2), bull's-eye lantern, flasks of oil (x4), human-size winter coats (x5), 6 large bags, pitons (x10), small hammer, grappling hook, winter boots (x5), heavy blankets and bed rolls (x5), wine skin with water (x3) and a small unlocked chest with 139 gp and a *potion of cure serious wounds*.

DIRE LIONS (5)

XP 1,600

hp 70, 62, 58, 50, 42. (*Pathfinder Roleplaying Game Bestiary* "Lion")

CR 5

Area B-2: Grebru's Tree House (CR II)

A grand tree house sits 80 feet above the forest floor. A rope ladder is visible, but has been pulled up to the loft. **Grebru** (CN male human Bbn5/Rgr6, Int 7), a barbarian who shuns civilization, lives in the simple structure. Grebru detests intrusion, humanity and especially arcane spellcasters. He is belligerent and rude if disturbed. He enjoys being the forest "bully" and is hostile if threatened. Grebru is keenly aware of his low intelligence and is quick to take offense if PCs make fun of him. He warily watches adventurers but otherwise leaves them alone. Grebru's companion, **Bucky**, a **smilodon**, stays close when Grebru roams the forest. After killing its mother years ago Grebru has raised Bucky since the giant cat was a kitten. In fact Grebru often refers to the smilodon as his "Lil' Kitten".

Grebru's home offers PCs little aside from shelter. The barbarian carries his valuables with him when he leaves the tree house. He has little use for money or magic.

GREBRU

XP 9,600

Male human ranger 6, barbarian 5

CN Medium humanoid (human)

Init +4 (+6 cold); **Perception** +14 cold, +18 vs. humans, +16 vs. dwarves

CR 10

AC 19, touch 14, flat-footed 15 (+4 armor, +4 Dex, +1 shield)

hp 131 (6d10+18 plus 5d12+15)

Fort +12; **Ref** +10; **Will** +4

ADVENTURE BACKGROUND

Defensive Abilities improved uncanny dodge, uncanny dodge

Spd 40 ft.

Melee +17/+12/+7 battleaxe (1d8+7) and +17/+12/+7 handaxe (1d6+7), or vs. humans +21/+16/+11 battleaxe (1d8+11) and +21/+16/+11 handaxe (1d6+11), or vs. dwarves +19/+14/+9 battleaxe (1d8+9) and +19/+14/+9 handaxe (1d6+9)

Special Attacks favored enemy (1st humans, 2nd dwarves), rage Spells (CL 1)

1st—*entangle* (DC 12), *longstrider*

Str 20, **Dex** 19, **Con** 16, **Int** 5, **Wis** 12, **Cha** 6

Base Atk +11; **CMB** +16; **CMD** 29

Feats Diehard, Double Slice, Endurance^B, Greater Two-weapon Fighting, Improved Two-weapon Fighting^B, Two-weapon Defense, Two-weapon Fighting^B, Two-weapon Rend, Weapon Focus (handaxe), Weapon Focus (battleaxe)

Skills Climb +19, Perception +12 (+14 cold, +18 vs. humans, +16 vs. dwarves), Sense Motive +1 (+5 vs. humans, +3 vs. dwarves), Stealth +15 (+17 cold), Survival +13 (+15 cold, +19 vs. humans, +17 vs. dwarves)

Languages Common

SQ fast movement, favored terrain (cold), hunter's bond (companions), rage powers (powerful blow, quick, reflexes), track, trap sense +1, wild empathy

Combat Gear chain shirt, +2 battleaxe, +2 handaxe, ring of chameleon power, composite long bow (+3 Str), quiver, 36 arrows.

BUCKY (SMILODON)

CR 8

XP 4,800

hp 135 (*Pathfinder Roleplaying Game Bestiary* "Tiger, Dire")

Area C: New Growth

A band of new vegetation is reclaiming the land as the glacier vanishes. The terrain is soft and spongy, almost marsh-like. Run-off streams cover every soggy acre.

Area C-1: The Shambling Mound (CR 6)

The leathery, skeletal remains of a man rests atop a pile of boulders. The body is draped in rusted chain armor and clutches a +1 *flame tongue*. A **shambling mound** that lairs nearby discovered long ago that the body is tempting bait for passers-by. The creature waits in a water-filled pit north of the boulders. It is almost completely submerged (Stealth +15). The mound attacks anything disturbing the body.

SHAMBLING MOUND

CR 6

XP 2,400

hp 76 (*Pathfinder Roleplaying Game Bestiary*, "Shambling Mound")

Area C-2: The Fen Witch (CR 11)

A hut sits among tall reeds. The structure is difficult to see at a distance of more than 50 feet (DC 15 Perception check). Bone wind chimes hanging from the thatched roof offer a clue of its whereabouts (DC 12 Listen check). An extinguished firepit sits before the hut's entrance, with the half-eaten remains of an unidentifiable humanoid impaled upon a spit. **The fen witch Senid Frech**, a priestess of Hel, goddess of disease and plague, inhabits this remote dwelling. Senid chose this area to begin spreading seeds of disease and evil through the budding forest.

The hut is under a *deseccation* spell that Senid recasts regularly, and contains her possessions and treasures from her victims. Scattered among piles of gnawed bones, decaying corpses and other unpleasant remains are a human-sized dragonhide (white) suit of plate mail, *pipes of sounding*, *gloves of dexterity* +2, *wand of web* (CL 5, 21 charges) and a *potion of invisibility*. The filthy treasure items and the body parts are covered with the disease **slimy doom** (see *Pathfinder Core Rulebook*, Appendices, "slimy doom," Disease).

Senid mostly commonly rides atop her **young white dragon zombie** to wreak havoc on everything she meets. She stays safely atop her mount while casting spells and using her horrific appearance and death-speak abilities. After she exhausts her spells, she enters melee combat.

The white dragon Kartarrh (Area E-13) slew a sibling in a territorial dispute many years ago, and the ecstatic Senid found the frozen corpse within the melting glacier.

SENID FRECH, FEN WITCH

CR 11

Tome of Horrors, by **Necromancer Games** "Fen Witch", Page 135.

XP 12,800

Female fen witch cleric 7

CE Medium monstrous humanoid

Init +1; **Senses** darkvision 60 ft.; **Perception** +11

Aura Evil

AC 16, touch 11, flat-footed 15 (+2 armor, +1 Dex, +3 natural)

hp 89 (6d10+6 plus 7d8+7)

Fort +8, **Ref** +8, **Will** +15

Defensive Abilities SR 16

Spd 30 ft.

Melee 2 claws +14 (1d4+3)

Special Attacks channel negative energy 6/day (DC 16, 4d6), death speak, horrific appearance, spontaneous casting (inflict spells)

Domain Spell-like Abilities (CL 7th):

6/day—*hand of the acolyte*, *touch of evil*

Spells Prepared (CL 7th):

4th — *summon monster IV*, *unholy blight*^D

3rd — *bestow curse*, *magic circle against good*^D, *searing light*

2nd — *align weapon*^D, *bull's strength*, *death knell*, *owl's wisdom*, *spiritual weapon*

1st — *bane*, *bless*, *curse water*, *obscuring mist*, *protection from good*^D, *sanctuary*

0 (at will) — *bleed*, *create water*, *putrefy food and water*, *resistance*

D domain spells; **Domains** Evil, Magic

Str 17, **Dex** 12, **Con** 13, **Int** 11, **Wis** 16, **Cha** 10

Base Atk +11; **CMB** +14; **CMD** +25

Feats Alertness, Blind-Fight, Iron Will

Skills (4 +0 Int skills/6 HD=24) Craft (any one) +9, Perception +13, Sense Motive +13, Stealth +10

Combat Gear *bracers of armor* +2, *potions of cure serious wounds* (x3), *neutralize poison*, *wand of contagion* (CL 8, 15charges), unholy symbol of Hel.

Horrific Appearance (Su) The sight of a fen witch is so revolting that anyone who sets eyes upon one must succeed at a Fort save (DC 13) or instantly be weakened, taking 1d8 points of Strength damage. This ability loss cannot reduce a victim to a negative Strength score, but anyone reduced to Strength 0 is helpless. Creatures that successfully save cannot be affected again by the same fen witch's horrific appearance for one day. The save DC is Charisma based.

Mind Probe (Su) As a standard action, a fen witch can peer into the mind of a living creature within 60 feet in an attempt to extract the creature's true name. The target can resist mental trespassing by succeeding at a Will save (DC 14). If the save fails, the fen witch has learned the creature's true name and can use her death speak ability. Creatures with an intelligence of 1 or less and creatures with no intelligence are immune to this ability. Psionic creatures can use

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defense modes or other psionic abilities to counter this probe. The save DC is Intelligence based.

Death Speak (Su) If the fen witch speaks the true name of an individual and that individual hears it, that creature must succeed at a Will save (DC 14) or die instantly. A creature slain in this manner can be restored to life normally. Note that the fen witch does not need to speak a language the creature understands in order to use this ability. The save DC is Charisma based.

Telepathy (Sp) The fen witch can communicate telepathically with any creature within 100 feet that has a language.

YOUNG ADULT WHITE DRAGON ZOMBIE

CR 5

Pathfinder Roleplaying Game Bestiary, “Dragon, White” and “Zombie”

XP 1,600

NE Large undead (white dragon)

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

AC 26, touch 9, flat-footed 26 (–1 size, +17 natural)

hp 72 (13d8+3)

Fort +4, **Ref** +4, **Will** +8

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

Spd 60 ft., burrow 30 ft., fly 200ft.(clumsy), swim 60 ft.

Melee bite +14 (1d8 +10), 2 claws +14 (1d6 +7) , 2 wings +9 (1d6 +3) and tail +9 (1d8 +10) or slam +14 (1d8+7)

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

Str 25, **Dex** 10, **Con** —, **Int** —, **Wis** 10, **Cha** 10

Base Atk +8; **CMB** +16; **CMD** +26 (+30 vs. trip)

Feats Toughness^B

Staggered (Ex): Zombies have poor reflexes and can only perform a single move action or standard action each round. A zombie can move up to its speed and attack in the same round as a charge action.

Area C-3: Swill of Ochre (CR 8)

Corroded armor and weapons litter this old swampy battlefield. A thin crust of ice covers the land, the frost crunching with every step. Despite the abundance of items, no corpses are evident. There are thousands of ruined weapons and armor littering the land. Nothing of value or use can be found here. The battlefield is the home of a **huge advanced fiendish ochre jelly** that lies in wait in a low depression under the ice. The jelly greedily attacks anyone entering the grim graveyard. This fiend was summoned long ago as a guardian for Cerulean’s tower. It escaped and has wandered the marshy plains ever since.

ADVANCED FIENDISH HUGE OCHRE JELLY

CR8

Pathfinder Roleplaying Game Bestiary “Ochre Jelly”

XP 4,800

N Huge ooze

Init –4; **Senses** blindsight 60 ft.; **Perception** –3

AC 9, touch 4, flat-footed 9 (–4 Dex, –2 size, +5 natural)

hp 163 (10d8+100)

Fort +12, **Ref** –1, **Will** +1

Defensive Abilities split, **DR** 5/good; **Immune** electricity, mind-affecting effects, ooze traits. slashing and piercing damage; **Resist** cold 10, fire 10; **SR** 13

Spd 10ft., climb 10ft.

Melee slam +13 (2d6+8 plus 1d4 acid and grab)

Special Attacks constrict (2d6+8 plus 1d4 acid), smite good +6 damage

Str 26, **Dex** 3, **Con** 30, **Int** —, **Wis** 4, **Cha** 4

Base Atk +7; **CMB** +18 (+22 grapple); **CMD** 25 (cannot be

tripped)

Skills Climb +16

Acid (Ex) an ochre jelly secretes a digestive acid that dissolves only flesh (not bone) when it strikes a foe — creatures not made of flesh (including most constructs and oozes, skeletal undead, plants, and incorporeal creatures) are immune to the ochre jelly’s acid damage.

Split (Ex) slashing weapons, piercing weapons and electricity attacks deal no damage to an ochre jelly. Instead the creature splits into two identical jellies, each with half the original creature’s current hit point total, rounded down. A jelly with 10 hit points or less cannot be further split and dies if reduced to 0 hit points.

Area D: Quawnot Village

Quawnot (village): Conventional; **AL** N (with evil tendencies); 10-gp limit; **Assets** 100 gp; **Population** 100; Barbegazi (ice gnomes) (100%)

Authority figures: **King Waldron**, N male barbegazi Rog9 (ruler)

The rapidly melting glacier has left a village of barbegazi (ice gnomes) homeless. Quawnot was once a pueblo-style ice settlement built across the face of the Wailing Glacier. With the glacier rapidly melting around them, the gnomes have lost many lives and homes.

The ice gnomes have built a makeshift village of stone and mud where their grand settlement recently fell. They scour the muddy plains looking for remains and salvageable possessions still dropping from the glacier town’s former site. The gnomes are preparing to move en masse deeper into the mountains to a more-suitable environment. The lack of shelter and protection leaves the barbegazi at the mercy of the dragon Kartarrh (Area E-13). Luckily, the dragon does not need to eat often and has had her fill of gnomes. But her attacks over the past weeks have killed almost a third of the gnomes who survived the town’s fall.

During the day, the barbegazi stay in their ramshackle shelters. The villagers are depressed and don’t trust strangers. PCs poking around asking questions cause distress, fear and anger.

Only the current king, **Waldron**, ventures to speak with visitors. He tells of Quawnot’s misfortune and says that treasure still lies in the ice caves. He tempts adventurers to explore the caves in the hope they’ll slay Kartarrh. Of course, he intentionally neglects to mention the dragon.

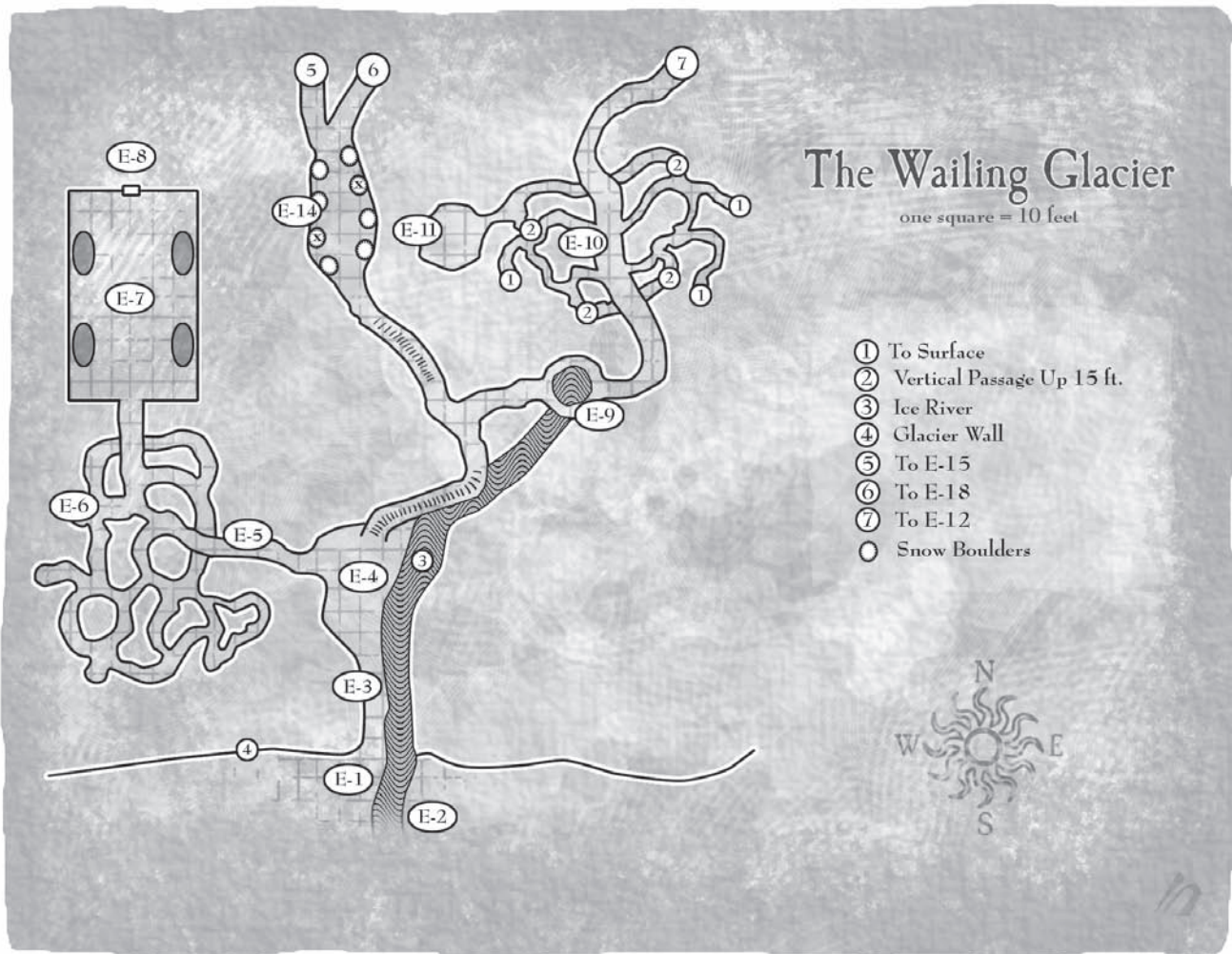
Quawnot has little to offer. The destitute gnomes happily trade any meager equipment for food and weapons. Regrettably, all the gnomes’ equipment is of Small size and little use to Medium-size creatures.

Area E: The Wailing Glacier

The Wailing Glacier rises more than 250 feet in a sheer wall of ice. Its name comes from a low moaning sound caused by wind blowing constantly over the upper edge and through a network of small caves dotting its outer surface. The great wall of ice stretches almost a mile across the entire vale. Clouds of ice crystals and snow gust over the edge, raining down harmlessly on the barren lands.

Recently, warmer winds circulated over the land, slowly eroding the glacier. The wall of ice glistens with water during the day, the water refreezing each night. Rivulets of water pour off the glacier’s surface during the day, and icy streams burst forth from interior pockets when the sun strikes the icy wall. The water is just above freezing from traveling through tunnels cored through the glacier. Many water-carved caves pockmark the glacier, although most are too small to explore.

The Wailing Glacier is home to many creatures that make their lairs within the ice wall. The newly melting glacier is causing many of those creatures to abandon their homes, however. Constant ice-quakes shake the mass, and ice shelves collapse due to thawing. The weight of the upper ice pressing down on the eroding foundation means disaster is inevitable for the current ice caves.



Hearing while in the ice caves is difficult because of the moaning wind that whips through the cold passages. Listen checks suffer a –5 penalty because of the wind’s sustained wail.

The temperature inside the ice hovers at 30 degrees, and humidity is about 99 percent. PCs who don’t take appropriate precautions may face hypothermia and freezing as they explore (See the *Pathfinder Core Rulebook*, Chapter 13, “The Environment,” *Cold Dangers*).

Rich sunlight filters through the ice, illuminating the interior with a diffused radiance. The light has a blue tint, making it hard to differentiate colors.

Characters walking on the ice must spend 2 squares of movement to enter a square covered by ice. Acrobatic checks increase by +5.

Area E-1: Large Cave Entrance

The trail proceeds through thick mud surrounding a rapid river spewing from the glacier’s face. The river has carved a 10-foot-wide trench through the soft earth and is filled with 6 feet of swift, clear water. Grass and moss sprout over the surface of the terrain. Tracks in the muddy ledge lead to an ice cave 5 feet above the river.

Area E-2: The Pool (CR 7)

Downstream, the river carved out a 50-foot-deep depression filled with icy water. A **5-headed cryohydra** lives in the pit. Collapsing ice caused the foul-tempered creature to abandon its cave several days ago. It investigates any disturbance in the pool or river and pursues PCs into the ice caves. It has no treasure.

5-HEADED CRYOHYDRA

CR 6

Pathfinder Roleplaying Game Bestiary, “Hydra”

XP 2,400

N Huge magical beast, cold

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

Perception +10

AC 15, touch 9, flat-footed 14 (+1 Dex, +6 natural, –2 size)

hp 67 (5d10+20); fast healing 5

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

Speed 20 ft., swim 20 ft.

Melee 5 bites +6 (1d8+3)

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

Special Attacks pounce, 5 breath weapons (15-ft. cone, DC 16, 3d6 cold)

Str 17, **Dex** 12, **Con** 18, **Int** 2, **Wis** 11, **Cha** 9

Base Atk +5; **CMB** +10; **CMD** 21 (can’t be tripped)

Feats Combat Reflexes, Iron Will, Lightning Reflexes

Skills Perception +10, Swim +11; **Racial Modifiers** +2 Perception

SQ hydra traits, regenerate head

Fast Healing (Ex): A hydra’s fast healing ability is equal to its current number of heads (minimum fast healing 5). This fast healing applies only to damage inflicted on the hydra’s body.

Hydra Traits (Ex): A hydra can be killed by severing all of its heads or slaying its body. Any attack that is not an attempt to sever a head affects the body, including area attacks or attacks that cause piercing or bludgeoning damage. To sever a head, an opponent must make a sunder attempt with a slashing weapon targeting a head. A head is considered a separate weapon with hardness 0 and hit points equal to the hydra’s HD. To sever a head, an opponent must inflict

Wandering Monsters

Many beasts and hazards await inside the Wailing Glacier. Roll 1d20 every three hours the PCs travel inside the glacier and consult the following table:

d20	Encounter
1-3	Arctic gnome explorers (1d4+1): War1, hp 8
4	Frost Giant: CR 9; hp 133.
5	Dire Wolves (1d6+3): CR 3; hp 37.
6	Polar Bears (2): CR 4; hp 52.
7	Yeti Hunting Party (2d4): CR 4; hp 45.
8	Winter Wolves (1d4): CR 5; hp 57.
9	Smilodon Pride (1d4+1): CR 5; hp 105
10	Troll (1d4+1): CR 5; hp 63.
11-20	No encounter

Arctic gnome explorers: These gnomes are investigating the many ice crevasses opening within the glacier as it melts. They are seeking an ancient gnomish treasure, but are reluctant to share information about the item unless PCs convince them of their good intentions and willingness to help. The missing item is left to the GM's choosing.

Frost Giant: As the Wailing Glacier retreated, a clan of frost giants found its home crumbling around them. The patriarch of the clan sent this scout out to find what is causing the glacier to melt – and to stop it and anyone he thinks is involved. Gori is angry about his mission, and takes out his frustration on anyone he meets. He recently made his way into the glacier to take refuge for the night.

FROST GIANT CR 9
XP 6,400
hp 133 (*Pathfinder Roleplaying Game Bestiary*, “Giant, Frost”)

Dire wolves: This small pack of dire wolves is on the move to find a new territory. They are hungry and vicious, turning on any creature they meet. The wolves flank opponents, then close in as a group.

DIRE WOLF CR 3
XP 800
hp 37 (*Pathfinder Roleplaying Game Bestiary*, “Wolf, Dire”)

Polar bears: This mated pair of polar bears lost their cub in a glacial river that opened under them as they climbed atop the Wailing Glacier. They've made their way down into the glacier in search of the cub.

POLAR BEAR CR 5
XP 1,600
 N Large animal
Init +3; Senses low-light vision, scent ; **Perception +8**

AC 20, touch 12, flat-footed 17 (+3 Dex, +8 natural, –1 size)
hp 52 (5d8+30)
Fort +10, Ref +7, Will +4

Spd 40 ft.
Melee 2 claws +9 (1d6+7 plus grab), bite +9 (1d6+7)
Space 10 ft.; Reach 5 ft.

Str 25, Dex 17, Con 23, Int 7, Wis 17, Cha 10

Base Atk +3; CMB +11 (+15 grapple); **CMD 24** (28 vs. trip)
Feats Endurance, Run, Skill Focus (Survival)
Skills Perception +8, Survival +7, Swim +16; **Racial Modifiers** +4 Swim

Smilodon pride: These tigers are on the move, looking to move on as the glacier melts. They are quick to attack to fill their bellies with fresh meat before moving on.

SMILODON, TIGER CR 8
The Tome of Horrors 2 by **Necromancer Games**, Page 192.
XP 4,800
 N Large animal
Init +6; Senses low-light vision, scent; **Perception +12**

AC 17, touch 11, flat-footed 15 (+2 Dex, +6 natural, –1 size)
hp 105 (14d8+42)
Fort +12, Ref +11, Will +5

Speed 40 ft.
Melee 2 claws +18 (2d4+8 plus grab), bite +18 (2d6+8/19–20 plus grab)
Space 10 ft.; Reach 5 ft.
Special Attacks pounce, rake (2 claws +18, 2d4+8)

Str 27, Dex 15, Con 17, Int 2, Wis 12, Cha 10
Base Atk +10; CMB +19 (+23 grapple); **CMD 31** (35 vs. trip)
Feats Improved Critical (bite), Improved Initiative, Run, Skill Focus (Perception), Skill Focus (Stealth), Weapon Focus (bite, claw)
Skills Acrobatics +6, Perception +12, Stealth +15 (+23 in tall grass), Swim +13; **Racial Modifiers** +4 Acrobatics, +4 Stealth (+8 in tall grass)

Trolls: The monsters crawled through a cave opening and found themselves caught in the yeti tunnels. The groups are fighting running battles through the ice halls. The trolls attack if anyone discovers them.

TROLL CR 5
XP 1,600
hp 63 (*Pathfinder Roleplaying Game Bestiary*, “Troll”)

Winter wolves: These worgs' cave crashed down around them, sending them looking for a new home in the crumbling ice caves.

WINTER WOLF CR 5
XP 1,600
hp 57 (*Pathfinder Roleplaying Game Bestiary*, “Worg, Winter Wolf”)

Yeti hunting party: These yetis are part of the defenses of the ice caves. They seek to capture PCs first, but don't hesitate to use deadly force if necessary.

YETI CR 4
XP 1,200
hp 45 (*Pathfinder Roleplaying Game Bestiary*, “Yeti”)

enough damage to reduce the head's hit points to 0 or less. Severing a head deals damage to the hydra's body equal to the hydra's current HD. A hydra can't attack with a severed head, but takes no other penalties.

Regenerate Head (Ex): When a hydra's head is destroyed, two

heads regrow in 1d4 rounds. A hydra cannot have more than twice its original number of heads at any one time. To prevent new heads from growing, at least 5 points of acid or fire damage must be dealt to the stump (a touch attack to hit) before they appear. Acid or fire damage from area attacks can affect stumps and the body

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simultaneously. A hydra doesn't die from losing its heads until all are cut off and the stumps seared by acid or fire.

Area E-3: The Entrance Cavern.

A 20-foot-wide earthen ledge runs into the cave alongside the stream. The thick mud turns to frozen earth deeper within the glacier. Light filtering through the ice casts an azure hue on the walls, ceiling and floor. Strong winds blow into the tunnels through the cave entrance, creating a hollow keening. The passage continues to the north.

Area E-4: Domed Chamber

The passage ends in a domed chamber. Melting water flows into the chamber from a water-filled cave. A dirt passage exits to the west, and a crude ice staircase carved into the wall heads north. The stairs wind to the top of the 65-foot-tall chamber to an ice cave.

Area E-5: Rising Passage

This 15-foot-diameter passage's floor gradually rises, slowly changing from earthen floor to ice containing frozen bone fragments and water-polished stones.

Area E-6: Maze of the Cubes (CR 9)

The passage branches off in many directions, the wandering paths often doubling back. Small holes pepper the ice ceiling. During the day, water trickles from the holes, carrying debris into the caves.

The maze is home to **5 advanced gelatinous cubes** that roam the tunnels looking for meals. The cubes are stationary at night and appear to be huge blocks of ice as the dropping temperatures slow their metabolism. During the day, the creatures roam freely. When the temperature begins dropping, the freeze in place until they warm up again.

The caves are an ideal hunting ground for the creatures, despite the frigid temperatures that cause them to go dormant overnight. Filtered light and reflections off the ice make seeing the cubes difficult amid the shimmering caves (DC 20 Perception check). PCs caught between two flanking gelatinous cubes have no chance to escape being engulfed as the creatures collide in the tunnel.

HUGE GELATINOUS CUBES (ADVANCED) (5) **CR 4**
Pathfinder Roleplaying Game Bestiary, "gelatinous cube"
XP 1,200
N Large ooze
Init -5; **Senses** blindsight 60 ft.; **Perception** -5

AC 8, touch 3, flat-footed 8 (-5 Dex, -2 size, +5 natural)
hp 158, 140, 133, 130 and 119 (9d8+99)
Fort +14, **Ref** -2, **Will** -2
Defensive Abilities immune electricity, ooze traits

Spd 15 ft.
Melee slam +9 (1d8 +5 plus 1d6 acid plus paralysis)
Space 10 ft.; **Reach** 5 ft.
Special Attacks engulf, paralysis

Str 20, **Dex** 1, **Con** 32, **Int** —, **Wis** 1, **Cha** 1
Base Atk +6; **CMB** +13; **CMD** +8 (can't be tripped)
SQ transparent (Perception DC 20)
Acid (Ex) A gelatinous cube's acid does not harm metal or stone.
Endure elements (Ex) These cubes have developed an endurance

to the frigid environments as if protected by *endure elements* (cold).
Engulf (Ex) Although it moves slowly, a gelatinous cube can simply engulf Huge or smaller creatures in its path as a standard action. It cannot make a slam attack during a round in which it engulfs. The gelatinous cube merely has to move over the opponents, affecting as many as it can cover. Opponents can make attacks of opportunity against the cube, 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 17 Reflex save to avoid being engulfed—on a success, they are pushed back or aside (opponent's choice) as the cube moves forward. Engulfed creatures are subject to the cube's paralysis and acid, gain the pinned condition, are in danger of suffocating, and are trapped within its body until they are no longer pinned. The save DC is Strength-based.

Paralysis (Ex) A gelatinous cube secretes an anesthetizing slime. A target hit by a cube's melee or engulf attack must succeed on a DC 23 Fortitude save or be paralyzed for 3d6 rounds. The cube can automatically engulf a paralyzed opponent. The save DC is Constitution-based.

Transparent (Ex) Due to its lack of coloration, a gelatinous cube is difficult to discern. A DC 15 Perception check is required to notice a motionless gelatinous cube. Due to the ice cave environment, the cubes gain a +5 circumstance bonus to their transparency. Any creature that fails to notice a gelatinous cube and walks into it is automatically engulfed.

Area E-7: Hall of the Radiant Knights (CR 9)

The passage opens into a 60-foot-wide hallway extending 100 feet. The walls and ceiling are carved from the glacier, but the floor is frozen earth. The room's far end is a brick-hewn wall with a stone door in the center. Standing along the hall are **4 huge animated ice statues** of knights wearing full armor. A pair of statues stands along each wall. *Continual flame* glows brightly from the chest of each statue, approximately where the heart would be. The flickering flames illuminate the room in a purple hue as the red-glowing statues and blue-filtered light mix. These ancient guardians attack anyone disturbing the stone door. The wizard Cerulean and his companions (Area F) know the command word to safely pass the ice knights.

HUGE ANIMATED OBJECT, ICE STATUE (4) **CR 7**
Pathfinder Roleplaying Game Bestiary, "Animated Object"
XP 3,200

N Huge construct
Init -2 **Senses** darkvision 60, low-light vision; **Perception** -5

AC 16, touch 6, flat-footed 18 (-2 Dex, +10 natural, -2 size)
hp 110 hp (7d10+40 size)
Fort +2, **Ref** +0, **Will** +2
Defensive Abilities hardness 8 **Immune** Construct Traits

Speed 30 ft.
Melee 2 slams +13 (1d6+8)

Str 26, **Dex** 6, **Con** -, **Int** -, **Wis** 1, **Cha** 1
Base Atk +7 **CMB** +17 **CMD** 25

Trample (Ex): As a full-round action, a creature with the trample ability can attempt to overrun any creature at least one size category smaller than itself. This works like the overrun combat maneuver, but the trampling creature does not need to make a check, it merely has to move over opponents in its path. Targets of a trample take 1d6+8 plus 12 points of damage. Targets of a trample can make an attack of opportunity, but at a -4 penalty. If targets forgo an attack of opportunity, they can attempt to avoid the trampling creature and receive a DC 22 Reflex save to take half damage. A trampling creature can only deal trampling damage to each target once per round, no matter how many times its movement takes it over a target creature.

Area E-8: The Stone Door (CR 5)

This stone door in the center of a brick wall is the lower entrance to the frozen tower of Cerulean, a wizard of some repute and power. An inscription in Common carved into the stone above the door reads “Keep out! Or face the wrath of Cerulean, Master of the Wailing Glacier.”

The door is locked and trapped. It opens onto **Area F1**.

STONE DOOR: 2 in. thick; Hardness 5, hp 20; Break DC 25; Open Lock DC 30.

FIRE TRAP

CR 5

Type: magic; **Perception** DC 29; **Disable Device** DC 29

Trigger: proximity (stone door); **Reset:** none

Effect: Spell effect (*fire trap*, 10th-level wizard, 1d4+10 fire, DC 16 Reflex save half damage)

Area E-9: The Ice Melt

The passage opens into a 30-foot-wide cylindrical pit into which a waterfall roars from 50 feet above. The walls are polished smooth by the waterfall, which originates from a sub-glacier lake. The pit is 65 feet deep and eventually empties into Area E-4. The passage continues across the room.

The pit’s polished ice walls cannot be climbed without equipment. Pitons and rope may be used, but this is slow and dangerous work. Climbing with the aid of gear requires a DC 15 Climb check, but PCs must also make DC 10 Strength check every round to avoid falling as water batters them from above.

PCs take 6d6 points of falling damage if they are swept off the wall, in addition to potential cold damage. PCs furthermore take 3d6 points of damage as the torrential stream of water sweeps them downstream into Area E-4. Tethered PCs suffer only 1d6 points of falling damage as they slam into the pit wall.

The cold waterfall soaks all who enter the pit, seeping instantly through any normal cold-weather gear. Drenched PCs must immediately make DC 20 Fortitude save every 10 minutes or take 1d6 points of nonlethal cold damage. This effect remains for as long as PCs remain cold and wet. PCs with the Survival skill may not substitute it for checks while in the freezing water. Once they escape the water, however, they can use the skill normally (see *Pathfinder Core Rulebook*, Chapter 13, “The Environment,” *Cold Dangers*).

Area E-10: Polar Worm (CR 7)

Winding 5-foot-diameter tunnels riddle this 20-foot-wide passage. The tunnels travel in random directions, even vertically. Each smaller tunnel eventually ends in a 15-foot vertical passage. The ice tunnels are the home of a **remorhaz**. The remorhaz easily climbs the sheer ice walls due to its length and multiple legs. The polar worm stays close to the glacier’s surface as it hunts for prey. It investigates any disturbance in the tunnels within five rounds.

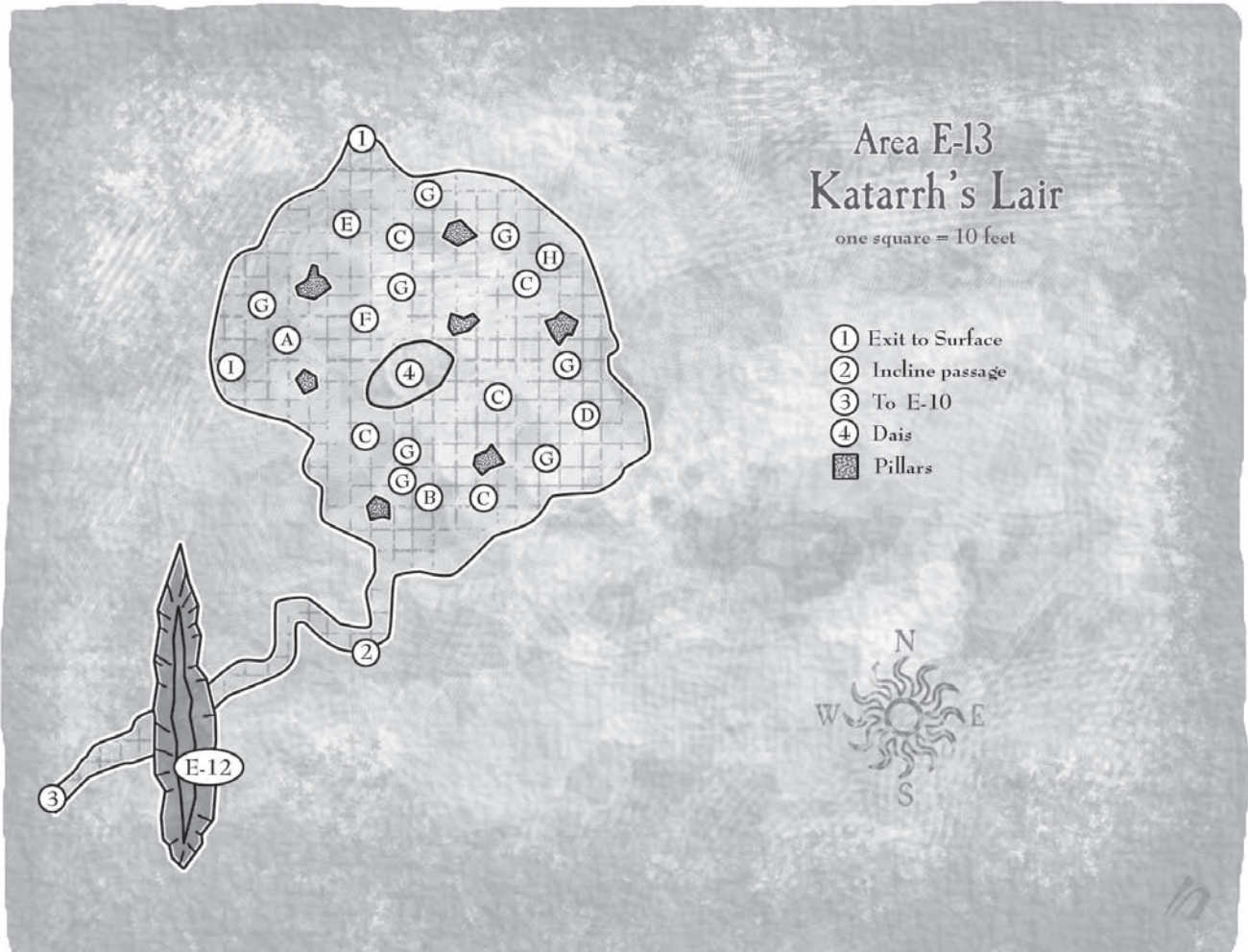
Quiet and careful PCs may travel through the main tunnel without alerting the remorhaz. If alerted, the remorhaz erupts from the ice ceiling to attack. It attempts to pull a PC into the tunnel and retreat to Area E-10 to digest its meal.

REMORHAZ

CR 7

XP 3,200

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



Area E-11: Remorhaz Lair

The tunnels finally reach a 35-foot-diameter spherical room with a smooth floor. The room appears polished due to the **remorhaz's** constant heat. Buried under the floor's thick ice are items excreted by the beast, including melted weapons, armor and equipment, glass bottles containing frozen potions of *barkskin* (+4), *invisibility*, *flying*, *mirror image* and *spider climbing*, a +3 *sai*, a *helm of opposite alignment*, a *cloak of minor displacement* and a ceramic jug.

The ceramic jug (which originally contained a *potion of alter self*) passed through the remorhaz's digestive system and the beast's extreme temperature transformed the contents. The imbiber must make a DC 15 Fortitude save or grow a permanent, but useless deformity such as a single wing, a ram's horns, back feathers, a short curly tail, thick hair, inverted knees, etc. The growth is useless in combat but does not interfere with a creature's abilities. The imbiber acquires a –2 penalty to all Charisma-related checks.

Area E-12: The Crevasse

The passage ends in a 30-foot-wide crevasse over which extends an ice bridge. The bridge may be crossed without danger if PCs are careful. The chasm is 75 feet deep and a river flows along the bottom. Roaring water can be heard far below. The passage continues on the other side. The river below descends beneath the earth's surface to a submerged cave. The river cave is filled with frigid water and holds little to interest PCs. The river continues on and eventually empties miles away at the base of the mountains in a rock quarry. Assuming PCs survive the fall and cold, they may exit the caves by floating down the freezing river.

Area E-13: Katarrh, The White Dragon (CR 8)

The passage slowly inclines upward until it opens onto a pile of icy breakdown. The 200-foot-diameter natural ice cave once housed a lake. Columns of ice support the 120-foot-high ceiling, where the sun shines brightly through the thin ice to illuminate the expansive chamber in shimmering light. A 25-foot-diameter hole in the ceiling's corner is an exit to the outside world. Water drips from the ceiling throughout the chamber. The floor is smooth with shallow pools of standing water. Rigid corpses of humanoids stand around the floor. Fear and aggression are forever frozen on their faces.

A 25-foot-tall oval dais with sides of sheer ice sits in the center of the room. The top of the dais brims with gold and other treasure. Curled amid the treasure is the likeness of a colorless dragon. This is the lair of **Katarrh**, a female **young adult white dragon**.

Katarrh is quite ingenious for a dragon of her color. She crudely sculpted her appearance from ice and snow upon the dais, then added the treasure to make the scene more appealing. Although the sculpture is easily discernable upon closer inspection, it makes for a sufficient decoy at a distance. Within 50 feet, a DC 15 Perception check reveals the decoy. From the entrance tunnel, a DC 25 Perception check is required to spot the ruse.

Katarrh normally hides within the snow above her ice cavern, clearing just enough space to see her hoard through the thin ice. Her vantage point allows her to spot travelers outside as well as anyone using the tunnels to approach her lair. She smashes through the thin ice of the ceiling to attack once anyone falls for the trick and attacks the dragon



ADVENTURE BACKGROUND

sculpture. Crumbling blocks of ice and snow rain down upon the dais.

The collapsing ceiling deals 4d6 points of damage to anyone within 30 feet of the dais (DC 15 Reflex save for half). After breaking through the ice ceiling, Kartarrh uses her frightful presence to disperse and confuse PCs. While flying above the intruders, she breathes and attacks individuals who stray from the main group. With the glacier receding, the dragon fears for her lair and hoard. She dislikes the glacier's other inhabitants, seeing them as thieving vermin.

The dais holds 8,124 cp; 4,592 sp; 2,187 gp; 387 pp; 74 gems (25 gp each); 35 gems (50 gp each); 13 gems (100 gp each); a gold-and-emerald tiara (1,250 gp); a green wooden staff that has a hollowed upper end with a screw topper containing an *arcane scroll* (*gust of wind*, *lightning bolt*, *charm monster* and *dimension door*, CL 12), +1 *morningstar of disruption*, +2 *plate mail*, +3 *small light steel shield*, *manual of quickness and action* +2, and *goggles of night*.

Frozen in place around the dais are Kartarrh's "toys" — adventurers who attacked her and paid the price. Many are battered and chipped from falling ice and Kartarrh's aggression. A few still possess various magic items; getting to these trinkets, however, requires thawing the corpses or chipping away the ice. Kartarrh's former victims include:

A. CN Human Male Wiz 5: He protectively embraces a black cat familiar whose hair is standing on end. A *wand of blink* (11 charges, CL 10) is hidden within the wizard's robes.

B. NE elf male Rog 8: His pose shows he tried to evade Kartarrh. He wears +2 *studded leather armor*.

C. Ogre: This small group of nomadic ogres wandered in during a blizzard and never left.

D. LG female halfling Sor 3: She is screaming with her eyes squeezed tightly shut. She has a watertight pouch of 7 tinder twigs, acorns and 14 smoke sticks.

E. LG male human Exp 10: This mountain climber kneels while coiling 200 feet of rope.

F. NG male human Ftr 4: This knight is dressed in full plate armor and holds a broken lance. He is in a riding position, but currently straddles a frozen boulder. His mount is missing.

G. Orc: These unfortunate creatures were sent down the ice tunnels as sacrifices to the white dragon by the yetis. They are the most recent additions to the menagerie.

H. NG female half-orc Clr 7: She holds a holy symbol of Muir and appears to be casting a spell. Her equipment is thoroughly damaged.

I. Thurnall Badden, N male human Drd 12: He bears wounds of previous combat and holds an absent staff over his head. This druid reincarnated Thak Weevilmush (CN dwarf male Bbn5, Str 23, Int 5) into a dwarf and promised to find a way to help his former half-ogre friend (See *Splinters of Faith 2: Burning Desires*). Thurnall never made it back to keep his promise. Thurnall wears a *bracelet of friends* (3 unassigned charms remain, the forth is labeled "Thak" who responds no matter who calls); a backpack contains a *folding boat* and 4 draughts of *stone salve* in a ceramic jug.

KARTARRH (YOUNG ADULT WHITE DRAGON) CR 9
Pathfinder Roleplaying Game Bestiary, "Dragon, White"
XP 1,200

CE Large female white dragon (cold)

Init +5; **Senses** dragon senses, snow vision, **Perception** + 14

AC 24, touch 10, flat-footed 23 (+1 Dex, -1 size, +14 natural)

hp 155 (11d12+44)

Fort +11, **Ref** +8, **Will** +8

Defensive Abilities DR 5/magic

Immune cold, paralysis, sleep, **SR** 20

Weakness vulnerable to fire

Spd 60 ft., burrow 30 ft., fly 200ft.(poor), swim 60 ft.

Melee bite +17 (2d6 +9), 2 claws +16 (1d8 +6) , 2 wings +11 (1d6 +3) and tail +11 (1d8 +9)

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

Special Attacks breath weapon (40-ft. cone, DC 19, 10d4 cold)

Spell-like Abilities (CL 11th):

At-will fog cloud, gust of wind

Str 23, **Dex** 12, **Con** 19, **Int** 10, **Wis** 13, **Cha** 10

Base Atk +11; **CMB** +18; **CMD** +29 (+33 vs. trip)

Feats Alertness, Flyby Attack, Hover, Improved Initiative, Power Attack, Weapon Focus (bite)

Skills Fly +12, Intimidate +11, Knowledge (arcana) +12, Perception +14, Sense Motive +3, Spell Craft +12, Stealth +8, Swim +17

Languages Common, Draconic

SQ icewalking, ice shape

Area E-14: Guard Post (CR 6)

The passage levels off at the top of a set of ice stairs, although it still has a slight incline. Eight 10-foot-diameter balls of packed snow sit along the room's walls. Hiding within two of the snow boulders (marked with an X) are **2 frozen fast troll zombies**. The zombies burst from the spheres and attack once PCs are within reach. Due to their frozen nature, these trolls gain DR 5/—.

FROZEN FAST TROLL ZOMBIES (2) CR 3
Pathfinder Roleplaying Game Bestiary, "Troll" and "Variant Zombie"
XP 800

NE Large undead

Init +3; **Senses** darkvision 60 ft.; **Perception** +0

AC 20, touch 12, flat-footed 17 (+3 Dex, +8 natural, -1 size)

hp 72 each (8d8+8)

Fort +2, **Ref** +5, **Will** +6

DR 5/—, **Immune** undead traits

Spd 40 ft.

Melee bite +11 (1d8+6), 2 claws +11 (1d6+6) or 2 slams +11 (1d8+9)

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

Str 23, **Dex** 16, **Con** —, **Int** —, **Wis** 10, **Cha** 10

Base Atk +6; **CMB** +13; **CMD** 26

Feats Toughness^B

Quick Strike (Ex): whenever a fast zombie takes a full-attack action, it can make one additional slam attack at its highest base attack bonus.

Area E-15: Weak Floor (CR 4)

A dusting of snow covers the ice floor. A crevasse beneath the ice surface collapses if 100 pounds is placed atop it. The crevasse is 80 feet deep. Anyone falling into the pit suffers 8d6 points of damage.

PIT TRAP CR 4

Type: mechanical; **Perception** DC 20; **Disable Device** DC 20

Trigger: location; **Reset:** manual

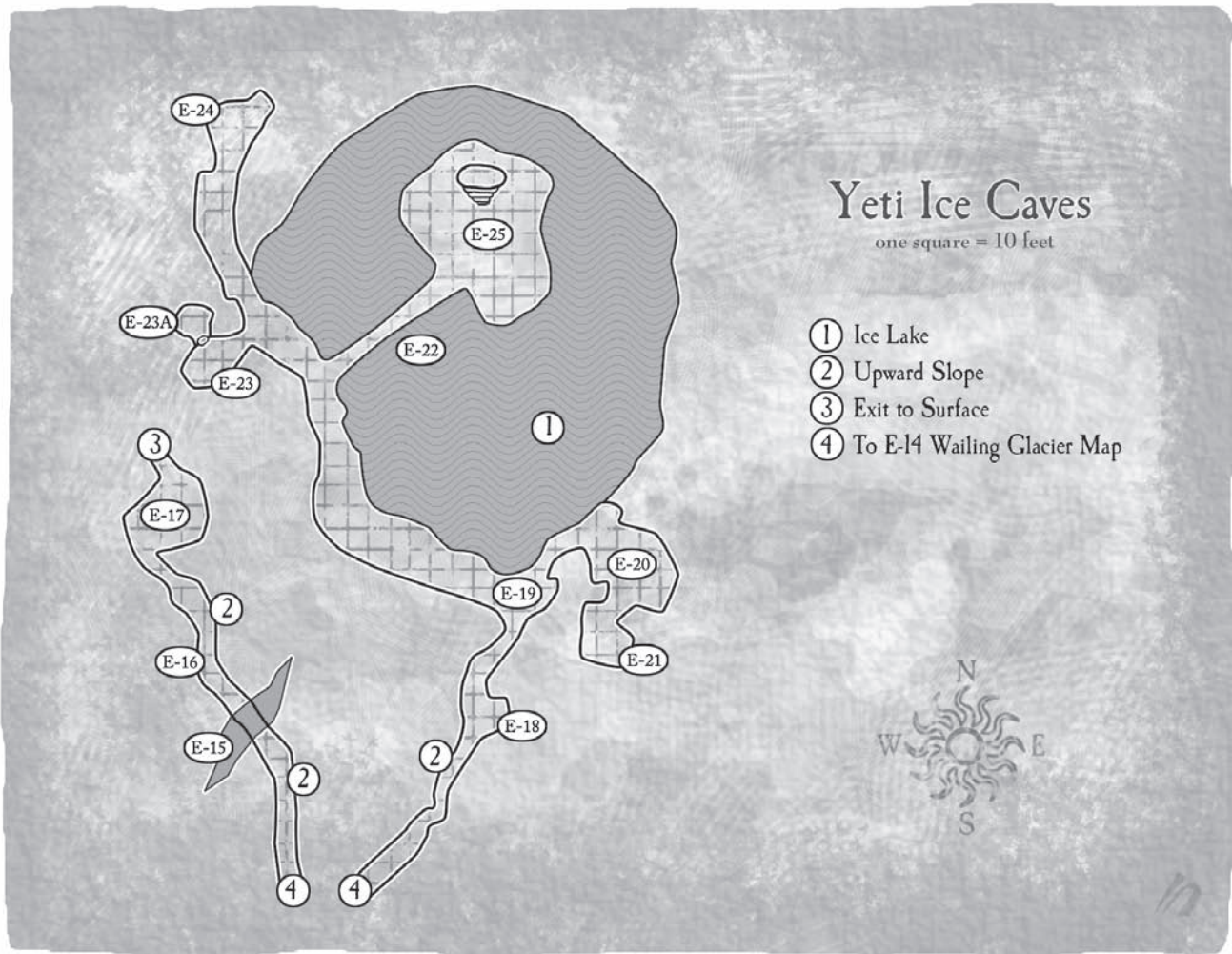
Effect: DC 20 Reflex save avoids; 80 ft. deep pit (8d6, fall).

Area E-16 Rising Passage

The passage slopes steeply upward (DC 12 Climb check). The light within the tunnel grows brighter as PCs approach the surface.

Area E-17: The Bear (CR 8)

The passage ends in the lair of male **huge dire polar bear** near the top of the glacier. This voracious predator is extremely hungry as most game animals have already fled the melting glacier. He is too



lazy to move to a more stable home.

The bear recently devoured a sled dog team and its rider. The bloody equipment remains in tattered but useable condition and includes a large sled, 200 feet of rope, a grappling hook, 24 pitons, a small climbing hammer, a backpack, a short sword, 2 winter bedrolls, a long bow, a quiver of 24 arrows, 8 various animal traps (including bear), 3 sets of winter garb (human size), 8 tinder twigs, and a severed finger with a *ring of sustenance*.

HUGE DIRE POLAR BEAR

CR 8

XP 4,800

N Huge animal

Init +4; **Senses** low-light vision, scent ; **Perception** +12

AC 20, touch 9, flat-footed 19 (+1 Dex, +11 natural, -2 size)

hp 195 (15d8+70)

Fort +16, **Ref** +9, **Will** +6

Spd 40 ft.

Melee 2 claws +21 (2d6+11 plus grab), bite +21 (2d6+11)

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

Str 33, **Dex** 11, **Con** 25, **Int** 2, **Wis** 12, **Cha** 10

Base Atk +11; **CMB** +23 (+29 grapple); **CMD** 34 (38 vs. trip)

Feats Awesome Blow, Endurance, Improved Bull Rush, Improved Initiative, Improved Natural Attack (claw), Iron Will, Run, Skill Focus (Perception)

Skills Perception +12, Swim +22, Stealth -3, +6 Survival; **Racial Modifiers** +4 Swim, +5 Stealth and Survival in arctic environment
SQ endure elements (cold)

Area E-18: Yeti Guards (CR 6)

The passage inclines sharply (DC12 Climb checks). Standing at the top of the incline are **2 yeti guards**. The yetis gain a +1 melee bonus due to higher ground.

YETI (2) CR 4

XP

1,200

hp 56 (*Pathfinder Roleplaying Game Bestiary*, "Yeti")

Area E-19: The Lake

A lake sits within the glacier, collecting water from melting ice. The 300-foot-wide lake has a domed ceiling of clear ice that offers a slightly distorted view of the outside world. The water is just above freezing during the day but glazes over with a thin coating of ice at night. The lake feeds the icy rivers in the caves below. The 75-foot-deep lake has a bowl-like bottom.

On one side of the lake is a wide ice beach. The beach is solid and free of natural dangers. The room is brightly lit due to its proximity to the surface.

In the middle of the lake sits an island. An arching ice bridge crosses from the beach to the island.

Area E-20: The South Barracks (CR 8)

This room serves as barracks for **4 yetis**. The creatures immediately respond to any disturbance in Area E-19. These yeti carry large nets



(15-ft. range) attached to 100-pound rocks that they attempt to ensnare PCs in. If the yetis capture a PC using a net, they then throw the attached rock into the lake. Creatures snared can attempt to escape (DC 15 Strength check) to try to grasp the icy floor before they are dragged into the water by the weight of the stone. They may also try to escape the net (DC 20 Escape Artist check) before hitting the water.

Creatures dragged into the lake immediately suffer from exposure to the freezing water. PCs thrown into the lake take 1d6 points of nonlethal damage from hypothermia. They suffer an additional 1d6 points of nonlethal damage for each round in the water or that they remain cold and wet. They are also considered fatigued.

Swimming is impossible while tangled in the net, but PCs can attempt to escape (DC 20 Escape Artist check, a full-round action). The net has 5 hit points and can be torn apart (DC 25 Strength check, also a full-round action), but is more difficult because of the cold and disorientation.

The barracks contains 8 frozen bedrolls. Beneath each pile of furs are 10d10 sp, 5d8 gp and 2d4 gems (50 gp each).

See the *Pathfinder Core Rulebook*, Chapter 13, “The Environment,” *Cold Dangers* for more on the dangerous conditions.

YETIS (4) **CR 4**
XP 1,200
 hp 68, 65, 63, 60. (*Pathfinder Roleplaying Game Bestiary*, “Yeti”)

Area E-21: The Den (CR 7)

The yeti priest **Crohgan** uses 2 **winter wolves** to protect the tribe. The wolves attack if the yetis are in trouble. The wolves have no treasure.

WINTER WOLF (2) **CR 5**
XP 1,600
 hp 74, 69 (*Pathfinder Roleplaying Game Bestiary*, “Worg, Winter Wolf”)

Area E-22: The Ice Bridge

An arching ice bridge without railings stretches 100 feet to an island in the lake. The bridge is smooth and treacherous to cross (DC 7 Acrobatics check). Running or charging is more difficult (DC 17 Acrobatics check). Failing a check by 5 or more means the PC falls 20 feet into the lake and takes 2d6 points of damage, plus must deal with the freezing temperatures of the water.

Area E-23: The North Barracks (CR 8)

Sleeping in this barracks are 4 **yeti guards**. They watch the bridge and prison cell. If alerted, they wait until intruders are crossing the bridge before attacking. They carry nets in which they attempt to snare PCs (See Area E-20).

The barracks contain 6 frozen bedrolls. Beneath each pile of furs is 10d10 sp, 5d8 gp and 2d4 gems (50 gp each).

YETIS (4) **CR 4**
XP 1,200
 hp 72, 65, 68, 57. (*Pathfinder Roleplaying Game Bestiary*, “Yeti”)

Area E-23A: The Cell

This cell door has a ball of ice jammed into the entrance. The door is difficult to discover (DC 12 Perception check) and is frozen into the wall (DC 25 Strength check to move). The boulder may be chipped or melted normally.

The cell holds **Murdo Vostok** (CG male human Bbn 6), a human barbarian who has been tortured for days by the yeti. The man is

ADVENTURE BACKGROUND

nearly senseless and does not put up a fight. The yetis are tenderizing Murdo for a grand feast to celebrate their successful raid on the Monastery of World Sundering.

Murdo is grateful for rescue. If released, he kindly rewards PCs with a *ring of water walking* hidden in a cave three miles up the glacier. It takes Murdo a few hours to retrieve this item. Murdo is part of a tribe that is in the process of moving to more stable lands.

Area E-24: Yeti Guards (CR 6)

The passage beyond this room inclines sharply until it reaches the Wailing Glacier's surface. Climbing this passage is hard but not difficult (DC 12 Climb checks). Watching the passage are 2 **yeti guards**.

YETIS (4)
XP 1,200

CR 2

hp 63, 61. (*Pathfinder Roleplaying Game Bestiary*, "Yeti")

New Deity: The Destroyer

Lesser god of chaotic slaughter

Alignment: Chaotic Evil

Domains: Chaos, Evil, Trickery, War

Typical Worshipers: Ogres, bugbears, trolls, evil barbarians

Favored Weapons: Morningstar

Not much is known of "The Destroyer," mainly due to his followers' inability to produce written scripture. His philosophy and history are passed down orally from generation to generation, each adding boastful details. "The Destroyer" has an insatiable lust for bloodshed and horrific sacrifice. His followers relish combat and seek out weak opponents to dominate.

The Destroyer appears differently to each group of followers. He typically appears as an enraged, muscular version of the race of worshiper he is appearing before. He rarely grants requests, preferring to let the strongest survive as fate weeds out the weak.

Area E-25: The Temple of the Destroyer (CR 11)

The yeti's island houses a temple to a savage god known simply as "The Destroyer." While most commonly worshipped by ogres, the ogre mage **Karathool** brought knowledge of the god to the yetis in hopes of expanding The Destroyer's influence.

Around the island's perimeter are 12-foot-tall stalagmites that block the view into the temple. A broad set of ice stairs climbs a 10-foot-tall mound of ice to a 25-foot oval platform where a bloodstained ice altar sits. The *Weeping Statue of Voard* sits on the altar. Tears overflowing from the statue's eyes form cones of ice that encase the altar and statue's base. Other relics from the Monastery of World Sundering lie buried in the ice formed by the tears: 16 scroll tubes holding miraculously preserved parchments written in an ancient script detailing the teachings, history and woes of Voard; 2,945 gp; 218 pp; 8 small marble statues of Voard (50 gp each); 36 tile garden markers (describing plants); a silver chafing dish (350 gp); 12 ancient copper chamber pots (10 gp each); 8 gold nuggets (50 gp each); a masterwork spiked chain; a *+1 heavy spiked steel shield*; spiked full plate armor; and a helm. These items can be removed by carefully chipping or melting the ice (30 minutes to chip ice away or 20 minutes to melt the ice).

The statue of Voard is frozen to the altar and must be chipped away,

melted free or yanked clear by brute force (DC 27 Strength check). It takes 3 hours to chip the statue free, although this time is reduced by 15 minutes per additional person working on the project (so 5 people chipping at the ice would require 2 hours to free it).

It takes 60 points of fire damage to melt the statue free. A single torch does 1d6 points of fire damage per 10 minutes it is held to the ice. A fire-based spell such as *burning hands* or *fireball* does normal damage to the ice, but runs the risk of destroying the fragile scrolls around the statue's base if they are not removed first. The chance of destruction is the same percent as the damage inflicted on the ice (for example, a *burning hands* spell that does 18 points of damage has an 18% chance of completely destroying the items).

The statue weighs 500 pounds, but can be slid across the ice to move it. Crohgan carried the statue onto the island himself.

Crohgan, a yeti priest, plots on the island with **Karathool, a fiendish ogre mage**, on how to deal with the white dragon Kartarrh. Karathool remains in the guise of a yeti at all times.

Karathool lets the yeti guards soften up intruders before he casts *invisibility* on himself and flies into combat. He uses his *cone of cold* on spellcasters, not caring if yetis are also in the area.

Crohgan guards his island temple, only attacking PCs once they make it onto the ice bridge. He casts his domain spell *shatter* on the focal point of the ice bridge as PCs make it halfway across. Even though he only shatters a small portion, it is still enough to collapse the entire span. PCs falling from the bridge into the lake suffer 1d6 points of nonlethal damage immediately from hypothermia. They suffer an additional 1d6 points of nonlethal damage for each round in the water or that they remain cold and wet. They are also treated as fatigued. See the *Pathfinder Core Rulebook*, Chapter 13, "The Environment," *Cold Dangers* for more on anyone falling into the freezing water.

CROHGAN, WEAPON OF "THE DESTROYER"

CR 8

XP 4,800

Male yeti cleric 5 (*Pathfinder Roleplaying Game Bestiary*, "yeti")

NE Large monstrous humanoid (cold)

Init +1; **Senses** darkvision 60 ft., scent; **Perception** +10

Aura evil

AC 19, touch 12, flat-footed 16 (+3 Dex, +7 natural, -1 size)

hp 126 (6d10+18 plus 5d8+15)

Fort +14, **Ref** +12, **Will** +14

Immune cold

Weaknesses vulnerability to fire

Spd 40 ft., climb 30 ft.

Melee 2 claws +16 (1d6+7 plus 1d6 cold) or huge pick +16/+11 (2d6+10)

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

Special Attacks channel negative energy 4/day (3d6, DC 13), cold, spontaneous casting (inflict spells)

Domain Spell-like Abilities (CL 5th):

4/day— *destructive smite*, *icicle*

Spells Prepared (CL 5th):

3rd— *protection from energy* (fire), *rage*^D

2nd— *bull's strength*, *fog cloud*^D, *shatter*, *silence*

1st— *bless*, *divine favor*, *protection from good*, *shield of faith*, *true strike*^D

0 (at will) — *bleed*, *guidance*, *resistance*, *virtue*

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

Str 24, **Dex** 16, **Con** 17, **Int** 10, **Wis** 14, **Cha** 12

Base Atk +9; **CMB** +18; **CMD** 30

Feats Cleave, Great Fortitude, Power Attack

Skills Climb +21, Intimidate +9, Perception +10, Stealth +1 (+9 in snow); **Racial Modifiers** +4 Stealth (+12 in snow)

Languages Aklo

Cold (Su): A yeti's body generates intense cold, dealing 1d6 points of cold damage to any creature that contacts it with a natural attack or unarmed strike, or whenever it hits a foe with its claws or rend attack.

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Frightful Gaze (Su): Creatures within 30 feet that meet a yeti's gaze must succeed on a DC 14 Will save or stand paralyzed in fear for 1 round. This is a mind-affecting fear paralysis effect. A creature that successfully saves cannot be affected again by the frightful gaze of that yeti for 1 day. The save DC is Charisma-based.

Combat Gear: Huge masterwork pick, +3 *cloak of resistance* (winter wolf pelt), *wand (elf bone) of dispel magic* (29 charges, CL7), *potions of cure serious wounds* CL 10 (x2), unholy symbol of "The Destroyer."

Description: Crohgan is an elder yeti and a formidable foe. He guides the yeti band with wisdom and spirituality. He sees himself as the yeti incarnation of his newly accepted god and a tool to spread devastation and misery. He fears Karathool, but respects the ogre mage's leadership and power. If given ample opportunity, he prepares himself with spells before combat.

KARATHOOL, FIENDISH OGRE MAGE
XP 4,800

CR 9

Male fiendish oni, ogre mage (*Pathfinder Roleplaying Game Bestiary*, "Ogre")

LE Large outsider (giant, native, oni, shapechanger)

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

AC 21, touch 12, flat-footed 18 (+4 armor, +3 Dex, +5 natural, -1 size)

hp 105 (8d10+48)

Fort +14, **Ref** +12, **Will** +14

DR 5/good; **Resist** acid 10, cold 10, fire 10; **SR** 19

Defensive Ability, regeneration 5 (fire or acid)

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

Melee great sword +16/+11 (3d6+ 12/19-20)

Range composite longbow +10 (2d6+7)

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

Special Attacks smite good (+3 attack and damage, 1/day)

Spell-like Abilities (CL 9th): Constant—*fly*; At will—*darkness*, *invisibility*; 1/day—*charm person* (DC 17), *cone of cold* (DC 18), *gaseous form*, *deeper slumber* (DC 16)

Str 24, **Dex** 17, **Con** 23, **Int** 14, **Wis** 14, **Cha** 17

Base Atk +8; **CMB** +16; **CMD** 29

Feats Combat Expertise, Combat Reflexes, Improved Initiative, Iron Will

Skills Bluff +14, Disguise +14, Fly +5, Intimidate +14, Sense Motive +13, Spell Craft +13, Use Magic +14

Languages Aklo, Common, Giant

SQ change shape (Small, Medium or large Humanoid; *alter self* or *giant form I*), flight

Combat Gear +2 *greatsword*, *ring of energy resistance* (minor, acid), chain shirt, composite long bow (+7 Str) with 20 arrows.

Description: Karathool hails from Abhor Brazier, the temple of Hel (See *Splinters of Faith 9: Duel of Magic*), where he served as a guard until his greed overcame his loyalty. In his lust for invulnerability, he stole a *ring of energy resistance* (minor, acid) and fled. He eventually murdered and replaced the chieftain of the Wailing Glacier yeti band. He assumes the form of a yeti with flaming red eyes.

Karathool is tough and shrewd. His resistances to fire and acid make him difficult to defeat. He holds grudges and seeks retribution against all who defy him. He often stalks quarry in disguise or while *invisible*.

Area F: Cerulean's Tower

The Wailing Glacier long ago engulfed this remote tower. Its original inhabitants perished as the fast-moving glacier froze around them. The wizard Cerulean, his family and his serving staff currently occupy the structure.

The tower is made of thick rock that insulates the tower from the glacier, while preventing the tower's warmth from melting the surrounding ice. Natural gas deposits deep beneath the Wailing Glacier are siphoned to heat and illuminate the structure. The gas is piped into the tower and carefully burned. Unless otherwise noted, all floors within the tower have half-inch-thick iron plates covering the stone. This protects the stone from the **fire nymph Alanya's** heat (Area F-12), and also allows her to make use of her *heat metal* ability against greater numbers.

While Cerulean is not evil, brash PCs might not discover this fact until they have raided deep into his tower, and destroyed his guards and servants.

Cerulean dislikes Karathool and his cronies, but he leaves the brutes alone for now. Karathool likewise stays clear of Cerulean. Karathool secretly fears the mage, but never reveals this fact.

Cerulean fiercely protects his tower and reacts aggressively to unwanted intruders. Luckily for PCs, Cerulean is currently abroad seeking a suitable place to relocate his tower home before the glacier collapses completely around it.

Pipework Dangers

Iron pipes carrying natural gas can be found throughout Cerulean's tower. Rupturing a pipe fills the room with natural gas in 2 rounds. Any open flame brought into a room filled with natural gas erupts in a *fireball* doing 6d6 points of damage (DC 13 Reflex save for half) in a 20-ft.-radius spread.

IRON PIPES: 1/2 in. thick; Hardness 10, hp 16; Break DC 26.

The Crying Statue of Voard

The statue radiates mild divination magic but has no known or obvious powers aside from a constant flow of tears streaming from its eyes. The tears become normal water once they lose contact with the statue. The statue perfectly cradles the *Scepter of Faiths* in its lap, in an ideal position for the tears of Voard to flow over the relic.

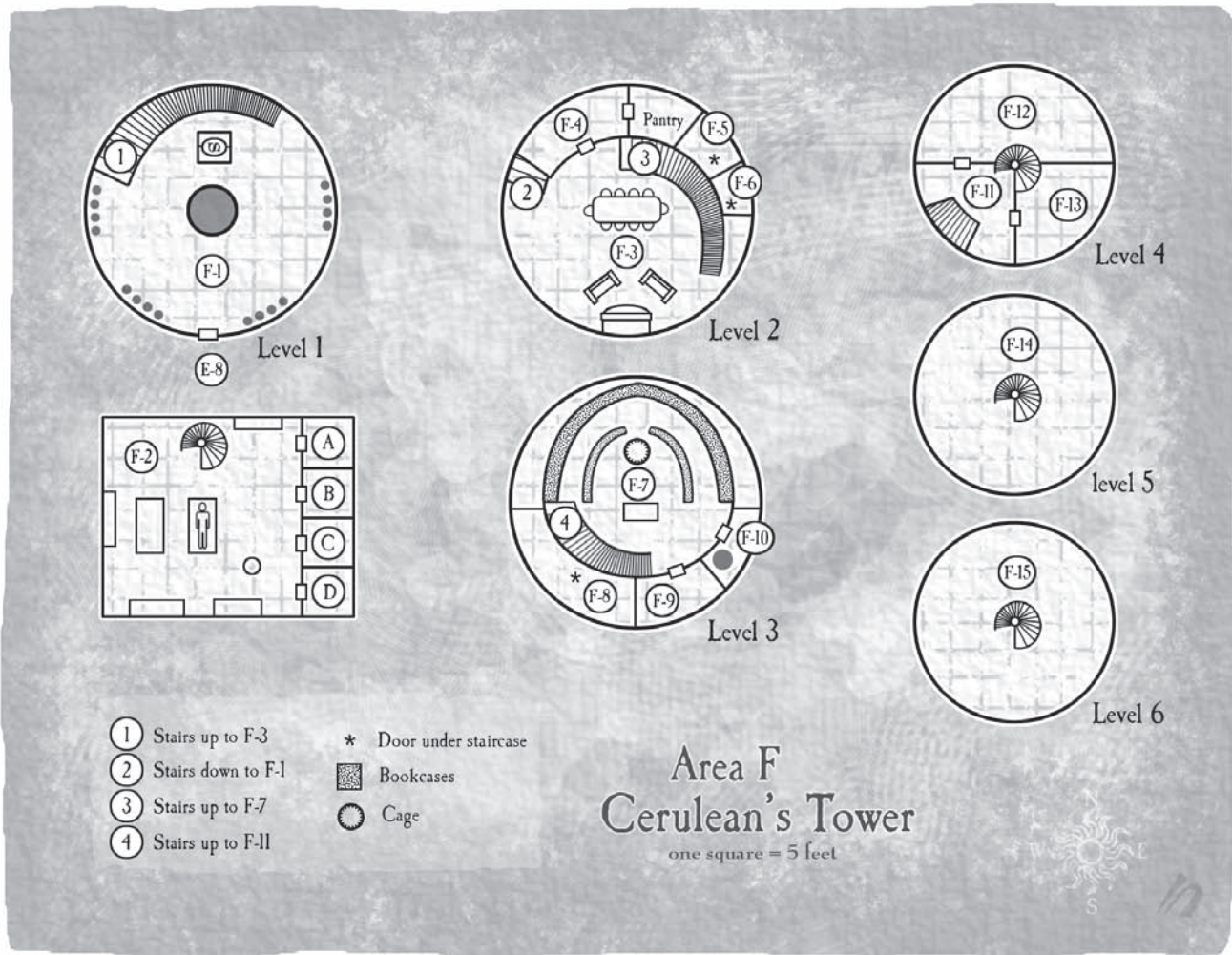
The stone statue weighs 500 pounds. It can be pushed across the ice, however, to remove it from the Wailing Glacier.

The lost scrolls of Voard (Area E-25) detail the deity's philosophies and morals. Despite making up a lot of things, Moovtu is not that far off from the god's actual teachings. Moovtu will have some explaining to do to his followers who have thus far believed all of his off-the-wall theories where he had to "fill in the gaps" in the lost religion. The scrolls tell of the end of mankind at the hands of a man who walks without a pulse under a stormy sky, whose soul dwells deep within a frozen heart. The references to Akruel Rathamon's return from the dead should be obvious to players.

Area F-1: The Tower Base (CR 7)

The door opens onto a 50-foot-diameter stone room at the base of Cerulean's tower. An iron staircase follows the wall up to an opening in the ceiling 45 feet overhead. Iron-barred windows lining the walls look out on the Wailing Glacier's solid ice floe. A majestic frozen fountain in the center of the room sits flush with the metal plates covering the stone floor. Six small statues of dancing fey creatures sit along the water's edge. The fountain's centerpiece is a 30-foot crimson-cobalt tongue of flame upon a small pillar. Entombed in the unmoving flame is a woman of incredible beauty. The woman's arms are raised, her head is tilted back and her slender legs float above the stone base. Six

ADVENTURE BACKGROUND



stone pipes surrounding the pillar's base spew frozen water. Twelve iron pipes stretching from floor to ceiling line the walls.

The "woman" is a *permanent image* of Cerulean's concubine, Alanya. The tongue of flame is a **huge fire elemental** in a variant *temporal stasis* that casts a blue hue upon the subject. When anyone approaches within five feet of the fountain, the *temporal stasis* dispels, freeing the elemental. The elemental attacks all intruders but doesn't venture into the glacier. Once the elemental is freed, the frozen fountain immediately thaws and sprays water once more. The image of Alanya remains floating in the mist.

The fire elemental shuts the door behind fleeing PCs to prevent them from re-entering the tower. The elemental remains in the room until Cerulean commands otherwise.

A sliding secret door in the floor behind the fountain leads to Area F-2.

Secret door: 3 in. thick; Hardness 10, hp 16; Break (DC 26), Perception (DC 20) to find door, second Perception (DC 25) to find door release.

HUGE FIRE ELEMENTAL

Pathfinder Roleplaying Game Bestiary, "Elemental, Fire"

XP 3,200

N Huge outsider (elemental, extraplanar, fire)

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

AC 21, touch 16, flat-footed 13 (+7 Dex, +1 dodge, +5 natural, -2 size)

hp 124 (10d10+30)

Fort +10, **Ref** +14, **Will** +5

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

Weaknesses vulnerability to cold

Speed 60 ft.

CR 7

Melee 2 slams +15 (2d6+4 plus burn)

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

Special Attacks burn (2d6, DC 18)

Str 18, **Dex** 25, **Con** 16, **Int** 6, **Wis** 11, **Cha** 11

Base Atk +10; **CMB** +16; **CMD** 34

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

Skills Acrobatics +16, Climb +13, Escape Artist +16, Intimidate +9, Knowledge (planes) +7, Perception +13

Languages Ignan

Burn (Ex) A fire elemental deals fire damage in addition to damage dealt on a successful hit in melee. Those affected by the burn ability must also succeed on a Reflex save or catch fire, taking the listed damage for an additional 1d4 rounds at the start of its turn. A burning creature can attempt a new save as a full-round action. Dropping and rolling on the ground grants a +4 bonus on this save. Creatures that hit a burning creature with natural weapons or unarmed attacks take fire damage as though hit by the burning creature and must make a Reflex save to avoid catching on fire. See Burn for more details.

Area F-2: Laboratory (CR 8)

The sliding door opens to reveal stone stairs spiraling downward. The stairs have no railing. The stairs descend 30 feet to a laboratory filled with alchemical tools and research equipment. Several pipes emerging from the floor emit a small amount of natural gas, their vents hissing slightly. The gas pipes feed small, ever-burning flames that illuminate and heat the room. More cast-iron pipes extend from

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the floor and through the ceiling. Valves on the pipes allow the gas rising into the rest of the tower to be shut off completely. The pipes descend into the glacier to tap natural gas pockets.

Along the wall are **4 evenly spaced iron doors**. The doors are locked, but keys hang from a hook at the base of the steps.

STONE DOORS: 2 in. thick; Hardness 5, hp 20; Break 25.

Tables and workbenches contain beakers, coils, odd components and other strange devices. This fully functional laboratory is worth 10,000 gp to a mage or alchemist if carefully removed and transported. Searching the laboratory yields virtually any normal spell component for 5th level and lower spells.

An iron table holds an ice sculpture. It is an exact replica of Karathool, the ogre mage in Area E-25. The ice statue is an incomplete *simulacrum* Cerulean is crafting to rid the glacier of the yetis and their vile temple.

Area F-2A: Cell

The cell is empty.

Area F-2B: Cell

A **yeti** is manacled to the back wall, his hulking form cramped in the small chamber. The yeti pleads (in Aklo) for freedom. He aids PCs until he can either escape or gain an advantage over his rescuers.

YETIS
XP 1,200

hp 38. (*Pathfinder Roleplaying Game Bestiary*, “Yeti”)

CR 4

Area F-2C: Cell

The cell appears empty, but actually holds an **invisible stalker**. Cerulean summoned the stalker to aid him in various tasks, but recently has not found much use for the creature. The irritated stalker waits patiently for further commands. It recognizes that PCs do not belong here and attacks, hoping to convince Cerulean to finally release it.

INVISIBLE STALKER
XP 3,200

hp 103 (*Pathfinder Roleplaying Game Bestiary*, “Invisible Stalker”)

CR 7

Area F-2D: Cell

The cell contains a female human clad in furs. **Sedalia** is a **doppelganger** hired by the barbegazi (ice gnomes) to rid the glacier of the yetis. She was instead imprisoned when she attempted to steal from Cerulean’s tower. The doppelganger has been here only a few days but already knows not to anger the mage.

The doppelganger calls herself “Princess Sedalia” and claims she was captured by the “evil” Cerulean for his depraved experiments. She says she’s from a small nomadic band of barbarians that roams the upper glacier and surrounding mountains. She promises a reward and the loyalty of her clan if rescued. Despite her tall muscular build, she is quite attractive. She plays the part of a rough and simple barbarian, even speaking in broken Common to accentuate her loose ties to civilization. Sedalia does not know Cerulean is absent but does know what he looks like (and thus fears the *simulacrum* in Area F-15). She attempts to persuade PCs into ransacking the tower and slaying the “evil” wizard.

SEDALIA (DOPPELGANGER)
Pathfinder Roleplaying Game Bestiary, “Doppelganger”
XP 6,400
Doppelganger Rog 3, Duelist 4

CR 9

N Medium monstrous humanoid (shapechanger)
Init +10; Senses darkvision 60 ft., **Perception +12**

AC 20, touch 16, flat-footed 14 (+5 Dex, +1 dodge, +4 natural)
hp 86 (4d10+4 plus 3d6+3 plus 4d6+4)
Fort +6; Ref +15; Will +8
Special Defenses evasion
Immune charm, sleep

Spd 30 ft.
Melee 2 claws +15 (1d8+4)
Special Attacks precise strike, sneak attack (+2d6)
Spells-Like Abilities (CL 18th):
At will — *detect thoughts* (DC 16)

Str 18, Dex 18, Con 12, Int 13, Wis 14, Cha 13
Base Atk +10; CMB +14; CMD 26
Feats Combat Reflexes^B, Dodge, Great Fortitude, Improved Initiative, Mobility, Set Up, Spring Attack, Weapon Focus (claws)^B, **Skills** Acrobatics +14, Bluff +12 (+16 while using change shape ability), Climb +10, Diplomacy +7, Disable Device +11, Disguise +12 (+32 while using change shape ability), Escape Artist +15, Perception +12, Perform +7, Sense Motive +9, Sleight of Hand +10, Stealth +13; **Racial Modifiers** +4 Bluff, +4 Disguise
Languages Aklo, Common
SQ canny defense, change shape (*alter self*), enhanced mobility, grace, improve reaction +2, mimicry, parry, perfect copy, rogue talent^B (weapon training, claws), trapfinding, trap sense +1
Mimicry (Ex) A doppelganger is proficient in all weapons, armor and shields. In addition, a doppelganger can use any spell trigger or spell completion item as if the spells were on its spell list. Its caster level is equal to its racial Hit Dice.
Perfect Copy (Su) When a doppelganger uses change shape, it can assume the appearance of specific individuals. The doppelgangers’ change shape ability functions like the spell *polymorph* rather than *alter self*.

Area F-3: Welcome Chamber

The stairs open onto a welcoming chamber. A marble dining table with seating for 12 sits in the middle of the room. One of the end chairs is made of marble for the fire nymph Alanya. Two comfortable couches surround an elaborate fireplace that blazes with a natural gas fire. Lavish tapestries of an imposing wizard defeating demons, dragons and other monstrosities hide iron pipes rising along the walls. Thick furs and skins cover the stone block floor. A sidewalk of iron plates meanders through the rugs.

A stone staircase winds up the 50-foot-tall wall and through an opening in the ceiling. Halfway up the staircase, a balcony overlooks the room.

Area F-4: The Kitchen (CR 7)

This well-stocked kitchen feeds the tower’s inhabitants. **Chalfin Shackleford**, Cerulean’s manservant, is normally hard at work preparing for the next meal. Two *permanent unseen servants* assist Chalfin. An overcrowded pantry sits off the kitchen and is stocked with fine food and drink from many cultures and countries. Chalfin attacks intruders on sight and fights to the death. More than 100 bottles of wine sit in racks, worth 5d10 gp each.

CHALFIN SHACKLEFORD
XP 3,200
Male human rogue 8
CN Medium humanoid (human)
Init +2; Perception +13

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

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Hp 34 (8d8+8)

Fort +4; **Ref** +11; **Will** +7

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

Spd 20 ft.

Melee cane +11/+6 (1d6 +2)

Special Attacks sneak attack +4d6

Spell-Like Abilities (CL 8): 3/day—*mage hand*; 2/day—*magic missile*

Str 10, **Dex** 15, **Con** 12, **Int** 17, **Wis** 8, **Cha** 6

Base Atk +6; **CMB** +6; **CMD** 18

Feats Combat Expertise, Improved Feint, Iron Will, Magical Aptitude, Quick Draw, Weapon Finesse^B, Weapon Focus (rapier)^B
Skills Acrobatics +13, Appraise +14, Diplomacy +9, Disable Device +13, Knowledge (local) +14, Linguistics +14, Perception +13, Profession (linguist) +14, Sense Motive +10, Sleight of Hand +13, Spellcraft +5, Stealth +13, Use Magic Device +11

Languages Draconic, Dwarf, Celestial, Common, Elven, Giant, Gnome, Halfling, Ignan, Infernal, Sylvan, Undercommon
SQ rogue talent (finesse rogue, minor magic, major magic, weapon training), trapfinding

Combat gear +2 *silver rapier* (concealed in his masterwork silver cane), leather armor, *glove of storing* (holds a *javelin of lightning*), and *potions of invisibility* and *cure serious wounds* (x2).

Description Chalfin is an elderly man who hunches over and walks with the help of a cane. Chalfin bears horrible, disfiguring acid scars over his upper torso and face. He uses stained and worn ivory dentures and his hair grows in sparse clumps. His appalling features give him an inhuman appearance. Despite his condition, he is incredibly agile. He is a retired rogue who has worked for Cerulean for nearly half a century. Cerulean often requests Chalfin to aid in alchemy experiments and in deciphering ancient scripts. Chalfin is loyal to his employer. Chalfin is the father of **Harga Shackleford**, the chief constable of Bargarsport (See *Splinters of Faith 3: Culvert Operations*).

Area F-5: Chalfin's Room

This plain room contains a bed, wardrobe, desk and chair. The wardrobe holds Chalfin's garments, both work and formal. The bed has an open book face down on the top covers. The book is a biography about an illegitimate half-orc son of a human paladin.

The desk holds letters from Chalfin's daughter, **Harga**. Her letters discuss events in the city and a plan to visit her father soon. An unfinished letter Chalfin is writing describes his retirement and asks if she has found a man yet.

Under the bed are an unlocked chest and a clean chamber pot. The chest holds Chalfin's meager retirement fund of 1,950 gp, 550 pp and an aged cask of dwarven ale.

Area F-6: Storage

Equipment and mundane household furniture used infrequently in the tower are stored in this room. Unless PCs are planning on setting up house, little exists to interest them.

Area F-7: The Library (CR 5)

The stairs open into a 35-foot-tall room lined with bookcases. Ironwork scaffolding, spiral stairs and mesh walkways lead to three tiers of shelves. An iron ladder on rollers attached to the top tier sits on each level. Tens of thousands of books fill the shelves in neat and orderly rows. Glass-covered lanterns dotting the scaffolding fill the room with a warm glow.

An iron chain hangs from the ceiling holding a 5-foot-tall crystalline cage. The cage is a permanent *force cage* imprisoning **Kercur the imp**, with the bars preventing the imp from using its *suggestion*

powers. Kercur commonly takes the form of a raven, especially when visitors are present. The imp was the familiar of an arch-nemesis Cerulean defeated long ago. Cerulean keeps the imp as a trophy and conversation piece. The vengeful Kercur attempts to persuade PCs by deceit into sacking the tower and slaying its inhabitants. The imp claims to be Cerulean's familiar if PCs detect its evil nature.

A desk with an intricately carved ivy pattern sits in the center of the room. The desk is neat and tidy, with an ink well, pen and stacks of white paper sitting on its surface. Six drawers are closed and locked (DC 30 Disable Device) and contain working notes on experiments into various cloning and imprisonment spells (DC 29 Spellcraft check). The third drawer contains an *arcane scroll* (*legend lore*, *telekinesis*, *prying eyes*, CL 13). The fifth drawer holds *potions of sleep*, *rage*, *arcane sight* and a *wand of detect magic* (45 charges, CL3). A crystal key to the imp's cage sits in the felt-lined sixth drawer.

The books on the shelves cover almost every known topic, with sections devoted to obscure histories and cultures. Using this library, Knowledge checks are made at a +10 circumstance bonus, but require 2d4 hours of research. None of the books is magical. A section of 10 books deal with Akruel Rathamon's rise to power and his defeat during the War of Divine Discord. Finding this information takes 2d6 hours and requires a PC to spend another 4d4+4 hours reading. The histories offer a mix of truth and rumors. One book speculates that Akruel's heart was not in his body when the *Scepter of Faiths* put a stop to his reign of terror. Another tome hints that his soul was held safely within a giant black heart.

KERCUR THE IMP

CR 2

XP 600

hp 20 (*Pathfinder Roleplaying Game Bestiary*, "Devil, Imp")

Area F-8: Golem Room

The work area houses a brass statue of a knight. The statue is a golem in the middle of its creation. It is inanimate and harmless, but nonetheless frightening, especially as some enchantments already cast on the knight cause it to radiate magic. The room holds stone carving tools, spell components, and diagrams of the golem and its parts.

Area F-9: Guest Chambers

An extravagant bedroom is adorned with fine furniture and silks. White furs drape a four-poster bed pushed against the wall. A six-foot-tall mirror fills one wall. No guests are currently staying in Cerulean's tower.

Area F-10: Teleportation Room

This room is painted black, with silver runes and glyphs covering the walls, ceiling and floor. A five-foot-diameter disc of polished silver sits flush in the floor. The area inside the disc is also black, but wavers and moves. Illegible script is engraved in the disc's outer edge. The script is a language Cerulean created solely for his work and is not readable without the aid of magic. If deciphered, the words are command phrases to teleport an individual to specific locations. See the sidebar "Where Do You Want to Go?" for more information.

A thin band of a black rubbery substance appears around the neck of any PC stepping into the wavering darkness inside the teleportation disc. The "choker" cannot be removed, although it dissolves 24 hours after the PC teleports. A PC speaking aloud the command phrase for Cerulean's tower (also written on the teleportation disc) is instantly returned to the tower as long as he still wears the choker. Cerulean knows how to prolong the choker's duration, and often wanders for weeks before returning. Alternately, Cerulean can forcibly return anyone who still wears a choker to the tower by speaking a command

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word known only to him. PCs wearing a black circlet must make a DC 21 Fortitude save to avoid being forcibly yanked back to the tower's teleportation disc — and Cerulean's displeasure.

Where Do You Want to Go?

The GM should feel free to create destinations for Cerulean's teleportation disc. If the *Splinter of Faiths* adventure is used, some possibilities include Bargarsport, Anvil Plunge, the Shield Basilica of Muir and the temple of Thasizier. Cerulean has contacts in each of these temples and cities who frequently help him with his research. Remember, Cerulean isn't evil; many of these locales welcome his visits.

The GM could also use the teleportation disc to drop PCs into another adventure, such as a forgotten city or somewhere deep underground. Cerulean is a world traveler, and has been to many hidden and exotic locales.

Players may come up with more interesting uses for the teleportation circle, but don't let the magic ruin the adventure. If you as GM don't want the PCs heading to a certain locale, then the teleportation disc "fails" (you could roll some random dice to throw players off) and the PCs remain in the tower. It's up to you how to use the device in your campaign.

Area F-II: Foyer

A serving table and a ceramic water basin on a mirrored stand sit along one wall. Towels hang from dowels on the sides of the stand. The serving table holds the remains of a past meal (pheasant and potatoes). Stone stairs spiral upward to the next level. The ceiling here is significantly lower than in the tower's other rooms, just 20 feet above the floor.

Area F-12: Cerulean's Bed Chamber (CR 8)

Fine furnishings, silk drapes and animal furs fill this curving bed chamber. Furniture represents various cultures, but is all of the highest craftsmanship. A four-poster bed with a silk canopy sits along the wall, with a polar bear skin rug on the floor before it. Three massive wardrobes sit against the outer wall, each filled with exquisite robes and men's clothing. A crystal chandelier lights the room with many small gas flames. A bookcase holds atlases, almanacs and studies of anthropology.

Above a stone desk hangs a painting of Cerulean and Alanya. The painting depicts a deeply tanned, noble-looking man with long brown hair dressed in blue and black robes. A crimson lightning bolt is emblazoned on his chest. His powerful hands clutch a red staff and his stern face shows no signs of emotion. At his side stands a beautiful woman with long burgundy locks of hair. She holds his free arm in her graceful hands. She wears translucent white robes.

Lying on the bed is the woman shown in the painting. She has flowing, fiery-red hair. Her eyes are pale blue, and her skin is pale with a tint of red. She wears the same translucent gown as in the painting. **Alanya, a fire nymph**, is peaceful and kind, unless attacked. She loves Cerulean and bore him a son, Karsanti.

Alanya lies on the bed, a stack of books beside her. The books are treated with an enchantment granting them fire resistance (5) and cover topics of nobility, heraldry and diplomacy. The room's furnishings are likewise treated with fire resistance.

The rug is a **huge animated object** that guards Cerulean and Alanya. It attempts to grapple and constrict as many opponents as possible. Alanya immediately screams for her son and, if given

warning, uses her *heat metal* ability on the iron-plated floor to also affect intruders. She uses *fire shield* to protect herself, and casts defensive spells to allow her a chance to escape if threatened.

HUGE ANIMATED OBJECT, BEAR SKIN RUG **CR 7**
Pathfinder Roleplaying Game Bestiary, "Animated Object"
XP 3,200

N Huge construct

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

AC 15, touch 6, flat-footed 15 (-2 Dex, +9 natural, -2 size)

hp 100 (7d10+40 size)

Fort +2, **Ref** +0, **Will** +2

Defensive Abilities resist fire 5, hardness 5 **Immune** construct traits

Speed 30 ft.

Melee slam +17 (1d8+10)

Special Attacks constrict, grab

Str 30, **Dex** 6, **Con** -, **Int** -, **Wis** 1, **Cha** 1

Base Atk +7 **CMB** +19 **CMD** 27 (31 vs. trip)

SQ construction points

Trample (Ex): As a full-round action, a creature with the trample ability can attempt to overrun any creature at least one size category smaller than itself. This works like the overrun combat maneuver, but the trampling creature does not need to make a check, it merely has to move over opponents in its path. Targets of a trample take 1d8+15 plus 12 points of damage. Targets of a trample can make an attack of opportunity, but at a -4 penalty. If targets forgo an attack of opportunity, they can attempt to avoid the trampling creature and receive a DC 23 Reflex save to take half damage. A trampling creature can only deal trampling damage to each target once per round, no matter how many times its movement takes it over a target creature.

ALANYA (FIRE NYMPH) **CR 7**
Tome of Horrors, by **Necromancer Games** "Fire Nymph", Page 136.

XP 3,200

Female fire nymph

CN Medium outsider humanoid (extraplanar, fire)

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

AC 23, touch 23, flat-footed 17 (+7 deflection, +5 Dex, +1 dodge)

hp 60 (8d10+32)

Fort +13; **Ref** +18; **Will** +16

Immune fire

Weaknesses cold vulnerability

Spd 30 ft.

Melee mwk dagger +16 (1d4 + 1d6 fire/19-20)

Special Attacks stunning glance

Spells-Like Abilities (CL 8th):

At will — *burning hands*, *flame blade*, *flaming sphere*, *produce flame* (DC 18)

1/day — *fire shield*

Spells Prepared (CL 7th)

4th — *flame strike* (DC 21)

3rd — *meld to stone*, *protection from energy*, *quench*

2nd — *barkskin*, *heat metal* (DC 19), *soften earth and stone*

1st — *cure light wounds*, *endure elements*, *faerie fire*, *obscuring mist*

0 — *detect magic*, *flare*, *mending*, *stabilize*

Str 10, **Dex** 21, **Con** 18, **Int** 16, **Wis** 17, **Cha** 25

Base Atk +8; **CMB** +15; **CMD** 33

Feats Agile Maneuvers, Combat Casting, Dodge, Weapon Finesse

Skills Diplomacy +18, Escape Artist +16, Handle Animal +15, Heal

+11, Knowledge (Planes) +14, Perception +14, Sense Motive +14,

Stealth 16

Languages Ignan, Common

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SQ heat, unearthly grace, fire empathy

Combat Gear mwk dagger,

Heat (Ex) A fire nymph's body is intensely hot, dealing 1d6 points of fire damage with its touch. Creatures attacking a fire nymph unarmed or with natural weapons take fire damage each time their attacks hit. A fire nymph's metallic weapons also conduct this heat. **Blinding Beauty (Su)** This ability affects all humanoid within 30 feet of a nymph. Those who look directly at a nymph must succeed on a DC 21 Fortitude save or be blinded permanently. A nymph can suppress or resume this ability as a free action. The save DC is Charisma-based.

Spells A nymph casts spells as a 7th-level druid, but cannot swap out prepared spells to cast summon spells.

Stunning Glance (Su) As a standard action, a nymph can stun a creature within 30 feet with a look. The target must succeed on a DC 21 Fortitude save or be stunned for 2d4 rounds. The save DC is Charisma-based.

Unearthly Grace (Su) A nymph adds her Charisma modifier as a racial bonus on all her saving throws, and as a deflection bonus to her Armor Class.

Fire Empathy (Su) This works like the druid's wild empathy class feature, except the nymph can only effect creatures with the fire subtype with a +6 racial bonus on the check. The nymph's effective druid level is equal to her HD for determining her total modifier to the check.

Area F-13: Karsanti's Room

Although less lavish than the rest of the tower, this room is still furnished with finely crafted belongings. A single bed layered with fine silks and down pillows sits against the wall. A wardrobe holds tunics, pants and boots of various styles. All have a red lightning bolt crest emblazoned on them. An ornate chest sits at the foot of the bed. The chest is unlocked and contains boyhood treasures such as miniature stone monsters, toy knights, a slingshot, 3 wooden swords, a crude light shield, a bucket helmet, jars of dead bugs, and a 1st-level spell book containing: 0—*light, mage hand, open/close, prestidigitation, read magic*; 1st—*animate rope, burning hands, floating disc, mount, unseen servant*. Drawings of knights fighting monsters fill the spellbook's margins and blank pages. This book was an early failed attempt by Cerulean to train Karsanti in magecraft.

Hanging above the bed are 4 scimitars of masterwork quality. They surround a portrait of **Karsanti**, a young man with long, curly red hair. The image is some years old. A DC 20 Perception check reveals a loose stone in the wall hiding Karsanti's "secret" treasure. The small hollow holds 350 gp in a leather sack, a rolled painting of a rather comely, scantily clad woman, *potions of heroism, haste, resist elements (cold), fly*, and a torn piece of parchment with the words: "I had a wonderful time, please come back and see me soon, love Harga Shackelford."

Karsanti rarely stays in his room.

Area F-14: Recreation Room (CR 8)

A short 20-foot-tall staircase spirals up to the family room. The stairs continue up to the top level. This large open room has a 35-foot-high ceiling. Tapestries bearing the marks of many kingdoms are proudly displayed on the walls. Each was a gift from Cerulean's powerful friends. A stand along the wall holds 4 lutes, 3 mandolins, 2 sets of ornate drums and a pipe organ. A nearby shelf holds songbooks and sheet music.

Several board games sit on a felt-covered table. Four chairs surround the table; one of the chairs is made of stone.

The opposite side of the room is cleared to make space for combat practice. Several scorched wooden practice mannequins stand in a circle. **Karsanti** spends the majority of his time lounging here playing

music or practicing with the dummies. He is bored and desperately wishes to venture out of the tower on a "knightly" adventure. He investigates any noise made by PCs coming up the stairs.

KARSANTI

CR 8

XP 4,800

Male 1/2 fire nymph fighter 6 sorcerer 2

CN Medium humanoid (fire)

Init +5; **Senses** darkvision 60 ft.; **Perception** +0

AC 19, touch 19, flat-footed 13 (+5 Dex, +1 Dodge, +3 deflection)

hp 82 (6d10+18 plus 2d6+6)

Fort +12, **Ref** +11, **Will** +9

Defensive Abilities bravery +2 **Immune** fire

Weaknesses vulnerability to cold

Spd 30 ft.

Melee Touch flame blade +12/+12/+7/+7 (1d8+6, fire)

Melee mwk scimitar +6/+6/+3/+3 (1d8+2 plus 1d6 fire) and mwk shortsword (1d6+1 plus 1d6 fire) or mwk scimitar +9/+4 (1d8+2 plus 1d6 fire)

Spells-Like Abilities (CL 8th):

At will — *burning hands, flame blade, flaming sphere, produce flame* (DC 15)

1/day — *fire shield*

Bloodline Abilities (CL 2nd):

6/day — elemental ray (1d6+1 fire, range touch +12)

Spells Known (CL 2nd, melee touch +12, range touch +12)

1st (5/day) — *mage armor, shield*

0 (at will) — *acid splash, dancing lights, flare, resistance, touch of fatigue*

B Bloodline spell; **Bloodline** elemental

Str 14, **Dex** 20, **Con** 16, **Int** 14, **Wis** 11, **Cha** 16

Base Atk +7; **CMB** +9; **CMD** 24

Feats Dodge, Eschew Materials, Improved Two-Weapon Fighting, Mobility, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (scimitar), Weapon Specialization (scimitar) **Skills** Climb +9, Intimidate +16, Knowledge (arcana) +9, Knowledge (engineering) +9, Profession (weapons smith) +7, Ride +12, Survival +7

Languages Common

SQ armor training 1, weapon training (blades, light 1)

Heat (Ex) As a swift action, Karsanti can envelope or extinguish his body with intensely heat, dealing 1d6 points of fire damage with his touch. Creatures attacking him unarmed or with natural weapons take fire damage each time their attacks hit. Karsanti's metallic weapons also conduct this heat.

Unearthly Grace (Su) Karsanti adds his Charisma modifier as a racial bonus on all his saving throws, and as a deflection bonus to his Armor Class. This deflection bonus stacks with other deflection bonuses.

Combat Gear mwk scimitar, mwk shotsword, fire-proof cloak of resistance +1, *potions of cure serious wounds, barkskin, fly, heroism*.

Description: Karsanti is a handsome young man with curling, deep-crimson hair. He has a quick, fiery temper and blazes into fire when angered. He is the adult son of Cerulean and Alanya. He dresses in his father's colors of blue and black with the red lightning bolt motif. Aside from his fiery red eyes, he is indistinguishable from normal humans. Due to his familiarity and intangibility of the *flame blade* spell, Karsanti treats *flame blade* as a light weapon. From his mother's heritage he gains some of her innate abilities. He spends a few rounds if possible casting spells before combat. He typically casts *mage armor, shield* (increasing his armor class to 27), *flame blade* (x2) and *fire shield* before combat.

Area F-15: The Observatory (CR 8)

The stairs open onto the top of the tower. Vent pipes open to the sky,

expelling the tower's heat, and in the process, melting a cylindrical ice chute that extends up to the surface from the rooftop. The ice rises 140 feet above the tower rooftop, like the tower was at the bottom of a deep well, but a bit of blue sky can be seen high above. The temperature is colder here, but still above freezing. **Cerulean's simulacrum** stands guard here against intruders who might enter from above.

Kartarrh and the yetis discovered long ago that it was best to leave Cerulean's tower alone. Both faced the archmage and retreated in defeat. Neither knows of the existence of the simulacrum, but neither wants to tangle with Cerulean again to discover that fact.

CERULEAN'S SIMULACRUM

CR 9

XP 6,400

Male human mage (evoker) 10

N Medium humanoid (human)

Init +3; Perception +9

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

Hp 34 (10d6+8)

Fort +5; Ref +8; Will +10

Spd 30 ft.

Melee mwk staff +6 (1d6+1)

Evocation Abilities (CL 10th):

9/day — force missile (1d4+5), 10 rounds/day — elemental wall (fire)

Spells Prepared (CL 10th)

5th— *baleful polymorph* (DC 21), *cone of cold* (DC 23), *quickened magic missile*, *summon monster V*

4th— *black tentacles*, *greater invisibility*, *ice storm* (DC 22), *stone skin*, *wall of ice*

3rd— *displacement*, *fire ball* (DC 21), *fly*, *lightning bolt* (DC 21), *sleet storm*

2nd— *acid arrow*, *levitate*, *mirror image*, *resist energy*, *scorching ray*, *summon swarm*, *web* (DC 18)

1st— *burning hands*, *grease* (DC 17), *mage armor*, *magic missile* x3, *shield*

0— *detect magic*, *flare*, *mending*, *stabilize*

Str 12, Dex 16, Con 14, Int 22, Wis 13, Cha 10

Base Atk +5; CMB +6; CMD 19

Feats Combat Casting, Greater Spell Focus (evocation), Iron Will, Lightning Reflexes, Quicken Spell, Scribe Scroll^B, Spell Focus (evocation)

Skills Appraise +17, Craft (sculptor) +17, Diplomacy +8, Fly +14, Knowledge (arcana) +17, Knowledge (dungeoneering) +17, Knowledge (history) +17, Linguistics +17, Perception +9, Profession (architect) +14, Spellcraft +17

Languages Draconic, Celestial, Common, Elven, Ignan, Infernal

Arcane School Evocation (opposition schools: necromancy and divination)

Arcane Bond (staff)

SQ intense spells (+5 damage evocation spells), permanent *arcane sight* and *tongues*

Combat gear mwk staff, *arcane scroll* (fireball, fire shield, flaming sphere, CL 10), *arcane scroll* (silent image, minor image, major image, CL 10), *arcane scroll* (spell turning, summon monster VII, CL 14), *wand of daze monster* (36 charges, CL 9), *bracers of armor* +3, *metamagic rod* (enlarge, normal).

Description Cerulean is a tall human male with long brown hair worn in a long braid. He dresses in blue and black robes adorned with red lightning bolts. He always carries his *staff of power*, although only the real Cerulean has the true staff. His simulacrum carries a nonmagical duplicate.

Cerulean's simulacrum was created years ago, and thus is not a "true" duplicate of the current archmage and his powers. Cerulean thinks of this simulacrum as an old friend rather than a construct or tool.

Concluding the Adventure

Once the Weeping Statue of Voard is replaced within the Monastery of World Sundering, Moovtu Huglish offers PCs his undying gratitude and a hearty slap on the back. Unfortunately, he has little else to offer besides some frozen potatoes. PCs should receive a 1,000 experience point bonus for successfully completing the adventure.

If played as part of the *Splinters of Faith* adventure, the *Remembrance of Angst* blessing requires the statue of Voard to be in the Impoverished Hall in the Monastery of World Sundering. Any follower of Voard may then place the *Scepter of Faiths* atop the statue's crossed legs while tears roll down into a stone basin. Voard blesses the scepter with the ability to prolong death and extend suffering. Afterward, the scepter can *cure serious wounds* 3 times per day. This ability can be cast upon undead creatures struck by the scepter.

Moovtu also can direct PCs to the next adventure if needed. Moovtu applied to study at the Shield Basilica of Muir, but was rejected due to his heritage and questionable background. He points out the Basilica's location on a map for inquiring PCs.

If the PCs sacked Cerulean's tower and slew his family and servants, they gain a powerful enemy with connections throughout the land. Once Cerulean discovers the devastation, he seeks vengeance. Cerulean first brings his family back to life to aid him, but this takes time and some favors. **Cerulean (N male human Wiz21)** is a powerful archmage, and the GM should use caution when bringing him into a campaign — especially if his goal is to track down and slay the PCs. Despite his power, Cerulean lacks divination spells and may spend months — possibly years — tracking PCs.

The PCs' next stop in the *Scepter of Faiths* campaign continues in **Splinters of Faith 7: Heir of Sin**, where they must travel into the high pinnacles of a mountain temple and face the horrid statues of a fiendish deity to rescue a paladin's missing daughter.

Splinters of Faith

— Adventure 7: The Heir of Sin —

By Gary Schotter & Jeff Harkness

PCs must rescue a paladin's daughter lost in the lair of a demon lord's cult. This adventure is designed for characters of 7th to 9th level.

Two massive granite walls divide the mountain pass, choking the route from the Kajaani Forest into the Kanderi Desert. Knights walk the battlements of the Shield Basilica, despite the heat, keeping a wary eye on the lands surrounding them. Engraved along the length of the wall is a massive sword that runs the length of the barrier. The Shield Basilica is the last stop before the lawlessness of the desert badlands, but the knights within are more than ready to meet the threat. The sound of soldiers inside the sealed fortress rises into the heated air.

Nestled flush against the Shield's outer wall, a small city has arisen over the years. Those warriors who wish to someday join the Shield's forces call the small city home. With them are a mix of traders and outposts that help supply the fortress. A sign hanging on a post reads "Shieldfane."

Shield Basilica of Muir

Location: Mountains

Worship Domains: War, Strength, Power, Paladins

Leader: High Priest Lord Romel Sandusk (Pal 5/Clr 12)

Dress: Priests wear blue robes trimmed in silver over full plate armor. Paladins and fighters proudly display polished plate armor with blue engravings.

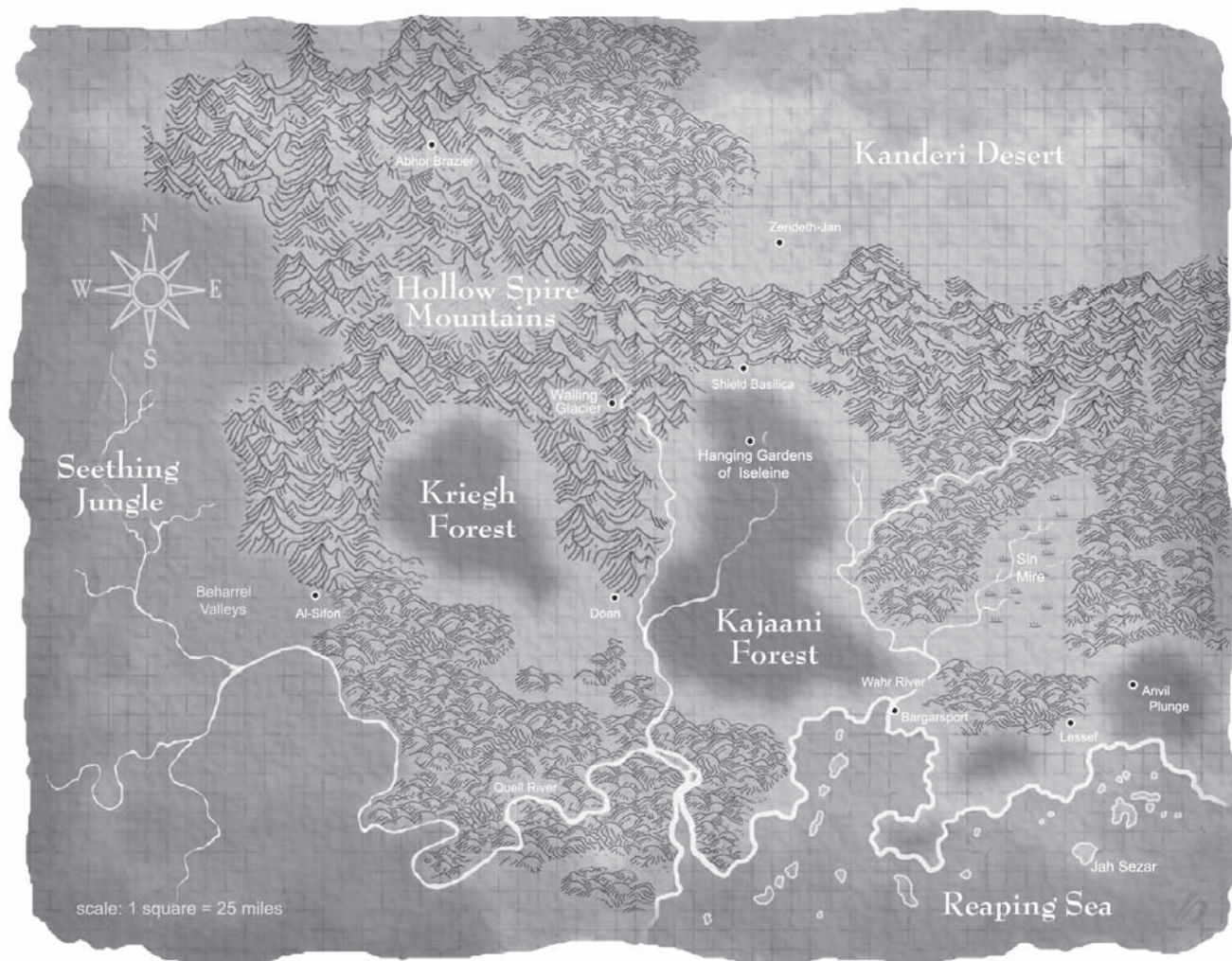
Unique characteristic: The temple is built within a quarter-mile-long set of parallel walls wedged between a mountain pass. The paladins guard the pass against a massing gnoll army in the desert.

Nickname: The Maiden's Shield, The Limestone Fort, The Basilica

Deity: Muir, goddess of virtue and paladinhood.

Worship domains: Law, good, protection, war (paladins).

Servants: 350 guards (Ftr 1), 220 protectors (Pal 1); 110 underpriests (Clr 1-4), 50 sentries (Pal 5), 20 wardens (Pal 10), and 2 high priests (Clr 9).



How to Use This Adventure

This adventure is part of the *Splinters of Faith* campaign, which leads PCs to restore a broken scepter and destroy a reawakened death-priest named Akruel Rathamon. The first nine adventures require PCs to obtain a ritual to restore the relic. The final adventure finds the PCs and the reformed scepter facing off against the death-priest on his home turf. (For more information on the overall campaign, see *Splinters of Faith 1: It Started with a Chicken ...*) In addition, some of the gods and deities mentioned in this adventure can be found in a free download at www.NecromancerGames.com.

At this point in the campaign, the relic — called the *Scepter of Faiths* — is equivalent to a +2 adamantite masterwork heavy mace, with the ability to cast *bless*, *magic circle versus evil* and *cure serious wounds* 3 times each per day. It also has *deathwatch* and *detect undead* (30-ft. radius) and is able to *locate creature* (the death-priest Akruel) with no range limits as long as the wielder and Akruel are on the same plane.

If you don't want to run the full campaign, don't worry. This adventure is complete on its own. Each adventure in the campaign follows a similar setup where the PCs visit a good temple, then are recruited/hired/asked to take part in an adventure before receiving the blessing they seek. The PCs must then travel to an "evil" temple to complete their mission.

If you plan to run the adventure without the others that precede it, you'll need to devise a way to get the PCs started. Since each adventure starts with a "good" temple, this could be as simple as having the temple elders request aid against the "evil" temple. Of course, the promise of gold, magic and the thrill of adventure also might not hurt.

Temple Background

The Shield Basilica of Muir, also known as the Shield, overlooks badlands of eroded hills and rocky plateaus that soon expand into the harsh reaches of the Kanderi Desert. The land below the fortress bears testament to the devastating wars fought to attain Muir's favored holdout. Broken spears and rusted weapons lie scattered across the rocky ground. Old graves occasionally churn to the surface as sinkholes collapse in the cracked, parched earth. Whole armies are said to be buried beneath the shifting desert sands.

The Shield is constructed of two 150-foot-high walls running parallel for nearly a quarter mile along the ridge above the entrance into the badlands. The granite walls are each 150 feet thick, with crenellations providing archers ample fields of fire. Muir's holy symbol — an upraised sword held parallel to the ground — is engraved along the length of wall. The space between the outer walls is narrow, a mere 1,000 feet from wall to wall. Stacked barracks and quarters fill this interior space, but the interior still provides plenty of room given the length of the wall. Stairs allow easy access from the barracks to the walls in case of an attack. Each barrack maintains its own armory.

Muir's Sanctum, a central temple within the walls, contains various religious icons of Muir and her favored warriors, and is home to the sacred Grindstone of Muir, a giant grindstone used to bless weapons.

Built on the edge of gnoll-controlled lands — about 50 miles from the fallen temple of Seraph in the Kanderi Desert — the Shield protects the civilized lands to the east. A narrow road winds from the badlands below the Basilica to a narrow pass traveling beneath the fortress. The deadly Hollow Spire Mountains rising to the north

and south provide a natural barrier to attackers trying to flank the structure. From above, the Shield appears to have been wedged tightly into a narrow gap between the overhanging mountains.

Muir's faithful hold the border against evil. While skirmishes still occur with the desert gnolls, the territory is considered relatively safe. The town of Shieldfane sits outside the eastern wall and supports the massive fortress and its inhabitants through trade. With the threat of war no longer an overriding concern, the Shield Basilica is slowly changing from a bastion of might into a training camp for Muir's faithful.

Area A: Shieldfane

Shieldfane (small city): Conventional; AL CG; 10,000-gp limit; Assets 3,500,000 gp; Population 6,000; human 62%, Dwarf 8%, Half-orc 2%, Half-elf 6%, Gnome 4%, Halfling 4%, Elf 14%.

Authority figures: Mayor Kintus Hallette (male human Pal9); Shield Maiden Altisa Maver (female human Pal 4, city defense coordinator); Trade Council head Merlah Alantyr (male human Aro 10/Rog 3).

Important characters: Dewali Gamp (male dwarf Ftr6/Clr3, trade council); Backbreaker Funj (male half-orc Ftr 8/Pal 1, captain of city defenses).

Shieldfane sits outside the Shield Basilica's eastern wall. The small city has grown through the years of peace that the Shield has made possible. The city abuts the massive eastern granite wall, some of the shops and houses pressed right up against the granite fortifications.

Primarily a trading post, Shieldfane attracts people intent on eking out a living within the mountains and those hoping to serve inside the Basilica. Prospectors, miners and others flock to the city. Trading companies maintain stores for adventurers passing through, but their primary income comes from established deals with the Shield. The mercenaries, fighters and holy warriors who travel to the Shield hoping to be admitted into the elite ranks often find themselves living within Shieldfane until they've met the requirements to be considered as a warrior of Muir.

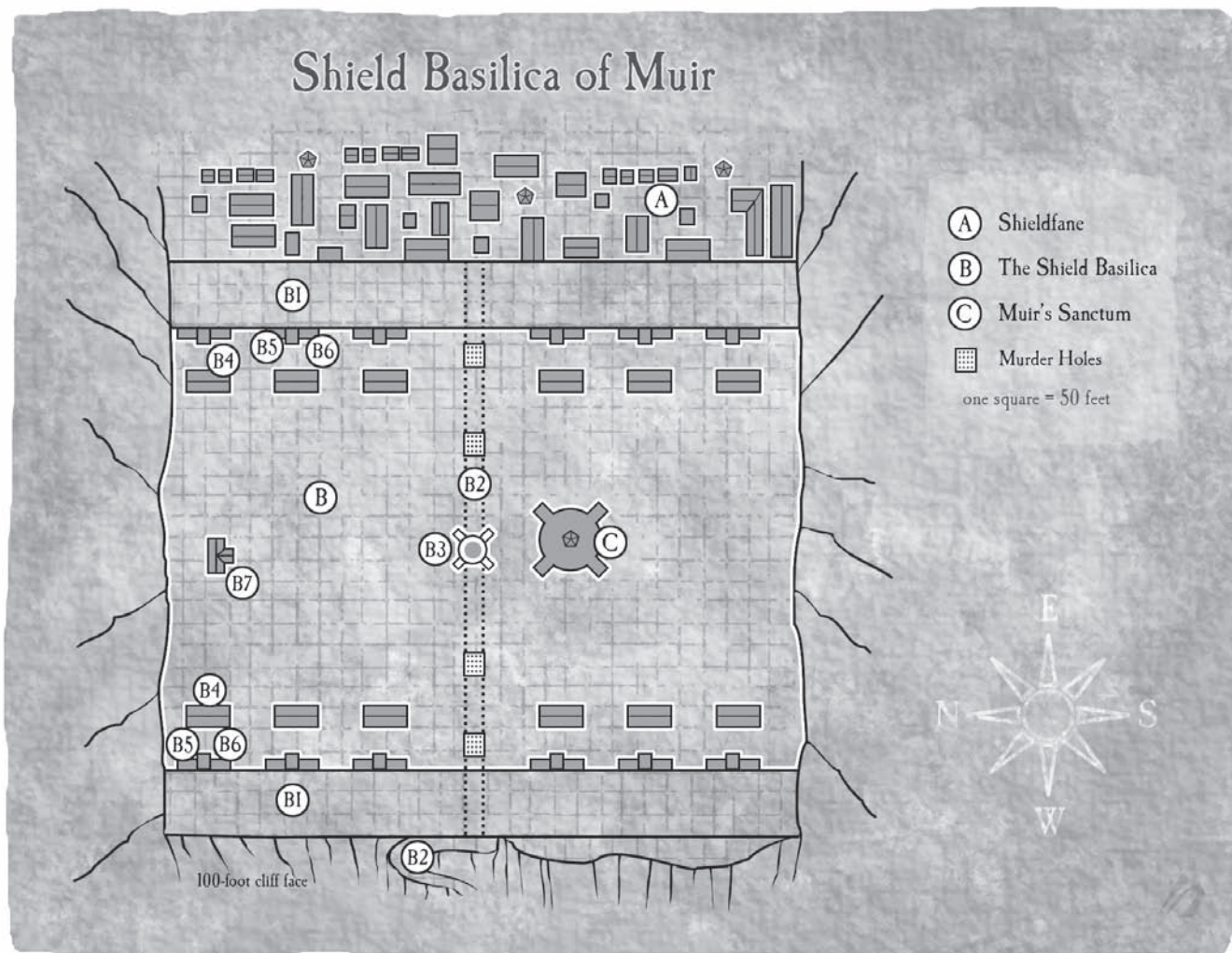
A ragtag defense force (100 Ftr1-3) coordinated by Altisa Maver, an up-and-coming Shield Maiden of Muir, mainly protects the city from pickpockets and other domestic trouble. Many warriors hoping to prove themselves to Shieldfane's guardians join this police force, hoping that their stint will win them favor inside the Basilica. But the chance to train within the Shield's walls with the paladins of Muir is a difficult dream to attain.

While the paladins of the Basilica frown on alcohol, the Shield's Reach — a small two-room tavern — caters to those seeking a draught or two of ale.

Shieldfane is left to GMs to develop as they see fit and for future adventure possibilities.

Breaking the Bad News

One person conscientious PCs may seek out to deliver bad news to is **Elsabeth Dillyn** (human female Com 1, Cha 18), the 20-year-old fiancée of a ranger whose body PCs may have discovered in the Sin Mire swamp (See Area J5 of *Splinters of Faith 2: Burning Desires*). She's easy to find if players insist on tracking her down. Elsabeth is a beautiful woman living with her aunt. More than a few Shieldfane bachelors wish she would finally give up on this "silly ranger" who keeps leaving her for the swamps in favor of them. If PCs deliver the news or bring back some item that belonged to Ruscart (either Elsabeth's letters, the gold promise ring she gave him as a parting gift, or even Gravy, his animal companion, for example), then the woman collapses in tears. She remains inconsolable. Award PCs extra experience points if they help the distraught woman return home and offer what comfort they can as Elsabeth asks them of the ranger's final days.



Area B: The Shield Basilica

The Shield Basilica of Muir sits between two peaks of the Hollow Spire Mountains, completely choking the pass that leads from the badlands of the Kanderi Desert to the civilized regions to the south. The Shield contains barracks, stables, armories and Muir's Sanctum, but the majority of the space is left open intentionally to provide the army encamped within enough space to train. Those stationed within the Basilica take their duties to protect and serve very seriously.

Area B1: The Wall

The Shield's granite walls are 150 feet tall and 150 feet wide. The parallel structures are a quarter-mile long and set 1,000 feet apart. The massive defense line is carved with Muir's holy symbol of an upraised sword held horizontally along the length of the wall. The carving blazes with a golden light at dawn and dusk. Guards patrol the walls at all hours, watching the trail that leads into the badlands. Each end of both massive walls connects with the Hollow Spire Mountains, taking advantage of the natural barrier the mountains provide.

Area B2: The Tunnel Road

A 30-foot-wide trail winds from the badlands on narrow switchback ridges rising 100 feet from the lower plain. Once atop the ridge, the trail leads straight toward the Shield and descends into a narrow tunnel that passes beneath the walls.

The 30-foot-wide tunnel runs 20 feet beneath the entire fortress.

Murder holes covered with metal grates line the top of the tunnel and lighted torches illuminate the path.

Midway along the tunnel is a solid cylinder of stone in the ceiling known as the "corkscrew." This stone plug is the only entrance into the Shield, and is accessible only when the knights lower the plug. When the corkscrew is lowered, stone blocks close off each end of the tunnel road.

Area B3: The Corkscrew

The corkscrew is a 30-foot-tall stone cylinder carved with a spiraling groove. A spiraling ramp travels down the stone cylinder's interior. The 50-foot-diameter corkscrew is the Shield's only entrance and exit, other than going over the outer walls and facing the steep drop. When lowered, doors in the stone plug open into the tunnel road, while another inside the Shield allows knights to access the stone cylinder's interior ramp.

Before the column is lowered, stone blocks seal off the tunnel road's two entrances. Then, a giant wheel running along the corkscrew's groove turns, raising or lowering the stone. The stone is lowered only when the tunnel road is sealed and clear of enemies. Two horses can be led side-by-side down the corkscrew's interior ramp.

Area B4: Barracks

Twelve barracks contain bunks for 75 men. Two chests sit side by side at the foot of each bed. Warriors of Muir stay in these 40-foot-by-20-foot rooms built against the Shield's outer walls. At any time, 2d20 warriors (Ftr7) can be found within these rooms.

The chests contain soldiers' meager belongings. Items include

ADVENTURE 7: THE HEIR OF SIN

notes from home, portraits of loved ones, locks of hair, charms and normal clothing, and small amounts of gold.

Area B5: Armory

Each barrack has a fully staffed armory, with apprentices and squires maintaining weaponry and armor in case of emergencies. Each armory stocks enough normal weapons and armor for each knight stationed within, and often contains spares. Three grinding stones are used to keep blades sharp, and a blacksmith stands ready to make repairs.

Area B6: The Stables

Mounts stay in clean stalls that are tended by stable boys. Paladins' mounts brought to the Basilica are tended for free. Others pay a small fee (5 sp/day) that is donated to the temple of Muir.

Area B7: The Commander's Manor

The Shield's commanding officer, **Shield Minion Vars Strine** (LG human male Pal 15), lives in a manor home that was transported brick by brick through the tunnel road into the Basilica's walls. A simple man, Vars trains daily with his army. At night, he can often be found walking the tops of the walls or sharing war stories with new recruits. Vars is capable and proud to fight alongside his men on the Shield's walls. Unfortunately for the old soldier, the glory days of battle are

getting fewer and fewer as cities encroach on his beloved citadel.

He understands the need for Shieldfane, but often compares the city to a wart on the Shield's backside. Vars wishes he could convince **High Priest Lord Romel Sandusk** to let him take an army into the Kanderi Desert to wipe the gnolls out of the temple of Seraph. Vars meets any word that PCs accomplished this task with heartfelt thanks — but more than a little disappointment at not getting to take part.

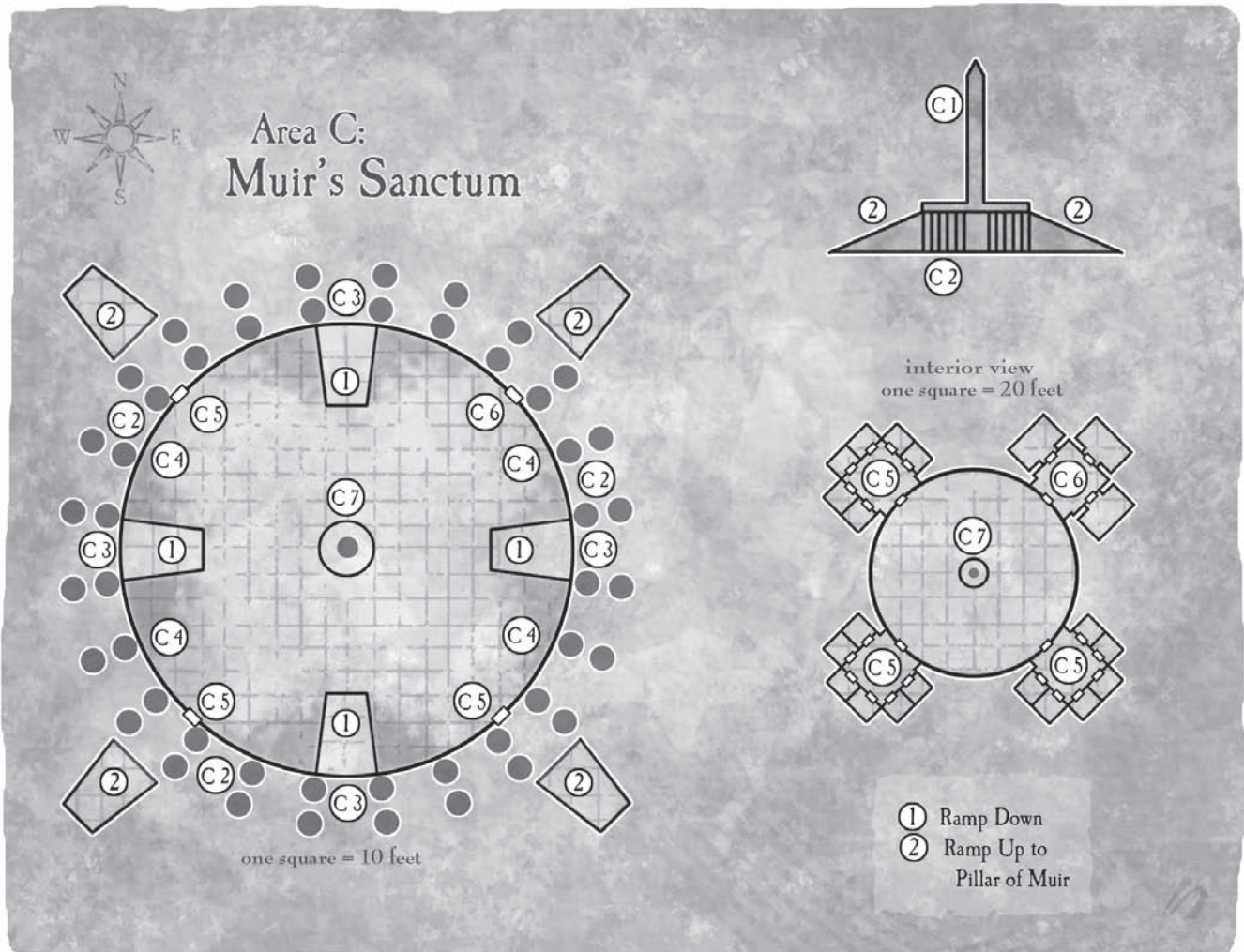
Area C: Muir's Sanctum

Muir's Sanctum is a temple located on the parade grounds inside the Shield Basilica. The temple's roof serves as a stage for Shield Minion Vars Strine to address his troops. An obelisk of Muir — brought here from a lost culture that also venerated the goddess — sits in the center of the temple's roof. Ramps access the roof, and other ramps descend to four temple entrances.

Area Cr: The Pillar of Muir

A 120-foot-tall gold-plated obelisk decorated with Muir's holy symbols rises from the parade ground atop Muir's Sanctum. During times of war, shields and weapons of Muir's fallen are placed near the obelisk to "give strength to the Shield." The lower half of the structure is smooth, as warriors heading into battle often rub their shields and weapons against the obelisk for luck.

Any warrior placing his blade or shield against the obelisk gains a temporary +1 bonus to the item. The bonus lasts a single day. The bonus does not increase for touching an item to the obelisk multiple times. This bonus applies to any weapon or shield only — armor does not gain the



ADVENTURE 7: THE HEIR OF SIN

extra bonus. Further, any magical weapon gains an extra +1 bonus for a day, as long as the total bonuses on the weapon do not exceed +5.

Area C2: Outer Columns

Thirty-foot-tall pillars support the roof of Muir's Sanctum. Each pillar is carved to represent Muir in her various guises. Four 15-foot-tall arched entryways lead into the inner sanctum, where Muir's holiest relics are stored.

Area C3: The Decorated Halls

The medals of knights who died defending the Basilica decorate each entry hall. Gold and silver medallions are pressed into the columns, covering every inch of the stone. Black paving stones line the floor, reflecting the medals. Each medal bears the name of the warrior who received it and the year he or she was killed.

Area C4: The Shield Fane

Shields from Muir's fallen warriors decorate the interior walls of the sanctum. Hundreds of magical and mundane shields hang in places of honor. The priests rotate new shields onto the columns as Muir's defenders die in battle. Older shields are melted and reforged into new weapons to protect the Basilica.

Taking a shield curses the thief by granting opponents a +10 bonus to attacks. To end the curse, the shield must be returned, and the thief must perform penance — usually a quest decided upon by the sanctum's high priests.

Area C5: The Priests' Wing

The sanctum's **priests** (Clr6) live in spartan stone rooms located underground beneath the Shield's training grounds. Although trained

for war themselves, the priests' main duties are to heal warriors fighting in Muir's name. Each 10-by-10 room contains a bed or hammock, and personal belonging (1d10 gp, 3d6 cp, holy symbol of Muir). A few maintain small mementoes of personal battles or loved ones back home.

Area C6: Lord Sandusk's Chambers

High Priest Lord Romel Sandusk (LG human male Pal5/Clr12) maintains rooms near the Grindstone of Muir. The high priest, a towering brute of a man known for wading into combat with his longsword in one hand and his holy symbol in the other, trains daily with the troops. Each morning, Sandusk enjoys a session of one-on-one combat training with a random recruit to keep his skills sharp.

Sandusk's rooms contain his bed — planks supported by two stone foundations with a thin cover stretched over them — and a massive table where Sandusk has recreated a scale miniature of the Basilica and the surrounding gnoll-infested lands. Sandusk tracks reports of gnoll incursions occurring near the Basilica on the detailed terrain map. A miniature version of the gnoll-overrun temple of Seraph sits in the desert badlands. Sandusk hopes to eventually reclaim the lost ziggurat in Muir's name.

Area C7: The Grindstone of Muir

The **Grindstone of Muir** stands within this inner chamber. Thick veins of adamantite streak the 20-foot-diameter granite stone. Muir supposedly sharpened her sword on this very stone.

Once a year, the grindstone is taken from the temple's inner sanctum to the roof for a ceremony before all the troops within the Shield Basilica. Once near the obelisk, the massive disk glows with its own inner light. See "The Grindstone of Muir" sidebar for more information.

The Grindstone of Muir

The Shield Basilica provides services to those who prove their worth and moral intentions. The priests decide what each service will "cost" the person seeking the service. Minor healing spells or some other low-level spell (3rd and below) require a day's work with the poor in Shieldfane. The cost of higher-level spell requests (4th and above) vary from a week's service to the temple to working with lepers for a month. Once every 10 years, the greatest ritual — the *Rite of Virtue* — is performed for one person who has demonstrated a heroic deed of personal sacrifice.

Despite being on a mission to restore the *Scepter of Faiths*, PCs seeking to complete the *Rite of Virtue* ceremony aren't automatically guaranteed success. The Shield Basilica has a strict policy for determining the winner of Muir's most sacred blessing, and no one is going to "jump to the front of the line" simply because they demand it. The knights have seen too many strangers on "holy quests" to hand out the blessing to anyone.

The *Rite of Virtue* grants the *undead bane* ability to one weapon. Heroic petitioners from all over the region arrive seeking this blessing every decade when the ceremony is held. The Shield's acting high council must approve all items and petitioners before the blessing, however.

Each year, a running list of champions vying for Muir's most sacred blessing is maintained on a post erected in the center of the parade grounds. The contest goes on for a full month, with the names of champions rising and falling on the lists based on their deeds. Champions often perform daring feats or work to spread Muir's

blessing in hopes of attaining the honor.

In the end, only one hero is chosen based on his deeds, reputation and self-sacrifice. The Shield Basilica's high priest chooses the recipient in a grand ceremony. At the height of the ceremony, the chosen hero must strike his weapon against the Grindstone six times, each strike reflecting one of the six moral standards valued by Muir. Heroes need not venerate Muir to receive the blessing, so long as they are true to the ideals she holds in high regard.

On the sixth strike, the Grindstone of Muir enchants the weapon with the *undead bane* ability and grants it an additional +1 enchantment bonus to attack and damage rolls (up to a maximum of +5 enchantment). A huge feast in the hero's honor follows the ceremony.

For PCs seeking the *Rite of Virtue* for the *Scepter of Faiths*, they must get themselves (or their chosen champion) onto the list and then win the contest. This is the easy part, as the Shield has just started allowing champions to place their name onto the rolls for the honor. Anyone within Shieldfane can fill PCs in on the *Rite of Virtue* blessing that will be bestowed in about a month on one champion.

Winning the right to strike the Grindstone will be tougher for PCs. High Priest Lord Romel Sandusk is a by-the-book leader and unwilling to bend the rules despite their dire story. Only by proving themselves worthy will PCs gain the blessing. Unfortunately, a family tragedy has recently befallen Romel, and he is not thinking clearly about the contest. He is more than willing to look favorably upon anyone who helps solve his personal crisis — in Muir's name, of course.

Adventure Background

A shrine to Pazuzu rose quietly to power more than a hundred years ago in the Hollow Spire Mountains. Despite their evil nature, the cultists bothered no one, preferring the solitude the harsh environment afforded them. For a year, the cultists worshipped in relative quiet in their mountain stronghold.

Once the Shield Basilica discovered the cultists' presence, however, the knights quickly formed a war band and marched upon the Pinnacle shrine to Pazuzu. Muir's faithful left no one alive in confronting the sect. The shrine was sealed and the threat declared at an end. The War of the Winds was over before it truly began.

Or so the knights of Muir thought.

A hundred years have passed, and evil is once again stirring within the Pinnacle. But this time, Lord Romel is more concerned with the gnolls massing outside his border than the evil festering in the nearby mountains. Only when his daughter **Tianlin** vanished did Romel awaken to the danger growing so close to home.

His own protectiveness had driven his daughter into mortal danger.

Denied entry by her father into Muir's Shield Maidens — the women warriors of Muir — Tianlin had set out to prove herself. Unbeknownst to her father, she entered the abandoned Pazuzu shrine, looking for a chance to show her father what she could do. Instead, she discovered that the temple wasn't nearly as dead as everyone thought. Pazuzu's followers captured Tianlin before she could escape to warn her father and the knights of the Shield.

Tianlin's disappearance was noticed immediately, and divination spells revealed her path into the mountains. A week ago, a team of Muir's faithful knights followed the woman's route to the shrine, but none of the paladins has yet returned.

Romel is torn between his duty to Muir and the Shield, and his love for his brash daughter. He cannot afford to send more men after her and he cannot abandon his post to search for her himself. The lives of his missing men and the safety of his beloved daughter weigh heavily on his shoulders. The Grindstone ceremony provides the perfect opportunity for him to send the best champions into the Pinnacle to defeat the evil there and to rescue his daughter. Accomplishing both feats is sure to win the champion a place high on the list of heroes.

Unfortunately, word has gotten out that the first team of Shield Knights never returned, and few of the mercenaries and knight hopefuls wants to tangle with whatever beat a full complement of paladins. Those entering their names on the Grindstone's list are finding other heroic deeds to do, while feigning ignorance to Romel's plight. They are more than happy to let outsiders deal with the commander's request to undertake the suicide mission.

The Mountain Path

If the PCs agree to help Romel rescue his daughter, he gives directions into the mountains where the shrine is located. He cannot afford to send any knights with them as it would diminish their place in the list of heroes.

The route is not hard to follow, but it does wind through some difficult stretches of mountains that many different creatures call home. The path Romel directs PCs to follow takes about six hours to get to the Pinnacle shrine. GMs should roll for a wandering monster every hour unless PCs call attention to themselves:

d20 Encounter

- 1 **Dwarf explorers (4)**: CR 5; hp 54 each.
- 2-3 **Ogres (1d6)**: CR 6; hp 39 each
- 4 **Hill giants (1d6)**: CR 10; hp 96 each.
- 5 **Roc (1)**: CR 10; hp 157.
- 6 **Bulette (2)**: CR 8; hp 91.

7-8 **Red dragon (1)**: CR 10; hp 147.

9-10 **Wyverns (1d4)**: CR 8; hp 96.

11-12 **Trolls (1d6)**: CR 8; hp 72 each.

13-14 **Rockslide**: See below.

15-20 No encounter.

Dwarf explorers: These four dwarves are traveling through the mountains in search of a mountain doorway they are sure will lead them into the lost tunnels of a religious sect they call the "Arcuri refugees." They hope to find gold and jewels and to prove that their suspicions about this lost cult are correct. The dwarves do not fight, and share any information they have about the surrounding mountains.

Ogres: These ogres are on the trail of a group of dwarven explorers, but will gladly take up their weapons against the PCs. The ogres have been tracking the oblivious dwarves for a couple of days.

OGRE

CR 3

XP 800

hp 39 (*The Pathfinder Roleplaying Game Bestiary*, "Ogre")

Hill giants: These stupid brutes are out having a good time in the mountains. They've invented a game to pass the time involving a large rock, a mountain cliff and an angry goat. They are each taking turns throwing boulders and trying to knock the goat off a high ledge.

HILL GIANT

CR 7

XP 3,200

hp 96 (*The Pathfinder Roleplaying Game Bestiary*, "Giant, Hill")

Roc: This giant bird heard Pazuzu's call to creatures of the air, but was too large to find a roost at the Pinnacle. The roc now flies in angry circles around the mountains, hunting for prey. It swoops out of the sun to snatch victims in its massive claws.

ROC

CR 9

XP 6,400

hp 157 (*The Pathfinder Roleplaying Game Bestiary*, "Roc")

Bulette: A recent mountain flood forced these creatures to look for a new hunting ground.

BULETTE

CR 7

XP 3,200

hp 91 (*The Pathfinder Roleplaying Game Bestiary*, "Bulette")

Red dragon: This young dragon also came investigating Pazuzu's awakening shrine, but was driven off by the demon because of the attention it would attract. The dragon is angry and takes its displeasure out on PCs.

RED DRAGON (YOUNG)

CR 10

XP 9,600

hp 147 (*The Pathfinder Roleplaying Game Bestiary*, "Dragon, Red")

Wyvern: These wyverns are new arrivals to the area, but have found prey hard to come by with the red dragon and roc marking their territories. They mainly fly at night, and attack quickly to kill prey before the larger beasts arrive to chase them away.

WYVERN

CR 6

XP 2,400

hp 96 (*The Pathfinder Roleplaying Game Bestiary*, "Wyvern")

ADVENTURE BACKGROUND

Troll: The trolls live in a cave near the Pinnacle. The knights sent to rescue Tianlin became fresh meat for the creatures after the men succumbed to the Pinnacle's defenses.

TROLL
XP 1,600

hp 72 (*The Pathfinder Roleplaying Game Bestiary*, "Troll")

CR 8

Rockslide: A section of the mountain collapses and rains down on the PCs as they move beneath it. The rocks and boulders bounce over the path as the smaller rubble engulfs the PCs, dealing 8d6 points of damage (Reflex DC 15 for half) and pinning the PC beneath the rubble. PCs pinned take 1d6 points of nonlethal damage per minute. If a pinned character falls unconscious, he must make a DC 15 Constitution check or take 1d6 points of lethal damage each minute thereafter until freed or dead.

Area D: The Pinnacle of Pazuzu

The Pinnacle is a rocky summit in the Hollow Spire Mountains carved out as a place of worship to the demon lord Pazuzu. The temple sits amid crags of weathered granite.

Area D1: The Pinnacle Path

Upon leaving the lush mountain prairie, the ground becomes rocky and hazardous. Spindles of loose granite grow more numerous the higher PCs climb into the mountains. The barren mountainside eventually gives way to loose shale and jagged rock (DC 24 Climb check). A smooth path carved between towering crags ascends to a granite pinnacle rising 400 feet above the trail. A 100-foot-diameter plateau juts from the side of the pinnacle, its edge overhanging the base 150 feet

New Deity: Pazuzu

Demon Lord of Evil Winged Creatures and the West Wind

Alignment: Chaotic Evil

Domains: Air, Chaos, Evil

Typical Worshipper: Evil aerial creatures, Humans

Favored Weapons: Poisoned Short Sword.

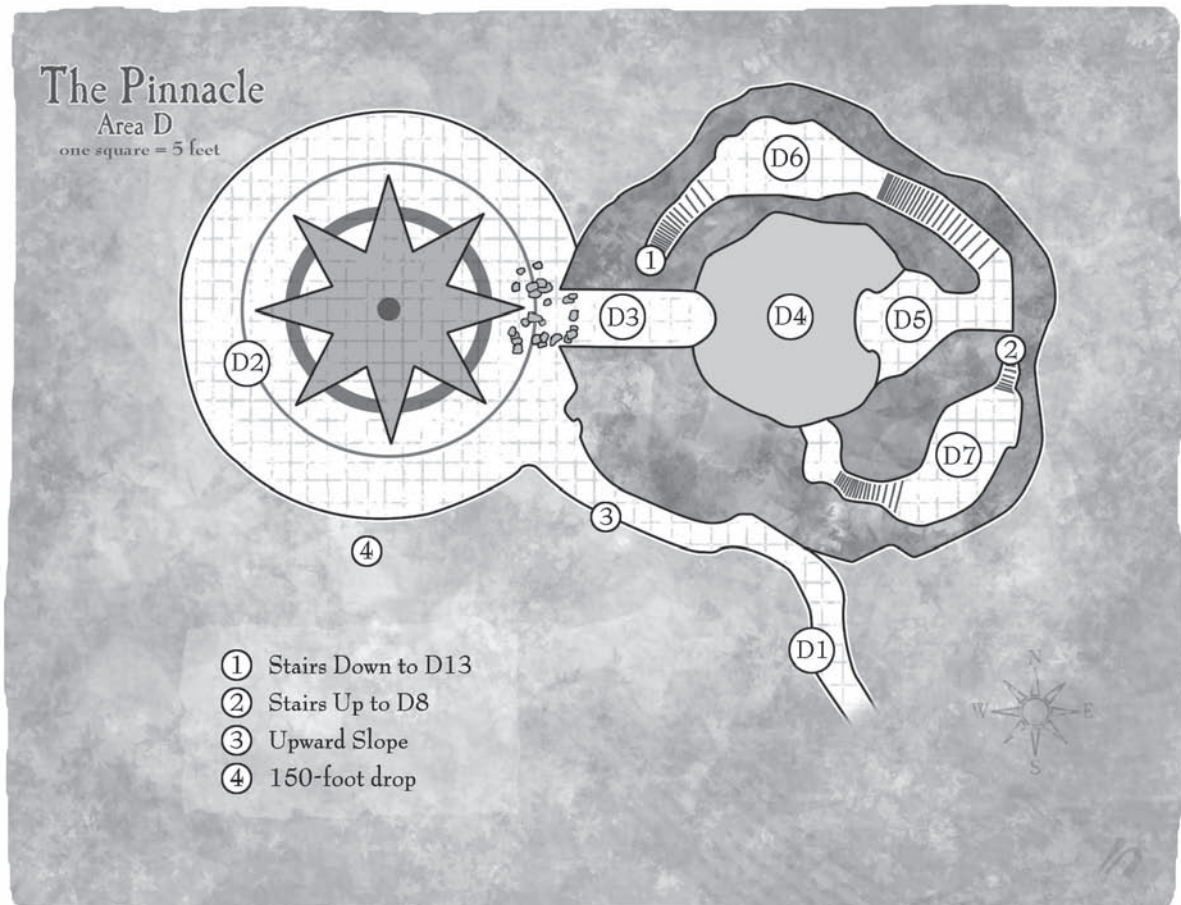
Pazuzu is the prince of all evil aerial creatures. Pazuzu's lair is the sky realm above every layer of the Abyss. Pazuzu is one of the only demon princes on good terms with powerful dukes and arch devils of Hell. He never enters Hell, but has been known to meet with a duke or arch devil elsewhere.

Pazuzu is a seven-foot-tall hawk-headed humanoid. His feathers are red and gold, fading to black at the tips. Four large feathered wings protrude from his shoulders. His eyes are white with deep red or blue pupils. His hands are great claws and his feet are razor-sharp talons.

Pazuzu's followers are evil humanoids who respect and revere the air and sky. Devout followers are called Aerial Lords and must sign a pact of evil. Pazuzu's unholy symbol is a representation of himself or four feathered-wings joined at their bases to form a cross.

below. Flocks of buzzards spiral in tight circles above the peak. A cave opening leading into the Pinnacle is a dark blight on the edge of the terrace. A narrow, curving path leads up to the plateau.

PCs examining the Pinnacle from below may also see a cave nestled in the crags approximately 350 feet up the stone structure (DC 25 Perception check). No stairs or ladders lead to this second cave entrance, however, and climbing the Pinnacle's side is difficult because of the sharp granite walls (DC 27 Climb check).



Area D2: The Wind Demon's Terrace (CR 10)

Chunks of rubble litter a smooth 100-foot-diameter plateau. A magnificent emblem composed of polished rock inlays in the rock depicts an eight-pointed star formed by hundreds of feather carvings. The feather inlays are red, black and yellow stone. A ring of twining silvery metal encircles the star. A seven-foot-tall statue of a humanoid with four wings and avian features stands at the emblem's center. In the statue's beak are rows of teeth, and its legs are carved bird talons. Two fist-sized yellow amethysts serve as its eyes. The statue radiates magic and strong evil.

A tunnel recently cleared of boulders enters the Pinnacle on the edge of the plateau. The tunnel is 15 feet high and 15 feet wide, although PCs will need to clamber over chunks of rock to get inside.

The inlaid-stone emblem is the unholy symbol of Pazuzu, the demon god of air. Vile ceremonies and sacrifices celebrating the demon god's power once took place here. PCs examining the disturbingly beautiful star (DC 25 Knowledge check [Religion]) recall whispers of the emblem's notoriety.

Any creature looking into the demon statue's eyes may come under the power of a *suggestion* spell (DC 18 Will save avoids). The *suggestion* plants the false notion that the affected individual can fly. Whenever the PC is near a drop of more than 30 feet (such as while standing on the plateau), the PC tries to leap from the height and fly. The *suggestion* lasts for 10 hours.

Lying at the base of the 150-foot drop are the broken bodies of two knights of Muir who were part of the rescue team sent a week ago to retrieve Tianlin. Both fell victim to the terrace statue's *suggestion* and cast themselves off the ledge thinking they could fly. They couldn't, and ended up smashing onto the rocks below to the horror of their friends.

Pazuzu Statues

Standing throughout the Pinnacle are a number of seven-foot-tall statues of the demon lord Pazuzu. Each statue is a four-winged humanoid with bird-like talons for feet. The hawk head grins with a mouthful of human teeth. Two yellow amethyst eyes reflect sunlight. Most of the statues are made of stone, but a few are made of more precious metals.

The statues each have unique powers as detailed in their individual descriptions, although their base stats remain the same.

The statues' amethyst eyes lose all power if removed. Each eye is worth 1,000 gp, but possessing the gems conveys a feeling of dread. The aura makes selling the amethysts difficult, as potential buyers shudder under their taint. The gems have no other powers, although they radiate weak magic.

The stone statues of Pazuzu found in the Pinnacle are carved from the structure's natural stone and cannot be moved without breaking them from their bases.

Statue of Pazuzu: Hardness 8; hp 360; Break (DC 50).

Area D3: Pazuzu's Guardians (CR 9)

Heeding Pazuzu's call, a pair of **chimera** guard the temple shrine. They attack anyone standing on the terrace. Several dead goats and a decaying satyr lie just within the tunnel entrance. The smell of

decaying goats is noticeable to anyone approaching the entrance. One chimera has a blue dragon head, while the other is red.

CHIMERAS (2)

CR 7

XP 3,200

hp 98 (blue), 86 (red) (*Pathfinder Roleplaying Game Bestiary*, "Chimera")

Area D4: The Hollow (CR 11)

The 35-foot-long hallway ends on a ledge overlooking the Pinnacle's hollow core. Ledges and balconies sit above and below along the gaping hole's inner wall. A stone balcony sits 40 feet across on the opposite side of the pit. A smaller opening level with this balcony sits along the right-hand wall.

A 6-inch-wide ledge runs along the walls, connecting the balconies on this level. PCs may traverse the ledge (DC 15 Acrobatics check), but failure means they slip and fall 90 feet to the bottom of the shaft, taking 9d10 points of damage.

Watching from Area D8 are **6 four-armed gargoyles** that wait until a PC or two crosses before flying to attack. They attack when someone is on the ledge, and attempt to pull the PC into the void and drop them. The creatures are nasty fighters, chewing through safety ropes if necessary.

FOUR-ARMED GARGOYLE

CR 5

The Tome of Horrors by **Necromancer Games**, Page 146.

XP 1,600

CE Medium monstrous humanoid (earth)

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

AC 16, touch 12, flat-footed 14 (+2 Dex, +4 natural)

hp 57 (6d10+24)

Fort +6; **Ref** +7; **Will** +5

DR 10/magic

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

Melee 4 claws +8 (1d6+2), bite +8 (1d6+2), gore +8 (1d6+2)

Str 15, **Dex** 14, **Con** 18, **Int** 6, **Wis** 11, **Cha** 7

Base Atk +6; **CMB** +8; **CMD** 20

Feats Hover, Improved Initiative, Skill Focus (Fly)

Skills Fly +12, Perception +9, Stealth +11 (+17 stony environs);

Racial Modifiers +2 Stealth (+6 Stealth in stony environs)

Languages Common, Terran

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

Area D5: Opposite Balcony

Scattered bones, ruined armor and rusting weapons litter this balcony. The rusted remnants are leftovers from the War of the Winds when the cult was thought destroyed. Nothing of value remains.

Area D6: The Hunting Ground (CR 10)

The stairs descend 35 feet before opening into a rough-hewn cavern. Skeletal corpses and fragments of torn cloth line the floor. Weaponry and armor lie among the remains. Hiding on the 20-foot-high ceiling are 5 cloakers. The cloakers use their shadow shift ability to blend into the shadows (using the *blur* effect).

CLOAKERS (5)

CR 5

XP 1,600

hp 68, 66, 57, 66 (*Pathfinder Roleplaying Game Bestiary*, "Cloaker")

ADVENTURE BACKGROUND

Tactics: The cloaklers create a *silent image* of a young woman scurrying down the opposite stairs as PCs enter. The cloaklers then swoop down and attack the last PC entering the room.

Skills Perception +19, Sense Motive +4, Stealth +2, Racial bonus; Hieracosphinx receive a +4 perception bonus in daylight
Rake (Ex) Attack bonus +15 melee, damage 1d8+2

Area D7: Guard Room (CR 9)

This granite chamber houses 3 **winged babaus**. These babaus are identical to their regular brethren, except they possess large bat-like wings. The babau investigate disturbances in Area D4. Dozens of poorly preserved dead and stuffed birds hang from the ceiling on waxy strings. The wings give the babaus Fly 60 ft. (good).

WINGED BABAU (3)
XP 2,400

CR 6

hp 87, 79, 72 (*Pathfinder Roleplaying Game Bestiary*, “Demon, Babau”)

Area D8: Gargoyle’s Abode

The steep stairs ascend 35 feet to a bone-littered room. Torn clothing and other gruesome remains tell the tragic tales of victims brought here and devoured. The left side of the chamber opens into the Pinnacle’s central void. Stairs continue on the opposite wall. Perched in the upper portion of the Pinnacle are 6 **four-armed gargoyles** (see Area D4 for their stats if PCs somehow sneak up on them here). The creatures swoop to attack intruders, preferring to hit PCs as they are navigating the narrow ledges below (Area D4).

Remains of past meals litter the room. Most are peasants and mountain-dwelling humanoids, although the gargoyles aren’t above grabbing an occasional cultist for their meals. Buried below a small pile of decaying remains is a +2 *battleaxe*.

Area D9: The Stairs

Stairs wind upward for more than 100 feet. Halfway up, the wall on the left side of the stairs opens into the central pit. No danger is present, unless the gargoyles (Area D8) are still alive.

Area D10: Lookout (CR 8)

The right side of the room reveals a spectacular view of the valley and the path leading to the outside star terrace. Watching the path from this high perch is **Pharenmesh**, a **huge hieracosphinx**. He does not attack PCs on the path, but instead releases a booming roar to warn the Pinnacle’s inhabitants of intruders once the PCs reach the star terrace (Area D2) and again once they enter the terrace cave (Area D3). He attacks any creature flying toward the Pinnacle, or anyone trying to scale the peak.

PHARENMESH, HUGE HIERACOSPHEX
XP 2,400

CR 6

CE Huge magical beast

Init +2; **Senses** darkvision 60ft., low-light vision, **Perception** +19

AC 20, touch 9, flat-footed 19

hp 148 (14d10+56)

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

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

Melee bite +15 (2d8+5, 19-20), 2 claws +14 (1d8+7)

Special Attacks pounce, rake

Str 25, **Dex** 12, **Con** 19, **Int** 6, **Wis** 15, **Cha** 10

Base Atk +14; **CMB** +23; **CMD** 34 (38 vs. trip)

Feats Alertness, Flyby Attack, Hover, Improved Critical (bite), Improved Natural Attack (bite), Weapon Focus (bite), Wingover

Area D11: Pazuzu’s Flock (CR 10)

The steep stairs ascend another 40 feet before opening into an enclosed room containing recent recruits to Pazuzu’s cult. These 12 **cultists** are fanatical and mildly obsessive about their newly found demon lord. They are not allowed out of this area, but do know that the high priest is a dark human named Jurbarkus. The cultists do not attack, but instead attempt to convert PCs to Pazuzu’s teachings by speaking of the demon lord’s greatness and power. The cultists realize they are no match for PCs and do their best to avoid combat. Each is armed with a club, although they don’t raise them at all to threaten PCs. They have no treasure other than the robes on their backs. None of the cultists – for the moment – means the PCs any harm.

Unfortunately, the statue of Pazuzu (Area D12) has other plans. The cultists are subject to a variant *magic jar* ability that allows the statue to possess a cultist two rounds after PCs enter the room. The statue can possess only one cultist at a time and it compels the individual to immediately attack. The cultists automatically fail attempts to subvert the possession. The variant *magic jar* spell allows a possessed being to use the defensive abilities, special attacks and intellect of a **Hezrou** that is trapped within the statue (see Area D12 for more about this trapped demon and the statue).

Once possessed, a cultist’s eyes roll backward, vile green sludge is expelled from all of his orifices, and his skin turns ashen and flaky. His voice becomes raspy and demonic, more a growl than a human voice. The cultists’ statistics stay the same while possessed, but each gains the mental qualities and spell-like abilities of a Hezrou demon.

A possessed cultist telepathically announces to everyone in the room before and during combat: “I am Pazuzu! I am Pazuzu!” in a loud shriek that seems to echo within PCs’ skulls. Once a possessed cultist is slain or rendered immobile, the statue immediately possesses another random cultist, until all are dead or subdued. The non-possessed cultists cower in fear until their “turn” arrives. While the cultists are not directly evil, killing them may conflict with character alignments or codes of conduct. These poor souls have not fully converted to the philosophies of Pazuzu, despite their presence in this evil place. None know of the Pazuzu statue’s plans for them, or its ability to automatically control them.

CULTIST, HUMAN

CR 1/2

XP 200

N (with evil tendencies) Warrior 1

Medium humanoid (human)

Init +0; **Perception** +8

AC 12, touch 12, flat-footed 12 (+2 armor)

hp 11 (1d10+1)

Fort +3, **Ref** +0, **Will** +0

Speed 30 ft.

Melee club +3 (1d6+1) or spear +3 (1d6+1)

Str 13, **Dex** 11, **Con** 12, **Int** 9, **Wis** 10, **Cha** 8

Base Atk +1; **CMB** +2; **CMD** 12

Feats Alertness, Weapon Focus (spear)

Skills Perception +8

Languages Common

Combat gear: leather armor, club, spear

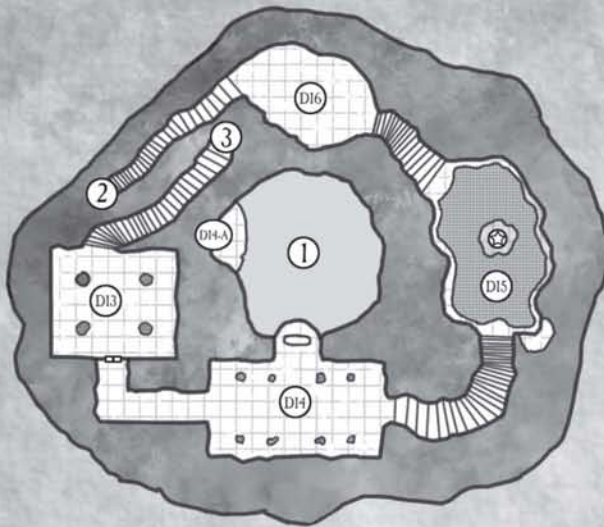
POSSESSED CULTIST, HUMAN

CR 1/2

XP 200

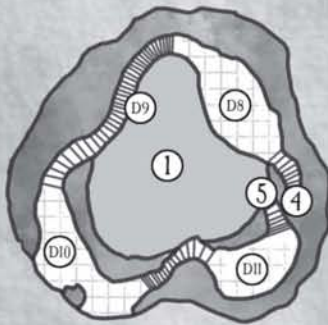
CE Warrior 1

Medium humanoid (human)



The Pinnacle

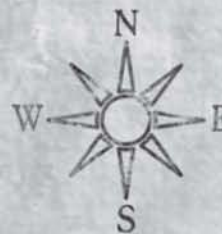
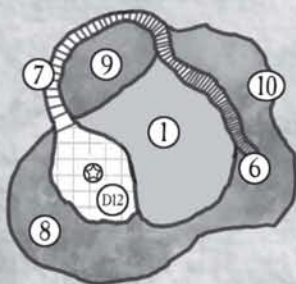
Upper Levels
one square = 5 feet



- ① The Hollow
- ② Stairs Down to E1
- ③ Stairs Up to D6
- ④ Stairs Down to D7
- ⑤ Stairs Up to D12
- ⑥ Stairs Down to D11
- ⑦ Stairs Outside Pinnacle
- ⑧ Peak 1
- ⑨ Peak 2
- ⑩ Peak 3

⊛ Statue of Pazuzu

■ 30-foot drop



ADVENTURE BACKGROUND

Init +0; **Senses** darkvision 60 ft., **Perception** +18

AC 22, touch 20, flat-footed 22 (+2 armor, +10 hezrou)
hp 81 (1d10+1)

Fort +8, **Ref** +3, **Will** +9

Defensive Abilities DR 10/good; **Immune** electricity, poison;
Resist acid 10, cold 10, fire 10; **SR** 22

Speed 30 ft.

Melee club +11 (1d6+1) or spear +11 (1d6+1)

Special Attacks nausea

Spell-like Abilities (CL 13)

At will—*chaos hammer* (DC 18), *greater teleport* (self plus 50 lbs. of objects only), *unholy blight* (DC 18)

3/day—*gaseous form*

1/day—*blasphemy* (DC 21)

Str 13, **Dex** 11, **Con** 12, **Int** 14, **Wis** 14, **Cha** 18

Base Atk +10; **CMB** +11; **CMD** 21

Feats Alertness, Weapon Focus (spear)

Skills Perception +8

Combat gear: leather armor, club, spear

Nausea (Ex) Noxious vapors and foul fluids immediately start to seep and seethe from the body of a possessed individual. These gases are particularly heinous to those in a grapple. The grappled foe must make a DC 24 Fortitude save to avoid becoming nauseated every round. A creature nauseated in this manner remains nauseated until he succeeds on a DC 24 Fortitude save, or until a minute has passed during which he is not grappled, whichever condition comes first. The save DC is Constitution-based based on the possessing hezrou.

Tactics: Possessed cultist attack with *blasphemy* (usable only once per day) and *unholy blight* before flailing away with their clubs.

Ad Hoc XP Adjustments: Because of the powers provided by the possession, defeating all the cultists is equivalent of a CR 10 (9,600 XP) encounter. In addition, PCs defeating the cultist without slaying them should be awarded a 50% XP bonus (14,400 total).

Area D12: The Peak (CR 11)

The stairs ascend another 30 feet before again opening to the left onto the spire's hollow interior. The ceiling gives way to the sky. The stairs wind along the interior of the third and shortest of the spires overlooking the hollow, and eventually cross over to the outside of the second peak. The wall on the right side of the stairs opens onto a drop to the valley more than 400 feet below.

The stairs wind back into the interior of the pinnacle and end at a 25-foot-wide-by-40-foot-long balcony hanging over the Pinnacle's hollow core.

A statue of Pazuzu stands in the center of the upper terrace. The statue stands atop a smaller eight-pointed star emblem similar to the one on the star terrace below (Area D2).

The statue — which radiates strong evil and magic — imprisons a **hezrou's** spirit. While the demon is unable to physically escape, it can *magic jar* (DC 15 Will save) out of the statue anytime a subject is within 100 feet (no farther away than Area D11). It prefers weak and hapless subjects, but once it runs out of cultists, it looks toward PCs. Those who are *magic jarred* see out of the statue's eyes, but are otherwise helpless to act as the hezrou uses their body to attack the others. Only destroying the statue frees *magic jarred* characters and slays the hezrou. At no point can the hezrou take physical form. A PC who successfully saves vs. the *magic jar* attempt is immune to the hezrou statues's possession ability for 24 hours.

Unique properties of the statue allow the hezrou to use its demonic qualities as well as spell-like and mental abilities when it *magic jars* into a victim. See the sidebar on Possessing the PCs if the statue attempts to *magic jar* into PCs.

The statue emits a foul stench similar to that of a hezrou. Any creature within 10 feet must make a DC 24 Fortitude save or be

nauseated for as long as the individual remains in the area and for 1d4 rounds afterward. Even PCs who successfully save are sickened for as long as they remain in the area. A creature that successfully saves cannot be affected by the stench for 24 hours. A *delay poison* or *neutralize poison* spell removes either condition. Creatures immune to poison are unaffected, and creatures resistant to poison receive their normal save bonus. The save DC is Constitution-based.

The statue keeps one *blasphemy* (caster level 12) as a back up to defend itself. If the *blasphemy* succeeds, the statue then tries to possess a PC and force him to drag paralyzed creatures to the edge of the Pinnacle's hollow and push them over.

If threatened, the statue tries to bargain using its latest possessed being. It will even grant a *wish* in order to save itself. The *wish* always ends badly, however, with twisted results that cause harm and suffering. The demon also attempts to bargain by threatening to have any possessed PC jump from the balcony. It is not below completing such a threat. After all, it lives in the statue, not the PC.

Possessing the PCs

A possessed individual has the following hezrou abilities added to their base stats: darkvision 60 ft.; +10 Perception; +16 AC bonus; +70 hp; Fortitude +7; DR 10/good; Immune electricity, poison; Resist acid 10, cold 10, fire 10; Base Atk +10.

The possessed individual also gains:

Nausea (Ex) Noxious vapors and foul fluids immediately start to seep and seethe from the body of a possessed individual. These gases are particularly heinous to those in a grapple. The grappled foe must make a DC 24 Fortitude save to avoid becoming nauseated every round. A creature nauseated in this manner remains nauseated until he succeeds on a DC 24 Fortitude save, or until a minute has passed during which he is not grappled, whichever condition comes first. The save DC is Constitution-based based on the possessing hezrou.

Spell like abilities

At will—*chaos hammer* (DC 18), *greater teleport* (self plus 50 lbs. of objects only), *unholy blight* (DC 18)

3/day—*gaseous form*

1/day—*blasphemy* (DC 21)

Area D13: Cultists' Dormitory (CR 6)

Screams of pain and pleas for mercy echo up the 75-foot staircase descending into this chamber where **30 cultists** are housed. These deprived humans are busy "recruiting" six humanoids manacled to four stone pillars. The cultists whip and beat the prisoners to convert them.

These overconfident cultists attack intruders en masse. After half their number is slain, the survivors flee. These cultists have accepted Pazuzu as their sovereign and are irrevocably evil.

The room is filled with four-tiered bunk beds, tables and chairs. The walls hold weapon racks with 30 spears, 30 light crossbows, 30 quivers (12 bolts) and miscellaneous torture equipment such as thumbscrews, whips, ropes, blades, pokers, salt and nails.

A total of 219 sp, 37 gp, eight *potions of cure minor wounds*, 16 bottles of cheap ale and dry rations can be found in the cultists' personal gear.

Chained to the pillars are **3 humans**, a **dwarf** named **Geo Milton**, an **elf** known as **Crizney Cloverspice**, and **Gruenthal Lungthrasher**, a **bugbear**. The humans want nothing more than to escape. They are kidnapped Shieldfane villagers who can offer little information.

ADVENTURE BACKGROUND

The dwarf, **Geo Milton** (LG dwarf male, Exp10, miner), also wants to leave, but he first asks PCs to find his trusty pick and return it to him at the Shield Basilica, if possible. If freed and his pick is returned, he rewards PCs with **5 diamonds** (1,000 gp each). He describes the pick as adamantine with a peculiar green glow.

HUMAN CULTISTS (30)

CR 1/2

XP 200

N (with evil tendencies) Warrior 1

Medium humanoid (human)

Init +0; Perception +8

AC 12, touch 12, flat-footed 12 (+2 armor)

hp 6 each (1d10+1)

Fort +3, Ref +0, Will +0

Speed 30 ft.

Melee club +3 (1d6+1) or spear +3 (1d6+1)

Str 13, Dex 11, Con 12, Int 9, Wis 10, Cha 8

Base Atk +1; CMB +2; CMD 12

Feats Alertness, Weapon Focus (spear)

Skills Perception +8

Languages Common

Combat gear: leather armor, club, spear

CRIZNEY CLOVERSPICE

CR 6

XP 2,400

LG female Brd7

Medium humanoid (wood elf)

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

AC 13, touch 13, flat-footed 10 (+2 Dex, +1 Dodge)

hp 28 (7d8-7)

Fort +1, Ref +7, Will +3 (+5 vs. enchantment)

Defensive abilities elven immunities

Speed 30 ft.

Melee +3

Special Attacks suggestion (DC 17)

Spells Known

3rd (2/day)—charm monster (DC 17), deep slumber (DC 17)

2nd (4/day)—animal trance, calm emotions, daze monster (DC 16), hold person (DC 16)

1st (5/day)—animate rope, charm person (DC 15), hypnotism (DC 15), sleep (DC 15), unseen servant

0 (at will)—dancing light, daze, flare, lullaby, know direction, summon instrument

Str 7, Dex 14, Con 8, Int 8, Wis 7, Cha 18

Base Atk +5; CMB +3; CMD 13

Feats Dodge, Eschew Materials, Improved Counter Spell, Mobility

Skills Acrobatics +12, Perception +10, Perform (singing) +14, Profession (basket weaving) +14, Spellcraft +10; Racial bonuses elves receive +2 bonus on Spellcraft and Perception checks

Languages Common, Elven

SQ bardic knowledge, bardic performance, cantrips, counter song, distraction, fascination (DC 17), inspire competence +3, inspire courage +2, lore master (1/day), versatile performance, well-versed

Description: At 4 feet tall, Crizney is short for a wood elf. She is a dedicated follower of Iseleine and a pacifist. She is spunky and often annoying due to her energetic and endlessly cheerful attitude. It is quite possible that she becomes smitten with a lawful good-aligned rescuer. Crizney eagerly joins PCs in escaping the Pinnacle, but badgers them incessantly about unnecessary violence. She constantly whistles happy tunes and always has a cheery disposition. She frequently pleads for PCs to spare the lives of “innocent” creatures. Cultists captured Crizney as she was wandering near the Pinnacle while bird-watching.

GRUENTHAL LUNGTHRASHER

CR 9

XP 6,400

Male bugbear barbarian 8

NE Medium humanoid (goblinoid)

Init +1; Senses darkvision 60 ft., scent; Perception +8

AC 14, touch 11, flat-footed 13 (+1 Dex, +3 natural)

hp 116 (3d8+9 plus 8d12+24)

Fort +10, Ref +6, Will +3

DR 1/– or 2/– while raging

Speed 40 ft.

Melee +14

Ranged +11

Str 19, Dex 13, Con 17, Int 10, Wis 10, Cha 9

Base Atk +10; CMB +14; CMD 25

Feats Cleave, Combat Reflexes, Great Cleave, Intimidating Prowess, Power Attack, Skill Focus (Perception)

Skills Acrobatics +12, Intimidate +19, Perception +19, Stealth +10, Survival +11; Racial

Modifiers Intimidate+4, Stealth+4

SQ fast movement, improved uncanny dodge, rage, rage power [increased damage reduction, quick reflexes, raging leaper, terrifying howl (DC 18)], stalker, trap sense +2, uncanny dodge

Languages Common, Goblin

Stalker (Ex) Perception and Stealth are always class skills for bugbears.

Description: Gruenthal is a thug-for-hire who wants to do nothing but inflict pain upon his captors or anyone standing in his way. He has one philosophy: “Anything worth a damn is worth killing for.” Despite his violent nature, he is loyal to his rescuers for one year or until he saves a rescuer’s life. Pazuzu’s statue overcame Gruenthal after he climbed into the Pinnacle while passing through the mountains to avoid the Shield Basilica. After his ordeal of being confined near Crizney for several days, he is ready to pummel her at first opportunity. He still believes he has the ability to fly, and attempts to do so if brought near any high ledges.

Area D14: The Shrine of the Upward Wind (CR 9)

This shrine is commanded by **Sabretech**, a **harpy priestess** of Pazuzu (Area D14-A). She nests on a balcony (Area D14-A) overlooking the Pinnacle’s hollow interior. In the shrine’s upper corner are **4 cloakakers**. The cloakakers wait two rounds after the harpy uses her song before attacking.

Eight pillars support the 30-foot-high ceiling. Four sets of manacles hang from each pillar. A gleaming *unhallowed* altar of red stone sits overlooking the Pinnacle’s gaping interior.

CLOAKERS (4)

CR 5

XP 1,600

hp 68, 65, 63 (x2) (*Pathfinder Roleplaying Game Bestiary*, “Cloaker”)

Area D14-A: Sabretech’s Ledge (CR 11)

The ledge sits along the wall with no apparent access. Gnarled branches and rough stones rest on the ledge. **Sabretech**, a **harpy priestess** of Pazuzu, makes her nest here.

The nest contains a single large egg (her first offspring since arriving at the shrine) and a small amount of treasure: 350 sp, 127 gp, a jeweled pearl-and-coral necklace (375 gp), a beaten copper helm,



a gold-embossed shield emblazoned with a platinum holy symbol of Arden (500 gp), a metal cage holding a dead grigg, a *strand of prayer beads* (lesser), and a *jar of restorative ointment* (4 applications).

Sabreteh keeps a close eye on happenings within the hollow. She rarely leaves her nest unprotected, instead using her song and spells to attack. She casts spells before entering combat and never leaves the advantage of the hollow.

SABRETEH, HARPY PRIESTESS

XP 12,800

Female harpy Cleric 8 (Pazuzu)

CE Medium monstrous humanoid

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

Aura evil

AC 18, touch 14, flat-footed 114 (+3 Dex, +1 dodge, +1 natural, +3 armor)

hp 93 (7d10 + 8d8)

Fort +10, **Ref** +12, **Will** +14

Resist fire 10, electricity 10

Speed 20 ft., fly 80 ft. (average)

Melee +2 *shocking morningstar* +16/+11/+6 (1d8+3 plus 1d6 electricity) and 2 talons +9 (1d6)

Special Attacks captivating song, channel negative energy (6/day (DC 17, 4d6), spontaneous casting (inflict spells)

Domain Spell-like Abilities (CL 8th):

6/day—lightning arc (1d6+4), touch of chaos

1/day—chaos blade (4 rounds)

Spells Prepared (CL 8th):

4th—*chaos hammer*^D (DC 16), *divine power*, *freedom of movement*, *summon monster* IV

3rd—*bestow curse* (DC 15), *deeper darkness*, *magic circle against law*^D, *prayer*, *searing light*

2nd—*bear's endurance*, *death knell* (DC 15), *hold person* (DC 15), *shatter*, *silence*, *wind wall*^D

CR 11

1st—*bane*, *cause fear* (DC 14), *divine favor*, *doom* (DC 14), *entropic shield*, *obscuring mist*^D, *shield of faith*

0 (at will)—*bleed*, *detect magic*, *guidance*, *stabilize*

D domain spells; Domains Air, Chaos

Str 12, **Dex** 16, **Con** 10, **Int** 10, **Wis** 16, **Cha** 17

Base Atk +13; **CMB** +15; **CMD** 28

Feats Ability Focus (captivating song), Dodge, Flyby Attack, Great Fortitude, Hover, Improved Initiative, Lightning Reflexes, Skill Focus (Bluff)

Skills Bluff +7, Fly +13, Intimidate +7, Sense Motive +14, Perception +7, Perform (song) +5, Spell Craft +11

Languages Common

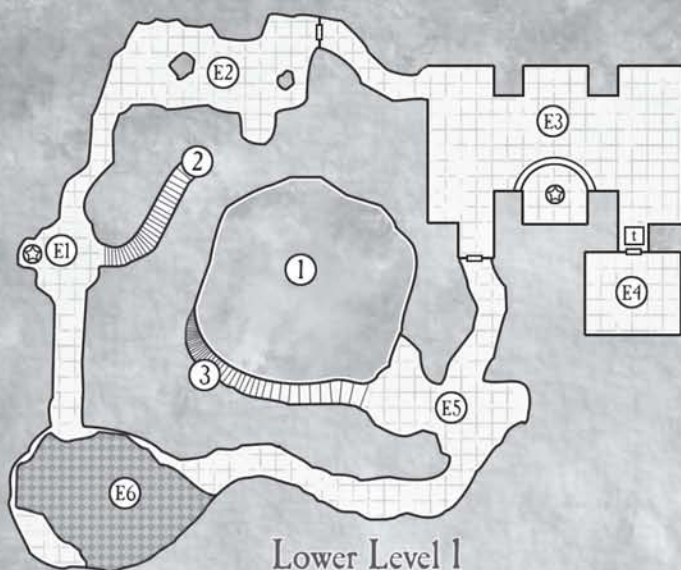
Combat Gear: +2 *shocking morningstar*, +3 *bracers of armor*, *ring of energy resistance minor* (fire).

Description: Sabreteh is old and wise, and lives in the Pinnacle's hollow since murdering her mother for the prime nest. Sabreteh's feathers are dusty gray with yellow trim.

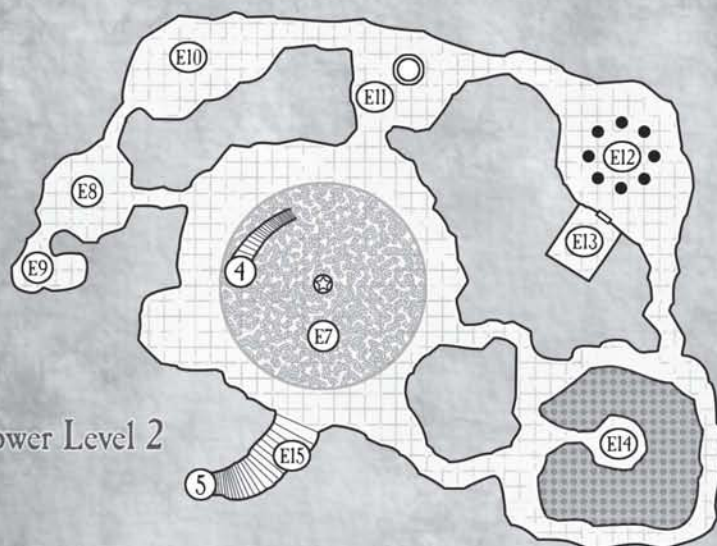
Captivating Song (Su) A harpy's song has the power to infect the minds of those who hear it, calling them to the harpy's side. When a harpy sings, all creatures aside from other harpies within a 300-foot spread must succeed on a DC 18 Will saving throw or become captivated. A creature that successfully saves is not subject to the same harpy's song for 24 hours. A victim under the effects of the captivating song moves toward the harpy using the most direct means available. If the path leads them into a dangerous area such as through fire or off a cliff, that creature receives a second saving throw to end the effect before moving into peril. Captivated creatures can take no actions other than to defend themselves. A victim within 5 feet of the harpy simply stands and offers no resistance to the harpy's attacks. This effect continues for as long as the harpy sings and for 1 round thereafter. This is a sonic mind-affecting charm effect. The save DC is Charisma-based.

The Pinnacle

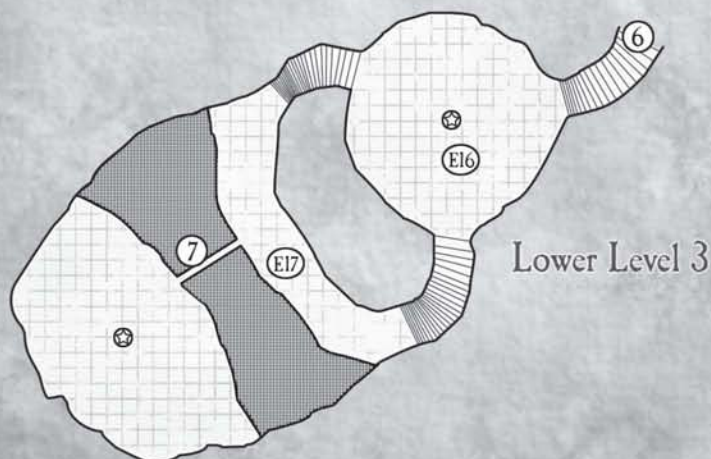
Lower Levels
one square = 5 feet



Lower Level 1



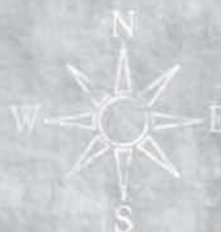
Lower Level 2



Lower Level 3

- ① The Hollow
- ② Stairs Up to D16
- ③ Stairs Down to E7
- ④ Stairs Up to E7
- ⑤ Stairs Down to E16
- ⑥ Stairs Up to E7
- ⑦ Persistent Image of Bridge

- ☉ Statue of Pazuzu
- ⌘ Trap
- ▨ Anti-magic Shell
- ▧ 15-foot drop
- ▩ 30-foot drop
- 500-foot chasm



Area D15: Pazuzu on a Pedestal (CR II)

Wide stairs descend 50 feet before dropping into a pit. The stairs open 30 feet above the floor, 10 feet below the 40-foot-high ceiling. A 12-inch-wide ledge circles the top of the pit (DC 10 Acrobatics check). A 30-foot-tall column rises in the center of the chamber. Upon the column stands another Pazuzu statue. The statue faces the southern stairs, a mischievous smirk plastered on its stone visage. Stout, greasy candles surround the statue, their flickering light casting dancing shadows across the demonic form. The column's top edge is covered in wax stalactites.

The Pazuzu statue can create an enhanced *stinking cloud* that has the characteristics and effects of a *fog cloud*. Once a corporeal PC enters the room, the statue's eyes glow a faint yellow and it expels the cloud from its mouth. Within one round, the cloud fills the room, forcing anyone inside the chamber to overcome nausea (DC 15 Fortitude save to resist). The effect lasts as long as a creature remains in the room and for 1d4+1 rounds afterward. Creatures that successfully save must make a new save every turn. The cloud limits vision to 5 feet.

The *stinking cloud* only affects those within the upper 10 feet of the chamber, but the *fog cloud* fills the entire chamber. The clouds last 10 rounds, but the statue can renew the vapors by expelling another cloud every 3d4 rounds. Destroying the statue is the only way to permanently dissipate the clouds. A *gust of wind* disperses the cloud, but the statue can fill the room again with its next "breath."

Nauseated PCs lose their Dexterity bonus, if any, to Acrobatics checks. Additionally, PCs face a more difficult time crossing the ledge (DC 18 Acrobatics check) because of their nausea and the slippery surfaces created by the *fog cloud*.

Lurking in an alcove under the ledge to the right of the entrance is a **black pudding**. The pudding climbs the wall to attack anyone traversing the ledge or to attack PCs treading along the floor or wall.

BLACK PUDDING
XP 3,200

hp 135 (*Pathfinder Roleplaying Game Bestiary*, "Black Pudding")

CR 7

Area D16: Swarming Flies

The stairs descend 25 feet before opening into a spacious room. Millions of normal flies fill the chamber, creating a droning that pulsates like a buzzing heartbeat. The insects cover every inch of the ceiling, walls and floor in deep, moving piles. The flies cover anything moving into the room, crawling beneath armor and clothing, into pouches and backpacks, and into open mouths and ears.

If disturbed, the flies swarm into the air, limiting vision to 5 feet. The swarm remains airborne for 1d4+1 rounds before settling. The flies are mostly harmless, causing only discomfort and nausea, although they instantly contaminate any open potions, ointments and food and drink, making them unusable. Potable food that the flies can reach immediately spoils, and water turns brackish. PCs may become nauseated for 1 round by the mass of flies crawling on them (DC 15 Fortitude save). PCs must make the save each round they spend in the room.

In the center of the floor, buried beneath the crawling insects, sits a sacred vrock skull.

Once the flies are disturbed, they begin swarming out of the room in great clouds of buzzing insects. The flies begin filling the Pinnacle's lower level, even flowing down the stairs. If Saberteh is still alive when PCs return through the mass of flies, she takes full advantage of the curtains of insects to attack. The flies fill the Lower Level (Areas D-13 through Area D-16) and even extend into the Hollow. They flow down the stairs as well, to fill Areas E1, E2 and E6. It takes the flies six hours to fill the areas (to a depth of about 3 feet along the floor, and 5 inches thick on the walls and ceilings). The flies die off

in one day, leaving the original flies contained in this chamber until they are again disturbed.

Destroying the vrock skull in the room stops the flies from multiplying.

Area E: The Lower Shrine

The stairs wind and twist 50 feet downward to a temple below the surface of the mountainside. The Pinnacle's hollow interior continues downward into the lower shrine. The halls have 20-foot-high ceilings, and rooms have 30-foot-high ceilings unless noted.

Area E1: Greetings from Pazuzu

Two halls lead off either side of this junction room. A Pazuzu statue stands in an alcove opposite a rising stair-filled passage, holding up one talon-like claw as if in greeting. Leering yellow amethyst eyes unnaturally reflect light. The statue detects evil and magic, but is otherwise harmless. The amethyst eyes are glass. The statue has a *permanent phantom trap* placed upon it.

Area E2: Abandoned Room

This room is empty other than a few buzzing flies. An alcove on one wall once served as a fireplace, and a small chimney opens into the Pinnacle's hollow. The chimney passes near Area D16, and a crack in rock allows the flies in the room above to swarm down the chimney. Anyone looking into the chimney disturbs the flies resting there, causing them to fly in a buzzing torrent straight out of the chimney – and directly in to the face of whoever is poking around in the opening. The room fills with flies within 30 minutes. See Area D16 for the effect the flies have on items carried by PCs. The flies die after 24 hours, leaving dead husks littering the floor of the room.

A 10-foot-tall-by-5-foot-wide locked iron door exits this room.

IRON DOOR: 6 in. thick; Hardness 10, hp 120; Break DC 28, Disable Device DC 30.

Area E3: Infernal Symposium (CR II)

This massive meeting chamber is more refined than the rest of the Pinnacle's rooms. Black candles on two iron chandeliers hanging from the 60-foot-high ceiling light the room with a feeble glow. Two wide steps lead upward to a stage holding an all-too-familiar seven-foot-tall, four-winged demon statue of Pazuzu. The statue radiates evil and magic.

Once per day, the statue can transform into a **vrock**. When a good-aligned character enters the room, the statue becomes insubstantial, its physical form wavering and becoming transparent. After two rounds, a vrock steps out of the space where the statue stands and attacks. The statue remains insubstantial until the vrock returns to the spot or is slain, at which point the statue returns to its solid form. Even if slain, the vrock returns the next day unless the statue is destroyed.

Standing beside the iron doors to the left of the stage are 3 **winged babau**. The babau try to hold up PCs in the room long enough for the vrock to emerge.

IRON DOORS (2): 4 in. thick; Hardness 10, hp 120, Break DC 28, Disable Device DC 30.

WINGED BABAU (3)
XP 2,400

hp 88, 77, 70. (*Pathfinder Roleplaying Game Bestiary*, "Demon, Babau")

CR 6

ADVENTURE BACKGROUND

VROCK

XP 6,400

hp 132 (*Pathfinder Roleplaying Game Bestiary*, “Demon, Vrock”)

CR 9

Area E4: Vault (CR 9)

The door is cleverly trapped — once with a decoy trap and again with the real danger. More than 500 1-inch-diameter holes speckle the 10-foot section before the door. Each hole contains a 20-pound iron spear. The spears appear anchored and cannot be pulled from the holes. Even amateur rogues can tell that the spears likely spring out of the holes (DC 17 Perception check). PCs may also notice that the 60-foot-high ceiling above the entry is made up of solid wooden planks (DC 16 Perception check).

The true danger of approaching the door is a *reverse gravity* spell effect centered on the flooring. When anyone approaches within three feet of the door, the *reverse gravity* kicks in, throwing all creatures within the 10-foot area toward the ceiling (6d6 points of damage). Tiny catches at the ends of the spears then release, allowing each spear to be pulled free to follow unlucky PCs. Anyone taking more than 25 points of spear damage is considered pinned to the wooden planks.

The *reverse gravity* last for two rounds before dispelling (resulting in another 6d6 points of falling damage). The *reverse gravity* automatically resets after 10 rounds. The spears must be manually replaced.

The room holds the shrine’s treasure: a seven-foot-tall gold statue of Pazuzu. The statue appears to be made of solid gold, but in fact has a lead core (DC 25 Appraise check). The statue yields only 2,000 gp worth of gold bars if melted down. PCs should have a difficult time selling the unnerving statue. It weighs 2,500 pounds.

FUSILLADE OF SPEARS

CR 6

Type: mechanical; Perception DC 26; Disable Device DC 20

Trigger: proximity (door); Reset: repair

Effect: +21 ranged (1d8+2, spear), multiple targets (2d4 spears per target in a 10 ft.-by-10 ft. area).

REVERSE GRAVITY TRAP

CR 8

Type: magic; Perception DC 32; Disable Device DC 32

Trigger: proximity (*alarm*, 10 ft. area); Reset: automatic (10 rounds)

Effect: spell effect (*reverse gravity*, 13th-level wizard, 6d6 fall [upon hitting the ceiling of the 60-ft.-high room], then 6d6 fall [upon falling 60 ft. to the floor when the spell ends], DC 20 Reflex save avoids damage);

Area E5: Gargoyle Ledges (CR 11)

A three-foot-wide ledge 30 feet above the floor circles the room and continues into the Pinnacle’s hollow. Hundreds of gargoyle statues sit on the ledge. Mixed in among the normal statues are **10 gargoyles** that guard the hollow and the stairs. They wait until PCs enter the room before springing to attack.

Stone stairs follow the hollow downward.

GARGOYLES (10)

CR 4

XP 1,200

hp 52 each (*Pathfinder Roleplaying Game Bestiary*, “Gargoyle”)

Area E6: Gargoyle from Hell (CR 7)

The floor drops 15 feet, but a foot-wide ledge circles along the wall to the opposite balconies. **Zoraster**, an ancient **large, fiendish, four-armed gargoyle**, sits on the room’s southern balcony, masked by a

ring of chameleon power. Prominent crimson veins spider-web along the creature’s stone complexion; the gargoyle looks like a creature straight from the pits of the abyss. Zoraster leaps to attack any intruder disturbing his slumber. The gargoyle remains hidden for as long as possible before entering melee.

ZORASTER,

LARGE, FIENDISH, FOUR-ARMED GARGOYLE CR 7

The Tome of Horrors by *Necromancer Games*, Page 146.

XP 3,200

CE Medium monstrous humanoid (earth)

Init +5; Senses darkvision 60 ft., low-light vision; Perception +9

AC 21, touch 13, flat-footed 20 (+1 Dex, +8 natural, -1 size, +3 deflection)

hp 189 (12d10+72)

Fort +10; Ref +9; Will +8

DR 10/magic and good; Resist cold 15, fire 15; SR 12

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

Melee 4 claws +17 (1d8+6), bite +17 (1d8+6), gore +17 (1d8+6)

Special Attacks smite good (+12 damage)

Str 23, Dex 12, Con 22, Int 6, Wis 11, Cha 7

Base Atk +12; CMB +19; CMD 30

Feats Flyby Attack, Hover, Improved Initiative, Improved Natural Armor, Improved Natural Attack (claws), Skill Focus (Fly)

Skills Fly +13, Perception +13, Stealth +20 (+26 stony environs);

Racial Modifiers +2 Stealth (+6 Stealth in stony environs)

Languages Common, Terran

SQ freeze

Combat Gear: *ring of +3 protection*, *ring of chameleon power*

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

Description: An original combatant in the War of the Winds, Zoraster long ago claimed this room as his eternal lair. Once an honor guard perched on Pazuzu’s Palace wall, Zoraster was made one of the chief protectors of the Pinnacle shrine as a reward for his years of service and devotion to the winged lord.

Area E7: The Sanctuary (CR 11)

The stairs detach from the hollow’s wall and continue 50 feet downward to the floor like a winding ribbon of stone steps. The Hollow opens up into a chamber with a 50-foot-high domed ceiling penetrated by the cylindrical opening of the Hollow. The 60-foot-diameter shaft opening rises in the ceiling and continues upward to form the Pinnacle’s central Hollow (Area D4) that rises all the way up through the center of the shrine. Five passages lead from this room and a set of wide steps descends down one passage. Rushing wind rises up the steps with incredible force.

A 20-foot-tall granite pedestal stands in the center of the room beneath the Hollow’s shaft. Perched on the 5-foot-diameter pedestal is another four-winged Pazuzu statue with an exaggerated sneer of delight on its face. The statue radiates an enlarged 60-foot-diameter *antimagic shell* that extends to the room’s ceiling. PCs using magic to descend the Hollow suffer 5d6 points of damage if they fall (DC 25 Reflex save for half). The *antimagic field* reaches 50 feet above the floor (where the hollow opens through the ceiling) and extends 10 feet below the base of the pedestal, and 30 feet around the pillar. Due to the *antimagic shell*, the statue does not radiate evil or magic.

Resting in an alcove are **2 wyverns**. They remain in their alcove until PCs enter the room, then attack. The wyverns use the *antimagic shell* to their benefit, dipping in and out of the zone to prevent spells from targeting them.

The wyverns serve as mounts for Jurbarkus and Zirah’ jani. Special saddles and bridles hang from the wall in the wyvern’s alcove.

Pedestal: Hardness 8; hp 540, Break (DC 50).

ADVENTURE BACKGROUND

WYVERNS (2)

XP 2,400

hp 97, 90 (*Pathfinder Roleplaying Game Bestiary*, “Wyvern”)

CR 6

Feats Cleave, Critical Focus, Great Cleave, Improved Critical, Power Attack, Vital Strike, Weapon Focus (heavy pick)
Skills Acrobatics +12 (+17 jump), Climb +16, Intimidate +12, Perception +10, Ride +14, Stealth +6; **Racial Modifiers** +2 Perception (relating to stonework), +4 Stealth

Languages Common, Dwarven, Undercommon

SQ bravery +1, fast movement, improved uncanny dodge, rage power (guarded stance, rolling dodge, swift foot), slow and steady, stability, trap sense +2, uncanny dodge

Combat Gear: *boots of striding and springing, unreliable wings of flying (bat wings, work 95% of the time), +2 heavy pick, +3 chain shirt, heavy wooden shield, light crossbow, 20 bolts.*

Description: Claggett is a rarity, a duergar worshipping the demon lord of the sky. An adventurer at heart, he joined Jurbarkus for many vile schemes and came to respect the high priest and the cult of Pazuzu. Claggett is balding but keeps his remaining hair and beard tidy and neat. His eyebrows arch incredibly high, accenting his dirty, yellow eyes.

Area E8: Living Room (CR 8)

A table with six chairs, several comfortable couches, a small cast-iron stove and a rack of firewood decorate this rough-hewn chamber. Pegs hold cloaks, capes and bags. The bags contain rations, miscellaneous adventuring gear (50 ft. ropes (x2), a grappling hook, 50 pitons, 2 hammers, karabiners, 4 bull’s-eye lanterns, 4 oil flasks, 3 pairs of caulked boots, and a wedge of cheese). A stack of playing cards and miniature lead figures (symbolizing souls used for betting during card games) sit haphazardly on the table.

Hiding among the normal cloaks are **3 cloaklers**. They wait until PCs are close before attacking. Fighting in this room alerts **Claggett** (Area E9), who joins combat in 2 rounds.

CLOAKERS (3)

XP 1,600

hp 61, 56, 50. (*Pathfinder Roleplaying Game Bestiary*, “Cloaker”)

CR 5

Area E9: Claggett’s Room (CR 10)

When not roaming the shrine, **Claggett**, the captain of Pazuzu’s babau, cloaker and gargoyle guards can be found here. The room is fit for a dwarf, with a short bed, small wardrobe, and downsized chair and desk. A stout wooden chest sits adjacent to the bed. A green faintly glowing adamantine pick hangs above the bed. The pick is Geo Milton’s lost weapon (Area D13). It is a +3 *cursed berserking adamantine heavy pick*. Geo rarely sees combat, so the curse doesn’t bother him. Claggett discovered the pick’s properties and promptly placed it as a trophy on his wall. He uses it as a reading lamp.

The chest contains Claggett’s belongings: a wine skin of stout mead, spiked gauntlets, a pouch containing 350 pp, A tome titled “Audubo’s Book of Colorful Birds,” a pair of pruning shears (used for his toenails), a bottle of tonic labeled “restorative” that Claggett strains through his beard each night and then rebottles, 2 *potions of cure serious wounds*, and a flute.

The desk contains mundane paperwork describing wages and rations for the shrine’s guards and cultists. A nearly finished letter to Claggett’s mother describes his important position within the shrine, and tells her how proud she’d be of his success. It ends with a plea for forgiveness for converting to a surface-dwelling religion.

CLAGGETT

XP 4,800

Male duergar Fighter 2, Barbarian 7

LE Medium humanoid (dwarf)

Init –1; **Senses** darkvision 120 ft; Perception +10

CR 8

AC 21, **touch** 12, **flat-footed** 19 (+7 armor, +2 Dex, +2 shield)

hp 116 (2d10+6 plus 7d12+21)

Fort +12, **Ref** +4, **Will** +2; +4 vs. spells

DR 1/–, **Immune** paralysis, phantasms, poison

Weaknesses light sensitivity

Speed 40 ft.

Melee +2 *heavy pick* +17/+12 (1d6+6/×4)

Ranged light crossbow +11 (1d8/19–20)

Special Attacks rage

Spell-Like Abilities (CL 3rd)

1/day—*enlarge person* (self only), *invisibility* (self only)

Str 19, **Dex** 15, **Con** 17, **Int** 13, **Wis** 11, **Cha** 10

Base Atk +9; **CMB** +13; **CMD** 25

Area E10: Barracks (CR 11)

Bunks, tables and chairs fill this room, which is home to **15 cultists**. The cultists are confident in their numbers and attempt to swarm and overbear PCs. Also in the room are **3 babau** that take great delight in tormenting Pazuzu’s hapless followers.

Two large sacks holding the followers’ meager possessions hang from the bunks. Each bag contains a small stash of personal belongings. A total of 314 sp, 58 gp, 3 pp, a silver decanter (50 gp) and *potions of cure minor wounds* (x12) can be found scattered among the cultists’ mundane items.

15 HUMAN CULTISTS

XP135

hp 4 each; See Area D11

CR 1/3

WINGED BABAU (3)

XP 2,400

hp 88, 77, 70 (*Pathfinder Roleplaying Game Bestiary*, “Demon, Babau”)

CR 6

Area E11: Fountain Room

Pure, refreshing water springs from a beautiful alabaster fountain. At the fountain’s center is a small effigy of a four-winged demon. The water flows into the basin from the 4-foot-tall statue’s mouth. A drain in the basin keeps the water from overflowing.

Thick patches of moss coat the walls and ceiling. The moss is harmless. The water is siphoned from an underground stream that flows beneath the Pinnacle, and is perfectly fine to drink, despite having a heavy mineral taste.

Area E12: The Pampered Life (CR 12)

This extravagant 60-foot-tall chamber is brightly lit by 7 silver candelabras (250 gp each) near the walls. A colonnade of 15-foot-tall white marble pillars forms a circle in the room’s center. A sheer white curtains drapes between the columns. The curtains are opaque, revealing ghostly outlines of a feminine form reclining atop a mountain of pillows. Two shadows of muscular humanoids tend to her needs. One holds a large flask while the other holds a tome she appears to be perusing. A single iron door sits on the wall next to the pillars.

Zirah’ jani, a succubus, lounges here, served by her **2 half-fiend human sons** who tend to her every wicked desire. They guard their mother with their lives. Hidden under the succubus’s pillow bed are a pair of +2 *falchions* that the boys grab if threatened.

ADVENTURE BACKGROUND

Contacted years ago by Jurbarkus to aid in the Pinnacle's restoration, Zirah' jani decided to remain in his service. Currently, she takes the useful form of a medusa to frighten enemies (Perception DC 15 reveals the silhouette of writhing snakes atop Zirah' jani's head through the veiled curtains). She finds that an opponent averting their gaze (despite her inability to petrify them) often works in her favor. The GM should play the encounter as if she has the ability to petrify the PCs.

Zirah' jani prefers persuasive conversation to messy violence. She offers to spare PCs' lives if they slay the high priest Jurbarkus. She lies, telling the PCs that the high priest has made powerful enemies and that "his time has come." In reality, she simply wishes to lead PCs into an ambush in Area E17. Not one to enjoy combat, she turns ethereal and leaves if combat goes against her. She readily abandons her sons; she can always produce more.

HALF-FIEND HUMANS (2)

CR 9

XP 4,800

Male half-fiend fighter 8

CE Medium outsider (native)

Init +7; Senses darkvision 60 ft; Perception +0

AC 21, touch 13, flat-footed 18 (+7 armor, +3 Dex, +1 natural)

hp 95 each (8d10+32)

Fort +10, Ref +5, Will +3

DR 5/magic, Immune poison; Resist acid 10, cold 10, electricity 10, fire 10; SR 20

Speed 30 ft.; fly 60 ft.

Melee +2 falchion +16/+11 (2d4+9/17–20×2) and bite +8 (1d6+2) or 2 claws +13 (1d4+5) and bite +13 (1d6+5)

Special Attacks smite good (+8 damage)

Spell-Like Abilities (CL 8th)

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

3/day—*darkness*, *poison*

Str 20, Dex 16, Con 18, Int 10, Wis 12, Cha 16

Base Atk +8; CMB +13; CMD 26

Feats Cleave, Combat Reflexes, Improved Critical (falchion), Improved Initiative, Great Cleave, Greater Weapon Focus (falchion), Power Attack, Weapon Focus (falchion), Weapon Specialization (falchion).

Skills Climb +16, Intimidate +14

Languages Common

SQ armor training +2, weapon training (blades)

Combat Gear (Each): +2 falchion, +3 chain shirt, gold unholy symbol of Pazuzu (250 gp).

Description: These hulking twins are Zirah' jani's favored spawn and slaves. Both are intimidating and highly skilled. They protect Zirah' jani with their lives if need be. They are scantily clad in tight chain shirts with identical Pazuzu feather star tattoos adorning their bodies. The tattoos are mirror images on each of the twins.

ZIRAH' JANI (SUCCUBUS)

CR 7

XP 3,200

hp 107 (*Pathfinder Roleplaying Game Bestiary*, "Demon, Succubus")

Description: When not in medusa form, Zirah' jani is a stunning, dark-skinned woman with shimmering raven hair. In both forms, she wears sheer sashes and transparent veils to better reveal her voluptuous figure. She has a cold, haughty personality, and prefers to avoid combat.

Area E13:

Jurbarkus' Chamber (CR 7)

This wooden door is locked (DC 25 Disable Device). The finished chamber contains an unkempt bed covered with thick furs. A pile of

clothing lies in the corner.

The chamber belongs to **Jurbarkus**, the Pinnacle's high priest. A simple man, Jurbarkus shuns extravagance not related to worshipping Pazuzu. He very seldomly uses his bedchambers, preferring to sit upon his throne conversing with Pazuzu (Area E17).

WOODEN DOOR: 2 in. thick; hardness 10, hp 60; Break DC 25, Open Locks DC 25.

An **invisible stalker** hovers above the bed, commanded to protect Jurbarkus while he sleeps. The stalker resolutely follows the simple command, but despises the prolonged assignment. More often, Jurbarkus doesn't even use the room, further infuriating the stalker. The creature aids diplomatic PCs, as long as it doesn't compromise its assignment or directly attack its master. The invisible stalker understands Common, but cannot speak the language.

INVISIBLE STALKER

CR 7

XP 3,200

hp 96 (*Pathfinder Roleplaying Game Bestiary*, "Invisible Stalker")

Area E14:

The Air in There (CR 10)

The massive cavern has a 50-foot-high ceiling. The floor drops 30 feet below the entrance ledge. A five-foot-wide ledge circles the room before turning into an arched bridge that crosses to the top of a central column. A **greater air elemental** twists and rotates around the column. The elemental alternates between attacking PCs and leaping back to guard the column. The elemental does not leave the room. PCs knocked off the ledge suffer 3d6 points of damage from the fall onto the rocky floor.

The column has a hollow space in its center that is covered by a locked and trapped metal grate. The shallow pit is six feet deep and three feet in diameter. **Tianlin Sandusk** (female human Pal2, Cha 17, hp 20) is imprisoned in the pit. Romel's daughter reaches through the bars, pleading for rescue.

The latched gate is unlocked, but the latch release is just out of Tianlin's reach. Pulling the woman free could be deadly, however, because of the deadly trap focused on the barrier. Opening the grate without first saying the proper command word ignites a *flame strike* centered on the pit. The *flame strike* hits Tianlin and anyone within 5 feet of the grate. Due to her confines, Tianlin is not allowed a saving throw to avoid the spell. She does not know that the trap exists nor how dangerous it is to her well-being.

TIANLIN SANDUSK

CR 1

XP 400

Female human, paladin 2

LG Medium humanoid (human)

Init +2; Perception +0

Aura good

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

hp 20 (2d10+6)

Fort +5, Ref +2, Will +4

Speed 30 ft.

Melee +4

Special Attacks smite evil 1/day

Spell-Like Abilities (CL 2nd)

At will —*detect evil*

Str 15, Dex 15, Con 14, Int 10, Wis 12, Cha 17

Base Atk +2; CMB +4; CMD 16

Feats Exotic Weapon (bastard sword), Weapon Focus (bastard sword)

ADVENTURE BACKGROUND

Skills Heal +6, Knowledge (nobility) +5, Knowledge (religion) +5
Languages Common, Eleven
SQ divine grace, lay on hands

Description: Tianlin is a brash and stubborn young woman who tackles life without fear or extensive thought. Her quickness to action often leads to trouble. She is tall and lanky and keeps her auburn hair cropped just above her shoulders to spite her father.

GREATER AIR ELEMENTAL
XP 6,400

CR 9

hp 177 (*Pathfinder Roleplaying Game Bestiary*, “Elemental, Air”)

LOCKED GRATE: 2 in. thick; Hardness 10; hp 60; Break (DC 28); Open Lock (DC 30).

FLAME STRIKE TRAP

CR 7

Type: magic; **Perception** DC 30; **Disable Device** DC 30

Trigger: proximity (*alarm*); **Reset:** none

Effect: Spell effect (*flame strike*, 15th-level cleric, 15d6 fire, DC 17 Reflex save half damage)

Area E15: Gale Steps (CR 3)

Wind gusts rising up these steps travel at up to 30 miles an hour. They pose no danger for creatures larger than Tiny. The wind imposes a –2 penalty to all ranged melee attacks and Perception checks made on the stairs.

Area E16: Instrument of Pazuzu (CR 11)

Censers hanging from small chains fill this room with pungent, acidic smoke that stings the eyes. Although PCs suffer no ill effects, the smoke makes travel through the room uncomfortable. A 7-foot-tall, four-winged statue of Pazuzu stands in the center of the roughly round chamber. The thick smoke unnaturally defies the torrents of air rushing through the room from the howling winds in Area E17.

The first PC entering the smoky chamber must make a DC 15 Will save. If the save is successful, then the next person entering the room must make the same save.

If the save fails, however, the Pazuzu statue says the selected PC’s name in a hissing whisper. A **soul eater** immediately issues from the statue’s mouth to attack the named PC. The statue may summon only one soul eater at a time, and further Will saves are suspended when a soul eater is summoned, but continue with the next person who entered the room once the creature is destroyed. All Will saves stop if the statue is destroyed.

If the statue whispers a PC’s name, Jurbarkus (Area E17) also hears it via the statue of Pazuzu that stands in that chamber. The soul eater does not say the name of any faithful follower of Pazuzu.

If all PCs successfully make their saves, nothing happens. PCs must make new Will saves each time they leave and re-enter this chamber.

SOUL EATER

CR 7

The Tome of Horrors by **Necromancer Games**, Page 238

XP 3,200

N Medium outsider (extraplanar)

Init +6; **Senses** darkvision 60 ft., find target; **Perception** +17

AC 25, touch 17, flat-footed 18 (+6 Dex, +1 dodge, +8 natural)

hp 75 (10d10+20)



ADVENTURE BACKGROUND

Fort +9; **Ref** +13; **Will** +3

DR 10/magic; **Immune** critical hits, paralysis, poison, sleep, stun

Speed fly 100 ft., (perfect)

Melee 2 claws +16 (1d6+1/19–20 plus 1d6 Wis damage)

Special Attacks soul drain, Wisdom damage

Str 13, **Dex** 22, **Con** 14, **Int** 12, **Wis** 11, **Cha** 11

Base Atk +10; **CMB** +11; **CMD** 28

Feats Alertness, Dodge, Flyby Attack, Improved Critical (claw), Weapon Finesse

Skills Diplomacy +13, Fly +18, Intimidate +13, Knowledge (planes) +14, Perception +17, Sense Motive +16, Stealth +19 (+29 in darkness, smoke, or concealment), Survival +13; **Racial Modifiers** +10 Stealth in darkness, smoke, or concealment

Find Target (Sp) When ordered to find a creature, a soul eater does so unerringly, as though guided by *discern location*. The being giving the order must have seen the creature to be found and must know the target's name. This ability is the equivalent of an 8th-level spell.

Link to Caster (Ex) When a soul eater is summoned to the Material Plane, it creates a mental link between itself and the caster who summoned it. If a soul eater's victim (i.e., the creature it is summoned to slay) is killed before the creature can devour its soul, the soul eater returns at full speed to the caster and attacks him. Likewise, if a soul eater is defeated in battle (but not slain) by its target, the creature returns to the caster and attacks him. So long as both the caster and soul eater are on the same plane of existence, the soul eater can successfully locate the caster (again as though guided by *discern location*). If the caster leaves the plane, the link is temporarily broken. Once the caster returns, or the soul eater enters a plane the caster is on, the link is immediately restored.

Soul Drain (Su) When a soul eater slays a foe, it devours the victim's soul. Such a creature cannot be returned to life by any means save a deity's intervention.

Wisdom Damage (Su) A creature hit by a soul eater's claw attack must succeed on a DC 17 Fortitude save or take 1d6 points of Wisdom damage. The save DC is Constitution-based. A creature brought to Wisdom 0 dies.

Area E17: The Torrent Chamber (CR 13)

Howling winds whip madly about this room. A 20-foot-wide chasm gaps across the entire length of the chamber. An ornately carved bridge spans the gap to connect the two sides of the room. Across the void, an elderly man stands beside another, larger four-winged Pazuzu statue.

The bridge is actually a *persistent image* cast before PCs enter the room.

Jurbarkus, a high priest of Pazuzu, is a shriveled man with prominent blue veins showing through his desiccated skin. He has a habit of conversing with the statue and answering its silent questions in a whispery voice, often while he is speaking to others. Even his closest followers do not know if Jurbarkus is insane or if the demon Pazuzu actually speaks to him.

If the statue in Area E16 whispers a PC's name, Jurbarkus hears it as well, so he is likely to be forewarned of intruders. If alerted, he uses his *ring of djinni summoning* to call forth **Pasha Kaltoben** to help deal with the meddling PCs.

When PCs enter the chamber, Jurbarkus wastes no time talking and immediately assaults them with a spell barrage. He enjoys holding PCs in check across the chasm with hurricane-force winds or in dispelling their abilities to fly if they attempt to cross the gorge using magic.

The winds rushing out of the gaping chasm acts as a *wind wall* spell splitting the room in half. The chasm descends more than 500 feet

into the earth, with the winds becoming greater the farther it goes. At 100 feet from the bottom, the air reaches speeds in excess of 100 miles per hour. The wind is strong enough at this point to halt falling objects and to slow PCs before they hit the floor. Medium-sized creatures hover around 50 feet above the floor, while Small creatures float at nearly 100 feet. PCs "floating" in the pit can climb out if they fight the whipping winds (DC 17 Climb check). PCs caught in the gale take 2d6 points of non-lethal damage each round (DC 15 Reflex save for half) as they are battered against the walls and pelted by floating debris. For more on dangers faced while caught in the strong winds, see the *Pathfinder Core Rulebook*, Chapter 13, "Environment," *winds*.

A number of wind-battered bones, armor remnants and ruined equipment float in the pit as well. These items tumble and spin, bouncing off walls until they eventually disintegrate. Floating in the air at various levels depending on their weight are a *ring of feather falling*, a +2 *longsword*, an *immovable rod*, an *ioun stone* (pink and green sphere) and an *ioun stone* (pink rhomboid).

The chasm's floor is abraded into polished rock by the high winds. A rip in the prime material plane gapes in the stone floor, opening into the churning skies of the Abyss. Air blasts from the dark rent with the force of a tornado. Jarbarkus created the tear with a *wish* from his *ring of djinni summoning*. If Pasha Kaltoben is slain, the gateway seals and all floating items and PCs fall to the stone floor. The damage PCs take from the fall depends on their height when the rift closes (1d6 points of damage per 10 feet fallen).

It is impossible to enter the gaping hole without the aid of powerful magic, as the *wish* prevents beings from crossing the barrier. PCs who try must make a DC 26 Reflex save or be smashed into the narrow rocks of the chasm wall, taking 8d6 points of damage. A successful save means the PC rockets upward to become suspended by the wind gusts. If PCs somehow find a way to cross through the rift (which is unlikely unless they have their own *wish*), they find themselves flying freely through the soot-stained skies of the Abyss. They don't go unnoticed for long.

The Pazuzu statue has the following powers: *forbiddance* (chaotic evil), *commune* and *legend lore* (CL 15). The entire shelf is covered in a *forbiddance* spell (CL18) attuned to chaotic evil. The statue gives beneficial answers to Pazuzu's faithful, whispering directly into their minds the answers that they seek. Others may speak with the statue, but they tread dangerous ground by subjecting themselves to Pazuzu's will. For every round spent speaking with the whispering idol, the PC must make a DC 15 Will save or move one step toward a Chaotic Evil alignment as Pazuzu's empty promises fill their souls with sin.

JURBARKUS,
AERIAL LORD AND HIGH PRIEST OF PAZUZU CR 11

CE Medium humanoid

Male human cleric 12

Init +7; **Perception** +7

Aura evil

AC 14, touch 14, flat-footed 10 (+3 Dex, +1 Dodge)

hp 78 (12d8 + 24)

Fort +13, **Ref** +12, **Will** +16

Resist electricity 20

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

Melee masterwork staff +9/+4 (1d6-1)

Special Attacks channel negative energy (2/day (DC 17, 6d6), spontaneous casting (inflict spells)

Domain Spell-like Abilities (CL 12th):

8/day—lightning arc (1d6+6), touch of chaos

1/day—chaos blade (6 rounds)

Spells Prepared (CL 12th):

6th—*blade barrier* (DC 23), *chain lightning*^D (DC 23), *greater dispel magic*

5th—*control winds*^D, *flame strike* (DC 22), *slay living* (DC 19), *spell resistance*, *true seeing*

ADVENTURE BACKGROUND

4th—*chaos hammer*^D (DC 21), *freedom of movement*, *summon monster IV*, *unholy blight* (DC 21)
3rd—*deeper darkness*, *magic circle against law*^D, *prayer*, *protection from energy*, *searing light* (x2)
2nd—*bear's endurance*, *death knell* (DC 17), *hold person* (DC 17), *owl's wisdom*, *silence*, *wind wall*^D
1st—*bane*, *cause fear* (DC 16), *divine favor*, *doom* (DC 16), *entropic shield*, *obscuring mist*^D, *shield of faith*
0 (at will)—*bleed*, *detect magic*, *guidance*, *stabilize*
D domain spells; **Domains** Air, Chaos

Str 8, **Dex** 16, **Con** 14, **Int** 16, **Wis** 21, **Cha** 9

Base Atk +9; **CMB** +8; **CMD** 21

Feats Dodge, Greater Spell Focus (evocation), Improved Channel, Improved Lightning Reflexes, Improved Initiative, Lightning Reflexes, Spell Focus (evocation),

Skills Heal +20, Knowledge (arcane) +18, Knowledge (planes) +18, Knowledge (religion) +18, Sense Motive +20, Spellcraft +18
SQ Jurbarkus has been enchanted with a *permanent fly* spell.

Languages Common

Combat Gear: *ring of djinni summoning* (Pasha Kaltofen), *ring of evasion*, *cloak of resistance* +3, *broach of shielding* (35 hp), masterwork staff.

Description: Jurbarkus' parchment-like skin is splotchy and thin, making it difficult to determine his true age. His balding head displays a spider-web of veins and wrinkles. He supports his bony frame with his staff, which is carved from a vrock's leg bone.

PASHA KALTOFEN (CORRUPTED DJINNI NOBLE) **CR 8**
XP 4,800

CE Large outsider (air, extraplanar)

Init +8; **Senses** darkvision 60 ft.; **Perception** +12

AC 22, touch 14, flat-footed 17 (+4 Dex, +1 Dodge, +5 natural, –1 size, +3 armor)

hp 82 (10d10+20) (*Pathfinder Roleplaying Game Bestiary*, "Genie, Djinni")

Fort +5, **Ref** +11, **Will** +9

Immune acid

Speed 20 ft., fly 60 ft. (perfect)

Melee 2 slams +15 (1d8+6) or mwk large falchion +16/+11 (2d6+9/18–20)

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

Special Attacks air mastery, whirlwind (1/10 minutes, 10–50 ft. tall, 1d8+6 damage, DC 21)

Spell-Like Abilities (CL 9th)

At will—*invisibility* (self only), *plane shift* (willing targets to elemental planes, Astral Plane, or Material Plane only)

1/day—*create food and water*, *create wine* (as *create water*, but wine instead), *gaseous form* (for up to 1 hour), *major creation* (created vegetable matter is permanent), *persistent image* (DC 21), *wind walk*

Str 23, **Dex** 19, **Con** 14, **Int** 14, **Wis** 15, **Cha** 17

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

Feats Combat Casting, Combat Reflexes, Dodge, Improved Initiative^B, Wind Stance, Weapon Focus (Falchion)

Skills Appraise +15, Craft (sculpture) +15, Fly +23, Knowledge (planes) +15, Perception +15, Sense Motive +15, Spellcraft +15, Stealth +13

Languages Aquan, Auran, Common, Ignan, Terran; telepathy 100 ft.

Combat Gear: masterwork falchion, *reflecting bracers of protection* +3

Air Mastery (Ex) Airborne creatures take a –1 penalty on attack and damage rolls against a djinni.

Wish (Sp) A djinni noble can grant three wishes to any being (nongenies only) who captures them.

Description: Pasha Kaltofen once was an honorable djinni noble on his home plane until he succumbed to Pazuzu's deceiving whispers. In his desire for purity, Pasha Kaltofen made a pact with the wind demon to become uniquely powerful. In the end, the djinni became a slave to the ring and Pazuzu's whim. He fights to the death to avoid becoming a slave to another mortal. If Pasha Kaltofen is slain, the ring imprisoning him crumbles to dust, forever losing its power. Any wishes granted by the djinni fade upon the item's destruction.

Concluding the Adventure

If Tianlin Sandusk is rescued and returned to her father (alive or dead), the PCs' names are immediately moved to the top of the list of those waiting to receive a blessing from the Grindstone of Muir. Her return — and the destruction of the reawakening Pinnacle — is enough to justify the honor and end the contest. Romel Sandusk claims the goddess Muir has decided the winner, and rejects any arguments against her will.

The priests and the Basilica immediately begin preparations for the *Rite of Virtue*, with the ceremony to take place in three days. In the meantime, Tianlin is raised from the dead if she was killed to allow a tearful reunion with her father. PCs are whisked away to undergo a purification ritual before they stand before the Grindstone.

The champion who best embodies Muir's tenets is allowed to strike a weapon of his choosing (presumed to be the *Scepter of Faiths* if the adventure is played as part of the larger Splinters of Faith campaign) against the Grindstone six times, reflecting the six moral standards Muir values. On the sixth strike, the Grindstone of Muir enchants the weapon with the *undead bane* ability and adds an additional +1 enchantment bonus to attack and damage rolls (up to a +5 enchantment bonus). At this point, the scepter has a +3 bonus to attack and damage rolls.

A huge feast in the hero's honor follows the ceremony, although alcohol is still not allowed and the entire event is rather subdued. A separate celebration — with copious amounts of wine — is held in Shieldfane after the "official" ceremony.

PCs defeating Jurbarkus and sealing the gate should be awarded a 1,000 experience point award bonus apiece for completing the difficult tasks.

Romel knows quite a bit about the history of the *Scepter of Faiths*, and directs PCs to travel next to the city of Doan to visit the Lady of the Searing Waters temple. He also can tell PCs the history of Akruel Rathamon if they are still in the dark about the death-cult leader's past. He is unaware of the vampire's return, however, although he is hearing rumors of a large army massing to the west. With the fall of the gnolls in Seraph, Romel is seriously considering marching the knights of the Shield toward this new threat.

GMs should use Romel to fill in gaps in PCs' knowledge about the scepter's past and Akruel's history. The GM should summarize the background presented in *Splinters of Faith 1: It Started with a Chicken ...* for PCs if they ask questions, although remember that some secrets — such as the true location of Akruel's "heart" — should remain a mystery for now.

If this adventure is played as a separate adventure, PCs are allowed to enchant one weapon of their choosing on the Grindstone of Muir in addition to receiving the experience point bonus listed above.

Just a couple of rituals remain before the PCs are ready to confront the death-priest with the *Scepter of Faiths*. The PCs now must travel from the mountains into a geyser field and then underground as they seek an unbroken pane of black glass in *Splinters of Faith 8: Panes of Scalded Glass*. But the druids controlling the upper levels of the Mines of Honn don't like intruders interrupting their plans to build the Pillar of Vermin. And worse still are the denizens of the lower mines where the black panes of glass are found.

Splinters of Faith

— Adventure 8: Pains of Scalded Glass —

By Gary Schotter & Jeff Harkness

PCs journey deep into an abandoned mine to retrieve a special pane of glass. The glass is required to restore a temple's worship room. But insect worshippers inhabiting the mine have their own agenda — and it doesn't include interloping PCs. Plus, the mine's deep denizens are pushing upward to reclaim their home. The adventure is designed for characters of 8th to 12th level.

The land drops away into a 50-foot-deep, massive crater scarred by an active geyser field. Steaming water erupts upward from hundreds of openings scattered inside the volcanic caldera. A town sits perched on the edge of the cliff, some of the buildings no more than half a structure — the other half having fallen into the crater many years ago.

Sitting in the middle of the dangerous geysers, a delicate looking lotus-blossom shaped building rises into the air. Seven teardrop pools filled with bubbling water surround the structure. The stone walls of the temple are blasted and burned, pocked with pellet-sized holes.

A blast of superheated water erupts upward — straight from between the petal-like eaves of the flowering roof. The geyser hangs like a cloud above the temple, then the water droplets fall in a hot rain over the temple's grounds. Even from the crater's lip, the geyser

is spectacular, a natural wonder to behold.

The Lady of the Searing Waters

Location: Seismically active ground (mountainous).

Nickname: The Holy Water Spout, The Steam Maiden

Deity: Ninevah, Lady of Miasma; goddess of Water, Volcanoes

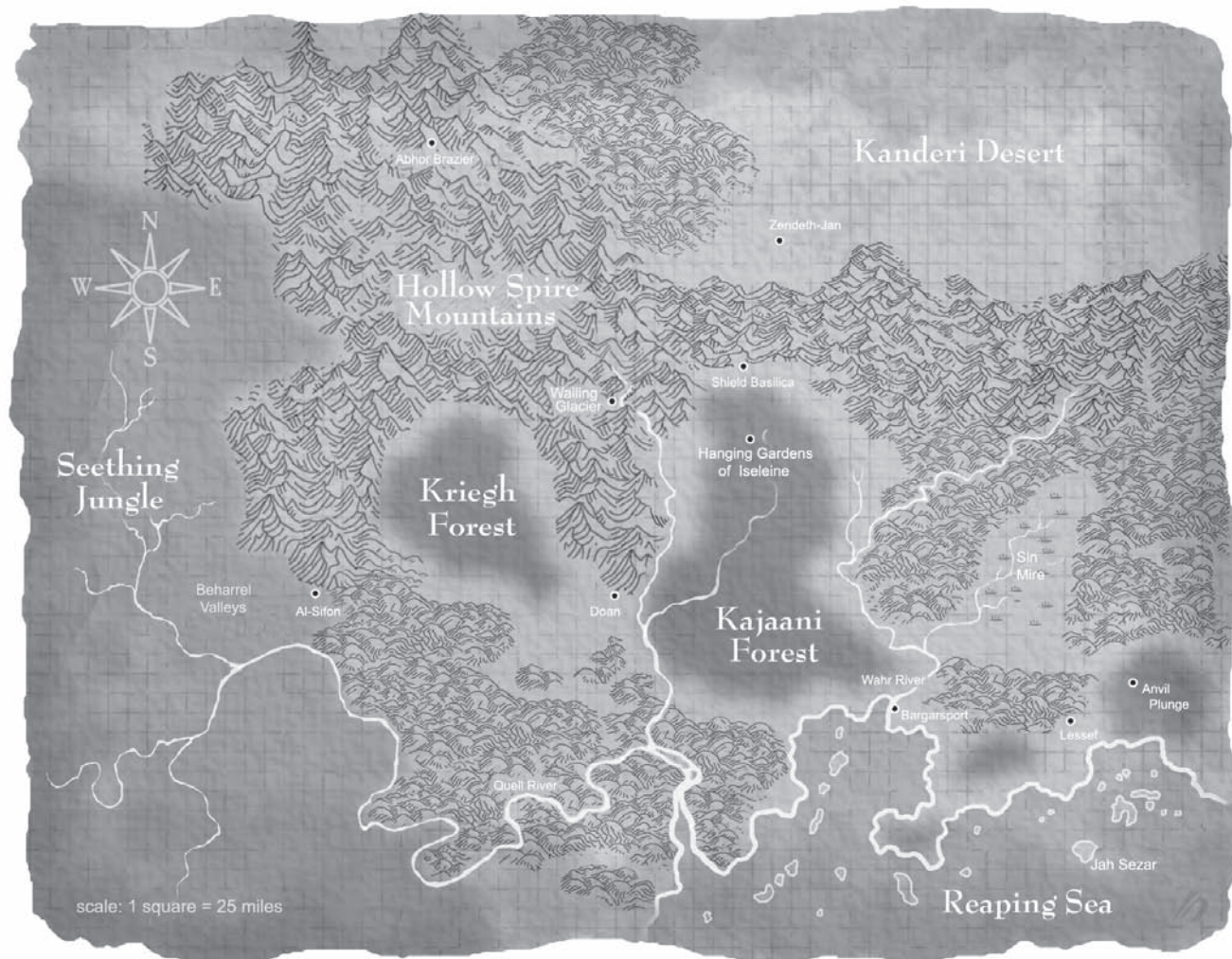
Worship Domains: Water, Fire, Earth

Leader: Chihule Evás the Scalded (NG male human Clr12)

Servants: 25 initiates (Clr2); 10 water-minders (Clr6); 6 under-priests (Clr9-11).

Dress: Priests wear woolen robes dyed a dark gray, with wispy lengths of blue and white silk draped atop it.

Unique characteristic: The Lady of the Searing Waters is built upon an active geyser, which erupts regularly through a special funnel



ADVENTURE 8: PAINS OF SCALDED GLASS

built through the center of the temple's worship room.

How to Use This Adventure

This adventure is part of the Splinters of Faith campaign, which leads PCs to restore a broken scepter and destroy a reawakened death-priest named Akruel Rathamon. The first nine adventures require PCs to obtain a ritual to restore the relic. The final adventure finds the PCs and the reformed scepter facing off against the death-priest on his home turf. (For more information on the overall campaign, see *Splinters of Faith 1: It Started with a Chicken ...*)

At this point in the campaign, the relic — called the *Scepter of Faiths* — is equivalent to a +3 adamantite masterwork heavy mace with the *undead bane* ability, with the ability to cast *bless*, *magic circle versus evil* and *cure serious wounds* 3 times each per day. It also has *deathwatch* and *detect undead* (30-ft. radius) and is able to *locate creature* (the death-priest Akruel) with no range limits as long as the wielder and Akruel are on the same plane.

If you don't want to run the full campaign, don't worry. This adventure is complete on its own. Each adventure in the campaign follows a similar setup where the PCs visit a good temple, then are recruited/hired/asked to take part in an adventure before receiving the blessing they seek. The PCs must then travel to an "evil" temple to complete their mission.

If you plan to run the adventure without the others that precede it, you'll need to devise a way to get the PCs started. Since each adventure starts with a "good" temple, this could be as simple as having the temple elders request aid against the "evil" temple. Of course, the promise of gold, magic and the thrill of adventure also might not hurt.

Temple Background

The Lady of the Searing Waters sits in the middle of a one-mile wide volcanic caldera, with the village of Doan sitting on the rim of the cliff overlooking it. A safe road to the temple allows visitors to worship or watch the geysers erupt.

The temple is a new construction, built five years ago after a massive volcanic eruption immolated the temple and part of the village of Doan where the corrupt priests caroused. Rumors say the fallen priests had pushed the goddess Ninevah too far — and she destroyed them for it. The rest of the village was untouched, despite the force that collapsed the land in a massive volcanic caldera. Many buildings in Doan crumbled when the land fell away beneath them.

The new temple is built in the caldera's center, where the surviving priests toiled for long hours to appease Ninevah after their order's dalliances. The temple is built from the crushed and broken ruins of the destroyed village and pieces of the former temple, but despite this burned and battered construction material, the sanctuary is a magnificent creation, rising into a towering lotus blossom in the middle of the geyser field.

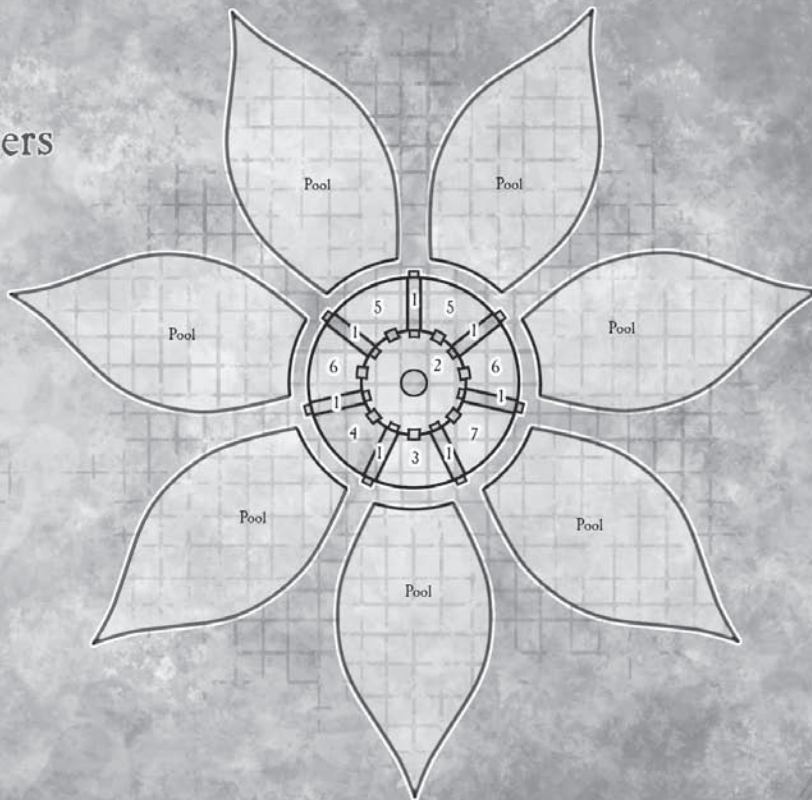
Area A: The Lady of the Searing Waters

The Lady of the Searing Waters is a lotus blossom-shaped temple with many gutters hidden in its ornate roofline. The building is built around a central column that allows the geyser's spume to erupt out of the apex of the temple where the roof "petals" converge. The gutters capture the water and then redirect it into pipes to provide hot

Area A:

The Lady of the Searing Waters

one square = 10 feet



ADVENTURE 8: PAINS OF SCALDED GLASS

water to the temple priests.

Chihule Evás the Scalded (NG male human Clr12) leads the priests and watches every eruption personally. At night, he sleeps in a bedchamber on the second floor where a spyhole lets him hear the eruptions even as he slumbers.

The temple is a testament to Ninevah, Lady of Miasma. Many workers died in the scalding steam while building the central glass viewing area. Evás is one of the few remaining priests who actually helped build the temple. His body's many scars show the pain he suffered for his goddess during the construction of the holy site. He wears an eye patch over his left eye; he lost the orb when a blast of scalding steam caught him in the face.

Area A1: The Entries

Steam-scoured mahogany panels line these seven entryways. The priests placed these heavy planks atop the geyser during eruptions to direct some of the scalding water away from the builders. The boards were later collected to decorate the temple walls. The priests were amazed to find that each steam-and-water blasted plank showed beautiful scenes of Ninevah blessing her priests, healing the sick or standing amid the geysers.

A **greeter** (male human Clr4) waits on visitors.

Area A2: Viewing Room

Floor-to-ceiling panes of dark glass stand in the center of this worship chamber. Each pane is 10 feet wide and stands more than 20 feet tall, and is pushed against another to form an octagon around the geyser's upward blast. The glass is warm to the touch and steams after each eruption. The geyser erupts 12 times per day, once every two hours.

The priests who rebuilt the temple discovered these glass panes in the nearby Mines of Honn. Chihule Evás found by accident that the panes perfectly contained the scalding waters, but still allowed someone to see the steaming eruption through the dark glass.

Arranged around the central glass are rows of low wooden benches. Visitors line these seats during the eruptions to get a firsthand view of nature's fury in action. During a yearly festival, special guests are invited to witness the eruptions and participate in daylong prayers. Chihule always starts the festival with an opening prayer that culminates with the day's first eruption. The floor vibrates as the priest intones Ninevah's blessings and the geyser gathers strength below the worshippers. The room can hold up just over 100 visitors, although this packs them shoulder to shoulder in the worship chamber. Not too many travel to the temple to witness the eruptions these days, however, so it is mainly priests who attend.

The plumes of boiling water burst through the central glass chamber, then passes through an opening in the roof. It rises an additional 50 feet above the temple's roof in a blossoming spray. The falling water sluices into interior pipes where it feeds the temple's needs and drains into seven shallow pools surrounding the building.

Area A3: Kitchen

Numerous pipes bring water from outside troughs into the kitchen. The priests take turns cooking meals, and the heated water greatly speeds up the process. The menu consists of lots of steamed vegetables, boiled potatoes and hot teas.

Derskin Millitus (LG human male Pal12), a former Shield Basilica commander, oversees the dining hall. Millitus provides bountiful meals for the faithful and all who come to witness the eruptions. Millitus is an imposing figure, despite getting on in years, with rings of scars down his arms from years battling the gnoll presence in the Kanderi Desert (See *Splinters of Faith 7: The Heir of Sin* for more on the Shield Basilica).

Area A4: Dining Hall

The priests take their meals here, seated at a massive scarred plank that serves as a table. The top of the table shows the myriad details of Ninevah's life and expectations of her priests. Low stone benches pocked by geyser blasts provide seating.

Area A5: The Baths

Pipes converge in two water chambers where priests bathe and relax. The rooms are steamy, and the water always hot, bordering on scalding. Separate rooms are maintained for men and women. The temple occasionally allows visitors to bathe, provided they are respectful of the blessed water during their bath. Water drains through grates, where it runs back into the geyser to be "cleansed" during the next eruption.

Area A6: Upper Access

Two steep staircases in these otherwise empty chambers allow the priests to climb to their bed lofts on the second floor.

Area A7: Relics of Ninevah

The priests store holy trinkets found in the geyser field in this chamber. The "icons" — blast-polished rocks, precious stones and assorted oddly shaped objects — are kept on shelves filling the chamber.

Area A8: The Loft, Inner Ring

Temple priests sleep closer to the center of the temple, in large rooms with viewing panels that let them look out over the geyser. The priests (male human Clr5-9) direct daily temple ceremonies and are required to attend at least one eruption service each day. The ceilings of the sleeping rooms are made of frosted glass so they may look up into the myriad "blossoms" of the roof and contemplate the messages written in the geyser's billowing steam.

Area A9: The Loft, Outer Ring

Initiates sleep in this massive communal loft. The younger priests sleep closer to the edges and must crouch to get to their beds under the sloping roof. Visitors sleeping in the loft can listen to the water running down the roof tiles after each eruption.

Area A10: Stairs

These steep stairs drop into Area A6 on the first floor. The stairs are pulled up to seal the upper loft when the priests sleep.

Area B: The Sinkhole

The caldera sinkhole is a 50-foot drop from the forest plateau to a seismically active field of geysers. The land dropped after a "supervolcano" eruption that destroyed the original temple and half of Doan. Instead of a normal cone-shaped volcano pushing through the earth, magma built under a one-mile-wide expanse, then exploded upward along natural fault lines. When the magma expended itself, the land dropped into the crater, forming the caldera. Doan barely survived; the former temple didn't.



Since the eruption, Doan has become little more than a forest outpost overlooking the temple's volcanic grounds. Stunted, sickly pines surround the sinkhole for a quarter mile, the trees suffering from the heavy sulfur and mineral concentrations dredged up by the geysers. Farther out from the sinkhole, the trees take on a more natural appearance.

Geysers erupt throughout the sinkhole, each plainly visible as a five- to 10-foot-wide hole in the ground. The ground rumbles and shakes two rounds before an eruption. Anyone within 50 feet of an exploding geyser suffers 10d6 points of damage from the steam and boiling water. Anyone within 100 feet suffers 1d6 points of splash damage. Eruptions last two to five rounds. The priests maintain a safe road through the geyser field to avoid being injured.

Area C: The Stone Stairs

A stone staircase descends 50 feet from the upper rim of the sinkhole to the geyser-filled base of the caldera. The priests and Doan's villagers built the stairs from cracked paving stones and broken foundations left over from Doan's fall into the caldera.

Area D: The Safe Road

The Safe Road winds through the geyser field, its edges marked by 10-foot-tall poles. At night, initiates light candles placed in holders atop the poles to mark the path. Anyone staying within the Safe Road's boundaries is safe from the spray of erupting geysers, although they may feel droplets of the blessed water strike them

when the wind is up.

Area E: Village of Doan

Doan's remaining structures sit in a half circle at the edge of the sinkhole. Half the town tumbled into the depression when the volcano erupted and collapsed, leaving the other half on the cliff face overlooking the geyser field. A wooden palisade forms a half-circle around the village, although there's little that threatens the meager town.

Doan (village): Conventional; AL NG; 200-gp limit; Assets 8,000 gp; Population 800; human 80%, half elf 15%, halfling 3%, elf 2%.

Authority figure: Greda Piltar (CN female human Ftr8, mayor).

Important characters: Simonis (female half-elf Sor9, educator); Karrisa (human female Rog8/Sor2, tavern proprietor); Ethanite (female human Rgr6, guide).

Area E1: Ninevah's Statue

A statue of the goddess Ninevah stands in the center of what's left of Doan. The statue is composed of mercury, and flows and changes its shape throughout the day. The most common form shows Ninevah standing atop a spur of rock, surrounded by an ever-changing cloud of steam and spraying water. A mysterious traveler arrived shortly after the caldera collapsed and "carved" the statue from a deposit of mercury seeping from the ground. The village adopted the statue after the artist vanished.

New Deity: Ninevah

Lady of Miasma, Goddess of Elements

Alignment: Chaotic Good and Chaotic Neutral

Domains: Fire, Earth, Water, Air

Typical Worshippers: Humans, druids

Favored Weapons: Pick or spear

Ninevah is the goddess of elemental forces and usually associated with natural anomalies and disasters. She is the sustainer of life and characteristically appears as a semi-corporeal female composed of mist. Ninevah is peculiar in that she is most widely known as a goddess of fire, but typically represented by boiling water and steam. She is generally regarded as good, but her chaotic and random acts make her unreliable.

Temples to her are found around springs, geysers and in seismically active terrains. Her symbol is that of a tear-shaped drop of billowing clouds. Her priests normally wear colors of red, blue, white and brown, with red reserved for high priests.

New Deity: Rachiss

Mogul of Parasites, Father Host

Alignment: NE

Domains: Evil, Animal

Typical Worshippers: Evil druids

Favored Weapons: Scimitar, short spear

Few deities are lower in power and stature than the loathsome Rachiss, the deity of plagues and parasites. Feeding on the sweat and blood of others is the sustenance of Rachiss and his sparse followers. Those who follow Rachiss are opportunists who go to any lengths to achieve their insatiable goals. The god often appears as a huge, bloated leech with human-like features. Two massive arms protrude from the sides of the slug-like torso. Four fingers on each hand end in toothy sucking orifices.

Rachiss grants his druids powers over vermin and other invertebrates. His druids gain vermin companions and the ability to shape change into one vermin chosen at the time they begin serving him. They cannot cast spells with the Plant descriptor.

Rachiss' unholy symbol is a black silhouette of a mosquito.

Area E2: The Common House

This hall was a warehouse. When the main inn fell into the sinkhole, the remaining villagers turned the building into a community center for dining, storytelling and gatherings. Wooden tables comfortably seat 70 people. A kitchen provides food and drink. A large fireplace awkwardly built along the far end provides heat.

Jonus (human male Com2) cooks and care for customers. His daughter, **Jayme** (human female Exp3) serves, but really is the brains behind maintaining the aging facility.

Area E3: Mayor's House

Mayor Greda Piltar (human female Ftr8) is a retired adventurer who found her calling running the shrinking town. She inherited the job after the former mayor died when his home collapsed. Greda's home nearly fell into the pit, but somehow survived with one wing hanging precariously over the edge. She has since propped up the room with heavy oaken timbers hammered into the side of the cliff.

Greda is a tough woman who was raised in the wilderness and taught to fight by her father. She dislikes people trying to "pull one over on her" and likes to threaten to throw "cheats and sneak-thieves" into the sinkhole. Greda has wide shoulders and short-cropped brown hair. She looks more than capable of tossing people bodily over the ledge if provoked.

Area E4: Trader Gus

This dilapidated building is the town's trading post. **Old Man Gus** (human male Exp5, trader) trades and sells most normal items. He has a keen eye and likes to haggle, starting his sales 1 1/2 times above normal prices. Gus is eager for tales of the road, and often makes deals for private storytelling sessions from adventurers passing through.

Area E5: The Traitors (CR 12)

Unbeknownst to the villagers, two worshippers of the insect lord Rachiss live in this house. They serve as the eyes and ears for the Pillar of Vermin temple to Rachiss deep within the Mines of Honn.

The pair single out bums, the homeless and other travelers to be taken to labor in the Pillar to create armor for the vermin priests. **Ilban** and **Ethea** pose as husband and wife, but actually despise one another. They are good at their mission, however, and make sure to space their kidnappings apart and to only take the truly down-on-their-luck few who won't be missed. They often kidnap travelers, though, so as not to draw undue attention to themselves if villagers go missing.

ILBAN

CR 9

XP 6,400

NE Medium humanoid

Male human druid 10

Init +2; **Perception** +16

AC 25, touch 15, flat-footed 22 (+8 armor, +2 Dex, +2 natural, +2 deflection, +1 Dodge)

hp 72 (8d8 + 10)

Fort +8, **Ref** +5, **Will** +10

Immune venom

Speed 35 ft.

Melee *masterwork sickle* +11/+6 (1d6+3)

Special Attacks spontaneous casting [summon nature's ally (vermin)]

Domain Spell-like Abilities (CL 10):

speak with animal (vermin) 13 rounds /day

Spells Prepared (CL 10th):

5th—*beast shape III^P*, *insect plague*, *stone skin*

4th—*flame strike* (DC 17), *giant vermin*, *rusting grasp*, *summon*

nature's ally IV^D (vermin only)

3rd—*dominate animal^D*, *greater magic fang*, *poison* (DC 16), *protection from energy*, *sleet storm*

2nd—*bear's endurance*, *bull's strength*, *chill metal* (DC 15), *flaming sphere*, *hold animal^D*, *soften earth and stone*

1st—*calm animal^D*, *endure elements*, *faerie fire*, *jump*, *longstrider*, *produce flame*

0 (at will)—*know direction*, *light*, *resistance*, *stabilize*

D domain spell; **Domain** animal (vermin)

Str 17, **Dex** 14, **Con** 13, **Int** 8, **Wis** 17, **Cha** 16

Base Atk +7; **CMB** +10; **CMD** 22

Feats Augment Summoning, Dodge, Eschew Materials, Fleet, Natural Spell, Spell Focus (conjunction)

ADVENTURE 8: PAINS OF SCALDED GLASS

Skills Fly +15, Handle Animal (vermin) +16, Perception +16, Survival +16

Languages Common, Druidic

SQ nature bond (domain), nature sense, orisons, resist nature's lure, trackless step, venom immunity, wild empathy, wild shape (4/day), woodland stride

Combat Gear: masterwork sickle, chitin half plate armor (+5), heavy insect-carapace shield (+2), *ring of mind shielding*, *ring of protection* +2, *amulet of natural armor* +2

Description: Ilban is strikingly handsome and confident. He resents this assignment and detests Ethea and her crude manners. Ilban prides himself on his appearance. He is served by a trained ankheg.

ILBAN (MANTIS FORM)

CR 9

XP 6,400

NE Huge augmented humanoid (praying mantis)

Male human druid 10

Init +2; **Senses** darkvision 60ft.; **Perception** +16

AC 19, touch 11, flat-footed 16 (+2 deflection, +1 Dodge, +8 natural, -2 size)

hp 72 (8d8 + 10)

Fort +8, **Ref** +3, **Will** +10

Immune venom

Speed 35 ft., climb 95ft., fly 90ft.

Melee 2 claws +11 (1d8+6 plus grab)

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

Special Attacks lunge, mandibles, sudden strike spontaneous casting [summon nature's ally (vermin)]

Domain Spell-like Abilities (CL 10):

speak with animal (vermin) 13 rounds /day

Spells Prepared (CL 10th):

5th—*beast shape III^P*, *insect plague*, *stone skin*

4th—*flame strike* (DC 17), *giant vermin*, *rusting grasp*, *summon nature's ally IV^P* (vermin only)

3rd—*dominate animal^P*, *greater magic fang*, *poison* (DC 16), *protection from energy*, *sleet storm*

2nd—*bear's endurance*, *bull's strength*, *chill metal* (DC 15), *flaming sphere*, *hold animal^P*, *soften earth and stone*

1st—*calm animal^P*, *endure elements*, *faerie fire*, *jump*, *longstrider*, *produce flame*

0 (at will)—*know direction*, *light*, *resistance*, *stabilize*

D domain spell; **Domain** animal (vermin)

Str 23, **Dex** 10, **Con** 13, **Int** 8, **Wis** 17, **Cha** 16

Base Atk +7; **CMB** +15 (+19 grapple); **CMD** 25 (29 vs. trip)

Feats Augment Summoning, Dodge, Eschew Materials, Fleet, Natural Spell, Spell Focus (conjunction)

Skills Fly +11, Handle Animal (vermin) +16, Perception +16, Survival +16

Languages Common, Druidic

SQ nature bond (domain), nature sense, orisons, resist nature's lure, trackless step, venom immunity, wild empathy, wild shape (4/day), woodland stride

Combat Gear: masterwork sickle, chitin half plate armor (+6), heavy insect-carapace shield (+2), *ring of mind shielding*, *ring of protection* +2, *amulet of natural armor* +2

Lunge (Ex) Ilban's limbs are capable of reaching much farther than normal for a creature of his size. As a full attack action, he can make a single attack with his claws at double the normal reach. When he attacks with a claw in this manner, he gains a +4 bonus on his attack roll. He cannot make attacks of opportunity with his lunge.

Mandibles (Ex) When Ilban grabs a foe, he can make a bite attack against that foe as a secondary attack. The bite has a +6 attack that inflicts 2d6+3 points of damage on a hit.

Sudden Strike (Ex) As a giant mantis, he is particularly adept

at moving quickly when his foes are surprised. During a surprise round, Ilban may act as if he had a full round to act, rather than just one standard action.

TRAINED ANKHEG

CR3

XP 800

hp: 42 (*Pathfinder Roleplaying game Bestiary* "Ankheg")

The ankheg remains in a burrow below the house that the druids live in within Doan. The broken land under the village allows it ample space to move around without being noticed.

ETHEA

CR 10

XP 6,400

NE Medium humanoid

Female human druid 6/fighter 5

Init +1; **Perception** +11

AC 22, touch 13, flat-footed 21 (+9 armor, +1 Dex, +2 deflection)

hp 67 (6d8 + 6 plus 5d10+ 5)

Fort +6, **Ref** +3, **Will** +7

Speed 30 ft.

Melee +3 *scythe* +18/+13 (2d4+12/19-20)

Special Attacks spontaneous casting [summon nature's ally (vermin)]

Spells Prepared (CL 6th):

3rd—*greater magic fang*, *poison*

2nd—*barkskin*, *bear's endurance*, *bull's strength*, *cat's grace*

1st—*cure light wounds*, *jump*, *longstrider*, *obscuring mist*

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

Str 19, **Dex** 12, **Con** 12, **Int** 11, **Wis** 15, **Cha** 10

Base Atk +9; **CMB** +13; **CMD** 24

Feats Augment Summoning, Cleave, Great Cleave, Dodge, Improved Critical (scythe), Natural Spell, Power Attack, Spell Focus (conjunction), Vital Strike, Weapon Focus (scythe), Weapon Specialization (scythe)

Skills Climb +13, Fly +10, Handle Animal (vermin) +14, Perception +11, Survival +16

Languages Common, Druidic

SQ armor training 1, bravery +2, nature bond, nature sense, orisons, resist nature's lure, trackless step, weapon training 1 (blades), wild empathy, wild shape (2/day), woodland stride

Combat Gear: +3 *scythe*, +2 *chitin full plate armor* (+9), *ring of protection* +1

Description: This large woman constantly scowls. She persistently badgers and belittles Ilban and anyone else crossing her path. She is gruff and robust with an attitude and voice resembling a seasoned sailor. Ethea's vermin companion died during an unfortunate geyser eruption — which she still blames on Ilban.

ETHEA (SCORPION FORM)

CR 10

XP 6,400

NE Large augmented humanoid (scorpion)

Female human druid 6/fighter 5

Init +0; **Senses** darkvision 60 ft., tremorsense 60 ft.; **Perception** +15

AC 22, touch 11, flat-footed 22 (+7 armor, +4 natural, +2 deflection, -1 size)

hp 67 (6d8 + 6 plus 5d10+ 5)

Fort +6, **Ref** +2, **Will** +7

Speed 50 ft.

Melee 2 claws +15 (1d6+6 plus grab), sting +15 (1d6+6 plus poison)

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

Special Attacks constrict (1d6+6)

Special Attacks spontaneous casting [summon nature's ally (vermin)]

ADVENTURE 8: PAINS OF SCALDED GLASS

Spells Prepared (CL 6th):

3rd—*greater magic fang*, *poison*

2nd—*barkskin*, *bear's endurance*, *bull's strength*, *cat's grace*

1st—*cure light wounds*, *jump*, *longstrider*, *obscuring mist*

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

Str 23, **Dex** 10, **Con** 12, **Int** 11, **Wis** 15, **Cha** 10

Base Atk +9; **CMB** +16 (+28 grapple); **CMD** 26 (38 vs. trip)

Feats Augment Summoning, Cleave, Great Cleave, Dodge, Improved Critical (scythe), Natural Spell, Power Attack, Spell Focus (conjuration), Vital Strike, Weapon Focus (scythe), Weapon Specialization (scythe)

Skills Climb +17, Fly +9, Handle Animal (vermin) +14, Perception +15, Stealth +0, Survival +16 **Racial Modifiers** +4 Climb, +4 Perception, +4 Stealth

Languages Common, Druidic

SQ armor training 1, bravery +2, nature bond, nature sense, orisons, resist nature's lure, trackless step, weapon training 1 (blades), wild empathy, wild shape (2/day), woodland stride

Poison (Ex) Sting—injury; *save* Fort DC 18; *frequency* 1/round for 6 rounds; *effect* 1d2 Strength damage; *cure* 1 save. The save DC is Constitution-based and includes a +2 racial bonus.

Area E6: Common Houses

Villagers live in single-story wooden dwellings. The buildings are small, with a couple of bedrooms and a living area around a fireplace. Most are in poor shape.

Area E7: Abandoned Houses

When the land fell away, a number of buildings collapsed into the sinkhole, leaving some with just half-rooms. Other houses have been cut completely in half, the remaining portion sitting atop the sinkhole ledge. The structures are abandoned, although an occasional rat or stray dog can be found within.

Area E8: Rubble and Ruin

Rotten wood, stone foundations and splintered beams lie in heaps at the base of the cliff. Doan's villagers scavenge the debris to make repairs on their surviving homes. Very little can be found in the mounds. The wood is unusable after sitting out for nearly six years, and has the consistency of stone.

The Druids of Rachiss

The druids of Rachiss are evil men and women who worship the loathsome Mogul of Parasites and the blight the insect god brings to the earth. Rachiss appears as a huge, bloated leech with human-like features. He has two massive arms that protrude from the sides of the slug torso.

Granted power: Druids of Rachiss cast spells with the animal descriptor against vermin with the same results. Mind-affecting effects and spells cast by a Druid of Rachiss work normally against vermin usually immune to these effects. However, vermin are still mindless; they just act favorably toward the druid, whom they see as one of their own kind. Spells such as *speak with animals* simply reveal a vermin's attitude (aggression, fear, hunger, etc. ...). Furthermore, a Druid of Rachiss' wild shape ability allows the druid only to take the form of one Medium or Small vermin. Once chosen, the Druid of Rachiss may change his selection only once a new size category is attained. The druid gains the ability to take the shape of a Large vermin at 6th level, a Tiny vermin at 7th level, Huge at 10th, Gargantuan at 14th, and Colossal at 18th. A druid can use this ability an additional time per day at 6th, 7th, 10th, 14th and 18th level. In addition, this wild shape ability grants the abilities and powers of the vermin chosen (i.e. tremorsense, poison, movement etc. ...)

Druids of Rachiss cannot cast spells with the plant descriptor.

Chitin armor: Druids of Rachiss typically wear armor made from the carapaces of giant insects. While wearable by druids, the armor does not protect as well as metal. Chitin armor (not shields) always provides an armor bonus of 2 less than metal armor of the same type, but otherwise replicates metal armor's penalty checks and arcane spell failure. For example, full chitin plate offers an AC bonus of +7, but has the same -6 armor check penalty and 35% chance of arcane spell failure.

Any single attack of 25 or more points of damage completely ruins the armor.

SUMMON NATURE'S ALLY (RACHISS)

Druids of Rachiss cast altered *summon nature's ally* spells. Rachiss has warped these creatures to serve his worshippers' needs. These spells summon giant vermin and other arthropods instead of animals as follows:

1st level: giant fire beetle; monstrous centipede (small); monstrous scorpion (tiny); monstrous spider (tiny); stirge.

2nd level: giant ant (soldier); giant bee; giant bombardier beetle; monstrous centipede (huge); monstrous spider (large).

3rd level: giant ant (queen); giant praying mantis; giant wasp; locust swarm; monstrous scorpion (large); rust monster.

4th level: ankheg; centipede swarm; giant stag beetle; giant bee (fiendish).

5th level: giant praying mantis (half-fiend); phase spider; spider eater; monstrous spider (huge).

6th level: ankheg (half-fiend); giant stag beetle (half-fiend); monstrous centipede (gargantuan); rust monster (half-fiend).

7th level: chuul; monstrous scorpion (huge); monstrous spider (gargantuan); phase spider (half-fiend); remorhaz

8th level: chuul tean (See New Monsters Appendix); hell wasp swarm; monstrous centipede (fiendish, gargantuan)

9th level: chuul tean (half-fiend); frost worm; purple worm; remorhaz (half-fiend).

Adventure Background

The Mines of Honn have a long history of misery and pain, from its early days when miners broke through its granite walls to delve its dark depths, to the recent visits by the priests of Ninevah who suffered its stale air to bring forth the great panes of black glass to rebuild their holy temple. For more than 100 years, the mines broke the backs and sapped the wills of the strongest men and dwarves.

When Ninevah's priests finally closed the mines for good, many who'd survived the deep pits and stifling tunnels thought their nightmares had been put to rest.

None realized the horrors that would soon infest the shuttered mines.

The latest "owners" of the ill-fated mines are a small sect of druid worshippers who venerate the loathsome parasite god Rachiss. Their leader, **Phyllox**, is intent on establishing an insect shrine to the Father Host within the deep mine on a natural stone column. Phyllox considers this column a holy site to Rachiss since it naturally bears myriad carvings of horrid insects. He claims visions sent from his god led him to the mines, and considers it his destiny to establish the vermin lord's dark temple.

But the remote locale of the mines is working against Phyllox's grand schemes. A lack of followers is further slowing his vision.

To that end, Phyllox sent two agents to Doan to gain potential converts if possible or to kidnap laborers if necessary. Phyllox uses these abductees as "volunteer acolytes" if they willingly convert to Rachiss or as slaves tasked with expanding the Pillar of Vermin if they don't. Phyllox eventually plans to march on Doan to enslave the city and force the populace into the mines to finish the temple. Phyllox also lured a band of bugbears into the mines from their mountain caves, promising them riches if they helped him.

The temple was beginning to take shape when Phyllox's workers ran afoul of the long-time denizens of the deep mines. A group of aboleths felt Phyllox was intruding on their domain and fought back, killing several druids before the druids were forced to retreat.

Phyllox knew his small band couldn't stand against the aboleths, so he summoned aid in the form of a derghodaemon named **Ssaracclak**. Phyllox thought he was getting an unstoppable weapon to use against the aboleths. What he got was a fugitive on the run from a life of drudgery and a powerful demon lord who didn't like losing his property.

Shortly after Ssaracclak arrived, the furious demon lord retaliated, sending a **retriever** into the mines to bring back his property. Now, the derghodaemon is on the run, trying to stay two steps ahead of the deadly retriever. The running battles through the mines between the derghodaemon and the retriever was the final straw for the frustrated bugbears, who rebelled after Phyllox ordered them to stop the retriever.

In the chaos, the aboleths made their move, pushing upward from the deep mines to expand their territory. Now, Phyllox is facing trouble on many fronts: a retriever wandering the mines, a derghodaemon that refuses to return to the lower planes but also refuses to fight, a bugbear rebellion and an aboleth invasion.

Phyllox's dream of a grand temple to Rachiss is quickly falling apart.

And the danger to the shrine isn't over: The damage caused by Ssaracclak and the retriever was extensive, especially near the Pillar of Vermin. Even worse, the retriever hasn't given up and is still intent on capturing its prey. It has been sealed away in the mines, but is already taking steps to get to the derghodaemon. Phyllox fears what might happen if the pair again face off in the mine.

All of Phyllox's plans are on hold until these new threats are dealt with. PCs will be walking into an abandoned mine filled with these warring factions.

Chaos at the Temple (CR 13)

An impurity in a glass pane holding back the geyser's steaming waters recently broke during morning worship, splashing the priests with burning water. Many died as the surge of superheated water engulfed them, while others were horribly burned. Doan's villagers rescued the survivors but many more priests died writhing in pain from their third-degree burns. Mysteriously, some of the priests who suffered only minor burns also died unexplainably after being pulled from the worship chamber. Villagers whisper that Ninevah must be punishing the priests again, just like the eruption that destroyed the temple in the past.

The villagers are completely off base this time, however.

Actually, many of the recent deaths were caused by an agent of Akruel Rathamon who is hiding among the priests. Several months ago, **Sivad-Uj'** joined the Lady of the Searing Waters temple after dark visions "urged" him to do so. He awoke with vague memories of a goat-headed, bloated demon lord standing over a lotus-blossom temple, and then slowly grinding it into dust beneath his massive palm. After several nights of the same dream, Sivad-Uj' sought out the Lady of Searing Waters temple and joined it as an initiate. He quickly moved up through the church hierarchy after other initiates met "unfortunate" accidents. Many priests avoid Sivad-Uj', whispering that the quiet man is cursed.

They aren't far from the truth: Sivad-Uj' is actually a cleric-assassin sent to destroy them. All the while he was "serving" in the temple, Sivad-Uj' was waiting for the summons he knew must surely come. He didn't have to wait long.

Sivad-Uj' recently was contacted by Daznashal the Vicious (See **Splinters of Faith 2: Burning Desires** and **Splinters of Faith 10: Remorse of Life**) and told to eliminate the priesthood for the temple's role in creating the original *Scepter of Faiths*. Sivad-Uj' was devising a plan to poison the entire temple at dinner, but the glass shattering offered an irresistible opportunity that the assassin immediately seized. When the villagers rescued the priests from the burning water, Sivad-Uj' used the opportunity to move among the wounded, offering "healing prayers." Actually, he administered lethal doses of poison to each survivor to finish them off.

If Sivad-Uj' is used, he is helpful and concerned – and readily reports any information about PCs to Akruel at the first opportunity he gets. He's not above accompanying PCs in their quest so he can learn more information to present to his master. Given the chance, he tries to slay one or all of the PCs before he flees. Sivad-Uj' has no connections with the Pillar of Vermin or the priest Phyllox. If the assassin escapes, GMs could use him again in **Splinters of Faith 10: Remorse of Life**.

SIVAD-UJ', DOG OF ORCUS

CR 12

XP 19,200

CE Medium humanoid

Male human Cleric 3, Rogue 5, Assassin 5

Init +8; **Perception** +16

Aura evil

AC 19, touch 15, flat-footed 14 (+4 armor, +4 Dex, +1 dodge)

hp 90 (3d8+3 plus 5d8+5 plus 5d8+5)

Fort +7(+9 vs. poisons), **Ref** +14, **Will** +9

Speed 30 ft.

Melee +2 *spell storing dagger of venom* +15/+9 (1d4+5/17-20 plus poison, DC 14)

Range +13 masterwork light crossbow (1d8 + poison)

ADVENTURE BACKGROUND

Special Attacks channel negative energy [4/day (DC 12, 2d6)], death attack, sneak attack (+6d6), spontaneous casting (inflict spells)

Domain Spell-like Abilities (CL 3th):

6/day—bleeding touch, touch of evil (1d6 1-round)

Unholy Spells Prepared (CL 3th):

2nd—*death knell*^P (DC 15), *cat's grace*, *silence*

1st—*bane*, *cause fear*^P (DC 14), *divine favor*, *obscuring mist*

0 (at will)—*bleed*, *light*, *resistance*, *virtue*

D domain spells; **Domains** death, evil,

Str 16, **Dex** 18, **Con** 12, **Int** 15, **Wis** 16, **Cha** 13

Base Atk +8; **CMB** +11; **CMD** 25

Feats Dodge, Improved Critical (dagger), Improved Initiative, Lightning Reflexes, Mobility, Spring Attack, Vital Strike, Weapon Finesse

Skills Acrobatics +17, Bluff +9, Climb +13, Disable Device +17, Disguise +14, Escape Artist +17, Knowledge (arcana) +8, Knowledge (religion) +8, Perception +16, Sense Motive +14, Sleight of Hand +17, Spell Craft +8, Stealth+22, Use Magic Devise +12

Languages Common, Orc, Goblin

SQ evasion, hidden weapons, improved uncanny dodge, poison use, rogue talent (fast stealth, Weapon Focus (dagger), trapfinding, trap sense +1, true death, uncanny dodge

Combat Gear: *cloak of the bat*, *spell storing dagger of venom* (*deep slumber* DC 17, CL 12), *wand of deep slumber* (CL 12, 35 charges), *improved shadow leather armor* +2, *ring of mind shielding*, masterwork light crossbow, 24 bolts, 5 daggers, 3 vials of poison (death blade), 2 vials of poison (blue whinnis).

Description: Sivad-Uj' is a well-fed, seemingly jolly little man. He plays the part of a simple, pleasant friar who genuinely wants to bring peace to the world. In fact, he is just the opposite of what he seems. His cruelty and vengeance are matched only by his patience and dedication to Orcus.

Replacing the Glass

High Priest Chihule Evás was again fortunate enough to survive the scalding eruption that claimed so many of his brethren. He also escaped the lethal dose of “aid” administered by Sivad-Uj'. But his heart is heavy at the destruction to his beloved temple. Each new eruption is a chance missed to worship Ninevah's beauty. For PCs hoping to bless the *Scepter of Faiths*, the broken glass also means that the *Consecration of Water* ritual cannot be performed until the worship room is restored and again able to channel the geyser's power.

Chihule beseeches PCs to journey into the Darikeer Peaks to the abandoned Mines of Honn to retrieve a replacement pane of volcanic glass. The temple builders found the panes in the coalmines, but the mines haven't been entered in years. The high priest is sure that some of the panes must remain. As the panes are large and heavy, he offers the use of 2 oxen and a cart.

Journey to the Mines

The trail to the Mines of Honn leads through granite quarries into the Darikeer Peaks. Shale and granite cliffs surround the trail. The mine's entrance sits approximately one day's journey from the Lady of the Searing Waters.

Wandering Monsters

Use the following table to check for wandering monsters during the overland trek toward the mine entrance. Roll 1d20 for every six hours spent traveling.

d20 Encounter

- | | |
|---|--|
| 1 | Brym Dray, Adult Blue Dragon (1): CR 13; hp 205. |
| 2 | Bulette (2): CR 7; hp 94. |
| 3 | Lost and Violent Iron Golem (1): CR 13; hp 139. |
| 4 | Manticore (1d4): CR 5; hp 72 each. |
| 5-7 | Hill Giant (2d4): CR 7; hp 98. |
| 8-9 | Ogre marauders (2d6): CR 3; hp 38 each. |
| 10-11 | Dwarven Miners (7) (CG Exp4): CR 1/2; hp 12 each. |
| They are peaceful prospectors seeking treasure. | |
| 12 | Troll Gang (1d4+1): CR 5; hp 65. |
| 13-20 | No encounter |

Adult Blue Dragon: Brym Dray is a wandering female blue dragon. Although she is not currently looking for a fight, she may feel like softening up adventurers with a flyby or two using her breath attacks before flying back to her lair at the edge of the Kanderi desert.

BRYM DRAY (ADULT BLUE DRAGON) **CR 13**
XP 25,600
hp 205 (*Pathfinder Roleplaying Game Bestiary*, “Blue Dragon, Adult”)

Bulette: This landshark disturbed an iron golem that had gone dormant in a nearby forest. The bulette was struck repeatedly across the head, and now “swims” through the land in ever-widening circles. It can straighten its path to attack, but always tends to circle opponents as it fights.

BULETTE **CR 7**
XP 3,200
hp 84 (*Pathfinder Roleplaying Game Bestiary*, “Bulette”)

Iron Golem: This golem has ravaged the countryside for centuries, alternating between blindly attacking and then going dormant for decades. It is covered in vines and overgrowth from its latest dormant period. Its history and purpose are long forgotten. It was recently awakened by a tunneling bulette that got the worst of the encounter.

LOST AND VIOLENT IRON GOLEM **CR 13**
XP 25,600
hp 129 (*Pathfinder Roleplaying Game Bestiary*, “Golem, Iron”)

Trolls: These trolls are fleeing a group of hill giants that they cheated out of a large sum of treasure with a game of “head bonk”. The trolls carry 8,950 gp and a few bloodied rocks.

TROLLS **CR 5**
XP 1,600
hp 63 (*Pathfinder Roleplaying Game Bestiary*, “Troll”)

Hill Giants: These angry hill giants have large lumps and bruises about their heads. They are tracking a group of trolls, seeking revenge and their stolen treasure. The dimwitted giants agreed to a game of “head bonk” with the trolls, but found their belongings gone when they woke up. Only then did they realize they'd been swindled after one of them remembered that trolls regenerate.

HILL GIANT **CR 7**
XP 3,200
hp 85 (*Pathfinder Roleplaying Game Bestiary*, “Giant, Hill”)

Manticore: These manticore are flying away from their home in the Kajaani Forest after a lightning strike caused a small forest fire. The manticores are angry and hungry.

MANTICORE **CR 5**
XP 1,600
hp 57 (*Pathfinder Roleplaying Game Bestiary*, “Manticore”)

Ogre: These ogres walked away from the Pillar of Vermin and the Mines of Honn to find easier treasure. They have no desire to return

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to the dangerous mines, and attack anyone they meet. They are little more than highway robbers these days.

OGRE

XP 800

hp 30 (*Pathfinder Roleplaying Games Bestiary*, “Ogre”)

CR 3

Area F: The Mines of Honn

The Mines of Honn is an ancient abandoned colliery. For years, the mines supplied high-quality coal from the rich volcanic terrain. The volume and purity of coal was large enough that miners were able to stay closer to the surface compared with other mines. Anvil Plunge bought the most coal to fuel its prestigious forges.

During the War of Divine Discord, a seismic eruption destroyed the mines. Geysers of scalding water, collapsing ceilings and clouds of poisonous gases terrorized the miners, leading them to abandon the tunnels to a succession of dark denizens.

The mine’s upper level is dry and dusty, with stagnant and dangerous air filling some areas. Ten-foot-wide passages with 12-foot ceilings are hewn from the solid rock. Veins of coal still show in seams that lace the walls, floor and ceiling.

Wooden support columns and crossbeams line the halls at 10-foot intervals. Every 30 feet, extinguished empty lanterns hang from the beams. The mine is mostly dark and filled with choking coal dust.

The floors are hard, compact dirt with a stone floor two feet under the surface. A majority of the mine collapsed or is sealed off by recent quakes.

The druid cult of Rachiss claims the upper level. The druids and their insect minions roam the caverns, although not all areas are completely under their control. They seek to rid the lower mines of danger so they can claim that area as well.

Area F1: Mine Entrance

Deep gouges scar this rock-and-earth entryway, as if giant claws slashed the rock. The marks are ancient, left by miners slashing at the stone for luck before heading into the tunnels. Deep ruts mar the right-hand side of the 10-foot-wide passage as it slopes downward where heavy mining carts carved grooves in the hard-packed dirt floor.

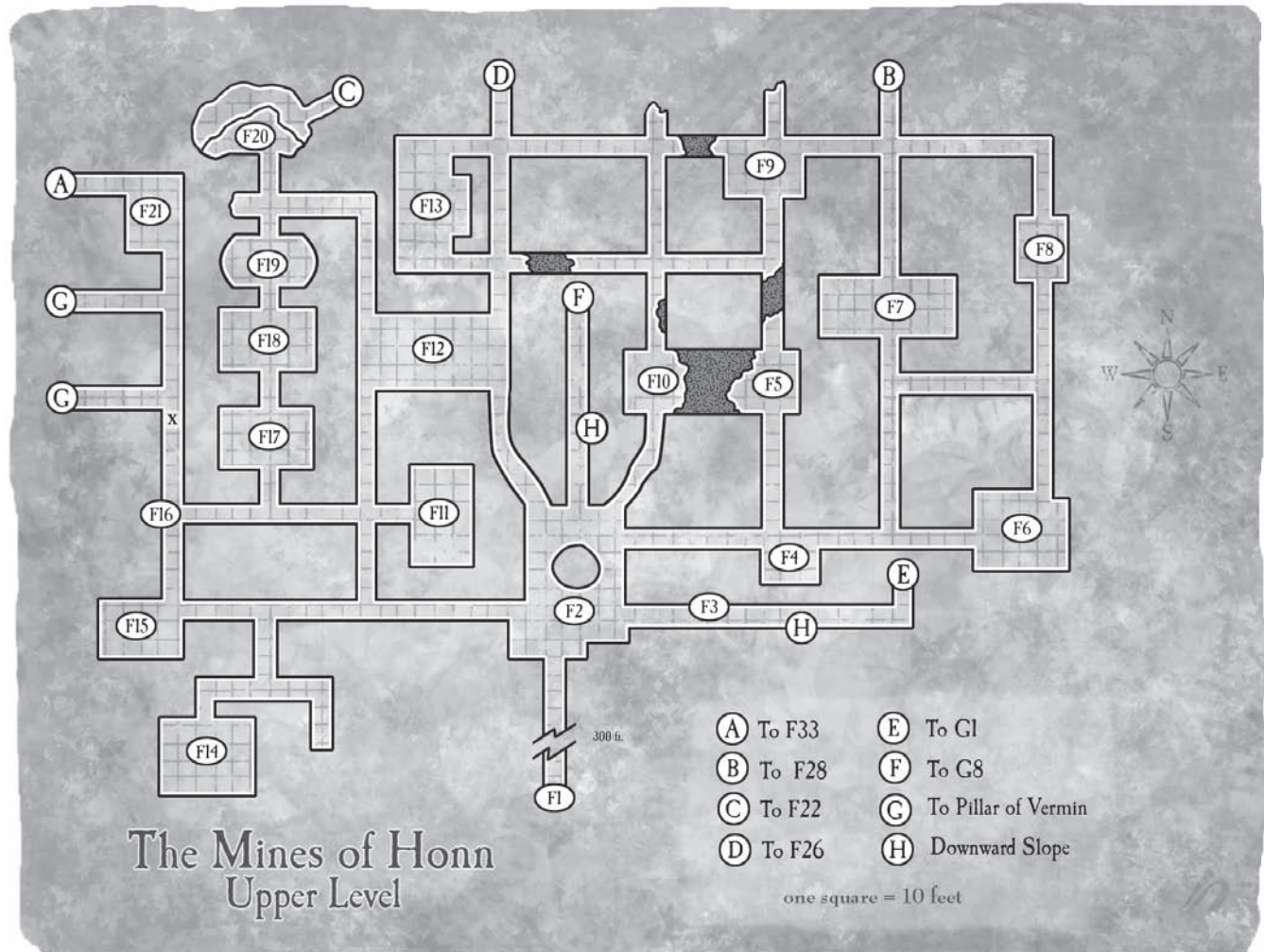
Area F2: Junction Tunnel (CR 6)

This stone chamber broadens into a rough room with passages that extend into the mines. Scaffolding and a winch contraption dominate the 30-foot-tall chamber.

Ruined mining equipment lies in heaps along the stone walls. A few usable tools remain among the junk: 5 mining carts, a rowboat and two oars, 10 pickaxes, 8 sledgehammers, 5 shovels, 10 lanterns, 9 helmets (hardhats), 26 various spikes and chisels, a grappling hook, 13 10-ft. planks, 2 10-ft. poles, 32 support timbers of various lengths and a sack of 20 candles.

A ledge of rising steps runs around the edge of a great pit. The pit drops 300 feet into Area G10. A scaffold attached to a wooden 10-foot-wide bucket sits on the far side of the pit. The scaffolding is old, but sturdy. The bucket has a bench inside it to carry miners to the caverns below. Fungus and lichens encrust the scaffolding and bucket.

The winch and bucket are still operable. The bucket and rope provide stable transport for most of the distance down the mineshaft. However, the bucket and rope is a **huge animated object** that follows and remembers any order given in dwarven. The bucket’s last order was to dump its contents 80 feet above the floor (Area G10). The



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bucket elevator can be operated normally until it reaches the 80-foot mark, where it tips by itself and the rope then returns it to the top of the shaft. A long-standing order allows the bucket and rope to defend themselves only in self-defense.

Guarding the winch room are **4 bugbears**. Each is relaxed and carefree, thankful for the “safe” guard duty they’ve drawn. The bugbears do not immediately attack, but instead request information about PCs and their business visiting the Pillar of Vermin. They escort non-hostile PCs to Area F14.

BUGBEARS (4) **CR 2**
XP 600
hp 23 each (*Pathfinder Roleplaying Game Bestiary*, “Bugbear”)

BUCKET AND ROPE, HUGE ANIMATED OBJECT **CR 7**
Pathfinder Roleplaying Game Bestiary, “animated object”
XP 3,200
N Huge construct
Init -2; **Senses** darkvision 60 ft., low-light vision; **Perception** -5

AC 15, touch 6, flat-footed 17 (+9 natural, -2 Dex, -2 size)
hp 93 (7d10+40)
Fort +1, **Ref** -1, **Will** -4
Defensive Abilities hardness 5 (or more); **Immune** construct traits

Speed 40 ft., climb 40ft.
Melee slam +18 (2d6+15)
Special Attacks constrict, grab

Str 30, **Dex** 6, **Con** —, **Int** —, **Wis** 1, **Cha** 1
Base Atk +10; **CMB** + 22; **CMD** 15
SQ construction points

Construction Points: additional movement, constrict, faster, grab

Area F3: Sloping Passage

This 900-foot-long passage slopes downward at a 30-degree angle, descending 300 feet to Area G1.

Area F4: Supply Room (CR 6)

The druids of Rachiss store twenty barrels of fresh water here along the walls. Two unmarked barrels, however, contain crude oil. Stationed here to guard against the return of the retriever are **4 frightened bugbears**. The bugbears are terrified and shaken (-2 to attacks, saves skill and ability checks), and jump at noises and shadows.

BUGBEARS (4) **CR 2**
XP 600
hp 21 each (*Pathfinder Roleplaying Game Bestiary*, “Bugbear”)

Area F5: Collapsed Room

The room lies in shambles, with destroyed support columns lying at odd angles. A rubble-filled passageway is impassable without a great deal of effort to clear the path. The druids sealed the passageway to try to contain the retriever after it entered the mines.

Area F6: Yellow Guard (CR 8)

Small mushrooms and thick feathery mold fill this 15-foot-tall room. Water drips from the ceiling into a pool in a depression in

the center of the floor. Rocks and debris lie on the floor, covered in harmless moss.

The druids of Rachiss placed a guard here to alert them if the retriever should return. A **monstrous gargantuan centipede’s animated exoskeleton** covered in a layer of **yellow mold** waits on the ceiling. This colossal beast covers the majority of the ceiling. A DC 10 Perception check reveals the creature if PCs actively scan the room before entering. The centipede was slain by the retriever and then animated by followers of Rachiss. The priests carefully cultivated the yellow mold on the centipede’s shell, hoping it might have some effect on the retriever if it should return.

Each attack by the centipede releases a cloud of yellow mold spores. The spores fill a 10-foot area surrounding the gargantuan insect.

GARGANTUAN GREAT FOREST CENTIPEDE EXOSKELETON **CR 3**
XP 800
NE Gargantuan undead (skeleton)
Init +5; **Senses** darkvision 60 ft.; **Perception** +0

AC 24, touch 7, flat-footed 23 (+17 natural, -4 size, +1 Dex)
hp 56 (7d8)
Fort +2, **Ref** +3, **Will** +5
Defensive abilities: undead traits, **DR** 5/bludgeoning **Immune** mind-affecting effects, cold

Speed 40 ft., climb 40 ft.
Melee bite +12 (2d8+16 plus yellow mold)

Str 33, **Dex** 13, **Con** —, **Int** —, **Wis** 10, **Cha** 10
Base Atk +5; **CMB** +20; **CMD** 30 (can’t be tripped)
Feats Improved initiative^B

YELLOW MOLD **CR 6**
XP 2,400 (See *Pathfinder Core Rulebook*, Chapter 13, “Environment,” *Slimes, Molds and Fungi*.)

All creatures within 10 feet of the centipede when it attacks or is attacked must make a DC 15 Fortitude save or take 1d3 points of Constitution damage. Another DC 15 Fortitude save is required once per round for the next 5 rounds to avoid taking 1d3 points of Constitution damage each round. A successful save ends this effect. Fire normally destroys the yellow mold, but the interior of the centipede is also covered in mold and protected by the creature’s exoskeleton. Only by slaying the animated centipede can the interior yellow mold be dealt with once and for all.

Area F7: Resting Chamber (CR 6)

Dilapidated wooden bunks surrounded by clutter are pushed against the walls, creating an open space in the center of the room. Scattered among the debris are chitin full plate armor (+6 AC), a masterwork scimitar, a *necklace of natural armor* +2, a *potion of darkvision*, and a *potion of remove disease*. A small 1-foot-diameter ventilation shaft in the center of the ceiling leads to the surface. An iron grate covers the shaft at both ends. Leaves and rubbish now cover the upper grate, blocking light and air.

An **id gray ooze** resides 50 feet up the shaft. It dines on unsuspecting inhabitants that wander into the room. The ooze shoved the furniture and junk aside when it occupied the room before it slid into the shaft. The ooze waits until it senses creatures below it and then drops out of the shaft.

ID GRAY OOZE **CR 6**
Pathfinder Roleplaying Game, “Gray Ooze”
XP 2,400
N Medium ooze
Init +1; **Senses** blindsight 60 ft.; **Perception** -3

AC 9, touch 7, flat-footed 7 (-3 Dex, +2 natural armor)

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hp 70 (4d8+40 plus 4)

Fort +11, **Ref** –2, **Will** –2

Defensive Abilities ooze traits; **Immune** cold, fire

Speed 10 ft.

Melee slam +8 (1d6+5 plus 1d6 acid and grab)

Special Attacks acid, constrict (1d6+5 plus 1d6 acid)

Spell-like Ability (CL 4)

At-will *lesser confusion* (DC 9)

Str 20, **Dex** 5, **Con** 30, **Int** 2, **Wis** 5, **Cha** 5

Base Atk +3; **CMB** +8 (+12 grapple); **CMD** 15 (can't be tripped)

Feats Improved Initiative, Toughness

Skills Stealth +1

SQ transparent

Acid (Ex): The digestive acid that covers a gray ooze dissolves metals and organic material, but not stone. Each slam and constrict attack deals 1d6 additional acid damage.

Armor or clothing worn by a creature grappled by a gray ooze takes the same amount of acid damage unless the wearer succeeds on a DC 20 Reflex saving throw. A wooden or metal weapon that strikes a gray ooze takes 1d6 acid damage unless the weapon's wielder succeeds on a DC 20 Reflex save. The ooze's touch deals 12 points of acid damage per round to wooden or metal objects, but the ooze must remain in contact with the material for 1 full round in order to deal this damage. The save DCs are Constitution-based.

Transparent (Ex): Due to its lack of vivid coloration, a gray ooze is difficult to discern from its surroundings in most environments. A DC 15 Perception check is required to notice the gray ooze. Any creature that fails to notice a gray ooze and walks into it automatically suffers damage as if struck by the ooze's slam attack and is immediately subject to a grab attempt by the ooze.

Empathetic Telepathy (Ex): Id gray oozes can communicate basic empathic information with other id oozes within 100 feet via telepathy.

Area F8: Burnt Corpses

The druids lured the retriever to this room to exterminate the monstrosity. They failed horribly. Two **burned bugbear corpses** lie in the hallway, while a **human's body** lies face down in the chamber. The human corpse wears a shattered chitin breastplate and still grasps a +1 *short spear*. A DC 25 Wisdom check reveals that the man died of exposure to extreme cold. A DC 20 Survival check also reveals that the beings were fleeing the room when they died.

The room contains the trampled and shredded remains of more humanoids, but it is impossible to tell if they were human, bugbear or something else entirely. Nothing else of interest can be found in the gory mess.

Area F9: Collapsing Room

Wooden beams supporting the ceiling of this room are gone, but the ceiling and walls remain intact. Two of the room's four exits have caved in. Lying beneath thousands of small stone insects are 2 **headless bugbear corpses**. The insects are the remnants of an *insect plague* spell cast in vain against the retriever. The druids used the bugbears as fodder as they cast the spell. The bugbears didn't last long enough for the druids to escape unharmed.

Buried in one of the collapsed corridors is a **petrified druid of Rachiss**.

Area F10: Sentries (CR 6)

Watching the room's northern entrance are 4 **bugbears**. The skittish bugbears are terrified after seeing the retriever slay many of their kin,

and jump at the slightest noises. They attack intruders immediately. They react as if shaken (–2 to attacks, saves, skill and ability checks). They have no treasure and do not retreat if pressed. They plead for their lives if given the chance.

BUGBEARS (4)

CR 2

XP 600

hp 26 each. (*Pathfinder Roleplaying Game Bestiary*, “Bugbear”)

Area F11: Barracks (CR 10)

A platoon of guards is recovering in this chamber. They suffered major losses while fighting the retriever. Currently, 26 **bugbears** are here, most severely wounded from a recent battle in which they were sent to stop the tunneling retriever. They attack intruders, seeing PCs as easy prey compared with the hellish construct roaming the mines.

Scattered about the room are 1436 cp, 230 gp, and *potions of purify food and drink* and *water walking*.

BUGBEARS (26)

CR 2

XP 600

hp 10 each. (*Pathfinder Roleplaying Game Bestiary*, “Bugbear”)

Area F12:

The Great Antechamber (CR 11)

The original miners used to meet and eat here. The chamber currently serves as a guard quarters. **Vademn, a half-orc barbarian**, serves Rachiss loyally and is the only guard — mainly because other guards can't stand to share the room with the smelly half-orc. He commands the bugbears in the mines and keeps a close eye on the front tunnels and the riders in the adjacent room. He rides a **huge giant stag beetle** and urges it to trample his opponents. The beetle is his prized possession, and he fights to the death to protect his “baby.” He often spends time polishing the beetle's carapace.

The only furnishings are a bedroll and a fire pit. Vademn's gear is in saddlebags carried by the beetle.

The beetle has difficulty squeezing through the smaller tunnels and generally stays in this large chamber. It wears a specialized saddle, and Vademn wields his falchion while charging. The falchion is fabricated from the mandible of a giant insect. Vademn attacks elves above all others.

VADEMN (HALF-ORC)

CR 10

XP 9,600

Male half-orc barbarian 11

CN Medium humanoid (half-orc)

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

AC 19, touch 12, flat-footed 17 (+7 armor, +2 Dex)

hp 131 (11d10+33)

Fort +13; **Ref** +8 **Will** +6

Defensive Abilities improved uncanny dodge, orc ferocity, uncanny dodge; **DR** 2/– (rage 3/–)

Spd 40 ft.

Melee +20/+15/+10 +2 *elf bane falchion* (2d4+11) or vs. elves

+22/+17/+12 +2 *elf bane falchion* (2d4+11 plus 2d6)

Special Attacks greater rage

Str 22, **Dex** 14, **Con** 16, **Int** 11, **Wis** 10, **Cha** 8

Base Atk +11; **CMB** +17; **CMD** 19

Feats Mounted Combat, Power Attack, Ride-By Attack, Spirited Charge, Trample, Weapon Focus (falchion)

Skills Intimidate +12, Perception +11, Ride +14 (+9 on beetle),

Survival +11; **Racial Bonus** Intimidation +2

Languages Common, Orc

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SQ fast movement, rage powers (increased damage reduction, intimidating glare, mighty swing, powerful blow, unexpected strike), trap sense +3

Combat Gear +2 *elf bane falchion*, +3 *chain shirt*, *cloak of resistance* +3

Description Vademn always wears a set of goggles made from the compound eyes of a giant insect. The goggles do not aid nor hinder the wearer aside from dust protection. A pair of fake antennae is attached to his leather helm. Vademn bathes in the malodorous secretion emitted from the goliath beetle's rear end. He claims it keeps his beetle calm and is a "bonding experience." Despite his nonconformity, Vademn is well respected and feared among the sect.

GOLIATH BEETLE

CR 8

Pathfinder Roleplaying Game, "Beetle, Giant Stag"

XP 4,800

N Huge vermin

Init -1; **Senses** darkvision 60 ft.; **Perception** +0

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

hp 128 (12d8+48)

Fort +12, **Ref** +3, **Will** +4

Immune mind-affecting effects

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

Melee bite +15 (4d6+12)

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

Special Attacks trample (2d6+12, DC 22)

Str 27, **Dex** 8, **Con** 19, **Int** —, **Wis** 10, **Cha** 9

Base Atk +9; **CMB** +19; **CMD** 28 (36 vs. trip)

Skills Fly -9

Area F13: Supplicants (CR 10)

Stringy webs cover the walls, draping like shrouds from the 30-foot-high ceiling. Long hallways lead off the room, but the sticky webbing is concentrated inside the chamber. Small spiders hang on nearly invisible threads about the room.

Three recent additions to the ranks of Rachiss are **3 driders**. The driders traversed the horrors of the lower levels of the mines, losing their leader along the way. Although the druids do not fully trust the driders, they allow them to remain here until their loyalty is proven. So far, the driders are chaotic and unreliable. They viciously and mercilessly attack intruders — even lone druids of Rachiss.

Each drider carries potions of *haste*, *cure serious wounds* and *water breathing*. In addition, the largest drider has a *potion of see invisibility* and a *ring of blinking*.

DRIDERS (3) CR 7

XP 3,200

hp 87, 79, 70 (*Pathfinder Roleplaying Game Bestiary*, "Drider")

Area F14: Initiates' Chamber (CR 11)

Visitors and pilgrims are brought here to indoctrinate them into the cult of Rachiss. Several recruits are currently waiting in the room.

A pillar of stone carved into a woven pattern of insects and other less-savory vermin stands in the center of the room. Bedrolls, packs and personal gear surround the pillar. Lounging in the room are **Yeddo**, **Ovit**, **Lord Dunraith** and **Tunker**, and **3 fighters** (human Ftr3). **Malden the Russet** leads the recruits.

The recruits are waiting to learn where Phyllox is going to send them to protect the Pillar of Vermin. They are eager to "mix it up" and the PCs are welcome targets if they come in acting tough. Malden is suspicious, but willing to talk to new arrivals before attacking. He

will not disobey Rachiss, but he is beginning to doubt the mines as the best home for the vermin shrine.

MALDEN THE RUSSET

CR 7

XP 3,200

NE Medium humanoid

Male human druid 5/ rogue 3

Init +7; **Perception** +13

AC 17, touch 14, flat-footed 14 (+3 armor, +3 Dex, +1 deflection)

hp 42 (5d8 plus 3d8)

Fort +5, **Ref** +7, **Will** +7

Defensive Abilities evasion

Speed 30 ft.

Melee +2 *dagger* +10 (1d4+2/19-20)

Special Attacks sneak attack (2d6), spontaneous casting [summon nature's ally (vermin)]

Spells Prepared (CL 5th):

3rd— *greater magic fang*

2nd— *barkskin*, *bull's strength*, *cat's grace*

1st— *cure light wounds*, *jump*, *longstrider*, *obscuring mist*

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

Str 10, **Dex** 17, **Con** 11, **Int** 12, **Wis** 15, **Cha** 17

Base Atk +5; **CMB** +5; **CMD** 18

Feats Dodge, Mobility, Natural Spell, Spring Attack, Weapon Finesse

Skills Acrobatics +9, Bluff +9, Climb +8, Diplomacy +9, Disable Device +9, Escape Artist +9, Handle Animal (Vermin) +11, Heal +10, Perception +13, Sense Motive +8, Sleight of Hand +6, Spellcraft +9, Stealth +9, Survival +10, Use Magic Device +9

Languages Common, Druidic

SQ nature bond, nature sense, orisons, resist nature's lure, rogue talent [combat trick (Improved Initiative)], trackless step, trapfinding, trap sense +1, wild empathy, wild shape (1/day), woodland stride

Combat Gear: +1 *leather armor*, *ring of protection* +1, +2 *dagger*.

Description: Malden suspiciously welcomes new arrivals without an escort. He answers questions in regards to Rachiss, but not about the mines or its inhabitants. PCs may bluff their way into his trust, but he immediately sends for reinforcements if things turn ugly.

MALDEN THE RUSSET (SPIDER FORM)

CR 7

XP 3,200

NE Medium augmented humanoid

Male human druid 5/ rogue 3

Init +7; **Senses** darkvision 60 ft., tremorsense 60 ft.; **Perception** +13

AC 15, touch 14, flat-footed 12 (+1 natural armor, +3 Dex, +1 deflection)

hp 42 (5d8 plus 3d8)

Fort +5, **Ref** +7, **Will** +7

Defensive Abilities evasion

Speed 30 ft., climb 30ft.

Melee bite +8 (1d6 plus poison)

Special Attacks sneak attack (2d6), spontaneous casting [summon nature's ally (vermin)], web (+8 ranged, DC 14, hp 2)

Spells Prepared (CL 5th):

3rd— *greater magic fang*

2nd— *barkskin*, *bull's strength*, *cat's grace*

1st— *cure light wounds*, *jump*, *longstrider*, *obscuring mist*

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

Str 10, **Dex** 17, **Con** 11, **Int** 12, **Wis** 15, **Cha** 17

Base Atk +5; **CMB** +5; **CMD** 18 (30 vs. trip)

Feats Dodge, Mobility, Natural Spell, Spring Attack, Weapon Finesse

Skills Acrobatics +9, Bluff +9, Climb +8, Diplomacy +9, Disable Device +9, Escape Artist +9, Handle Animal (Vermin) +11, Heal

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+10, Perception +13, Sense Motive +8, Sleight of Hand +6, Spellcraft +9, Stealth +9, Survival +10, Use Magic Device +9

Languages Common, Druidic

SQ nature bond, nature sense, orisons, resist nature's lure, rogue talent [combat trick (Improved Initiative)], trackless step, trapfinding, trap sense +1, wild empathy, wild shape (1/day), woodland stride

Poison (Ex) Bite—injury; save Fort DC 16; *frequency* 1/round for 4 rounds; *effect* 1d2 Strength damage; *cure* 1 save.

TUNKER

CR 5

XP 1,600

LE Medium humanoid

Male hobgoblin fighter 6

Init +1; **Senses** darkvision 60 ft.; **Perception** +0

AC 22, touch 13, flat-footed 21 (+9 armor, +1 Dex, +2 deflection)
hp 59 (6d10+12)

Fort +7, **Ref** +4, **Will** +2

Speed 20 ft.

Melee +1 battle axe +11/+6 (1d8+5/19-20 x3)

Str 17, **Dex** 14, **Con** 15, **Int** 10, **Wis** 11, **Cha** 6

Base Atk +6; **CMB** +9; **CMD** 21

Feats Cleave, Great Cleave, Improved Critical (battle axe), Power Attack, Vital Strike, Weapon Focus (battle axe), Weapon Specialization (battle axe)

Skills Climb +6, Stealth +0, Survival +9; **Racial Modifier** Stealth +4
Languages Common, Goblin, Orc

SQ armor training 1, bravery +2, weapon training 1 (axes)

Combat Gear: +1 full plate of light fortification, masterwork heavy steel shield, +1 battleaxe, bag of 256 gp.

Description: Tunker is a paid, semi-loyal bodyguard for Ovit, but dislikes the bugbears and followers of Rachiss. He grudgingly agreed to follow Ovit here. If spared, he will work for 20 gp per day. Tunker is a brawny brawler who will jump into any scrap if he's been paid to do so – and sometimes just for the thrill of the fight.

LORD DUNRAITH

CR 6

XP 2,400

N Medium humanoid

Male human rogue 7

Init +7; **Perception** +12

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

hp 31 (6d8)

Fort +2, **Ref** +8, **Will** +4

Defensive Abilities evasion

Speed 30 ft.

Melee +1 rapier +9 (1d6+1/18-20x2)

Special Attacks sneak attack (4d6)

Str 10, **Dex** 17, **Con** 11, **Int** 12, **Wis** 15, **Cha** 17

Base Atk +5; **CMB** +5; **CMD** 18

Feats Combat Reflexes, Dodge, Mobility, Spring Attack, Weapon Finesse

Skills Acrobatics +13, Bluff +13, Climb +10, Diplomacy +13, Disable Device +13, Escape Artist +13, Perception +12, Perform +5, Sense Motive +12, Sleight of hand +13, Stealth +13, Use magic Device +13

Languages Common, Druidic

SQ rogue talent [combat trick (Improved Initiative), surprise attack, weapon training (Weapon Focus, rapier)], trapfinding, trap sense +2

Combat Gear: bracers of armor +2, +1 rapier, wand of fireballs (20 charges, CL 8), potions of invisibility, alter self, cure serious wounds.

Description: Dunraith is extravagant and flamboyant to say the

least. He is obsessed with his appearance and uses an overabundance of feathers in his ensemble. He is a master of infiltration and a manipulator who talks himself out of most situations. He is also an agent of Clandestine (see *Splinters of Faith 3: Culvert Operations*) and is currently on assignment to investigate the Druids of Rachiss' activities in the Mines of Honn. Dunraith immediately sides with PCs if they attack the druids. He knows little of the deep mines, other than that the cultists are fearful of going deeper into the dark tunnels.

OVIT

CR 6

XP 2,400

CE Medium humanoid

Male human wizard (evoker) 7

Init +1; **Perception** -2

AC 11, touch 11, flat-footed 10 (+1 Dex)

hp 28 (6d6+6)

Fort +3, **Ref** +5, **Will** +3

Speed 30 ft.

Melee mwk staff +3 (1d6 -1)

Evocation Abilities (CL 7th):

7/day — force missile (1d4+3)

Spells Prepared (CL 7th)

4th—*fire shield*, *stone skin*, *wall of fire*

3rd—*fire ball* x2 (DC 19), *lightning bolt* (DC 19), *sleet storm*

2nd—*acid arrow*, *scorching ray* x2, *summon swarm*, *web* (DC 18)

1st—*mage armor*, *magic missile* x3, *shield*

0—*acid splash*, *flare*, *ray of frost*, *stabilize*

Str 8, **Dex** 13, **Con** 12, **Int** 18, **Wis** 7, **Cha** 9

Base Atk +3; **CMB** +2; **CMD** 13

Feats Combat Casting, Greater Spell Focus (evocation), Improved Familiar, Lightning Reflexes, Nimble Moves, Scribe Scroll^B, Spell Focus (evocation)

Skills Knowledge (arcana) +13, Knowledge (dungeoneering) +13, Knowledge (history) +13, Knowledge (nature) +13, Knowledge (planes) +13, Knowledge (religion) +13, Spellcraft +13

Languages Common, Infernal

Arcane School Evocation (opposition schools: enchantment and divination)

Arcane Bond (familiar)

SQ intense spells (+3 damage evocation spells)

Combat Gear: mwk staff, wand of protection from law (7 charges, CL 3), 245 gp, jade nose ring (75 gp).

Description: Ovit is creepy, from his thin greased hair to his dirt-caked robes. Ovit joined the ranks of Rachiss at the behest of his peculiar familiar. His low Wisdom allows the cult to take advantage of the wicked mage at every opportunity. Ovit employs Tunker as a bodyguard. Draheim, his familiar, always takes the form of a Small centipede looped around his neck.

DRAHEIM, QUASIT FAMILIAR

XP 600

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

Init +6; **Senses** darkvision 60 ft.; **Perception** +9

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

hp 14 (3d10); fast healing 2

Fort +3, **Ref** +5, **Will** +4

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

Defensive Abilities improved evasion

Speed 20 ft., fly 50 ft. (perfect)

Melee 2 claws +7 (1d3–1 plus poison), bite +7 (1d4–1)

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

Spell-Like Abilities (CL 6th)

At will—*detect good*, *detect magic*, *invisibility* (self only)

1/day—*cause fear* (30-foot radius, DC 11)

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1/week—*commune* (six questions)

Str 8, **Dex** 14, **Con** 11, **Int** 11, **Wis** 12, **Cha** 11

Base Atk +3; **CMB** +0; **CMD** 12

Feats Alertness, Improved Initiative, Weapon Finesse

Skills Bluff +6, Fly +20, Intimidate +6, Knowledge (planes) +6, Perception +9, Sense Motive +3, Stealth +16

Languages Abyssal, Common; telepathy (touch)

SQ change shape (2 of the following forms: bat, Small centipede, toad, or wolf; *polymorph*), deliver touch spells, empathetic link, share spells

Poison (Ex) Claw—injury; *save* Fortitude DC 13; *frequency* 1/round for 6 rounds; *effect* 1d2 Dexterity; *cure* 2 consecutive saves.

YEDDO

XP 4,800

CE Medium humanoid

Male halfling rogue 9

Init +10; **Perception** +15

AC 22, touch 18, flat-footed 15 (+4 armor, +6 Dex, +1 size, +1 Dodge)

hp 51 (9d8-9)

Fort +3, **Ref** +13, **Will** +4 (+6 vs. fear)

Defensive Abilities evasion

Speed 20 ft.

Melee +3 *small throwing dagger of returning* +15/+10 (1d3+3/18-20x2) or *small masterwork throwing dagger* +13/+8 (1d3/18-20x2)

Range +3 *small throwing dagger of returning* +15 (1d3+3/18-20x2) and *small masterwork throwing dagger* +8 (1d3+1/18-20x2) or *small masterwork throwing dagger* +13/+8 (1d3/18-20x2)

Special Attacks sneak attack (5d6)

Str 10, **Dex** 22, **Con** 9, **Int** 14, **Wis** 10, **Cha** 14

Base Atk +6; **CMB** +12; **CMD** 21

Feats Agile Maneuvers, Dodge, Improved Initiative^B, Mobility, Spring Attack, Weapon Finesse^B, Weapon Focus^B (dagger), Wind Stance

Skills Acrobatics +21, Bluff +10, Climb +13, Disable Device +19, Escape Artist +19, Perception +15, Sense Motive +13, Sleight of hand +19, Stealth +23, Use magic Device +10; **Racial Modifications** +4 Stealth (size), +2 Acrobatics, Climb, Perception

Languages Common, Halfling

SQ improved uncanny dodge, rogue talent [combat trick (Improved Initiative), finesse rogue, surprise attack, weapon training (Weapon Focus, dagger)], trapfinding, trap sense +3

Combat Gear: masterwork leather armor, bandolier with small masterwork throwing daggers (x12), +3 *small throwing dagger of returning*, *bracers of armor* +4 (holds 6 masterwork small throwing daggers each), *potions of cat's grace*, *invisibility* and *silence*.

Description: Yeddo wanders the lands in search of chaos and bloodshed. He found the Mines of Honn and enjoys the current chaos in the mines as the factions clash. After causing as much damage as possible, he will stalk PCs throughout their stay, attacking and retreating.

FIGHTER (3)

XP 600

N Medium humanoid

Female human fighter 3

Init +1; **Perception** +0

AC 22, touch 11, flat-footed 21 (+9 armor, +1 Dex, +2 shield)

hp 27 (3d10+6)

Fort +5, **Ref** +2, **Will** +2

Speed 20 ft.

Melee masterwork longsword +7 (1d8+2/19-20)

Str 15, **Dex** 13, **Con** 14, **Int** 10, **Wis** 12, **Cha** 11

Base Atk +3; **CMB** +5; **CMD** 16

Feats Cleave, Power Attack, Vital Strike, Weapon Focus (long sword)

Skills Climb +2, Ride +7, Survival +7

Languages Common

SQ armor training 1, bravery +1

Combat Gear: masterwork longsword, masterwork full plate armor, masterwork heavy steel shield

Description: These three youthful ex-soldiers hail from the Shield Basilica (See *Splinters of Faith 7: The Heir of Sin*). They tired of the constant male bravado and abandoned their posts within the Shield to seek their own fortune. Their only loyalty is to each other. A 100 gp reward for each woman is offered for their safe return to the Shield to face justice for desertion. One of the fighters was vain enough to steal the wanted poster and keeps it with her belongings.

Area F15: Carcass

The husk of an enormous beetle sits in the corner. The druids plan to animate the exoskeleton as a future guardian once they eliminate the retriever. The 10-foot-long shell is menacing, but completely harmless.

Area F16: Hell Curtains (CR 8)

Four bulky wool curtains close off this passage. The miners hung these dividers to help contain the coal dust that billows through much of the mine. The curtains are black with grit.

One curtain (marked with an X) is the nest of a **hellwasp swarm**. The insects cling to the back of the curtain. The druids summoned the infernal insects but barely have any control over them. The druids now use candles that emit a soothing pheromone that allows them to pass through the curtain dividers without angering the insects. A natural crack in the cavern wall follows a circuitous route to the outside, allowing the insects to swarm outside to hunt. The hellwasps engulf PCs pushing through their curtain nest.

HELLWASP SWARM

CR 8

XP 4,800

LE Diminutive magical beast (extraplanar, evil, swarm)

Init +10; **Senses** darkvision 60 ft., low-light vision; **Perception** +6

AC 20, touch 20, flat-footed 14; (+6 Dex, +4 size)

hp 103 (10d10+33)

Fort +9, **Ref** +13, **Will** +6

Defensive Abilities swarm traits; **DR** 10/magic; **Immune** weapon damage; **Resist** fire 10; swarm traits

Spd 5 ft., fly 40 ft. (good)

Melee swarm (3d6 plus poison)

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

Special Attacks distraction (DC 17), inhabit, poison

Str 1, **Dex** 22, **Con** 14, **Int** 6, **Wis** 13, **Cha** 9

Base Atk +10; **CMB** —; **CMD** —

Skills Fly +14, Perception +6

Feats Ability Focus (poison), Alertness, Improved Initiative, Iron Will, Skill Focus (Fly), Toughness

SQ swarm traits, hivemind

Poison (Ex): Swarm—injury; *save* Fort DC 16; *frequency* 1/round for 4 rounds; *effect* 1d6 Dexterity damage; *cure* 1 save. The save DC is Constitution-based.

Inhabit (Ex): A hellwasp swarm can enter the body of a helpless or dead creature by crawling into its mouth and other orifices. Inhabiting requires 1 minute, and the victim must be Small, Medium or Large (although four swarms working together can inhabit a Huge creature). The swarm can abandon the body at any time, although doing this takes 1 full round. Any attack against the host deals half

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damage to the hellwasp swarm as well, although the swarm's resistances and immunities may negate some or all of this damage.

If a hellwasp swarm inhabits a dead body, it can restore animation to the creature and control its movements, effectively transforming it into a zombie of the appropriate size for as long as the swarm remains inside. If a hellwasp swarm inhabits a living victim, it can neutralize the effects of its own poison and control the victim's movement and actions as if using *dominate monster* on the victim. The hellwasps quickly consume a living victim, dealing 2d4 points of Constitution damage per hour they inhabit a body. A body reduced to Constitution 0 is dead.

A hellwasp-inhabited creature is relatively easy to spot, since its skin crawls with the forms of insects inside. The swarm is intelligent enough to attempt to hide beneath loose clothing or a large cloak to keep its presence from being detected. The swarm can attempt a Stealth check to conceal its inhabitation of a host, with a -4 penalty if currently inhabiting a Small host.

A *remove disease* or *heal* spell cast on an inhabited victim forces the hellwasp swarm to abandon its host.

Hivemind (Ex): Any hellwasp swarm with at least 1 hit point per Hit Die (or 12 hit points, for a standard hellwasp swarm) forms a hive mind, giving it an Intelligence of 6. When a hellwasp swarm is reduced below this hit point threshold, it becomes mindless.

Area F17: Infirmary (CR 4)

Lying on dirty skins on the floor are 15 **dying and wounded bugbears**. Just 10 of the wounded bugbears are capable of fighting, although they put up little resistance. Most simply tend to their comrades and ignore intruders. They have no treasure.

BUGBEARS (10) CR 2

XP 600

hp 3 each. (*Pathfinder Roleplaying Game Bestiary*, "Bugbear")

Area F18: Chieftess's Chamber (CR 10)

Salvaged mining tools and equipment pack this room. The bugbears use the tools to collapse portions of the mine and to excavate abandoned areas. A mining cart filled with rags and furs serves as a bed for **Vormalguz**, the **bugbear chieftess**. Vormalguz is intelligent for a bugbear and concerned about her tribe's predicament.

She recently made a pact with the followers of Rachiss that she thought would benefit her tribe. Instead, the druids have used her tribe as meat shields against the retriever. When the bugbears retreated, the druids slew the deserters to show their displeasure. Rumors of an uprising and revolt against her leadership eat at Vormalguz's thoughts. Diplomatic PCs may be able to make a pact with Vormalguz against the druids. She will quickly renege on any pact if it is to her advantage.

VORMALGUZ (BUGBEAR CHIEFTAIN)

CR 9

XP 6,400

Female bugbear barbarian 4, rogue 4

CE Medium humanoid (bugbear)

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

AC 19, touch 12, flat-footed 17 (+2 armor, +1 Dex, +1 Dodge, +3 natural, +2 shield)

hp 106 (3d8+6 plus 4d12 +8 plus 4d8 +8)

Fort +8, **Ref** +11, **Will** +3

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

Speed 40 ft.

Melee +3 *morningstar* +17/+12 (1d8+7)

Ranged javelin +12 (1d6+4)

Special Attacks rage, sneak attack (2d6)

Str 18, **Dex** 16, **Con** 15, **Int** 15, **Wis** 10, **Cha** 11

Base Atk +9; **CMB** +13; **CMD** 26

Feats Dodge (rogue talent), Improved Initiative, Intimidating Prowess, Skill Focus (Intimidate), Skill Focus (Perception), Vital Strike, Weapon Focus (Morningstar)

Skills Acrobatics +16, Bluff +7, Climb +17, Disable Device +9, Intimidate +24, Perception +19, Sense motive +7, Stealth +17, Survival +14, Swim +17; **Racial Modifiers** +4 Intimidate, +4 Stealth
SQ stalker

Languages Common, Goblin

SQ fast movement, improved uncanny dodge, rage powers (intimidating glare, powerful blow), rogue talent [bleeding attack, combat trick (Dodge)], trap sense +2

Stalker (Ex) Perception and Stealth are always class skills

Combat Gear leather armor, heavy wooden shield, +3 *morningstar*, *potions of haste*, *heroism* and *cure serious wounds*, diamond pendent (500 gp).

New Deity: The Destroyer

Lesser god of chaotic slaughter

Alignment: Chaotic Evil

Domains: Chaos, Evil, Trickery, War

Typical Worshipers: Ogres, bugbears, trolls, evil barbarians

Favored Weapons: Morningstar

Not much is known of The Destroyer, mainly due to his followers' inability to produce written scripture. His philosophy and history are passed down orally from generation to generation, each adding boastful details. The Destroyer has an insatiable lust for bloodshed and horrific sacrifice. His followers relish combat and seek out weak opponents to dominate.

The Destroyer appears differently to each group of followers. He typically has the common trait of appearing as an enraged, muscular version of the race in question. He rarely appears or grants requests, preferring to let the strongest survive as fate weeds out the weak.

Area F19: Spiritual Leader (CR 10)

Noxious incense and pungent herbs assault PCs' senses in this roughly oval-shaped chamber. White smoke smolders from a five-foot-deep fire pit. A cauldron suspended on a chain hangs into the pit. The wizened **Dungfie**, the **bugbear's shaman** and spiritual leader, lives here. A loyal follower of The Destroyer, Dungfie preaches through fear, forcing devotion and homage to his deity. He is determined not to let this uneasy affiliation with the druids interfere with his clan's devotion to "The Destroyer." He plots against Vormalguz in hopes of replacing her as chieftain someday. He sabotages her reputation and belittles her tactics whenever possible. So far, his deceptions are undiscovered.

DUNGFIE (BUGBEAR SHAMAN)

CR11

XP 12,800

CE Medium humanoid (goblinoid)

Male bugbear cleric 10

Init +2; **Senses** darkvision 60 ft., scent; **Perception** +8

Aura evil

AC 30, touch 11, flat-footed 29 (+9 armor, +1 Dex, +3 natural, +7 shield)

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hp 88 (3d8+12 plus 8d8+32)
Fort +12, **Ref** +8, **Will** +8

Speed 20 ft.

Melee +2 *morningstar* +13/+8 (1d8+5)

Ranged javelin +11 (1d6+3)

Special Attacks channel negative energy (5d6, DC 16), spontaneous casting (inflict spells)

Domain Spell-like Abilities (CL 10th):

6/day—touch of evil (5 rounds)

1/day—scythe of evil (5 rounds)

10 rounds/day—copycat, master's illusion

Spells Prepared (CL 10th):

5th—*dispel good*^D, *slay living*, *wall of stone*

4th—*confusion*^D, *divide power*, *giant vermin*, *poison*, *unholy blight*

3rd—*bestow curse*, *cure serious wounds*, *invisibility purge*, *magic circle against good*^D, *prayer*

2nd—*bear's endurance*, *bull's strength*, *death knell*, *hold person*, *invisibility*^D, *spiritual weapon*

1st—*bless*, *disguise self*^D, *divine favor*, *doom*, *shield of faith*, *summon monster I*

0 (at will)—*bleed*, *create water*, *guidance*, *stabilize*

D domain spells; **Domains** evil, trickery

Str 16, **Dex** 14, **Con** 18, **Int** 10, **Wis** 10, **Cha** 9

Base Atk +9; **CMB** +12; **CMD** 24

Feats Improved Channel, Intimidating Prowess, Shield Focus (Tower Shield), Skill Focus (Perception), Tower Shield, Weapon Focus (*morningstar*)

Skills Intimidate +8, Perception +8, Stealth -5; **Racial Modifiers**

+4 Intimidate, +4 Stealth

SQ stalker

Combat Gear full plate, +2 *morningstar*, +2 tower shield, divine scroll (*blade barrier*, *harm*, *commune*, CL 12).

Stalker (Ex) Perception and Stealth are always class skills for bugbears.

Area F2o: The Falls Below

Earthquakes destroyed the floor here, creating a crack along the opposite wall that allows a stream to pour into a gaping crevasse. The crack is just 3 feet tall, but 60 feet wide. Water pours from the crack in a miniature waterfall that cascades across the floor before falling 300 feet into the crevasse and an underground lake (Area G12).

The bugbears throw victims into the crevasse to sacrifice them to The Destroyer.

Area F2i: Disciple of Rachiss (CR 12)

This finished room is painted black and decorated with draping webs. Large garish elven text painted in red covers the walls. **Eris Militaris**, a twisted and insane female elf, writes rambling tracts of indescribable evil on the walls, most of which involve her family and elven society in general. A cocoon-like hammock of silk rope in the corner serves as her bed. An easel holds an unfinished, but already nightmarish painting of demonic spiders feasting on elvish children. A nearby table holds brushes and oil paints. Eris is the cult's second in command.

ERIS MILITARIS

XP 6,400

NE Medium humanoid

Female elf druid 10/sorceress 2

Init +3; **Senses** low-light vision; **Perception** +18

AC 14, touch 14, flat-footed 10 (+3 Dex, +1 Dodge)

hp 84 (10d8 +10 plus 2d6+2)

Fort +11, **Ref** +9, **Will** +16 (+18 vs. Enchantment)

Immune venom

Speed 30 ft.

Melee 2 claws +11 (1d4+3)

Special Attacks spontaneous casting [*summon nature's ally* (vermin)]

Druid Spells Prepared (CL 10th):

5th—*insect plague*, *stone skin*

4th—*ice storm*, *giant vermin*, *spike stones*

3rd—*greater magic fang*, *protection from energy*, *stone shape*, *wind wall*

2nd—*barkskin*, *cat's grace*, *flame blade*, *gust of wind*, *owl's wisdom*

1st—*charm animal*, *faerie fire*, *jump*, *longstrider*, *produce flame*

0 (at will)—*flare*, *light*, *resistance*, *stabilize*

Spells Known (CL 2nd, melee touch +12, range touch +12)

1st (5/day)—*mage armor*, *shield*

0 (at will)—*acid splash*, *dancing lights*, *flare*, *resistance*, *touch of fatigue*

B Bloodline spell; **Bloodline** abyssal

Str 10, **Dex** 16, **Con** 12, **Int** 11, **Wis** 16, **Cha** 17

Base Atk +8; **CMB** +11; **CMD** 21

Feats Augment Summoning, Dodge, Eschew Materials^B, Natural Spell, Shape Master*, Spell Focus (conjuration), Spell Focus (enchantment)

Skills Bluff +8, Fly +16, Handle Animal (vermin) +16, Perception +18, Spell Craft +5, Survival +16; **Racial Modifications** Perception +2

Languages Common, Druidic, Elven

SQ nature bond, nature sense, orisons, resist nature's lure, trackless step, venom immunity, wild empathy, wild shape (4/day), woodland stride

Combat Gear: *potion of divine favor* (CL 9), *amulet of mighty fists* +3, *cloak of resistance* +3

Claws (Ex): With her abyssal blood line, Eris can grow claws as a free action.

Description: As a surface elven child, Eris Militaris was plagued by mental demons and corrupting delusions. Visions of horrific spider-like fiends filled her soul with hate. Unaccepted by the drow followers of the spider demoness, she turned to Rachiss for solace. Eris bleaches her hair white, and her skin is pale from years spent underground. She dresses in a revealing black leather tunic adorned with silver spiders and centipedes. Despite her appearance, her beautiful heritage still shows.

ERIS MILITARIS (HUGE SPIDER FORM)

CR 11

XP 6,400

NE Huge humanoid

Female elf druid 10/sorceress 2

Init +3; **Senses** darkvision 60 ft., tremorsense 60 ft., low-light vision; **Perception** +22

AC 16, touch 11, flat-footed 13 (+2 Dex, +1 Dodge, +5 natural, -2 size)

hp 84 (10d8 +10 plus 2d6+2)

Fort +11, **Ref** +8, **Will** +16 (+18 vs. enchantment)

Immune venom

Speed 30ft., climb 30 ft.

Melee bite +12 (1d8+5 plus poison) and 2 claws +12 (1d6+5)

Special Attacks spontaneous casting [*summon nature's ally* (vermin)], web (+10 ranged, DC 17, hp 12)

Druid Spells Prepared (CL 10):

5th—*insect plague*, *stone skin*

4th—*ice storm*, *giant vermin*, *spike stones*

3rd—*greater magic fang*, *protection from energy*, *stone shape*, *wind wall*

2nd—*barkskin*, *cat's grace*, *flame blade*, *gust of wind*, *owl's wisdom*

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1st—charm animal, faerie fire, jump, longstrider, produce flame

0 (at will)—flare, light, resistance, stabilize

Spells Known (CL 2nd, melee touch +10, range touch +10)

1st (5/day)—mage armor, shield

0 (at will)—acid splash, dancing lights, flare, resistance, touch of fatigue

B Bloodline spell; **Bloodline** abyssal

Str 16, **Dex** 14, **Con** 12, **Int** 11, **Wis** 16, **Cha** 17

Base Atk +8; **CMB** +11; **CMD** 21(33 vs. trip)

Feats Augment Summoning, Dodge, Eschew Materials^B, Natural Spell, Shape Master*, Spell Focus (conjunction), Spell Focus (enchantment)

Skills Climb +18, Bluff +8, Fly +13, Handle Animal (vermin) +16, Perception +22, Spell Craft +5, Survival +16, Stealth -1 (+3 in webs); **Racial Modifications** +6 Perception, +4 Stealth (+8 in webs), +16 Climb

Languages Common, Druidic, Elven

SQ nature bond, nature sense, orisons, resist nature's lure, trackless step, venom immunity, wild empathy, wild shape (4/day), woodland stride

Combat Gear: *potion of divine favor* (CL 9), *amulet of mighty fists* +3, *cloak of resistance* +3

Claws (Ex): With her abyssal blood line, Eris can grow claws as a free action.

Poison (Ex) Bite—injury; save Fort DC 17; frequency 1/round for 4 rounds; effect 1d2 Strength damage; cure 1 save.

MEDIUM SPIDER COMPANION

N Medium vermin

Init +3; **Senses** darkvision 60 ft., tremorsense 60 ft.;

Perception +4

AC 20, touch 13, flat-footed 17 (+7 armor, +3 Dex)

hp 66 (9d8+3)

Fort +6, **Ref** +6, **Will** +3

Defensive Abilities evasion; **Immune** mind-affecting effects

Speed 30 ft., climb 30 ft.

Melee bite +8 (1d6+2 plus poison)

Special Attack web (+11 ranged, DC 14, hp 9)

Str 14, **Dex** 20, **Con** 12, **Int** —, **Wis** 10, **Cha** 2

Base Atk +6; **CMB** +2; **CMD** 15 (27 vs. trip)

Skills Climb +18, Perception +4 (+8 in webs), Stealth +9 (+13 in webs); **Racial Modifiers** +4 Perception, +4 Stealth (+8 in webs), +16 Climb

SQ link, share spells

Poison (Ex) Bite—injury; save Fort DC 17; frequency 1/round for 4 rounds; effect 1d2 Strength damage; cure 1 save.

Area F22: Water-Filled Tunnel

The ceiling of the room slants down toward the water at both ends of the room, leaving water-filled tunnels that continue on under the stone. The steaming water travels through the 4-foot-high passages, passing slowly from Area F24 through this water-filled tunnel to Area F23, then on to Area F20 through another tunnel. From Area F20, the water pours through a 3-foot-tall crack and dumps into a natural crevice. Although the water does not pose a direct danger,



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the stench of sulfur remains on PCs who attempt to swim through either of the tunnels.

Area F23: The Retrieving Ground (CR II)

A steaming aquifer splits this massive cavern. The air is filled with the stench of rotting eggs, caused by natural sulfur deposits carried up with the water. The underground pool bubbles and sputters as the sulfur releases, and the aquifer's stone banks are coated in the white, crusty mineral. Wide stone columns rise out of the water, connecting with the ceiling 50 feet overhead. Deep gashes mar the walls, floor and ceiling.

A 5-foot-wide wooden bridge winds around four of the stone pillars to the other rocky bank. Crystal mineral deposits crust the wooden planks, and steel spikes fasten the bridge to each rock spur. The wooden bridge is sturdy, despite being a bit wobbly. PCs must make DC 15 Acrobatics checks to cross the planks if they try to go faster than a normal move action.

The aquifer's water is hot, but not enough to cause serious injury. The sulfur stench, however, is powerful enough to sicken PCs. Anyone in the room must make a DC 10 Fortitude save every round or become nauseated for 1d6 rounds. The water exits under the wall and travels 20 feet before falling into a crevasse (Area F20).

PCs who cross to the opposite bank find themselves standing amid 20-foot-tall mounds of broken rock and coal debris. A 20-foot-wide opening in the wall between the massive piles of dirt and rock leads downward into stifling darkness. Digging sounds rise from the hole, and coal particles float out of the tunnel like a dark mist.

Soon after the druids summoned the **derghodaemon Ssaraclakk**, a **retriever** was sent to bring back the rogue daemon. The

derghodaemon escaped, losing the retriever in the narrow mines. The retriever was barely able to squeeze into the 10-foot mine corridors, but doing so put it at risk of being damaged by the druids of Rachiss. The druids, for their part, relentlessly attacked the creature, despite heavy losses. The monstrosity retreated to this sulfur-filled cavern to devise a new plan to get to the derghodaemon, even as the druids collapsed tunnels in the hope of sealing the creature safely away from the Pillar of Vermin.

Since the retriever cannot get to the derghodaemon using the mine's normal passages, it decided to skip the tunnels entirely and tunnel directly toward Ssaraclakk. The massive construct is currently 150 feet down a new tunnel it is hacking and gouging into the coal and rock. Occasionally, it carries chunks of rock out of the tunnel to clear room so it can continue. The retriever drops the chunks of stone onto the growing piles beside the tunnel entrance, and then returns to its work.

The piles of stone are composed of shifting, loose rocks. Climbing the rock piles is easy, but anyone doing so must make a DC 20 Stealth check. Failure means the PC dislodges rocks that crash to the floor, alerting the retriever.

RETRIEVER

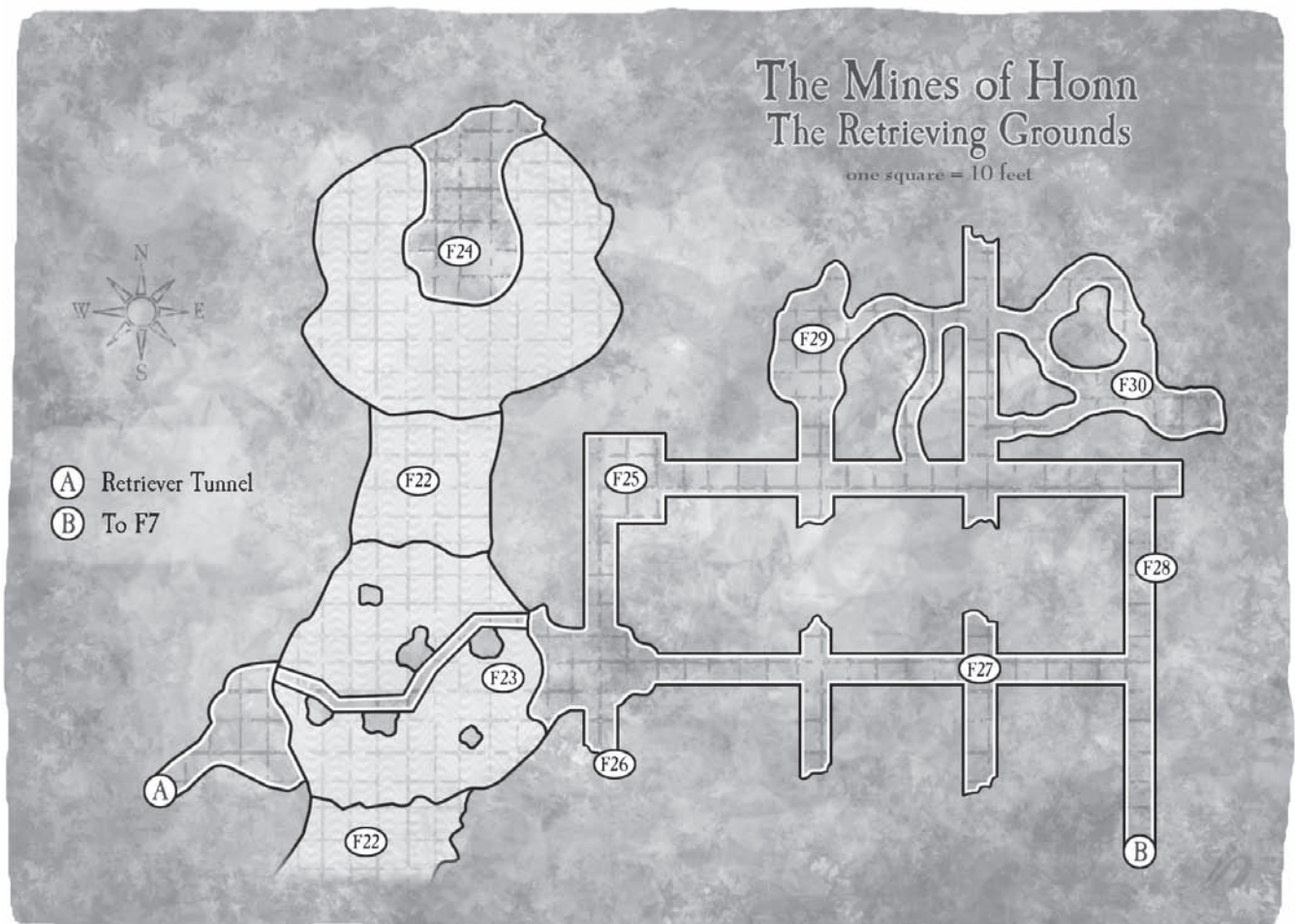
XP 12,800

hp 192 (*Pathfinder Roleplaying Game Bestiary*, "Retriever")

CR 11

Tactics: The retriever continues digging unless disturbed. Once it hears sounds in the cavern behind it, the creature stops to determine what is approaching it from behind. It moves toward the tunnel mouth to confront the intruders, using the floating dust from its digging and the darkness inside the coal shaft to conceal its presence. Treat the coal dust hanging heavy in the air as an *obscuring mist*.

Once the retriever deals with any threat, it immediately resumes digging. The retriever does not leave the chamber, and PCs can easily



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escape the creature if they turn and run. If they don't retreat, the retriever doesn't cut them any slack. It attacks mercilessly, wanting nothing more than to return to its digging to get to the derghodaemon.

Area F24: Gloom Island (CR 8)

The floor of this chamber drops into a 75-foot-deep water-filled pit. The entrance tunnel arrives 5 feet underwater in the side of the pit wall. Water heated deep underground keeps the room filled with clouds of steam.

Glistening crystals cover the wall and 20-foot-high domed ceiling. An island formed of thick mineral deposits sits opposite the underwater entrance. A dormant **gloom crawler** that makes its lair on the island awakens if creatures enter the room. After 5 rounds, the hungry creature investigates any disturbance in Area F23. It is wary of the retriever and waits until the retriever has been defeated before entering and picking off the survivors.

The gloom crawler sits on leftovers of past meals. Below the huge beast are a *helm of underwater action*, a *wand of summon monster III* (CL 8, 23 charges), a +1 *greatsword*, and a *belt of incredible dexterity* +4

GLOOM CRAWLER

CR8

The Tome of Horrors 2 by Necromancer Games, Page 81.

XP 4,800

N Huge magical beast

Init +6 (+2 Dex, +4 Improved Initiative); **Senses** all-around vision, darkvision 60 ft., low-light vision, tremorsense 60ft.; Perception +11

AC 18, touch 10, flat-footed 16 (+2 Dex, +8 natural, -2 size)

hp 80 (10d10 (magical beast) +30)

Fort +10 (good 7, +3 Con), **Ref** +9(good 7, +2 Dex), **Will** +4(bad 3, +1 Wis)

Weakness vulnerability to light

Speed 20 ft.

Melee, 8 tentacles +16 (10 base, -2 size, +7 Str, +1 Weapon Focus) (1d8+7 plus grab) and bite +11 (5 base, -2 size, +7 Str, +1 Weapon Focus) (2d6+3 ½ Str)

Space 15 ft.; **Reach** 15 ft. (30 ft. with tentacle)

Special Attack constrict (tentacle, 1d8+7), improved grab

Str 24, **Dex** 14, **Con** 16, **Int** 4, **Wis** 12, **Cha** 2

Base Atk +10 (base); **CMB** +19 (10 base, +2 size, +7 Str) (+23 grapple improved grab); **CMD** 31 (can't be tripped) (10 base, +10 Base Attack, +2 size, +7 Str, +2 Dex)

Feats (5 10HD magical beast) Alertness, Improved Initiative, Weapon Focus (tentacle, bite), Stealthy

Skills [2+Int (-3) x hd 10 = 10] Escape Artist +12 (5 rank, +3 class, +2 Dex, +2 Stealthy), Perception +11 (+5 rank, +3 class, +1 Wis, +2 Alertness), Sense Motive +3 (+2 Alertness, +1 Wis) Stealth +4 (+10 racial, -8size, +2 Stealthy); **Racial Modifiers** +10 Escape Artist and Stealth

Area F25:

A Light in the Dark (CR 6)

A single candle lit with a *continual flame* sits in this otherwise empty room. Fleeing druids of Rachiss left the candle. Before he left, Phyllox summoned a **shadow demon** to watch over the retriever. The demon uses *magic jar* (Will, DC 19) to possess the strongest warrior PC. Once merged, the demon guides the party to the retriever or other dangers. The shadow demon disdains physical combat and flees if discovered or confronted outside a PC's body.

SHADOW DEMON

CR 7

XP 3,200

hp 83 (*Pathfinder Roleplaying Game Bestiary*, "Demon, Shadow")

Area F26: Missing Floor

The floor collapses into a muddy, slime-covered pit. The crevasse is 50 feet deep and ends in a shallow, 5-foot-deep pool of stagnant water. The hall continues on the other side of the morass.

Area F27: Broken Statues

Broken statues stand in various combat poses. These bugbears and druids met their end in a somewhat less-gruesome manner than their compatriots. Scattered among the statues are other decomposing and burned body parts of various humanoids. The corridor reeks of decay. The jarring sound of hammering against stone comes from the corridor's far end (Area F23).

Area F28: Breakdown

Large rocks and crumbling gravel piles choke these passages. A narrow, excavated tunnel travels through the breakdown to the other side. The passage is stable, but requires a DC 10 Escape Artist check for a normal, unarmored Medium-size creature to squeeze through (armor penalty checks apply). Small creatures halve their movement in the close quarters. Failing the check by 5 or more results in the PC becoming wedged in the tunnel, unable to move. Stuck PCs must be carefully dug out, which requires tools and 1d4 hours of labor.

Area F29: Refuse

Gnawed bones, scraps of armor and bloody remains litter the floor. A **behir** casts its leftovers into these tunnels.

Area F30: Behir's Lair (CR 8)

Before the druids of Rachiss moved in, a **behir** named **Sympaltrist** ruled the upper levels of the Mines of Honn. The evil druids summoned fiendish insect companions to roam the tunnel and eventually forced the behir to hide just to survive the constant attacks. Scared and frightened, Sympaltrist is too nervous to attack outright because of a recent run-in with the retriever, which the behir mistakenly believes that the druids summoned specifically to get rid of it. The behir waits to see if PCs follow Rachiss before attacking. A DC 15 Diplomacy check calms the behir enough for conversation and/or an alliance to rid the mines of the druids of Rachiss. If the PCs are hostile or aggressive, the behir immediately attacks and fights to the death to defend its last safe haven.

Sympaltrist knows the evil cult worships a vile insect deity named Rachiss. It knows nothing of the lower levels and does not venture there under any circumstances. The behir wears a *ring of spider climbing* on one claw.

SYMPALTRIST (BEHIR)

CR 8

XP 4,800

hp 135 (*Pathfinder Roleplaying Game Bestiary*, "Behir")

Tactics: Sympaltrist uses his prized ring to run along the ceiling to attack from above. The behir prefers to attack and retreat after swallowing an opponent.

Area F31: Discarded Pane

An 8-foot-tall-by-4-foot-wide pane of volcanic glass leans against the wall in this dead-end room. A jagged crack runs down its center, making the pane useless for replacing the broken glass in the temple. The glass broke when it was originally brought out, and the miners left it behind. The right-hand passage is collapsed, although a hole visible through the rubble reveals a small room beyond.

Area F32: The Secluded Chamber (CR 14)

Without magic or 2d6 hours of excavation, this chamber is accessible only by Small creatures. **Phyllox**, the great druid of Rachiss, uses the room as his resting quarters. It provides an out-of-the-way area where he can go and not be bothered.

The room's exits collapsed during the great cataclysm that closed the Mines of Honn. Meager furnishings fill the room. A mound of furs and blankets serve as bedding, and a table built from planks and rocks holds a few sheets of paper, bottles and dirty dishes. Softly glowing beetles cover the room's interior, a crawling mass of clicking insects that coats the walls. The majority of the thousands of immature fire beetles are too small to be any threat, but they coat the walls in a foot deep layer that hides the larger threats.

Hiding among the normal insects are: **Phyllox** in the shape of a fire beetle; **Phyllox's vermin companion**; and **16 fire beetles**. **Phyllox** is proud of his beetles and keeps them healthy and well fed. Unless called elsewhere to deal with intruders, **Phyllox** remains in his room.

The crude table contains papers detailing vile recruiting methods and a roster of current cult members. A *divine scroll* (*reincarnation*, but it only reincarnates the recipient as a ettercap, *creeping doom*, *giant vermin*, and *repel vermin*; CL14), and *potions of greater magic fang* +3, *barkskin* +4, *neutralize poison* and *water breathing* sit on the table. If PCs have not dealt with Ilan and Ethea in town (Area E5), the papers here are enough to convince the townspeople of their treachery.

GIANT FIRE BEETLES (16)

CR 1/3

XP 135

hp 7 each (*Pathfinder Roleplaying Game Bestiary*, "Beetle, Fire")

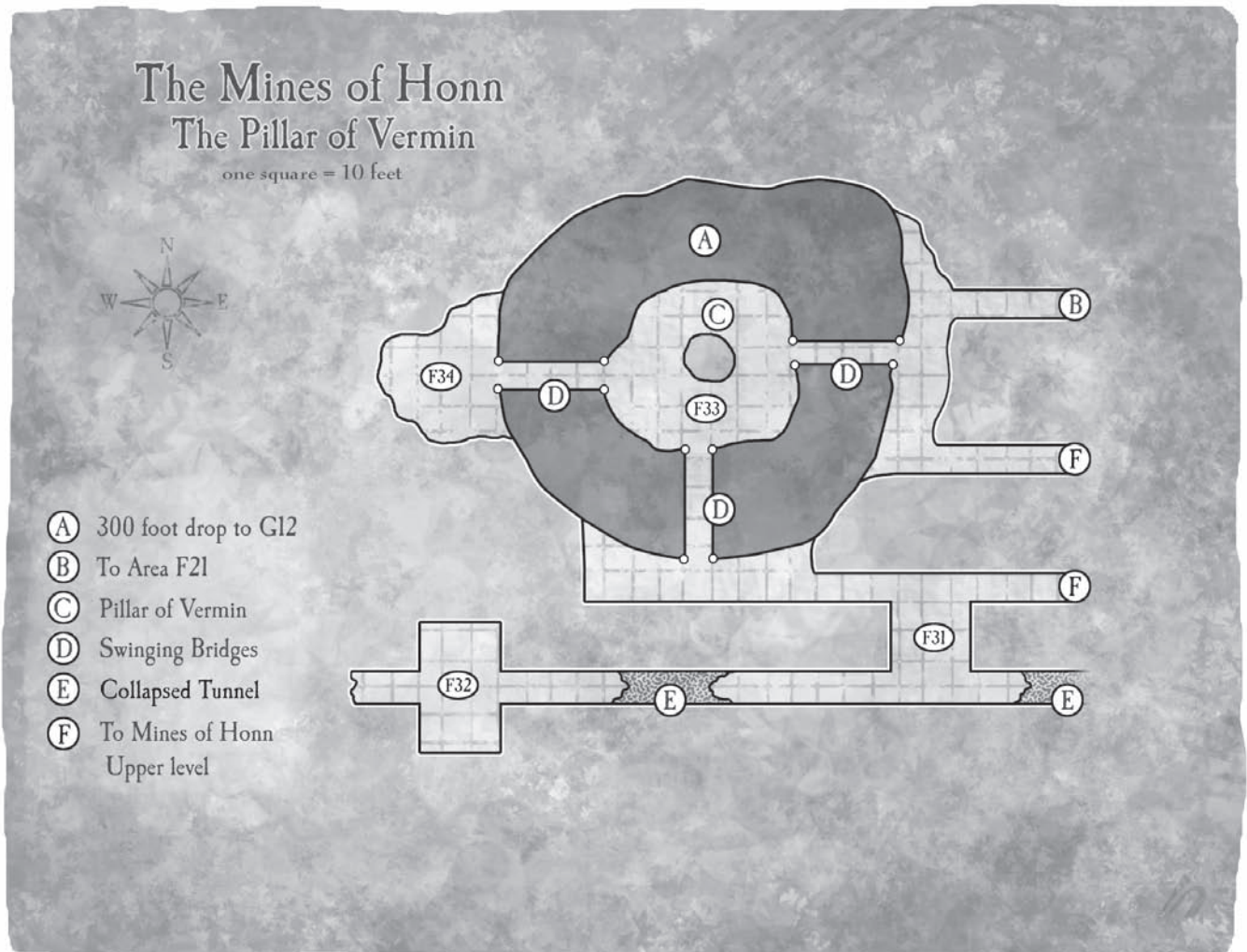
PHYLLOX

CR 13

XP 25,600

NE Small humanoid

Male gnome druid 14

Init +3; **Senses** low-light vision; **Perception** +18**AC** 23, touch 15, flat-footed 18 (+3 Dex, +1 Dodge, +1 size, +8 armor)**hp** 84 (10d8 +10 plus 2d6+2)**Fort** +11, **Ref** +7, **Will** +14(+16 vs. illusion)**Defensive Abilities** defensive training; **Immune** venom**Speed** 20ft.**Melee** *staff of swarming insects* +10 (1d6)**Special Attacks** hatred (+1 attack vs. reptilian and goblinoids), spontaneous casting [summon nature's ally (vermin)]**Spell-Like Abilities** (CL 14th)1/day—*dancing lights*, *ghost sound*, *prestidigitation*, *speak with animals***Druid Spells Prepared** (CL 14th):7th—*creeping doom*, *fire storm* (DC24)6th—*anti-life shell*, *wall of stone*5th—*baleful polymorph* (DC 22), *call lightning storm* (DC 22), *insect plague*, *stone skin*4th—*air walk*, *ice storm*, *flame strike* (DC 21), *giant vermin*, *spike stones*3rd—*contagion* (DC 20), *greater magic fang*, *poison* (DC 20), *pro-*

ADVENTURE BACKGROUND

tection from energy, sleet storm

2nd—barkskin, cat's grace, flaming sphere, gust of wind, owl's wisdom

1st—charm animal, faerie fire, jump, longstrider, obscuring mist, produce flame

0 (at will)—detect magic, light, resistance, stabilize

Str 10, **Dex** 16, **Con** 15, **Int** 14, **Wis** 21, **Cha** 17

Base Atk +10; **CMB** +9; **CMD** 22

Feats Augment Summoning, Combat Casting, Dodge, Greater Spell Focus (conjunction), Natural Spell, Shape Master*, Spell Focus (conjunction)

Skills Craft (armor) +4, Fly +20, Handle Animal (vermin) +20, Heal +21, Perception +24, Spell Craft +19, Survival +22; **Racial**

Modifications Perception +2, Craft (armor) +2

Languages Common, Druidic, Gnome, Goblin, Sylvan

SQ a thousand faces, nature bond, nature sense, orisons, resist nature's lure, trackless step, venom immunity, wild empathy, wild shape (6/day), woodland stride

Combat Gear: staff of swarming insects (28 charges), +2 small wild full chitin plate armor (+8 AC), cape of the mountebank, potions of cure serious wounds (x2).

Personality: Phyllox is ancient, with weathered skin and coal-black eyes that reflect his hatred. Scrawny and frail, he never travels without his staff. Phyllox is dedicated to the ruination of civilization and the spread of pestilence. Clever and powerful, he often assumes the forms of a tiny fire beetle or a gargantuan centipede. The druid is hesitant wild shaping into a gargantuan vermin unless the room offers space for the form to provide him an advantage.

Aside from his enhanced conjuration spells, he favors casting fire storm down long passages on unsuspecting victims.

PHYLLOX (GARGANTUAN CENTIPEDE FORM) **CR** 13
XP 25,600

NE Gargantuan augmented humanoid

Male gnome druid 14

Init +0; **Senses** darkvision 60ft., low-light vision; **Perception** +18

AC 25, touch 7, flat-footed 24 (+0 Dex, +1 Dodge, -4 size, +8 armor, +10 natural)

hp 104 (14d8 +28)

Fort +11, **Ref** +4, **Will** +14(+16 vs. illusion)

Defensive Abilities defensive training; **Immune** venom

Speed 40ft., climb 40ft.

Melee bite +10 (2d8+6 plus poison)

Special Attacks hatred (+1 attack vs. reptilian and goblinoids), spontaneous casting [summon nature's ally (vermin)]

Spell-Like Abilities (CL 14th)

1/day—dancing lights, ghost sound, prestidigitation, speak with animals

Druid Spells Prepared (CL 14th):

7th—creeping doom, fire storm (DC24)

6th—anti-life shell, wall of stone

5th—baleful polymorph (DC 22), call lightning storm (DC 22), insect plague, stone skin

4th—air walk, ice storm, flame strike (DC 21), giant vermin, spike stones

3rd—contagion (DC 20), greater magic fang, poison (DC 20), protection from energy, sleet storm

2nd—barkskin, cat's grace, flaming sphere, gust of wind, owl's wisdom

1st—charm animal, faerie fire, jump, longstrider, obscuring mist, produce flame

0 (at will)—detect magic, light, resistance, stabilize

Str 18, **Dex** 10, **Con** 15, **Int** 14, **Wis** 21, **Cha** 17

Base Atk +10; **CMB** +9; **CMD** 22 (can't be tripped)

Feats Augment Summoning, Combat Casting, Dodge, Greater Spell Focus (conjunction), Natural Spell, Shape Master*, Spell Focus

(conjunction)

Skills Craft (armor) +4, Fly +13, Handle Animal (vermin) +20,

Heal +21, Perception +24, Spell Craft +19, Survival +22; **Racial**

Modifications Perception +2, Craft (armor) +2, +4 Perception, +8 Stealth

Languages Common, Druidic, Gnome, Goblin, Sylvan

SQ a thousand faces, nature bond, nature sense, orisons, resist nature's lure, trackless step, venom immunity, wild empathy, wild shape (6/day), woodland stride

Combat Gear: staff of swarming insects (28 charges), +2 small wild full chitin plate armor (+8 AC), cape of the mountebank, potions of cure serious wounds (x2).

Poison (EX) Bite—injury; save Fort DC 21; frequency 1/round for 6 rounds; effect 1d3 Dex damage; cure 1 save. The save DC is Constitution-based and includes a +2 racial bonus.

FLASH FIRE BEETLE COMPANION

N Medium vermin

Init +1; **Senses** low-light vision; **Perception** +0

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

hp 94 (12d8+24)

Fort +12, **Ref** +9, **Will** +4

Defensive Abilities evasion; **Immune** mind-affecting effects

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

Melee bite +14 (1d6+5)

Str 20, **Dex** 13, **Con** 15, **Int** —, **Wis** 10, **Cha** 7

Base Atk +9; **CMB** +14; **CMD** 15 (23 vs. trip)

Skills Fly +13

SQ luminescence, link, share spells

Luminescence (Ex) A fire beetle's glowing glands provide light in a 15-foot radius. A dead fire beetle's luminescent glands continue to glow for 1d6 days after its death. Although nocturnal, the fire beetle lacks darkvision—it relies on its own glowing glands for illumination.

Flash Beetle (Ex): A flash beetle is an advanced fire beetle that can create a bright flash of light once an hour. When a flash beetle does so, all creatures in a 15-foot burst must make a DC 18 Fortitude save or be dazzled for 1d3 rounds. The save DC is Constitution-based.

Area F33: The Pillar of Vermin (CR 12)

Miners hauled the richest coal from this chamber. The room is large, with a domed ceiling that rises 50 feet overhead. The floor collapsed during the cataclysm, leaving behind a 60-foot-diameter pillar of solid stone. The bottom of the chasm opens 300 feet below over a massive subterranean lake of steaming water (Area G12). The pillar's base rises out of the bubbling lake in a column of slick, scarred stone.

Three sturdy bridges made of fused giant vermin shells connect the top of the column to the remaining floor. The bridges are sturdy, although movement beyond a careful gait causes them to swing wildly (DC 10 Acrobatics check to cross). A successful check lets the PC move at half normal speed across the swinging bridge. Failure means the PC cannot move for one round while he regains his balance. Failing by 5 or more results in the PC falling off the bridge, although he may attempt to grasp the edge (DC 20 Reflex save). Anyone grabbing the railing to stop their fall suffers 1d6 points of damage from the sharp insect mandibles incorporated into the bridge railing. Falling PCs plummet to the bottom of the chasm (Area G12), taking 20d6 points of damage, and splash down in the heated lake below.

Recently, Phyllox summoned **Ssaracclak**, a **derghodaemon**, and

ADVENTURE BACKGROUND

ordered the beast to remain in this room to guard the slaves (Area F34). Ssaracclak abides by the demand for one reason: The derghodaemon is too scared of the newly arrived retriever (currently stuck in Area F23) to leave. Never before has the daemon known such fear as being hunted by the infernal automaton. Ssaracclak waits in the dead-end alcove (Area F34) opposite the entrance and attacks PCs entering the room. The creature waits until a PC is separated from the party before teleporting to attack. His favorite tactic is to wait until one PC crosses over the bridge, then teleport beside them and attack while the rest are struggling to cross the bridge. He attacks until two or more PCs reach his ledge, then teleports to attack stragglers still on the opposite rim of the chasm.

Resting on the center of the stone pillar is the true temple to Rachiss: a 30-foot-tall pillar of fused insect bodies that serves as a totem idol. The drone of a thousand locusts rises from the totem's core. A crimson radiance glows through the vermin husks, bathing the top of the pillar in garish red light. The pillar radiates overwhelming evil and Conjunction magic.

The insect pillar is a gate worshippers of Rachiss can activate to summon outsiders. Phyllox alone knows the incantations to activate the insect pillar.

PILLAR OF VERMIN: 3 feet thick; Hardness 5; hp 200; Break (DC 25).

Trapped within the pillar is a **stirge demon**. The Pillar of Vermin feeds off the demon's spirit to power the gates for Rachiss' servants. Destroying the pillar destroys the summoning portal, but also releases the stirge demon. While trapped, the demon is powerless. Phyllox also stores magical treasure in the pillar: a +2 *spear of spell storing* (currently contains *vampiric touch*), 2 *slaying arrows* (plants and giants), a masterwork cold iron longsword, a *helm of underwater action* and a +2 *full plate of silent moves*.

SSARACCLAK, DERGHODAEMON

CR 8

The Tome of Horrors by **Necromancer Games**, Page 55

XP 4,800

NE Large outsider (daemon, evil, extraplanar)

Init +5 (+1 Dex, +4 Improved Initiative); **Senses** all-around vision, darkvision 60 ft.; **Perception** +15

AC 16, touch 10, flat-footed 15 (-1 size, +1 Dex, +6 natural)

hp 86 (8d10+16)

Fort +9 (+2 Con, good +7), **Ref** +10(+1 Dex, good +7, +2 Lightning reflexes), **Will** +3(bad +3)

DR 10/magic

Immune acid, poison; **Resist** cold 20, electricity 20, fire 20; **SR** 22

Speed 40 ft.

Melee 5 claws +13(+8 Fast BAB, -1 Size, +5 Str) (1d6+5 plus grab) or +2 claws +11(+8 Fast BAB, -1 Size, +5 Str) (1d6+5 plus grab) and 3 great swords +7 (2d6+2)

Special Attacks *feblemind* (2/day, DC 16), grab, tear, summon daemons

Spell-Like Abilities (CL 8th)

At will—*cause fear* (DC 13), *deeper darkness*, *desecrate*, *see invisibility*

2/day—*greater teleport* (self + 50 lbs of objects only), *sleep* (DC13)

Str 20, **Dex** 13, **Con** 15, **Int** 5, **Wis** 10, **Cha** 14

Base Atk +8 (Fast BAB); **CMB** +14 (+8 Fast BAB, +1 Size, +5 Str), +20 vs. grapple; **CMD** 25 (+31 vs. grapple) (10 base, +8 Fast BAB, +1 Size, +5 Str, +1 Dex)

Feats (4 feats+8 HD) Improved Grapple, Improved Initiative, Lightning Reflexes, Multiweapon Fighting

Skills (outsider 6+int x 8HD= 6-3x8 = 24 total) Intimidate + 13 (8ranks, +3 class, +2 Cha), Perception +15(8ranks, +3 class, +4 racial), Stealth +8 (8ranks, +3 class, +1 Dex, -4 Size) **Racial Bonus:** +4 Perception

Languages telepathy 100 ft.

Grab (Ex): To use this ability, the derghodaemon must hit a Large or smaller creature with two claw attacks. The derghodaemon has a grapple bonus of +6.

Feeblemind (Su): Twice per day, by clattering its mandibles together, a derghodaemon can affect all creatures within 30 feet as the spell of the same name (Will save DC 16 negates). The effects last for 6 rounds.

Tear (Ex) A derghodaemon automatically hits a held opponent with all of its melee attacks each round it maintains a hold.

Summon Daemons (Sp): Once per day, a derghodaemon can attempt to summon 1d3 mezzodaemons or another derghodaemon with a 40% chance of success.

All-around vision (Ex): A derghodaemon's head can rotate 360 degrees. It gains +4 racial bonus to Perception checks. A derghodaemon cannot be flanked.

Telepathy (Su): Derghodaemons can communicate telepathically with any creature within 100 feet that has a language.

STIRGE DEMON

CR 11

The Tome of Horrors by **Necromancer Games**, Page 90.

XP 9,600

CE Large Outsider (Chaotic, Evil, Extraplanar)

Init +2; **Senses** Darkvision 60 ft.; **Perception** +20

Aura Fear

AC 23, touch 12, flat-footed 20 (-1 size, +3 Dex, +11 natural)

hp 112 hp (8d10+48)

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

DR 10/good; **Immune** electricity, poison, outsider traits; **Resist** acid 10, cold 10, fire 10; **SR** 18

Speed 20 ft., fly 60 ft.

Melee 2 claws +13 (2d4+6 plus wounding) and bite +11 (2d6+3)

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

Special Attacks Blood drain, drone, spell-like abilities, summon demons, wounding

Spell-Like Abilities (CL 10th)

At will—*darkness*, *dispel magic*, *greater teleport* (self plus 50 pounds of objects only), *see invisible*, *telekinesis* (DC 17). The save DC is Charisma-based.

Str 22, **Dex** 17, **Con** 23, **Int** 14, **Wis** 14, **Cha** 15

Base Atk +8; **CMB** +15; **CMD** 28 (32 vs. trip)

Feats Alertness, Cleave, Multiattack, Power Attack

Skills Bluff +10, Climb +14, Escape Artist +11, Intimidate +10, Perception +20, Sense Motive +12, Stealth +11, Survival +10 (+12 following tracks); **Racial Modifiers** Stirge demons have a +8 racial bonus on Perception checks.

Languages Abyssal, Common, Undercommon; telepathy 100 ft.

Special Quality: A stirge demon's natural weapons, as well as any weapons it wields, are treated as chaotic-aligned and evil-aligned for the purpose of overcoming damage reduction.

Blood Drain (Ex): A stirge demon 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 drain each round the pin is maintained. Once the stirge demon has drained 4 points, it flies off to digest its meal. The stirge demon rarely uses this against an awakened foe. It usually saves this attack for opponents it has droned to sleep.

Drone (Su): At all times, save when using any spell-like abilities, the stirge demon drones and buzzes like a fly. All creatures within a 60-foot spread that hear it must succeed on a DC 19 Will save or fall into a comatose sleep for 1d4 hours. There is no HD limit for this effect and it otherwise functions as the *sleep* spell (caster level 10th). Note, the stirge demon can drain blood from a sleeping creature without automatically waking it up. In such an event, the sleeping creature receives a new Will save (same DC) each round the stirge demon drains blood. The save DCs are Constitution-based.

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Fear Aura (Su): Stirge demons can radiate a 20-foot radius fear aura as a free action. A creature in the area must succeed on a DC 16 Will save or be affected as though by a fear spell (caster level 10th). A creature that successfully saves cannot be affected again by the same stirge demon's fear aura for one day. Other demons are immune to the aura. The save DC is Charisma-based.

Summon Demons (Sp): Once per day, a stirge demon can attempt to summon 2d8 dretches or another stirge equivalent of a 4th-level spell, demon with a 35% chance of success.

Wounding (Ex): A stirge demon's claw attack deals 1 point of Constitution damage from blood loss when it hits a creature. A critical hit does not multiply the Constitution damage. Creatures immune to critical hits (plants, constructs) are immune to the stirge demon's wounding ability.

Spider Climb (Ex): Stirge demons can walk on walls, floors, ceilings, and other such surfaces at their normal movement rate. This is an inherent ability and cannot be dispelled or negated.

Tactics: The stirge demon enters combat and attempts to drone as many of its opponents to sleep as it can. Creatures that resist are attacked with claws and bite. Once the stirge demon has droned all its opponents to sleep, or they have fled, it feasts on any sleeping creatures, draining their blood. If outnumbered or overmatched, the stirge demon does not engage an enemy. If confronted by foes more powerful than it, the stirge demon uses its *greater teleport* to escape.

Ratcheting up the Fight

If the PCs are having an easy time so far and you don't think the derghodaemon will provide enough of a fight, there's a dangerous option you can throw at them to increase the difficulty of the battle: the retriever.

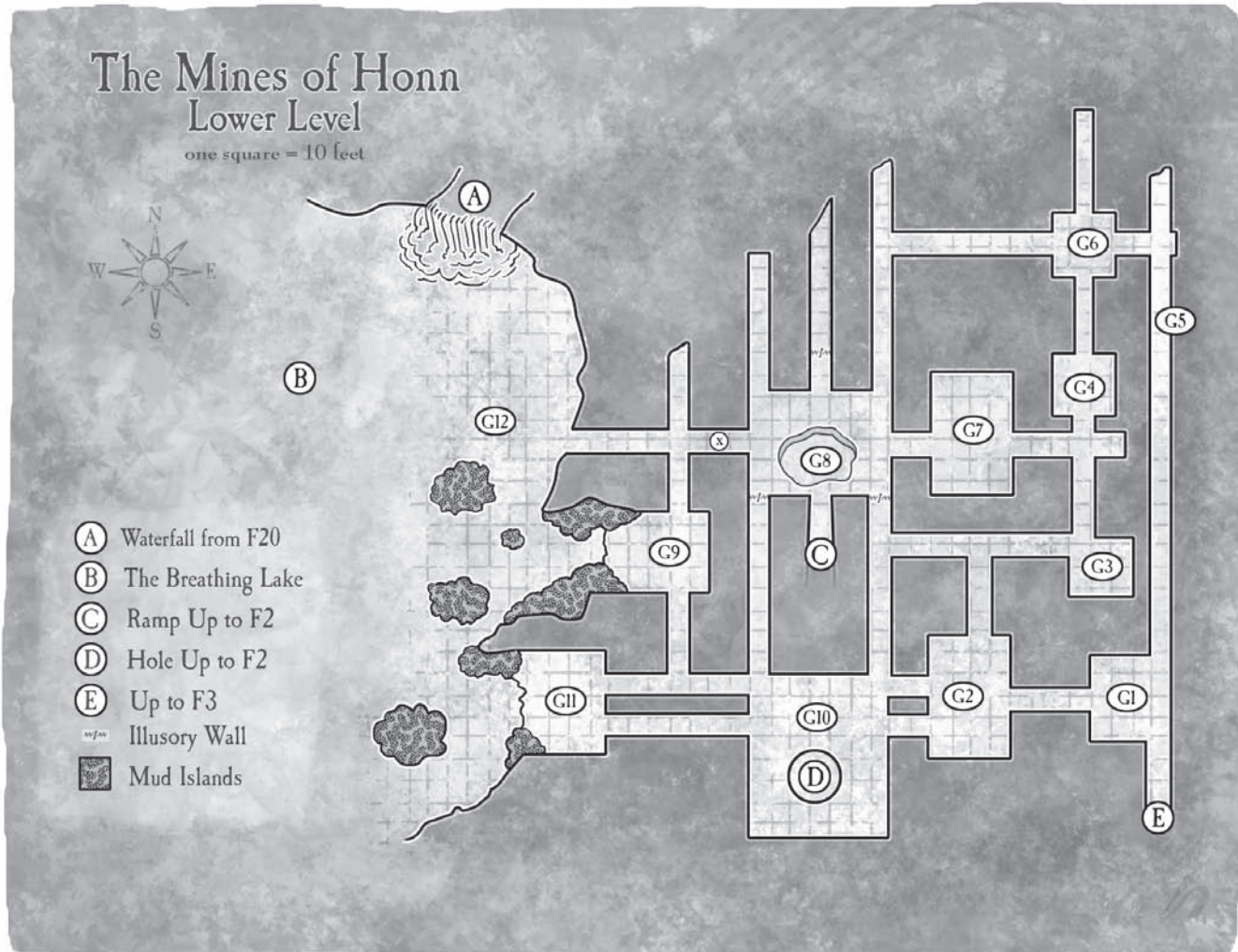
If the PCs left the creature alive in Area F23, then it finally finishes its tunneling just as the PCs encounter the derghodaemon atop the column supporting the Pillar of Vermin. The retriever breaks through the ceiling above the column in a shower of dark stone and sparks and jumps onto the column. It focuses on the derghodaemon, but doesn't hesitate to strike at anyone who gets in its way.

If PCs slew the original retriever, the creature's death throes alerted its master of its failure. Another retriever was teleported to the original retriever's position — and unfortunately trapped in Area F23 — but this time with two goals: find the derghodaemon first, then kill whoever destroyed the original creature for getting in the way of the demon prince's will. The newly arrived retriever immediately resumes digging the tunnel and breaks through the ceiling as noted above. In this instance, it target the PCs first, slashing at them and tossing them from the Pillar of Vermin, before turning its attention to capturing the derghodaemon.

Area F34: The Slave Camp

Slaves kidnapped from Doan sleep and work on this balcony that overlooks the Breathing Lake and the Pillar of Vermin. The slaves

are haggard and undernourished, fed infrequently by the druids of Rachiss — if they are fed at all. The druids force the slaves to craft chitin armor from the shells and exoskeletons of dead insects.



ADVENTURE BACKGROUND

Various tools sit on benches, and half-finished armor rests on stands.

Currently, 20 villagers work here. The druids toss those who become too weak to work over the ledge into the Breathing Lake far below. The slaves are too weak to make it back through the tunnels on their own if freed.

HUMAN SLAVES COM 1 (20)

XP 65

hp 3 each

CR 1/6

Area G:

The Mines of Honn, Lower Level

The mine's lower level is a completely different environment than the upper mines. Seismic activity created a great hot spring that floods much of the level with steaming water. The nauseating aroma of sulfur and other natural gases wafts throughout the tunnels.

The humid conditions and rich mineral growths provide an ideal ecosystem for subterranean mosses, lichens and mildews. Green moss glows with a soft light along the upper reaches of passages and rooms, providing ample illumination but bathing everything in a sickly green hue. White-and-red mineral deposits cake the lower third of the stone walls. The minerals are harmless and can easily be scraped off or broken.

Except where noted, 2 to 6 inches of water fill the passageways. The crystal-clear water is potable, but has a foul stench and tastes of sulfur. The water is also quite warm, but in most cases not hot enough to cause serious injury.

Surface-dwellers suffer from prolonged exposure while traveling in the lower mines. Impurities in the air force air-breathing creatures to make a DC 15 Fort save every 12 hours or take 1 point of temporary Constitution damage. This damage is restored if the creature returns to the upper mines or the surface for a full day.

Area Gr:

The Druid's Guard (CR 9)

Phyllox summoned a nightmarish chuul variant called a **chuul ttaen** to guard this room against creatures coming up from the lower mines. The chuul ttaen is an adequate — if overly vicious — guard. The creature dug a 10-foot-deep depression in the back of the room, and then expanded its lair by dredging the short hallway leading to Area G2. The chuul ttaen hides in the water-filled pit and hallway. The creature regularly disturbs the muck and minerals so that the water remains murky.

If the chuul ttaen grapples a PC, the creature retreats to the poisoned waters of Area G2. See the New Monster Appendix for more details about the chuul ttaen.

CHUUL TTAEN (FEMALE)

See New Monster Appendix

XP 6,400

CE Large aberration (aquatic)

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

CR 9

AC 22, touch 12, flat-footed 19 (+3 Dex, +10 natural, –1 size)

hp 138 (14d8+56)

Fort +8, **Ref** +7, **Will** +11

Defensive Abilities darkvision camouflage; **Immune** poison

Weakness light blindness

Speed 30 ft., swim 20 ft.

Melee 2 claws +17 (2d6+7 plus grab)

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

Special Attacks constrict (3d6+7), larvae spray, paralytic tentacles

Str 25, **Dex** 16, **Con** 18, **Int** 10, **Wis** 14, **Cha** 5

Base Atk +10; **CMB** +18 (+22 grapple); **CMD** 31 (35 vs. trip)

Feats Ability Focus (paralysis), Alertness, Blind-Fight, Combat Reflexes, Improved Initiative, Improved Natural Attack, Weapon Focus (claw)

Skills Knowledge (nature) +10, Perception +23, Sense Motive +11, Stealth +13, Swim +32

Languages Common, Undercommon

SQ amphibious

Environment warm subterranean lakes and rivers

Organization solitary, pair, or pack (3–6)

Treasure standard

Paralytic Tentacles (Ex) A chuul ttaen can transfer a grappled victim from a claw to its tentacles as a move action. The tentacles grapple with the same strength as the claw but deal no damage, instead exuding a paralytic secretion. Anyone held in the tentacles must succeed on a DC 23 Fortitude save each round on the chuul ttaen's turn or be paralyzed for 6 rounds. The save DC is Constitution-based. While held in the tentacles, paralyzed or not, a victim automatically takes 1d8+7 points of damage each round from the creature's mandibles.

Larvae Spray (Ex) Once per week as a free action, a female chuul ttaen can release a spray (15-foot cone) of minute barbed larvae. The initial blast deals 1d8 points of damage and injects larvae into the opponent's body. The affected creature must succeed on a DC 23 Fortitude save to avoid implantation. The save DC is Constitution based.

If a chuul ttaen implants larvae into a paralyzed or otherwise helpless creature, it gets no saving throw. The larvae pupate over the course of 10 days. The host becomes increasingly ill suffering a –1 to Strength, Constitution and Dexterity each day of the pupation (–10 maximum) as the pupae absorb nutrients. At the end of the 10 day gestation, 2d4 diminutive chuul ttaen burst from the host, killing it in the process.

A *remove disease* or *heal* spell rids a victim of the larvae/pupae as does a DC 25 Heal check. If the check fails, the healer can try again, but each attempt (successful or not) deals 1d4 points of damage to the patient. The ability score damage heals normally after the larvae/pupae have been removed.

Darkvision Camouflage (Ex) A chuul ttaen is virtually impossible to detect solely by using darkvision. A chuul ttaen is considered invisible (+40 Stealth or +20 Stealth when moving) when encountered in the dark by a creature using darkvision. In lit areas, a chuul ttaen appears as a ghostly white surface-dwelling chuul.

Area G2: Sludge-Filled Room

The room is nearly impassable due to three feet of thick sludge and rock that cake the floor. Steam rises off the water, which is fed by a hydrothermal vent. PCs who enter the water are subject to **magmatic poison gas vapors** rising from the surface of the liquid. Crossing the room requires a DC 15 Strength check for half movement. The DC increases by 5 for normal movement and by 10 for a double move or charge. The chuul ttaen (Area G1) dredged the clinging mud into this room while digging its hiding spot. The hallway to Area G1 drops into a 10-foot-deep water-filled passage.

MAGMATIC POISON GAS VAPORS CR 3

Type: poison, inhaled; **Save** DC 18

Frequency 1/round

Initial Effect: 1 Con drain; secondary effects 1d3 Con damage each round; **Cure** 1 save

Area G3: Explosive Gases (CR 7)

A hazy cloud of explosive gases fills the chamber. The gas bubbles up through the mud-covered floor with a wet, gurgling sound. A thin

ADVENTURE BACKGROUND

layer of water coats the three-foot-deep soupy mud. Any torch or fire brought into the area ignites an inferno that fills the chamber and sweeps up and down 40 feet of the passageways outside the room.

Buried in the mud (DC 25 Perception check) is a *ring of animal friendship*.

GAS VAPORS

CR 3

Type: mechanical; **Perception** DC 24; **Disable Device** DC 28

Trigger: location; **Reset:** automatic

Effect: gas, multiple targets (all targets in a 10-ft.-by-20-ft. area); explosion (8d6 fire, DC 14 Reflex save half damage).

Area G4: Thermal Vents (CR 8)

White tendrils of steam fill this passageway, creating thick clouds that seem to swallow anyone walking into the chamber. Vents in the floor bubble with boiling water, and the walls glisten with condensation. The water is extremely hot, dealing 1d6 points of scalding damage per round of exposure.

This room is home to 2 **belkers** that were drawn into the caverns years ago via a now-closed conduit.

BELKERS (2)

CR 6

XP 2,400

N Large outsider (air, elemental, extraplanar)

Init +5; **Senses** darkvision 60 ft.; **Perception** +10

AC 22, touch 14, flat-footed 17 (+5 Dex, +8 natural, -1 size)

hp 65, 61 (7d10+7)

Fort +3, **Ref** +12, **Will** +5

Defensive Abilities elemental traits, smoke form

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

Melee 2 wings +12 (1d6+2), 2 claws +12 (1d6+2), bite +10 (1d8+1)

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

Special Attacks smoke claws

Str 14, **Dex** 21, **Con** 13, **Int** 6, **Wis** 11, **Cha** 11

Base Atk +7; **CMB** +10; **CMD** 25

Feats Lightning Reflexes, Multiattack, Skill Focus (Perception), Weapon Finesse

Skills Fly +18, Escape Artist +12, Perception +10, Stealth +12;

Racial Modifiers +4 Stealth

Languages Auran

Smoke Claws (Ex): A belker in smoke form can engulf opponents by moving on top of them. It fills the air around one Medium or smaller opponent without provoking an attack of opportunity. The target must succeed on a DC 14 Fortitude save or inhale part of the creature. Smoke inside the victim solidifies into a claw and begins to rip at the surrounding organs, dealing 3d4 points of damage per round. An affected creature can attempt another Fortitude save each subsequent round to cough out the semi-vaporous menace. The save DC is Constitution-based.

Smoke Form (Su): Most of the time a belker is more or less solid, but at will it can assume smoke form. It can switch forms once per round as a free action and can spend up to 20 rounds per day in smoke form. A belker in smoke form can fly at a speed of 50 feet (perfect). The ability is otherwise similar to a *gaseous form* spell (caster level 7th).

Tactics: The belkers allow PCs to enter the steam-filled room before settling over them and attacking with their smoke claws. The belkers gain a +5 Stealth bonus to checks in the steamy passages.

Area G5: Burning Ooze (CR 3)

A flickering glow rises from this passage as a flaming **gelatinous cube** slides through the passages looking for meals. It appears to be a

slow-moving wall of fire. Clouds of smoke and steam rise up before the cube as it pushes blindly down the hall. A frustrated drider (Area G6) ignited the cube with a *fireball* several days ago. Coal dust, oil and combustible gases that the cube has collected in its meanderings through the tunnels have altered the cube's exterior, making it highly flammable.

This cube recently enveloped a druid of Rachiss who was scouting the lower mines. The cube is slowly dissolving the man's body. Deep within the cube's mass is the man's *ring of energy resistance* (minor; fire), which now confers its benefits to the cube. The cube will burn for several more days before its contents and covering are depleted. The cube is not harmed because of the ring in its depths.

Anyone struck by the cube suffers an additional 1d6 points of fire damage from the burning residue covering its body. Anyone engulfed by the cube suffers the initial 1d6 points of damage, but no more damage from the fire once inside the ooze.

GELATINOUS CUBE

CR 3

XP 800

hp 62 (*Pathfinder Roleplaying Game Bestiary*, "Gelatinous Cube")

Area G6: Lone Drider (CR 10)

Water pours from the 20-foot-high ceiling and collects in shallow, silt-filled depressions on the floor. Lurking along the ceiling is **Tatisst, a drider commander**. The leader of a group of driders (Area F13), Tatisst stays here brooding over his predicament.

During a trek to the mines from the depths of the earth, the driders encountered the aboleths of the lake. The driders fled, but not before the aboleth's slime affliction overcame Tatisst. The drider's skin turned translucent, and Tatisst is forced to remain in this chamber to avoid suffering in the dry mines above. Tatisst is angry his underlings have not yet returned. Tatisst attacks anyone entering the room. He casts spells down the hallways at PCs if they remain outside the chamber.

TATISST, DRIDER COMMANDER

CR 10

XP 9,600

CE Large aberration

Init +3; **Senses** darkvision 120 ft., *detect good*, *detect law*, *detect magic*; **Perception** +18

AC 21, touch 13, flat-footed 17; (+3 Dex, +1 dodge, +8 natural, -1 size)

hp 99 (9d8+18* plus 3d6+6*)

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

Immune sleep; **SR** 21

Speed 30 ft., climb 20 ft.

Melee mwk great sword +10/+5 (2d6+5), bite +4 (1d4+3 plus poison)

Ranged mwk composite longbow +10/+5 (1d8+4/×3)

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

Special Attacks web (+9 ranged, DC 18, hp 9)

Spell-Like Abilities (CL 9th)

Constant—*detect good*, *detect law*, *detect magic*

At will—*dancing lights*, *darkness*, *faerie fire*

1/day—*clairaudience/clairvoyance*, *deeper darkness*, *dispel magic*, *levitate*, *suggestion* (DC 16)

Spells Known (CL 9th)

4th (4/day)—*enervation* (DC 19), *greater invisibility*

3rd (6/day)—*haste*, *heroism*, *lightning bolt* (DC 18)

2nd (7/day)—*acid arrow*, *bull's strength*, *see invisibility*, *web* (DC 17)

1st (7/day)—*expeditious retreat*, *mage armor*, *magic missile*, *ray of enfeeblement*

(DC 14), *silent image* (DC 16)

0 (at will)—*bleed* (DC 15), *daze* (DC 15), *ghost sound*, *mage hand*, *ray of frost*, *read magic*, *resistance*

Str 15, **Dex** 16, **Con** 18 (14*), **Int** 15, **Wis** 16, **Cha** 20

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Base Atk +7; **CMB** +10; **CMD** 22 (34 vs. trip)
Feats Arcane Strike (+2), Blind-Fight, Dodge, Combat Casting, Weapon Focus (bite, greatsword)
Skills Climb +25, Intimidate +18, Knowledge (arcana) +17, Perception +18, Spellcraft +17, Stealth +18; **Racial Modifiers** +4 Stealth
Languages Common, Elven, Undercommon
Combat Gear: mwk great sword, mwk composite longbow, 23 arrows

Poison (Ex): Bite—injury; *save* Fort DC 16*; *frequency* 1/round for 6 rounds; *effect* 1d2 Str; *cure* 1 save. The save DC is Constitution-based.

Spells: Tatisst casts spells as a 9th-level sorcerer but does not gain any other class abilities.

Undersized Weapons (Ex): Although a drider is Large, its upper torso is the same size as that of a Medium humanoid's upper torso. As a result, it wields weapons as if it were one size category smaller than its actual size (Medium for most driders).

*Tatisst's Constitution score was reduced by 4 due to his encounter with the aboleths. He is trapped between the aboleths and the dry environment of the upper mines.

Area G7: The Enslaved (CR 10)

Two-foot-deep dirty puddles sit in this chamber. The aboleths' miserable slaves live here under a *veil* spell (DC 19) from an aboleth (Area G8) that makes them appear to be drow. They do not respond to combat in Area G8, unless commanded by the aboleth.

The slaves can breathe air, but willingly envelop themselves in the aboleth's mucus cloud if necessary to enter deeper water. The slaves generally do not get along, but the aboleth's *domination* power compels them to work together to defend their masters.

The room contains **6 bugbears**, **4 druids**, a **troll** and **Thiana**, a human female monk.

BUGBEARS (6) CR 2

XP 600

hp 23 each (*Pathfinder Roleplaying Game Bestiary*, "Bugbear")

DRUIDS (4) CR 3

XP 800

NE Medium humanoid

Human druid 6

Init +1; **Perception** +11

AC 16, touch 12, flat-footed 15 (+4 armor, +1 Dex, +1 deflection)

hp 23 each (6d8+1)

Fort +6, **Ref** +3, **Will** +7

Speed 30 ft.

Melee scythe +7 (2d4+3/19-20)

Special Attacks spontaneous casting [summon nature's ally (vermin)]

Spells Prepared (CL 6th):

3rd—*greater magic fang*, *poison*

2nd—*barkskin*, *bear's endurance*, *bull's strength*, *cat's grace*

1st—*cure light wounds*, *jump*, *longstrider*, *obscuring mist*

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

Str 16, **Dex** 12, **Con** 12, **Int** 11, **Wis** 15, **Cha** 10

Base Atk +4; **CMB** +7; **CMD** 18

Feats Augment Summoning, Natural Spell, Spell Focus (conjuration)

Skills Climb +12, Handle Animal (vermin) +9, Perception +11, Survival +11

Languages Common, Druidic

SQ nature bond, nature sense, orisons, resist nature's lure, trackless step, wild empathy, wild shape (2/day), woodland stride

Combat Gear: scythe, chitin chainmail armor (+4), *ring of protection* +1

DRUIDS (STAG BEETLE FORM)

CR 4

XP 800

NE Medium humanoid (stag beetle)

Human druid 6

Init +1; **Senses** **Darkvision** 60 ft. **Perception** +11

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

hp 23 each (6d8+1)

Fort +6, **Ref** +2, **Will** +7

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

Melee bite +9 (2d8+5)

Special Attacks spontaneous casting [summon nature's ally (vermin)]

Spells Prepared (CL 6th):

3rd—*greater magic fang*, *poison*

2nd—*barkskin*, *bear's endurance*, *bull's strength*, *cat's grace*

1st—*cure light wounds*, *jump*, *longstrider*, *obscuring mist*

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

Str 20, **Dex** 10, **Con** 12, **Int** 11, **Wis** 15, **Cha** 10

Base Atk +4; **CMB** +10; **CMD** 20

Feats Augment Summoning, Natural Spell, Spell Focus (conjuration)

Skills Climb +12, Handle Animal (vermin) +9, Perception +11, Survival +11

Languages Common, Druidic

SQ nature bond, nature sense, orisons, resist nature's lure, trackless step, wild empathy, wild shape (2/day), woodland stride

Combat Gear: scythe, chitin chainmail armor (+4), *ring of protection* +1

TROLL

CR 5

XP 1,600

hp 81 (*Pathfinder Roleplaying Game Bestiary*, "Troll")

THIANA

CR 8

XP 4,800

LN Medium humanoid

Female half-elf monk 9

Init +8; **Senses** low-light vision; **Perception** +15

AC 24, touch 20, flat-footed 20 (+4 armor, +3 Dex, +2 monk bonus, +3 Wisdom, +1 Dodge, +1 deflection)

hp 63 (9d8+9)

Fort +8, **Ref** +11, **Will** +12 (+16 vs. enchantment)

Defensive Abilities improved evasion; **Immune** disease

Speed 65 ft.

Melee +2 *darkwood quarterstaff* +11/+6 (1d6+5) or +8/+3

unarmed (1d10+3) or flurry of blows +2 *darkwood quarterstaff* +12/+12/+7/+7 (1d6+5) or unarmed +9/+9/+4/+4 (1d10+3)

Special Attacks flurry of blows, stunning fist

Str 16, **Dex** 18, **Con** 12, **Int** 10, **Wis** 16, **Cha** 16

Base Atk +6; **CMB** +12; **CMD** 28

Feats Dodge, Fleet, Greater grapple, Improved Initiative, Improved Grapple, Iron Will, Mobility, Skill Focus (Acrobatics), Weapon Focus (staff)

Skills Acrobatics +19, Escape Artist +17, Perception +15, Sense Motive +13, Stealth +17, Swim +16

Languages Common, Elven

SQ fast movement, high jump, ki pool (7 points), maneuver training, purity of body, slow fall (40ft.), still mind, wholeness of body

Combat Gear: +2 *darkwood quarterstaff*, *bracers of armor* +4, *cloak of resistance* +1, *ring of jumping*, *ring of protection* +1

Description: Often mistaken for a wood elf, Thiana has sharp features and stands just over 5 feet tall. Her once-luxurious auburn hair lies in tangled clumps matted with filth. Her tanned skin is white and transparent due to the aboleth's slime affliction. Thiana hails from The Hanging Gardens of Iseleine (See *Splinters of Faith 4: For Love of Chaos*). She has been tortured and has seen horrors beyond imagining. Her once-peaceful heart and chaste demeanor are now irreversibly changed. The aboleths take turns *dominating* the poor monk, giving her no chance of breaking free. If freed, she vows to aid her rescuers for life, whenever they need her. Thiana tumbles through opponents to attack spellcasters first as directed by the aboleth.

Area G8: The Younger Aboleth (CR 8)

The water in this chamber is clear and fresh. Beautiful crystal mineral deposits sparkle with green light cast from glowing moss that dangles from the ceilings and walls. Cool fresh air blows through the room from the outer passages.

The room is cloaked in a *mirage arcana* spell cast by an **aboleth** (marked with an X) that hides behind an *illusionary wall*. The room is actually a hot spring fed by a boiling lake (Area G12). A 30-foot-diameter hole spews superheated water approximately every 10 minutes (10% cumulative chance each round). If the geyser erupts, it deals 1d6 points of scalding damage to everyone in the room.

A sloping ramp from Area F2 ends at the edge of a 20-foot-deep pit filled with boiling water. PCs submerged in the blistering water take 10d6 points of scalding damage per round of exposure. PCs standing in the water who avoid the pit suffer 1d6 points of scalding damage per round from the boiling water. This is continual damage. Spellcasters must make DC 15 Concentration checks to cast spells.

The aboleth has cast several *illusionary walls* (marked on the map) about the room to hide various exits, including the hall it hides down. Opposite the sloping entrance ramp is the *programmed illusion* of a lich-like undead figure. It emerges from the darkness of the tunnel as PCs enter the room. Behind the *programmed illusion* lich is an *illusionary wall* concealing the aboleth's *projected image*. The aboleth uses the *projected image* to cast *hypnotic pattern*, although it appears as if the lich casts the spell. The illusionary lich continues to cast spells as the real aboleth attempts to *enslave* PCs.

The aboleth retreats into the lake (Area G12) if threatened.

ABOLETH CR 7

XP 3,200

hp 98 (*Pathfinder Roleplaying Game Bestiary*, "Aboleth")

Area G9: Slime Worm (CR 12)

A muddy beach slopes into the darkness of a subterranean lake. The mineral-laden walls often collapse into the lake, and the pounding roar of a waterfall echoes from nearby. The thick mud halves movement 20 feet from the waterline.

Just 30 feet from shore dwells a submerged **purple worm**. The worm is the aboleth's prized slave and is immediately called upon to aid and protect any aboleth in need. The purple worm attacks anyone approaching the lake or disturbing the waters. A small tidal wave of water precedes the worm as it



charges toward shore to devour PCs. This wave acts as an improved bull rush (CMB +32) to anyone on the beach.

A fair amount of raw ore and gemstones sit in the worm's gullet: 14 uncut diamonds (500 gp each), a 25-pound gold nugget (2,500 gp) and a *figurine of wondrous power, obsidian steed*.

PURPLE WORM

CR 12

XP 19,200

hp 213 (*Pathfinder Roleplaying Game Bestiary*, "Purple Worm")

Area Gro: The End of the Hole

Huge mounds of mineral-encrusted coal, bones and chunks of volcanic glass sit in this chamber. Two feet of water fills the room, and piles of waterlogged mining equipment lie in shambles around the coal piles all encrusted in thick mineral deposits. Atop the junk are the decomposing bodies of five bugbears, all victims of the bucket. After the fifth bugbear plummeted, they became wise to the deadfall. A hole in the ceiling 60 feet overhead leads to Area F2.

Area Grr: Elder Aboleth (CR 13)

An immense underground lake fills much of this room, with the muddy shore sloping into the warm water. Mounds of mud, stone and debris create small islands near the shoreline. The collapsing ceiling and walls created these islands when the lake formed centuries ago.

From the mound of mud closest to the shore juts a pane of black glass. The pane is stuck in the mire and requires a DC 25 Strength check to pull free unless 1d4 hours are spent carefully excavating it. Other panes are buried or submerged nearby at the GM's discretion.

The large island 40 feet offshore is also the resting podium of an **elder aboleth**. From its island throne, it watches and directs its minions. If alerted to PCs, the aboleth slides into the water and casts a *projected image* of itself sitting on the island. A *mirage arcana* spell of murky water covers the aboleth as it remains underwater.

Two enslaved stone giant bodyguards protect the elder aboleth.

The stone giants are under a *veil* spell to appear as bugbear zombies. The giants carry four large bladders filled with aboleth mucus. The giant throws the mucus-filled bladders onto intruders to cover them in the vile substance. Each bladder contains enough mucus to envelop one Medium-sized creature. PCs struck by a thrown bladder must make a successful DC15 Fortitude save or lose the ability to breathe out of water (see mucus cloud under aboleth abilities). The save is adjusted lower because the mucus is more difficult to inhale out of water.

If cornered or severely injured, the aboleth tries to escape by swimming into the depths of the Breathing Lake.

Buried in the mud of the island (DC 20 Perception check) are an unlocked chest containing 3,256 sp, 2,973 gp, 1,273 pp, an ivory scroll tube (250 gp) with a *divine scroll* (*heal, mass cure moderate wounds, raise dead*; CL 16), a *wand of daylight* (47 charges, CL 8), 4 *javelins of lightning*, an *belt of mighty constitution* +4, a *pearl of the sirens* and a +2 *dragon bane longsword*.

STONE GIANT (2)

CR 8

XP 4,800

hp 111, 100 (*Pathfinder Roleplaying Game Bestiary*, "Giant, Stone")

ELDER ABOLETH

CR 12

Pathfinder Roleplaying Game Bestiary, "Aboleth"

XP 12,800

LE Huge aberration (aquatic)

Aboleth Sorcerer 6

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

Aura mucus cloud (5 feet)

AC 20, touch 9, flat-footed 19; (+1 Dex, +11 natural, -2 size)

hp 138 (8d8+48 plus 6d6+36)

Leaving with the Glass

The panes of glass needed by the temple are massive, but can be maneuvered out of the mines with some difficulty. Fortunately, the priests hired the miners to cut some of the corners from the passages so the glass panels could be turned around corners.

The glass is as rigid as stone but is incredibly lightweight. Four PCs lifting at the corners can easily carry it. The glass has fire resistance (30). If PCs are careful, they should be able to get to the top of the mines with little difficulty. It's up to the GM if the PCs have a safe return trip that won't jeopardize the sturdy glass.

BLACK GLASS PANE: 10 in. thick; hardness 8; hp 150; Break DC 28.

Fort +10, **Ref** +7, **Will** +16

Spd 10 ft., swim 60 ft.

Melee 4 tentacles +13 (2d6+5 plus slime)

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

Spell-Like Abilities (CL 22nd)

At will—*hypnotic pattern* (DC 17), *illusory wall* (DC 19), *mirage arcana* (DC 20), *persistent image* (DC 20), *programmed image* (DC 21), *project image* (DC 22), *veil* (DC 21)

3/day—*quicken dominate monster* (DC 24)

Spells Known (CL 6th, range touch attack +8)

3rd (4/day) — *fly*

2nd (6/day) — *see invisibility, scorching ray*

1st (8/day) — *mage armor, true strike, charm person* (DC16), *shocking grasp*

0 (at will) — *acid splash, detect magic, ghost sound, touch of fatigue, mage hand, open/close, prestidigitation*

Str 20, **Dex** 12, **Con** 22, **Int** 15, **Wis** 17, **Cha** 20

Base Atk +9; **CMB** +16; **CMD** 27 (can't be tripped)

Feats Ability Focus (slime), Improved Initiative, Improve natural Attack (tentacle), Iron Will, Lightning Reflexes, Quicken Spell-Like Ability (*dominate monster*), Weapon Focus (tentacle)

Skills Bluff +14, Intimidate +20, Knowledge (religion) +16, Perception +20, Spellcraft +19, Swim +24

Languages Aboleth, Aklo, Aquan, Undercommon

Mucus Cloud (Ex) While underwater, an aboleth exudes a cloud of transparent slime. All creatures adjacent to an aboleth must succeed on a DC 20 Fortitude save each round or lose the ability to breathe air (but gain the ability to breathe water) for 3 hours. Renewed contact with an aboleth's mucus cloud and failing another save extends the effect for another 3 hours. The save DC is Constitution-based.

Slime (Ex) A creature hit by an aboleth's tentacle must succeed on a DC 22 Fortitude save or his skin and flesh transform into a clear, slimy membrane over the course of 1d4 rounds. The creature's new "flesh" is soft and tender, reducing its Constitution score by 4 as long as it persists. If the creature's flesh isn't kept moist, it dries quickly and the victim takes 1d12 points of damage every 10 minutes. *Remove disease* and similar effects can restore an afflicted creature to normal, but immunity to disease offers no protection from this attack. The save DC is Constitution-based.

Area Gr2: The Breathing Lake

The great earthquake that ruined the Mines of Honn opened a half-mile-wide gorge stretching for more than 5 miles. Hundreds of hot springs feed the lake, creating an ideal ecosystem for creatures and monstrosities alike.

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The Breathing Lake is aptly named, for the lake's unusually high temperature creates windstorms and other weather phenomena normally associated with the surface world. Some local cultures residing on the lake's shores dub it "The Belching Lake" because of its strong sulfur and saline odor. The smell has been likened to an ogre's morning breath after a night of feasting on pickled eggs and garlic mead.

Pockets of boiling water and erupting bubbles of poisonous gas are commonplace. Unique blindfish and other animals provide a stable food supply to most lake dwellers. The lake has many branches that inhabitants claim and fiercely protect. Several waterfalls also empty into the Breathing Lake from above. The base of the column supporting the Pillar of Vermin rises out of the lake to soar high above.

Concluding the Adventure

Once PCs return to the Lady of the Searing Waters temple with an intact glass pane, the priests can restore the temple's worship room within a week. After that time, Chihule gladly helps the PCs bless the *Scepter of Faiths*. The *Consecration of Water* requires that the *Scepter of Faiths* soak for one day in each of the temple's seven pools while the pools are replenished by the temple's central geyser. At the end of the seventh day, the *Scepter of Faiths* — and only the scepter — gains the ability to cast *true resurrection* on its wielder once per month. Other items submerged in the pools become good-aligned for seven days as per the spell *align weapon*.

Once the ritual is finished, the PCs receive a summons from Ayire Jaysa of the Theurgist Seminary of Thasizier. The master scholar requests an audience immediately to discuss the *Scepter of Faiths*. Chihule can direct PCs toward the island city of Jah Sezar and the location of the seminary.

The PCs are one ritual away from completing the Scepter of Faiths. In the next adventure, ***Splinters of Faith 9: Duel of Fate***, PCs must travel to a mountain stronghold where the witches of Hecate await. There, they'll find the final requirement to restoring the weapon that can bring down the death-priest Akruel Rathamon.

Splinters of Faith

— Adventure 9: Duel of Magic —

By Gary Schotter & Jeff Harkness

PCs must infiltrate a coven of evil witches to free an astral deva who can help them complete their quest to restore the *Scepter of Faiths*. The adventure is designed for characters of levels 10 through 14.

The ship rises and falls in the Reaping Sea's embrace, the harsh waves slapping the hull with every rough breaker of water that washes over the railing. The crew stands fast against the elements, their eyes looking to the horizon. One sailor shouts, pointing into the gloomy distance. The other sailors cheer, their voices rising against the howling winds, as the faint glow reveals itself.

The yellow light spreads across the storm clouds, even as darker shadows reveal themselves as the island you seek. Long docks flow gracefully across the water like spreading fingers, the sturdy planks standing strong against the violent sea.

The Island City of Jah Sezar takes the breath away. A massive peak – rising 2,500 feet into the lower reaches of a dark ring of storm clouds – is dotted with buildings and lush gardens. People move on paths up and down the cobblestoned hillside.

Sitting at the peak, visible now through the gloom, is the Theurgist Seminary of Thasizier, its massive dome aglow with a blessed light

welcoming the ship into safe haven.

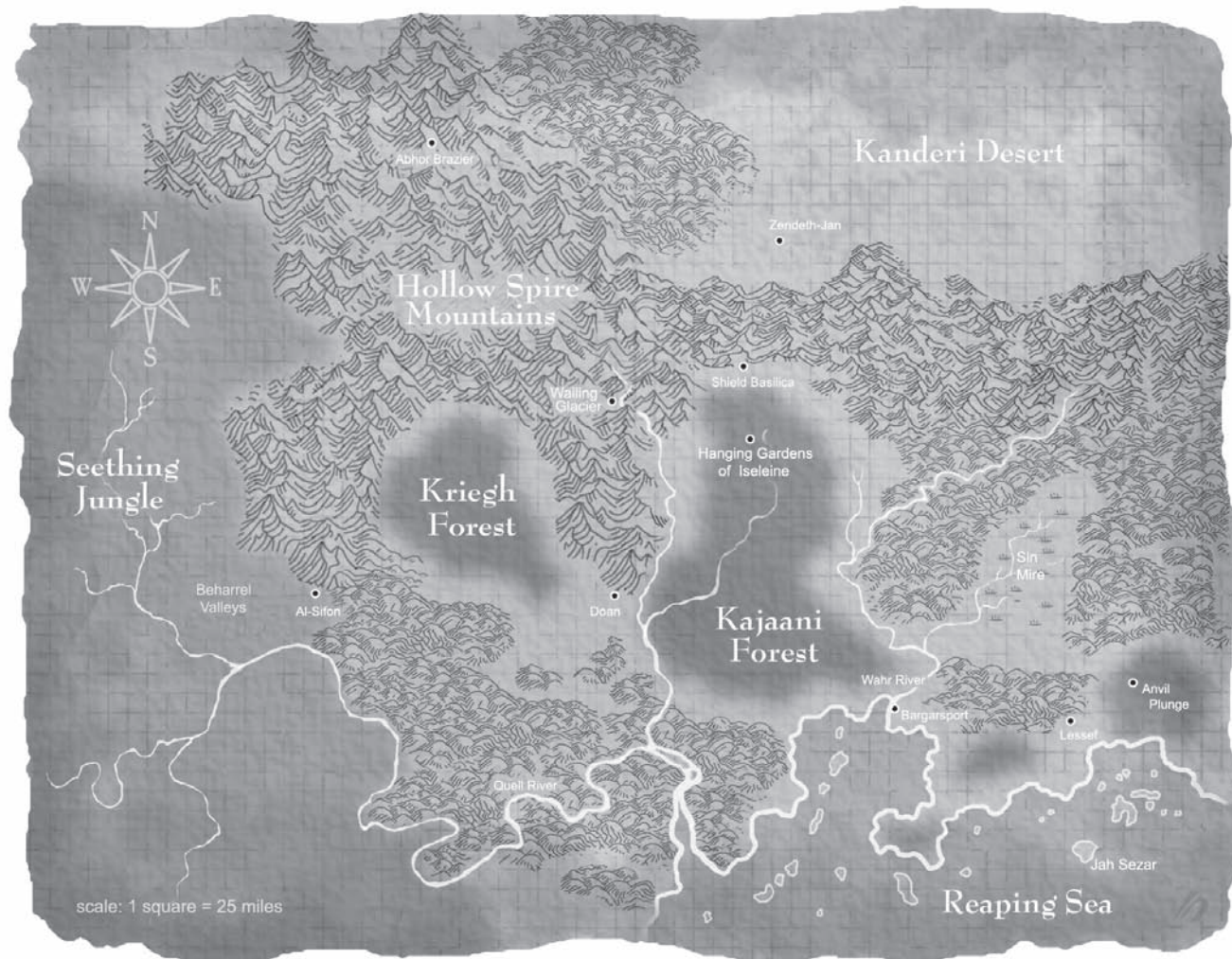
The Island City of Jah Sezar

Jah Sezar (Large City): Republic; AL LG; 10,000-gp limit; Assets 8,000,000 gp; Population 40,000; human 55%, elf 30%, dwarf 3%, half-elf 10%, gnome 1%, halfling 1%.

Authority figures: Governor Ghajden Shyd (LG human male Aro12/Sor6); Constable Ehrlich Smotecat (LG human male Pal14); Harbormaster Gull Ashenchisel (NG dwarf male Rgr8).

Important character: Ayire Jaysa, Master Scholar of the Mystic Erudite (LG human female Wiz5/Clr5/Mystic Theurgist 8).

The city of Jah Sezar covers the majority of a 5-mile diameter island located in the Reaping Sea. Long docks extend off the island



How to Use This Adventure

This adventure is part of the *Splinters of Faith* campaign, which leads PCs to restore a broken scepter and destroy a reawakened death-priest named Akruel Rathamon. The first nine adventures each require PCs to obtain a ritual to restore the relic. The final adventure finds the PCs and the reformed scepter facing off against the death-priest on his home turf. (For more information on the overall campaign, see *Splinters of Faith 1: It Started with a Chicken ...*)

At this point in the campaign, the relic – called the *Scepter of Faiths* – is equivalent to a +3 adamantite masterwork heavy mace with the *undead bane* ability, and can cast *bless*, *magic circle versus evil* and *cure serious wounds* 3 times each per day. It also has *deathwatch* and *detect undead* (30-ft. radius) and is able to *locate creature* (the death-priest Akruel) with no range limits as long as the wielder and Akruel are on the same plane. It can cast *true resurrection* on its wielder once per month.

If you don't want to run the full campaign, don't worry. This adventure is complete on its own. Each adventure in the campaign follows a similar setup where the PCs visit a good temple, then are recruited/hired/asked to take part in an adventure before receiving the blessing they seek. The PCs must then travel to an "evil" temple to complete their mission.

If you plan to run the adventure without the others that precede it, you'll need to devise a way to get the PCs started. Since each adventure starts with a "good" temple, this could be as simple as having the temple elders request aid against the "evil" temple. Of course, the promise of gold, magic and the thrill of adventure also might not hurt.

to allow a multitude of ships to dock during the sometimes violent storms that sweep the waters. Visitors are welcomed into the city by Harbormaster Gull Ashenchisel.

The center of the island rises in a peak that reaches more than 2,500 feet above sea level. Buildings perch on the slopes of the massive peak amid a lush, tropical setting. Cobblestone streets provide ample walkways up and down the hill. The people are very welcoming and kind-hearted.

Sitting atop the central peak is the city's most famous landmark: The Theurgist Seminary of Thasizier. The temple's dome lights each night, casting a warm glow over the city below. The temple's light can be seen for many miles out to sea, and acts as a beacon to passing ships.

Theurgist Seminary of Thasizier

Location: Island City of Jah Sezar

Nickname: The Eight Disciplines of the Magi, Heaven's Dome

Deity: Thasizier, the Divine Mage (good magic).

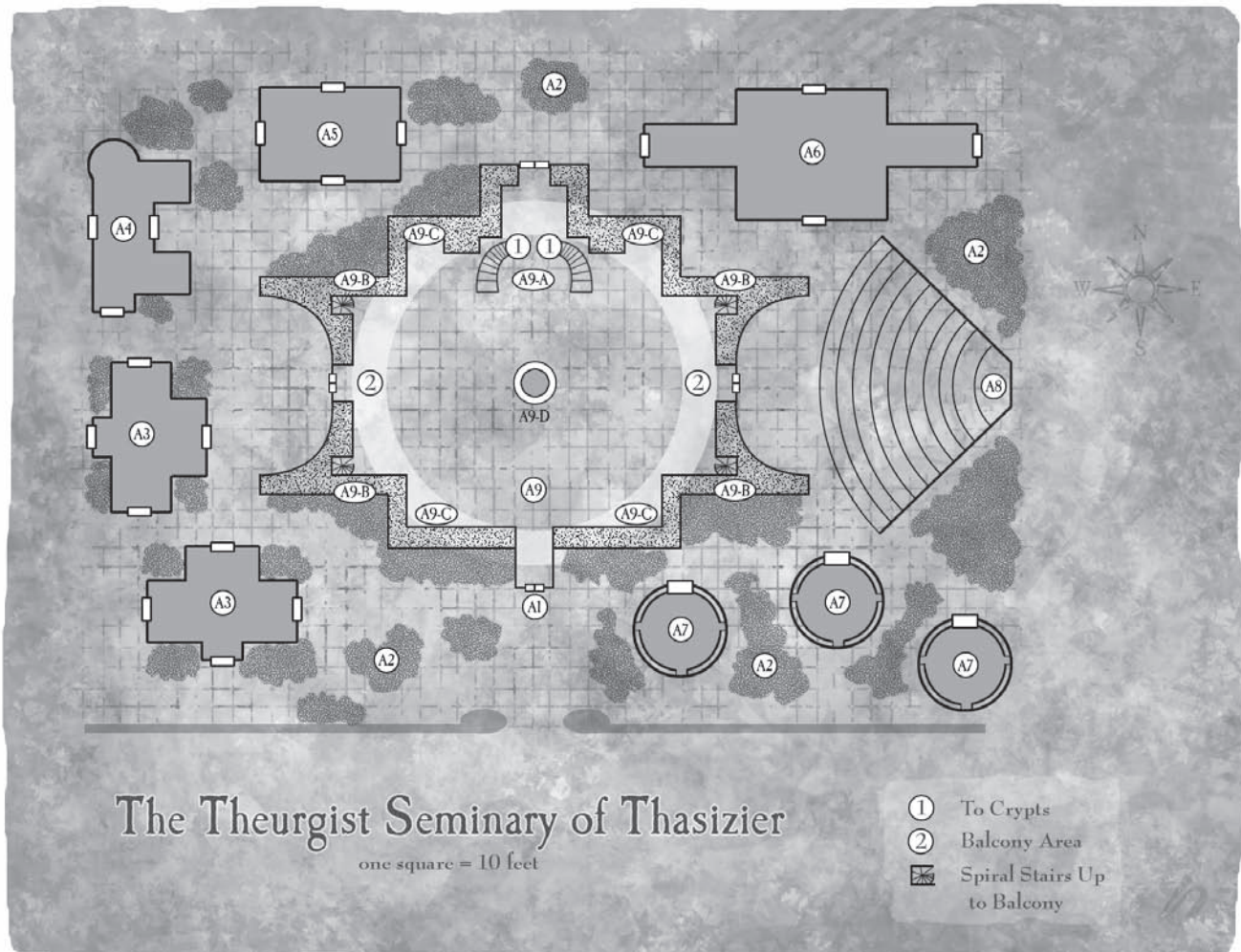
Worship Domains: Law, Good, Magic, Protection

Leader: Ayire Jaysa, Master Scholar of the Mystic Erudite

Servants: 250 students (Wiz1, Sor1, Clr1, Brd1), 40 Scholar (Wiz5-8, Sor5-8, Clr5-8, Brd 5-8)

Dress: Thasizier's priests favor multiple layers of silk robes. A glyphic sash worn over the shoulder tells the priest's rank within the order.

Uniqueness: A massive stained-glass dome tops a colossal cathedral. At night, multihued lights bathe the grounds and buildings in brilliant light as the dome shines brightly from within.



Theurgist Seminary of Thasizier

The Seminary perches above the city, the light of its radiant dome bringing peace and reason to those who bask in its glow. A place of solemn worship and the study of magic, the temple's congregation consists of students and scholars. Spellcasters of all races and classes travel from hundreds of miles away to pay homage to the Mage of Divinity and to peruse the immeasurable underground library housed in catacombs that honeycomb throughout the island's peak.

Crime in Jah Sezar is almost nonexistent, thanks largely in part to the presence of the temple's priests working with the city's populace. During the day, apprentices and volunteers fan out through the city to assist the poor and to clean the neighborhoods that spread down the massive peak like sprawling ivy. Apprentices clean the Seminary's walls using *unseen servant* or *mage hand*, and offer their magical talent to keep other buildings sparkling as well. The apprentices' helpful nature is greatly appreciated throughout the city, and fosters extreme loyalty by the city's residents toward the clergy.

The Seminary emphasizes humility and compassion, meaning that no one is exempt from the most mundane of chores. To that end, students and clergy are expected to perform menial and humbling tasks to assist the city's population.

Thasizier's priests teach that the greatest powers of magic require reverence and a desire to protect life. However, this doesn't mean Thasizier's clergy are soft or passive. Quite the contrary: The majority of the Seminary's occupants are skilled spellcasters with years of adventuring under their belts. Most have little tolerance for evil deeds or discord within the beautiful city.

The very embodiment of the followers' beliefs can be found within the central dome, where an angelic figure encased in crystal dominates the chamber. Visitors come from all over to stare in awe at the beautiful figure that has come to represent their godhood.

Area A: The Seminary Grounds.

From street level, the Seminary's white marble walls convey a sense of prestige and purity. Crowds flock to the temple to marvel and be entertained by the students and clergy as they perform simple spells for the masses. The temple draws commoners as if to a sideshow or museum of oddities.

Beautiful garden topiary rises among the marble statues that depict famous mages and departed heroes who worshipped Thasizier. Onyx benches sit in quiet niches in the garden, perfect spots for the priests and mages to meditate.

Area A1: The Front Doors

The Seminary's massive bronze double doors stand open, day and night. Guards are usually human paladins (Pal5), but other classes serve as long as they are of Lawful Good alignment. The **paladin guards** are a special detachment from the Shield Basilica of Muir, and consider it an honor to stand watch. Guards serve for one year, and receive rooms within the temple and further training in their art. The guards do not speak or react, and remain stoic unless the temple is in danger. They always wear highly polished full plate armor and wield halberds. Longswords and shields stand at the ready in case they are needed.

Area A2: The Gardens

Magnificent, flourishing gardens surround the cathedral and its campus buildings. Tending the gardens are **2d4 good-aligned druids** (Drd3-6) and/or priests of Iseleine (Clr2-4). These priests, like the guards, are grateful to work in the gardens caring for the exotic plants and herbs. The plants are used as teaching tools and spell components.

Familiars of all kinds call the gardens home when they are not attending to their masters. The familiars serve as stealthy "guards" who watch the grounds and report suspicious activity. Virtually everything is noticed. No animal in the garden is allowed to be harmed.

Area A3: The Rectory

These two-story white marble buildings house scribes, scholars, professors and philosophers. The average **clergy** (Clr4-8 or Wiz4-8) are elderly and beyond their adventuring days. Each building houses eight people.

Area A4: Erudite Manse

This beautiful mansion is home to **Ayire Jaysa**, Master Scholar of the Mystic Erudite (LG human female Wiz5/Clr5/Mystic Theurgist 8; Int 18, Wis 22). Although Ayire is normally present in the compound, she welcomes visitors as long as they adhere to proper courtesy. Two **guards** (human Pal6) stand at attention outside the doors.

Ayire's elderly husband, **Guscar** (LG human male Wiz14; Int 21, Cha 17) is somewhat senile and frail, but remains very active within the Seminary, particularly in maintaining the gardens. He enjoys regaling visitors with stories of his adventures, although he rambles for hours, often forgetting or mixing up his tales. When he forgets a detail, he "spices up" the stories with extravagant fabrications to fill in the gaps. Ayire and Guscar's children are grown and prominent adventurers in their own right, each more than ready to avenge any wrongs done to their parents.

Ayire is currently being tormented by disturbing dreams and images. These nightmares disrupt her rest, and she often wakes with visions of a being of supreme purity under extreme duress. Images of Hecate and Abhor Brazier accompany these disquieting nightmares. Ayire believes these dreams are a call for help from someone trapped within Abhor Brazier, but she is hesitant to attack the evil temple for fear of igniting a deadly war.

Area A5: Congregation Hall

This building serves as a meeting place and mess hall for students and clergy. A backroom contains a fully furnished kitchen. **Najart** (NG human male Exp9, cook) and his staff serve superb meals, most made with produce grown on the island.

A fair amount of expensive cheese recently went missing, and Najart suspects a sneaky familiar. He has yet to discover any clues as to the culprit's identity. He appreciates any help tracking down the thieving rodent.

Area A6: Seminary of the Divine Theurgist

This imposing white marble building towers four stories above the gardens. A fluted colonnade encircles the main structure. Paving stones lining the colonnade are inscribed with the names of every Seminary graduate. Tens of thousands of names and dates decorate the stones. The stones radiate mild magic, and each one glows a brilliant gold until the named student breathes his last breath. The stone then turns white as the mage's passes. The stones have no other properties.

A DC 30 Perception check reveals the name **Rayne D'Anzeray** among the paving stones. His stone is a muted gray. If asked about D'Anzeray, the faculty states that he was a gifted student who excelled in the necromantic arts and ancient lore, but that his interests in illicit magic brought about his expulsion. He left the Seminary after recurring conflicts with students and faculty. The Seminary's

magicians are also concerned by the color of D'Anzeray's stone; he isn't the first over the years to become a lich. They don't volunteer this information unless asked. They fear the information might reflect badly on the Seminary's teachings. (See *Splinters of Faith 10: Remorse of Life* for more on D'Anzeray's current condition.)

Standing at the Seminary's entrances are **8 guards** (Pal4), two at each door.

The Seminary itself is a testament to magecraft. Its walls display paintings and tapestries spanning thousands of years. Crystal display cases hold artifacts and antiques from a variety of cultures. Visitors are not allowed into the school without authorization and a **guard escort** (Pal5).

Gethsemane the Eminent (LG human male Wiz19) is the Seminary's headmaster. He retired from adventuring decades ago, but remains agile and vigorous. Gethsemane was never a handsome man, and age and time have not improved his visage. Despite his homely looks, Gethsemane is honest and benevolent. He never married but still seeks a good woman with whom to share his remaining life.

Gethsemane's **aides** (Wiz6-8) are specialists in the various schools of magic. A number of **clerics** (Clr4-8) also assist him in teaching Thasizier's religion and philosophy.

Area A7: The Dormitories

A round building houses students and apprentices of all races, ages and classes. At any given time, **8d4 students** (LG Wiz1 or Clr1) are present.

Area A8: Colloquium Amphitheater

This semicircular amphitheater is partially sunken into the ground. Stone benches line the dirt slope leading to the stage. Students and faculty perform plays, give lectures and put on magic exhibitions here.

New Deity: Thasizier

Master of Magic, God of Good Magic

Alignment: Lawful Good

Domains: Good, Law, Magic

Typical Worshippers: Good-aligned arcane spell casters,

Favored Weapons: Staff

Thasizier is the enigmatic sage, the wizened soothsayer and the embodiment of righteous magic. He depicts himself as a majestic young gentleman with a commanding presence. His emblem is a platinum circlet symbolizing the infinite power of magic and purity of the soul. The god takes great interest in humanity and elves. He willingly sends messengers and minions to assist his faithful in times of dire need if they are fighting evil arcanists. He opposes all that is evil and especially those who debase magic. Thasizier and his minions regard Hecate and her coven with open hostility. Thasizier and Hecate wage an eternal war that often spills out to include their mortal followers.

Thasizier and his priesthood actively seek out guttersnipes and vagabonds to train in arcane arts under strict supervision and education. Those lacking arcane talents are guided to Muir's schools. Thasizier's priests adorn themselves with blue robes of multiple hues.

Area A9: Temple Thasizier

This structure dwarfs the buildings around it. Massive white marble block walls rise 150 feet into the air. Flying buttresses support the block walls, and a domed ceiling towers overhead. Narrow golden glass windows ring the walls, which arc to a slender peak.

Two guards (Pal8) stand at each of the four bronze double doors. Each door is embossed with a depiction of Thasizier. The doors, which are rarely shut, open directly into the central worship chamber. The sun shining through the hemispherical ceiling of stained glass lights the expansive circular room with a colorful array of lights.

In the middle of the chamber is a wondrous sight: an angelic figure frozen in a block of transparent crystal. The temple appears to have been built around the mysterious figure.

As impressive as the ceiling is during the day, only at night is its true beauty revealed. The entire glass ceiling glows each night from more than 100 *permanent daylight* spells cast upon the panes of glass. The glow from the dome bathes the surrounding gardens and buildings in multicolored hues of astonishing beauty.

The room beneath the dome is ringed with many smaller chapels containing statues of heroic and famous mages throughout history. Some of these chapels also contain the tombs of honored mages and divine leaders. A golden, stained-glass window on the outer wall illuminates each shrine.

Bridavat the Sworn Protector (LG human male Pal 15, Str 19, Cha 18) keeps a watchful eye on the temple. He serves as the captain of the guard and resides in the rectory (Area A3) with his wife and young sons. He can be found near the angelic figure most of the time.

The temple's high priest, **Saebyl Neyron the Sighted** (LG elf male Clr16; Wis 21, Int 17) can also be found here during the daylight hours and during ceremonies to Thasizier. While Saebyl is the temple's acting high priest, Ayire Jaysa is the Seminary's true spiritual guide and chancellor.

During the day, a steady stream of spellcasters and clerics pays homage to the mysterious being encased in his crystal tomb. From dawn to sunset, arcane casters and clerics shuffle through the building, offering tributes and prayers. The numbers dwindle at night, but a few spellcasters can always be found within the chamber.

Common pilgrims are allowed in during the day. At any time, **4d10 sightseers** (Com1) visit the temple.

Area A9-A: The Crypts

Stairs wind down into the crypts. Iron gates seal the entrances, preventing visitors from accessing the catacombs. Only Bridavat, Saebyl and Ayire hold the keys to the crypt entrances. No undead live within the chambers, but tomb guardians include golems, summoning spells and other traps.

Area A9-B: The Choir

Four spiral staircases access a balcony surrounding the base of the glass dome. The choir area is 50 feet above the floor and is used only during ceremonies and special events.

Area A9-C: The Shrines and Chapels

Smaller chapels and reliquaries dedicated to important church figures decorate the temple's outer wall. Sarcophagi and holy relics of legendary heroes and spiritual leaders sit in these small shrines. Engraved plaques detail the deeds of these religious icons.

A9-D: The Angel

The most impressive aspect of the Seminary is the angelic figure encased in crystal that dominates the chamber beneath the dome. The enigmatic male figure is nude, with a pair of white, feathered wings spreading upward from his back. His face is serene, but a single tear lies frozen below his right eye. A single wound mars the flawless skin of his breast, piercing his heart.

The entire cathedral was built around this mysterious figure. Scholars believe the winged man is a messenger or avatar of Thasazier. All that is known of the entombed being is that a holy symbol of Thasazier hangs on a golden chain around his neck.

The clear stone casing resists all attempts at penetrating its hard shell. Divination magic sheds little light on this relic. Protecting the figure at all times are **4 guards** (Pal8).

The being in the crystal is **Marros Stron**, an **astral deva** and one of Thasazier's most-beloved minions. Stron freely offered his soul to power the original *Scepter of Faiths* when it was created. Stron's body was encased in a shard of elemental force as a tribute to his devotion. If somehow freed, no amount of magic can return the astral deva to life. When Akruel escaped and broke the scepter, Stron's soul was finally released to spend eternity at Thasazier's side.

The crystal encasing has Hardness 10 and 500 hit points and is immune to all spells that allow spell resistance. The stone is 15 feet tall and weighs 5 tons.

If the new *Scepter of Faiths* is brought within 30 feet of the angelic figure, flashing images appear upon the crystal's surface. The guards immediately fall to their knees in wonderment, while others scurry to alert Ayire. She arrives in two rounds to witness the "miracle."

Over the next hour, the images show the *Enchantment of Power* ceremony required to complete the *Scepter of Faiths*. PCs watch the original *Scepter's* creation as Stron willingly gave up his life and plunged the scepter into his chest to empower the relic. The scenes then switch to show the final battle with Akruel Rathamon, and Shah Rasalt plunging the scepter into the death-priest's chest.

The images end with a picture of Poverty's Bethel in Lessef and a robed necromancer pulling the scepter from a desiccated corpse. Ayire immediately recognizes Rayne as the robed figure, and the corpse as the rumored Akruel Rathamon.

Finally, all in the temple hear a soft voice whisper in their minds: "I failed to strike true the heart of hellish might, the beating of a thousand souls. Succeed where I did not." An image of a black temple pyramid with massive carved skulls ringing its step tiers flashes across the crystal.

As the whispering voice fades, another image of a tortured astral deva flickers across the crystal and a deafening scream echoes in the PCs' minds.

GMs should use the images to fill in any details the PCs might have missed. PCs should understand after watching the images that a Lawful Good being must give up its life voluntarily to power the *Scepter of Faiths*.



The Adventure

The Brood of Hecate, devout followers of the goddess of evil magic, have long been rivals of Thasizier and the Seminary, despite the more than 700 miles between the two temples. Past clashes often erupted into minor wars that devastated the battlefields upon which the magic-wielding combatants faced off. The conflicts were devastating and legendary, deadly for the combatants as well as those caught in the mayhem. The terrors unleashed from the Brood's mountain stronghold of Abhor Brazier were truly stuff of nightmares.

For the last hundred years, however, the Brood of Hecate has been silent, the doors of their great black temple closed to outsiders, the temple itself cut off by bitter winters and impassable mountain roads. But inside Abhor Brazier, the brood has been actively preparing for the return of Akruel Rathamon. With the death-cult leader's return, evil is once again stirring within the unholy sanctum as the Brood witches turn their eyes toward stomping out their old enemy. Recently, a great gout of flame visible from miles away erupted from the temple's remote mountainside location, a dire signal of the Brood's reawakening. Ayire Jaysa knows something is amiss, and feels that the witches are again active and awaiting their chance to strike. She has already alerted the Shieldfane of Muir to be ready in case the winnowers of Hecate march forth from the mountains.

But despite her suspicions, Ayire has not organized her city's defenses. In fact, her attention is wandering, as many within the compound will attest. Some say Ayire is under an evil spell caused by Abhor Brazier's awakening. This isn't far from the truth: Ayire is the recipient of a *dream* spell cast nightly by **Lianhi**, a prisoner inside Abhor Brazier. The dreams are desperate pleas for help, but Ayire feels powerless to intervene for fear of throwing Thasizier's minions into a battle with the Brood on their home turf.

Ayire recently used her divination magic to discover the *Scepter's* whereabouts and sent a messenger to retrieve the party carrying the blessed relic. Ayire wants to discover the nature of the mournful pleas tormenting her sleep, but feels it is somehow connected to the party and the restored scepter. If asked about the images shown on the deva's crystal, Ayire now understands that the *Enchantment of Power* blessing requires a Lawful Good being to willingly sacrifice itself to power the *Scepter*. She can't explain it, but she is sure that her recent dreams pertain to this final blessing. Unfortunately, she is also sure that the answer to the mystery lies within Abhor Brazier.

The Final Blessing

This final blessing on the *Scepter of Faiths* is perhaps the most difficult for PCs to attain: A being must willingly sacrifice itself to power the *Scepter of Faiths*.

At least 12 life levels must be freely given to the *Scepter* to complete the final blessing. The levels must come from a single good-aligned being. Even if the being has more life levels than required, the person falls dead, a look of serenity on his face and a single tear falling down his cheek. No amount of magic short of divine intervention can revive the being.

From her past dreams, Ayire believes that someone willing to offer its life exists within Abhor Brazier's walls — and she is convinced that Thasizier selected this being. She beseeches the PCs to travel to the horrid temple in the Hollow Spire Mountains more than 700 miles to the northwest of the island city to investigate.

Ayire isn't too far off in her beliefs, despite the fact that the dreams are actually coming from a spell cast by Lianhi as she languishes each night inside Abhor Brazier's dark walls. What Ayire doesn't know — although she somehow senses it — is that the witches of Hecate are currently holding a captured astral deva named **Ceallachan** within their unholy temple. If found, the astral deva — tainted by the corruptions the Brood forces on him daily — willingly sacrifices his soul to end his misery.

Going to New Heights

The height at which Abhor Brazier is built (14,000 feet above sea level) may pose a challenge to PCs attempting to quickly invade the Brood's lair.

Adjusting to the high altitude takes time, requiring PCs to rest regularly. PCs traveling up the mountain peak can easily climb (or use magic) to reach the 8,000-foot mark. Above 8,000 feet, the lower oxygen forces PCs to rest two days and acclimate for every 1,000 feet of elevation (about a half-day's climb).

PCs pushing themselves (using a *fly* spell or *teleport*, for instance) to go farther must make a DC 15 Fortitude save or become fatigued for a number of days equal to the number of 1,000-foot intervals attempted. The DC increases by +1 for each 1,000 foot above the 8,000-foot mark. For example, a PC using a *fly* spell to go from the 8,000-foot mark to the 13,000-foot point would have to make a DC 20 Fortitude save or become fatigued for 5 days.

Creatures acclimated to the heights, such as those living within Abhor Brazier, are used to the thin air and do not have to attempt the Fortitude save. It takes a month of living in the thin air to adjust to the altitude.

PCs making the climb more slowly by taking a two-day rest after each day of climbing 1,000 feet can reach the temple doors and be ready to fight without any problems.

Area B: Abhor Brazier

Location: The temple sits 14,000 up the peaks of the Hollow Spire Mountains

Nickname: The Brood Home, Hecate's Hellgate, the Coventry

Deity: Hecate, the Wild Witch (evil magic).

Worship Domains: Chaos, Evil, Magic

Leader: Dealyn Rhó, Abj3/Clr3/Mystic Theurgist 14

Servants: The Brood of Hecate is composed of members who serve Hecate and all facets of magic.

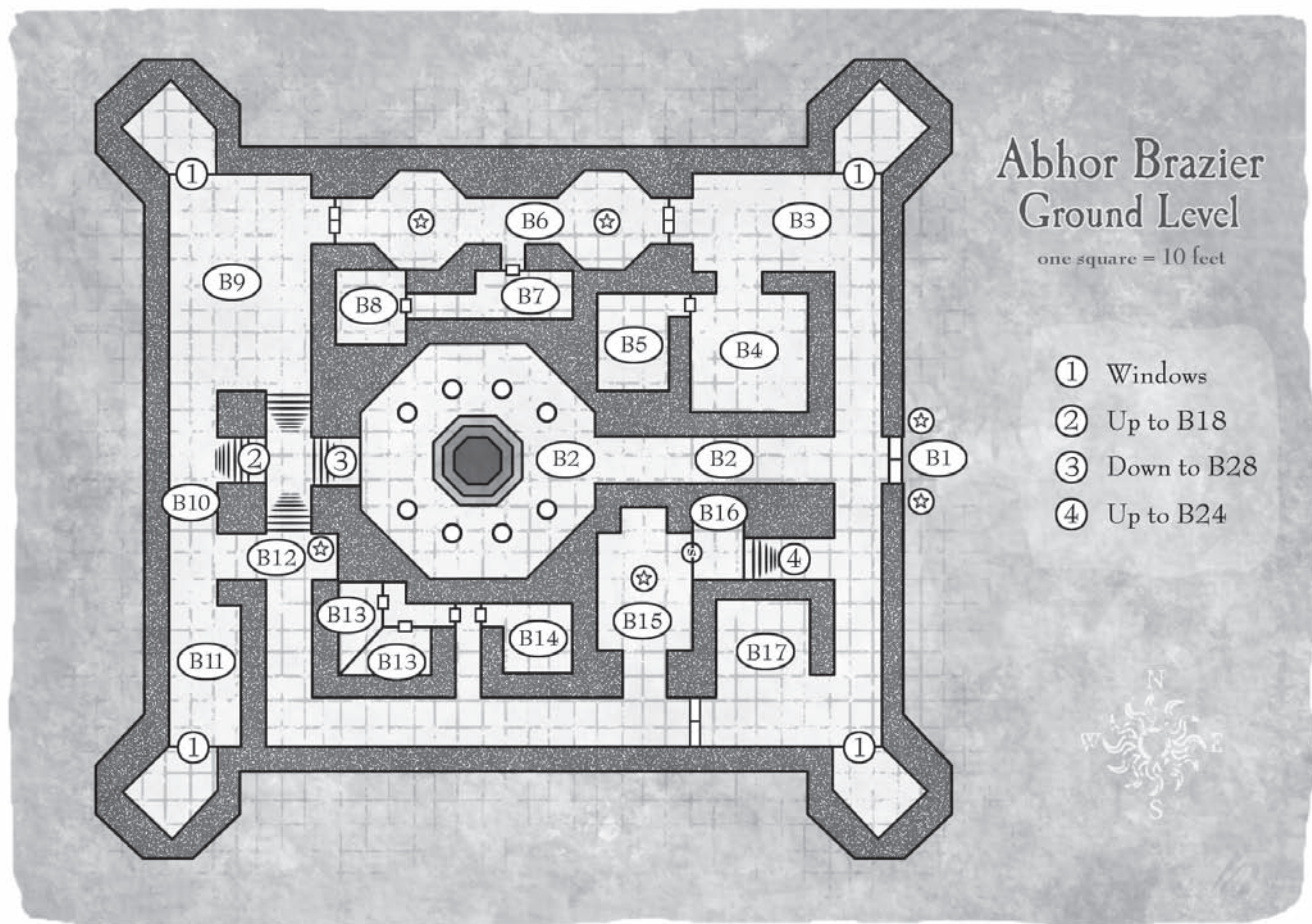
Dress: The Brood members wear various outfits befitting their personalities. Hecate's followers tend toward loose robes.

Uniqueness: Abhor Brazier sits high in the mountains, flanked on its four corners by high chimneys that contain links to the fires of Hades.

Abhor Brazier sits on the side of a rumbling volcano, about 14,000 feet above sea level. The air is thin around the black temple, and altitude sickness may affect PCs. The temple appears more like a tomb than a place of worship, with black polished walls of obsidian that reflect the rocky, volcanic wasteland. The smooth walls slope upward 100 feet to a flat surface atop the structure. A set of massive brass doors is the only visible entrance. Intricate runes and alien glyphs flanked by hellish wolf sculptures decorate the doors. A brass standard of a setting moon is embedded in each lintel.

Four smokestacks at the corners of the temple reach 300 feet above the structure. Purplish flames bellow from the tops of each stack, the wicked fires reflecting on the temple's seamless obsidian walls. Each smokestack contains a portal to the fires of Hades.

Dealyn Rhó, the high priestess of Hecate, is quickly restoring the dark temple to former power and attempting to unite the factions.



New Deity: Hecate

Goddess of Evil Magic

Alignment: Lawful Evil

Domains: Law, Evil, Magic, Knowledge

Typical Worshippers: Wizards, Women

Favored Weapons: None.

Hecate is the goddess of evil magic and appears as a beautiful woman flanked by numerous hellhounds, her favored creature. The setting moon is her symbol. Her priests are normally accompanied by hellhounds sent to guard Hecate's temples. Her clerics have a special rapport with the beasts. Hecate is jealous, capricious and quick to anger. One of her greatest priestesses, Akbeth, is imprisoned in *Rappan Athuk — The Middle Levels* by **Necromancer Games**. Hecate resides in a floating castle in the Nine Hells.

Area Br: Inhospitable Gates (CR 12)

These 20-foot-tall brass doors are surrounded by horrid glyphs and carvings.

Looking like nothing more than imposing decorations, **2 obsidian minotaurs** stand guard near the entry. Each is cleverly hidden as bas-relief sculptures on either side of the door. A DC 20 Perception check reveals the constructs are not actually part of the temple wall.

Each massive construct carries a halberd made of volcanic glass. The minotaurs drop the halberds before combat, as each “weapon” is merely a decoration to add an air of menace. The minotaurs haven't moved

in ages, and dust and ash coat their bodies. If PCs attempt to open the doors, the obsidian minotaurs step out of their wall niches and attack. They defend themselves if threatened before the doors are opened.

The doors are locked (DC 30 Disable Device) and trapped. Any living being that touches the door triggers a *symbol of death*. The door also has an *arcane lock* cast on it (CL 18).

Brass doors: 6-in. thick; hardness 10; hp 120, Break DC 38.

SYMBOL OF DEATH TRAP

CR 10

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

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

Effect: spell effect (*symbol of death*, 17th-level wizard, DC 23 Fortitude save negates); multiple targets (up to 150 hp of creatures).

OBSIDIAN MINOTAUR

CR 9

The Tome of Horrors by **Necromancer Games**, Page 206

XP 6,400

N Large construct

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

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

hp 107 (12d10+30)

Fort +4, **Ref** +4, **Will** +4

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

Speed 10 ft.

Melee 2 claws +17 (2d8+6 plus 1d6 fire)

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

Special Attacks breath weapon (DC 16), burn, razor claws

Str 22, **Dex** 10, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +12; **CMB** +19; **CMD** 29

Environment any

Organization solitary
Treasure none

Immunity to Magic (Ex) An obsidian minotaur 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 *transmute rock to mud* spell slows an obsidian minotaur (as the *slow* spell) for 2d6 rounds, with no saving throw, while *transmute mud to rock* heals all of its lost hit points.

- A *stone to flesh* spell does not actually change the obsidian minotaur's structure but makes it vulnerable to any attack for the following round (this does not include spells, except those that cause damage).

Breath Weapon (Su) As a free action an obsidian minotaur can expel a cloud of gas that deals 1d4 points of temporary dexterity damage in a 10-foot cube directly in front of it lasting 1 round. It can use this ability every 1d4+1 rounds. Fortitude save (DC 16) to negate. The save DC is Constitution-based.

Burn (Ex): The claws of an obsidian minotaur deal 1d6 points of fire damage each time they hit. A creature hit must make succeed a reflex save (DC 16) or take 1d6 points of fire damage for 1d4+1 rounds as clothes ignite or armor becomes searing hot.

Razor Claws (Ex) The claws of an obsidian minotaur are exceedingly destructive. They are kept continually razor sharp due to its burn attack. The claws deal 2d8 points of damage.

Sneak or Fight?

Abhor Brazier is a working temple — despite being sparsely populated because of the isolation imposed by the high altitude. If the PCs are quiet, however, they may be able to sneak into the temple without raising too much of an alarm. The witches inside have their own intrigues to attend to, and don't vigilantly watch the front gates due to the high altitude. Getting inside without getting noticed allows them to fight the temple's leaders on their own terms — at least until an alarm is sounded.

If PCs burst through the front doors looking for a fight, though, the many leaders of Abhor Brazier will happily oblige them. Unfortunately, the women know how to fight together, and will do so to the best of their abilities to protect the home of their goddess. Referees shouldn't hesitate to have the leaders come running if there is a threat on their doorstep. PCs deserve whatever awaits them if they come out swinging.

GMs shouldn't hesitate to have the leaders come running if there is a threat on their doorstep. PCs deserve whatever awaits them if they come out swinging.

Area B2: The Grand Temple (CR 14)

Crackling flames cast crimson flashes down this 50-foot-long hallway. Patterns move about the walls in chaotic red clouds that take horrid shape then vanish just as quickly. Amethyst streaks swirl throughout the black walls.

The hall opens into a large octagonal room containing eight intricately carved columns. Each column is made up of three massive statues of women standing back to back. The eyes of the statue are even with a veranda that sits 50 feet above the floor. Each woman wears flowing robes that gather at her feet. Their arms lift burning torches high over their heads so that flames lick the dome 75 feet overhead. The statues represent the many phases of Hecate the All-Seeing.



THE ADVENTURE

A billowing violet mist roils along the ceiling in a whirlpool-like cloud. A brass crest of a setting moon occasionally can be glimpsed through the mist directly over a flaming pit in the center of the room.

Flanking each pillar are tall brass candelabras. Silk tapestries representing the eight schools of arcane magic flutter in the warm breezes that circulate through the chamber. Brass chimes hanging from each end of the tapestry rods chime random melodies.

In the center of the chamber is a 20-foot-diameter pit surrounded by low stone stairs that rise about three feet in an octagon around the opening. Violet flames fill the pit, a sheet of intense fire that runs horizontally across the opening between the steps. The pit drops 20 feet to Area B4.

The violet flames are a horizontal *permanent wall of fire* (CL 18). The blaze deals 2d4 points of fire damage to those within 10 feet and 1d4 points of damage to those within 20 feet of the flaming surface. PCs passing through the *wall of fire* suffer 2d6+18 points of fire damage and arrive in Area B40.

A modified **iron golem in the form of a five-headed hydra** lies within the pit, resting in Area B40. The creature uses ledges cut into the central pit to climb to the top of the pit so it can attack beings inside the temple room. The iron golem hydra remains in the pit, extending only its heads and the forepart of its body through the flames to attack those in the worship room. The *wall of fire* heals 10 points to the golem while it remains in contact with the flames each round.

HUGE IRON GOLEM “HYDRA”

CR 14

Pathfinder Roleplaying Game Bestiary, “Golem, Iron”

XP 38,400

N Huge construct

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

AC 29, touch 6, flat-footed 29 (–2 Dex, +23 natural, –2 size)

hp 166 (18d10+30)

Fort +6, **Ref** +3, **Will** +6

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

Defensive Abilities fast healing 10 (while in contact with the *wall of fire*)

Speed 20 ft.

Melee 5 bites +32 (1d10+15/19–20)

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

Special Attacks breath weapon, severing bite

Str 40, **Dex** 7, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +19; **CMB** +36; **CMD** 44

Breath Weapon (Su) As a free action once every 1d4+1 rounds, an iron golem can exhale a 10-foot cube of poisonous gas. This gas cloud persists for 1 round; any creature within the area when the golem creates it (as well as any creature that passes through the cloud during the remainder of that round) is exposed to the cloud’s poisonous effects. This poison is magically created each time the golem uses this power. *Breath weapon*—inhaled; *save* Fort 19; *frequency* 1/round for 4 rounds; *effect* 1d4 Constitution damage; *cure* 2 saves. The save DC is Constitution-based.

Immunity to Magic (Ex) An iron golem is immune to spells or spell-like abilities that allow spell resistance. Certain spells and effects function differently against it, as noted below.

- A magical attack that deals electricity damage slows an iron 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 golem and heals 1 point of damage for each 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. An iron golem gets no saving throw against fire effects.

- An iron golem is affected normally by rust attacks, such as those of a rust monster or a *rusting grasp* spell.

Severing Bite (Ex) The iron hydra’s bite is capable of slicing through metal and cutting through bone. Against objects, an iron hydra’s bite ignores hardness. An iron hydra threatens a critical hit on a 19–20 with its bite attacks. Upon a natural 20 (followed by a successful roll

to confirm the critical hit), the bite severs an opponent’s head (if it has one) from its body.

Area B3: The Pack (CR 10)

Purplish light shines through a large round window, the glow the ugly color of a bruise. Beyond the window roar torrents of crimson and violet flame. The window — a partially opened gate to the fiery pits of Hades — blocks the flames from entering the room. Powerful Abjuration magic on the window — glass delved from the Mines of Honn — prevents extraplanar beings from entering, but allows flames to belch forth in violent eruptions. Similar windows open into the interior of the fiery smokestacks at the temple’s four corners.

The glass window is incredibly strong (Break DC 30) and immune to fire-based effects. Breaking the glass unleashes a hellish storm of searing flame. The blaze deals 20d6 points of damage to beings in the room. Half is fire damage, while the other half is unholy energy and not subject to damage reduction by PCs resistant to fire-based attacks.

Making their lair in the room are **12 hellhounds**. Hecate’s beloved creatures have free rein of the temple, but often wait here to be unleashed to spread destruction in the mountains. The hellhounds are more cunning than others of their species.

HELLHOUNDS (12)

CR 3

XP 800

hp 42 (*Pathfinder Roleplaying Game Bestiary*, “Hellhound”)

Area B4:

Shrine to Arcane Flame (CR 12)

Eight large cauldrons of burning oil hang from the 30-foot-high ceiling, suspended 20 feet above the floor on chains secured to the walls. Dense black smoke swirls in a caustic whirlpool through a vent in the ceiling. Pitch suet and sticky tar cover the floor. An ornate bronze bowl sitting on an altar of dark stone holds smoldering coals that emit white smoke. A small black statue depicting Hecate stands in the center of the glowing coals. A Medium-sized door of blackened wood is locked.

Maintaining the temple and the multiple fires are **2 aerial servants**. They launch burning cauldrons down upon intruders, dealing 2d8+8 points of bludgeoning damage plus 3d6 points of fire damage. PCs must make a DC 15 Reflex save or catch fire as they are covered in burning pitch.

LOCKED WOODEN DOOR: 2 in. thick; Hardness 5; hp 20; Break (DC 25), Disable Device (DC 15).

AERIAL SERVANT

CR 10

The Tome of Horrors by **Necromancer Games**, Page 5

XP 9,600

N Medium outsider (air, elemental, extraplanar)

Init +9; **Senses** darkvision 60 ft.; **Perception** +19

AC 18, touch 14, flat-footed 13 (+5 Dex, +4 natural, –1 Size)

hp 146 (16d10+66)

Fort +9, **Ref** +17, **Will** +10

Defensive Abilities natural invisibility; **Immune** elemental traits

Speed fly 60 ft. (perfect)

Melee slam +24 (1d8+12)

Special Attacks grab, constrict (1d8+12), wind blast

Str 26, **Dex** 21, **Con** 18, **Int** 4, **Wis** 10, **Cha** 11

Base Atk +16; **CMB** +25; **CMD** 40 (can’t be tripped)

Feats Awesome Blow, Combat Reflexes, Improved Bull Rush, Improved Initiative, Improved Natural Attack, Lightning Reflexes, Power Attack, Weapon Focus (slam)

Skills Acrobatics +16, Fly +16, Perception +19, Sense Motive +19,

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Stealth +20

Languages Auran, Common

SQ natural invisibility

Wind Blast (Ex): Line 5 feet wide, 5 feet high, and 80 feet long, once every 1d4 rounds, 4d8 points of damage, and creatures of Large or smaller size are knocked down and back 1d4 x 10 feet (reflex save DC 26 to halve the damage and avoid knockdown).

Natural Invisibility (Ex): This ability is constant — an aerial servant remains invisible at all times, even when attacking. As this ability is inherent, it is not subject to the *invisibility purge* spell. Against foes that cannot pinpoint it, aerial servant gains a +20 bonus on Stealth checks when moving, or +40 when standing still — these bonuses are not included in the statistics above.

Constrict (Ex): An aerial servant deals 1d8+12 pints of damage with a successful grapple check against Large or smaller creature. Because it seizes victims by the neck, a creature in the aerial servant's grasp cannot speak or cast spells with verbal components.

Link with Caster (Ex): When summoned, the aerial servant creates a mental link between itself and the caster who summoned it. Should the aerial servant fail the mission it has been assigned, it returns to the caster and attacks him. The aerial servant can find the caster as long as he is on the same plane of existence. If the caster leaves the plane, the link is temporarily broken. Once the caster returns or the aerial servant enters the plane the caster is on, the link is immediately reconnected and the aerial servant moves at full speed towards the caster current location.

Area B5: Akhilesh's Chambers (CR 15)

The fearsome **Akhilesh** is the temple's master of evocation. Akhilesh specializes in arcane fire and is prone to violent fits of anger. Few furnishings survive in her chambers, and those that remain show signs of recent fire damage. A charred bed lies disheveled and unkempt and a stone table holds hundreds of thin sheets of metal embossed with spells. The sheets weigh a total of 100 pounds. A stone wardrobe holds Akhilesh's clothing and personal effects.

Akhilesh rarely travels without an **elder fire elemental** at her side. Her favorite tactic is to envelop herself within a *fire shield* and fly above the elder elemental as she blasts opponents with spells. This gives the appearance of her being inside the elemental. In combat she uses what she calls the "triple threat": Her elemental hurls a *delayed blast fireball* bead while she simultaneously casts *maximized empowered fireball* and a *quicken fireball* at the largest group of opponents.

AKHILESH

XP 38,400

Female human mage (evoker) 15

CE Medium humanoid (human)

Init +2; **Perception** +15

CR 14

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

Hp 100 (15d6+45)

Fort +10; **Ref** +11; **Will** +13

Spd 30ft.

Melee mwk darkwood staff +9/+4 (1d6 +1)

Evocation Abilities (CL 15th):

8/day — force missile (1d4+7), 15 rounds/day — elemental wall (fire)

Spells Prepared (CL 15th)

8th—*clenched fist*, *maximized empowered fireball* (DC 25)

7th—*delayed blast fireball* (DC 24), *greater teleport*, *quicken fireball* (DC 24)

6th—*chain lightning* (DC 23), *disintegrate* (DC 21), *globe of invulnerability*, *maximized fireball* (DC 23)

5th—*cone of cold* (DC 22), *elemental body II*, *interposing hand*,

quicken magic missile (x2), *wall of force*

4th—*dimension door*, *enervation* (DC19), *fire shield*, *heightened fireball* (DC 21), *stone skin*, *wall of fire*

3rd—*fireball* (DC 20), *fly* (x2), *protection from energy* (x2), *sleet storm*

2nd—*cat's grace*, *acid arrow*, *scorching ray* (x3), *see invisibility*

1st—*burning hands*, *mage armor*, *magic missile* (x3), *protection from good*, *shield*

0—*detect magic*, *flare*, *mage hand*, *message*

Str 12, **Dex** 14, **Con** 17, **Int** 20, **Wis** 10, **Cha** 14

Base Atk +7; **CMB** +8; **CMD** 28

Feats Acrobatic, Combat Casting, Empower Spell, Greater Spell Focus (evocation), Greater Spell Penetration, Improved Lightning Reflexes, Iron Will, Lightning Reflexes, Quicken Spell, Scribe Scroll^B, Spell Focus (evocation), Spell Penetration, Widen Spell

Skills Acrobatics +19, Fly +22, Knowledge (arcana) +23, Knowledge (dungeoneering) +23, Knowledge (religion) +23, Linguistics +23, Perception +15, Spellcraft +23

Languages Draconic, Celestial, Common, Elven, Ignan, Infernal

Arcane School Evocation (opposition schools: enchantment and illusion)

Arcane Bond (*greater ring of energy resistance*, *fire*)

SQ intense spells (+7 damage evocation spells), permanent *arcane sight*

Combat Gear masterwork darkwood staff, *bracelet of friends* (5 charms left), *wand of scorching ray* (CL10, 13 charges), *ring of energy resistance* (fire, greater), *ring of evasion*, *cloak of resistance* +2, *necklace of adaptation*

Non-combat Gear unholy symbol of Hecate, ruby encrusted bracers (3,000 gp)

Description Akhilesh is one of the most powerful and terrifying of the Brood. Her impetuous and unpredictable nature prevents her from moving up in status, however, a fact that fills her with constant rage. Her passion for flame and Hecate are fanatical to the extreme. Akhilesh wears scant mithral chainmail, which is so negligible that it offers no protection or hindrance. The armor glows a brilliant red with heat when Akhilesh immerses herself in flames.

ELDER FIRE ELEMENTAL

CR 11

XP 12,800

hp 210 (*Pathfinder Roleplaying Game Bestiary*, "Elemental, Fire")

Area B6: The Reception Hall

Thick wooden doors sit at either end of this hall. Facing the door are statues of robed women resembling Hecate. Each statue holds aloft two torches. The statues are actually low-ranking female priestesses of Hecate (Clr2, LE) who were turned to stone centuries ago for displeasing the temple mistress at that time. They know little about the current temple and offer no resistance if freed.

Area B7: Visitors' Antechambers

This lounge is comfortably furnished with plush chairs, soft rugs and a well-stocked beverage table. A gold censer (1,500 gp) hanging from a gold chain in the center of the chamber emits a warm radiance that dispels the chill in the air emanating from the cold stone walls. The censer has a minor enchantment to provide an *endure elements* (cold) spell to all within a 15-foot radius.

A table holds several books on topics such as forbidden romances, embellished illustrations of the male anatomy, and empowering females in male-dominated societies.

Area B8: Visitors' Chambers

Beds covered with down pillows sit against opposite walls. Two empty drawers are adjacent to each bed. The room is comfortable and inviting, but otherwise empty.

Area B9: The Exalted Conclave

A large window in the corner of the room bathes the chamber in a purplish light. Torrents of crimson and violent flames roar just on the other side of the window. The window is another partially opened gate to Hades (see Area A3). A wide set of stairs descends in the corner opposite the window, leading down to Area B28.

A huge U-shaped table with 10 chairs sits in the room. The finest dinner and silverware adorn the black, wooden table. Rich and colorful tapestries representing the schools of magic hang from the walls. The tapestry for the school of Abjuration hangs separately from the others in a place of honor behind the center chair.

The silverware and table settings are worth a total of 1,000 gp.

Area B10: The Hall of Deception (CR 11)

The hall is carved with a bas-relief of a hellish scene. Black flames envelop sculpted humanoids writhing in agony. The carving starts at the base of the black stone wall and continues overhead to the peaked ceiling. The carving slowly moves, with the entire scene changing about once every hour in a slow-motion crawl. While the changing sculptures pose no danger, **2 obsidian minotaurs** are cleverly concealed (DC 26 Perception check) within the image. The carvings actually flow around and over the minotaurs' bodies, obscuring their obvious shapes. The obsidian minotaur guards attack any non-Hecate worshipper entering the staircase leading to Area B18. The guards wait until the PCs start up the stairs, then burst out of the wall carvings on either side of the last PC. The entire hall radiates strong Transmutation magic.

OBSIDIAN MINOTAURS (2)

CR 9

The Tome of Horrors by Necromancer Games, Page 206

XP 6,400

hp 88 each. See Area B1.

Area B11: Alchemy Laboratory

The room is filled with an eerie lavender glow that shines through a small window. A small iron door below the window allows access to the flames, although opening the door leads to a miniature gate into Hades (See Area B3).

Tables and workbenches fill the room. Shelves with an abundance of alchemy supplies hang on the walls. All labels in the lab are written in infernal. The lab contains 10,000 gp worth of rare and exotic components and elements.

Many of the spellcasters residing in the temple frequently use this lab to mix potions and to find spell components for their horrid experiments.

Four *permanent unseen servants* constantly tidy and straighten the room.

Area B12: Vestibule

An alcove holds a 12-foot-tall statue of Hecate, her arms aloft and a flaming torch in each hand. The torches blaze with *continual flame* spells. A small altar of obsidian sits before her, and a small bronze bowl sits in a depression on the altar's surface. The bowl holds a pool of clear liquid.

Once per day, the bowl fills with a *potion of fox's cunning*. The potion lasts for an hour, but only affects followers of Hecate. Any non-follower of Hecate who drinks this sweet-tasting fluid suffers 3d4 points of Intelligence damage (DC 25 Will save for half). Creatures dropping to 0 Int or below remain in a vegetative state until healed by normal or magical means.

The bowl radiates Transformation magic. Its power is canceled if the bowl is removed from the altar.

Stairs nearby lead down to a landing (Area B28).

Area B13: Sub-Priestess' Chamber (CR 9)

Each of these rooms houses **3 sub-priestesses** and their **hellhound** companions. These women normally assist the higher-ranking clerics in their daily duties. Unless they are accompanying one of the priestesses, the women are here (30% chance). The room contains decorative furniture, fine clothing and personal belongings. Three chests sit at the foot of each bed. Each contains 2d8 pieces of miscellaneous jewelry (1d6x10 gp each).

SUB-PRIESTESS (3)

CR 4

XP 1,200

Female human cleric 5

LE Medium humanoid (human)

Init +0; Perception +5

Aura Evil

AC 20, touch 11, flat-footed 20 (+9 armor, +1 deflection)

hp 35 (5d8+5)

Fort +6; Ref +2; Will +8

Spd 30 ft.

Melee masterwork steel-banded staff +3 (1d6)

Special Attacks channel negative energy (3d6, DC 17), spontaneous casting (inflict spells)

Domain Spell-like Abilities (CL5th):

at will—lore keeper

6/day—hand of the acolyte

Spells Prepared (CL 5th)

3rd—*bestow curse*, *dispel magic*^D, *searing light*

2nd—*detect thoughts*^D, *hold person* (DC 15), *silence*, *sound burst*

1st—*comprehend languages*^D, *magic weapon*, *protection from good*, *shield of faith*, *sanctuary*

0—*detect magic*, *guidance*, *light*, *read magic*

D domain spells; Domains Knowledge, Magic

Str 11, Dex 10, Con 12, Int 10, Wis 16, Cha 16

Base Atk +3; CMB +3; CMD 13

Feats Channel Smite, Combat Casting, Improved Channel, Improved Counterspell

Skills Knowledge (arcana) +8, Knowledge (religion) +8, Perception +5, Spellcraft +6

Languages Common, Infernal

Combat Gear masterwork full plate, masterwork steel-banded staff, *ring of protection* +1, *feather token* (whip), *cloak of protection* +1, unholy symbol of Hecate and 25 gp.

Description Kidnapped as children, each of these young women have been carefully cultivated to serve Hecate.

HELLHOUNDS (3)

CR 3

XP 800

hp 34, 30, 25 (*Pathfinder Roleplaying Game Bestiary*, "Hellhound").

Area B14: Andulasia's Chamber (CR 15)

A silver symbol of enchantment emblazons this black wooden door. White silks and translucent veils swath the ceiling. Curtains droop in billowy plumes against the walls. White pelt rugs cover the cold, black floor. A round fur-laden bed sits in the center of the room, and a small globe of dim light floats above the bed.

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WOODEN DOOR: 2 in. thick; Hardness 5; hp 20; Break (DC 25).

Andulasia and her companion, **Devarsi**, live in this room. Andulasia is the resident mistress of Enchantment. The pair can be found here unless alerted to intruders. They are loners by nature, but nevertheless aid other Brood members in times of need.

ANDULASIA

CR 11

XP 12,800

Female human cleric 4, sorceress 8

LE Medium humanoid (human)

Init +2; **Perception** +3

Aura Evil

AC 11, touch 11, flat-footed 11 (+1 deflection)

hp 55 (4d8 plus 8d6)

Fort +6 (+8vs. poison); **Ref** +5; **Will** +15

Resist fire 5

Spd 30 ft.

Melee masterwork steel-banded staff +3 (1d6)

Special Attacks channel negative energy (2d6, DC 17), spontaneous casting (inflict spells)

Domain Spell-like Abilities (CL 4th):

at will—lore keeper

6/day—hand of the acolyte

Unholy Spells Prepared (CL 4th)

2nd—*aid*, *bear's endurance*, *cure moderate wounds*, *detect thoughts*^D

1st—*bane*, *command* (DC 20), *comprehend languages*^D, *shield of faith*

0—*detect magic*, *guidance*, *light*, *stabilize*

D domain spells; **Domains** Knowledge, Magic

Bloodline Abilities (CL 8th):

8/day—corrupting touch (1d6+1 fire, range touch +12)

Charm subschool +2 DC

Spells Known (CL 8th, melee touch +9, range touch +9)

4th (4/day)—*charm monster* (DC 25)

3rd (6/day)—*haste*, *fly*, *suggestion*^B (DC 22)

2nd (7/day)—*eagle's splendor*, *hideous laughter* (DC21), *invisibility*, *scorching ray*^B

1st (8/day)—*charm person* (DC 22), *enlarge person*, *mage armor*, *magic missile*, *protection from good*^B, *shield*

0 (at will)—*acid splash*, *dancing lights*, *daze*, *flare*, *mage hand*, *message*, *resistance*, *touch of fatigue*

B Bloodline spell; **Bloodline** infernal

Str 11, **Dex** 15, **Con** 10, **Int** 13, **Wis** 16, **Cha** 24*

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

Feats Combat Casting, Eschew Materials^B, Greater Spell Focus (enchantment), Improved Channel, Improved Counterspell, Improved Iron Will, Iron Will^B, Spell Focus (enchantment), Spell Penetration

Skills Bluff +16, Fly +13, Intimidate +16, Knowledge (arcana) +8, Knowledge (religion) +8, Sense Motive +10, Spellcraft +16

Languages Common, Infernal

Combat Gear *rod of splendor*, *brooch of shielding* (90 hp), *cloak of minor displacement*, unholy symbol of Hecate

*bonus due to *rod of splendor*

Description Andulasia hails from the slums of Bargarsport. An urchin, she worked the streets to earn a living, enduring unspeakable evils of men to survive. In her darkest hour, she turned to Hecate to plead vengeance upon mankind for her cruel and dark existence. Andulasia is a dark beauty, but scars (physical and emotional) of her past life are present upon closer inspection.

DEVARSI

CR 13

XP 25,600

Female human antipaladin 12, barbarian 2

CE Medium humanoid (human)

Init +2; **Perception** +7

Aura Evil, Cowardice (10ft. opponents receive -4 penalty vs. fear effects), Despair (10 ft., all enemies take -2 penalty saving throws), Vengeance (10 ft. two uses of smite good ability grants all allies the ability to smite good)

AC 23, touch 12, flat-footed 21 (+2 Dex, +11 armor)

hp 166 (12d10+36 plus 2d12+6)

Fort +16; **Ref** +11; **Will** +15

Defensive Abilities plague bringer (immune to disease effects), unholy resilience (Charisma bonus to saving throws)

Spd 30ft.

Melee +2 *greatsword of life stealing* +22/+17/+12 (2d6+8/17-20 plus life stealing + poison)

Special Attacks channel negative energy (6/day—6d6, DC 21), cruelty, rage, smite good 4/day (+3 attack, +12 damage), 9/day—touch of corruption [touch attack +16, 6d6 damage + shaken (12 rounds/Fortitude DC 19 avoids) or staggered (6 rounds/Fortitude DC 19 avoids) or frightened (6 rounds/Fortitude DC 19 avoids) or stunned (6 rounds/Fortitude DC 19 avoids)]

Spell-like Abilities

At will—detect good

Unholy Spells Prepared (CL 9th)

3rd—*deeper darkness*

2nd—*bull's strength*, *invisibility*, *silence*

1st—*bane*, *death knell*, *protection from good*

Str 18, **Dex** 14, **Con** 17, **Int** 10, **Wis** 14, **Cha** 16

Base Atk +14; **CMB** +18; **CMD** 30

Feats Channel Smite, Cleave, Extra Channel, Great Cleave, Improve Channel, Improved Critical, Power Attack, Weapon Focus (greatsword)

Skills Acrobatics +3, Climb +3, Intimidate +8, Knowledge (arcana) +8, Knowledge (religion) +8, Perception +7, Ride +17, Sense Motive +17, Stealth +17, Survival +7

Languages Common

SQ fast movement, fiendish boon (Marcrinus, fiendish winter wolf), rage power (guarded stance), uncanny dodge

Combat Gear +5 *breastplate*, +2 *greatsword of life stealing*, *cloak of resistance* +2, 3 vials of medusa poison. **Non-Combat Gear**

350pp, a platinum and diamond necklace (7,500 gp), unholy symbol of Hecate

Poison (Ex)—injury; save Fort DC 22; frequency 1/round for 6 rounds; effect 1d3 Str; cure 2 consecutive saves. The save DC is Constitution-based.

Description Devarsi graduated from the esteemed Shield Basilica of Muir, where she excelled in combat and warfare. Ten years ago, Devarsi discovered her platoon of recruits in the midst of murdering and ravaging an entire village. She unleashed a brutal rage upon them, slaughtering the men and women, even as they begged for her mercy. Her rage blinded her. For stopping the slaughter, she was awarded Muir's blessing; however, for her uncontrolled rage, she was exiled from the Shield Basilica. Devarsi roamed the countryside in search of acceptance, her bitterness eating at her soul. It was not until she encountered Andulasia that she found comfort. She adores Andulasia and practically worships her like a deity.

Devarsi is a tall, vigorous woman of obvious barbaric lineage. Her pale skin and thick blonde hair stand in stark contrast to her black raiment and armor. Devarsi has a companion named **Marcrinus**, a **fiendish winter wolf** that commonly harasses and thrashes Abhor Brazil's hellhounds. Marcrinus is large enough for a Medium-sized creature to ride.

She despises Dealyn Rhó and wishes nothing more than to replace the high priestess with her beloved Andulasia. She hired Thurid Hrolf (Area B41-A) to assassinate the high priestess. With the foiled attempt and Thurid's imprisonment, she is constantly on her guard, expecting retaliation at any moment.

MARCRINUS, FIENDISH WINTER WOLF

CR 10

Pathfinder Roleplaying Game Bestiary, "Wolf, Winter"

XP 9,600

NE Large Outsider (cold)

Init +7; **Senses** darkvision 60 ft., low-light vision, scent;**Perception** +16**AC** 25, touch 10, flat-footed 25 (+1 Dex, +15 natural, -1 size)**hp** 97 (10d10+40)**Fort** +11, **Ref** +10, **Will** +4**Defensive Abilities** **DR** 5/good, **SR** 15; **Immune** cold; **Resist** fire 10**Weaknesses** vulnerability to fire**Speed** 30 ft.**Melee** bite +18/+13 (2d6+10 plus 1d6 cold and trip)**Space** 10 ft.; **Reach** 5 ft.**Special Attacks** breath weapon (every 1d4 rounds, 15-ft. cone, 10d6 cold damage, Reflex half DC 21), 1/day smite good +10**Str** 24, **Dex** 17, **Con** 18, **Int** 9, **Wis** 13, **Cha** 10**Base Atk** +10; **CMB** +18; **CMD** 31 (+35 vs. trip)**Feats** Ability Focus (breath), Improved Initiative, Improved Natural Attack (bite), Run, Weapon Focus (bite)**Skills** Bluff +13, Perception +16, Sense Motive +14, Stealth +18(+26 in snow), Survival +16; **Racial Modifiers** +2 Perception, +2

Stealth (+8 in snow), +2 Survival

Languages Common, Giant**SQ** devotion, evasion, link, shared spells

Area B15: The Great Black Statue (CR varies)

A looming image of Hecate stands solemnly in this lightless room. The statue is 12 feet tall and flanked by four large stone hounds. The hounds gaze reverently upward at Hecate's face, as if awaiting her commands. Hecate's eyes are slivers of metallic crimson that reflect all corners of the room. Flames coil out of the stone hounds' nostrils. These flames are a harmless version of *continual flame*. The seamless obsidian floors and walls are polished to a mirror-like perfection.

An alcove carved into the back wall holds a black *mirror of opposition* that appears to be part of the wall. The mirror cannot be removed without destroying it. Due to the mirror's composition it has a hardness of 8 and 50 hit points. The mirror duplicates the first four creatures in the room. During the next round, **3 erinyes** (Area B16) *teleport* into the room to enter the fray, all the while staying between the party and the mirror.

The secret door is near impossible to detect (DC30 Perception check) without magical aid.

Area B16: Secret Vault (CR II)

Eight podiums arranged in a circle hold open books. Three black iron chests line the back wall. Each chest is elaborately decorated with delicate bronze lace. Gathered in the room are **3 erinyes**. The Brood summoned these devils to perform various tasks and to guard this treasure room. The erinyes are bored and desperate to inflict pain upon mortals.

The books are an incomplete *vacuous grimoire* (no saves required if read, as the book is not yet enchanted), a *blessed book* (to be used to create the *grimoire*), a *tome of clear thought* +4 (also to be used to power the *grimoire*), four spellbooks containing most 1st- through 4th-level spells (GM's choice), and a spellbook containing only blank pages and a *permanent magic aura*.

Chest #1: 5,687 pp, 6,982 sp.**Chest #2:** 13,973 gp.**Chest #3:** 17,900 gp of miscellaneous gems.**ERINYES (3)****CR 8****XP 4,800****hp** 112 each (*Pathfinder Roleplaying Game Bestiary*, "Devil, Erinyes")

Area B17: The Hall Guards (CR 8)

Purple light shines around two small, obsidian shades that cover a window looking into a hellish chimney (see Area A3). The hall opens into a room with two obsidian double doors. A silver symbol of a moon setting over the horizon is engraved in the doors.

The room is guarded by **Gawadu** and **Gawabla**, **2 advanced half-fiend rust monsters** used to deter armored intruders. They investigate nearby disturbances. How these two horrors came to be is a closely guarded secret held by the Brood of Hecate. Despite their low intelligence, the rust monsters work in tandem against opponents, especially those with large amounts of metal. Before combat, they prepare themselves with *poison* or *contagion* to inflict further pain.

GAWADU AND GAWABLA, ADVANCED LARGE HALF-FIEND RUST MONSTERS

CR 7*Pathfinder Roleplaying Game Bestiary*, "Rust Monster"**XP 3,200**

CE Large outsider

Init +6; **Senses** darkvision 60 ft., scent metals 90 ft.; **Perception** +15**AC** 25, touch 15, flat-footed 19 (+6 Dex, +10 natural, -1 size)**hp** 101, 89 (10d10+70)**Fort** +14, **Ref** +13, **Will** +8**Defensive Abilities** **Immune** poison; **Resist** acid, cold, electricity, and fire resistance 10; **DR** 5/magic; **SR** 18**Speed** 40 ft., climb 10 ft., fly 80ft. (good)**Melee** 2 claws + 16 (1d6+7) and bite +14 (1d8+7), antennae +16 touch (rust)**Special Attacks** smite good (1/day +10 damage), rust**Spell Like Abilities** (CL10)

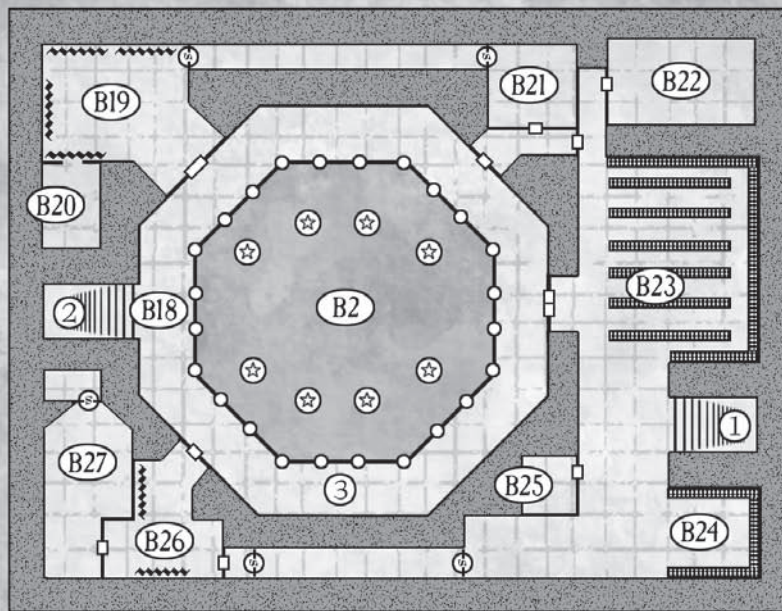
3/day—darkness, desecration

1/day—contagion (DC 18), poison (DC 19), unholy blight (DC 19)

Str 24, **Dex** 23, **Con** 25, **Int** 8, **Wis** 21, **Cha** 14**Base Atk** +10; **CMB** +18; **CMD** 34 (+38 vs. trip)**Feats** (5) Ability Focus (rust), Multiattack, Skill Focus (Perception), Weapon Finesse, Weapon Focus (antennae)**Skills** Bluff +15, Climb +20, Perception +15, Sense Motive +15, Stealth +15

Rust (Su) A rust monster's antennae are a primary touch attack that causes any metal object they touch to swiftly rust and corrode. The object touched takes half its maximum hp in damage and gains the broken condition — a second hit destroys the item. A rust monster never provokes attacks of opportunity by attempting to strike a weapon with its antennae. Against creatures made of metal, a rust monster's antennae deal 3d6+10 points of damage. An attended object, any magic object, or a metal creature can attempt a DC 24 Reflex save to negate this effect. The save DC is Constitution-based.

Scent Metals (Ex) This ability functions much the same as the scent ability, except that the range is 90 feet and the rust monster can only use it to sense metal objects (including creatures wearing or carrying metal objects).



Abhor Brazier Second Level

one square = 10 feet

- ① Down to B1
- ② Down to B10
- ③ Balcony
- Bookshelves
- Tapestries
- Statues of Hecate

Abhor Brazier, Level 2

Hecate's minions live on this upper level. The halls are drab but clean, with rooms decorated to individual tastes.

Area B18: The Gallery

A 10-foot-wide balcony wraps around the upper portion of the grand temple (see Area B2). The veranda sits 50 feet above the floor. Even high above, the heat from the flaming pit (in Area B2) on the ground level is staggeringly intense. An upward-moving whirlpool of violet smoke swirls around a magnificent standard of a setting moon placed into the ceiling 75 feet above the pit. The moon is more visible from this vantage point, but just barely amid the roiling smoke.

The balcony places PCs at eye level with the massive stone heads of the 24 statues of Hecate (Area B2) standing back to back to back in groups of three to form eight massive columns. A two-foot-tall railing of black marble containing crimson veins circles the balcony's outer edge.

Emblems of the eight schools of magic are arranged around the octagonal balcony. These five-foot round symbols are made of inlaid bronze and ivory and signify where the priestess of the corresponding school stands during ceremonies.

Area B19: Kaluzhka's Lair (CR 17)

A human-sized statue of Hecate stands before a brazier of brilliant yellow flame. The obsidian walls appear green in the reflected fire. The overpowering odor of sweet incense blankets the air.

Four statues of women kneeling in worship surround the Hecate statue. Instead of faces, their features are replaced by smooth oval surfaces. The four statues were priestesses of Hecate deemed

"useless" to the goddess's cause. The Brood turned them to stone and molded their faces into flat ovals to represent Hecate imprinting her beliefs on "blank slates." The women quickly suffocate if restored to flesh.

Three tapestries displaying the symbol of transmutation hang on the walls. One tapestry covers an arched opening leading into the home of the dread **Kaluzhka**, a medusa and the Brood's eldest living member. She is head of the transmutation discipline. Malicious and conniving, she has so far been unable to claim the position of high priestess, a title she desperately craves. Kaluzhka lacks desire and dedication to her Brood sisters, and they in turn treat her with disdain for her lack of spellcasting ability.

She has no qualms about siding against the high priestess **Dealyn Rhó** in combat, but she quickly deals with PCs afterward. **Bartle**, an ancient and blind **advanced hellhound**, is always in Kaluzhka's company.

Tactics: Kaluzhka casts defensive spells and uses potions upon herself and Bartle before entering combat. She relies heavily on imbued arrows and gaze attacks to keep opponents at bay. Kaluzhka relishes casting *stone shape* on opponents who succumb to her gaze, turning them into hideous creatures with hindering and grotesque deformities. Some of her creations are extraordinarily intricate and grotesquely beautiful, and can fetch 500-100 gp each if sold as "statues."

KALUZHKA

Pathfinder Roleplaying Game Bestiary, "Medusa"

XP 76,800

LE Medium monstrous humanoid

Female medusa cleric 10

Init +6; **Senses** all-around vision, darkvision 60 ft.; **Perception** +16

Aura evil

AC 24, touch 13, flat-footed 21 (+3 Dex, +3 natural, +8 armor)

THE ADVENTURE

hp 176 (8d10+32 plus 10d8+40)

Fort +15, **Ref** +14, **Will** +18

Speed 20 ft.

Melee mwk dagger +16/+11 (1d4/19–20 plus poison), snake bite +18 (1d4 plus poison)

Ranged mwk longbow +23/+18/+13 (1d8+4 plus poison/×3) or +21/+21/+16/+11 (1d8+4 plus poison/×3, Rapid Shot) or +23 (3d8+4 plus poison Improved Vital Strike)

Special Attacks channel negative energy (5d6, DC 18, 6/day), petrifying gaze, spontaneous casting (inflict spells)

Domain Spell-like Abilities (CL10th):

at will—lore keeper

10 rounds/day—remote viewing

6/day—hand of the acolyte

1/day—dispelling touch

Unholy Spells Prepared (CL 10th)

5th—*true seeing*^D, *slay living* (DC 18), *wall of stone*

4th—*divine power*, *imbue with spell ability*^D, *spell immunity*, *unholy blight* (DC 17)

3rd—*contagion* (DC16), *deeper darkness*, *dispel magic*^D, *meld to stone*, *stone shape*

2nd—*aid*, *bull's strength*, *cure moderate wounds*, *darkness*, *detect thoughts*^D, *shatter*

1st—*bane*, *command* (DC 14), *comprehend languages*^D, *divine favor*, *entopic shield*, *shield of faith*

0—*detect magic*, *guidance*, *light*, *stabilize*

D domain spells; **Domains** Knowledge, Magic

Str 10, **Dex** 17, **Con** 18, **Int** 14, **Wis** 17, **Cha** 17

Base Atk +15; **CMB** +15; **CMD** 27

Feats Deadly Aim, Improved Initiative, Improved Vital Strike, Many Shot, Point-Blank Shot, Precise Shot, Rapid Shot, Vital Strike, Weapon Focus (long bow)

Skills Bluff +10, Disguise +10, Intimidate +13, Knowledge (arcana) +16, Knowledge (religion) +16, Perception +16, Sense Motive +16, Spellcraft +15, Stealth +9; **Racial Modifiers** +4 Perception

Languages Common

All-Around Vision (Ex) A medusa's snake-hair allows her to see in all directions. Medusas gain a +4 racial bonus to Perception checks and cannot be flanked.

Petrifying Gaze (Su) Turn to stone permanently, 30 feet, Fortitude DC 22 negates. The save DC is Charisma-based.

Poison (Ex) Bite—injury; save Fort DC 22; frequency 1/round for 6 rounds; effect 1d3 Str; cure 2 consecutive saves. The save DC is Constitution-based.

Combat Gear *cloak of resistance* +2, +3 long bow, 24 silver evilly aligned arrows, 2 arrows of slaying (gnomes and halflings), 24 poisoned masterwork arrows (see poison above), +3 scale mail, wand of flame arrow (34 charges, CL10), potions of haste (x2), arcane scroll (alter self, cat's grace, rope trick, CL5), divine scroll (flame strike, slay living, true seeing, CL 10), mwk dagger **Non-Combat Gear** ruby-encrusted platinum necklace and earrings (5,250 gp), 8 platinum rings each with different gemstones symbolizing a school of magic (500 gp each), unholy symbol of Hecate

BARTLE, ADVANCED HELLHOUND

CR 5

Pathfinder Roleplaying Game Bestiary, "Hellhound"

XP 1,600

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

Init +8; **Senses** scent; **Perception** +15

AC 15, touch 8, flat-footed 15 (+7 natural, -2 blind)

hp 120 (8d10+40)

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

Immune fire

Weaknesses vulnerability to cold

Speed 40 ft.

Melee bite +13 (4d6+6 plus 1d6 fire)

Special Attacks breath weapon (10-ft. cone, once every 2d4 rounds, 2d6 fire damage, Reflex DC 19 for half)

Str 17, **Dex** 17, **Con** 19, **Int** 10, **Wis** 14, **Cha** 10

Base Atk +10; **CMB** +13; **CMD** 16 (20 vs. trip)

Feats Blind-Fight, Improved Initiative, Improved Natural Attack, Run, Vital Strike

Skills Acrobatics +12, Intimidate +13, Perception +15, Sense Motive +15, Stealth +17, Survival +15; **Racial Modifiers** +5 Stealth

Languages Infernal (cannot speak)

SQ blind

Blinded at birth by Kaluzhka, Bartle has developed extremely keen senses allowing his scent range to double. Bartle can pinpoint an enemy at 10 feet and detect opponents at 60 feet.

Area B2o: Kaluzhka's Private Chamber

Four disturbing statues of human women with bizarre deformities stand along the wall's perimeter.

The first statue has five arms extending around her waist. Each hand clutches a small stone animal. Her stone face is filled with a look of terror. The second woman resembles a medusa with long constrictor snakes replacing her hair. Her open mouth is full of long fangs. The third statue has the lower half of a large, many-legged insect. Her eyes are hollow pits sunk deep into her cranium. The fourth statue has no hands and her mouth is absent.

If PCs try to restore these statues to life, only the last statue survives reverting to flesh. The first three women fall to the floor and die within moments, writhing in pain. Each of the first three statues is a low-level priestess of Hecate.

The fourth statue is **Jenhene** (LG human female Clr 10, Wis 17, Cha 18), a priestess from the Theurgist Seminary of Thasizier. She was captured more than 100 years ago during a skirmish with the Brood of Hecate. As her hands and mouth are missing, she can do little to aid PCs. She requires a *heal* spell followed by a *restoration* spell to restore her form. Grant each PC a 1,000 experience point bonus if they safely return her to the Seminary.

A bed of black wool and thick leather sits in the room's center. A desk sits in a niche beside a bookcase covering the wall opposite the entrance. The books cover topics such as sculpture and idols of evil temples, known venoms, the joys and escapades of satyrs, and evil ceremonies and philosophies of Hecate. The desk has a false top (DC20 Perception check) that can be lifted to reveal a shallow compartment. The compartment holds an *arcane scroll of stone to flesh* (x3), an *arcane scroll (passwall, CL12)* and a *divine scroll (heal, regeneration, neutralize poison, remove disease, CL14)*.

Area B2i: Liseldona the Flagrant (CR 14)

The door is made of solid obsidian with gold lettering that reads "Shaenkue the Eternal." The door radiates protection magic via a *permanent magic aura* as part of a deterrent to people entering this room. Knowledge checks reveal the name belongs to an ancient sorceress who reportedly turned to lichdom; it is, in fact, a red herring to mislead intruders. This chamber belongs to the weakest and newest member of the Brood of Hecate: **Liseldona**, a master of illusion. Rarely seen, she remains *invisible* whenever possible. She fears direct combat and avoids confrontation. She tries to negotiate a truce if cornered.

At first glance, the room is barren and empty except for a pedestal holding a jeweled skull. The skull sits on an ornate pillar of obsidian with gold-leaf decorations. The polished white skull has two ruby eyes and multicolored jeweled teeth. Black runes and glyphs are engraved on the skull. The skull is actually an illusion to fool prowlers

into believing a demilich of horrific power occupies the chamber.

A constant *mirage arcana* and *screen spell* (CL16) conceal the room's contents. Liseldona has created a *permanent image* for the illusion. The pillar is real and contains a *heightened symbol of weakness*. Anyone successfully disbelieving the illusion of the demilich becomes subject to the *heightened symbol of weakness* hidden beneath the illusion.

The room actually contains a simple bed, desk, chair and a wardrobe. The wardrobe contains comfortable clothing and Liseldona's personal effects. The desk holds Liseldona's spellbook (which contains her memorized spells plus three others from each spell level) some trashy romantic tragedies, sugary snacks and grooming supplies. One desk drawer also contains a bottle of expensive wine (200 gp), a *potion of cure serious wounds* (CL 10) and a *wand of invisibility sphere* (CL 10, 15 charges), and 650 gp.

LISELDONA

CR 13

XP 25,600

Female human wizard (Illusionist) 14

LE Medium humanoid (human)

Init +2; Perception +0

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

hp 55 (14d6-14)

Fort +6; Ref +11; Will +14

Spd 30 ft.

Melee adamantine masterwork dagger +7 (1d4-1)

Special Attacks

8/day—blinding ray (range touch attack +9)

Typical Spells Memorized (CL 14th, melee touch +9, range touch +9)

7th—*greater shadow conjuration* (DC 24), *project image*, *limited wish*

6th—*acid fog* (DC 21), *disintegrate* (DC 21), *mass suggestion* (DC 21), *mislead*

5th—*dominate person* (DC 20), *mind fog*, *persistent image*, *shadow evocation* (x2) (DC 22)

4th—*black tentacles*, *dimension door*, *greater invisibility*, *rainbow pattern* (DC 21), *solid fog*, *stoneskin*

3rd—*dispel magic*, *displacement*, *fly*, *major image*, *nondetection*, *suggestion* (DC 18)

2nd—*acid arrow*, *fog cloud*, *fox's cunning*, *see invisibility*, *blur*, *minor image*

1st—*disguise self*, *grease*, *mage armor*, *protection from good*^B, *shield*, *silent image*, *ventriloquism*

0—*acid splash*, *ghost sound*, *mage hand*, *resistance*

Str 8, Dex 15, Con 9, Int 20, Wis 11, Cha 10

Base Atk +7; CMB +6; CMD 18

Feats Combat Casting, Greater Spell Focus (illusion), Greater Spell Penetration, Improved Iron Will, Iron Will^B, Lightning Reflexes, Spell Focus (illusion), Spell Penetration

Skills Craft (rings) +23, Fly +19, Knowledge (arcana) +23, Knowledge (dungeoneering) +23, Knowledge (planes) +23, Knowledge (religion) +23, Linguistics +23, Spellcraft +23

Languages Common, Infernal

SQ extended illusions, invisibility field (14 rounds/day)

Combat gear adamantine masterwork dagger, *ring of three wishes* (1 remaining), *cloak of resistance* +3, *arcane scroll* (*waves of fatigue*, *nightmare*, *false vision*, CL 14), *divine scroll* (*phantasmal killer* (x2), CL 14), *wand of shadow conjuration* (37 charges, CL 14), *unholy symbol* of Hecate

Description Timid and reclusive, Liseldona never draws attention to herself. She prefers to stalk and manipulate opponents while remaining at a distance from any combat. She derives satisfaction by indirectly causing others harm. She wears her long hair neatly tied with silk ribbons and dresses in a conservative gown to hide her body.

HIEGTENED SYMBOL OF WEAKNESS TRAP

CR 9

Type: magical; Perception DC 34; Disable Device DC 34

Trigger: sight; Reset: none

Effect: spell effect (*heightened symbol of weakness*, 9th level), 19th-level wizard, DC 25 Fortitude negates)

Area B22:

Thanta the Medium (CR 15)

A heavy, iron-bound wooden door displays a mystic symbol of the school of divination. A DC 20 Perception check reveals that the door has not been opened in at least 5 years. A closed speak-easy panel opens at eye level in the door's upper half. The room contains thousands of dust-covered tomes that litter the floor in balanced piles. Lining the walls are bookshelves holding volumes detailing planes, pantheons and philosophy. A dusty cloth draped over a stone table covers several loose papers. The papers describe known planes of existence and astral travel.

IRON-BOUND WOODEN DOOR: 2 in. thick; Hardness 5; hp 20; Break (DC 25).

A female half-elf lies on a large silk-shrouded bier in the center of the room. A transparent veil covers her body, the sheer fabric draping to the floor. The woman appears to be sleeping. Actually, **Thanta** lies in a state of suspended animation caused by an *astral projection* spell she cast from a scroll some 5 years ago. She has not moved since that time, and the rest of the Brood of Hecate leave her alone in the hope that she might someday find her way back to them.

But Thanta didn't leave herself unprotected. Her body is under the protection of a **stone golem** that stays near her at all times. The golem is designed to fold into a cube when inactive. Currently, it serves as the cloth-covered table under the books. Thanta returns to her body in 1d4 hours after she is disturbed or the golem activates.

THANTA OF THE NETHER WORLDS

CR 15

XP 25,600

Female human cleric 6, wizard (Diviner) 10

LN Medium humanoid (human)

Init +9; Perception +4

Aura lawful

AC 10, touch 10, flat-footed 10

hp 65 (6d8 +10d6)

Fort +8; Ref +5; Will +18

Spd 30 ft.

Melee masterwork staff +10 (1d6)

Special Attacks channel positive energy (6/day—3d6, DC 16), spontaneous casting (cure spells)

8/day—blinding ray (range touch attack +9)

Typical Spells Memorized (CL 10th, melee touch +9, range touch +9)

5th—*dominate person* (DC 19), *prying eyes*

4th—*charm monster* (DC 18), *dimension door*, *scrying*, *summon monster IV*

3rd—*arcane sight*, *dispel magic*, *fly*, *nondetection*

2nd—*alter self*, *darkvision*, *fog cloud*, *invisibility*, *see invisibility*
1st—*endure elements*, *expeditious retreat*, *identify*, *mage armor*, *true strike*

0—*acid splash*, *daze*, *detect magic*, *read magic*

Domain Spell-like Abilities (CL6th):

at will—lore keeper

10 rounds/day—remote viewing

7/day—hand of the acolyte

1/day—dispelling touch

Divine Spells Prepared (CL 6th)

THE ADVENTURE

3rd—cure serious wounds, *dispel magic*^D, *locate object*, *obscure object*
2nd—*augury*, *calm emotions*, *cure moderate wounds*, *detect thoughts*^D, *status*

1st—*comprehend languages*^D, *detect undead*, *protection from evil*,
protection from good, *sanctuary*

0—*detect magic*, *guidance*, *light*, *stabilize*

^D domain spells; **Domains** Knowledge, Magic

Str 11, Dex 11, Con 10, Int 19, Wis 19, Cha 16

Base Atk +9; CMB +9; CMD 19

Feats Alignment Channel, Greater Spell Focus (Divination),
Greater Spell Penetration, Improved Initiative, Improved Iron Will,
Iron Will^B, Scribe Scroll, Skill Focus (Knowledge; planes), Spell
Focus (Divination), Spell Penetration

Skills Diplomacy +12, Knowledge (arcana) +23, Knowledge (dun-
geoneering) +13, Knowledge (history) +13, Knowledge (planes)
+29, Knowledge (religion) +23, Linguistics +23, Sense Motive +
13, Spellcraft +23

Languages Abyssal, Aklo, Celestial, Draconic, Common, Elven,
Infernal, Ignianm Terrian, Undecommon

SQ diviner's fortune, forewarned, scrying adept

Combat gear *carpet of flying* (5ft. x 5ft.) under her body on the
dais, *medallion of thoughts*, *lens of detection*, masterwork staff,
unholy symbol of Hecate

Description Although not evil, Thanta worships the facet of
knowledge within Hecate's teachings. Thanta is a rational and
diplomatic member of the Brood, which often puts her at odds with
the others. She is delicate and frail. Her skin is pasty white from
years spent indoors, and her brown hair is incredibly long and woven
into an elaborate bun. Thanta seeks nonviolence and prefers subtle
means to settle arguments among the Brood.

STONE GOLEM

CR 11

XP 12,800

hp 107 (*Pathfinder Roleplaying Game Bestiary*, "Golem, Stone")

Area B23: Librus Abmalorum (CR 13)

Shelves of identical black tomes fill this 25-foot-high room.
Lanterns hanging at the end of each aisle cast a dim violet illumination.
Attached to each shelf are wrought-iron ladders on rollers. None of
the thousands of books has any discernable markings or titles; each
book appears identical to those beside it.

All of the books radiate identical enchantment magic. Each volume
is also *wizard marked* on the spine and cover so that speaking the
phrase "Hecate Inamabilis" reveals the title, written as if with purple
flames. Anyone not speaking the proper command phrase before
picking up a book invokes the room's ward: an intelligent *vacuous*
grimoire created specifically to protect the library.

The cursed book is enchanted to immediately and subtly switch
places with any book in the library. If PCs pick up a book, the cursed
volume immediately switches places with the tome being held.
A DC 28 Perception check or DC 28 Sense Motive check reveals
that something is amiss with the chosen book. If multiple books are
picked up at once, the *vacuous grimoire* switches places randomly
with one of the volumes.

The *vacuous grimoire* acts with an uncanny intelligence and can
switch places with *any* book currently in the library – including
those carried into the room by PCs, although it usually only does
this as a defense measure. If threatened with destruction or a *remove*
curse, the book immediately switches places — possibly with a PC's
spellbook or other magical book — so that the grimoire remains
safe. The book's powers do not extend beyond the library and its
connected reading room (Area B24). It vanishes and returns to one
of the shelves if taken through any door leading out of the library or
down the stairs.

The normal books within the room cover topics on divine and

arcane magic. If the books are removed safely, the total value of
the library is 25,000 gp, assuming a buyer can be found. Given the
library's predominantly evil nature and the often horrible subject
matter, the books are extremely difficult to sell.

Scattered among the normal books are a *tome of leadership and*
influence +3; a book with three scrolls flattened between its pages,
arcane scroll (disintegrate, control undead, greater dispel magic, CL
14), *arcane scroll (delayed blast fireball, limited wish, CL 16)* and a
divine scroll (*mass cure light wounds, flame strike, blade barrier, CL*
14); a book with pressed flowers and a flattened grigg, and a *golem*
manual (clay). Finding these books requires hours of searching
unless the titles can be read.

Two **aerial servants** watch over the room. They do not attack
unless the books are harmed or removed, or if they must defend
themselves. The servants remain in the darkness of the ceiling until
called upon for assistance.

AERIAL SERVANTS (2)

CR 10

XP 9,600

hp 136, 120. See Area B4.

Intelligent Vacuous Grimoire: AL LE; Int 19, Wis 19, Cha 10;
Communication: telepathy, darkvision 120 ft., senses 120 ft., *read*
magic, read languages; Ego 28; Powers: change shape, *detect magic*,
at will; Knowledge (religion, planes, arcana) + 17; Special purpose:
Defend the servants and temple of Hecate. Dedicated power: *teleport*,
at will. PCs reading the book must make two Will saves (DC 20) to
negate the effects of a *vacuous grimoire*. (-5 penalty to all concentration
checks for 2 hours)

Area B24: Reading Nook

This extension off the main library (Area B23) contains more
shelves of books and large cushy chairs with blankets. Stacks of
books sit on a low stone table before the shelves. The books are
identical and have the same qualities as those in the main library. The
vacuous grimoire (Area B23) also can switch places with the books
in this reading room.

The books on the table cover topics relating to suffering and the
corruption of good outsiders. The details in these books appear to be
written by denizens of the pits of hell for use by mortals.

A secret passage (DC 20 Perception check) leads to an escape
tunnel (Area B24).

Area B25: Teleportation Circle

Behind this locked obsidian door is a barren room with a *permanent*
teleportation circle marked in gold dust and bone ash. The circle is
a conduit to many destinations deemed important to the Brood of
Hecate.

Anyone not wearing an unholy symbol of Hecate who attempts to
use the teleportation circle is immediately teleported above a lake
of magma in a confined chamber 40 miles below the surface. The
magma chamber lacks oxygen, and PCs not immediately falling into
the magma suffer 6d6 points of fire damage each round from the
intense heat. PCs falling into the molten rock suffer 20d6 points of
fire damage per round while submerged.

The library contains information on a handful of locations linked
by the teleportation circle. Notable unholy places sacred to the Brood
include **Akabeth's Tomb** (see *Rappan Athuk 3, The Lower Levels*
by **Necromancer Games**), the **Nether Sepulchral** (an abandoned
shrine in Al-Sifon found in *Splinters of Faith 10: Remorse of Life*),
and a small shrine in **Bargarsport** (*Splinters of Faith 3: Culvert*
Operations). GMs should add any locales from their game that seem
appropriate.

LOCKED WOODEN DOOR: 2-in. thick; Hardness 5; hp 20;
Break (DC 25), Disable Device (DC 15).

Area B26: Chambers of Dealyn Rhó (CR 10)

Dealyn Rhó, the high priestess of Hecate, claims these rooms as her own. A bronze inlay of the symbol of abjuration decorates the chamber's obsidian door. The door is trapped with a *symbol of insanity*.

LOCKED OBSIDIAN DOORS: 3-in. thick; Hardness 5; hp 60; Break (DC 25).

SYMBOL OF INSANITY TRAP; CR 8
Type: magic; **Perception** DC 33; **Disable Device** DC 33

Trigger: proximity (*alarm*); **Reset:** automatic
Effect: Spell effect (*symbol of insanity*, 20th-level wizard, DC 23 Will save negates); multiple targets;

Dealyn Rhó holds private audiences here with temple visitors. The room is fit for a queen, with expensive tapestries, rugs and furniture. Three gold, woven tapestries (350 gp each) depict images of Hecate and Abhor Brazier. An area rug made from the pelt of an androsphinx brings 2,500 gp if sold to a non-good buyer. An ornate single-pedestal table holds a wine bottle and four goblets. Four padded chairs sit around the oval table. One door leads to Dealyn Rhó's bedchamber, while the other leads to a storage room containing a wine rack, dining utensils, candelabras, candles, priestess robes and other personal effects. A secret passage (DC 20 Perception check) leads to an escape tunnel to Area B24.

Lyncinius, Dealyn Rhó's **imp familiar**, normally can be found in this room keeping a watchful eye over his mistress. He often takes the form of a black cat with white feathered wings. Lyncinius never travels anywhere without the company and protection of **Kan Bor**, a **Nessian warhound** assigned to the high priestess of Hecate.

LYNCINIUS, IMP CONSULAR FAMILIAR CR 3
Pathfinder Roleplaying Game Bestiary, "Devil, Imp"
XP 800

LE Tiny outsider (devil, evil, extraplanar, lawful)
Init +3; **Senses** darkvision 60 ft., *detect good*, *detect magic*, see in darkness; **Perception** +10

AC 27, touch 16, flat-footed 23 (+3 Dex, +1 dodge, +11 natural, +2 size)

hp 66 (3d10); fast healing 2

Fort +13, **Ref** +9, **Will** +24

DR 5/good or silver; **Immune** fire, poison; **Resist** acid 10, cold 10, SR 25

Defensive Abilities fast healing 2, improved evasion

Speed 20 ft., fly 50 ft. (perfect)

Melee sting +15 (1d4 plus poison)

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

Spell-Like Abilities (CL 6th)

Constant—*detect good*, *detect magic*

At will—*invisibility* (self only)

1/day—*augury*, *suggestion* (DC 15)

1/week—*commune* (6 questions, CL 12th)

Str 10, **Dex** 17, **Con** 10, **Int** 15, **Wis** 12, **Cha** 14

Base Atk +10; **CMB** +8; **CMD** 22

Feats Alertness, Dodge, Weapon Finesse

Skills Acrobatics +10, Bluff +9, Fly +21, Knowledge (arcana) +21, Knowledge (planes) +21, Perception +10, Sense Motive +3, Spellcraft +21

Languages Common, Infernal

SQ change shape (boar, giant spider, rat, or raven, *beast shape II*), *contingency*, deliver touch spells, empathetic link, scry on familiar,

share spells, telepathy 50ft.

Poison (Ex) Sting—injury; *save* Fort DC 13; *frequency* 1/round for 6 rounds; *effect* 1d2 Dex; *cure* 1 save. The save DC is Constitution-based, and includes a +2 racial bonus.

Contingency: A *word of recall* is cast when Lyncinius drops below 20 hp, teleporting him to Area B38.

KAN BOR (NESSIAN WARHOUND)

CR 9

XP 6,400

hp 154 (*Pathfinder Roleplaying Game Bestiary*, "Hell Hound, Nessian")

Area B27: Bedchambers of Dealyn Rhó (CR 20)

The door to **Dealyn Rhó's** bedchamber is imbued with a mental *alarm* spell. The luxurious chamber is decked out in lavish and ornate furniture, including a massive darkwood four-poster bed against the far wall that is draped with black silks and furs. A bronze incense burner hangs above an oak table. A thin veil of fragrant smoke clouds the air.

Several open books lie on the desk, along with six vials, quill pens, a bronze candelabra, and a small stone devil-like statue. Dealyn Rhó is currently writing a book on horrific torture techniques that can be used to extract information from outsiders. Two of the vials are *potions of arcane sight* and *fox's cunning*, while the others are various rare and exotic inks (150 gp each). Despite the statue's evil appearance, it is nothing more than a trinket picked up on Dealyn Rhó's travels.

A black wooden wardrobe sits beside the door and contains robes, evening gowns and other mundane garments. All of the clothing is of the highest quality. The garments have embroidered motifs of Hecate and other dark arcane symbols. Dozens of shoes and boots line the floor of the wardrobe.

A secret room lies behind the bed. The bed is attached to the obsidian door so that the entire bed moves to the side when the door is opened. The door is *arcane locked* (DC 25 Strength check). The door's exterior is smooth, making it difficult to open from the outside. Dealyn Rhó's spellbooks are located on a shelf along the far wall. The books are each trapped with a *symbol of insanity* inscribed within the pages. The books contain all Dealyn Rhó's spells plus an additional 1d4 spells per level. A **clay golem shield guardian** protects Dealyn Rhó's spellbooks, and responds immediately if summoned. Before the door is opened, the golem casts *improved invisibility* as a stored spell upon itself. The golem is especially created by Dealyn Rhó to allow personal spells to bypass its magic immunity. The golem only responds to spells cast by Dealyn Rhó to bypass its defenses.

Arcane locked door: 4-in. thick; Hardness 5; hp 50; Break (DC 25), Disable Device (DC 30).

SYMBOL OF INSANITY TRAP

CR 10

Type: magic; **Perception** DC 33; **Disable Device** DC 33

Trigger: visual; **Reset:** none

Effect: spell effect (*symbol of insanity*, 20th-level wizard, DC 23 Will save negates; multiple targets (up to 150 hp of creatures); Search DC 33; Disable Device DC 33.

CLAY GOLEM SHIELD GUARDIAN

CR 12

XP 19,200

hp 150 (*Pathfinder Roleplaying Game Bestiary*, "Golem, Clay").

DEALYN RHÓ, MOST BELOVED OF HECATE

CR 19

XP 204,800

Female human cleric 5, wizard (abjurer) 5, mystic theurge 10
LE Medium humanoid (human)

Init +0; **Senses** darkvision 60ft., *see invisibility*; **Perception** +4

Aura evil

AC 18, touch 13, flat-footed 18 (+5 armor, +3 deflection)

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hp 132 (5d8 +5 plus 5d6 +5 plus 10d6+10)

Fort +13; **Ref** +9; **Will** +24

Defensive Abilities resist 5 (one type of energy daily, usually fire); **SR** 18

Spd 30 ft.

Melee +3 *heavy mace of disruption* +14/+9 (1d8+4)

Special Attacks channel positive energy 6/day (3d6, DC 15), spontaneous casting (inflict spells)

7/day—protective ward (+2 deflection/5rounds)

Typical Spells Memorized (CL 15th, melee touch +10, range touch +10)

8th—*horrid wilting* (DC 23) *protection from spells*

7th—*freezing sphere* (DC 23), *force cage*, *spell turning*

6th—*chain lightning* (DC 22), *empowered enervation*, *eyebite*, *silenced teleport*

5th—*baleful polymorph*, *cone of cold* (DC 21), *dismissal*, *mage's faithful hound*, *wall of stone*

4th—*enervation*, *greater invisibility*, *maximized magic missile*, *stoneskin*, *wall of fire*

3rd—*dispel magic*, *empowered magic missile*, *fly*, *haste*, *nondetection*, *vampiric touch*

2nd—*fog cloud*, *fox's cunning*, *invisibility*, *owl's wisdom*, *resist energy*, *scorching ray*

1st—*expeditious retreat*, *magic missile* (x2), *protection from good*, *ray of enfeeblement* (x2), *shield*

0—*acid splash*, *mage hand*, *read magic*, *resistance*

Domain Spell-like Abilities (CL15th):

at will—*lore keeper*

8/day—*hand of the acolyte*

15 rounds/day—*remote viewing*

2/day—*dispelling touch*

Unholy Spells Prepared (CL 15th)

8th—*greater spell immunity*, *protection from spells*^D, *unholy aura*

7th—*blasphemy* (DC 22), *inflict mass serious wounds* (DC 21), *repulsion* (DC 23), *spell turning*^D

6th—*blade barrier*, *greater dispel magic*^D, *harm* (DC 20), *heal*

5th—*cure critical wounds*, *flame strike* (DC 21), *inflict mass light wounds* (DC 19), *spell resistance*^D, *true sight*

4th—*divine power*, *dismissal*, *freedom of movement*, *imbue with spell ability*^D, *unholy blight* (DC 18)

3rd—*cure serious wounds*, *dispel magic*^D, *invisibility purge*, *prayer*, *searing light* (x2)

2nd—*aid*, *align weapon*, *bear's endurance*, *bull's strength*, *detect thoughts*^D, *owl's wisdom*

1st—*bless*, *comprehend languages*^D, *detect undead*, *entropic shield*, *protection from good*, *sanctuary*

0—*detect magic*, *guidance*, *light*, *stabilize*

^D domain spells; **Domains** Knowledge, Magic

Arcane School abjuration (opposition schools: divination and enchantment)

Arcane Bond (familiar)

Str 14, **Dex** 10, **Con** 13, **Int** 21, **Wis** 18, **Cha** 15

Base Atk +10; **CMB** +12; **CMD** 22

Feats Combat Casting, Empower Spell, Greater Spell Focus (abjuration), Improved Familiar, Improved Iron Will, Iron Will, Maximize Spell, Scribe Scroll^B, Silent Spell, Spell Focus (abjuration), Spell Focus (evocation), Spell Penetration

Skills Diplomacy +14, Fly +11, Knowledge (arcana) +24, Knowledge (dungeoneering) +21, Knowledge (history) +24, Knowledge (planes) +24, Knowledge (religion) +24, Linguistics +19, Sense Motive +16, Spellcraft +24

Languages Abyssal, Aklo, Celestial, Draconic, Common, Elven, Infernal, Ignian, Terrian, Undecommon

SQ combine spells, diviner's fortune, forewarned, scrying adept, spell synthesis, *contingency*, *permanent arcane sight*, *permanent darkvision* 60 ft., *permanent see invisibility*

Combat gear Ceallachan's +3 *heavy mace of disruption* (Area B41-D), *black robes of the archmagi*, *ring of protection* +3, *obsid-*

ian steed, *shield guardian amulet*, *staff of passage* (15 charges), *arcane scroll* [*maximized chain lightning* (CL 20, DC 25/23)].

Non-combat Gear: prison keys, unholy symbol of Hecate, shield guardian amulet

Description Dealyn Rhó is the embodiment of Hecate. Her dedication to the Brood and Hecate is unmatched. Despite her single-minded fervor, she approaches encounters with astute thought and calculating strategy. Her true age is difficult to discern, but she appears middle-aged. She has glossy black hair with streaks of gray that cascade over her wide stout frame.

Contingency: A *word of recall* is cast when Dealyn Rhó drops below 20 hp. She reappears in Area B38.

Abhor Brazier, Dungeons

Hecate's most horrible minions live in these dungeons, where they torture a handful of captives. The halls are made of cut stone, and the underground is musty and lit by pitch torches. The halls are less tidy than the rest of the temple, befitting some of the inhabitants' tastes.

Area B28: Dungeon Stairs (CR 6)

Two sets of stairs meet at a landing before descending deeper into Abhor Brazier's dungeons. A *sonic glyph of warding* sits in the center of the landing and detonates upon anyone not wearing an unholy symbol of Hecate. The glyph is a final deterrent for escaping prisoners, although it serves equally well against intruders. If the glyph sounds, it alerts everyone on the dungeon level.

GLYPH OF WARDING (SONIC)

CR 6

Type: magic; **Perception** DC 28; **Disable Device** DC 28

Trigger: spell; **Reset:** none

Effect: spell effect (*glyph of warding* [sonic], 16th-level cleric, 8d8 sonic, DC 14 Reflex save half damage); multiple targets (all targets within 5 ft.);

Area B29: Prison Pits (CR 10)

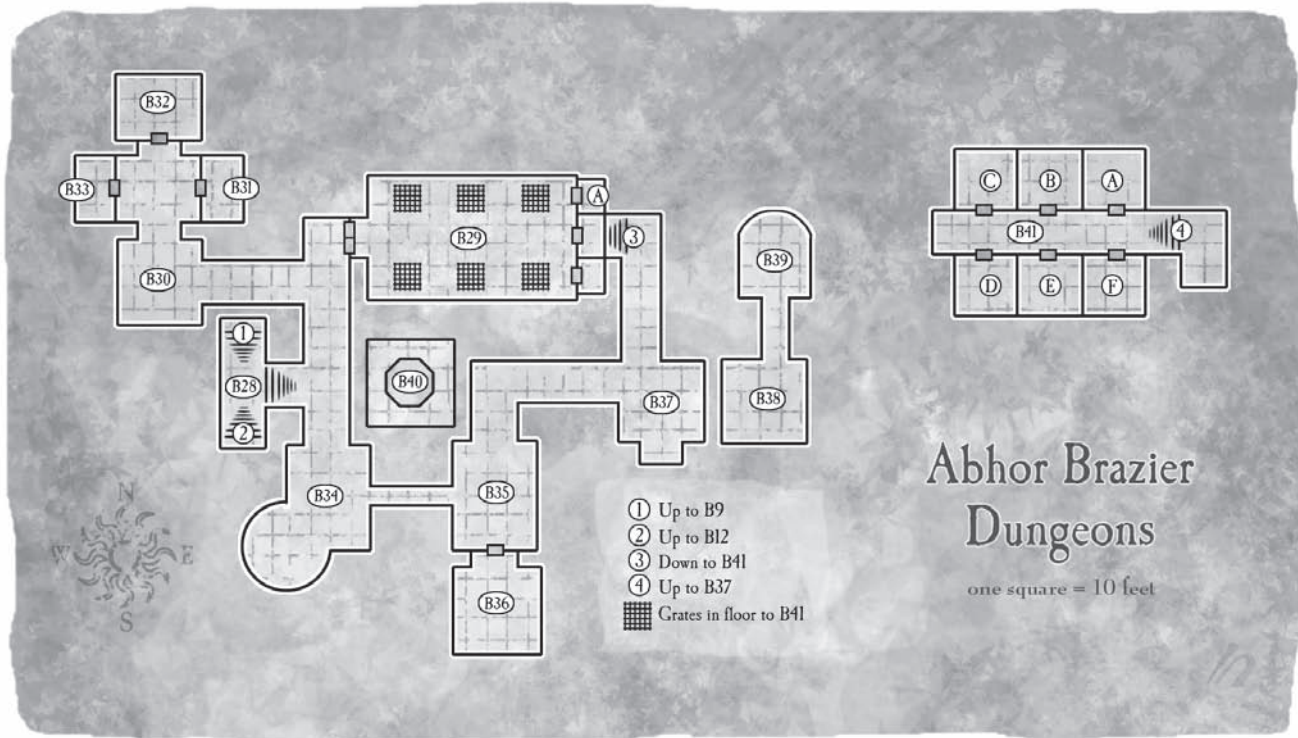
This barrel-vaulted room contains six pits covered by iron grates. From one of the pits comes the sound of crying and sobbing. Three barred iron cell doors with open speak-easy style windows sit along the back wall. Two cauldrons of burning coals at each end of the room light the chamber with a hellish glow. Long iron rods and spears protrude from the burning coals. Sitting between the cauldrons is a low stone slab table with manacles dangling off it. Racks of chains, whips, pokers, branding irons, knives and ropes line the walls.

The iron grates do not open, but do allow a full view of the cells below and their occupants (Area B41).

The center cell set into the chamber wall conceals a **bone devil** that tends to the prisoners and their daily torture. The bone devil was gated in to assist the Brood, a task it takes great pride and pleasure in performing. The bone devil routinely jabs the prisoners in the pits with the spears and hot pokers heating in the cauldrons. Prisoners are also brought to this room to be tortured so the other prisoners trapped below can hear their screams and cries for mercy.

The bone devil tries to separate the party by casting *walls of ice* as PCs enter the room. It then uses *teleport* to engage separated individuals, preferring arcane spellcasters above more formidable combatants. It summons **14 lemures** into the empty adjacent cell when alerted to intruders. The lemures serve as cannon fodder as the bone devil attacks.

IRON CELL DOOR: 4-in. thick; Hardness 10; hp 50; Break (DC 25), Disable Device (DC 30).



BONE DEVIL

XP 6,400

hp 112 (*Pathfinder Roleplaying Game Bestiary*, “Devil, Bone”)

LEMURES (14)

XP 400

hp 13 each (*Pathfinder Roleplaying Game Bestiary*, “Devil, Lemure”)

Area B29-A: Lianhi’s Cell

A puddle of water pools at the base of this rusty iron door. The bone devil often places a wall of ice against the door to make the cell bone-chillingly cold. **Lianhi** sobs in the chamber. She is a recent captive brought to Abhor Brazier for unspeakable reasons. She is a dedicated follower of Iseleine and was caught while traveling to the Hanging Gardens (see *Splinters of Faith 4: For Love of Chaos*).

The mage was beaten severely by the Brood, and has been tortured daily by the bone devil. Through it all, Lianhi has managed to stay calm and not lose hope. Lianhi recently sent *dream* messages and visions to Ayire Jaysa, the most renowned wizard she could identify. She frequently sends images of her own torment and fear, but visions of the prisoner Ceallachan (Area B41-D) often creep into these dreams. She has seen the deva many times when he is brought to the bone devil’s torture chamber for “fun.” The tortures she endures daily have imprinted themselves on her psyche.

Lianhi requires rest and access to a spellbook. The GM should determine her spells if PCs grant her such access. If freed, she aids in rescuing the prisoners and in defeating the Brood of Hecate. As a follower of Iseleine, she cannot memorize potentially lethal or damaging spells, but she will do what she can to bring down the temple so no one else goes through what she has suffered. Her arcane bonded amulet can be found in the possessions of the temple hags (Area B33).

LIANH

XP 4,800

Female wood elf mage (enchanter) 9

LG Medium humanoid (elf)

CR 9

Init +8; **Senses** low-light vision, **Perception** +2

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

Hp 40 currently 4 (9d6+9)

Fort +4; **Ref** +9; **Will** +8 (+10 vs. enchantment)

Special Defenses immune to sleep effects

Spd 30 ft.

Melee +3 (1d2 -1)

Enchantment Abilities (CL 9th):

6/day — dazing touch, 9 rounds/day — aura of despair 30ft.

Spells Prepared (CL 1Xth)

5th—*dream*, *telekinesis* (DC 20)

4th—*charm monster* x3 (DC19)

3rd—(5 spells per day)

2nd—(6 spells per day)

1st—(6 spells per day)

0—(4 spells per day)

Str 8, **Dex** 19, **Con** 12, **Int** 17, **Wis** 10, **Cha** 15

Base Atk +4; **CMB** +3; **CMD** 17

Feats Greater Spell Focus (enchantment), Improved Initiative, Iron Will, Lightning Reflexes, Scribe Scroll^B, Spell Focus (enchantment), Spell Mastery (*dream*, *telekinesis*, *charm monster*)

Skills Appraise +15, Bluff +7, Craft (painting) +15, Diplomacy +7, Fly +16, Intimidate +7, Knowledge (arcana) +15, Spellcraft +15

Languages Celestial, Common, Elven,

Arcane School enchantment (opposition schools: evocation and necromancy)

Arcane Bond (amulet)

SQ elven magic, keen senses, weapon familiarity

Description Purple and blue bruising mar Lianhi’s normally tanned skin. Her face is a mash of lumps and lacerations and most of her teeth have been removed. Several bones are fractured, but do not impede her movement. Despite her current state, she offers a weak drooling smile to her liberators.

CR 8

The Coven of Hecate

Although not particularly welcome in Abhor Brazier, hags play a substantial role among Hecate's followers. Tired of the worship of their goddess being controlled by humans, the hags of the land insisted on their own representation to their dark mother within the ancient temple. A hag from each of the three common types was chosen to the prestigious viceroy position to represent the entirety of the hags.

The three hags currently serving the positions within Abhor Brazier are nasty combatants in their own right, but together, they are even more deadly. When the coven of three hags convenes, they gain additional spells that can be cast in unison. The three hags currently serving within Abhor Brazier are **Quavalave**, a seahag; **Makabyr the Atrocious**, an annis; and **Juká Blausk**, a green hag.

To cast a spell in unison, the three hags must be within 10 feet of one another, and all must participate (a full-round action). The united coven also gains the following spell-like abilities: 3/day—*animate dead*, *bestow curse* (DC 20), *control weather*, *dream*, *forcecage*, *mind blank*, *mirage arcana* (DC 21), *polymorph*, *veil* (DC 22), *vision*. (CL 9). The save DCs are based on a Charisma score of 22.

Area B30:

The Coven of Hecate (CR 12)

The room is filthy and uncomfortably hot. An enchanted boulder in the center of the room emits a blazing flame similar to that of a flame blade sword. If touched, the boulder deals 1d6 points of fire damage. The rock produces no smoke, despite an intense endless heat. An impaled centaur slowly roasts upon a spit above the burning rock.

Arms and weapons of Large and Huge size decorate the walls. Items include 4 huge masterwork greatswords, 2 huge steel shields, 2 huge flails, 8 huge helms, and 4 suits of plate armor. Each greatsword has a *hag's eye* set in the pommel. The magical stones are used to scry on the guardroom. The gemstones appear as ornaments and are difficult to find (DC 25 Perception check). Two sleeping mats of grungy fur and patchwork quilts lie on the floor near the rock, and two hardened leather bags sit near the mats. Each bag holds two crude but weighty gold necklaces (1,500 gp each), five thick gold rings (250 gp each), 20 gold nuggets (100 gp each), large hunks of dried meat and whetstones.

Assigned to guard the coven are **2 female fire giants**. The giants are fat and past their prime, but still take their position seriously. A *veil* spell cloaks the giants so that they appear to be ogres. The burning stone is the only concession made by the hags to make the chamber more hospitable to the giants. The giants are not above grabbing the rock and slinging it about the room to hit PCs.

Each giantess wields a huge +1 *flaming greatsword* and wears masterwork full plate (AC 25).

FIRE GIANTESSES (2)

CR 10

XP 9,600

hp 180, 156 (*Pathfinder Roleplaying Game Bestiary*, "Giant, Fire")

Area B31:

Quavalave the Seahag (CR 12)

The stench of rotting fish wafts down the hallway leading to this room. The rusted iron door is deeply pitted and covered with a greenish slime that thrives in the room's humidity. Inside the room, brackish

water thick with black algae fills a two-foot-deep sunken floor.

RUSTED IRON DOORS: 3-in. thick; 10 hardness, 60 hp, Break (DC 25).

Quavalave, a seahag priestess of Hecate, decorates her chamber with sharp coral, fish husks, octopi skins and other castoffs from the sea to make it more "like home." Hundreds of animated skeletal fish hang from barbed chains hooked into the ceiling. The harmless fish flail about in a bizarre rhythmic dance of clacking bones.

A soggy bed of rotting seaweed lies in the corner. The seahag's treasure is buried within the rotting mound. The treasure consists of a partially eaten recent victim still wearing green-colored scale mail, a +3 *giant bane greatsword*, and a large steel shield.

QUAVALAVE (SEA HAG CLERIC)

CR12

Pathfinder Roleplaying Game Bestiary, "sea hag"

XP 19,200

Female sea hag cleric 8

CE Medium monstrous humanoid (aquatic)

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

Aura evil, horrific appearance (60 ft.)

AC 20, touch 13, flat-footed 17 (+3 Dex, +3 natural, +4 armor)

hp 138 (4d10+16 plus 8d8+32)

Fort +11, **Ref** +9, **Will** +12

SR 23

Speed 30 ft., swim 40 ft.

Melee 2 claws +15 (1d8+4)

Special Attacks channel negative energy 9/day (4d6, DC20), evil eye, spontaneous casting (inflict spells)

Domain Spell-like Abilities (CL8th):

at will—lore keeper

5/day—hand of the acolyte

8 rounds/day—remote viewing

1/day—dispelling touch

Unholy Spells Prepared (CL 8th)

4th—*divine power*, *poison* (DC 16), *spell immunity*^D

3rd—*bestow curse* (DC15), *contagion* (DC15), *dispel magic*^D,

prayer

2nd—*aid*, *bear's endurance*, *bull's strength*, *detect thoughts*^D, *owl's wisdom*

1st—*bless*, *comprehend languages*^D, *curse water*, *entropic shield*,

obscuring mist, *protection from good*

0—*create water*, *detect magic*, *purify food and water*, *stabilize*

^D domain spells; **Domains** Knowledge, Magic

Str 19, **Dex** 16, **Con** 18, **Int** 12, **Wis** 15, **Cha** 22

Base Atk +10; **CMB** +14; **CMD** 27

Feats Ability Focus (evil eye), Ability Focus (horrific appearance), Improved Natural Attack (claw), Skill Focus (Bluff, Perception), Weapon Focus (claws)

Skills Bluff +9, Heal +9, Knowledge (arcana) +8, Knowledge (religion) +5, Perception +11, Sense Motive +13, Spellcraft +12, Stealth +10, Swim +19

Languages Common, Giant

SQ amphibious

Combat Gear headband of alluring charisma +4, boots of speed, bracers of armor +4, potion of rage, potion of shield, unholy symbol of Hecate

Evil Eye (Su) Three times per day Quavalave can cast her dire gaze upon any single creature within 30 feet. The target must succeed on a DC 20 Will save or be staggered as strange nebulous distress and a gnawing sense of impending doom plagues the victim. If Quavalave uses her evil eye on someone already afflicted by this curse, the victim must make a DC 20 Fortitude save or be overwhelmed with fright and collapse into a comatose state for 3 days. Each day that passes, the comatose victim must make a DC 20 Fortitude save or perish. The evil eye is a mind-

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affecting fear effect. The save DCs are Charisma-based. *Evil Eye Curse*: Gaze—failed save; save Will DC 20; frequency 1/day; effect staggered (or fall comatose if already under the effects of the evil eye).

Horrific Appearance (Su) The sight of Quavalave is so revolting that anyone within 60 feet (other than another hag) who sets eyes upon one must succeed on a DC 20 Fortitude save or instantly be weakened, taking 1d6 points of Strength damage. Creatures that are affected by this power or that successfully save against it cannot be affected again by the same hag's horrific appearance for 24 hours. This is a mind-affecting effect. The save DC is Charisma-based.

Area B32: Makabyr the Atrocious (CR 12)

This iron door is bound in leather with the full skin of a man stretched over the portal. This skin is a **zombie**, but it is held helpless by heavy leather strips stitching it tightly to the door. The zombie's skin writhes and twists in vain to free itself from the door. The door is disturbing, but harmless. PCs gain no experience for killing the unfortunate creature.

While the door is gruesome, the room beyond is far more unsettling. Macabre humanoid bone sculptures and wind chimes crowd the room. Humanoid leather skins cover the floor like a spongy carpet. Wall hangings made of blood-painted humanoid hides decorate every inch of the chamber. A stack of mangy furs and scalps resembles a bed. Hundreds of strands of beads fashioned from dried eyeballs hang from the ceiling.

A bone cage hangs 10 feet above the floor from an iron chain. Within the cage is a plump, squatting **satyr**. For depraved and unfathomable reasons, a *polymorph any object* spell has turned a giant frog into a satyr. The satyr leaps everywhere and tries to bite or flick its tongue at nearby creatures. A DC 20 Knowledge (nature) reveals the frog-like similarities. The frog-satyr has learned that humanoids feed it, so it follows any humanoid that sets it free, although it takes no other actions. It quickly dives into any body of water encountered and possibly drowns as it attempts to breathe.

The room is the lair of **Makabyr the Atrocious**, a foul **annis** and the undisputed leader of the coven of Hecate.

Standing around the edges of the room are **seven zombies**. The zombies do not attack unless commanded by the annis. Makabyr uses *disguise self* to appear as another zombie (for a total of eight creatures in the room) and attempts to position herself so she can flank and attack with her vicious claws.

ZOMBIES (7) CR 1/2
XP 200
hp 16 each (*Pathfinder Roleplaying Game Bestiary*, "Zombie")

MAKABYR THE ATROCIOUS,
(ANNIS ANTIPALADIN) CR 13
Pathfinder Roleplaying Game Bestiary, "hag, annis"
XP 25,600

Female annis antipaladin 8

CE Large monstrous humanoid

Init +1; **Senses** darkvision 60 ft.; **Perception** +13

Aura Cowardice (10ft. opponents receive -4 penalty vs. fear effects), Despair (10ft. all enemies take -2 penalty saving throws), Evil

AC 26, touch 10, flat-footed 25; (+1 Dex, +10 natural, -1size, +6 armor)

hp 191 (7d10+28 plus 8d10+32)

Fort +15, **Ref** +11, **Will** +15

Defensive Abilities plague bringer (immune to disease effects), unholy resilience (Charisma bonus to saving throws), **DR** 2/bludgeoning; **SR** 24

Spd 40 ft.

Melee bite +22 (1d8+7), 2 claws +26 (1d8+10/19-20 plus 2d6 vs.

good and grab)

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

Special Attacks rend (2 claws, 2d8+13), channel negative energy (6/day—6d6, DC 21), cruelty, smite good 3/day (+3 attack, +8 damage), 8/day—touch of corruption [touch attack +16, 4d6 damage + sickened (8 rounds/Fortitude DC 17 avoids) or dazed (1 round/Fortitude DC 17 avoids)]

Spell-Like Abilities (CL 7th)

At will—*detect good*

3/day—*alter self*, *fog cloud*

Unholy Spells (CL 5th)

2nd—*bull's strength*

1st—*bless*, *protection from good*

Str 25, **Dex** 12, **Con** 18, **Int** 13, **Wis** 13, **Cha** 16

Base Atk +15; **CMB** +23; **CMD** 34

Feats Alertness, Blind-Fight, Blinding Critical, Critical Focus, Improved Critical (claws), Improved Natural Attack, Intimidating Prowess, Weapon Focus (claws)

Skills Bluff +21, Diplomacy +7, Intimidate +25, Perception +13, Sense Motive +14, Stealth +19

Languages Common, Giant

SQ fiendish boon (claws, 8 minutes/day, unholy damage), magic

claws (Makabyr's claws are imbued with *permanent magic fang* +3 spell)

Combat gear *Bracers of armor* +6, *ring of spell minor storing* (haste), unholy symbol of Hecate

SATYR (GIANT FROG)

CR 1/2

XP 200

hp 15 (*Pathfinder Roleplaying Game Bestiary*, "Satyr")

Area B33: Juká Blausk, the Green Hag (CR 12)

Shelves crowded with trinkets, charms, bottles, spell components and bizarre keepsakes line the walls. Books on remedies, alchemy and anatomy lie scattered among various skull bookends. Cages of small animals such as doves, bats, lizards and insects hang from small silver chains set into the stucco ceiling. Dozens of bottles, hollow needles, glass tubes, copper coils and oil burners clutter a table. A hammock-like net in one corner serves as a bed.

The **green hag Juká Blausk** lives here. She remains *invisible* when not engaged in combat. The hag watches foes first to discover their weaknesses before engaging in combat.

A DC 15 Perception check uncovers *potions of invisibility*, *cure serious wounds*, *fox's cunning* and *cure disease* and *poison*, and three vials of acid on the shelves. Lying upon the table is Lianhi's arcane focus amulet. Since acquiring the amulet, the hags have imbued it with a curse. Unknown to Lianhi, the amulet is now a *necklace of strangulation*. The table also holds a *divine scroll* (*detect traps*, *speak with dead*, *true seeing*, CL 12).

JUKÁ BLAUSK (GREEN HAG CLERIC)

CR 11

Pathfinder Roleplaying Game Bestiary, "Hag, Green"

XP 12,800

Female green hag cleric 7

CE Medium monstrous humanoid

Init +4; **Senses** darkvision 90 ft.; **Perception** +17

Aura evil

AC 28, touch 15, flat-footed 23 (+4 Dex, +8 natural, +1 Dodge, +5armor)

hp 128 (9d10+9 plus 7d8+7)

Fort +6, **Ref** +10, **Will** +9

SR 21

Speed 30 ft., swim 30 ft.

Melee 2 claws +15 (1d6+5 plus weakness)

Special Attacks channel negative energy 9/day (4d6, DC20), spontaneous casting (inflict spells)

Spell-Like Abilities (CL 9th)

Constant—*pass without trace, tongues, water breathing*

At will—*dancing lights, disguise self* (DC 13), *ghost sound* (DC 12), *invisibility, pyrotechnics* (DC 12), *tree shape, whispering wind*

Domain Spell-like Abilities (CL7th):

at will—lore keeper

7 rounds/day—remote viewing

6/day—hand of the acolyte

Unholy Spells Prepared (CL 7th)

4th—*divine power, imbue with spell ability*^D

3rd—*bestow curse* (DC16), *contagion* (DC16), *dispel magic*^D, *protection from good*

2nd—*bear's endurance, bull's strength, darkness, death knell, detect thoughts*^D, *silence*

1st—*bane, curse water, comprehend languages*^D, *doom, divine favor, shield of faith*

0—*detect magic, guidance, light, stabilize*

D domain spells; **Domains** Knowledge, Magic

Str 20, **Dex** 18, **Con** 12, **Int** 13, **Wis** 17, **Cha** 14

Base Atk +9; **CMB** +13; **CMD** 24

Feats Ability Focus (weakness), Alertness, Blind-Fight, Combat Casting, Deceitful, Dodge, Great Fortitude, Improved Natural Attack (claws), Weapon Focus (claws)

Skills Bluff +13, Disguise +13, Knowledge (arcana) +11, Perception +17, Sense Motive +11, Stealth +16, Swim +18

Languages Aklo, Common, Giant

SQ mimicry

Combat Gear +4 padded armor of heavy fortification, broom of flying, potion of haste, unholy symbol of Hecate

Weakness (Su) Juká Blausk's claws sap strength from those she strikes. Each time she hits a foe with her claw attack, the victim takes 2 points of Strength damage unless he resists the weakness with a DC 18 Fortitude save. Alternatively, she can attempt to inflict even greater weakness on a foe by making a touch attack — this variant requires a standard action, and cannot be attempted in the same round the hag makes claw attacks. The opponent touched must succeed on a DC 18 Fortitude save or take 2d4 points of Strength damage. The save DC is Charisma-based.

Mimicry (Ex) Juká Blausk can imitate the sounds of almost any animal found near her lair.

Area B34: Summoning Chamber (CR 13)

An intricate octagonal star design cast with a metallic purple sheen adorns the floor of an alcove joining the corner of the chamber. The eight-pointed star pattern fills a rune-inscribed circle drawn in the round alcove. Lying on the floor within the circle is a **barbed devil**, a glowing longsword imbedded in its chest. Holy symbols of Arden adorn the sword's pommel.

The pattern is an inverted *magic circle versus evil* with a *dimensional anchor* trapping **Olchobhor**, a powerful barbed devil summoned by Chariska the Conjurer (Area B36) to further her stature within the Brood. The barbed devil is powerless while trapped within the circle.

To further its release, the cunning devil cast *major image* over the circle's interior, creating the image of the longsword impaling it. Furthermore, the *magic circle versus evil* has a *major image* warping the circle to appear as a *magic circle versus good*. When PCs enter the room, Olchobhor plays dead and concentrates on making the illusionary sword "speak."

Olchobhor (as the sword) attempts to persuade PCs into retrieving the blade to use in slaying the evil outsiders residing in the adjoining rooms. Olchobhor tries to convince PCs that the sword is a holy evil-

outsider bane longsword named "The Exonerator." The story it tells is that it was left behind when its paladin wielder was slain centuries ago in a raid upon the temple. Once the seal drawn within the alcove is crossed, the protective wards trapping Olchobhor are broken and the barbed devil is free to wreak havoc.

OLCHOBHOR, BARBED DEVIL (ADVANCED)

CR 12

XP 19,200

hp 198 (*Pathfinder Roleplaying Game Bestiary*, "Devil, Barbed")

Area B35: Chariska's Antechamber

Luxurious tapestries embroidered with bronze symbols of Hecate and the transmutation magic discipline adorn the walls. A woven rug with a symbol of an eight-pointed star surrounded by a glyphic band sits on the floor. A single throne-like chair sits against the far wall, and a podium beside it has an open book on it.

The skin-bound book contains the true names of various evil outsiders. While the book is nonmagical, anyone so much as speaking one of the names aloud has a 5% cumulative chance of attracting the attention of an evil outsider. These devils go to great lengths to obtain this book, which is useful only if summoning and bartering with an evil outsider named in the tome. Using the book is a dangerous and evil act, and always results in terrible consequences.

Area B36: Chariska's Private Chamber (CR 16)

A *permanent dimensional anchor* wards this chamber to prevent extraplanar travel. A *summon monster VI* trap is placed on the interior of the locked door (DC 25 Disable Device) that summons a **bone devil** into the chamber when the portal is touched. This immediately alerts **Chariska, the Mystic Theurgist of Hecate**, to intruders in her private sanctum. Chariska immediately casts *summon monsters* while **Plud**, her dretch familiar, summons other dretch. Slightly paranoid, Chariska always expects attacks, although none within the Brood of Hecate would dare challenge her authority with her close alliance to Dealyn Rhó.

IRON DOOR: 3 in. thick; Hardness 10; 50 hp; Break DC 30, Disable Device DC 30.

SUMMON MONSTER VI TRAP

CR 7

Type: magic; **Perception** DC 31; **Disable Device** DC 31 (only disabled from the inside)

Trigger: proximity (*alarm*); **Reset:** none

Effect: spell effect (*summon monster VI*, 14th-level wizard).

The bedchamber is furnished with white wood furniture. A bed sits on a raised dais opposite the entrance. Thick woven rugs completely cover the floor. Four detailed paintings hang from each wall. These works of "art" portray scenes from nightmarish planes, complete with portraits of their fiendish rulers. Each painting is valued at 1,000 gp if the right buyer can be found. A massive desk with stacked books and rolled scrolls sits to the right of the entry. Eight of the scrolls on the desk are *summon monster I-VIII* (CL 16). The other papers describe detailed and specific magic circles for trapping and holding summoned outsiders.

Behind one painting lies a small secret panel (DC 25 Perception check). The small *arcane locked* panel is equipped with a good lock (DC30 Disable Device). Furthermore, the door is trapped with a *harm* spell. Within the small compartment are three sheets of leathery parchment. These papers are contracts with evil outsiders that Chariska forced into service. The fiends are currently elsewhere carrying out specific tasks for the Brood. Destroying these forms releases the fiends, but allows them to roam freely to fulfill their

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desires. The GM is encouraged to flesh out these fiends and what horrible endeavors they may pursue if set free. Each might even want to personally “thank” the PCs for freeing him.

HARM TRAP

CR 7

Type: magic; **Perception** DC 31; **Disable Device** DC 31

Trigger: touch (*alarm*); **Reset:** automatic

Effect: Spell effect (*harm*, 13th-level cleric, DC 20 Fortitude save for 130 points of damage or a maximum of 1 hit point remaining).

AUGMENTED BONE DEVIL

CR 9

Pathfinder Roleplaying Game Bestiary, “Devil, Bone”

XP 6,400

LE Large outsider (devil, evil, extraplanar, lawful)

Init +9; **Senses** darkvision 60 ft., see in darkness; **Perception** +19

Aura fear aura (5 ft., DC 19, 1d6 rounds)

AC 25, touch 14, flat-footed 20 (+5 Dex, +11 natural, –1size)

hp 145 (10d10+70)

Fort +14, **Ref** +12, **Will** +7

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

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

Melee bite +16 melee (1d8+7), 2 claws +16 melee (1d6+7), sting +16 melee (3d4+7 plus poison)

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

Spell-Like Abilities (CL 12th)

Constant—*fly*

At will—*dimensional anchor*, *greater teleport* (self plus 50 lbs. of objects only), *invisibility* (self only), *major image* (DC 17), *wall of ice*

3/day—*quicken invisibility* (self only)

1/day—*summon* (level 4, 1 bone devil, 35%)

Str 25, **Dex** 21, **Con** 24, **Int** 16, **Wis** 15, **Cha** 18

Base Atk +10; **CMB** +18; **CMD** 33

Feats Alertness, Combat Reflexes, Improved Initiative, Iron Will, Quicken Spell-Like Ability (*invisibility*)

Skills Bluff +17, Diplomacy +17, Fly +21, Intimidate +17, Knowledge (planes) +16, Perception +19, Sense Motive +19, Spellcraft +16, Stealth +14

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

Poison (Ex) Sting—injury; *save* Fort DC 22; *frequency* 1/round for 6 rounds; *effect* 1d3 Str damage; *cure* 2 consecutive saves. The save DC is Constitution-based.

CHARISKA THE ACERBIC WITCH

CR15

XP 51,200

Female half-elf cleric 3, wizard (conjurer) 3, mystic theurge 10

LE Medium humanoid (human)

Init +0; **Senses** dark-vision 60ft., low-light vision, *see invisibility*;

Perception +5

Aura evil

AC 20, touch 14, flat-footed 18 (+6 armor, +2 luck, +2 deflection)

hp 104 (3d8 +6 plus 3d6 +6 plus 10d6+20)

Fort +11; **Ref** +7; **Will** +18 (+20 vs. enchantment)

Defensive Abilities immune magic sleep effects

Spd 30 ft.

Melee +10/+5 (1d6+2)

Special Attacks channel positive energy (6/day—2d6, DC 12), spontaneous casting (inflict spells)

7/day—protective ward (+2 deflection/5rounds)

Typical Spells Memorized (CL 15th, melee touch +10, range touch +10)

7th—*prismatic spray* (DC 21), *summon monster* VII

6th—*summon monster* VI (x2), *wall of iron*

5th—*cone of cold* (DC 20), *monster summoning* V, *teleport*, *waves of fatigue* (DC 19)

4th—*black tentacles*, *charm monster* (DC 18), *enervation*, *lesser globe of invulnerability*, *solid fog*, *wall of ice*

3rd—*dispel magic*, *fireball* (DC 18), *lightning bolt* (DC 18), *magic circle against evil*, *ray of exhaustion*, *stinking cloud* (DC 19)

2nd—*acid arrow*(x2), *scorching ray*, *summon swarm*, *summon monster* II, *web* (DC 18)

1st—*grease* (x2) (DC 17), *magic missile* (x2), *protection from good*, *ray of enfeeblement*(DC 15)

0—*acid splash*, *flare*, *read magic*, *resistance*

Domain Spell-like Abilities (CL15th):

at will—*lore keeper*

6/day—*hand of the acolyte*

13 rounds/day—*remote viewing*

2/day—*dispelling touch*

Unholy Spells Prepared (CL 15th)

7th—*repulsion*(DC 20), *spell turning*^D

6th—*banishment*, *greater dispel magic*^D, *summon monster* VI

5th—*break enchantment*, *flame strike* (DC 19), *inflict mass light wounds* (DC 18), *spell resistance*^D

4th—*dimensional anchor*, *dismissal*, *imbue with spell ability*^D, *unholy blight* (DC 17)

3rd—*cure serious wounds*, *dispel magic*^D, *invisibility purge*, *prayer*, *searing light*, *wind wall*

2nd—*aid*, *detect thoughts*^D, *hold person* (DC 15), *owl's wisdom*, *status*, *undetected alignment*

1st—*bless*, *comprehend languages*^D, *command* (DC 14), *entropic shield*, *protection from evil*, *protection from good*

0—*detect magic*, *guidance*, *light*, *stabilize*

^D domain spells; **Domains** Knowledge, Magic

Arcane School conjuration (opposition schools: illusion and transmutation)

Arcane Bond (familiar)

Str 10, **Dex** 10, **Con** 15, **Int** 19, **Wis** 17, **Cha** 8

Base Atk +8; **CMB** +8; **CMD** 18

Feats Augment Summoning, Combat Casting, Greater Spell Focus (conjuration), Improved Familiar, Iron Will, Scribe Scroll^B, Skill Focus^B (knowledge, planes), Spell Focus (conjuration), Spell Focus (Evocation), Spell Penetration

Skills Fly +6, Heal +9, Knowledge (arcana) +23, Knowledge (history) +23, Knowledge (planes) +29, Knowledge (religion) +23, Perception +5, Sense Motive +13, Spellcraft +26; **Racial modifier** +2 Perception.

Languages Abyssal, Celestial, Draconic, Common, Elven, Infernal, Ignian

SQ combine spells (5th), diviner's fortune, forewarned, scrying adept, spell synthesis, *permanent arcane sight*, *permanent darkvision* 60 ft., *permanent see invisibility*

Combat gear *bracers of armor* +6, *staff of power*, *ring of protection* +2, *helm of telepathy*. **Non-combat Gear:** prison keys, unholy symbol of Hecate

Description Chariska is a thoroughly unpleasant woman. Her underhanded and corrupt personality matches her unpleasant appearance. Except for Dealyn Rhó, Chariska distrusts and despises the rest of the Brood, remaining separate from the haughty and snobbish members. Chariska's figure is lumpy and twisted with age, and her skin resembles a banana left in the sun too long. Her staff bends precariously in order to support her heavy frame.

PLUD (ADVANCED DRETCH FAMILIAR)

CR 3

Pathfinder Roleplaying Game Bestiary, “Demon, Dretch”

XP 800

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

Init +2; **Senses** darkvision 60 ft.; **Perception** +9

AC 26, touch 13, flat-footed 26 (+13 natural, +1 size, +2 Dex)

hp 52 (16 HD)

Fort +11, **Ref** +7, **Will** +18

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

Speed 20 ft.

Melee 2 claws +11 (1d4+3), bite +11 (1d4+3)

Spell-Like Abilities (CL 2nd)

1/day—*cause fear* (DC 13), *stinking cloud* (DC 15), *summon* (level 1, 1 dretch 65%)

Str 16, **Dex** 14, **Con** 18, **Int** 17, **Wis** 15, **Cha** 15

Base Atk +8; **CMB** +11; **CMD** 23

Feats Alertness^B, Toughness

Skills Escape Artist +9, Heal +8, Knowledge (arcana) +20, Knowledge (history) +20, Knowledge (planes) +20, Knowledge (religion) +20, Perception +9, Sense Motive +13, Spellcraft +25, Stealth +13

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

SQ deliver touch spells, empathic link, scry on familiar, share spells, speak with master

Combat gear: *Potion of bull's strength* and *cat's grace*

Description: Plud stands 4 feet tall and weighs 230 pounds. He cowers and scurries when not in Chariska's presence. He strangely resembles Chariska in appearance. Plud lives in constant fear from the abuse Chariska doles out on the poor familiar. He rarely leaves her side, however, fearing the powerful devils and hags roaming Abhor Brazier who would delight in inflicting worse punishments.

Area B37: The Cold Room

This room is inexplicably cold, although the bitter chill has no ill effects other than to cause PCs to shiver slightly. A frosted ornate bronze urn filled with clear icy water sits in the room. A DC 30 Perception check reveals the sounds of splashing water (coming from Area B38) behind the east wall.

Two rounds after a PC of good alignment enters this room, the Brood of Hecate's mistress of Necromancy (Area B39) takes notice and investigates.

Area B38: The Crypt Abode of Aliak Tal Ashon

These sealed chambers serve as Abhor Brazier's crypts. Rows of burial niches holding ornamental urns line each room from floor to ceiling. The majority of urns contain the ash remains of beloved members of Hecate's Brood.

A fountain in the middle of the room splashes water over a human-sized statue of Hecate depicting her in the days before her decline into dark magic. The icy water trickles from a golden chalice the statue holds above its hand. Small icicles drape the statue like a shroud. The water flows down the statue's arm and over its body in a fine sheen of water. The liquid overflows from a small basin at her feet onto the floor. The slushy water is several inches deep but otherwise does not impede movement. It slowly drains through cracks in the cobblestone floor. The chalice acts as a *decanter of endless water*.

Aliak Tal Ashon (Area B39) frequently wanders into this chamber to revere Hecate. She casts *control water* to completely flood the sealed room with near freezing water to trap intruders in a watery tomb. She then *summons* a giant octopus before entering combat.

Area B39: Sanctuary of the Darkened Soul (CR 13)

A huge statue of Hecate stands against the rounded wall of this niche-filled chamber. Hundreds of urns line the niches, each inscribed with a name and phrase describing the person within. The statue's arms are raised over an altar of dull black stone. Lying upon the altar are the dusty skeletal remains of **Aliak Tal Ashon**, a **ghost cleric of Hecate**. Her form still wears the deteriorating priestess robes and equipment she was entombed with. A ceremonial +4 *silver dagger* is embedded in her neck vertebra. An *unhallow* spell with a *darkness* effect tied to the area protects the room.

Aliak Tal Ashon has haunted the dungeon of Abhor Brazier for nearly 300 years. She is the Brood's undisputed master of necromancy. While not the most powerful member of the necromantic arts, she nevertheless slew all challengers to her position.

Aliak Tal Ashon flies into a rage if anyone penetrates the tomb. Unlike most ghosts, she desires to remain on this plane and retain her position within the Brood. She has an agreement with Dealyn Rhó to not harm the high priestess if she or her familiar are forced to retreat to this chamber via their *contingency* spells.

To lay her soul to rest, her body must be properly cremated and her remains interred. PCs could accomplish this by placing her ashes in an urn and placing the urn in an empty niche within the crypt.

ALIAK TAL ASHON (GHOST)

CR 13

Pathfinder Roleplaying Game Bestiary, "ghost"

XP 25,600

Female ghost (incorporeal) cleric 12

LE Medium undead

Init +6; **Senses** darkvision 60ft.; **Perception** +26

Aura Evil

AC 18, touch 18, flat-footed 16 (+2 Dex, +6 deflection)

hp 135 (12d8+70)

Fort +8; **Ref** +6; **Will** +11

Defensive Abilities channel resistance +4, rejuvenation; **Immune** undead traits

Spd fly 30 ft. (perfect)

Melee +11 corrupting touch 13d6 (DC 24) plus Channel Smite

Special Attacks channel negative energy (6d6, 9/day, DC 24), corrupting gaze, spontaneous casting (inflict spells)

Domain Spell-like Abilities (CL 12th):

at will—lore keeper

6/day—hand of the acolyte

2/day—dispelling touch

Spells Prepared (CL 12th)

6th—*antilife shell*, *legend lore*^D, *summon monster* VI

5th—*spell resistance*^D, *summon monster* V, *unhallow*, *wall of stone*

4th—*control water*, *divination*^D, *divine power*, *unholy blight* (DC 17)

3rd—*deeper darkness*, *dispel magic*^D, *helping hand*, *invisibility purge*, *prayer*, *searing light*

2nd—*darkness*, *desecrate*, *detect thoughts*^D, *eagle's splendor*, *silence*, *sound burst*

1st—*bless*, *comprehend languages*^D, *detect good*, *divine favor*, *doom*, *summon monster* I

0—*create water*, *guidance*, *light*, *virtue*

^D domain spells; **Domains** Knowledge, Magic

Str —, **Dex** 14, **Con** —, **Int** 14, **Wis** 17, **Cha** 23

Base Atk +9; **CMB** +9; **CMD** 21 (can't be tripped or grappled)

Feats Ability Focus (channel energy), Ability Focus (corrupting touch), Channel Smite, Combat Casting, Eschew Materials, Improved Channel, Improved Initiative

Skills Knowledge (arcana) +17, Knowledge (religion) +17, Perception +26, Sense Motive +18, Spellcraft +17, Stealth +10; **Racial**

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Modification +8 perception and Stealth
Languages Common, Infernal
SQ malevolence, *telekinesis*

Corrupting Gaze (Su): Aliak Tal Ashon has a gaze attack with a range of 30 feet that causes 2d10 damage and 1d4 Charisma damage (Fortitude (DC 22) save negates Charisma damage but not physical damage).

Corrupting Touch (Su): By passing part of her incorporeal body through a foe's body as a standard action, Aliak Tal Ashon inflicts 12d6. This damage is not negative energy—it manifests in the form of physical wounds and aches from supernatural aging. Creatures immune to magical aging are immune to this damage, but otherwise the damage bypasses all forms of damage reduction. A DC 24 Fortitude save halves the damage inflicted.

Malevolence (Su): Aliak Tal Ashon's jealousy of the living is particularly potent. Once per round, she can merge her body with a creature on the Material Plane. This ability is similar to a *magic jar* spell (caster level 12th), except that it does not require a receptacle. To use this ability, she must be adjacent to the target. The target can resist the attack with a successful Will (DC 22) save. A creature that successfully saves is immune to Aliak Tal Ashon's malevolence for 24 hours.

Telekinesis (Su): Aliak Tal Ashon can use *telekinesis* as a standard action once every 1d4 rounds (caster level 12th).

Description Aliak Tal Ashon was a promising young Brood member. Her stance and beauty guaranteed her a quick rise in power. Jealous and fearful of her potential, the other members of the Brood at the time sacrificed Aliak and left her body unburied in one of the many hidden crypt rooms below Abhor Brazier. The chamber was sealed to further the humiliation. Aliak returned a week later to slay the Brood member who drove the dagger into her body. The remaining members of the Brood bargained with the ghost, granting her a position of power within the temple's ranks.

Aliak possesses an unearthly beauty, which turns to horrific rage when angered.

Treasure: Aliak Tal Ashon's corpse still wears her equipment: +2 *ghost touch full platemail*, +2 *ghost touch heavy steel shield*, +3 *ghost touch heavy flail of spell storing* (inflict serious wounds, CL 12), unholy symbol of Hecate

Area B40: The Room of Fire

A permanent wall of fire horizontally covers the pit entrance to this room. The flames deal 2d6+18 points of damage to anyone passing through them. The walls, floor and ceiling are also covered by permanent wall of fire spells. PCs entering the pit automatically suffer 6d4 points of damage per round (no save). The intense heat can be felt on the walls in the halls near Area B34 and B35. The 20-foot-deep pit contains various deep gouges in the walls that the iron golem hydra at the bottom of the pit uses to climb to reach Area B3. The massive golem fills the pit. It is so large that it can anchor itself using the gouges to attack normally while most of its bulk remains in the pit.

At the bottom of the pit (beneath the hydra golem) is a three-foot-thick stone lid that hides a few prized possessions of the Brood. The lid (DC 34 Search check) weighs 3,200 pounds. The iron golem moves the lid for the Brood.

The cache holds an adamantite bastard sword, a holy dwarven thrower, a ring of shooting stars, a rod of security, a belt of physical perfection +6, an amulet of mighty fists +3, a greater horn of blasting, a chime of interruption, horseshoes of dancing (as boots of dancing but appear as horseshoes of the zephyr, until triggered), a scarab of protection (8 uses remaining), and a folding boat.

Area B41: The Prison (CR 5)

The corridor takes a turn and descends a steep flight of stairs to a 50-foot-long hall. Three iron doors line each wall. Small iron-grated windows allow a view into the cells. Each cell is arcane locked

(CL16) from the hallway and cannot be opened from the interior once closed. The doors are warded with an *inflict critical wounds* trap that affects both sides of the doors. The wards automatically reset one round after being discharged. Only Dealyn Rhó and Chariska have the keys to the prison.

INFLECT CRITICAL WOUNDS TRAP

CR 5

Type: magic; **Perception** DC 29; **Disable Device** DC 29

Trigger: touch; **Reset:** automatic (1 round)

Effect: spell effect (*inflict critical wounds*, 20th-level cleric, 4d8+20, DC 20 Will save half damage).

Area B41-A: Cell (CR 15)

This cell holds **Thurid Hrolf**, an nefarious assassin from Bargarsport who was hired by Deversi to slay Dealyn Rhó. He failed. Dealyn has not yet had the chance to interrogate him.

Thurid still maintains his disguise of a female priestess of Hecate. He has thus far been unable to escape. If confronted, he claims to be a lesser priestess who had a change of heart. "She" was imprisoned here for her kindness to other prisoners (now conveniently deceased). Despite his predicament, Thurid remains faithful to his mission. Thurid flirts with any susceptible male PCs to gain his release so he can complete his contract.

THURID HROLF

(THE VIRGIN PRIESTESS OF HECATE)

CR 15

XP 51,200

NE Medium humanoid

Male human rogue 6, assassin 10

Init +7; **Perception** +9

AC 19, touch 14, flat-footed 15 (+5 armor, +3 Dex, +1 dodge)

hp 112 (6d8+6 plus 10d8+10)

Fort +8 (+13 vs. poisons), **Ref** +17, **Will** +9

Speed 30 ft.

Melee +4 *longsword of wounding* +18/+15 (1d8+7/17-20 plus wounding + poison)

Special Attacks death attack, sneak attack (+8d6), swift death

Str 17, **Dex** 17, **Con** 13, **Int** 16, **Wis** 11, **Cha** 20

Base Atk +11; **CMB** +14; **CMD** 27

Feats Deceitful, Dodge, Improved Critical (longsword)^B, Improved Initiative, Improved Iron Will, Iron Will, Lightning Reflexes, Mobility, Skill Focus (disguise), Spring Attack

Skills Acrobatics +22, Bluff +26, Climb +12, Disable Device +24, Disguise +39, Escape Artist +22, Intimidate +24, Perception +9, Sense Motive +9, Sleight of Hand +12, Stealth+37, Use Magic Device +14

Languages Common, Orc, Goblin

SQ angel of death, evasion, hidden weapons, hide in plain sight, improved uncanny dodge, poison use, quiet death, rogue talent [combat trick (Improved Critical), fast stealth, surprise attack], swift death, trapfinding, trap sense +2, true death, uncanny dodge

Combat Gear: +2 *cloak of resistance*, *hat of disguise*, *heightened amulet of proof against detection and location* (DC 25), +3 *greater shadow leather armor* (under his priestess robes), *glove of storing*, +4 *longsword of wounding*, *potions of haste*, *cure serious wounds* (CL10), 4 draughts purple worm poison. **Non-combat Gear:** master work thieves' tools, 4 sunrods, 4 smoke sticks.

Purple worm poison (Ex)—injury; *save* Fort DC 25; *frequency* 1/round for 6 rounds; *effect* 1d4 Strength damage; *cure* 3 consecutive saves. The save DC is Constitution-based.

Description: Handsome, chivalrous and thoroughly egotistical, Thurid Hrolf has no boundaries in fulfilling his contracts. Thurid was hired for a specific mission, but he will not hesitate removing anyone in his way. If his identity is discovered, he attempts to negotiate his freedom and offers his specialized services at a discount.

Area B4I-B: Cell

This cell holds **4 human male commoners** (Com1, Str 14) from a nearby mountain village. They have little to offer PCs other than a feast in their honor upon their safe return home.

Area B4I-C: Cell

This cell is empty.

Area A4I-D: Cell

This prison cell holds **Ceallachan**, an **astral deva** suffering the worst tortures Abhor Brazier's inhabitants can inflict upon him. The deva, who is barely alive, was ensnared and brought here months ago to endure torture beyond mortal comprehension. Ceallachan was on a mission to investigate the return of Akruel Rathamon, but was captured by the witches of Abhor Brazier.

In a methodical and calculating attempt to turn Ceallachan into a being of vile corruptness, Dealyn Rhó patiently persecutes the angel to the limits of his immortal soul. He is chained to the floor by *dimensional shackles* bolted to the floor through an adamantine ring. The ring must be broken to free the shackles.

Due to repeated experimental surgeries, Ceallachan has lost all spell-like abilities. He has fallen to the sinful temptations of the Brood but still retains his Good alignment. He knows he can never return to his former glory and that his only future freedom is death's release. Ceallachan pleads to any rescuers to end his tortured life and free him of the evil taint he now harbors. He knows that only an act of self-sacrifice in the cause of good or the intervention of a deity can save him from eternal damnation. Ceallachan is more than willing to sacrifice his life energy to empower the *Scepter of Faiths*. He sees it as the last noble act even his angst-ridden soul can perform.

CEALLACHAN (ASTRAL DEVA)
XP 38,400

CR 14

hp currently 3 (*Pathfinder Roleplaying Game Bestiary*, "Angel, Astral Deva")

Description Plucked and filthy, Ceallachan appears nothing like his former glory. Horrific surgical scars mar his torso and head. Unholy tattoos and brands decorate his body. His eyes continuously weep, leaving white trails down his grimy cheeks.

Area B4I-E: Cell

This cell holds **Friedric**, a fattened human male (CG Com 1). Dealyn Rhó plans to bribe the hags in the Coven of Hecate with this tasty morsel.

Area B4I-F: Cell

This cell is empty, although bloodstains cover the walls.

Ending the adventure

The PCs need to successfully find Ceallachan and convince him to sacrifice himself to power the *Scepter of Faiths*. Ceallachan readily welcomes the chance to redeem his darkened soul, and the Seminary holds a massive ceremony to help "purify" the deva before the *Enchantment of Power* rite is performed. This final blessing demonstrates how the good of many can be saved by the sacrifice of one. The martyr spends eight days of prayer, penance and fasting before freely impaling the scepter into its heart. The time Ceallachan has spent in Abhor Brazier's dungeons more than exceeds the eight days. The ceremony is unnecessary, but it does ease Ceallachan's mind somewhat that his soul is clean enough for the soon-to-be holy relic.

The blessing requires that at least 12 life levels be freely bestowed into the scepter during this final blessing. The life sacrificed cannot be restored by any means other than divine intervention and must come from a single being that willingly makes the sacrifice. This final blessing demonstrates how the good of many can be saved by the sacrifice of one.

After Ceallachan plunges the scepter into his chest, the Seminary's dome glows brilliantly, blinding all within the chamber for 1d6 rounds. When everyone's vision returns, the glowing *Scepter of Faiths* lies on the floor — and a second block of stone encases Ceallachan's form. The new crystal block stands beside the one already housed within the Seminary. Where Ceallachan's face once was dejected and miserable, contentment now is written across his peace-filled face.

Bringing down Abhor Brazier is an admirable goal, but not required to complete the adventure. Any members of the Brood who remain alive after PCs invade the temple do their best to track the invaders and exact vengeance.

Once the ritual is complete, the *Scepter of Faiths* gains a final +1 enchantment bonus to attack and damage (a total of +4 bonus enchantment). The scepter also gains a Lawful Good alignment when determining an opponent's damage reduction. The *Scepter of Faiths* also becomes intelligent and has free will to use its powers. It immediately requests that its wielder complete its destiny and destroy Akruel Rathamon. The *Scepter of Faiths* immediately begins asserting its will to seek out and destroy the death-priest. The scepter speaks in Ceallachan's voice.

Over the years the scepter held Akruel immobilized, it gained the knowledge that Akruel cannot be slain by normal means. It realizes that something else must be powering Akruel's immortality and desires to travel to Al-Sifon to discover this source. Its overall goal is the destruction of Akruel Rathamon, and it works fervently toward achieving this.

PCs will get the final chance to prove themselves as they must now take the scepter and travel to the Seething Jungle to find the temple of al-Sifon. There, they'll have to face the overwhelming hordes of undead led by the death priest Akruel. They'll have to travel through the horrid tunnels of the dead to find and destroy the source of the death-priest's power.

Splinters of Faith

— Adventure 10: Remorse of Life —

By Gary Schotter & Jeff Harkness

PCs must venture into the heart of darkness to stop a vampire death-priest before he fully regains his powers and sets out with his undead army to conquer the land. If the PCs can make it through the deadly jungle, hordes of undead and demons await them in the Nether Sepulcher. This adventure is designed for characters of 13th level or greater.

The steamy jungle gives way to a massive clearing of churned dirt. A black cloud roils over the entire area, a swirling thundercloud flashing with streaks of jagged lightning. Beneath this dark scar on the sky sits a terrible blight on the land.

The pyramid rises from the midst of a maze of crumbling walls and broken stones. Stairs climb the sides of the pyramid, pausing at step-like landings along the steep rise. Ringing the walls are massive skull sculptures, their eyes burning with flickering red flames. Figures creep up and down the stairs, hunched and broken bodies moving among the grimacing skull carvings.

Standing atop the structure, lit by burning flames, a lone figure surveys the nightmarish landscape. The screams of tortured souls mix with the smells of burning flesh, and anguished bodies slide

down long poles impaled through their midsections. The death-priest's satisfaction at his horrible handiwork is evident.

Nether Sepulcher

Location: Deep jungle/forest, center of an overgrown ruined city

Nickname: The Myriad Skulls, the Palace of Rotting Bone

Deity: Aurikus (Orcus), Demon-Lord of the Undead

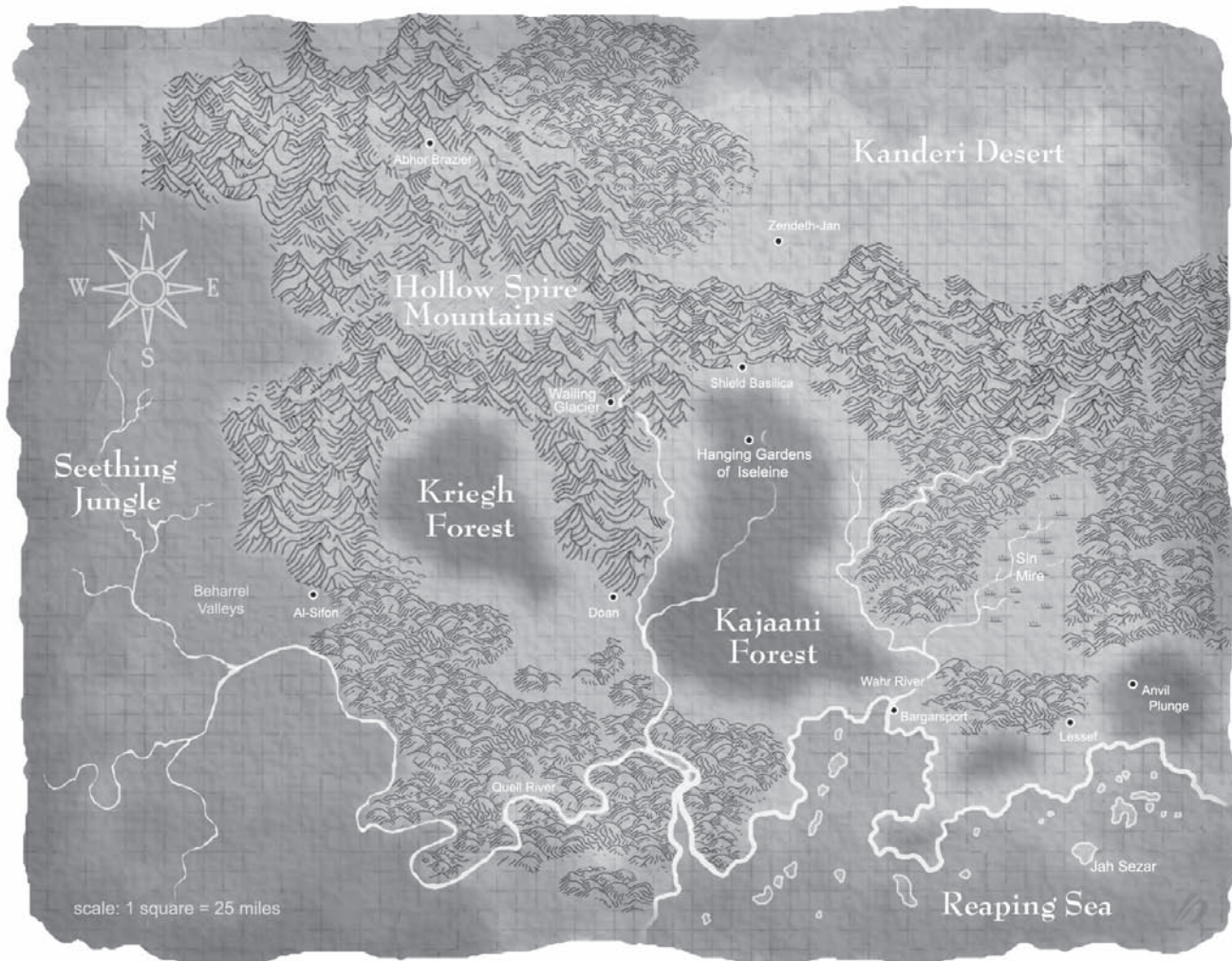
Worship Domains: Chaos, Evil, Death, Destruction

Leader: Akruel Rathamon, The Priest-King, (Vampire Lord Clr19)

Servants: 20+ cultist guards (Ftr varies), 10 sub-priests (Clr3-6); 5 under-priests (Clr5-8); Rayne D'Anzeray (now lich Nec18)

Dress: Clergy wear a simple red kilt trimmed in black and sandals. Clergy go bare-chested. Priests incorporate undead in combat and alliances.

Uniqueness: A towering step pyramid with a single set of steep stairs climbing the side.



How to Use This Adventure

This adventure is the final part of the *Splinters of Faith* campaign, which has led PCs to restore a broken scepter to destroy a reawakened death-priest. The first nine adventures required PCs to reforge a relic. This final adventure pits the PCs and this reformed scepter against the death-priest Akruel Rathamon on his home turf. Be warned before you drop players into this adventure: It is deadly and dangerous, and PCs who go in blazing away are likely to find the inhabitants of Al-Sifon more than ready to match them toe to toe.

At this point in the campaign, the relic — called the *Scepter of Faiths* — is equivalent to a +4 adamantite masterwork heavy mace with the *undead bane* ability, and can cast *bless*, *magic circle versus evil* and *cure serious wounds* 3 times each per day. It also has *deathwatch* and *detect undead* (30-ft. radius) and is able to *locate creature* (the death-priest Akruel) with no range limits as long as the wielder and Akruel are on the same plane. It can cast *true resurrection* on its wielder once per month. It can speak, use telepathy, and has darkvision and hearing 120 feet, with Int 10, Wis 19, Cha 19 and Ego 30.

PCs playing the full campaign should already have a clear idea that they must head to the Nether Sepulcher in Al-Sifon to face Akruel, but the Scepter tells them straight out if they don't.

If you plan to run the adventure without the others that precede it, however, you'll need to devise a way to get the PCs started. Unlike the previous adventures in the *Splinters of Faith* series, this adventure does not begin in a "good" temple. Instead, PCs are expected to already be heading toward the jungle where the Nether Sepulcher and Akruel Rathamon can be found. Word of missing villagers is already filtering out of the jungle, and priests across the land are starting to have nightmarish visions of Akruel stalking them and their deities. All of these could be used to get players headed in the right direction, which unfortunately for them, is right into Akruel's clutches.

Adventure Background

Once only important to historians as the birthplace of the War of Divine Discord, the Nether Sepulcher is again an active and brutal temple. With Akruel's awakening, blood flows anew over the temple's steps. Endless screams of anguish echo through dark corridors. Orcus' minions are arriving every day from great distances to join the ancient and enigmatic high priest. Soon, an army of followers will surround the temple, an army ready to march on the nearest cities.

And the culling has already begun.

Around the temple, the nearest villages already lie desolate, the empty huts marking Akruel's second rise to power. Tracks reveal that thousands of people marched into the jungle, heading straight for the awakening temple. Following the trail is easy, with the tracks stopping abruptly at Al-Sifon's "gates" — a wall of colossal stone skulls.

Getting to Al-Sifon

The city of Al-Sifon sits in the midst of the Seething Jungle. Two centuries have gone by since Akruel and his minions walked the city — at least while alive. The jungle now claims the majority of the city, leaving just a few main structures and areas of interest. The rest of the city is overgrown with vines and towering trees, lost to the expanse of jungle.

Trees reaching heights of 130 feet dominate the jungle. Common trees are rubber, mahogany and palm. The canopy is continuous, or

nearly so, allowing little sunlight to reach the ground. Humidity is high from all the trapped moisture. Monkeys, sloth and squirrels make up the majority of the creatures that live in the verdant canopy.

Cane, bamboo, giant ferns, vines and moss cover the jungle floor. Wild boar, deer, snakes, jaguars and small vermin are plentiful, although they are now on the move, headed in widening circles away from the center of Al-Sifon and Akruel's growing army.

The Seething Jungle makes travel to Al-Sifon dangerous. Overland travel is reduced to one-fourth speed as travelers are forced to hack through the clinging foliage. Travel by air presents little difficulty. The encounters below are all noticeable from the air, but PCs who remain aloft are usually safe from common dangers on the ground until they get nearer the Nether Sepulcher. Travel on the Quell River also offers an easy and fast route to Al-Sifon, although the waterway winds near several small, primitive villages (all now mostly deserted since Akruel's return).

The indigenous people of the Seething Jungle are primitive and peaceful. Metal is a rarity and highly prized. Natives typically wear leather loincloths and adorn themselves with brightly colored feathers and bone or bead jewelry. The villagers have their own language, with dialects ranging widely even between villages.

Two villages found along the river are detailed below. Several others exist and the GM should design them as appropriate. The villages are all abandoned now, with evidence of recent battles marring the settlements. The villagers' tracks lead into the jungle toward Al-Sifon. Even casual searchers should glean that something is completely wrong in the villages. No corpses can be found anywhere, as the dead were either eaten or raised to join Akruel's growing army. Those villagers who survived the initial assault of undead attackers then for some unknown reason marched docilely toward Al-Sifon.

Area A: The Village of Ceza' Atan

This village is little more than a few dozen huts. The village is deserted, although the people appear to have fought desperately before abandoning their homes. A small shrine with a wooden dragon statue lies in ruin. The blood-soaked earth points to a gruesome battle that took place here.

A DC 25 Survival check reveals that the women and children fled into the jungle, while the warriors made a desperate stand against a larger invading force. The battle happened mere days ago.

No bodies can be found, and traces of blood are splashed throughout the village. A DC 23 Perception check reveals that the living marched into jungle, dragging the dead.

Other than mundane items, little of interest remains.

Area B: The Village of Cata Luawn (CR 18)

A much larger village called Cata Luawn lies abandoned. Dozens of dilapidated huts arranged in a circle around a large fire pit stand empty. Debris and mundane utensils lie strewn throughout the village. Several wood dragon totems lie splintered and defaced. Decay overpowers the humid jungle air. The partially devoured carcasses of deer, boar and other animals lie scattered between the huts. Many of the carcasses have been gnawed on.

Cata Luawn serves as a base for a troop of undead "recruiters" terrorizing the area. The undead serve Akruel Rathamon and Al-Sifon. The undead function during daylight but prefer to attack at night. The huts contain **40 ghouls**, **15 ghosts** and their leader, **Crimthann, a ghost lord**.

GHOULS (40)

XP 400

hp 18 each (*Pathfinder Roleplaying Game Bestiary*, "ghoul")

CR 1



GHOSTS (15)

XP 600

hp 22 each (*Pathfinder Roleplaying Game Bestiary*, “ghoul”)

CRIMTHANN THE PUTRID, GHOST LORD HIGH PRIEST

Pathfinder Roleplaying Game Bestiary, “ghoul” and *The Tome of Horrors 2* by **Necromancer Games**, Page 214.

XP 102,400

Male ghost cleric 16

CE Medium undead

Init +5; **Senses** darkvision 60 ft.; **Perception** +11

Aura desecration, evil

AC 30, touch 15, flat-footed 25 (+7 armor, +5 Dex, +8 natural)

hp 180 (2d8+8 plus 16d8+32 plus 18)

Fort +16, **Ref** +14, **Will** +21

Defensive Abilities channel resistance +8, **DR** 10/magic

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

Melee bite +20 (1d6+7 plus 2d6 unholy + disease and paralysis) and 2 claws +21 (1d8+7 plus 2d6 unholy + paralysis plus bleed or sickened)

Special Attacks channel negative energy (8d6, DC 26, 8/day), command undead, create spawn, paralysis (1d4+1 rounds, DC 26, effects elves normally), spontaneous casting (inflict spells), stench (DC 28), summon undead

Spell-like Abilities (CL 18)

1/day—*darkness*, *fear* (DC 19)

Domain Spell-like Abilities (CL16th):

death’s embrace (channel positive energy heals)

CR 2

9/day—bleeding touch (1d6, 8 rounds), touch of evil (sickened, 8 rounds)
3/day—scythe of evil (unholy, 8 rounds)

Unholy Spells Prepared (CL 16th)

8th—*create greater undead^D*, *fire storm* (DC 24), *unholy aura*

7th—*blasphemy* (DC 23), *control weather*, *destruction^D* (DC 25),

word of chaos (DC 23)

6th—*blade barrier* (DC 22), *create undead^D*, *greater dispel magic*, *word of recall*,

5th—*greater command* (DC 21), *flame strike* (DC 21), *insect*

plague, *righteous might*, *slay living^D* (DC 23), *unhallow*

4th—*chaos hammer* (DC 20), *dismissal*, *divine power*, *poison* (DC 20), *sending*, *unholy blight^D*

3rd—*animate dead^D*, *contagion* (DC 20), *deeper darkness*, *invisibility purge*, *prayer*, *searing light*

2nd—*aid*, *bull’s strength*, *death knell^D*, *enthrall* (DC 18), *owl’s wisdom*, *spiritual weapon*

1st—*bane*, *bless*, *cause fear* (DC 17), *command* (DC 17), *divine favor*, *protection from good^D*, *shield of faith*

0—*detect magic*, *guidance*, *resistance*, *stabilize*

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

Str 21, **Dex** 21, **Con** —, **Int** 19, **Wis** 22, **Cha** 25

Base Atk +13; **CMB** +18; **CMD** 32

Feats Combat Casting, Ability Focus (stench), Channel Smite, Greater Spell Focus (necromancy), Improved Channel, Improved Natural Attack (claws), Lightning Reflexes, Spell Focus (necromancy), Toughness, Weapon Focus (claws)

Skills Acrobatics +6, Climb +9, Diplomacy +26, Heal +25, Knowledge (arcane) +23, Knowledge (planes) +23, Knowledge (religion) +23, Perception +11, Sense Motive +25, Spell Craft +23, Stealth +9, Swim +5

ADVENTURE 10: REMORSE OF LIFE

Languages Abyssal, Common, Infernal

SQ undead telepathy

Command undead (Su) As an undead lord, Crimthann's racial hit dice stack with his cleric levels toward his ability command or rebuke undead creatures of the same type.

Create Undead A creature slain by Crimthann's natural attacks rises in 1d4 minutes as a ghast. Spawn are under control of the undead lord

Desecration, aura (Sp) Crimthann exudes a 100-foot-radius *desecration* aura (these bonuses are reflected in the stat block).

Disease (Su) *Ghoul Fever*: Bite—injury; *save* Fort DC 26; *onset* 1 day; *frequency* 1 day; *effect* 1d3 Con and 1d3 Dex damage; *cure* 2 consecutive saves. The *save* DC is Charisma-based. A humanoid that dies of ghoul fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls. A humanoid of 4 Hit Dice or more rises as a ghast.

Stench (Ex) Area: 10-foot radius, **Save:** Fort DC 28 negates, **Effect:** sickened **Duration:** 1d6+4 minutes. The stink of death and corruption surrounding Crimthann is overwhelming.

Summon Undead Once per day, an undead lord can summon a total number of HD (27 for Crimthann) worth of undead (of the same type) equal to its HD x 1.5. Undead lords cannot summon an undead creature that has more HD than it does.

Undead telepathy Undead lords can communicate telepathically with any other undead within 100 feet, including mindless undead such as skeletons and zombies.

Combat Gear +3 *chain shirt*, *wings of flying* **Non-combat Gear** unholy symbol of Orcus, pouch 500 rubies (100 gp each)

Description Crimthann ruled the Nether Sepulcher until Akruel Rathamon returned. Crimthann's now "recruits" for the army, an assignment he relishes after centuries enslaved and bound to the temple. He and his minions raid villages, create undead and send them to Al-Sifon before moving to the next village. Crimthann appears as a bloated corpse covered in boils and lesions. His distended skin bubbles through the unyielding chain shirt he wears. Seeping puss and putrid bodily fluids flow over his flesh as the mail pinches and squeezes with his every move. His smell remains on his equipment and proves resistant to any attempt at nonmagical cleaning; however, his equipment simply smells bad and does not confer his stench ability.

Area C: Sudarsharn the Jaded (CR 16)

A sharp bend in the Quell River creates a deep pool of churning water. The river often floods at this bend, forming a swamp that reaches a mile into the jungle. The swamp is fairly safe other than a few natural hazards, and incredibly clean thanks to a high chlorine mixture in the water. The chlorine renders the water potable. A DC 20 Nature check shows that the majority of fish and animals avoid this area.

Below the river's bend is the water-filled cavern lair of **Sudarsharn**, an **ancient green dragon**. Even the dragon feels the pressure of the horde of undead growing each passing night. Thus far, Akruel and his minions have left her alone, but she fears even her terrible power cannot stand up to the warlord's unnatural evil.

For decades, Sudarsharn has ruled the surrounding villagers with her awesome presence and *suggestion* spell ability. Her power over the villagers made for an easy life. The natives worshipped her as a deity and provided sacrifices, food and treasure. She is angry her supplicants are missing, but realizes Akruel and his army are a force she cannot hope to win against.

Sudarsharn's lair consists of a short underwater cave system that eventually opens into a chamber filled halfway with water. The dragon sleeps on a large island in this underground chamber. Another escape route leads through miles of underwater passages into the swamp.

Her hoard consists of 9,875 cp, 12,645 sp, 9,850 gp, 1,271 pp, 600 fresh-water pearls (5 gp each), 6 miscellaneous gold idols (275 gp each), 40 emeralds (100 gp each), silver dragonscale armor, 3 suits of masterwork full plate armor, bronze breastplate, 6 helms, 12 halberds, 3 masterwork heavy steel shields, +4 *light dragon turtle scale shield* (usable by druids), *rod of wonder*, *figurine of wondrous power* (ivory goats), *mantle of faith*, +3 *two-bladed sword*, and *Alijahs*, *Inferno Crown of the Pashas*.

SUDARSHARN ANCIENT GREEN DRAGON

CR 17

XP 102,400

LE Gargantuan female dragon (air)

Init –1; **Senses** dragon senses; **Perception** +35

Aura frightful presence (300 ft., DC 26)

AC 36, touch 5, flat-footed 36 (–1 Dex, +31 natural, –4 size)

hp 310 (23d12+161)

Fort +20, **Ref** +12, **Will** +20

DR 15/magic; **Immune** acid, paralysis, sleep; **SR** 28

Speed 40 ft., fly 250 ft. (clumsy), swim 40 ft.

Melee bite +31 (4d6+18/19–20), 2 claws +31 (2d8+12/19–20), 2 wings +29 (2d6+6), tail slap +29 (2d8+18)

Space 20 ft.; **Reach** 15 ft. (20 ft. with bite)

Special Attacks breath weapon (60-ft. cone, DC 28, 20d6 acid), crush (Medium creatures, DC 28, 4d6+18), miasma, tail sweep

Spell-Like Abilities (CL 23rd)

At will—*charm person* (DC 16), *dominate person* (DC 20), *entangle* (DC 16), *plant growth*, *suggestion* (DC 18)

Spells Known (CL 13th)

6th (4/day)—*disintegrate* (DC 21), *true seeing*

5th (7/day)—*polymorph*, *summon monster V*, *teleport*

4th (7/day)—*dimension door*, *ice storm*, *screaming* (DC 19), *stoneskin*

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

2nd (7/day)—*alter self*, *detect thoughts* (DC 17), *locate object*, *mirror image*, *see invisibility*

Alijahs, Inferno Crown of the Pashas

This gold crown is covered in rubies. But its beautiful exterior is marred by its often haughty personality. The crown is very vain and fickle about her wearer.

Crown (helm) of telepathy; AL CN; Int 17; Wis 10; Cha 17; senses 120ft., speech, telepathy 120 ft.; Ego score 21.

Powers: 10 ranks in Diplomacy; *faerie fire*, *fireball* 3/day; *fire shield*, *wall of fire* 1/day; constant *resist energy* [as *major ring of energy resistance (fire)*].

Special Purpose and dedicated power: defend the wearer, *flame strike* at will

Personality: A prized crown once worn by Vandallia (See Area 6-6B in *Splinters of Faith 5: Eclipse of the Hearth*), *Alijahs* was lost during the War of Divine Discord. This beautiful crown of gold studded with rubies can be worn by any humanoid, male or female. After Vandallia, *Alijahs* went from owner to owner before ending up in Sudarsharn's possession. *Alijahs* cares only for her bearer — if she deems him/her worthy. She insists that the wearer be the leader of any group. The crown feels it is superior and desires to be worn by a person of the highest importance. When she feels the wearer is directly threatened, she unleashes a *flame strike* upon the enemy regardless of whom else is affected. The *flame strike* is an action *Alijahs* may take in addition to actions of her wearer.

Alijahs's powers are cast at 18th level ability. Her wearer can access all her powers except *flame strike*.

ADVENTURE 10: REMORSE OF LIFE

1st (7/day)—*magic missile*, *shield*, *silent image* (DC 16), *summon monster I*, *ventriloquism* (DC 16)

0 (at will)—*dancing lights*, *detect magic*, *ghost sound*, *mage hand*, *message*, *prestidigitation*

Str 35, **Dex** 8, **Con** 25, **Int** 20, **Wis** 21, **Cha** 20

Base Atk +23; **CMB** +39; **CMD** 48 (52 vs. trip)

Feats Alertness, Bleeding Critical, Cleave, Critical Focus, Flyby Attack, Great Cleave, Greater Sunder, Improved Critical (bite, claws), Improved Sunder, Iron Will, Multiattack, Power Attack
Skills Fly +9, Knowledge (arcane) +31, Knowledge (local) +31, Knowledge (nature) +31, Knowledge (planes) +31, Perception +35, Spellcraft +31, Stealth +18, Survival +31, Swim +46, Use Magic Device +31

Languages Abyssal, Common, Draconic, Elven, Giant, Sylvan

SQ camouflage, trackless step, water breathing, woodland Stride

Description: Sudarsham dyes her scales with black stripes (Stealth +5 in jungle and underwater settings). With Akruel rising in power, the dragon is now attacking pilgrims journeying to Al-Sifon in an attempt to weaken the warlord's growing power. She often *polymorphs* into human form to make short trips into nearby villages to hear the latest news on the temple. Those trips stopped when the villagers all marched into the jungle. She is somewhat fearful that whatever possessed the villagers' minds might also gain a hold in her thoughts. Sudarsham approaches PCs first in human form to discover their reasons for entering her jungle. While not friendly, she does not interfere if PCs oppose Akruel. She may, however, demand her fair "tribute" of treasure if PCs return alive.

Area D: The Coward (CR 10)

A half-buried structure breaks through the jungle floor. A hole in the wall opens into a building dating back to the War of Divine Discord and the fall of Al-Sifon. The broken building now shelters **Farragut**, a frightened **fire giant**.

A month ago, Farragut and his war band scouted the Seething Jungle in search of slaves and treasure. They chanced upon a deserted city containing hundreds of puny humanoids. The fire giants mounted a full frontal attack, relying on their might to overwhelm the villagers. To Farragut's surprise, the assault failed. The little ones' power far exceeded the giants. Of the giants' war band, only Farragut escaped. He hides now in the jungle and avoids the city. He carries his items and a small coffer he swiped before he ran from Al-Sifon. Farragut has developed an unnatural fear of humans, and shrieks and runs if threatened, dropping his gear and treasure in the process.

The coffer belonged to a priest of Orcus and contains potions of *hide from undead*, *remove disease* and *speak with dead*, plus a simple map detailing the pyramids of the Transcendent Cenotaph and Nether Sepulcher, and showing an underground passage linking the two temples.

FARRAGUT (FIRE GIANT)

CR 10

XP 9,600

hp 158 (*Pathfinder Roleplaying Game Bestiary*, "giant, fire")

Area E: The Fey of the Insipid Glade (CR 18)

This old forest is eerily quiet. Even novice woodsmen notice the lack of wildlife. Trees and grasses are sickly pale and scrawny the deeper PCs venture into the glade. Dead trees jut from the ground and erosion eats at the land.

An ancient, warped tree stands at the center of the glade, looking ready to collapse into ruin. Large and horrific petrified bones lie entwined among the roots. The tree's spirit is as twisted as its hardened branches. Draped around the tree like morbid wind chimes are long strands of rope from which hang thousands of hollowed

bones. Skulls hang from the ends of the ropes, the bones knocking together in the breeze. A large rotten hole seems to lead into the interior of the tree.

The tree is the home of a debased dryad named **Brielle** and her feline lover, **Gundemar**, a **rakshasa**. The tree grew amid a dumping ground for the corpses of demons slain in the War of the Divine Discord.

The cavity in the tree is actually a portal similar to *mage's magnificent mansion* spell except that it is permanent. The portal cannot be shut and made *invisible* nor can Brielle designate who is allowed in. The dryad and her companions can be found inside during the midday hours.

Akruel has not yet noticed these tainted spirits. The pair hunts creatures for sport, but the walking dead provide little excitement. Gundemar wishes to leave the area, but knows Brielle cannot leave her tree. The two welcome living opponents to stalk. It has been so long since they've faced a challenge.

BRIELLE, DEBASED DRYAD

CR 14

XP 38,400

Female dryad ranger 12

CE Medium fey

Init +10; **Senses** low-light vision; **Perception** +27 (+33 vs. elves, +29 vs. humans and fey)

AC 24, touch 16, flat-footed 18 (+4 armor, +6 Dex, +3 natural, +1 shield bonus)

hp 127 (6d6+6 plus 12d10+12)

Fort +13, **Ref** +19, **Will** +11

Defensive Abilities evasion; **DR** 15/cold iron

Weaknesses tree dependent

Speed 30 ft.

Melee +3 *vorpal throwing axe of returning* +20/+15/+10 (1d6+6/19-20) and +3 *unholy throwing axe of life stealing* +20/+15/+10 (1d6+6 plus 2d6 unholy/19-20), or +3 *vorpal throwing axe of returning* +22/+17/+12 (1d6+6/19-20) or +3 *unholy throwing axe of life stealing* +22/+17/+12 (1d6+6 plus 2d6 unholy/19-20) or masterwork throwing dagger +19/+14/+9 (1d4+3) or 2 claws +18 (1d6+3)

vs. elves +3 *vorpal throwing axe of returning* +26/+21/+16 (1d6+12/19-20) and +3 *unholy throwing axe of life stealing* +26/+21/+16 (1d6+12 plus 2d6 unholy/19-20), or +3 *vorpal throwing axe of returning* +28/+23/+18 (1d6+12/19-20) or +3 *unholy throwing axe of life stealing* +28/+23/+18 (1d6+12 plus 2d6 unholy/19-20) or masterwork throwing dagger +25/+21/+15 (1d4+9) or 2 claws +24 (1d6+9)

vs. humans and fey +3 *vorpal throwing axe of returning* +22/+17/+12 (1d6+8/19-20) and +3 *unholy throwing axe of life stealing* +22/+17/+12 (1d6+8 plus 2d6 unholy/19-20), or +3 *vorpal throwing axe of returning* +24/+19/+14 (1d6+8/19-20) or +3 *unholy throwing axe of life stealing* +24/+19/+14 (1d6+8 plus 2d6 unholy/19-20) or masterwork throwing dagger +21/+16/+11 (1d4+7) or 2 claws +20 (1d6+5)

Ranged +3 *vorpal throwing axe of returning* +26 (1d6+7/19-20) or +3 *unholy throwing axe of life stealing* +26 (1d6+7/19-20, plus 1 negative level +2d6 unholy) or masterwork throwing dagger +23 (1d4+4)

vs. elves +3 *vorpal throwing axe of returning* +32 (1d6+12/19-20) or +3 *unholy throwing axe of life draining* +32 (1d6+12/19-20, plus 1 negative level +2d6 unholy), or masterwork throwing dagger +29 (1d4+9)

vs. humans and fey +3 *vorpal throwing axe of returning* +28 (1d6+8/19-20) or +3 *unholy throwing axe of life draining* +28 (1d6+8/19-20, plus 1 negative level +2d6 unholy), or masterwork throwing dagger +25 (1d4+5)

Special Attacks defiling touch +21, favored enemies (elf +6, human +2, fey +2), quarry

Spell-Like Abilities (CL 6th)

Constant—*speak with plants*

ADVENTURE 10: REMORSE OF LIFE

At will—*entangle* (DC 15), *tree shape*, *wood shape* (1 lb. only)
3/day—*charm person* (DC 15), *deep slumber* (DC 17), *tree stride*
1/day—*suggestion* (DC 17)

Spells (CL 9th)

3rd—*greater magic fang*

2nd—*barkskin*, *cat's grace*, *spike growth*

1st—*detect animals or plants*, *entangle* (DC 13), *longstrider*

Str 16, **Dex** 22, **Con** 13, **Int** 14, **Wis** 15, **Cha** 18

Base Atk +15; **CMB** +18; **CMD** 34

Feats Critical Focus, Double Slice, Endurance^B, Far Shot, Great Fortitude, Greater Two-Weapon Fighting^B, Improved Critical (throwing axe), Improved Two-Weapon Fighting^B, Point Blank Shot, Stealthy, Two-Weapon Defense, Two-Weapon Fighting^B, Weapon Focus (throwing axe)

Skills Bluff +12 vs. elves, +8 vs. humans and fey, Climb +24, Craft (sculpture) +11, Escape Artist +17, Handle Animal +22, Intimidate +19, Knowledge (geography) +6, Knowledge (nature) +23, Perception +27 (+33 vs. elves, +29 vs. humans and fey), Sense Motive +8 vs. elves, +4 vs. humans and fey, Spellcraft +17, Stealth +38, Survival +24 (+30 vs. elves, +26 vs. humans and fey); **Racial Modifiers** +6 Craft (wood)

Languages Common, Elven, Sylvan; *speaks with plants*

SQ camouflage, combat style feat (Greater Two-Weapon Fighting, Improved Two-Weapon Fighting, Two-Weapon Fighting), favored terrain (jungle, forest), hunter's bond (leopard), resistant to fey magic, swift tracker, track, tree meld, wild empathy, woodcraft, woodland stride

Anathema (Su) Normal plants within 20 feet wither and die if Brielle remains in their proximity for more than five minutes. Plant creatures take 1d2 points of damage each round she is within 20 feet of them. A Fortitude save (DC 23) negates the damage for that round. A new save can be made each round.

Defiling Touch (Su) The damage dealt by Brielle's claws resist all magical healing (though can be healed normally through rest). A creature attempting to cast a cure spell or heal spell on a creature damaged by her claw attacks must make a successful caster level check (DC 22) or the spell has no effect on the injured creature.

Resistant to Fey Magic (Su) Brielle gains +4 resistance bonus to all saves against spells or spell-like abilities cast by good-aligned fey.

Tree Meld (Su) A dryad can meld with any tree, similar to how the spell *meld into stone* functions. She can remain melded with a tree as long as she wishes.

Tree Dependent (Su) Brielle is mystically bonded to the enormous dead tree and must never stray more than 300 yards from it. If Brielle moves 300 yards beyond her bonded tree, she immediately becomes sickened. Every hour thereafter, she must make a DC 15 Fortitude save to resist becoming nauseated for an hour. If Brielle is out of range of her bonded tree for 24 hours takes 1d6 points of Constitution damage, and another 1d6 points of Constitution damage every day that follows — eventually, this separation kills her. She can forge a new bond with a new tree by performing a 24-hour ritual and making a successful DC 20 Will save.

Wild Empathy (Su) This works like the druid's wild empathy class feature, except Brielle has a +6 racial bonus on the check.

Woodcraft (Ex) Brielle has a +6 racial bonus to Craft checks involving wood, and is always treated as if she had masterwork artisan's woodworking tools when making such checks.

Combat gear +3 vorpal throwing axe of returning, +3 unholy throwing axe of life stealing, +2 leather armor, cloak of elvenkind, masterwork throwing dagger

Description The hordes of demon carcasses from which her tree grows caused this normally peace-loving dryad to become a malignancy to nature. Brielle relishes hunting humanoids of any kind and takes great pride in her bone trophies. Brielle respects and loves Gundemar. She ambushes opponents from hiding using her tree stride ability. She often takes *tree shape* until close enough for combat, preferring to attack elves above all others.

JABROW, BLACK LEOPARD COMPANION

CR 6

XP 2,400

N Medium animal

Init +7; **Senses** low-light vision, scent; **Perception** +5

AC 25, touch 18, flat-footed 17 (+7 Dex, +1 Dodge, +7 natural)

hp 59 (8d8+16)

Fort +8, **Ref** +12, **Will** +3

Defensive Abilities evasion

Speed 30 ft., climb 20 ft.

Melee bite +13 (1d6+4 plus grab), 2 claws +14 (1d3+4)

Special Attacks pounce, rake (2 claws +14, 1d3+4)

Str 19, **Dex** 24, **Con** 15, **Int** 2, **Wis** 13, **Cha** 6

Base Atk +6; **CMB** +9 (+13 grapple); **CMD** 24 (28 vs. trip)

Feats Dodge, Skill Focus (Stealth), Multiattack^B, Weapon Finesse, Weapon Focus (claws)

Skills Acrobatics +13, Climb +14, Perception +5, Stealth +16 (+20 in undergrowth); **Racial Modifiers** +4 on Stealth in undergrowth
SQ devotion, link, share spells

GUNDEMAR, RAKSHASA RANGER

CR 15

XP 51,200

Male rakshasa ranger 6

LE Medium outsider (native, shapechanger)

Init +12; **Senses** darkvision 60 ft.; **Perception** +23 (+27 vs. elves, +25 vs. humans)

AC 26, touch 17, flat-footed 19 (+6 Dex, +1 dodge, +9 natural)

hp 215 (10d10+60 plus 6d10+36)

Fort +14, **Ref** +18, **Will** +10

DR 15/good and piercing; **SR** 25

Speed 40 ft.

Melee +1 *kukri* +22/+17/+12 (1d4+3/15–20), claw +17 (1d4+1), bite +17 (1d6+1)

vs. elves +1 *kukri* +26/+21/+16 (1d4+7/15–20), claw +21 (1d4+5), bite +21 (1d6+5)

vs humans +1 *kukri* +24/+19/+14 (1d4+5/15–20), claw +19 (1d4+3), bite +19 (1d6+3)

Ranged Attacks +3 *composite long bow* +26/+21/+16 (1d8+6/x3) or +24/+24/+19/+14 (1d8+6/x3) rapid shot

vs. elves +3 *composite long bow* +30/+25/+20 (1d8+10/x3) or +28/+28/+23/+18 (1d8+10/x3) rapid shot

vs humans +3 *composite long bow* +28/+23/+18 (1d8+8/x3) or +26/+26/+21/+16 (1d8+8/x3) rapid shot

Special Attacks *detect thoughts* (DC 18), favored enemy (elves +4, humans +2)

Spells Known (CL 7th)

3rd (5/day)—*fireball* (DC 16), *haste*

2nd (7/day)—*acid arrow*, *invisibility*, *minor image*

1st (7/day)—*grease* (DC 14), *mage armor*, *magic missile*, *shield*, *true strike*

0—*dancing lights*, *detect magic*, *ghost sound* (DC 13), *mage hand*, *mending*, *message*, *prestidigitation*

Ranger Spell (CL 6th)

1st—*entangle* (DC 12), *longstrider*

Str 16, **Dex** 22, **Con** 22, **Int** 13, **Wis** 13, **Cha** 17

Base Atk +16; **CMB** +19; **CMD** 35

Feats Endurance^B, Improved Critical (kukri), Improved Initiative, Improved Precise Shot^B, Point Blank Shot^B, Pinpoint Targeting, Precise Shot, Rapid Shot, Weapon Finesse, Weapon Focus (composite long bow)

Skills Acrobatics +16, Bluff +20 (+24 vs. elves, +22 vs. humans), Climb +12, Diplomacy +16, Disguise +24, Handle Animal +12, Intimidate +12, Knowledge (geography, jungle) +3, +10 Knowledge (nature) +10, Perception +23 (+27 vs. elves, +25 vs. humans), Perform +16, Sense Motive +14 (+20 vs. elves, +18 vs. humans),

ADVENTURE 10: REMORSE OF LIFE

Spellcraft +10, Stealth +27, Survival +12 (+16 vs elves, +14 vs. humans); **Racial Modifiers** +4 Bluff, +8 Disguise

Languages Common, Infernal, Undercommon

SQ change shape (any humanoid, *alter self*), combat style feat (Point Blank Shot, Improved Precise Shot), favored terrain (jungle), hunter's bond (jaguar), track, wild empathy

Combat Gear +3 composite longbow of spell storing (fireball, CL 7, DC 16), +1 kukri, ring of improved jumping, efficient quiver (60 arrows)

Detect Thoughts (Su) Gundemar can detect thoughts as per the spell of the same name (CL 18th). He can suppress or resume this ability as a free action. When he uses this ability, it always functions as if it had spent three rounds concentrating and thus gains the maximum amount of information possible. A creature can resist this effect with a DC 18 Will save. The save DC is Charisma-based.

Description Gundemar typically takes the shape of a large black jaguar. In his natural form, he is a powerfully built black jaguar humanoid. He hunts an area until it is devoid of life and then moves on to a new territory. Gundemar met his perfect match in Brielle, but is beginning to feel that she is a weakness holding him back from dominating other territories.

BRAVURA, TRAINED BLACK TIGER

CR 4

XP 1,600

N Large animal

Init +6; **Senses** low-light vision, scent; **Perception** +8

AC 14, touch 11, flat-footed 12 (+2 Dex, +3 natural, -1 size)

hp 65 (6d8+18)

Fort +8, **Ref** +7, **Will** +3

Speed 40 ft.

Melee 2 claws +10 (1d8+6 plus grab), bite +9 (2d6+6 plus grab)

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

Special Attacks pounce, rake (2 claws +10, 1d8+6)

Str 23, **Dex** 15, **Con** 17, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +4; **CMB** +11 (+15 grapple); **CMD** 23 (27 vs. trip)

Feats Improved Initiative, Skill Focus (Perception), Weapon Focus (claw)

Skills Acrobatics +10, Perception +8, Stealth +7 (+11 in areas of tall grass), Swim +11; **Racial Modifiers** +4 Acrobatics, +4 Stealth (+8 in tall grass)

Area F: The Beharrel Valleys (CR 14)

North of Al-Sifon, the land is draped in thick vegetation and a blanketing canopy high overhead. The jungle beyond this area is mountainous, littered with deep crevasses and plagued by volcanic activity. The heat and humidity push the temperature into dangerous levels. This primordial section of the Seething Jungle teems with animal and plants from ages past.

Roaming the edge of Al-Sifon's skull walls are a string of **6 will-o'-wisps**. These malevolent creatures lured **3 tyrannosaurs beasts of chaos** from the Beharrel Valleys and use the twisted dinosaurs to confront travelers. The tyrannosaurs, like many other jungle inhabitants, suffer from the dark influences of Al-Sifon and the Nether Sepulcher. The wisps lead PCs to the tyrannosaurs or vice versa. The wisps use brilliant strobes of light to enrage the tyrannosaurs into a berserk fury before combat. Once the dinosaurs attack, the wisps engage spellcasters. The wisps travel in pairs with each tyrannosaur. When one group is encountered, the others arrive 2d4 rounds later.

WILL-O'-WISPS (6)

CR 6

XP 2,400

hp 65 each (*Pathfinder Roleplaying Game Bestiary*, "will-o'-wisp")



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TYRANOSAURUS, BEASTS OF CHAOS (3)

CR 11

(See *Tome of Horrors* from *Necromancer Games*, page 293)

XP 12,800

N Gargantuan magical beast

Init +5; **Senses** dark vision 60ft., low-light vision, scent;

Perception +45

AC 25, touch 7, flat-footed 24 (+1 Dex, +18 natural, -4 size)

hp 245, 226, 203 (18d10+72)

Fort +15, **Ref** +12, **Will** +10

Immune confusion, fear, hold animal or monster, slow and haste; **SR** 22

Speed 40 ft.

Melee bite +30 (4d6+24/19-20 plus grab)

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

Special Attacks swallow whole (2d8+12, AC 19, hp 22)

Str 34, **Dex** 13, **Con** 19, **Int** 2, **Wis** 15, **Cha** 14

Base Atk +18; **CMB** +30 (+34 grapple); **CMD** 41

Feats Bleeding Critical, Critical Focus, Diehard, Endurance, Improved Critical (bite), Improved Initiative, Iron Will, Run, Skill Focus (Perception)

Skills Perception +45; **Racial Modifiers** +16 Perception

SQ powerful bite

Powerful Bite (Ex) A tyrannosaurus applies twice its Strength modifier to bite damage.

Frightful Presence (Ex) When a tyrannosaurus beast of chaos roars, all creatures within 30 feet who hear it and those with fewer HD than the beast of chaos must succeed at a DC 21 Will save or become *shaken* for 5d6 rounds.

Rage (Ex) In the presence of bright light (*daylight* spell, *continual flame*, or light of a will-o'-wisp in this instance, but not actual sunlight), a tyrannosaurus beast of chaos flies into a berserk rage, attacking until it or its opponents are dead. It gains +4 Strength and -4 AC while enraged. It cannot end the rage voluntarily. If the source of light is removed, the creature's rage ends 1d4 rounds later. The beast is fatigued (-2 Strength and Dexterity) for the remainder of the encounter.

Area G: Three Shrines (CR 13)

Dark clouds boiling overhead darken the jungle floor. Crumbling stone walls and cracked foundations lie tangled under trees and vines. A single platform breaks free of the vegetation, although vines grasp it as if to pull the worked stone back into the ground. Broad steps rise through the foliage to the top of the stone temple, where three small mausoleum-like shrines sit. One sits opposite the steps while the others face one another adjacent to the stairs. Between the shrines sits a weathered altar.

Living in the shrines are 3 **death nagas**. The nagas keep a close watch over Al-Sifon's outlying areas. The nagas control 42 **zombies**, 14 each. The zombies bring villagers from Al-Sifon's captive pits to the nagas. The zombies hide in the dense foliage around the shrines.

ZOMBIES (42)

CR 1/2

hp 19 each (*Pathfinder Roleplaying Game Bestiary*, "zombies")

DEATH NAGA

CR 12

XP 19,200

LE Large undead

Init +3; **Senses** darkvision 60 ft.; **Perception** +17

AC 26, touch 19, flat-footed 20 (+3 Dex, +1 dodge, +7 natural, -1 size, +4 deflection)

hp 85 (12d8+48)

Fort +8, **Ref** +7, **Will** +11

Defensive Abilities infernal blessing; **Immune** undead immunities

Speed 40 ft.

Melee bite +15 (1d8+4), sting +8 (2d4+4 plus poison)

Space 10 ft.; **Reach** 5 ft. (10 ft. with sting)

Special Attacks atrophic breath (DC 22)

Spells Known (CL 9th)

4th (5/day)—*greater invisibility*, *stoneskin*

3rd (7/day)—*displacement*, *haste*, *lightning bolt* (DC 16)

2nd (7/day)—*cat's grace*, *command undead*, *scorching ray*, *web*
1st (7/day)—*mage armor*, *magic missile*, *ray of enfeeblement* (DC 14), *shield*, *silent image*

0—*daze*, *detect magic*, *ghost sound*, *light*, *mage hand*, *open/close*, *ray of frost*, *read magic*

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

Base Atk +9; **CMB** +14; **CMD** 27 (can't be tripped)

Feats Ability Focus (atrophic breath), Alertness, Combat Casting, Dodge, Eschew Materials^B, Lightning Reflexes, Stealthy

Skills Bluff +13, Diplomacy +13, Escape Artist +17, Intimidate +13, Knowledge (arcana) +15, Perception +17, Sense Motive +14, Spellcraft +15, Stealth +17

Languages Common, Infernal

Environment any underground

Organization solitary or nest (2-4)

Treasure standard

Infernal Blessing (Su) A death naga adds her Charisma modifier as a deflection bonus to her armor class.

Naga Venin Poison (Ex) Sting—injury; *save* Fort DC 20; *frequency* 1 round (2d4 rounds); *effect* 1d2 Constitution damage; *cure* 2 consecutive saves.

Atrophic Breath (Su) Once every 1d4 rounds, death nagas can blast opponents with a 60-ft. cone of deteriorating negative energy. The blast deals 12d6 points of unholy and negative energy damage (half of each). In addition, those within the cone gain one negative level. A Reflex DC 22 save halves the damage and prevents the negative level. Undead remain unharmed within the cone but gain 2d4x5 temporary hit points for 1 hour. The save DC is Charisma-based.

Spells Death nagas cast spells as 9th-level sorcerers with access to the divine domains of Death and Destruction as sorcerer spells.

Area H:

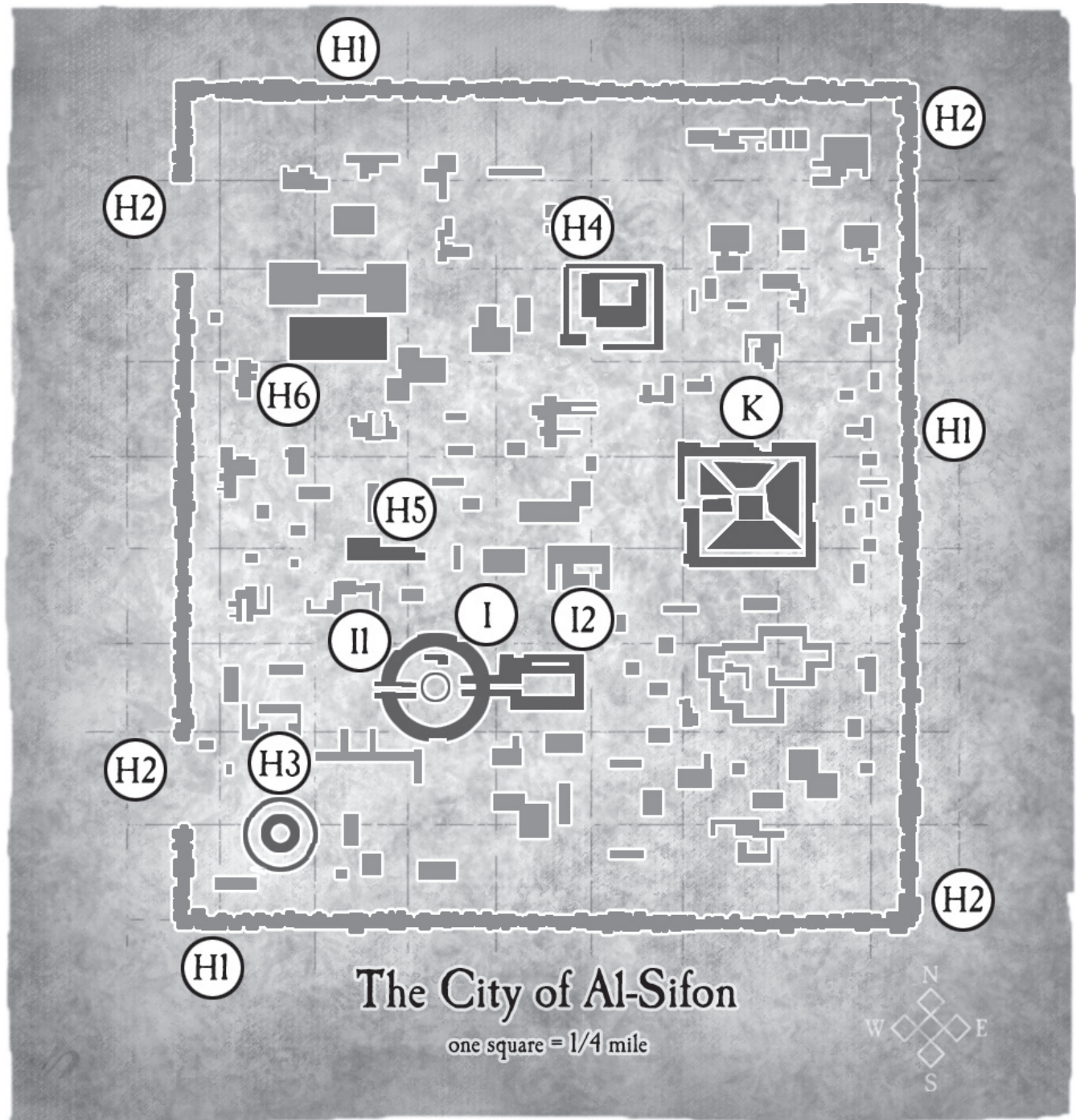
Al-Sifon, The City of Beyond

Al-Sifon's fall was not graceful, but despite the War of Divine Discord and decades of harsh weather, the main temples within the city survive in remarkable shape. Many buildings are little more than half buried walls and crumbling ruins, but some structures remain. Dwellings, tilting obelisks and stone road markers can be found throughout the Seething Jungle, with the bigger structures standing closer to the city's outer walls.

A few ruins lie outside the city proper, but these are simply broken walls or stone floors that the jungle hasn't reclaimed. Anyone paying attention notices that the forest is noticeably silent within 5 miles of Al-Sifon's walls from the lack of animal life. Any animal encountered near Al-Sifon is always hostile and fearful.

At one time, great canals of fresh water connected sections of Al-Sifon, supplying fresh water and a means of transporting goods. The canals are dry now, blocked by dams and collapsed earth. The dams date to a siege Shah Rasalt lay around Al-Sifon. While the canals are useless as waterways, they could serve as routes into Al-Sifon to avoid the thick jungle.

A roiling *black storm* (see the chapter "Spells and Magic") fills the sky above Al-Sifon. Akruel cast the spell, but it now feeds off negative energy emanating from the city. Every 3d10 minutes within the city walls, a bolt of negative energy arcs downward, targeting a random living creature (plant or animal) beneath it. PCs within the city have a 5% chance of a bolt of *enervation* striking them. The



cloud has been in existence for months now, meaning that all living vegetation and animals in the area have been destroyed. PCs are likely the only living beings for miles around. Although chances are slim, PCs struck by the *enervation* bolts gain 1d4 negative levels.

If dispersed by spells such as *control weather* or *wish*, the cloud weakens but reforms in 10d10 rounds. During this time, Al-Sifon's inhabitants flee underground or into shelters to avoid the sun. Very few of Al-Sifon's inhabitants fear direct sunlight, but nevertheless all hide as if they do. When the clouds return, the undead boil out of their hiding spots to search for the cause.

A 15-foot-tall wall of carved limestone boulders surrounds Al-Sifon. The boulders appear as skulls missing their lower jaw. The top of the wall is flat, creating a walkway around the city's perimeter. Breaks in the wall occur where trees grew between a few of the boulders, pushing stones outward at angles from the wall. The perimeter of the wall travels just under 9 miles as it encompasses the inner city. Many slaves died creating this horrific barrier and their corpses were then used as mortar in the wall. Two main gates enter the city from the

west but smaller roads and canal gates are scattered around the walls. The bone gates are gone, leaving only gaps in the formidable wall.

The city consists of a maze of stone walls, forgotten monuments and crumbling foundations. Twisted roots and vines cover many structures. Fissures and crevasses rend the earth where underground rooms and passages collapsed. Many stairs in the city end abruptly due to collapsed buildings and cave-ins. Piles of gnawed bones lie strewn between ruins where ghouls and other undead devour their meals. The city reeks of rotting flesh.

The dangers in Al-Sifon also extend into other planes. A pair of **bodaks** trapped on the ethereal plane watch over the city for anyone entering their reach. See Area K17 for more on these guardians.

Walking in the City of the Dead

Evil and negative energy permeate Al-Sifon. Treat the unholy grounds and structures as if affected by a *desecrate* spell. Evil priest enjoy a +6 profane bonus to DC when channeling negative energy within its walls. Further, every undead creature within the city gains a +2 profane bonus to attacks, damage and saving throws. Any undead created or summoned within the city gains +2 hit points per hit dice. This effect cannot be dispelled or negated while the *black cloud* exists. (These changes are accounted for in the stats for the priests and undead within the city.)

All undead within Al-Sifon also gain the **Strength of the Grave feat**, even if they do not meet the requirements.

STRENGTH OF THE GRAVE

The Tome of Horrors II by **Necromancer Games**, Page 232
Undead that have been turned can attempt to recover and negate the turning effect.

Prerequisites: Undead type, base attack bonus +2

Benefit: An undead creature that has been successfully turned and is fleeing or cowering can attempt a Will save (DC equal to the turning check that turned it). If successful, the undead is no longer turned, but is frightened and takes a –2 penalty on all attack rolls, saving throws, skill checks and ability checks for the remainder of the time it would have been turned. If the save fails, the undead creature can attempt a new save each round, but the save DC increases by +1 each time. A creature that breaks the turning effect can be turned again.

Al-Sifon Wandering Monsters

Roll 1d20 for every half hour PCs spend inside Al-Sifon.

- 1 **Knobloch, Male Half-Orc, Bbn11/Clr4:** CR 15; hp 155. See Area K13.
- 2 **Chá Ookna, ogre mage/vampire:** CR 10; hp 50. See Area K19.
- 3 **Crucifixion spirit:** CR 11; hp 100.
- 4 **Ghast (1d6):** CR 2; hp 25
- 5-7 **Wraiths (1d8):** CR 5; hp 48 each.
- 8-9 **Vampire Spawn (1d10):** CR 4; hp 48 each.
- 10 **Ghoul Horde (4d8):** CR 1; hp 18 each. See Area B
- 11-12 **Zombies (2d10):** CR 1/2; hp 10 each.
- 13-14 **Ghost Spike:** See Special Encounter below.
- 15-20 No encounter.

Special Encounter: Ghost Spike (CR 7 TO CR 12)

These sharpened 20-foot-tall steel spikes stand randomly about Al-Sifon. Akruel sacrificed villagers to Aurikus on these enchanted spikes, placing their living bodies atop the sharpened points and letting gravity drag the screaming victims toward the ground. Skeletal bodies lie on the ground, spitted by the spike. Each spike anchors the spirit of the dead sacrificed upon it, creating a legion of ghosts that defend the ground within a 300-foot-radius around the spike. The spike must be destroyed in order for the ghost to rest. Each spike has **1d6+3 ghosts** anchored to it.

GHOST

CR 7

Pathfinder Roleplaying Game Bestiary, “ghost”

XP 3,200

Human ghost villager 7

CE Medium undead (augmented humanoid, incorporeal)

Init +5; **Senses** darkvision 60 ft.; **Perception** +18

AC 17, touch 17, flat-footed 15 (+1 Dex, +1 dodge, +5 deflection)

hp 89 (7d8+56)

Fort +9, **Ref** +8, **Will** +9

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

Speed fly 30 ft. (perfect)

Melee corrupting touch +8 (7d6+2, Fort. DC 18 half)

Special Attacks frightful moan (DC 18)

Str —, **Dex** 12, **Con** —, **Int** 10, **Wis** 11, **Cha** 20

Base Atk +5; **CMB** +5; **CMD** 22

Feats Dodge, Improved Initiative, Iron Will, Lightning Reflexes, Strength of the Grave^B, Toughness

Skills Fly +9, Knowledge (history) +10, Knowledge (nobility) +10, Perception +18, Sense Motive +10, Stealth +9; **Racial Modifiers** +8 Perception, +8 Stealth

Languages Common

Ghost Spike: 3 in. thick; Hardness 10, hp 90; Break DC 28.

CRUCIFIXION SPIRIT

CR 11

The Tome of Horrors II by **Necromancer Games**, Page 35

XP 12,800

CE Medium undead (Incorporeal)

Init +7; **Senses** darkvision 60 ft.; **Perception** +24

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

hp 155 (15d8+105)

Fort +7, **Ref** +12, **Will** +17

Immune turning, incorporeal traits, undead traits, **SR** 22

Speed 30 ft. (6 squares), fly 50 ft. (perfect)

Melee incorporeal touch +16 melee (1d8+2 plus paralysis); or

crucify soul +16 ranged touch (crucify soul)

Special Attacks crucify soul, paralysis

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

Base Atk +11; **CMB** +11; **CMD** 24

Feats Alertness, Blind-Fight, Dodge, Mobility, Improved Initiative, Iron Will, Lightning Reflexes

Skills Fly +21, Intimidate +23, Knowledge (religion) +20, Perception +24, Sense Motive +24, Stealth +21

Languages Common

Crucifixion spirits are the ghostly remains of living beings executed through crucifixion. Their soul having not entirely departed the Material Plane, has risen to seek vengeance on the living, particularly clerics whom they blame for forsaking them and allowing them to die in such a ghastly manner.

Crucifixion spirits are most often encountered within 1,000 feet of the place of their execution, though some are found haunting burial grounds. Their only purpose seems to be to torment and kill any that cross their path. They hold no memories of their former life, save the pain and suffering they endured at their time of execution.

A crucifixion spirit appears as a translucent, gaunt humanoid with injuries to each wrist and to the arch of each foot. Its wounds maintain the appearance of being recently inflicted regardless of the spirit's age. A crucifixion spirit makes no noise and its face is twisted in pain. Its eyes flicker red.

A crucifixion spirit engages any living creature that enters its territory. It has no qualms about attacking much larger or stronger creatures. In combat, the crucifixion spirit's hatred for clerics becomes apparent as they are usually the first ones to feel its crucify soul ability. A crucified soul is left to die and the crucifixion spirit

ADVENTURE BACKGROUND

turns its attention to another opponent. A crucifixion spirit attacks until it is destroyed or its foes are slain or driven off.

Crucify Soul (Su) Once per round, a crucifixion spirit can point at a single target within 60 feet and crucify its soul. This requires the crucifixion spirit to succeed at a ranged touch attack. If successful, the target's soul leaves its body, which collapses in a heap. The target's soul appears as a translucent copy of the victim and is suspended above the spot its body collapsed, crucified in midair to a translucent, "X" shaped structure, the soul held in place by translucent spikes or nails.

The victim is not dead and is visible to all those viewing it. Furthermore, a crucified soul cannot be attacked or affected by anything, cannot take any actions (other than trying to escape, see below), and experiences excruciating pain that deals 2 negative levels to it in the round it is crucified, and one negative level each round thereafter.

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

A crucifixion spirit does not need to concentrate on this ability for it to continue to affect a target. It can direct attacks against a different opponent.

A crucified creature can attempt to escape each round by making a Will save (DC 22). If successful, the creature's soul is freed and returns to its body in the same round. The target is stunned for one round, but afterwards can act normally.

The Fortitude save to remove a negative level has a DC of 22. The save DCs are Charisma-based.

A crucifixion spirit can use this ability five times per day.

Paralysis (Su) A living creature hit by a crucifixion spirit's incorporeal touch must make a successful Fortitude save (DC 22) or be paralyzed for 1d4 rounds. *Remove paralysis* or any other spell that can remove a curse removes the paralysis. The effect cannot be dispelled. The save DC is Charisma-based.

Immunity to Turning (Ex) A crucifixion spirit cannot be turned, rebuked, or commanded.

GHAST

Pathfinder Roleplaying Game Bestiary, "ghoul"

XP 600

CE Medium undead

Init +4; **Senses** darkvision 60 ft.; **Perception** +9

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

hp 25 (2d8+12)

Fort +6, **Ref** +6, **Will** +9

Defensive Abilities channel resistance +2

Speed 30 ft.

Melee bite +7 (1d6+5 plus disease and paralysis) and 2 claws +7 (1d6+5 plus paralysis)

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

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

Base Atk +1; **CMB** +4; **CMD** 18

Feats Strength of the Grave^B, Weapon Finesse

Skills Acrobatics +6, Climb +8, Perception +9, Stealth +9, Swim +4

Languages Common

Disease (Su): *Ghoul Fever*: Bite—injury; save Fort DC 14; onset 1 day; frequency 1 day; effect 1d3 Con and 1d3 Dex damage; cure 2 consecutive saves. The save DC is Charisma-based. A humanoid that dies of ghoul fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all respects. A humanoid of 4 Hit Dice or more rises as a ghast.

Stench (Ex): **Area**: 10-foot radius, **Save**: Fort DC 15 negates,

Effect: sickened **Duration**: 1d6+4 minutes. The stink of death and corruption surrounding these creatures is overwhelming.

VAMPIRE SPAWN

CR 4

Pathfinder Roleplaying Game Bestiary, "vampire"

XP 1,200

LE Medium undead

Init +1; **Senses** darkvision 60 ft.; **Perception** +11

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

hp 48 (4d8+16); fast healing 2

Fort +7, **Ref** +6, **Will** +9

Defensive Abilities channel resistance +2; **DR** 5/silver; **Immune** undead traits; **Resist** cold 10, electricity 10

Weaknesses resurrection vulnerability, vampire weaknesses

Speed 30 ft.

Melee slam +8 (1d4+5 plus energy drain)

Special Attacks blood drain, dominate (DC 14), energy drain (1 level, DC 14)

Str 12, **Dex** 12, **Con** —, **Int** 11, **Wis** 13, **Cha** 15

Base Atk +3; **CMB** +4; **CMD** 15

Feats Blind-Fight, Skill Focus (Perception), Strength of the Grave

Skills Intimidate +9, Knowledge (religion) +7, Perception +11, Stealth +16; **Racial Modifier** +8 Stealth

Languages Common

SQ gaseous form, shadowless, spider climb

Blood Drain (Su): A vampire spawn can suck blood from a grappled opponent; if the vampire spawn establishes or maintains a pin, it drains blood, dealing 1d4 points of Constitution damage. The vampire spawn heals 5 hit points or gains 5 temporary hit points for 1 hour (up to a maximum number of temporary hit points equal to its full normal hit points) each round it drains blood.

Dominate (Su): A vampire spawn can crush a humanoid opponent's will as a standard action. Anyone the vampire spawn targets must succeed on a Will save (DC 14) or fall instantly under the vampire spawn's influence, as though by a *dominate person* spell (caster level 12th). The ability has a range of 30 feet. At the GM's discretion, some vampire spawns might be able to affect different creature types with this power.

Energy Drain (Su): A creature hit by a vampire spawn's slam (or other natural weapon) gains one negative level. This ability only triggers once per round, regardless of the number of attacks a vampire spawn makes.

Fast Healing (Su): A vampire spawn also gains fast healing 2. If reduced to 0 hit points in combat, a vampire spawn assumes gaseous form and attempts to escape. It must reach its coffin home within 2 hours or be utterly destroyed. (It can normally travel up to 9 miles in 2 hours.) Additional damage dealt to a vampire spawn forced into gaseous form has no effect. Once at rest, the vampire is helpless. It regains 1 hit point after 1 hour, then is no longer helpless and resumes healing at the rate of 2 hit points per round.

Gaseous Form (Su): As a standard action, a vampire spawn can assume *gaseous form* at will (caster level 5th), but it can remain gaseous indefinitely and has a fly speed of 20 feet with perfect maneuverability.

Resurrection Vulnerability (Su): A *raise dead* or similar spell cast on a vampire spawn destroys it (Will negates). Using the spell in this way does not require a material component.

Shadowless (Ex): A vampire spawn casts no shadows and shows no reflection in a mirror.

Spider Climb (Ex): A vampire spawn can climb sheer surfaces as though under the effects of a *spider climb* spell.

WRAITH

CR 5

Pathfinder Roleplaying Game Bestiary, "wraith"

XP 1,600

LE Medium undead (incorporeal)

Init +7; **Senses** darkvision 60 ft., lifesense; **Perception** +10

ADVENTURE BACKGROUND

Aura unnatural aura (30 ft.)

AC 18, touch 18, flat-footed 14 (+5 deflection, +3 Dex)

hp 57 (5d8+35)

Fort +8, **Ref** +6, **Will** +8

Defensive Abilities channel resistance +2, incorporeal

Immune undead traits

Weaknesses sunlight powerlessness

Speed fly 60 ft. (good)

Melee incorporeal touch +8 (1d6 negative energy plus 1d6 Con drain)

Special Attack create spawn

Str —, **Dex** 16, **Con** —, **Int** 14, **Wis** 14, **Cha** 21

Base Atk +3; **CMB** +6; **CMD** 16

Feats Blind-Fight, Combat Reflexes, Improved Initiative, Strength of the Grave

Skills Diplomacy +10, Fly +7, Intimidate +13, Knowledge (planes) +7, Perception +10, Sense Motive +10, Stealth +11

Languages Common, Infernal

Create Spawn (Su) A humanoid slain by a wraith becomes a wraith in 1d4 rounds. These spawn are less powerful than typical wraiths, and suffer a –2 penalty on all d20 rolls and checks, receive –2 hp per HD, and only drain 1d2 points of Constitution on a touch. Spawn are under the command of the wraith that created them until its death, at which point they lose their spawn penalties and become free-willed wraiths. They do not possess any of the abilities they had in life.

Constitution Drain (Su) Creatures hit by a wraith's touch attack must succeed on a DC 17 Fortitude save or take 1d6 points of Constitution drain. On each successful attack, the wraith gains 5 temporary hit points. The save DC is Charisma-based.

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

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

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

ZOMBIES (42)

CR 1/2

Pathfinder Roleplaying Game Bestiary, “zombie”

XP 200

NE Medium undead

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

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

hp 22 each (2d8+7)

Fort +4, **Ref** +4, **Will** +7

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

Spd 30 ft.

Melee slam +8 (1d6+8)

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

Base Atk +1; **CMB** +4; **CMD** 14

Feats Strength of the Grave, Toughness^B

Special Qualities staggered

Area H1: The Wall of Skulls

A rock wall of boulders surrounds Al-Sifon's crumbling ruins. The 15-foot-tall boulders are carved to resemble skulls missing their lower jaws. Two gaps in the wall once held elaborate gates crafted from bone and vine. The gates have long since collapsed, leaving gaping openings into the city.

Area H2: Guards (CR 12)

Guard patrols consisting of a **dominated fire giant** and **2 fire giant skeleton champions** are stationed throughout the city to protect the inhabitants and to attack any living creature not displaying Orcus' unholy symbol. Disguises easily fool the giants, however, and they do not stop those openly displaying any symbol of Orcus, even if the PC is just carrying a skull resting atop a femur bone.

FIRE GIANT

CR 10

Pathfinder Roleplaying Game Bestiary, “giant, fire”

XP 9,600

LE Large humanoid (fire, giant)

Init –1; **Senses** low-light vision; **Perception** +14

AC 23, touch 8, flat-footed 23 (+7 armor, –1 Dex, +8 natural, –1 size)

hp 158 (15d8+75)

Fort +14, **Ref** +4, **Will** +9

Defensive Abilities rock catching; **Immune** fire

Weaknesses vulnerability to cold

Speed 40 ft. (30 ft. in armor)

Melee greatsword +21/+16/+11 (3d6+15) or 2 slams +20 (1d8+10)

Ranged rock +10 (1d8+15 plus 1d6 fire)

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

Special Attacks heated rock, rock throwing (120 ft.)

Str 31, **Dex** 9, **Con** 21, **Int** 10, **Wis** 14, **Cha** 10

Base Atk +11; **CMB** +22; **CMD** 31

Feats Cleave, Great Cleave, Improved Overrun, Improved Sunder, Iron Will, Martial Weapon Proficiency (greatsword), Power Attack, Weapon Focus (greatsword)

Skills Climb +14, Craft (any one) +8, Intimidate +11, Perception +14

Languages Common, Giant

Heated Rock (Su) Fire giants transfer the heat of their bodies to rocks as part of an attack action when they throw rocks. A heated rock deals 1d6 points of additional fire damage on a hit.

SKELETAL CHAMPION (FIRE GIANT)

CR 8

Pathfinder Roleplaying Game Bestiary, “skeleton, champion and giant, fire”

XP 4,800

NE Large undead (fire, giant)

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

AC 27, touch 10, flat-footed 26 (+7 armor, +10 natural, –1 size, +1 Dex)

hp 156 (17d8 plus 34)

Fort +7, **Ref** +8, **Will** +13

Defensive Abilities channel resistance +4, DR 5/bludgeoning, undead traits; **Immune** cold

Speed 40 ft. (30 ft. in armor)

Melee greatsword +25/+20/+15 (3d6+18) or 2 claws +24 (1d6+13)

Ranged rock +15 (1d8+18)

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

Special Attacks rock throwing (120 ft.)

Str 33, **Dex** 13, **Con** —, **Int** 10, **Wis** 14, **Cha** 10

Base Atk +12; **CMB** +23; **CMD** 35

Feats Cleave, Great Cleave, Improved Initiative^B, Improved Overrun, Improved Sunder, Iron Will, Martial Weapon Proficiency (greatsword), Power Attack, Strength of the Grave^B, Weapon Focus (greatsword)

Skills Climb +14, Craft (any one) +8, Intimidate +11, Perception +14

Combat Gear large full platemail, large greatsword

Area H3: Tower of the Obedient (CR 13)

A sturdy tower stands amid rubble, heaps of bones and corpses scattered around its base. Dozens of Orcus' faithful dangle from the 160-foot tower like gruesome lacework. The corpses hang by their necks from entwined ropes and chains. Some twitch and flail in undeath, while others simply hang until decay loses its battle with gravity. Some of Orcus' followers are called to this tower to begin their undead service to the demon prince. They willingly hang themselves in hopes of Orcus' dark blessing, although not all who answer the call are rewarded with undeath.

The hollow tower is the home of two of Akruel's most feared assassins. **Leonidas** and **Creighton** once were ogre mages who assassinated local rulers and squelched uprisings of villagers who rejected Akruel's reign. As Al-Sifon fell, Shah Rasalt cornered the murderers in their tower home. Several weeks after Leonidas and Creighton were slain, they reappeared as **2 large mohrgs** to haunt and terrorize looters.

The interior of the building burned long ago, leaving an empty shell that the mohrgs still call home. A crude ladder ascends the tower's interior to the top. The mohrgs permit any individual arriving to commit suicide to pass, but they gleefully torment these hopeless beings.

Remarkably, **Kentotis** (CN human male Clr 5, Con 18), a priest of Orcus, is still alive where he dangles from the harrowing peak. Overcome with grief and remorse for vile acts committed in service to Orcus, he came to end it all. He jumped from the tower, but became entangled in the web of ropes and bodies and did not perish. He is barely alive after eight days hanging from the tower. He feebly calls out, but the mohrgs ignore him, enjoying his misery. If freed, Kentotis begs for forgiveness for his sins and offers PCs any information about the Nether Sepulcher. He knows of the *Frore Heart*, its powers and its location. Kentotis warns that a direct assault on Nether Sepulcher will draw the attention of all its inhabitants. He tells rescuers of a tunnel between the Transcendent Cenotaph and Nether Sepulcher. He informs that the way is filled with unfathomable dangers, but far less likely to draw attention. He knows little of the exact inhabitants or wards in the catacombs and temples.

LEONIDAS AND CREIGHTON, LARGE MORHGS CR 11 XP 12,800

CE Large undead

Init +7; **Senses** darkvision 60 ft.; **Perception** +27

AC 24, touch 13, flat-footed 20 (+3 Dex, +1 dodge, +11 natural, -1 size)

hp 229, 210 (21d8+84)

Fort +11, **Ref** +14, **Will** +14

Immune undead traits

Speed 30 ft.

Melee 2 slams +26 (4d6+11 plus grab), tongue +19 melee touch (paralysis)

Special Attacks create spawn, paralysis (1d4 minutes, DC 24)

Str 29, **Dex** 17, **Con** —, **Int** 11, **Wis** 10, **Cha** 14

Base Atk +15; **CMB** +25 (+29 grapple); **CMD** 38

Feats Ability Focus (paralysis), Cleave, Combat Reflexes, Dodge, Improved Initiative, Lightning Reflexes, Mobility, Power Attack, Skill Focus (Perception), Spring Attack, Strength of the Grave^B, Weapon Focus (slam)

Skills Climb +33, Perception +27, Stealth +23, Swim +30

Create Spawn (Su) Humanoid creatures killed by a mohrg rise immediately as fast zombies under the mohrg's control. The sudden bloom of unlife when a mohrg's victim dies and becomes a zombie causes a surge of negative energy to flow through the mohrg.

Whenever a mohrg creates a zombie in this manner, it is healed 1d6 hit points per HD possessed by the slain creature and acts as if *hasted* for the round immediately following the spawn's creation.

Area H4: The Graveyard of the Profane (CR 13 or higher)

This graveyard escaped the jungle's growth after Al-Sifon fell. Not a single living plant or blade of grass grows within the corpse-strewn landscape. Pockets of mist blanket the spongy ground, although there's no apparent source for the ground fog. The putrid smell of decay overwhelms the senses.

The graveyard measures roughly a quarter mile in diameter with grave markers and stones as far as the eye can see. Unlike most cemeteries, the bodies here are not buried, but laid in concentric circles around a central monument.

While Shah Rasalt was stopping Akruel, the forces of Arden were marching against the first city of Al-Sifon. The bodies of Akruel's forces were placed in this graveyard and the freestanding totem was placed among them as a reminder of their evil. An engraved plaque at the base of the monument reads "The grave of Al-Sifon where infidels of the dead god lie. Pity and admonish their evil. May their souls find eternal damnation for transgressions against good."

Around the monument is a freshly dug shallow cone-shaped depression that contains the bodies of villagers and other unfortunates in a grisly mass grave. The bodies are being readied for future animation as undead. Many of the corpses show signs of ritual deaths and even cannibalism. Akruel thought it fitting that the newly dead should lie among his past followers.

The **Totem of the Unburied Horde**, once a monument designating this as unhallowed ground, now channels negative energy. The pillar also *creates undead* (CL 15) as the spell four times each night on any corpses brought into the cemetery. Anyone slain within the cemetery faces a worse fate. They immediately rise as a ghoul (if under 4 HD) or as a ghastr (4 HD and over) and retain any class abilities thanks to Orcus' will. Evil undead creatures reform after 10d6 minutes if slain inside the graveyard while the totem remains intact.

Prithoma, a **death naga**, curls around the freestanding pillar. Prithoma is always served by **4 bodaks**. The bodaks wear black, tattered robes and keep their faces hidden beneath low-hanging cowls. Each carries a large scythe. Prithoma directs the undead when they awaken.

Demolishing the totem immediately destroys all lesser undead created by the pillar. The ghouls and ghastrs in the graveyard drop lifelessly to the ground as their connection to Orcus is severed. Ghoul and ghastr soldiers created by the totem throughout the land immediately are snuffed out of existence, severely crippling his army. Ghouls or ghastr with 5HD or more are unaffected, such as Crimthann (area B) and other ghoul lords.

PCs entering the graveyard should face a steady stream of undead that includes ghouls, ghastrs, vampire spawn, wraiths and anything else the GM wants to include. 1d4 random undead arrive every 5 rounds. The number of undead is infinite as the totem has a seemingly never-ending supply. (See the list of wandering monsters above for stats on many of the undead found in the graveyard.)

TOTEM OF THE UNBURIED HORDE: hp 360; Hardness 10
Ad Hoc Xp: Destroying the pillar deals a vital blow to the armies or Orcus. PCs participating in its destruction are awarded a 5,000 XP bonus each.

PRITHOMA ADVANCED DEATH NAGA CR 13 XP 25,600

LE Large undead

Init +5; **Senses** darkvision 60 ft.; **Perception** +19

AC 28, touch 19, flat-footed 22 (+5 Dex, +1 dodge, +9 natural, -1 size, +4 deflection)

ADVENTURE BACKGROUND

hp 212 (12d8+144)

Fort +12, **Ref** +15, **Will** +17

Defensive Abilities infernal blessing; **Immune** undead immunities

Speed 40 ft.

Melee bite +17 (1d8+8), sting +17 (2d4+8 plus poison)

Space 10 ft.; **Reach** 5 ft. (10ft. with sting)

Special Attacks atrophic breath (DC 24)

Spells Known (CL 9th, touch attack +14)

4th (5/day)—*enervation*, *stoneskin*

3rd (7/day)—*displacement*, *fireball* (DC 19), *haste*

2nd (7/day)—*cat's grace*, *command undead*, *scorching ray*, *web*

1st (7/day)—*expeditious retreat*, *mage armor*, *magic missile*, *ray of enfeeblement* (DC 17), *shield*

0—*daze*, *detect magic*, *ghost sound*, *light*, *mage hand*, *open/close*, *ray of frost*, *read magic*

Str 23, **Dex** 21, **Con** —, **Int** 18, **Wis** 21, **Cha** 33

Base Atk +9; **CMB** +16; **CMD** 31 (can't be tripped)

Feats Ability Focus (atrophic breath), Alertness, Combat Casting, Dodge, Eschew Materials^B, Lightning Reflexes, Stealthy, Strength of the Grave^B

Skills Bluff +15, Climb +18, Diplomacy +15, Escape Artist +19,

Intimidate +15, Knowledge (arcana) +17, Perception +19, Sense

Motive +16, Spellcraft +17, Stealth +19, Survival +19

Languages Common, Abyssal, Infernal

Infernal Blessing (Su) A death naga adds her Charisma modifier as a deflection bonus to her armor class.

Naga Venin Poison (Ex) Sting—injury; *save* Fort DC 22;

frequency 1 round (2d4 rounds); *effect* 1d2 Constitution damage; *cure* 2 consecutive saves.

Atrophic Breath (Su) Once every 1d4 rounds, death nagas can blast opponents with a 60-ft. cone of deteriorating negative energy. The blast deals 12d6 points of unholy and negative energy damage (half of each). In addition, those within the cone gain one negative level. A Reflex DC 24 *save* halves the damage and prevents the negative level. Undead remain unharmed within the cone but gain 2d4x5 temporary hit points for 1 hour. The *save* DC is Charisma-based.

Spells Death nagas cast spells as 9th-level sorcerers with access to the divine domains of Death and Destruction as sorcerer spells.

BODAK (4)

Pathfinder Roleplaying Game Bestiary 2, “bodak”

XP 4,800

CE Medium undead (extraplanar)

Init +6; **Senses** darkvision 60ft.; **Perception** +14

AC 21, touch 13, flat-footed 28 (+2 Dex, +1 dodge, +8 natural)

hp 85 (10d8+50)

Fort +6, **Ref** +5, **Will** +8

Defensive Abilities DR 10/cold iron; **Immune** electricity, undead traits; **Resist** acid 10, fire 10

Weakness vulnerable to sunlight

Speed 20 ft.

Melee 2 slams +9 (1d8+1)

Special Attacks death gaze

Str 13, **Dex** 15, **Con** —, **Int** 6, **Wis** 13, **Cha** 16

Base Atk +7; **CMB** +8; **CMD** 21

Feats Dodge, Improved Initiative, Mobility, Toughness, Weapon Focus (slam)

Skills Intimidate +11, Perception +14, Stealth +10

Languages Common

Death Gaze (Su) 1d4 negative levels, 30 feet; Fortitude DC 18 negates. The *save* DC is Charisma-based. A humanoid slain by a bodak's death gaze rises as a bodak 24 hours later. This is a death effect.

Vulnerability to Sunlight (Ex) Bodaks loathe sunlight, for its

merest touch burns their impure flesh. Each round of exposure to direct sunlight deals 2d6 points of damage to a bodak.

Area H5: Wall of Testament

A partial wall is all that remains of this structure. The wall displays relief sculpture panels stained with fading colors. The first displays the dread priest-king Akruel standing upon a pyramid of skulls. Demonic figures flank him as he presents an iconic black heart to his throngs of worshippers. Stylized beams of menacing power burst from the heart. The next section shows hordes of undead and demons ravaging cowering armies. Akruel walks before them, unscathed by assaults. The black heart floats in the background above the massive pyramid, beams enveloping Akruel with immortal power. The majority of the last panel lies in rubble. What remains is an image of Akruel upon an elaborate throne with a skull-tipped wand in one hand and a human heart in the other. The partial image of a bloated demon surrounded by a pool of flame overshadows the priest-king.

Area H6: The Murky Death (CR 16)

A fetid haze of methane gas rolls across this reflecting pool. The 100-foot-by-600-foot manmade lake holds black sludge-like *unholy water*. Corpses and other indescribable chunks of flesh float on the gelatinous surface. The lake is 20 foot deep in the center but has 1-foot wide steps starting 20 feet from the shore. Bubbles of escaping air burst with the echoes of moaning of tormented souls. Fallen bodies of the undead are deposited in the lake for “recycling.”

The lake is home to one of Al-Sifon's most imposing inhabitants, **Benjaldu a nightshade (nightwalker)**. The creature rests underwater but immediately rises to attack living creatures that disturb the water. The nightshade is a collective being of pure evil and negative energy formed from the undying will of the undead. It starts as a wave of sludge as it moves with *haste* toward living creatures on the lakeshore. The wave of unholy water can raise high enough to drown all beings standing within 10 feet of the lake's edge where the nightwalker exits.

In addition to *unholy water* properties, the lake water carries a **negative-energy enhanced filth fever**.

BENJALDU

(NIGHTSHADE, NIGHTWALKER)

CR 16

Pathfinder Roleplaying Game Bestiary 2, “nightshade, night walker”

XP 76,800

CE Huge undead (extraplanar, nightshade)

Init +2; **Senses** darksense, darkvision 60ft., *detect magic*;

Perception +29

Aura desecrating aura (30ft.)

AC 31, touch 10, flat-footed 29 (+2 Dex, +21 natural, -2 size)

hp 241 (21d8+147)

Fort +14, **Ref** +11, **Will** +19

Defensive Abilities DR 15/good and silver; **Immune** cold, undead traits; **SR** 27

Weakness light aversion

Speed 40 ft.

Melee 2 claws +28 (3d6+15/19-20 plus 4d6 cold)

Special Attacks channel negative energy (8d6, DC 32, 8/day), fear gaze, swift sundering

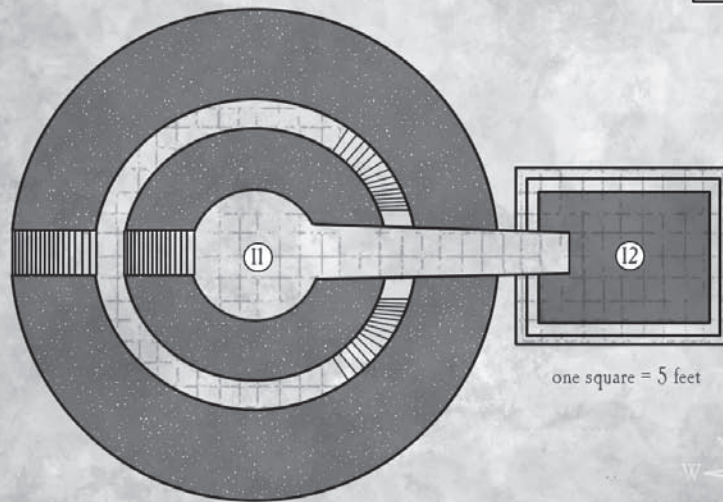
Spell-Like Abilities (CL16th; concentration +21)

Constant—*air walk*, *detect magic*, *magic fang*

At will—*contagion* (DC19), *deeper darkness*, *greater dispel magic*, *unholy blight* (DC 19)

3/day—*confusion* (DC 19), *haste*, *hold monster* (DC 20),

Area I Transcendent Cenotaph



invisibility, quickened *unholy blight* (DC 19)
1/day—*cone of cold* (DC 20), *finger of death* (DC 22), *plane shift* (DC 22), *summon monster* (level 7, 4 greater shadows)

Str 35, **Dex** 14, **Con** —, **Int** 20, **Wis** 21, **Cha** 21

Base Atk +15; **CMB** +29; **CMD** 41

Feats Combat Expertise, Command Undead, Greater Sunder, Greater Vital Strike, Improved Critical (claws), Improved Disarm, Improved Sunder, Improved Vital Strike, Power Attack, Quicken Spell-Like Ability (*unholy blight*), Vital Strike

Skills Intimidate +29, Knowledge (arcana) +29, Knowledge (planes) +29, Knowledge (religion) +29, Perception +29, Sense Motive +29, Spellcraft +29, Stealth +18 (+26 in darkness), Swim +33; **Racial Modifiers** +8 Stealth in dim light and darkness
Languages Abyssal, Common, Infernal; telepathy 100 ft.

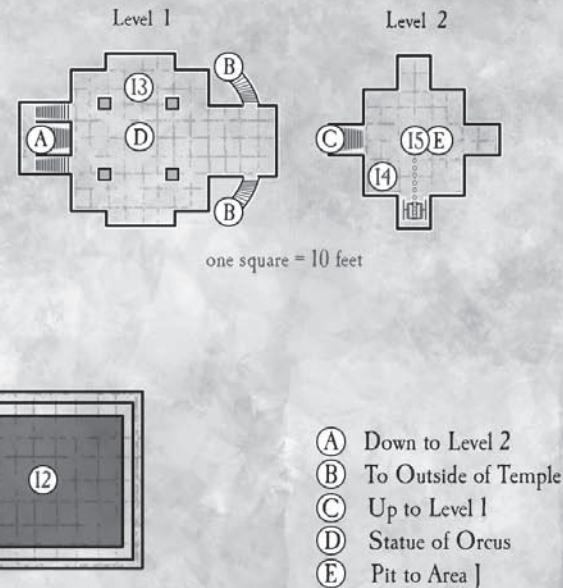
Fear Gaze (Su) Cower in fear for 1 round, 30 feet, Will DC 25 negates. This is a mind-affecting fear effect. The DC is Charisma-based.

Swift Sundering (Su) A nightwalker can make a sunder attempt as a swift action with one of its claws.

FILTH FEVER (NEGATIVE-ENERGY ENHANCED): Type disease, contact; **Save** Fortitude DC 20; **Onset** 1 hour; **Frequency** 1 hour; **Effect** 1d6 Dex and 1d6 Con.

Area I: Transcendent Cenotaph

The Transcendent Cenotaph is an 80-foot-tall cone-shaped shrine. Wide steps lead up one end of the steep wall. A five-foot-wide ledge halfway up the temple wall runs around the edge to the opposite side. Two curving steps descend into the temple's depths. The side opposite the stairs ends in a blood-streaked 100-foot-long marble slide that ends in a pit. The temple's summit is a flat 30-foot-diameter plateau.



Area II: Cenotaph's Plateau (CR 15)

Two dozen natives, their hands bound behind them and a rope tied about their waists, scream and plead as **2 ogre zombies** pull them up the steps. **Daznashal the Vicious**, a high priest of Orcus, wears black robes and holds a staff high as he recites ritualistic chants. At the top of the slide, **2 ogre zombies** wielding tridents push hapless individuals one by one down the marble slope. Shouts of terror turn to screams of agony as they slide into the pit (Area I2).

While the ogre zombies pose little challenge to seasoned PCs, **Galosc** a glabrezu (Area I3) arrives in 2 rounds once combat begins. Galosc, who favors grandiose and frightening entrances, *teleports* behind an ogre zombie at the top of the shrine. Galosc immediately summons **1-2 vrock**s with 100% chance of success. Galosc attempts to grapple PCs and tosses them down the slide into Area I2. The summoned vrock's engage spellcasters.

GALOSC, HALF-DRAGON GLABREZU: CR 15; See Area I3.

VROCKS (1-2) **CR 9**
hp 145 (*Pathfinder Roleplaying Game Bestiary*, "demon, vrock")

ZOMBIES, LARGE OGRES (4) **CR 2**
XP 600
NE Large undead (humanoid, giant)
Init -2; **Senses** darkvision 60 ft.; **Perception** +0

AC 19, touch 7, flat-footed 19 (+4 armor, -2 Dex, +8 natural, -1 size)
hp 48 each (6d8)

Fort +4, **Ref** +2, **Will** +7

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

Speed 30 ft. (40 ft. base)

ADVENTURE BACKGROUND

Melee huge trident +12 (3d8+11) or slam +12 (2d6+11)
Space 10 ft.; **Reach** 10 ft.

Str 23, **Dex** 6, **Con** 15, **Int** 6, **Wis** 10, **Cha** 7
Base Atk +4; **CMB** +11; **CMD** 20
Feats Strength of the Grave^B, Toughness^B
Combat Gear huge trident

DAZNASHAL, CHOSEN OF ORCUS
XP 25,600

CR 13

Male human cleric 14
 LE Medium humanoid (human)
Init +1; **Perception** +20
Aura Evil

AC 28, touch 16, flat-footed 26 (+1 Dodge, +1 Dex, +4 deflection, +12 Armor)

hp 112 (14d8+42)

Fort +12; **Ref** +5; **Will** +15

Spd 30 ft.

Melee 2 claws +14[1d10+3 plus 2d6 unholy (scythe of evil, 7 rounds) + contagion (DC 14) plus channel smite (9d6, 9/day, DC 23)]

Special Attacks channel negative energy (9d6, 9/day, DC 29), spontaneous casting (inflict spells)

Domain Spell-like Abilities (CL 14th):

death's embrace (channel negative energy heals)

9/day—bleeding touch (1d6, 7 rounds), touch of evil (sickened, 7 rounds)

3/day—scythe of evil (unholy, 7 rounds)

Unholy Spells Prepared (CL 14th)

7th—blasphemy (DC 25), destruction^D (DC 25), repulsion

6th—blade barrier (DC 24), create undead^D, greater dispel magic, heal, inflict mass moderate wounds (DC 24)

5th—greater command (DC 21), flame strike x2 (DC 23), righteous might, slay living^D (DC 23)

4th—air walk, chaos hammer (DC 22), divine power, poison (DC 22), spell immunity, unholy blight^D

3rd—animate dead^D, contagion (DC 22), invisibility purge, prayer, searing light (x2)

2nd—aid, bull's strength, darkness, death knell^D, enthrall (DC 18), owl's wisdom, spiritual weapon

1st—bane, bless, command (DC 17), divine favor, obscuring mist, protection from good^D, shield of faith

0—detect magic, guidance, resistance, stabilize

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

Str 16, **Dex** 12, **Con** 17, **Int** 14, **Wis** 22, **Cha** 18

Base Atk +10; **CMB** +13; **CMD** 26

Feats Channel Smite, Combat Casting, Dodge, Improved Channel, Improved Spell Focus (evocation), Improved Spell Focus (necromancy), Spell Focus (evocation), Spell Focus (necromancy)

Skills Knowledge (planes) +16, Knowledge (religion) +16, Perception +20, Sense Motive +20, Spellcraft +16

Languages Common, Infernal

Combat Gear +4 demon armor full platemail, ring of +4 protection, phylactery of negative energy channeling, 4 beads of force, 4 vials of oil, ceremonial iron barbed pitchfork, unholy symbol of Orcus, prayer book, fine black robe emblazoned with the Orcus' symbol.

Description Daznashal appears as an iron demon wielding an iron barbed pitchfork. The pitchfork is for terror and ceremonial purposes only. Daznashal was sent into the Sin Mire to locate a skum city beneath the swamp and win their loyalty with a collection of treasures. While traveling through the swamp on a raft pulled by zombie rowers in canoes, his small party succumbed to the hostile swamp. All his undead companions were lost, and Daznashal barely escaped after giant crocodiles overturned the treasure raft. Despite his failure, he has achieved high ranking within the death cult.

Area 12: The Wretch Pit (CR 10)

The 100-foot-long marble slide (from Area 11) dumps into a 20-foot-deep pit down a steep slope that falls 80 feet to ground level. Crowding the 30-foot-by-40-foot pit floor are **40 ghouls** and **10 ghaunts**. They grasp and climb in vain to reach anyone outside the pit. Their breathless voices murmur their hunger for living flesh. The undead attack anyone who falls into the pit. An iron ladder stored outside the pit is used to occasionally release the ghouls and ghaunts when their numbers get too great. Villagers sacrificed down the slide continuously replenish the ranks of the undead. Polished marble walls with few seams line the pit making it impossible for the ghouls and ghaunts to escape without aid (Climb DC 30).

GHOULS (40)
XP 400

CR 1

hp 24 each (*Pathfinder Roleplaying Game Bestiary*, "ghoul") See Wandering Monsters above.

GHAUSTS (10)
XP 600

CR 2

hp 32 each (*Pathfinder Roleplaying Game Bestiary*, "ghoul"). See Wandering Monsters above.

Area 13: Shrine to the Undead Lord (CR 13)

Two staircases descend into a jet-black room. A 15-foot-tall stone statue of Orcus dominates the chamber. An amulet of carved stone hangs from the statue's neck. The amulet's centerpiece is a full-length mirror with a dull reflective surface. A 20-foot-radius cloud of oily mist surrounds the effigy. The cloud is a *permanent unholy blight* affecting all non-evil beings entering the cloud. The cloud is cast at 19th level requiring a DC 22 Will save.

This is the abode of the **half-dragon glabrezu, Galosc** (See Area 11). If not previously encountered, he remains here guarding the lower catacombs.

GALOSC (HALF-DRAGON GLABREZU)

CR 15

Pathfinder Roleplaying Game Bestiary, "half-dragon and demon, glabrezu"

XP 51,200

CE Huge dragon (black)

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

Perception +26

AC 32, touch 8, flat-footed 32 (+24 natural, -2 size)

hp 248 (12d10+156)

Fort +21, **Ref** +4, **Will** +11

DR 10/good; **Immune** acid, electricity, paralysis, poison and sleep;

Resist cold 10, fire 10; **SR** 26

Speed 40 ft., fly 80 ft. (average)

Melee 2 pincers +24 (2d8+14/19-20), 2 claws +24 (1d6+14), bite +24 (1d8+14)

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

Special Attacks breath weapon (60-ft. line, DC 29, 12d6 acid), rend (2 pincers, 2d8+19)

Spell-Like Abilities (CL 14th)

Constant—*true seeing*

At will—*chaos hammer* (DC 20), *confusion* (DC 20), *dispel magic*, *mirror image*, *reverse gravity* (DC 23), *greater teleport* (self plus 50 lbs. of objects only), *veil* (self only), *unholy blight*

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

ADVENTURE BACKGROUND

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

Str 39, **Dex** 11, **Con** 37, **Int** 18, **Wis** 16, **Cha** 22

Base Atk +12; **CMB** +28; **CMD** 38

Feats Cleave, Great Cleave, Improved Critical (pincer), Persuasive, Power Attack, Vital Strike

Skills Bluff +29, Diplomacy +23, Intimidate +23, Knowledge (history) +19, Knowledge (local) +19, Perception +26, Sense

Motive +18, Stealth +19, Use Magic Device +19; **Racial Modifiers** +8 Bluff, +8 Perception

Languages Abyssal, Celestial, Draconic; telepathy 100 ft.

Area I4: Sacrificial Pits (CR 12)

The room reeks of rotting death. Clouds of flies swarm in the room, seeking the source of the rancid odor. In the floor is a round, 30-foot-deep pit from which cold, fetid air wafts up from the black depths. Ancient stucco murals of bones and skulls cover the walls and barrel-vaulted ceilings. Large iron pulleys holding thick chains hang suspended over each pit. Dangling from the ends of the large anchor chains are four pairs of smaller chains with locking manacles attached to the ends. The largest chains are attached to a massive metal winch with long iron peg handles on both sides sitting in an alcove.

The chains and winch are **gargantuan animated objects** that attack living creatures that approach within five feet of the pits without speaking Orcus' name aloud. Once the chain animates to attack, the winch also attacks. The chain has a 30-foot-reach and can attack PCs who remain on the stairs. The chain is more than 100 feet long and thicker than normal.

The chains strike at opponents in order to grapple by locking them in its shackles. Once grappled, the winch and chains drag victims into the pit (Area I5). The iron winch uses its metal peg-legs to trample PCs not grappled or lowered into the pit. The chain can only be broken once the animated object (chain) is defeated. The chains release dead or unmoving creatures into the pit so they may continue to grapple other victims.

GARGANTUAN ANIMATED OBJECTS, CHAIN AND WINCH (2)

CR 11

XP 12,800

N Gargantuan construct

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

AC 13, touch 4, flat-footed 13 (+9 natural, -2 Dex, -4 size)

hp 160 (10d10+60)

Fort +3, **Ref** +1, **Will** -2

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

Speed 40 ft.

Melee 2 slams +22 (2d8+21plus grab or trample)

Str 38, **Dex** 6, **Con** —, **Int** —, **Wis** 1, **Cha** 1

Base Atk +10; **CMB** +28; **CMD** 36

SQ construction points

Additional Attack (Ex) Gains an additional slam attack.

Constrict (Ex, chain only) Gains constrict with its slam attacks (the object must have grab before it can take this ability).

Faster (Ex) Chain and winch's movement modes increases by +10 ft.

Grab (Ex, chain only) Gains grab special attack with slam attacks.

Metal (Ex) Iron objects gain hardness 10, and receive a +2 increase to natural armor.

Trample (Ex, winch only) The object gains the trample special attack.

Area I5: The Draining Pit (CR 11)

Lurking halfway down the 30-foot-deep pit are **8 shadows** and **2 greater shadows**. All 10 shadows savagely attack any living creature that enters the pit (either grappled by chains or otherwise) in order to drain their strength. The pit opens into the ceiling of a room filled with **8 wights**. The trapped wights hungrily attack any living creature entering the room (whether grappled by chains or otherwise) in a vain attempt to sate their appetite for the living. A 15-foot-tall passage (Area J2) leads off into darkness. The passage runs more than 500 yards before entering the Odium Catacombs (Area J1) where Al-Sifon's dead were placed.

SHADOWS (8)

CR 3

Pathfinder Roleplaying Game Bestiary, "shadow"

XP 800

CE Medium undead (incorporeal)

Init +2; **Senses** darkvision 60 ft.; **Perception** +8

AC 15, touch 15, flat-footed 12 (+2 deflection, +2 Dex, +1 dodge)

hp 32 each (3d8+12)

Fort +5, **Ref** +5, **Will** +6

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

Speed fly 40 ft. (good)

Melee incorporeal touch +6 (1d6 Strength damage)

Special Attacks create spawn

Str —, **Dex** 14, **Con** —, **Int** 6, **Wis** 12, **Cha** 15

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

Feats Dodge, Skill Focus (Perception), Strength of the Grave^B

Skills Fly +11, Perception +8, Stealth +8 (+12 in dim light, +4 in bright light); **Racial Modifiers** +4 Stealth in dim light (–4 in bright light)

Create Spawn (Su) A humanoid creature killed by a shadow's Strength damage becomes a shadow under the control of its killer in 1d4 rounds.

Strength Damage (Su) A shadow's touch deals 1d6 points of Strength damage to a living creature. This is a negative energy effect. A creature dies if this Strength damage equals or exceeds its actual Strength score.

SHADOWS, GREATER (2)

CR 8

Pathfinder Roleplaying Game Bestiary, "shadow, greater"

XP 4,800

CE Medium undead (incorporeal)

Init +5; **Senses** darkvision 60 ft.; **Perception** +13

AC 18, touch 18, flat-footed 12 (+2 deflection, +5 Dex, +1 dodge)

hp 98 each (9d8+36)

Fort +7, **Ref** +10, **Will** +9

Defensive Abilities incorporeal, channel resistance +2;

Immune undead traits

Speed fly 40 ft. (good)

Melee incorporeal touch +13 (1d8 Strength)

Special Attacks create spawn (as per shadow), strength damage

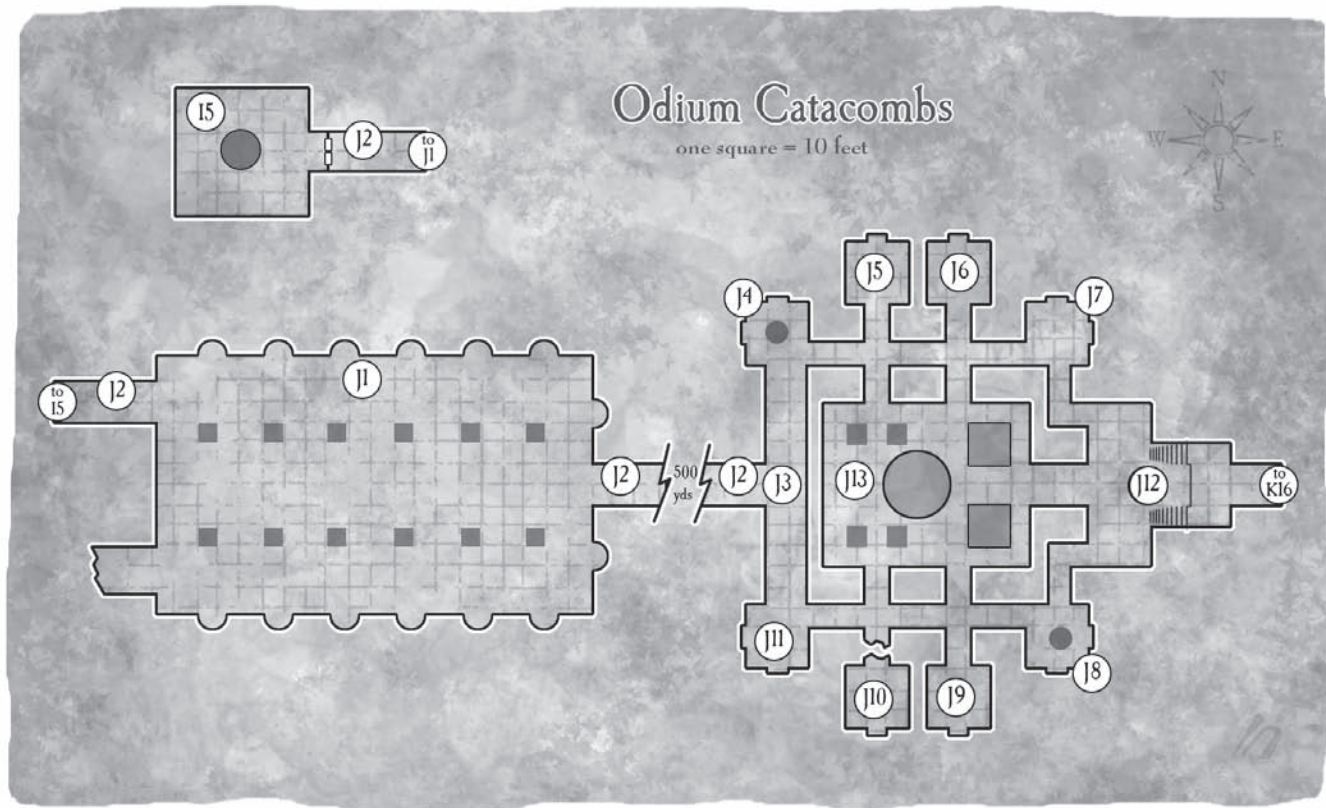
Str —, **Dex** 20, **Con** —, **Int** 6, **Wis** 12, **Cha** 15

Base Atk +6; **CMB** +11; **CMD** 24

Feats Dodge, Flyby Attack, Mobility, Skill Focus (Perception, Stealth), Strength of the Grave^B

Skills Fly +15, Perception +13, Stealth +20 (+24 in dim light, +16 in bright light); **Racial Modifiers** +4 Stealth in dim light (–4 in bright light)

Strength Damage (Su) A greater shadow's touch deals 1d8 points



of Strength damage to a living creature. This is a negative energy effect. A creature dies if this Strength damage equals or exceeds its actual Strength score.

WIGHTS (8)

XP 800

hp 43 each (*Pathfinder Roleplaying Game Bestiary*, “wight”). See Wandering Monster list above.

CR 3

Area J: Odium Catacombs (Lower Levels of Nether Sepulcher)

The Odium Catacombs are a series of graves built along the passage connecting the Transcendent Cenotaph with the Nether Sepulcher. PCs who discover this route likely can avoid a head-to-head confrontation with many of the worst denizens of the Sepulcher, although the dead within the catacombs are a powerful force as well.

In The Catacombs

The catacombs and Nether Sepulcher are imbued with an *unhallow* spell (CL 25) with a *bless* for undead and followers of Orcus. The spell grants undead and followers of Orcus the benefits of a *magic circle against good* spell. The catacombs also prevent good-aligned summoned creatures from entering or being summoned within its halls. Orcus’ followers and the undead gain a +2 deflection bonus to AC and a +2 resistance bonus to saving throws versus good-aligned opponents. These morale and profane bonuses are included in the stat blocks. These bonuses stack with the *desecration* effect that permeates Al-Sifon.

Area Jr: The Grave Cloister (CR 16)

This 500-foot-long passage opens into a room with huge pillars that support a 25-foot-high ceiling. Bas-relief sculptures of a hellish skeletal army decorate every inch of the walls. Carved, leering skulls embellish the vaulted ceiling. Bones are scattered throughout the room. Layers of dust coat every surface.

Arched alcoves lining the walls hold 12 mummified remains seated on stone thrones. Cobwebs and layers of dust cover the corpses, a century’s accumulation of grime coating their leathery frames. Each mummy wears a gold collar necklace inset with black opals and jade (500 gp), a black jade crown (750 gp) and 4 gold rings with onyx centerpieces (50 gp each).

Lumbering in the shadows of the room are **24 zombies**. Mixing with the common undead are **4 mohrgs**. **Avnahei**, an **advanced spirit naga lich**, curls around a pillar opposite the entrance, masked in *darkness*. She uses *spider climb* to traverse the ceiling. Before combat, she casts *haste*, *stoneskin* and other spells upon herself and the mohrgs.

ZOMBIES (24)

Pathfinder Roleplaying Game Bestiary, “zombie”

XP 200

NE Medium undead

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

AC 14, touch 12, flat-footed 14 (+2 deflection, +2 natural)

hp 19 each (2d8+7)

Fort +4, **Ref** +4, **Will** +7

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

Spd 30 ft.

Melee slam +7 (1d6+6)

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

Base Atk +1; **CMB** +4; **CMD** 14

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Feats Strength of the Grave^B, Toughness^B

Special Qualities staggered

MOHRGS (4)

XP 4,800

CE Medium undead

Init +8; **Senses** darkvision 60 ft.; **Perception** +20

AC 25, touch 17, flat-footed 20 (+2 deflection, +4 Dex, +1 dodge, +8 natural)

hp 135 (14d8+56)

Fort +10, **Ref** +14, **Will** +13

Immune undead traits

Speed 30 ft.

Melee 2 slams +18 (2d8+7 plus grab), tongue +13 melee touch (paralysis)

Special Attacks create spawn, paralysis (1d4 minutes, DC 19)

Str 21, **Dex** 19, **Con** —, **Int** 11, **Wis** 10, **Cha** 14

Base Atk +10; **CMB** +15 (+19 grapple); **CMD** 30

Feats Ability Focus (paralysis), Dodge, Improved Initiative, Lightning Reflexes, Mobility, Skill Focus (Perception), Spring Attack, Strength of the Grave

Skills Climb +22, Perception +20, Stealth +21, Swim +19

Create Spawn (Su): Humanoid creatures killed by a mohrg rise immediately as fast zombies under the mohrg's control. The sudden bloom of unlife when a mohrg's victim dies and becomes a zombie causes a surge of negative energy to flow through the mohrg. Whenever a mohrg creates a zombie in this manner, it is healed 1d6 hit points per HD possessed by the slain creature and acts as if hasted for the round immediately following the spawn's creation.

AVNAHEI, ADVANCE SPIRIT NAGA LICH

XP 76,800

CE Large undead

Init +11; **Senses** darkvision 60 ft., *true seeing*; **Perception** +38

Aura fear (DC 23)

AC 29, touch 18, flat-footed 22 (+2 deflection, +7 Dex, +11 natural, -1 size)

hp 195 (15d8+105)

Fort +9, **Ref** +18, **Will** +18

Defensive Abilities channel resistance +4; **DR** 15/bludgeoning and magic; **Immune** cold and electricity, undead traits, *rejuvenation*

Speed 40 ft., swim 20 ft.

Melee bite +19 (2d6+11 plus poison) and tail touch +16 [1d8+9 plus paralysis(DC 25)]

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

Special Attacks charming gaze

Spells Known (CL 12th)

6th (4/day)—*freezing sphere*(DC 22)

5th (6/day)—*cloudkill*(DC 21), *waves of fatigue*

4th (7/day)—*dimension door*, *greater invisibility*, *stoneskin*

3rd (7/day)—*displacement*, *fireball*(DC 19), *haste*, *slow*(DC 19)

2nd (8/day)—*cat's grace*, *darkness*, *eagles splendor*, *ray of enfeeblement*(DC 18), *spider climb*

1st (8/day)—*divine favor*, *mage armor*, *magic missile*, *shield*, *shield of faith*

0 (8/day)—*cause minor wounds*, *daze*(DC 16), *detect magic*, *flare*, *ghost sound*, *mage hand*, *open/close*, *ray of frost*, *read magic*

Str 22, **Dex** 24, **Con** —, **Int** 18, **Wis** 23, **Cha** 23

Base Atk +11; **CMB** +18; **CMD** 35 (can't be tripped)

Feats Ability Focus (charming gaze), Ability Focus (poison), Combat Casting, Eschew Materials^B, Improved Initiative, Lightning Reflexes, Skill Focus (Perception), Stealthy

Skills Bluff +24, Escape Artist +27, Intimidate +23, Knowledge (arcana) +15, Knowledge (planes) +14, Knowledge (religion) +22,

CR 8

Perception +38, Sense Motive + 34, Spellcraft +22, Stealth +35;

Racial Bonus Perception+8, Sense Motive+8, Stealth+8

Languages Abyssal, Common

Charming Gaze (Su) As *charm monster*, 30 feet, Will DC 25 negates. The save DC is Charisma-based.

Poison (Ex) Bite—injury; *save* Fort DC 25; *frequency* 1/round for 6 rounds; *effect* 1d4 Con damage; *cure* 1 save.

Spells Avnahei casts spells as a 12th-level sorcerer, and can cast spells from the cleric list as well as those normally available to a sorcerer. Cleric spells are considered arcane spells for a spirit naga.

Fear Aura (Su) Creatures of less than 5 HD in a 60-foot radius that look at the lich must succeed on a DC 23 Will save or become frightened. Creatures with 5 HD or more must succeed at a DC 22 Will save or be shaken for a number of rounds equal to the lich's Hit Dice. A creature that successfully saves cannot be affected again by the same lich's aura for 24 hours. This is a mind-affecting fear effect.

Paralyzing Touch (Su) Any living creature a lich hits with its touch attack must succeed on a DC 23 Fortitude save or be permanently paralyzed. *Remove paralysis* or any spell that can remove a curse can free the victim (see the *bestow curse* spell description, with a DC 23). The effect cannot be dispelled. Anyone paralyzed by a lich seems dead, though a DC 20 Perception check or a DC 15 Heal check reveals that the victim is still alive.

Combat Gear *eye of Avnahei* (glass eye that grants *true seeing* if placed in empty eye socket, CL 15)

Description A horror to behold, this ancient naga wraps her remains in preserving linens and minerals. She is a master tactician who has served Orcus faithfully for centuries. She served as one of Akruel's generals during the War of Divine Discord. Her phylactery was entrusted with Thyca Bane (Area J10) and only she knows its location.

Area J2: Passages

These wide passage are strewn with rubble. The passages are 500 yards long, and connect the Transcendent Cenotaph and Nether Sepulcher. The Grave Cloister (Area J1) sits in the middle of the long halls.

Area J3: Entrance Hall

Piles of eroded bones and deteriorating armor are all that remain of creatures long dead. An expansive tile mosaic showing images of an army of skeletons lines the long entrance hall's walls. The tiles are made from precisely cut bone fragments and ivory.

Three 20-foot-deep pits are filled to floor level with heaps of bleached bones. Nothing else of interest lies within the pits.

Area J4: Font of Blood

Burial niches holding desiccated and disintegrating remains line this 15-foot-tall chamber's walls. A five-foot-diameter gray stone bowl upon a low pedestal sits in the center. The bowl contains black liquid coated with a congealed skin that seems to pulse with a pulse of its own. The stone basin is where the blood drained from victims to create vampire spawn is held. The foul baptismal's evil nature is enough to turn the strongest of stomachs.

Area J5: Ossuary of the Tooth

Skeletal remains fill three rows of niches lining the walls. A ring of charred and yellowed teeth sits on a three-foot pedestal in the center of the room. A cracked human skull sits in the center of teeth. Tear-drop gems sit beneath the skull's eye sockets. These are the few remains of Creltor Bahn Ilan, a necromancer of ancient repute who

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sought immortality. The remains are inanimate and harmless. The jewelry consists of 12 flawless gems of various types (1,000 gp each).

The pedestal's top holds a concealed and intricately locked panel (DC 30 Perception, DC 40 Disable Device). Once opened, the center core of the pedestal rises to reveal a hollow niche. The niche contains a mithral decanter, a leather-bound tome and an ivory key carved from a large tooth. The decanter (1,500 gp) contains evaporated dragon bile poison. Once opened, the poison gas (Fort DC 26, 3d6 Strength) spreads in an invisible 20-foot cloud centered on the decanter. The necromancer Bahn Ilan wrote the journal, which is bound in cured elf skin. The tome describes ritualistic sacrifices and experiments and acts as a *manual of the golem* (flesh). It also contains a map to the necromancer's abode overlooking the Goltray River. No mention of the tooth key is made in the tome, but the key's detail and workmanship indicate its importance. The key is worth 5,000 gp to an antiques dealer.

Area J6: Ossuary of the Dogs (CR 10)

Those not reborn into undeath in Orcus' service are brought here to rot. A chaotic mess of butcher corpses, tangled bones and other unimaginable gore lie in rotting heaps. Niches along the wall are crowded, with bodies stuffed and pushed into every available space. Bodies even dangle loose over the edges of the carved niches.

The room is plagued with 1,000 **rot grubs** and **12 ghastrs**. Anyone delving into the gore is immediately infected by 10d10 grubs (no save to avoid). The ghastrs are already infected and automatically deposit 1d4 rot grubs upon an opponent they attack. They do not have to hit an opponent; merely attacking is enough to spread the worms.

GHASTS (12)

Pathfinder Roleplaying Game Bestiary, "ghoul"

XP 600

CE Medium undead

Init +4; **Senses** darkvision 60 ft.; **Perception** +9

CR 2

AC 20, touch 16, flat-footed 16 (+2 deflection, +4 Dex, +4 natural)

hp 26 each (2d8+12)

Fort +8, **Ref** +8, **Will** +11

Defensive Abilities channel resistance +2

Speed 30 ft.

Melee bite +8 (1d6+5 plus disease and paralysis) and 2 claws +8 (1d6+5 plus paralysis)

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

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

Base Atk +1; **CMB** +4; **CMD** 18

Feats Strength of the Grave, Weapon Finesse

Skills Acrobatics +6, Climb +8, Perception +9, Stealth +9, Swim +4

Languages Common

Disease (Su): *Ghoul Fever*: Bite—injury; save Fort DC 14; onset 1 day; frequency 1 day; effect 1d3 Con and 1d3 Dex damage; cure 2 consecutive saves. The save DC is Charisma-based. A humanoid that dies of ghoul fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all respects. A humanoid of 4 Hit Dice or more rises as a ghoul.

Stench (Ex): Area: 10-foot radius, **Save:** Fort DC 15 negates, **Effect:** sickened **Duration:** 1d6+4 minutes. The stink of death and corruption surrounding these creatures is overwhelming.

ROT GRUBS (HAZARD) CR 4

The Tome of Horrors by Necromancer Games, Page 222.

These vermin burrow into a victim's skin. When first encountered, a Perception check (DC 15) can be made to avoid the vermin entirely. If this check is failed, the grubs have contacted the victim and penetrated the skin. If this occurs, a victim may make a Wisdom check (DC 15) to notice the burrowing below the surface of the skin. Each round thereafter, a Fortitude save (DC 17) must be made. If failed, the victim sustains 2d6 points of temporary Constitution damage. At Constitution 0, the victim dies. During the first two rounds, the grubs can be killed by applying flame to or by cutting open the affected skin. The flame or cutting does 2d6 points of damage to the victim. If a Heal check (DC 15) is successful, cutting damage can be reduced to 1d6. After the second round, only a *remove disease* spell can save the victim.

Area J7: Bedlam's Gate (CR 16)

Brilliant, flickering light blasts from this corner shrine casting harsh shadows throughout the room. Slowly swaying around a huge teardrop-shaped nimbus of yellow-and-red light are **6 ghastrs**. Horrific runes of glowing silver are etched in the floor around the light source.

The rapidly flashing light is a planar gate to a blinding level of the Abyss. A DC 20 Perception check reveals faint screams intertwined with rasping whispers of sadistic brutality. The runes are actually a circle of *protection from evil* keeping the gate and its inhabitants at bay. Disrupting or altering the runes nullifies the protection and releases eager demons. Damaging area effect spells cast within the room instantly disrupt the protective circle.

If the gate is broken, **4 vrocks** immediately leap from the gate to drag the living and the undead into the horrible plane. Every four rounds thereafter, **4 more vrocks** arrive until a total of 12 escape through the gate. The vrocks use their *dance of ruin* at every opportunity. Englut (Area J8) is immune to the dance due to his demonic heritage.

If the vrocks manage to drag all nearby victims into the gate, or after 10 minutes pass or if the 12 escaped vrocks are slain, the gate closes forever. Nothing short of divine intervention can save PCs carried into the gate after it closes.

GHASTS (6) CR 3; hp 25 each. See Area J6.

VROCKS (12) CR 9

XP 6,400

hp 115 (*Pathfinder Roleplaying Game Bestiary*, "demon, vrock")

Area J8: Well of the Devourer (CR 18)

A true horror among the twisted denizens of the Nether Sepulcher's crypts is a **half-fiend chaos beast** known only as **Englut** that terrorizes the lower levels. Englut is a mystery even to Orcus' faithful, who do their best to stay out of his way, as he is known to slay the living and the undead alike. Thankfully, Englut rarely stirs from his dormant state. Englut mercifully devours any chaos beast spawned by his attacks.

Disturbing images of fused and warped humans decorate the chamber's walls. It is difficult to discern where one figure starts and another begins as bodies and faces meld into each other. Their mouths are open in silent screams of horror and pain.

In the center of the chamber is a 10-foot-diameter pit surrounded by relief carvings of skulls. The 20-foot-deep well is filled with liquefied flesh churning with rapidly coalescing features such as eyes, mouths, bony protrusions, hair and other grotesque appendages. The liquid flesh pool that is Englut constantly shifts within the well until he becomes aware of intruders.

Englut begins combat by invoking his *unholy aura*. He then uses his *blasphemy* before oozing from the well. Englut can fly, albeit slowly as his wings shift and change in a fluid fashion. Englut does not pursue intruders beyond the Odium Catacombs. In the well

ADVENTURE BACKGROUND

beneath Englut's mass lie mundane items left over from his past victims. Lying among the crushed objects is a *cloak of protection* +5.

ENGLUT (HUGE HALF-FIEND ADVANCED CHAOS BEAST)

CR 18

Pathfinder Roleplaying Game Bestiary 1 and 2, "half-fiend and chaos beast"

XP 153,600

CE Huge outsider

Init +8; **Senses** darkvision 60 ft.; **Perception** +35

AC 28, touch 13, flat-footed 23 (+4 Dex, +1 dodge, +15 natural, -2 size)
hp 356 (18d10+198)

Fort +22, **Ref** +17, **Will** +11

Defensive Abilities amorphous, resistant to transformation; **DR** 10/magic; **Immune** poison; **Resist** acid 10, cold 10, electricity 10, fire 10; **SR** 29

Speed 20 ft.; fly 20ft. (poor)

Melee 4 claws +32 (3d6+15plus corporeal instability)

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

Special Attacks smite good

Spell-Like Abilities (CL 18th)

3/day—*blasphemy* (DC 20), *desecrate*, *contagion* (DC 17), *horrid wilting* (DC 21), *summon monster* (IX), *unholy blight* (DC 17)

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

Str 41, **Dex** 19, **Con** 32, **Int** 16, **Wis** 18, **Cha** 17

Base Atk +18; **CMB** +35; **CMD** 50 (can't be tripped)

Feats Ability Focus (corporeal instability), Cleave, Dodge, Improved Initiative, Improved Natural Attack (claw), Mobility, Power Attack, Toughness, Weapon Focus (claw)

Skills Acrobatics +25 (+21 jump), Climb +36, Escape Artist +25, Knowledge (history) +24, Knowledge (planes) +24, Knowledge (religion) +24, Perception +35, Stealth +17, Swim +36

Languages Abyssal; telepathy 100 ft.

Corporeal Instability (Su) Claw—contact curse; save Fort DC 27; effect amorphous body and 1 Wisdom drain per round; Cure 3 consecutive saves. The DC is Con-based.

A creature cursed with an amorphous body becomes spongy, shapeless mass. Unless the victim manages to control the effect (see below), its shape constantly melts, flows, writhes, and boils. An affected creature is unable to hold or use any item, Clothing, armor, helmets, and rings become useless. Large items worn or carried—armor, backpacks, even shirts—hamper more than help, reducing the victims Dexterity score by 4. Speed is reduced to 10 feet or one-quarter normal, whichever is less. The victim gains the amorphous quality, but cannot cast spells or use magical items, and it attacks blindly, unable to distinguish friend from foe (-4 penalty on attack rolls and a 50% miss chance, regardless of the attack roll).

A victim can temporarily regain its own shape by taking a standard action to attempt a DC 15 Will save (this check DC does not vary for a chaos beast with different Hit Dice or ability scores). A success reestablishes the creature's normal form for 1 minute. Spells that change the victim's shape (such as *alter self*, *beast shape*, *elemental body*, and *polymorph*) do not remove the curse, but hold the creature in a stable form (which might not be its own form depending on the spell) and prevent and prevent additional Wisdom drain for the duration of the spell; *shapechange* and *stoneskin* have a similar effect. The victim takes 1 point of wisdom drain from mental shock every round that it ends its turn in amorphous shape—upon being drained to 1 Wisdom, further Wisdom drain ceases and the amorphous body effect is permanent until removed via magic (no further number of saving throws can sure the condition at this time).

Resistant to transformation (Ex) Transformation effects such as polymorphing and petrification, force a chaos beast into a new shape, but at the start of its next turn, it immediately returns to its normal form as a free action.

Smite Good (Su): Once per day it can add extra damage equal to its HD (+18) against a good foe.

Area J9: Ossuary of the Apparition (CR 8)

A silent whirlwind of translucent ghost-like humanoids spins around a ashen figure who kneels upon a sarcophagus with her arms raised high. The exact number and race of the spirits swirling around the woman cannot be determined. Occasionally, one slows enough for PCs to view its hollowed, decaying features. These benign spirits are merely manifestations of evil souls who did not have the power to fully return as more sinister undead. They are frightening, but harmless. A swipe causes them to dissipate, but they reform in 1d4 hours. The channeling of positive energy instantly slays these spirits.

The kneeling figure is **Bellisia**, a **priestess of Orcus** who killed herself rather than fall to the invading force of Shah Rasalt's army during the War of Divine Discord. Her burnt corpse is little more than bone and ash held together by the dry atmosphere. The body crumbles into dust if disturbed, and her ashes combine with the swirling negative energy inside the chamber to act as a 30-foot-diameter cloud of *dust of sneezing and choking*. The cloud causes those within its area to fall into fits of sneezing and coughing unless they make a DC 18 Fortitude save (3d6 points of Constitution damage). Those who succeed on the saving throw are disabled by choking (treat as stunned) for 5d4 rounds.

Nothing else of interest is in the chamber. The sarcophagus is empty.

Area J10: Ossuary of the Forgotten

The passage into this room collapsed long ago and Akruel's minions have yet to clear the hall. Making a passage for even the smallest creature requires several hours of hard labor.

The ossuary beyond the rubble remains relatively intact, with niches holding preserved bones and remains. A stone sarcophagus in the center of the room is open, its lid leaning against the side. A skeletal corpse in the coffin clutches a silvered wooden spike that has been driven through its chest. The top of the spike is adorned with Arden's holy symbol.

The skeleton is **Thyca Bane**, a **vampire priestess (Clr14)** slain during the War of Divine Discord. She is harmless unless someone removes the stake pinning her to the sarcophagus. If anyone foolishly does so, she returns to her full undead status and power immediately. She is unaware that any time has passed and attacks PCs mercilessly, thinking them minions of Shah Rasalt. If the stake is left where it is, Thyca can easily be destroyed (although PCs gain no experience for the deed). The GM might use the priestess for further adventures or as an adversary who returns to seek revenge on PCs.

Arden's forces looted Thyca's treasure long ago, but her body was forgotten after the tunnel collapsed.

Area J11: Font of Bone

This 15-foot-tall chamber's walls are carved with burial niches holding desiccated and disintegrating remains. A five-foot-diameter gray stone bowl sits on a short pedestal. The bowl contains powdered bone used in various ceremonies. The powder is cursed and acts as unholy water but otherwise has no properties.

Area J12: The Low Altar of Bone (CR 14)

A stone altar carved into the shape of a large skull with a flat top rests in front of two staircases. Four candelabras stand about the room, the fat black candles they hold dimly lighting the area. Tapestries showing Orcus surrounded by hordes of undead hang from

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the wall between the ascending staircases. Tending to this shrine are **3 priests of Orcus** named **Moshorw**, **Jerhorw** and **Loufein** and their **3 bloody skeletal dire tigers** mounts. The tigers wear special saddles that allow the priests to ride them into combat. The tiger skeletons are under the priests command and follow their directions. The priests aid Gunnvor (Area J13) with spells while the skeletal tigers protect them if needed.

MOSHORW

CR 11

XP 12,800

Human cleric 12

LE Medium humanoid (human)

Init +2; Perception +14

Aura Evil

AC 22, touch 11, flat-footed 21 (+11 armor, +1Dex)

hp 85 (12d8+48)

Fort +13; Ref +5; Will +12

Spd 20 ft.

Melee +3 *two-handed mace of life drinking* +12/+7 (2d6+10 plus 2 negative levels, DC 18)

Special Attacks channel negative energy (6d6, DC 18, 4/day), command undead, spontaneous casting (inflict spells)

Domain Spell-like Abilities (CL12th):

death's embrace (channel negative energy heals)

7/day—bleeding touch (1d6, 6 rounds), touch of evil (sickened, 6 rounds)

3/day—scythe of evil (unholy, 6 rounds)

Unholy Spells Prepared (CL 12th)

6th—*banishment*, *blade barrier* (DC 21), *create undead*^D

5th—*dispel good*, *flame strike* (DC 20), *righteous might*, *slay living*^D (DC 22)

4th—*chaos hammer* (DC 19), *divine power*, *poison* (DC 21), *sending*, *unholy blight*^D (DC 21)

3rd—*animate dead*^D, *contagion* (DC 20), *invisibility purge*, *prayer*, *searing light* (x2)

2nd—*aid*, *bear's endurance*, *bull's strength*, *death knell*^D, *owl's wisdom*, *spiritual weapon*

1st—*bless*, *cause fear* (DC 18), *command* (DC 18), *divine favor*, *doom* (DC 18), *obscuring mist*, *protection from good*^D

0—*detect magic*, *guidance*, *resistance*, *stabilize*

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

Str 16 (20), Dex 10 (14), Con 15 (19), Int 10, Wis 21, Cha 13

Base Atk +9; CMB +14; CMD 26

Feats Channel Smite, Combat Casting, Command Undead, Greater Spell Focus (necromancy), Improved Channel, Spell Focus (necromancy)

Skills Heal +19, Knowledge (religion) +14, Perception +14, Spellcraft +12

Languages Common, Infernal

Combat Gear +2 *full plate*, *belt of physical perfection* +4, +3 *two-handed mace of life drinking* (DC 18, as *life-drinker*), 4 vials of oil, an unholy symbol of Orcus, a prayer book, black robe emblazoned with the symbol of Orcus.

Description Moshorw and his son, Jerhorw, are recent recruits. Moshorw converted from Arden and hails from the Shield Basilica. In his madness, he beguiled his son into Orcus's realm with promises of power and status. Moshorw ritually shaves his hair and permanently dyes his skin black.

JERHORW

CR 11

XP 12,800

Human male cleric 10, fighter 2

NE Medium humanoid (human)

Init +2; Perception +12

Aura Evil

AC 27, touch 11, flat-footed 26 (+12 armor, +4 shield, +1Dex)

hp 102 (10d8+30 plus 2d10+6)

Fort +13; Ref +5; Will +11

Special Defenses bravery +1

Spd 20 ft.

Melee +3 *morningstar of wounding* +17/+12 (1d8+7 plus bleed)

Special Attacks channel negative energy (5d6, DC 12, 4/day), command undead, spontaneous casting (inflict spells)

Domain Spell-like Abilities (CL10th):

death's embrace (channel negative energy heals)

7/day—bleeding touch (1d6, 5 rounds), touch of evil (sickened, 5 rounds)

3/day—scythe of evil (unholy, 5 rounds)

Unholy Spells Prepared (CL 10th)

5th—*flame strike* (DC 19), *righteous might*, *slay living*^D (DC 21)

4th—*chaos hammer* (DC 18), *divine power*, *poison* (DC 20), *sending*, *unholy blight*^D (DC 20)

3rd—*animate dead*^D, *contagion* (DC 19), *invisibility purge*, *prayer*, *searing light*

2nd—*aid*, *bear's endurance*, *bull's strength*, *death knell*^D, *owl's wisdom*, *spiritual weapon*

1st—*bless*, *cause fear* (DC 17), *command* (DC 17), *divine favor*, *doom* (DC 17), *protection from good*^D,

0—*detect magic*, *guidance*, *resistance*, *stabilize*

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

Str 18, Dex 14, Con 16, Int 10, Wis 19, Cha 5

Base Atk +9; CMB +12; CMD 24

Feats Channel Smite, Combat Casting, Command Undead, Greater Spell Focus (necromancy), Improved Channel, Power Attack, Shield Focus, Spell Focus (necromancy), Weapon Focus (morningstar)

Skills Heal +17, Knowledge (religion) +13, Perception +12, Ride +8, Spellcraft +11

Languages Common, Infernal

Combat Gear +2 *full plate*, +2 *heavy steel shield*, +3 *morningstar of wounding*, 4 vials of oil, an unholy symbol of Orcus, a prayer book, black robe emblazoned with the symbol of Orcus.

Description A former officer from the Shield basilica, Jerhorw fled with his father and has since descended into madness. Born with an unkind face and a personality to match, Jerhorw was not considered officer material in the Shield's army. Ridiculed and tormented by his peers Jerhorw has a dark souls fueled by dreams of revenge. Despite his current status in Orcus' legion, he keeps himself clean and his gear polished.

LOUFEIN

CR 11

XP 12,800

Human male cleric 10, barbarian 2

CE Medium humanoid (human)

Init +4; Perception +14

Aura Evil

AC 23, touch 11, flat-footed 19 (+9 armor, +4 Dex)

hp 115 (10d8+30 plus 2d12+6)

Fort +13; Ref +7; Will +11

Defensive Abilities uncanny dodge, rage power (clear mind)

Spd 30 ft.

Melee +3 *greatsword of speed* +16/+16/+11 (2d6+5)

Special Attacks channel negative energy (5d6, DC 17, 4/day), command undead, rage, spontaneous casting (inflict spells)

Domain Spell-like Abilities (CL10th):

death's embrace (channel negative energy heals)

7/day—bleeding touch (1d6, 5 rounds), touch of evil (sickened, 5 rounds)

3/day—scythe of evil (unholy, 5 rounds)

Unholy Spells Prepared (CL 10th)

5th—*righteous might*, *slay living*^D (DC 21), *true seeing*

4th—*air walk*, *divine power*, *freedom of movement*, *spell immunity*,

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unholy blight^D (DC 20)

3rd—*animate dead*^D, *daylight*, *prayer*, *protection from good*, *searing light*

2nd—*aid*, *bear's endurance*, *bull's strength*, *death knell*^D, *owl's wisdom*, *soundburst* (DC 16)

1st—*bane*, *cause fear* (DC 17), *detect good*, *divine favor*, *doom* (DC 17), *protection from good*^D,

0—*detect magic*, *guidance*, *resistance*, *stabilize*

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

Str 16, **Dex** 18, **Con** 17, **Int** 11, **Wis** 18, **Cha** 10

Base Atk +9; **CMB** +12; **CMD** 24

Feats Channel Smite, Combat Casting, Command Undead, Greater Spell Focus (necromancy), Improved Channel, Spell Focus (necromancy), Weapon Focus (greatsword)

Skills Heal +17, Knowledge (religion) +13, Perception +14, Ride +9, Spellcraft +11

Languages Common, Infernal

SQ fast movement

Combat Gear +5 *polar bear hide armor*, +3 *greatsword of speed*, 4 vials of oil, an unholy symbol of Orcus, a prayer book, black robe emblazoned with the symbol of Orcus.

Description Loufein is a grunt that has worked his way through the ranks to earn the title as a Dog of Orcus. His receding hairline and remaining, excessively curly hair give him a somewhat comical appearance that belies his true power.

BLOODY SKELETAL DIRE TIGERS (3)

CR 7

XP 3,200

NE Large undead

Init +7; **Senses** darkvision 60ft.; **Perception** +0

AC 22, touch 14, flat-footed 19 (+3 Dex, +2 deflection, +8 natural, -1 size)

hp 150 each (14d8+56)

Fort +8, **Ref** +8, **Will** +13

Defensive Abilities channel resistance +4, fast healing 7; **DR** 5/bludgeoning; **Immune** cold, undead traits

Speed 40 ft.

Melee 2 claws +20 (2d4+10), bite +20 (2d6+10)

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

Str 27, **Dex** 17, **Con** —, **Int** —, **Wis** 10, **Cha** 14

Base Atk +10; **CMB** +19 (+23 grapple); **CMD** 33 (37 vs. trip)

Feats Improved Initiative^B, Strength of the Grave^B

SQ deathless

Deathless (Su) A bloody skeleton is destroyed when reduced to 0 hit points, but it returns to unlife 1 hour later at 1 hit point, allowing its fast healing thereafter to resume healing it. A bloody skeleton can be permanently destroyed if it is destroyed by positive energy, if it is reduced to 0 hit points in the area of a *bless* or *hallow* spell, or if its remains are sprinkled with a vial of holy water.

Area J13: Bones of Contention (CR 17)

Three pits filled to the brim with bleached bones take up much of the room. A thin mist emanates from the pits and rolls along the floor until it dissipates upon entering the halls leading out of the room. Four stone pillars decorated with thousands of human skulls support the chamber's roof. If any living creatures approach, the animated skulls chatter their teeth loudly in unison until the entire chamber is filled with their rattling noise. The skulls are harmless and immobile, but they do bite anyone foolish enough to climb or touch them (1d2 points of damage).

Frescos incorporating bone fragments and teeth cover the walls and barrel-vaulted ceiling. The scenes depict skeletal armies climbing

from their graves and marching on towns and cities. The scene is quite bloody, showing the undead army ravaging the land and slaying all in their path.

The two 10-foot-deep square pits are filled with bones and dust fragments. Within each pit are 4 **ettin skeletons** that attempt to grab passing creatures and drag them into the bone pile. The ettin skeletons are completely concealed if they stand motionless. They grapple creatures thrown into the pit and batter them with bone greatclubs (2d6+8 points of damage). Creatures flung into the pit are considered prone, do not gain attacks of opportunity and are able to be grappled by all four ettins (Grapple +14).

Under the bones in the center circular pit is **Gunnvor**, a **fire giant skeletal warrior**. Gunnvor once commanded Akruel's undying army and now guards the Nether Sepulcher's lower entrance. Akruel holds the circlet that controls the skeletal warrior. The fire giant erupts out of the pit in an explosion of bones when he detects intruders in the room. He likes to use his Awesome Blow feat to hurl opponents into the ettin pits.

SKELETAL ETTINS (8)

CR 5

XP 1,600

NE Large undead (humanoid, giant)

Init +4; **Senses** darkvision 60ft.; **Perception** +0

AC 21, touch 11, flat-footed 21; (+2 armor, +2 deflection, +10 natural, -1 size)

hp 85 each (10d8+20)

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

Speed 40 ft.

Melee 2 bone clubs +14/+14 (2d6+8)

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

Str 23, **Dex** 10, **Con** —, **Int** —, **Wis** 10, **Cha** 10

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

Feats Improved Initiative^B, Strength of the Grave^B

GUNNVOR, FIRE GIANT SKELETAL WARRIOR

CR 16

XP 76,800

LE Large undead (fire, giant)

Male skeletal warrior, fighter 5

Init -1; **Senses** darkvision 60ft., low-light vision; **Perception** +21

Aura fear

AC 27, touch 10, flat-footed 25 (+9 armor, +2 deflection, -1 Dex, +8 natural, -1 size)

hp 207 (15d8 + 45 plus 5d10 + 15)

Fort +17, **Ref** +9, **Will** +13

Defensive Abilities bravery +1, rock catching; **DR** 10/bludgeoning and magic; **Immune** cold, command/turn undead, fire, undead traits; **SR** 35

Speed 40 ft. (30 ft. in armor)

Melee greatsword +34/+29/+24 (3d6+24/ 17-20) or 2 slams +30 (1d8+14)

Ranged rock +18 (1d8+17 plus 1d6 fire)

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

Special Attacks heated rock, rock throwing (120 ft.)

Str 35, **Dex** 9, **Con** —, **Int** 10, **Wis** 16, **Cha** 16

Base Atk +16; **CMB** +29; **CMD** 38

Feats Awesome Blow, Cleave, Critical Focus, Great Cleave, Improved Critical (greatsword), Improved Overrun, Improved Sunder, Martial Weapon Proficiency (greatsword), Power Attack, Strength of the Grave^B, Weapon Focus (greatsword), Weapons Specialization (greatsword)

Skills Climb +16, Craft (weapon smith) +13, Intimidate +27, Sense Motive +9, Perception +21; **Racial Bonus** +8 Intimidate, +6 Sense Motive, +6 Perception

Languages Common, Giant

The Skeleton Warrior's Circlet

The transformation into a skeleton warrior traps the character's soul in a golden circlet. Anyone possessing one of these circlets may exude control over the skeleton warrior (whose soul is trapped therein).

In order to establish or maintain control, the controller must be within 300 feet of the skeleton warrior and must wear the circlet on his head and spend one full round concentrating on the skeleton warrior. If the controller is interrupted during this time, he must succeed on a DC 20 Concentration check to establish control. If the check fails, the controller can try again. While wearing the circlet, the controller cannot wear any other item on his head. Doing so causes the circlet to cease functioning until the other headgear is removed. (A skeleton warrior can still detect the location of its circlet even if the controller wears something on his head to nullify the circlet's powers.)

While wearing the circlet and within 300 feet of the skeleton warrior, the controller can see through the skeleton warrior's eyes and force it to act (attack, search, and so forth). This is called "active" mode. While the skeleton warrior is in active mode, the controller himself cannot take any action other than a 5-foot step.

Alternately, the controller can place the skeleton warrior in "passive" mode. In this mode, the skeleton warrior stands motionless and inert. The controller cannot see through the skeleton warrior's eyes but he himself is free to act. If the controller moves more than 300 feet away from the skeleton warrior or if the circlet is removed from the controller's head, the skeleton warrior automatically enters passive mode.

The controller can switch the skeleton warrior between active and passive mode as a free action. Should the controller ever lose the circlet (through accident, theft, or simply by discarding it), the skeleton warrior instantly stops what it is doing and moves as quickly as possible toward the former controller and attempts to destroy him (or her). If a skeleton warrior ever gains control of the circlet that contains its soul, it places the circlet on its head and "dies," vanishing in a flash of light. The circlet falls to the ground and crumbles to dust.

SQ armor training 1, weapons training 1(heavy blades)

Heated Rock (Su) Fire giants transfer the heat of their bodies to rocks as part of an attack action when they throw rocks. A heated rock deals 1d6 points of additional fire damage on a hit.

Combat Gear +2 cold iron huge greatsword nine lives stealer (7 uses left), large gold dragonhide full platmail, crown of blasting (major),

Fear Aura (Su) Gunnvor is shrouded in an aura of fear. Creatures with less than 5 HD and in a 30-foot radius must succeed on a DC 22 Will save or be affected as though by *fear* cast by a sorcerer of the skeleton warrior's level.

Find Target (Sp) Gunnvor can track and find the possessor of its circlet unerringly, as though guided by *discern location*. Using this ability, he can also find the last person to possess its circlet.

Turning Immunity (Ex) Gunnvor cannot be turned or controlled by clerics of any level or alignment.

Area K: Nether Sepulcher

Alternating rows of gray stone blocks and massive boulders carved to resemble skulls make up this enormous pyramid. Peeling white paint makes the skulls appear to be rotting. The grinning skulls face outward, *continual flames* burning brightly in each 10-foot-diameter eye socket. Broad steps ascend the 45-degree sides to an upper entrance (DC 10 Climb check to move or an Acrobatics check for each round of combat). The steps narrow as they ascend.

Two entrances into the pyramid sit halfway up the harrowing vertical steps, which continue on to a dais where a worn and cracked basalt altar awaits. Grooves in the altar collect blood and feed it into holes that lead into the pyramid's interior.

Nether Sepulcher Wandering Monsters

Roll 1d20 every two hours PCs spend inside the Nether Sepulcher.

- 1 **Akruel Rathamon:** CR 22; hp 285. See Area K23.
- 2 **Rayne D'Anzeray:** CR 19; hp 132. See Area K7.
- 3 **Elizara, High Priestess of Orcus, Female Human Clr15:** CR 14; hp 133. See Area K7.
- 4 **Dread Wraith (2):** CR 11; hp 226.
- 5-7 **Knobloch, Male Half-Orc, Bbn11/Clr4:** CR 14; hp 198. See Area K13.
- 8-9 **High priests of Orcus (1d4):** CR 10; hp 89 each. See Area J12.
- 10 **Sub-priest of Orcus, Human Clr5 (1d6):** CR 5; hp 50 each. See Area K5.
- 11-12 **Chá Ookna, ogre mage/vampire:** CR 12; hp 102. See Area K19.
- 13 **Vampire Spawn (1d8):** CR 4; hp 48 each.
- 14-20 No encounter

DREAD WRAITH

CR 11

Pathfinder Roleplaying Game Bestiary, "wraith"

XP 12,800

LE Large undead (incorporeal)

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

Aura unnatural aura (30 ft.)

AC 26 touch 26, flat-footed 16 (+7 deflection, +9 Dex, +1 Dodge, -1 Size)

hp 226 hp (16d8+144)

Fort +14, **Ref** +16, **Will** +16

Defensive Abilities channel resistance +2, incorporeal

Immune undead traits

Weakness sunlight powerlessness

Speed fly 60 ft.(good)

Melee incorporeal touch +22 (2d6 negative energy plus 1d6 Con drain)

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

Special Attacks create spawn

Str —, **Dex** 28, **Con** —, **Int** 17, **Wis** 18, **Cha** 24

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

Feats Improved Natural Attack (incorporeal touch), Blind-fight, Combat Reflexes, Improved Initiative, Dodge, Mobility, Spring Attack, Step Up, Strength of the Grave^B

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

Languages Common, Giant, Infernal

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

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

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

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

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

VAMPIRE SPAWN

Pathfinder Roleplaying Game Bestiary, “vampire”

XP 1,200

LE Medium undead

Init +1; **Senses** darkvision 60 ft.; **Perception** +11

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

hp 48 (4d8+24); fast healing 2

Fort +7, **Ref** +6, **Will** +9

Defensive Abilities channel resistance +2; **DR** 5/silver; **Immune** undead traits; **Resist** cold 10, electricity 10

Weaknesses resurrection vulnerability, vampire weaknesses

Speed 30 ft.

Melee slam +8 (1d4+5 plus energy drain)

Special Attacks blood drain, dominate (DC 14), energy drain (1 level, DC 14)

Str 12, **Dex** 12, **Con** —, **Int** 11, **Wis** 13, **Cha** 15

Base Atk +3; **CMB** +4; **CMD** 15

Feats Blind-Fight, Skill Focus (Perception), Strength of the Grave^B

Skills Intimidate +9, Knowledge (religion) +7, Perception +11, Stealth +16; **Racial Modifier** +8 Stealth

Languages Common

SQ gaseous form, shadowless, spider climb

Blood Drain (Su): A vampire spawn can suck blood from a grappled opponent; if the vampire spawn establishes or maintains a pin, it drains blood, dealing 1d4 points of Constitution damage. The vampire spawn heals 5 hit points or gains 5 temporary hit points for 1 hour (up to a maximum number of temporary hit points equal to its full normal hit points) each round it drains blood.

Dominate (Su): A vampire spawn can crush a humanoid opponent's will as a standard action. Anyone the vampire spawn targets must succeed on a Will save (DC 14) or fall instantly under the vampire spawn's influence, as though by a *dominate person* spell (caster level 12th). The ability has a range of 30 feet. At the GM's discretion, some vampire spawns might be able to affect different creature types with this power.

Energy Drain (Su): A creature hit by a vampire spawn's slam (or other natural weapon) gains one negative level. This ability only triggers once per round, regardless of the number of attacks a vampire spawn makes.

Fast Healing (Su): A vampire spawn also gains fast healing 2. If reduced to 0 hit points in combat, a vampire spawn assumes gaseous form (see below) and attempts to escape. It must reach its coffin home within 2 hours or be utterly destroyed. (It can normally travel up to 9 miles in 2 hours.) Additional damage dealt to a vampire spawn forced into gaseous form has no effect. Once at rest, the vampire is helpless. It regains 1 hit point after 1 hour, then is no longer helpless and resumes healing at the rate of 2 hit points per round.

Gaseous Form (Su): As a standard action, a vampire spawn can assume *gaseous form* at will (caster level 5th), but it can remain gaseous indefinitely and has a fly speed of 20 feet with perfect maneuverability.

Resurrection Vulnerability (Su): A *raise dead* or similar spell cast on a vampire spawn destroys it (Will negates). Using the spell in this way does not require a material component.

Shadowless (Ex): A vampire spawn casts no shadows and shows no reflection in a mirror.

Spider Climb (Ex): A vampire spawn can climb sheer surfaces as though under the effects of a *spider climb* spell.

CR 4

Area K1: Solemn Guards (CR 11)

Two heavily armored **flesh golems** made from fire giant corpses stand at the base of the stairs. Both wear heavy spiked gauntlets that deal an extra 1d8 points of piercing damage. The golems attack anyone not openly bearing an unholy symbol of Orcus.

HUGE FLESH GOLEM (FIRE GIANT)

CR 9

XP 6,400

N Huge construct

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

AC 32, touch 7, flat-footed 32; (+9 armor, –1 Dex, +16 natural, –2 size)

hp 210 each (18d10+30)

Fort +6, **Ref** +5, **Will** +6

DR 5/adamantine; **Immune** construct traits, fire, magic

Speed 30 ft.

Melee 2 slams +25 (4d8+9)

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

Special Attacks berserk

Str 28, **Dex** 9, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +18; **CMB** +29; **CMD** 38

Combat Gear full plate armor, spiked gauntlets

Berserk (Ex) When a flesh golem enters combat, there is a cumulative 1% chance each round that its elemental spirit breaks free and the golem goes berserk. The uncontrolled golem goes on a rampage, attacking the nearest living creature or smashing some object smaller than itself if no creature is within reach, then moving on to spread more destruction. The golem's creator, if within 60 feet, can try to regain control by speaking firmly and persuasively to the golem, which requires a DC 19 Charisma check. It takes 1 minute of inactivity by the golem to reset the golem's berserk chance to 0%.

Immunity to Magic (Ex) A flesh golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

- A magical attack that deals cold damage slows a flesh golem (as the *slow* spell) for 2d6 rounds (no save).

- A magical attack that deals electricity damage breaks any *slow* effect on the golem and heals 1 point of damage for every 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. A flesh golem gets no saving throw against attacks that deal electricity damage.

Area K2: Sentinels of Undeath (CR 14)

Horrific demon statues line the four corners of each ledge of the Nether Sepulcher. The top three rows of statues are actually **12 vampiric gargoyles**. These guards watch the skies and the surrounding area, and leap to attack anyone flying toward the temple. If battle begins below them on the stairs, they wait a few rounds for the flesh golems (Area K1) to soften up intruders before entering the fight.

GARGOYLES (12)

CR 4

XP 1,200

CE Medium monstrous humanoid (earth)

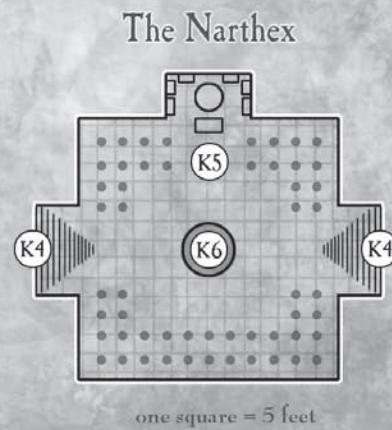
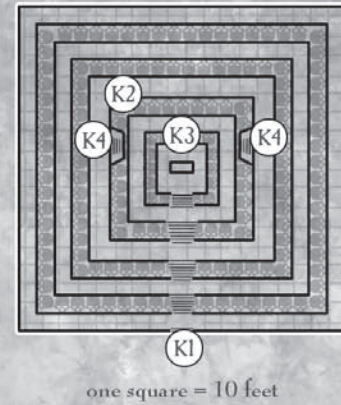
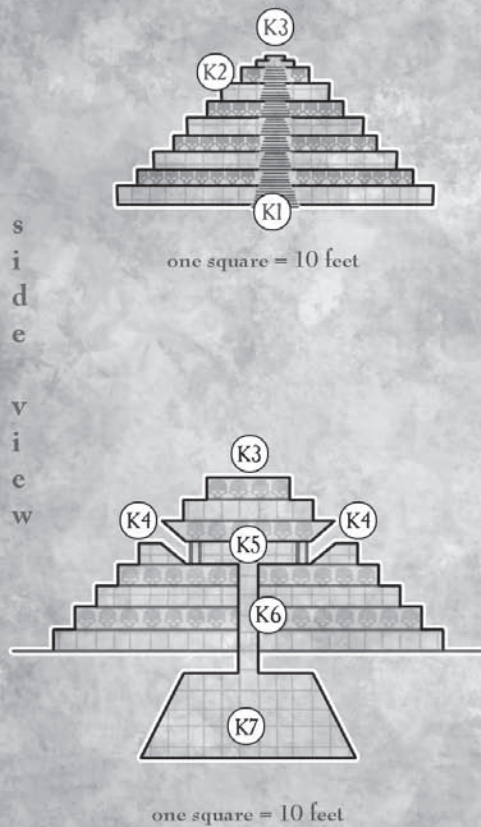
Init +6; **Senses** darkvision 60 ft.; **Perception** +5

AC 16, touch 12, flat-footed 14 (+2 Dex, +4 natural)

hp 42 each (5d10+15)



Nether Sepulcher



Fort +4, **Ref** +6, **Will** +4

R 10/magi

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

Melee 2 claws +7 (1d6+2), bite +7 (1d4+2), gore +7 (1d4+2)

Str 15, **Dex** 14, **Con** 16, **Int** 6, **Wis** 11, **Cha** 7

Base Atk +5; **CMB** +7; **CMD** 19

Feats Hover, Improved Initiative, Skill Focus (Fly)

Skills Fly +12, Perception +15, Stealth +11 (+17 in stony areas);

Racial Modifiers +2 Stealth (+6 in stony environs)

Languages Common, Terran

SQ freeze

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

Area K3: Apex of Oblivion (CR 22)

Vile sacrifices are made atop the temple. Dried and congealing blood cakes the pyramid's stairs and upper levels. Smoldering braziers atop the temple surround a worn basalt altar. The jade braziers (250 gp each) burn repugnant incense made from bone and cartilage. Orcus' followers perform nightly sacrifices to honor the demon prince.

Living creatures standing on the apex risk being struck by the *black storm* looming overhead (1 in 6 chance each minute of a bolt of *enervation* striking a victim every round).

Akruel Rathamon (Area K23) is often found here, directing his armies and overseeing bloody sacrifices. He deals with intruders who come to his attention, but otherwise stays focused on his horrid tasks. If PCs try to face him directly, he brings his full power to bear on them, especially if they openly wield the *Scepter of Faiths*.

Area K4: The Entrance

A landing descends steeply into the temple's interior via 20-foot-wide steps. The stairs go down 50 feet into the narthex (Area K5). Warm, slightly smoky air bellows up the stairs.

Area K5: The Narthex (CR 11)

A double colonnade rings this room. The carved columns resemble gaunt humans bearing expressions of anguish as they support the ceiling. The smell of freshly disturbed earth lingers in the chamber and smoke wafts through the air. A thin layer of fresh dirt mixed with ash covers the floor.

A round pit dominates the center of the room. Concentric rings of stone inside the pit serve as adequate handholds leading into the temple's depths (DC 10 Climb check). An altar of black jade (5,000 gp, but weighing 900 pounds) sits in a large recess. A large statue of Orcus can barely be made out through the darkness. The statue's hands hold a skull-topped wand horizontally over the altar. Above the altar, a lit *candle of invocation* (CE) hangs from a chain in a glass-faceted iron lantern. Small bowls, flasks and vessels line small alcoves beside the statue. Six flasks contain applications of *unguent of timelessness* that are used to preserve bodies.

Several smaller chests surround the statue's base. These contain miscellaneous embalming tools such as metal hooks, jars of preserving agents, scalpels, casks of natron and rolls of linen. One of the chests contains 3 *shrouds of gentle repose* (as the spell with a permanent duration as long as the shroud remains on the corpse). Tending the upper chamber are **8 priests of Orcus** who "greet" intruders. These priests are so fanatical that if combat goes against them, they leap to their deaths down the pit to warn those in Area K7. They begin combat with a barrage of *hold* and *silence* spells against fighters and spellcasters.

SUB-PRIESTS (8)

XP 1,200

Male and female human cleric 5

CE Medium humanoid (human)

Init +1; **Perception** +5

Aura Evil

AC 23, touch 12, flat-footed 22 (+9 armor, +1 deflection, +1 Dex, +2 shield)

hp 40 (5d8+10)

Fort +7; **Ref** +3; **Will** +8

Spd 30 ft.

Melee masterwork mace +4 (1d8+1)

Special Attacks channel negative energy (5d6, DC 17), spontaneous casting (inflict spells)

Domain Spell-like Abilities (CL5th):

6/day—bleeding touch, touch of evil 2/rounds

3rd—*animate dead*^P, *contagion* (DC 16), *searing light*

2nd—*death knell*^P, *hold person* (DC 15), *silence*, *sound burst*

1st—*hide from undead*, *magic weapon*, *protection from good*^P, *shield of faith*, *sanctuary*

0—*detect magic*, *guidance*, *light*, *read magic*

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

Str 12, **Dex** 12, **Con** 14, **Int** 10, **Wis** 16, **Cha** 16

Base Atk +3; **CMB** +4; **CMD** 15

Feats Channel Smite, Combat Casting, Improved Channel, Command Undead

Skills Knowledge (history) +8, Knowledge (religion) +8,

Perception +5, Spellcraft +6

Languages Abyssal, Common

Combat Gear masterwork full plate, heavy steel shield, masterwork mace, *ring of protection* +1, *cloak of protection* +1, *phylactery of negative channeling* (as *phylactery of positive channeling*), unholy symbol of Orcus, prayer book, and fine black robe emblazoned with Orcus' symbol, and 55 gp.

Description These priests were selected from all parts of the land to serve in the Nether Sepulcher.

Area K6: The Fall into Abaddon (CR 12)

This 20-foot-diameter pit descends into the Nether Sepulcher's heart. Stone handholds in the pit make it is easy to climb (DC 10 Climb check). Harmless creosote and tar cover the walls and ledges. The pit drops 90 feet to the floor of Area K7, where a statue of Orcus stands, encircled by a pool of flame. Guarding the pit's midpoint are **4 greater shadows**. The shadows take great pleasure in draining strength from PCs climbing down the shaft.

SHADOWS, GREATER (4)

CR 8

Pathfinder Roleplaying Game Bestiary, "shadow, greater"

XP 4,800

CE Medium undead (incorporeal)

Init +5; **Senses** darkvision 60 ft.; **Perception** +13

AC 20, touch 20, flat-footed 14 (+4 deflection, +5 Dex, +1 dodge)

hp 100 each (9d8+54)

Fort +9, **Ref** +12, **Will** +11

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

Speed fly 40 ft. (good)

Melee incorporeal touch +14 (1d8 Strength)

Special Attacks create spawn (as per shadow), strength damage

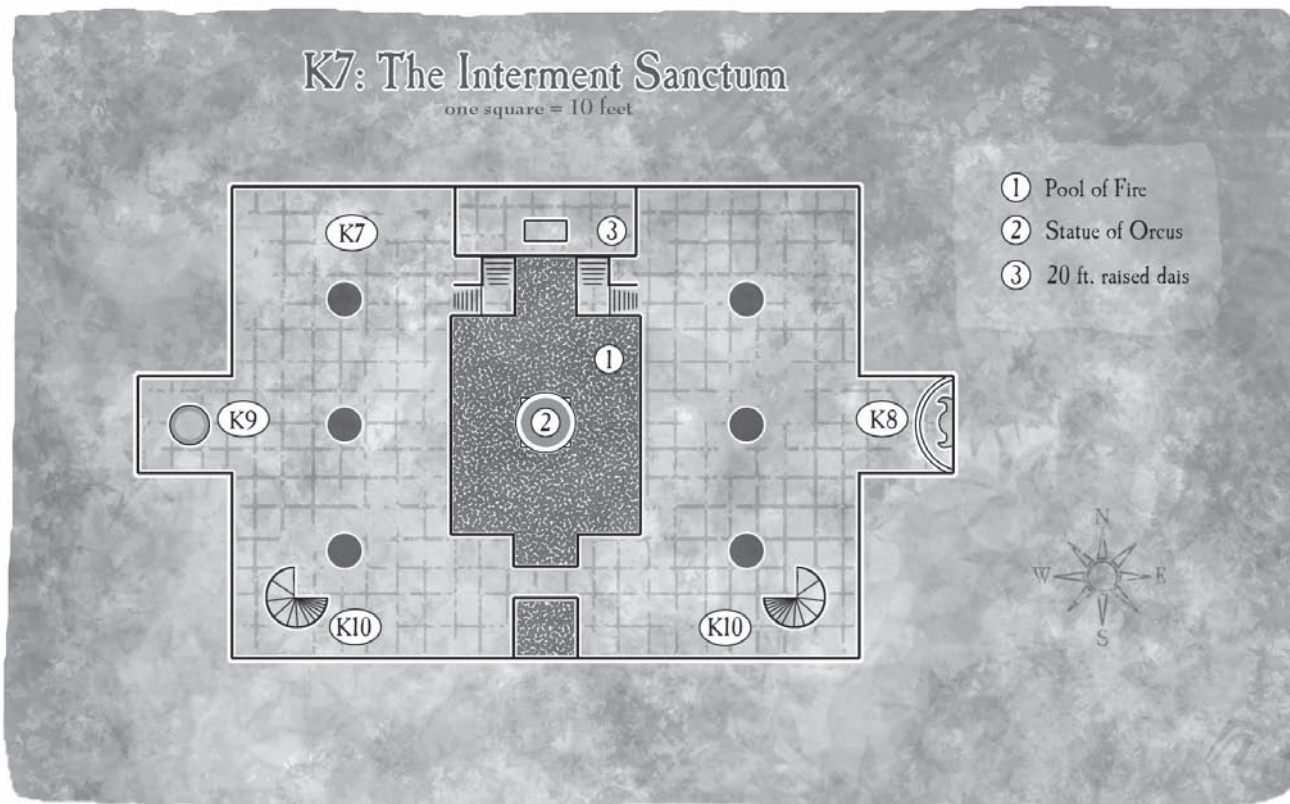
Str —, **Dex** 20, **Con** —, **Int** 6, **Wis** 12, **Cha** 15

Base Atk +6; **CMB** +11; **CMD** 24

Feats Dodge, Flyby Attack, Mobility, Skill Focus (Perception, Stealth), Strength of the Grave^B

Skills Fly +15, Perception +13, Stealth +20 (+24 in dim light, +16 in bright light); **Racial Modifiers** +4 Stealth in dim light (–4 in bright light)

Strength Damage (Su): A greater shadow's touch deals 1d8 points of Strength damage to a living creature. This is a negative energy effect. A creature dies if this Strength damage equals or exceeds its actual Strength score.



Area K7: The Interment Sanctum (CR 22)

This trapezoidal room is the Nether Sepulcher's central worship chamber. The Interment Sanctum is hot and dry, with an average temperature hovering near 100 degrees. A giant black statue of Orcus stands in a massive pool of liquid fire in the center of the room. Dozens of lanterns suspended from the ceiling by long chains hold candles that cast menacing shadows. Six massive columns support the ceiling, each pillar carved to resemble a stack of human-sized skulls. Chains and manacles dangle from each column.

The black polished floor reflects everything in the room, but warps the images. The mirror-like surface reflects living creatures as decayed walking corpses, while undead appear as they did in life. The floor has no other effects besides reminding the living of their mortality. Deep pulsating music reverberates through the room, although no source is apparent.

An altar composed of ancient tombstones sits on a balcony 20 feet above the fire pit. Stairs on either side ascend to the balcony. Nightly sacrifices take place on the altar, usually coinciding with rituals performed atop the pyramid. The sacrifices are then cast into the pool of fire. Standing beside each staircase is a **fire giant skeleton** wearing full plate armor and holding a greatsword.

The fire in the pit burns a 10-foot-deep pool of clear oil that is never consumed. Slowly dissolving skulls and bones line the bottom of the pool. If extinguished, a single fire source re-ignites the conflagration. Creatures falling into the pool suffer fire damage and damage from the boiling oil (see the *Pathfinder Roleplaying Game Core Rulebook*, Chapter 13, "Environment," *heat dangers*). Creatures climbing out of the pool remain on fire until extinguished. The oil can be bottled and removed, but its only remarkable property is that it is not consumed if used as a fuel source.

The 25-foot-tall statue of Orcus points its skull wand at the altar. A harmless cold aura radiates from the statue and is noticeable despite the heat. The statue is carved from a solid piece of black granite and is nearly indestructible (Hardness 15; hp 3,600). The statue generates a field of negative energy that imbues all undead with the benefits of an *unhallow* spell within the room with *dimensional anchor* tied to the area. Undead and followers of Orcus are not affected by the

dimensional anchor properties.

In the room are **Rayne D'Anzeray**, high priestess Elizara and 6 sub-priests of Orcus, and a **dread wraith**.

Rayne warily watches the Nether Sepulcher's front entrance and its upper levels. After preparing defensive spells, he and the dread wraith join any combat on the upper level (Area K5) or atop the pyramid (Area K3).

If not alerted, the dread wraith lurks around the room's edges, waiting to pick off lone intruders. If warned, it hides within a fire giant skeleton's armor and tries to surprise the skeleton's opponent.

The sub-priests perform various unholy ceremonies and occasionally sacrifice stubborn villagers to their undead lord.

The sanctum and its inhabitants are a deadly force. The GM should read through their tactics carefully and consider the party's level and power before combat occurs. The encounter can be adjusted by removing the dread wraith and by removing the high priestess or some of the sub-priests.

LARGE SKELETONS, FIRE GIANTS (2): CR 7; hp 150 each; see Area H2.

DREAD WRAITH CR 11: hp 213; See Nether Sepulcher Wandering Monsters.

SUB-PRIESTS OF ORCUS (6): CR 5; hp 50 each; see Area K5.

RAYNE D'ANZERAY, LICH

CR 19

XP 204,800

Male human mage (necromancer) 18

NE Medium humanoid (human)

Init +3; **Senses** darkvision 60ft.; **Perception** +20

Aura fear

AC 26, touch 13, flat-footed 18 (+8 armor, +3 Dex, +5 natural)

Hp 132 (18d8+72)

Fort +15; **Ref** +20; **Will** +25

Defensive Abilities channel resistance +4; **DR** 15/ bludgeoning and magic, rejuvenation; **Immune** cold, electricity, undead traits

Spd 30 ft.

ADVENTURE BACKGROUND

Melee negative energy touch +15 (1d8 +11 plus paralysis)

Necromantic Abilities (CL 18th):

10/day—grave touch

life sight—30 ft. (18 rounds/day)

Spells Prepared (CL 18th, touch +12)

9th—empowered maximized *enervation*, *time stop*, *wail of the banshee* (DC 28)

8th—*form of the dragon III*, *horrid wilting* (DC 27), maximized *cloud kill* (DC 26), quickened *greater invisibility*

7th—*ethereal jaunt*, *finger of death* (DC 26), *reverse gravity*, *spell turning*, *waves of exhaustion*

6th—*acid fog*, *greater dispel magic*, *chain enervation*, *circle of death* (DC 25), *disintegrate* (DC 23), silenced *teleport*

5th—*baleful polymorph* (DC 22), quickened *ray of enfeeblement* (DC 24), *shadow evocation* (DC 22), *summon monster V*, *wall of stone*, *waves of fatigue*

4th—*bestow curse* (DC 23), *black tentacles*, *contagion* (DC 23), *ice storm* (DC 22), *solid fog*, *stoneskin*

3rd—*displacement*, *fly*, *haste*, *non-detection*, *ray of exhaustion*, *sleet storm*, *vampiric touch*

2nd—*acid arrow*, *blindness* (DC 21), *ghoul touch* (DC 21), *levitate*, *mirror image*, *spectral hand*, *web* (DC 19)

1st—*disguise self*, *grease* (DC 19), *mage armor*, *ray of enfeeblement* (DC 20) (x2), *shield*, *true strike*

0—*detect magic*, *disrupt undead*, *stabilize*, *touch of fatigue*

Str 11, **Dex** 16, **Con** —, **Int** 24, **Wis** 16, **Cha** 15

Base Atk +9; **CMB** +9; **CMD** 22

Feats Combat Casting, Command Undead^B, Empower Spell, Greater Spell Focus (necromancy), Greater Spell Penetration, Improved Counter Spell, Iron Will, Lightning Reflexes, Maximize Spell, Quickened Spell, Scribe Scroll^B, Silent Spell, Spell Focus (conjuration), Spell Focus (necromancy), Spell Penetration, Strength of the Grave^B

Skills Appraise +28, Diplomacy +8, Fly +24, Knowledge (arcana) +28, Knowledge (dungeoneering) +28, Knowledge (history) +28, Knowledge (planes) +28, Knowledge (religion) +28, Linguistics +28, Perception +20, Sense Motive +20, Spellcraft +28, Stealth +8

Languages Abyssal, Draconic, Celestial, Common, Elven, Ignan, Infernal

Arcane School necromancy (opposition schools: evocation and enchantment)

Arcane Bond wand (*skull wand*)

SQ permanent *arcane sight* and *tongues*

Combat gear *skull wand of enervation* (CL18, DC 23), *arcane scroll* (*banishment*, *control undead*, *create greater undead* (CL 18), *ring of protection* +5, *ring of degeneration* (see the chapter on new spells and magic), *bracers of armor* +8, black robes.

Description The necromancer Rayne discovered Akruel's tomb and unleashed the evil upon the world. Akruel granted the spellcaster greater power, and Rayne quickly transformed himself into a lich to better serve his new master. Rayne still looks very much alive due to his recent transformation and the embalming skills of Orcus' priests. His true nature is difficult to detect (DC 30 Perception check). Rayne appears to be in his late 30s, and his youthful appearance belies the danger the seasoned wizard presents. Rayne's favorite tactic is to drain opponents with his maximized empowered *enervation* spells, bestowing 6 negative levels with a successful ranged touch attack

Fear Aura (Su) Creatures of less than 5 HD in a 60-foot radius that look at Rayne must succeed on a Will save or become frightened. Creatures with 5 HD or more must succeed at a DC 21 Will save or be shaken for a number of rounds equal to the lich's Hit Dice. A creature that successfully saves cannot be affected again by his aura for 24 hours. This is a mind-affecting fear effect.

Paralyzing Touch (Su) Any living creature Rayne hits with his touch attack must succeed on a DC 21 Fortitude save or be permanently paralyzed. *Remove paralysis* or any spell that can remove a curse can free the victim (see the *bestow curse* spell

description, with a DC 21). The effect cannot be dispelled. Anyone paralyzed seems dead, though a DC 20 Perception check or a DC 15 Heal check reveals that the victim is still alive.

ELIZARA, DOWAGER OF DEATH

CR 14

XP 38,400

Female human cleric 15

LE Medium humanoid

Init +2; **Senses** darkvision 60ft.; **Perception** +20

Aura Evil

AC 29, touch 12, flat-footed 29 (+17 armor, +1 Dex, +1 Dodge)

hp 133 (15d8+45)

Fort +12; **Ref** +9; **Will** +16

Spd 20 ft.

Melee +3 *rod of flailing* +13/+13/+8 (1d8+3 plus channel smite)

Special Attacks channel negative energy (8d6, 6/day, DC 22), spontaneous casting (inflict spells)

Domain Spell-like Abilities (CL15th):

Death's embrace

8/day—bleeding touch, touch of evil

2/day—scythe of evil (7 rounds)

Spells Prepared (CL 15th)

8th—*fire storm* (DC 23), *summon monster VIII*, *unholy aura*^D

7th—*blasphemy* (DC 22), *destruction*^D (DC 22), *repulsion* (DC 22)

6th—*blade barrier* (DC 21), *create undead*^D, *greater dispel magic*, *harm*

5th—*dispel good*^D, *flame strike* (DC 20), *plane shift*, *righteous might*, *spell resistance*, *summon monster V*, *wall of stone*

4th—*air walk*, *dismissal*, *divine power*, *freedom of movement*, *spell immunity*, *unholy blight*^D (DC 19)

3rd—*animate dead*^D, *blindness* (DC 18), *contagion* (DC 18), *invisibility purge*, *prayer*, *searing light*

2nd—*darkness*, *desecrate*, *death knell*^D (DC 17), *owls' wisdom*, *silence*, *sound burst* (DC 17)

1st—*bleed*, *bane* (DC 16), *cause fear*^D, *detect good*, *divine favor*, *doom* (DC 16), *summon monster I*

0—*bleed*, *guidance*, *resistance*, *virtue*

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

Str 10, **Dex** 14, **Con** 16, **Int** 15, **Wis** 21, **Cha** 17

Base Atk +11; **CMB** +11; **CMD** 23

Feats Alignment Channel, Channel Smite, Combat Casting, Command Undead, Dodge, Improved Channel, Iron Will, Lightning Reflexes, Weapon Focus (flail)

Skills Knowledge (history) +17, Knowledge (religion) +17,

Perception +20, Sense Motive +20, Spellcraft +17

Languages Abyssal, Common, Infernal

SQ permanent *darkvision*

Combat Gear +3 *full plate*, +3 *heavy steel shield*, *rod of flailing*, unholy symbol of Orcus, black robes, bone and silver tiara (275 gp), 10 silver rings with various gems (50 gp each), 8 miscellaneous body piercings (silver rings) with connecting silver chains (150 gp total)

Description Elizara is the ranking high priestess of Orcus and oversees many of the ceremonies at the Nether Sepulcher. The aging woman is a dangerous foe, but often limps and feigns infirmity to draw foes closer. She wears her graying hair cropped short, and a horrific scar mars the left side of her face. She sharpens her teeth to points and paints her face to resemble a corpse.

Area K8: The East Transept: Ichors of Orcus

This room's back wall bears a carved stone humanoid skull with long ram horns curving from its forehead. A long stone tongue extends out of the skull's toothy maw and points toward the floor.

Thick olive ooze drips down the tongue and into a five-foot stone basin carved into the floor. The unidentifiable substance bubbles unctuously, and greenish fumes rise from the bowl. The disgusting slime swirls as if disturbed from below.

The sludge is aptly named the Ichors of Orcus. The mucus appears from the statue's mouth although no discernible font can be found. Destroying the effigy (Hardness 10; hp 360) is the only way to stop the sludge from oozing out.

The slime has several properties while within the transept. Any contact with living flesh immediately inflicts a hideous plague unless the creature makes a DC 25 Fortitude save. Any creature that fails the save slowly becomes a ghoul (under 4 HD) or a ghastr (4 HD or above) over 4 hours. Only a DC 30 Heal check followed by a *miracle* or *wish* can cure the affliction. Consuming the substance immediately inflicts the deadly curse (no save). The victim retains its abilities and switches to a Chaotic Evil alignment. The transformation starts at the point of contact and spreads across the victim's body. The affliction deals one-quarter of the victim's total hit points every hour until death. The corpse returns as an undead in 1d4 rounds. The high priests say the viscous fluid originates from Orcus' blood and bile.

Submerged and hidden in the Ichors of Orcus is a +4 *holy heavy mace* that has resisted the putrid bile. The sludge itself detects as magic and overpowering evil, overshadowing the mace's powers.

Area K9: The West Transept: Chamber of the Heart (CR 13)

An engorged, three-foot-diameter black stone heart hovers above a basin of inky charcoal-colored liquid. Ebon fleshy veins pulse over the *Frore Heart* with an unseen heartbeat, and oily black juices seep from

jagged wounds and drip into the font below. Each droplet reverberates like a pulse in the silent room when it strikes the pool. A numbing coldness grips the heart of living creatures that approach the massive black heart. Guarding the heart at all times are **2 dread wraiths**.

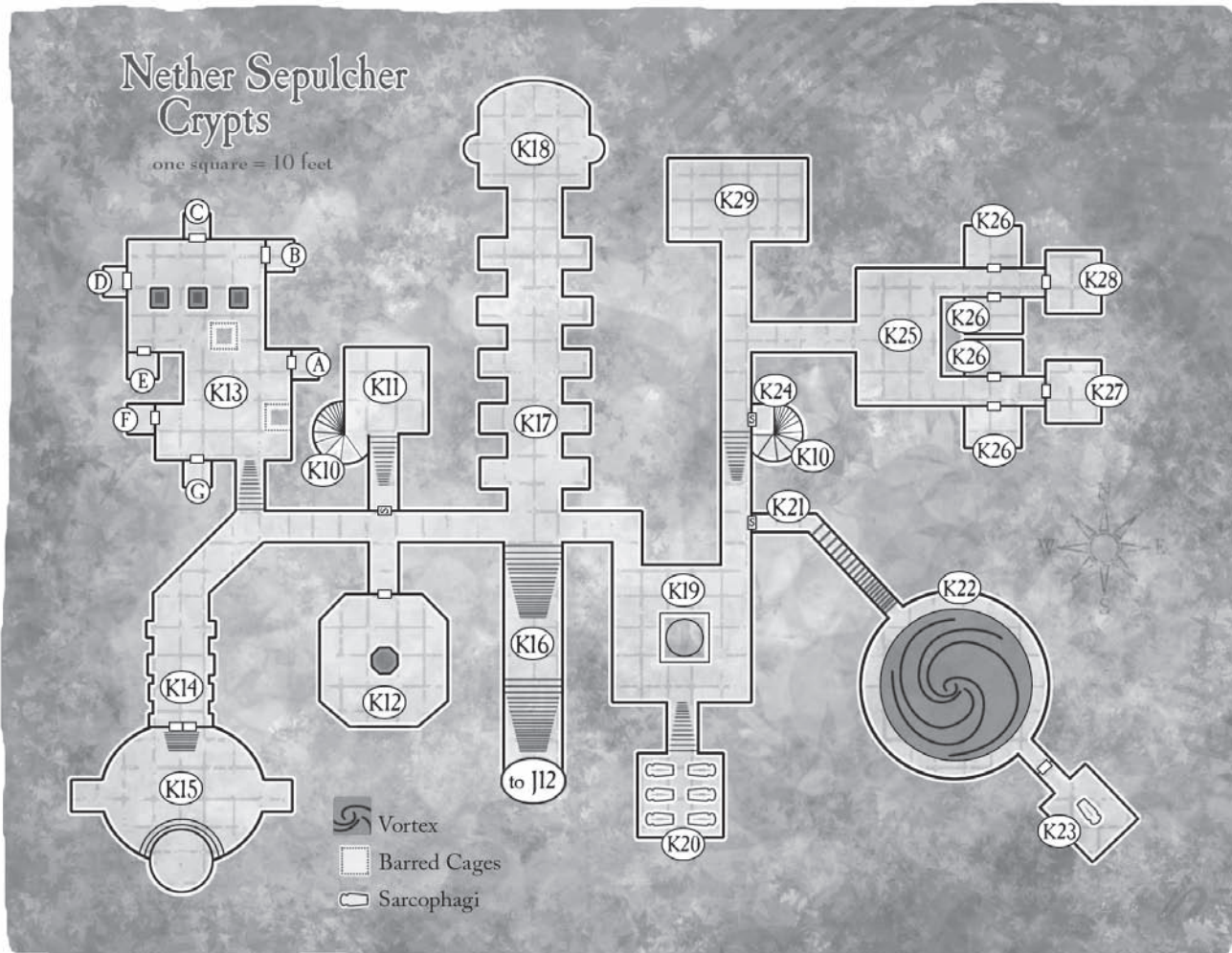
The coldness deals 1d4 points of negative energy damage each round to living creatures within 50 feet of the heart. PCs feel the chill once they cross through the columns on the west side of the room. This damage can only be healed by magical means. Undead within the area heal 4 points of damage every round they spend in the presence of the *Frore Heart* (see the chapter on new spells and magic).

The oil seeping from the heart is negative energy in its purest liquid form and bestows one negative level if touched. Immersion in the oil completely depletes a creature's life force, permanently snuffing out their existence. The oil and the negative energy dissipate in 1d4 hours.

The *Scepter of Faiths* is the only mortal magic that can destroy the *Frore Heart*. The scepter must be impaled in the heart, and the act destroys both artifacts. The heart has AC 25 in regard to the *Scepter of Faiths* only. If the scepter pierces the heart, both detonate in a white flash of energy that deals 15d10 points of negative energy damage, but at the same time heals 15d10 points of positive energy damage in a 100-foot-radius burst. There is no save, and the energy penetrates all barriers, including natural barriers, force effects and antimagic fields.

Since the *Frore Heart* contains his soul, **Akruel Rathamon** (Area K23) arrives immediately if the organ is disturbed. He fights to destroy the intruders or drive them from the chamber. If the *Frore Heart* is destroyed, Akruel Rathamon is instantly and irrevocably slain.

DREAD WRAITH: CR 11; hp 170. See Nether Sepulcher Wandering Monsters.



Stopping Akruel

PCs should by this point have a good idea that stopping Akruel isn't as simple as attacking him with the *Scepter of Faiths*. If they try, the scepter itself can tell them that Shah Rasalt tried – and failed – to stop the death-priest in this same manner already. The scepter knows something else is powering the death-priest.

If PCs still fail to connect this external power source with the *Frore Heart*, numerous places exist within the temple complex that could guide them, including the many murals on the walls, and some of the “holdovers” from the past such as Essan Aziza (Area K11) who can share whispered rumors Shah Rasalt dismissed in the original push against Akruel.

Area K10: Descent into Unrest

These dual spiraling staircases descend into the dungeon levels beneath the Narthex. The steps are wide and pass through 60 feet of stone. The west stair descends to Area K11, while the east stair opens onto a secret door at Area K24.

Area K11: The Canon of Muir

The acolytes and undead avoid this rarely used chamber. A dusty and painted statue of a man in heavy plate armor stands motionless in a battle stance. His heavy mace is drawn back to strike and his shield is raised high to guard against a nonexistent foe. **Essan Aziza, the Canon of Muir** (LG human male Pal5/Clr8) has been held by a *temporal stasis* spell (CL 18) since Al-Sifon's fall during the War of Divine Discord. His comrades lost track of him during the chaos and he was presumed dead. Thick dust and grime coat his form, making it difficult to discern his features. His body is soft to the touch, as if made of sooty clay. He can easily be cleaned with minimal effort. Note that he is invisible to undead unless they make a DC 14 Will save.

If freed, he continues fighting, not knowing that centuries have passed. Essan still has these cleric spells in use with their duration suspended by the *temporal stasis*: *hide from undead*, *protection from evil* and *eagle's splendor*. Essan fights to the death unless convinced of what happened to him (DC 30 Diplomacy check). Essan speaks an ancient form of Common, making it difficult to subdue or communicate. Essan is saddened to learn the fate of his family but wishes to continue his quest to end Akruel Rathamon's reign. He believes it is his destiny for him to take part and witness Akruel's destruction.

ESSAN AZIZA, THE CANON OF MUIR

LG HUMAN MALE PAL5

XP 25,600

Male cleric 8, paladin 5

LG Medium humanoid (human)

Init +0; Perception +10

Aura courage, good

CLR8

AC 26, touch 10, flat-footed 26 (+16 armor)

hp 66 currently, 111 total (8d8+16 plus 5d10+10)

Fort +15; Ref +8; Will +15

Spd 20 ft.

Melee +21/+16/+11 *axiomatic mace* +3 (1d8+9/19-20 plus 2d6 vs. chaotic)

Special Attacks channel positive energy (4d6, 6/day, DC 19), smite evil 2/day, spontaneous casting (cure spells)

Domain Spell-like Abilities (CL8th):

6/day—touch of good, touch of law

1/day—holy lance, staff of order (4rounds)

Spells Prepared (CL 8th)

4th—*order's wrath*^P (DC 17), *divine power**(expired), *holy smite** (DC 17)

3rd—*magic circle against evil*^P, *invisibility purge*, *prayer*, *searing light* x2

2nd—*aid*, *align weapon*^P, *eagle's splendor**, *owl's wisdom*, *shield other*

1st—*bless**(expired), *protection from evil*^P*, *divine favor**

(expired), *hide from undead**, *sanctuary*, *shield of faith*, *summon monster* I

0—*create water*, *guidance**, *light*, *virtue*

* Already cast and/or continues to take effect once freed.

D domain spells; Domains Good, Law

Str 18 (22), Dex 10, Con 15, Int 9, Wis 17, Cha 16

Base Atk +11; CMB +15; CMD 25

Feats Alignment Channel, Channel Smite, Combat Reflexes, Improved Channel, Improved Critical, Lightning Reflexes, Vital Strike, Weapon Focus (mace)

Skills Heal +15, Knowledge (religion) +6, Perception +10, Sense Motive +15

Languages Common

SQ aura of courage, detect evil, divine bond (weapon), divine grace, divine health, lay on hands

Combat Gear *belt of giant strength* +4, *axiomatic mace* +3, *full plate* +3 of greater energy resistance (cold), *heavy steel shield*

+2, holy symbol of Arden. **Non-combat gear:** a missive from the Shield Basilica of Muir asking him to become the Shield's commanding officer upon his return from the war's frontlines. (PCs could help make this happen if they introduce Jemichar to Shield Minion Vars Strine in *Splinters of Faith 7: The Heir of Sin*.)

Area K12: Vault of Penance (CR 14)

A locked iron door seals this room. The room beyond contains an obelisk of hardened coal (Hardness 5; hp 300). Grotesque black runes are scrawled over the walls and floor, written by followers of Orcus driven insane by the Dead Lord's dictums. A pulsing drone is barely audible from within the obelisk (DC 19 Perception check).

The pillar of coal is enchanted with a powerful variant of an *antipathy* spell that affects all living creatures in the room (DC 26 Will save to resist). The pillar radiates evil and magic (Divination). The pillar deals 1 point of Constitution damage per hour of continuous exposure to any living creature that remains in the room (no save) as it absorbs life essence.

The obelisk is a divine focus for communing with Orcus. The demon prince immediately responds to anyone soliciting his aid through the coal pillar. If the solicitation is unwelcome or undesired, Orcus toys with inquiring individuals in a whispering voice. When his amusement and intrigue end, the runes on the obelisk shift to display a *symbol of death* (DC 33 Fort save) and *gates* a **nalfeshnee** into the room. The nalfeshnee is prepared for combat as it enters through the portal. It does not pursue PCs beyond the room and returns to its home plane after 10 rounds. Only the most powerful priests of Orcus and sentient undead can use the obelisk without fear.

IRON DOOR: 2 in. thick; Hardness 10; hp 60; Disable Device (DC 20); Break (DC 28).

NALFESHNEE CR 14

XP 38,400

hp 223 (*Pathfinder Roleplaying Game Bestiary*, “demon, nalfeshnee”)

Area K13: The Grievous Bastille (CR 15)

Weak moans of pain and sobs of misery rise up these stairs. The chamber below depicts evil at its worst. Scalpels, serrated blades, hooked clasps and dissection equipment hang on the walls. Cages and cells containing pleading human villagers stand chaotically about the room. A pit of glowing embers heats dozens of pokers, blades and burning brands. Tending to the unfortunate subjects on the dissection tables are **4 sub-priests of Orcus** and **4 vampire spawn**.

Knobloch, the Cruciate, oversees the proceedings and takes great delight in his gruesome tasks. He extracts information from his captives, gleaning details of troop strengths, nearby villages and other facts to aid Akruel in his conquests.

The cells hold commoners and soldiers from neighboring nations. They are physically fragile and mentally withdrawn to a comatose-like state at what they have seen. They provide no information unless cured of their permanent mental state by a *heal* spell. Currently, 13 captives remain alive.

SUB-PRIEST OF ORCUS (4) CR 5; hp 50 each. See Area K5.

VAMPIRE SPAWN (4) CR 4: hp 48 each. See Nether Sepulcher Wandering Monsters.

NOBLOCH, THE CRUCIATE **CR 14**
XP 38,400
 Male half-orc cleric 4, barbarian 11
 CE Medium humanoid
Init +7; **Senses** darkvision 60ft.; **Perception** +16
Aura Evil

AC 25, touch 14, flat-footed 21 (+9 armor, +2 deflection, +1 dodge, +3 Dex)

hp 198 (4d8+20 plus 11d12 plus 55)

Fort +18; **Ref** +9; **Will** +11

Defensive Abilities improved uncanny dodge, trap sense +3; **DR** 2/-

Spd 30 ft.

Melee +3 *unholy falchion of wounding* +23/+18/+13 (2d4+10 plus 2d6 unholy + wounding)

Special Attacks channel negative energy (2d6, 2/day, DC 11), greater rage, spontaneous casting (inflict spells)

Domain Spell-like Abilities (CL4th)

8/day—bleeding touch, touch of evil

Spells Prepared (CL 4th)

2nd—*bear's endurance*, *bull's strength*, *death knell*^P, *silence*

1st—*bleed*, *cause fear*^P, *comprehend languages*, *divine favor*, *protection from good*

0—*bleed*, *create water*, *guidance*, *stabilize*

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

Str 20, **Dex** 16, **Con** 20, **Int** 10, **Wis** 14, **Cha** 9

Base Atk +14; **CMB** +19; **CMD** 32

Feats Cleave, Dodge, Great Cleave, Improved Initiative, Intimidating Prowess, Power Attack, Skill Focus (Intimidate), Weapon Focus (falchion)

Skills Acrobatics +17, Heal +9, Intimidate +23, Perception +16, Sense Motive +9, Survival +16; **Racial Modification** +2 Intimidate

Languages Common, Orc

SQ fast movement, orc ferocity, rage powers (clear mind, intimidating glare, scent, swift foot, unexpected strike)

Combat Gear +4 *scalemail*; +3 *unholy falchion of wounding* (2d6 points of damage), *cloak of resistance* +2, *ring of protection* +2; potions of *haste*, *heroism* and *true strike*; and a *divine scroll* (*prayer*, *speaking with dead*, *invisibility purge*; CL 15).

Area K13-A: Cell

This cell holds **6 male warriors** (War 1, LN). They are local natives and know the jungle outside of Al-Sifon, but otherwise can offer little information to rescuers. They speak a local dialect. If given weapons and communication can be established, they will aid rescuers to the best of their ability.

Area K13-B: Cell

Cheralyn, Priestess of Thasizier, (LG, human female Clr 7): Cheralyn is the daughter of a wealthy basket merchant and was captured while traveling near the temple. She has been tortured nearly to death, and pledges rescuers a reward of three 5,000 gp diamonds once she is returned safely to the Theurgist Seminary of Thasizier. The only problem is that Cheralyn is the host to an **advanced intellect devourer**. The devourer has no allegiance to Orcus but always takes advantage of any situation.

ADVANCED INTELLECT DEVOURER **CR 9**
XP 6,400

CE Small aberration

Init +12; **Senses** blindsight 60 ft., *detect magic*; **Perception** +19

AC 26, touch 19, flat-footed 18 (+8 Dex, +7 natural, +1 size)

hp 94 (8d8+64)

Fort +9, **Ref** +10, **Will** +10

DR 10/adamantine and magic; **Immune** fire, mind-affecting effects;

Resist cold 20, electricity 20, sonic 20; **SR** 23

Weaknesses vulnerability to *protection from evil*

Speed 40 ft.

Melee 4 claws +15 (1d4+3)

Special Attacks body thief, sneak attack +3d6

Spell-Like Abilities (CL 8th)

Constant—*detect magic*

At will—*confusion* (DC 19, single target only), *daze monster* (DC 17, no HD limit), *inflict serious wounds* (DC 18), *invisibility*, *reduce size* (as *reduce person* but self only)

3/day—*cure moderate wounds*, *globe of invulnerability*

Str 16, **Dex** 27, **Con** 24, **Int** 20, **Wis** 14, **Cha** 21

Base Atk +6; **CMB** +8; **CMD** 24 (28 vs. trip)

Feats Improved Initiative, Iron Will, Toughness, Weapon Finesse

Skills Acrobatics +19, Bluff +21, Disguise +13, Knowledge (local)

+16, Perception +21, Sense Motive +10, Sleight of Hand +16,

Stealth +31, Use Magic Device +13; **Racial Modifiers** +8 Bluff, +8

Perception, +8 Stealth

Languages Undercommon (cannot speak); telepathy 100 ft.

Body Thief (Su) As a full-round action that provokes an attack of opportunity, an intellect devourer can reduce its size, crawl into the mouth of a helpless or dead creature, and burrow into the victim's skull to devour its brain. This is a coup de grace attempt that inflicts 8d4+3d6 plus 10 points of damage. If the victim is slain (or already dead), the intellect devourer usurps control of the body and may use it as its own, as if it controlled the target via a *dominate monster* spell. The intellect devourer has full access to all of the host's defensive and offensive abilities save for spellcasting and spell-like abilities (although the intellect devourer can still use its own spell-like abilities). A host body may not have been dead for longer than 1 day for this ability to function, and even successfully inhabited bodies decay to uselessness in 7 days (unless this time is extended via *gentle repose*). As long as the intellect devourer occupies the body, it knows (and can speak) the languages known by the victim and basic information about the victim's identity and personality, yet has none of the victim's specific memories or knowledge.

Damage done to a host body does not harm the intellect devourer, and if the host body is slain, the intellect devourer emerges and is

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dazed for 1 round. *Raise dead* cannot restore a victim of body theft, but *resurrection* or more powerful magic can.

Vulnerable to Protection from Evil (Ex) An intellect devourer is treated as a summoned creature for the purpose of determining how it is affected by a *protection from evil* spell.

Area K13-C: Cell

Omvig, the Robust: Omvig mingled with a procession of villagers to enter Al-Sifon, hoping to get into the Nether Sepulcher to single-handedly defeat the evil growing within. Instead, he encountered the lich Rayne D'Anzeray who easily defeated him and handed him over to the torturers to extract information.

OMVIG, THE ROBUST
XP 6,400

Male gnome barbarian 10
CG Small humanoid

Init +9; **Senses** low-light vision; **Perception** +15

CR 9

AC 17, touch 17, flat-footed 11 (+1 dodge, +5 Dex, +1 size)
hp 4 currently, 92 fully healed (10d12+60)

Fort +13; **Ref** +8; **Will** +3

Defensive Abilities improved uncanny dodge, trap sense +3; **DR** 2/-

Spd 30 ft.

Melee unarmed strike +13/+8 (1d2+3, nonlethal)

Special Attacks rage

Str 16, **Dex** 20, **Con** 22, **Int** 12, **Wis** 11, **Cha** 10

Base Atk +10; **CMB** +9; **CMD** 24

Feats Dodge, Improved Initiative, Mobility, Spring Attack, Weapon Focus (short sword)

Skills Acrobatics +18, Climb +16, Craft (leather working) +16, Perception +15, Stealth +9, Survival +15; **Racial Modification** +2 Craft, Perception, +4 Stealth

Languages Common, Gnome, Sylvan

SQ defensive training (+4 Ac vs. giants), gnome magic, fast movement, illusion resistance, rage powers (increased damage reduction, knockback, nightvision, raging leaper, strength surge)

Area K13-D: Cell

Housed in this cell are 4 female humans (Com 1). They are attractive, healthy and well fed. They fear the PCs have arrived to take another of them. Every day for the past sixteen days, one of their dwindling numbers has been escorted away, never to return. They draw lots each day to see who leaves when the cell door opens. Rayne has been sacrificing the woman to his dark lord (Area K6), although three still survive in his personal chamber (Area K15).

Area K13-E: Cell

The cell is empty, but fresh blood is splattered on the walls and ceiling.

Area K13-F: Cell

Goatbeard: Goatbeard claims undead jumped him in the jungle and carried him into Al-Sifon. In reality, as a down-on-his-luck drunkard the lure of Al-Sifon overcame him and he marched freely into the temple to join the ranks. He awoke in the cell and knows nothing about the upper levels.

GOATBEARD
XP 3,200

CR 7

Male human fighter 8
CN Medium humanoid
Init +0; **Perception** +0

AC 10, touch 10, flat-footed 10
hp 74 (8d10+24)
Fort +9; **Ref** +2; **Will** +0

Spd 30 ft.

Melee unarmed strike +11/+6 (1d2+3, lethal or nonlethal)

Str 17, **Dex** 10, **Con** 17, **Int** 9, **Wis** 7, **Cha** 9

Base Atk +8; **CMB** +11; **CMD** 21

Feats Cleave, Disruptive, Great Cleave, Greater Weapon Focus (longsword), Improved Critical (longsword), Improved Unarmed Strike, Power Attack, Weapon Focus (longsword), Weapon Specialization (longsword)

Skills Climb +10, Handle Animal +10, Survival +8

Languages Common

SQ armor training 1, bravery +2, weapon training 1 (heavy blades)

Area K13-G: Cell

This cell holds a normal **rabbit**. It is unclear why the torturers are holding the rabbit within the cell. The rabbit is frightened and runs if freed.

Area K14: Skeleton Hall (CR 9)

Two rows of funeral niches line this passage. Skeletal corpses adorned in chainmail lie upon the ledges, their bony hands grasping greatswords that rest on their hollow chests. The skeletons are inanimate and their belongings are corroded and deteriorated beyond use.

Great iron double doors remain closed at all times. Pitted iron pull rings hang from the portals. The doors are locked and trapped. The door has an obvious trap that causes thin needle-like iron spikes to extend from its surface and lock into place. The real trap springs only after the spikes are extended and the doors are unlocked. At that point, the massive hinges unclasp, allowing both iron doors to pivot forward on their base to crush anyone attempting to open the doors.

DOOR SPIKES

CR 5

Type: mechanical; **Perception** DC 17; **Disable Device** DC 21

Trigger: location; **Reset:** manual

Effect: Atk +16 melee (2d6+4, spike); multiple targets (closest target in each of two adjacent 5-ft. squares)

COLLAPSING DOOR

CR 8

Type: mechanical; **Perception** DC 24; **Disable Device** DC 26

Trigger: proximity; **Reset:** manual

Effect: Atk +20 melee (10d6 crushing damage + 2d8 points of piercing damage); multiple targets (all targets in a 10-ft.-by-10-ft. area)

Area K15: Narthex of the Flesh, Chamber of Rayne D'Anzeray

Steep, narrow steps descend to a floor covered in black powder. The dust is the ground remains of bones burned during sacrifices. Although harmless, the dust radiates Necromantic magic. Two alcoves frame identical jade statues of Orcus. Red and black veins streak the eight-foot-tall statues, and their red ruby eyes glitter in the dim light cast by four hanging lanterns. Flickering candles in each

lantern fleetingly illuminate the room. A massive mural of a horned skull leers down from the 30-foot-high domed ceiling.

An arching set of stairs rise out of the black dust to a round landing 10 feet above the floor. A heavy wooden desk scattered with papers and books sits in the center of the platform. A throne-like chair sits on the opposite side of the table. An intensely bright candle on a gaudy oversized floor sconce lights the room.

Two robes float beside the table, although no bodies can be discerned beneath the clothing. The robes are merely cloaks thrown over 2 **unseen servants**. Three gaunt **human females (Com 1)** sit around the chair's base. The starving women are *charmed* concubines to Rayne D' Anzeray. Since his transition into a lich, he cares little for them. With a casual glance they appear as undead due to neglect and the ash coating Rayne's chamber. Rayne rarely visits his chambers.

Tomes and notes on the desk describe in detail the rituals and materials needed to achieve lichdom. The research books are worth 50,000 gp, although the subject matter is decidedly evil.

The women provide little information as they are still under the effects of the *charm* spell.

Area K16: Descent into the Catacombs

A set of 20-foot-wide steps descend 100 feet to connect the Odium Catacombs to the Nether Sepulcher. The passage runs 500 yards to Area J12.

Area K17: Rathamon's Choir (CR 14)

Four lanterns containing black candles cast a soft radiance down this long hallway. Five alcoves line each side of this great hallway. Black granite sarcophagi stand upright in each recessed area. Gold and jade patterns adorn each sarcophagus and a black mist seeps from each lid to obscure the floor. The lids of the sarcophagi (Hardness 8; hp 65) resemble emaciated humans with gaunt hollow eyes. The mist whips and curls harmlessly around creatures entering the hall.

Disturbing the mist reveals brightly colored hieroglyphics depicting sacrifices and ritual cruelty embellishing the floor. Residing in the first two sarcophagi are 2 **ethereal bodaks**. They await intruders who can see them (using *see invisibility*, *true seeing* or similar magics that allow vision onto the ethereal plane). The bodaks are trapped on the ethereal plane and are helpless to attack. They frequently wander the Nether Sepulcher searching for living beings crossing onto the ethereal plane. Living beings that enter the ethereal plane from Al-Sifon immediately draw their attention and the bodaks rush to investigate.

The sarcophagi hold mummified remains of high-ranking clergy and minions in Orcus' service. The second and fourth rows of sarcophagi approaching Area K18 contain 4 **mummy lords**, Akruel's honor guards during his first reign. The mummies leap to attack once their sarcophagi are opened or bypassed. The mummy lords attack anyone in the hall and pursue fleeing PCs throughout this level. They return to their rest once enemies are dead or driven off.

Each sarcophagus lid is trapped with a *haste* trap that affects the mummies and any other followers of Orcus in the area.

A *guards and wards* spell is also cast in the hall and crypt. The spell creates the mist that obscures vision and *arcane locks* all of the sarcophagi.

BODAK (2): CR 8; hp 90 each. See Area H4.

MUMMY LORDS (4)
XP 6,400
Mummy, barbarian 5
LE Medium undead

CR 9

Init +0; **Senses** darkvision 60 ft.; **Perception** +18
Aura despair (30 ft., paralyzed for 1d4 rounds, Will DC 18 negates)

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

hp 160 (8d8+40 plus 5d12+25)

Fort +12, **Ref** +5, **Will** +13

Special Defenses trap sense +1, **DR** 5/—; **Immune** undead traits

Weaknesses vulnerable to fire

Speed 30 ft.

Melee slam +24 [2d6+12 plus mummy rot or 4d6+12 plus mummy rot (Vital Strike)]

Special Attacks rage

Str 24, **Dex** 10, **Con** —, **Int** 6, **Wis** 15, **Cha** 15

Base Atk +11; **CMB** +18; **CMD** 28

Feats Power Attack, Cleave, Great Cleave, Improved natural Attack (slam), Strength of the Grave^B, Toughness, Vital Strike, Weapon Focus (slam)

Skills Acrobatics +5, Perception +18, Stealth +11

Languages Common

SQ fast movement, improved uncanny dodge, rage powers

(knockback, powerful blow)

Combat Gear +2 *breastplate*, *amulet of mighty fist* +2, 10 platinum rings (250gp each)

Despair (Su) All creatures within a 30-foot radius that see a mummy must make a DC 18 Will save or be paralyzed by fear for 1d4 rounds. Whether or not the save is successful, that creature cannot be affected again by the same mummy's despair ability for 24 hours. This is a paralysis and a mind-affecting fear affect. The save DC is Charisma-based.

Mummy Rot (Su) Curse and disease—slam; *save* Fort DC 18; *onset* 1 minute; *frequency* 1 day; *effect* 1d6 Con and 1d6 Cha; *cure* —. Mummy rot is a curse and disease and can only be cured if the curse is first removed, at which point the disease can be magically removed. Even after the curse element of mummy rot is lifted, a creature suffering from it cannot recover naturally over time. Anyone casting a conjuration (healing) spell on the afflicted creature must succeed on a DC 20 caster level check, or the spell is wasted and the healing has no effect. Anyone who dies from mummy rot turns to dust and cannot be raised without a *resurrection* or greater magic. The save DC is Charisma-based.

HASTE TRAP

CR 4

Type: magic; **Perception** DC 28; **Disable Device** DC 28

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

Effect: spell effect (*haste*, 5th-level wizard, followers of Orcus only)

Area K18: Akruel Rathamon's Catafalque (CR 12)

Black mists swirl into this room. Once used as Akruel's bedchamber, it now serves as his primary coffin room. A dozen veil-clad women hold an elaborate darkwood coffin (8,000 gp) inlaid with ivory over their heads. A frightening glass mosaic of Orcus leering down at the coffin decorates the domed ceiling. The dome's edges show scenes of the dead rising from their graves to grasp at the living and drag them back into the earth. Intricate glass montages depicting corpses with mirror eyes decorate the wall alcoves.

The "women" are 12 **zombies**, embalmed so precisely that they almost seem alive. Their chests even move as if breathing. Only their lifeless eyes hint at their undead state. The zombies tirelessly hold the coffin unless otherwise commanded. The coffin is carved with ancient glyphs and runes and radiates a strong Necromantic aura. One of the coffin's attached handles is actually an *immovable rod* that prevents the coffin from being moved. To further dissuade

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thieves, the coffin is trapped with an *energy drain* spell. The trap automatically resets to affect as many intruders as possible.

Guarding the coffin are **2 kamarupas**. These spirits hide within the walls and wait until the coffin is disturbed before floating into the room to attack.

The coffin contains a *rod of splendor*, a *ring of spell storing* (major) with *destruction* (CL 19) and *magic missile* (CL 18) as well as the *immovable rod* handle. The ring restores hit points to Akruel if he is forced to retreat to his coffin.

DARKWOOD COFFIN: 1-in. thick; Hardness 10; hp 60, Break DC 28.

ENERGY DRAIN TRAP

CR 10

Type: magic; **Perception** DC 34; **Disable Device** DC 34

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

Effect: spell effect (*energy drain*, 18th-level wizard, 2d4 negative levels for 24 hours, DC 27 Fortitude save negates)

ZOMBIES (12) CR1/2: hp 23 each. See Area J1.

KAMARUPA (2)

CR 9

XP 6,400

CE Medium undead (incorporeal)

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

Aura unnatural

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

hp 85 (10d8+20)

Fort +7, **Ref** +14, **Will** +18

Special Defenses incorporeal traits, channel resistance +4, undead traits

Weaknesses sunlight powerless

Speed 80 ft. fly (perfect)

Melee death touch +13 (2d6+2, DC 17)

Special Attacks death touch, frightful gaze, nightmare

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

Base Atk +7; **CMB** +10; **CMD** 20

Feats Blind-Fight, Flyby Attack, Improved Initiative, Iron Will, Lightning Reflexes, Strength of the Grave^B

Skills Fly +16, Intimidate +15, Knowledge (religion) +15, Perception +16, Sense Motive +16, Stealth +16

Languages Common

Death Touch (Su) Living creatures hit by a kamarupa's incorporeal touch attack must immediately make a DC 17 Fort save or die as the creature's touch stops their heart. Even if the save is successful, the creature takes 2d6 points of damage as the kamarupa clenches its heart. Often, a creature surviving a touch attack acquires a harmless trait or characteristic for 2d4 months as determined by the GM. Traits can be a white streak of hair, a nervous twitch, pale complexion or dilated eyes. The save DC is Charisma-based.

Frightful Gaze (Su) A kamarupa's glance creates dread in living beings, at a range of up to 30 feet. Creatures meeting the kamarupa's gaze must succeed on a DC 17 Fortitude save or become panicked for 3d4 rounds. Even if successful, the subject becomes shaken for 1d4 rounds. The save DC is Charisma-based.

Nightmare (Su) Once per night, a kamarupa places a *nightmare* on one creature it has encountered. They prefer to send the *nightmare* to particularly powerful opponents or priests night after night until the opponent dies or returns to the kamarupa. The target can resist the attack with a DC 19 Will save each night. A creature that drops any possession (while panicked) near the kamarupa suffers a –4 penalty to the save until the item is returned. A creature that successfully saves is immune to that kamarupa's *nightmare* for 24 hours.

Unnatural Aura (Su) Animals, whether wild or domesticated, sense the kamarupa's unnatural presence 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 range.

Sunlight Powerlessness (Ex) Kamarupas are powerless in natural sunlight (not merely a *daylight* spell) and flee it. A kamarupa caught in sunlight cannot attack and can take only a single move action each round. Kamarupa's lose one-third of their hit points each round spent in direct sunlight.

Area K19: Chamber of Depravity (CR 10)

A bloated, 16-foot-tall statue of Orcus assembled from various pieces of flesh and animal parts stands on a central dais consisting of three wide steps. Writhing humans engaged in obscene rituals and chants lie on the floor surrounding the figure. A single human female kneels before the statue, leading the throng. Several cultists are devouring and drinking blood from still-living victims. The group consists of **6 sub-priests**, **4 vampire spawn** and **Chá Ookna, an ogre mage vampire**. Chá Ookna remains in human form using her *domination* ability to enslave the strongest fighters. She is a new recruit to the Nether Sepulcher, but remains untested. She flees if the battle goes against her. Surviving amid the mass of bodies are 4 villagers (Com 1). Six other villagers rise as vampire spawn in 1d4 days if precautions are not taken.

The statue is inanimate and harmless, despite its horrific appearance. A *gentle repose* spell prevents it from decaying. It radiates Necromantic magic.

SUB-PRIEST OF ORCUS (6): CR 5; hp 50 each. See Area K5.

VAMPIRE SPAWN (4) CR 4: 48 hp each; See Nether Sepulcher Wandering Monsters.

CHÁ OOKNA, VAMPIRIC OGRE MAGE

CR 12

XP 19,200

LE Large undead (giant, oni, shapechanger)

Init +9; **Senses** darkvision 60 ft., low-light vision; **Perception** +13

AC 34, touch 15, flat-footed 29 (+8 armor, +5 Dex, +1 dodge, +11 natural, –1 size)

hp 102 (8d10+40)

Fort +10, **Ref** +13, **Will** +15

Defensive Abilities channel resistance +4, fast healing 5, undead traits **DR** 10/magic and silver; **Resist** cold 10, electricity 10; **SR** 19

Weaknesses vampire weaknesses

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

Melee slam + 20 (1d6+17 plus energy drain) or +3 *large greatsword* +23/+18 (3d6+20)

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

Spell-Like Abilities (CL 9th)

Constant—*fly*

At will—*darkness*, *invisibility*

1/day—*charm monster* (DC 19), *cone of cold* (DC 20), *gaseous form*, *deeper slumber* (DC 18)

Str 30, **Dex** 21, **Con** —, **Int** 16, **Wis** 16, **Cha** 21

Base Atk +8; **CMB** +19; **CMD** 34

Feats Alertness, Combat Expertise, Combat Reflexes, Dodge, Improved Initiative, Iron Will, Lightning Reflexes, Strength of the Grave^B, Toughness

Skills Bluff +24, Disguise +16, Fly +7, Intimidate +16, Knowledge (arcana) +14, Knowledge (religion) +14, Perception +25, Sense Motive +25, Spellcraft +14, Stealth +13, Use Magic Device +14;

Racial Modifier +8 Bluff, Perception, Sense Motive, Stealth

Languages Common, Giant

SQ change shape (dire bat or wolf, *beast shape II*), flight, gaseous form, shadowless, spider climb

Combat Gear +4 chain shirt, +3 large greatsword, potions of haste, heroism and shield.

Blood Drain (Su) A vampire can suck blood from a grappled opponent; if the vampire establishes or maintains a pin, it drains blood, dealing 1d4 points of Constitution damage. The vampire heals 5 hit points or gains 5 temporary hit points for 1 hour (up to a maximum number of temporary hit points equal to its full normal hit points) each round it drains blood.

Change Shape (Su) A vampire can use change shape to assume the form of a dire bat or wolf, as *beast shape II*.

Children of the Night (Su) Once per day, a vampire can call forth 1d6+1 rat swarms, 1d4+1 bat swarms, or 2d6 wolves as a standard action. (If the base creature is not terrestrial, this power might summon other creatures of similar power.) These creatures arrive in 2d6 rounds and serve the vampire for up to 1 hour.

Create Spawn (Su) A vampire can create spawn out of those it slays with blood drain or energy drain, provided that the slain creature is of the same creature type as the vampire's base creature type. The victim rises from death as a vampire in 1d4 days. This vampire is under the command of the vampire that created it, and remains enslaved until its master's destruction. A vampire may have enslaved spawn totaling no more than twice its own Hit Dice; any spawn it creates that would exceed this limit become free-willed undead. A vampire may free an enslaved spawn in order to enslave a new spawn, but once freed, a vampire or vampire spawn cannot be enslaved again.

Dominate (Su) A vampire can crush a humanoid opponent's will as a standard action. Anyone the vampire targets must succeed on a Will save or fall instantly under the vampire's influence, as though by a *dominate person* spell (caster level 12th). The ability has a range of 30 feet.

Energy Drain (Su) A creature hit by a vampire's slam (or other natural weapon) gains two negative levels. This ability only triggers once per round, regardless of the number of attacks a vampire makes.

Gaseous Form (Su) As a standard action, a vampire can assume *gaseous form* at will (caster level 5th), but it can remain gaseous indefinitely and has a fly speed of 20 feet with perfect maneuverability.

Shadowless (Ex) A vampire casts no shadows and shows no reflection in a mirror.

Spider Climb (Ex) A vampire can climb sheer surfaces as though under the effects of a *spider climb* spell.

arcane lock (CL 18) secures the door. The door can be opened with a successful DC 25 Strength check due to the force of the wind from Area K22 pulling it closed.

Area K22: The Tempest (CR 15)

This five-foot-wide passage has a *dimensional anchor* tied to the area.

Once the door is opened (either by physically opening the portal, *passwall* or similar magic), torrents of 160 mph winds rip through the halls, sucking debris, loose items and bodies into the passage and the tempest beyond.

Small creatures that fail a DC 15 Strength check are dragged down the passage and swept into the tempest. Medium-size and smaller creatures are knocked prone and roll 1d4x10 feet toward the vortex, taking 1d4 points of nonlethal damage per 10 feet unless they make a DC 15 Strength check. Flying creatures are pulled forward 2d6x10 feet into the passage and take 2d6 points of nonlethal damage due to battering and buffeting, unless they succeed on a DC 25 Fly skill check. The hurricane-force winds impose a -12 penalty to Fly checks. Prone creatures may only move a 5-foot space as a full-round action. Movement over 5 feet requires another Fort save to avoid the wind's effects (See *Pathfinder Roleplaying Game Core Rulebook*, Chapter 13, "Environment," *weather*).

Inside the circular chamber, torrential winds spin around the central vortex room, pulling at objects and creatures daring to enter the chamber. The incredibly strong winds (160 mph) sweep along every inch of the room and the adjoining hallways.

The stairs end at a five-foot-wide ledge that circles the fathomless pit. The pit's walls fall 50 feet into the top of a swirling whirlpool of black clouds. Red light glows from an indeterminable source beneath the spinning clouds. Crackling bolts of purple energy illuminate the room with strobe-like flashes. The tempest is a huge portal into a negative energy plane.

Anyone standing on the rim around the vortex is buffeted by the hurricane winds as they are focused upward by the walls of the pit. The strong winds so near the storm require any Medium-size or Small creature to make a DC 20 Strength check or be yanked into the eye of the tempest. A successful save means creatures may act normally, but any movement beyond a 5-foot step in a single round requires another Strength check. Creatures making the initial check can move about the room safely as long as they do so in 5-foot

Area K20: Respite Chamber (EL varies)

Six sarcophagi lining the floor are used as refuge by some of the higher status vampires roaming the Nether Sepulcher. The tombs are large enough to each hold several undead. At any given time, **2d4 vampire spawn** can be found here. They join combat in Area K19 after three rounds.

VAMPIRE SPAWN (2D4): CR 4; hp 48 each. See Nether Sepulcher Wandering Monsters.

Area K21: The Secret Tunnel

This well-hidden secret passage is difficult to find. A DC 30 Perception check reveals the faint whistling of air being drawn under the hidden door and dust being sucked beneath the frame. If smoke or any other gases are released into the area, they are immediately sucked under the door, making it much easier to find (DC 16 Perception check).

The door is difficult to open. *Unhallow* spells in the room beyond prevent extra-dimensional travel via a *dimensional anchor* tied to the area. The door is equipped with an amazing lock (DC 40 Disable Device) that requires a second DC 30 Perception check to find. An

The Negative Energy Plane

The tempest is a one-way portal, with no entry back to the Nether Sepulcher. Creatures entering the tempest find themselves on a black featureless plane. The ground is soft and spongy, but stable. About 200 feet away is a throne composed of horns crafted from grotesque creatures. A silver stand before the throne holds a reflective metallic skull. Akruel Rathamon sometimes travels here to regain health and to replenish his minions from among the plane's inhabitants.

The mirror-like skull is a *crystal ball* that allows Akruel to scry upon those within Al-Sifon from the safety of the negative energy plane.

Each round a PC is on the plane, he must make a DC 25 Fortitude save or gain a negative level. If a creature's negative levels equal its current levels or Hit Dice, it dies and becomes a wraith. The *death ward* spell protects creatures from damage and the plane's energy draining effects.

Staying on the plane for any length of time invites trouble from the inhabitants (not to mention the risk of acquiring negative levels and becoming a wraith). Creatures calling the plane home are the undead and various demons that wander through occasionally.

increments. They are considered prone as the winds force them to hug the ground to prevent being pulled off the ledge. Creatures trying to fly through the high winds must make a DC 30 Fly check (with a –12 penalty) or be caught by the winds and spun into the walls (2d6 points of nonlethal damage).

Incorporeal creatures and those with *freedom of movement* are immune to the effects of the negative energy winds.

Creatures pulled into the tempest are hurled onto the negative energy plane. The pit is actually 100 feet deep, with the tempest filling the lower 50 feet. The portal lies at the bottom. See the sidebar on the plane for details of where the PCs end up. Once a creature enters the negative energy plane, it is free of the *dimensional anchor* and *unhallow* spells affecting Area K22.

Area K23: Calvariae Locus, Place of the Skull (CR 10 or 22)

The wind in the alcove containing the door is still ravaged by the torrential winds from Area K22. The door is complicated to open and equipped with an amazing lock (DC 40 Disable Device) that requires a DC 30 Perception check to find. An *arcane lock* (CL 18) secures the portal. Even after the lock and arcane lock are removed, the door still requires a successful DC 25 Strength check to open outward due to the wind pressure pushing against it from the vortex chamber. Closing the door seals out the tempest, but requires a DC 25 Strength check to pull the door closed.

Akruel Rathamon's burial chamber's inner walls are plated with an obsidian, dense coal and basalt mosaic mural. The mural portrays dark skulls piled floor to ceiling. Red obsidian in the eye sockets is sculpted so that the skulls eyes follow viewers in the room. Cracks web the ceiling, allowing gaseous creatures to enter the chambers of the Nether Sepulcher and Al-Sifon above. A massive frieze of a jade-inlaid skull-topped wand decorates the fan-vaulted ceiling.

Deep red flint and chert form a gruesome motif of entrails stretched across the floor. A crimson granite sarcophagus sits in the center of the room. The stone encasement measures five feet wide by 10 feet long. An effigy of a handsome man with diabolical features dressed in ancient ceremonial garb decorates the lid. Gold and platinum inlay further accentuates the man's importance.

Eight larger-than-life skeletal hand and forearms made of pitted iron rise from the floor supporting the sarcophagus and holding the lid tightly to the coffin with clenched fingers. These arms are **8 medium animated objects** that must be destroyed or commanded to move in order to open the lid. They do not attack, but hold the lid closed to give Akruel ample time to escape or prepare. The entire sarcophagus (Hardness 10; hp 120) is enchanted with *spell turning* (as the spell). A hole in the bottom of the sarcophagus allows access to the pit and tomb for gaseous creatures.

The lid of the sarcophagus is also *arcane locked* and extremely heavy (DC 25 Strength check to move). A trap on the lid causes the room's floor to retract into the walls, dropping creatures into a funnel-shaped pit that dumps creatures that fail a DC 25 Reflex save into the Tempest pit (Area K22) via a near vertical slide. A successful Reflex save indicates that the creature grasps the walls or sarcophagus as the floor retracts.

Once the floor opens, the wind again buffets the room until the pit door resets in 5 rounds. Anyone holding onto the sarcophagus can make a DC 20 Perception check to find a switch that immediately resets the floor. The sarcophagus sits on a pedestal that is attached to the side of funnel. Generous GMs may allow PCs a second reflex save to grab the pedestal as they slide down the pit.

Once opened, the sarcophagus contains an elaborate darkwood coffin (8,000 gp in value) adorned with ivory inlays of demonic figures upon a palanquin. The skeletal remains of Akruel's harem lay scatter around the coffin. They were sealed alive in the stone tomb during Akruel's transition into undeath.

If defeated elsewhere, **Akruel Rathamon** rests in the coffin. Akruel can command one of the skeletal hands to trigger or close the pit trap

if the animated objects remain. The coffin also contains a *ring of 2 wishes*, a *staff of life*, +3 *mithral full plate*, a +5 *heavy steel shield*, a +3 *chaotic heavy mace* (skull topped), *cubic gate*, a *strand of prayer beads* (greater), *helm of teleportation* and a *wand of chaos hammer* (45 charges, CL15).

Akruel can be encountered in any room of the Nether Sepulcher, and likely comes quickly if he detects living intruders or discovers that they bear a restored *Scepter of Faiths*. Once he discovers this fact, he likely throws his minions against the PCs in an all-out assault.

The GM should use Akruel as he sees fit. If PCs barge into the temple, the suicidal charge should draw the vampire warlord's attention. If they enter quietly (such as through the Odium Catacombs), then it may take awhile before Akruel notices them.

MEDIUM ANIMATED OBJECTS (8)

CR 3

Pathfinder Roleplaying Game Bestiary, "animated object"

XP 800

N Medium construct

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

AC 14, touch 10, flat-footed 16 (+6 natural)

hp 60 each (3d10+20)

Fort +1, Ref +1, Will –4

Defensive Abilities hardness 10 (or more); Immune construct traits

Speed 30 ft.

Melee slam +5 (1d6+3)

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

Base Atk +3; CMB +5; CMD 15

SQ construction points

Metal (Ex): The animated arms are made of iron. Its hardness increases to 10, and it gains a +2 increase to its natural armor bonus.

PIT TRAP (100 FT. DEEP)

CR 9

Type: mechanical; Perception DC 25; Disable Device DC 25

Trigger: location; Reset: manual

Effect: DC 20 Reflex save avoids; 100 ft. deep sliding funnel pit leads into the tempest pit (Area K22)

AKRUEL RATHAMON, VAMPIRE LORD

CR 22

Pathfinder Roleplaying Game Bestiary, "vampire" and *The Tome of Horrors 2* by **Necromancer Games**, Page 214.

XP 615,000

Male vampire lord cleric 19

CE Medium undead (human)

Init +7; Senses darkvision 60ft.; Perception +40

Aura Desecration, Evil

AC 39, touch 14, flat-footed 35 (+15 armor, +3Dex, +1 dodge, +10 natural)

hp 285 (19d8+152)

Fort +22; Ref +15; Will +25

Defensive Abilities fast healing 5, turn resistance +4, undead immunities; DR 10/magic and silver; Resist cold 10, electricity 10

Weakness vampire weaknesses

Spd 20 ft.

Melee slam + 23 (1d6+11 plus energy drain) or +4 *heavy mace of withering* +27/+22/+17 (1d8+12 plus withering)

Special Attacks blood drain, channel negative energy (10d6, DC 26, 8/day), children of the night, command undead, create spawn, dominate (DC 23), spontaneous casting (inflict spells), summon undead

Spell-like Abilities (CL 19)

1/day—darkness, fear (DC 19)

Domain Spell-like Abilities (CL19th):

death's embrace (channel positive and negative energy heals)

11/day—bleeding touch (1d6, 9 rounds), touch of evil (sickened, 9

rounds)

3/day—scythe of evil (unholy, 9 rounds)

Unholy Spells Prepared (CL 19th, touch +17)

9th—*implosion* (DC 29), *miracle*, *storm of vengeance* (DC 27), *wail of the banshee*^B (DC 29)

8th—*create greater undead*, *earthquake* (DC 26), *fire storm* (DC 26), *greater spell immunity*, *unholy aura*^B

7th—*blasphemy* (DC 25) (x2), *destruction*^B (DC 27)x2, *repulsion* (DC 25), *word of chaos* (DC 25)

6th—*banishment*, *blade barrier* (DC 24), *create undead*^P, *greater dispel magic*, *harm* (DC 26), *word of recall*

5th—*flame strike* (DC 23), *plane shift*, *righteous might*, *slay living*^P (DC 25), *true seeing*, *wall of stone*

4th—*air walk*, *chaos hammer* (DC 22), *dismissal* (DC 22), *divine power*, *poison* (DC 24), *spell immunity*, *unholy blight*^P (DC 20)

3rd—*animate dead*^P, *contagion* (DC 23), *invisibility purge*, *prayer*, *searing light* (x2), *speak with dead*

2nd—*aid*, *bull's strength*, *death knell*^P (DC 22), *enthrall* (DC 20), *owl's wisdom*, *spiritual weapon*, *undetachable alignment*

1st—*bless*, *cause fear*^D (DC 21), *comprehend languages*, *divine favor*, *doom* (DC 21), *entropic shield*, *shield of faith*

0—*bleed*, *detect magic*, *guidance*, *stabilize*

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

Str 22, **Dex** 16, **Con** —, **Int** 18, **Wis** 26, **Cha** 20

Base Atk +14; **CMB** +20; **CMD** 33

Feats Alertness^B, Alignment Channel, Combat Reflexes^B, Channel Smite, Combat Casting, Command Undead, Dodge^B, Greater Spell Focus (necromancy), Improved Channel, Improved Initiative^B, Improved Lightning Reflexes, Lightning Reflexes^B, Mobility, Spell Focus (necromancy), Spell Penetration, Strength of the Grave^B, Toughness^B

Skills Bluff+13, Diplomacy +27, Heal +30, Knowledge (history) +16, Knowledge (religion) +26, Knowledge (planes) +17, Perception +40, Sense Motive +40, Spellcraft +26, Stealth +11;

Racial Modifier +8 Bluff, Perception, Sense Motive, Stealth

Languages Abyssal, Common, Giant, Infernal, Orc

SQ change shape (dire bat, wolf or giant, *beast shape II*), gaseous form, shadowless, spider climb, undead telepathy.

Combat Gear +4 *breast plate*, +4 *bone shield* (made from the top of a storm giant's skull and usable by druids), +4 *heavy mace of withering* (successful attack deals additional 1d4 points of Strength and 1d4 points of Constitution damage / critical hit causes the ability damage to be permanent; DC 20 Fortitude save negates the losses), *cloak of resistance* +4, *boots of speed*, 4 vials of oil, an unholy symbol of Orcus, black robe with bright feathers emblazoned with a jade-colored skull. **Non-Combat Gear** *Gunnvor's cirlet* (2,500 gp), jade and gold collar style necklace (2,500 gp), 20 gold hoop bracelets (10 gp each), 2 jade and gold ear gauges (150 gp each).

Desecration, aura (Sp) Akruel Rathamon is especially blessed by the almighty undead one. He exudes a 100-foot-radius *desecration* aura as if he were a permanent fixture to Orcus. These bonuses are already reflected in the stat block. Undead, including Akruel, gain a +1 profane bonus to attack rolls, damage rolls and saves. In addition, all turning checks in the area suffer a –3 profane penalty. Summoned or created undead appearing in the area gain +1 hit points per HD. This does not replace or add to the *desecration* effects within Al-Sifon.

Blood Drain (Su) A vampire can suck blood from a grappled opponent; if the vampire establishes or maintains a pin, it drains blood, dealing 1d4 points of Constitution damage. The vampire heals 5 hit points or gains 5 temporary hit points for 1 hour (up to a maximum number of temporary hit points equal to its full normal hit points) each round it drains blood.

Change Shape (Su) Akruel can use change shape to assume the form of a dire bat or wolf, as *beast shape II*.

Children of the Night (Su) Once per day, Akruel can call forth 1d6+1 rat swarms, 1d4+1 bat swarms, or 2d6 wolves as a standard action. (If the base creature is not terrestrial, this power might

summon other creatures of similar power.) These creatures arrive in 2d6 rounds and serve the vampire for up to 1 hour.

Create Spawn (Su) A vampire can create spawn out of those it slays with blood drain or energy drain, provided that the slain creature is of the same creature type as the vampire's base creature type. The victim rises from death as a vampire in 1d4 days. This vampire is under the command of the vampire that created it, and remains enslaved until its master's destruction. A vampire may have enslaved spawn totaling no more than twice its own Hit Dice; any spawn it creates that would exceed this limit become free-willed undead. A vampire may free an enslaved spawn in order to enslave a new spawn, but once freed, a vampire or vampire spawn cannot be enslaved again.

Dominate (Su) Anyone Akruel targets must succeed on a DC 23 Will save or fall instantly under the vampire's influence, as though by a *dominate person* spell (caster level 12th). The ability has a range of 30 feet.

Energy Drain (Su) A creature hit by a Akruel's slam gains two negative levels. This ability only triggers once per round, regardless of the number of attacks he makes.

Gaseous Form (Su) As a standard action, a vampire can assume *gaseous form* at will (caster level 5th), but it can remain gaseous indefinitely and has a fly speed of 20 feet with perfect maneuverability.

Shadowless (Ex) A vampire casts no shadows and shows no reflection in a mirror.

Spider Climb (Ex) A vampire can climb sheer surfaces as though under the effects of a *spider climb* spell.

Summon Undead: Once per day, an Akruel can summon 29 HD worth of undead (of the same type). Undead lords cannot summon an undead creature that has more HD than it does.

Undead Telepathy Akruel communicates telepathically with undead within 100 feet, including mindless undead.

Description Akruel Rathamon is a relic of man's ancient past. His dark complexion and exotic features belie his undead status. Long black hair lies braided with semi-precious stones over his shoulders. His ceremonial garb reflects his primitive and lost heritage. Bright tropical bird feathers, jade and gold inlay and geometric designs adorn his clothing.

Area K24: Secret Door

A secret door (DC 30 Perception check) opens onto stairs that lead up to Area K7.

Area K25: Common Room (CR 6)

This torch-lit room contains several benches and tables. Comfortable chairs surround smaller meeting tables. A roasted hog impaled on a spit sits above a fire pit. A shelf near the pit holds utensils and food. Large barrels of mead and water sit next to the entrance. The room contains **13 zombie** servants that shuffle about. The few living cultists of Nether Sepulcher use this room for dinners, meetings and entertaining. The zombies serve as entertainers, combatants, servants and any other loathsome tasks that the priests can imagine.

ZOMBIES (13) CR1/2; hp 21 each; see Area J1.

Area K26: Sub-priest chambers.

Each of these bedchambers holds six bunks and footlockers. The footlockers are locked (DC 20 Disable Device) and contain personal possessions as well as 10d10 gp.

Area K27: Knobloch's Chamber

Knobloch (Area K13) sleeps in this room. The room is crudely furnished with a simple bed, a table, two chairs and a footlocker. The locker contains souvenirs from creatures the half-orc is particularly proud to have tortured. These include a boa made from the feathers of a couatl, long clay smoking-pipe, various humanoid ears, a mangy toupee, a wooden arm, a jester's hat with bells, an orange fuzzy puppet, a bag of 300 gold teeth (150 gp), a silver holy symbol of Arden, and a gunk-encrusted backscratcher. Wrapped in a rawhide blanket are 3 *potions of cure serious wounds* and a *wand of cure moderate wounds* (30 charges, CL 10).

Area K28: Elizara's Chamber

This is the room of the Elizara, the high-priestess of Orcus (Area K7). She is found here only during her infrequent resting periods. The room is furnished with a simple bed, a table, two chairs, and a footlocker. The locker contains memorabilia from her life before she arrived at Al-Sifon. It also contains 4 *potions of cure serious wounds* and a *divine scroll* (*plane shift, heal, true resurrection*, CL 18).

Area K29: Spoils

Pyramids of gold bars are arranged throughout this room. The gold bars are spoils taken from the neighboring lands dominated so far by Akruel and his legions. Approximately 1,000 bars (100 gp each) sit in the unguarded room.

Concluding the Adventure

Immediately after the *Scepter of Faiths* is impaled in the *Frore Heart*, the resulting explosion dissipates the black cloud roiling over Al-Sifon. The undead within the city immediately flee for dark holes to escape the radiant sunlight as it cleanses the stones of the evil that has permeated the ruins for so long. PCs may also seek out and destroy the remaining undead where they hide if the GM wishes, although this should be a time-consuming and dangerous endeavor. The jungle will claim many of the undead as they seek to escape, and a legion of paladins sent from the Shield Basilica of Muir will help finish the job of wiping Al-Sifon off the map permanently.

In the event PCs defeat the evil of Akruel Rathamon, they should achieve legendary status in the lands for their deeds. Award each PC a 5,000 experience point award for helping bring down the vampire and his minions.