- Adventure 10: Remorse of Life

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By Gary Schotter & Jeff Harkness



An adventure brought to you by Bill Webp of Necton ancer Cornes.



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- Adventure 10: Remorse of Life -

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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 steplike 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 deathpriest'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.



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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 adamantine 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 aguish 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 ghasts and their leader, Crimthann, a ghast lord.

GHOULS (40) XP 400 **CR 1**

hp 18 each (Pathfinder Roleplaying Game Bestiary, "ghoul")



GHASTS (15) XP 600 hp 22 each (*Pathfinder Roleplaying Game Bestiary*, "ghoul")

CRIMTHANN THE PUTRID.

GHAST LORD HIGH PRIEST CR 17 Pathfinder Roleplaying Game Bestiary, "ghoul" and The Tome of Horrors 2 by Necromancer Games, Page 214. XP 102,400 Male ghast 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

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, scrying (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*.

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: Sudarsharn 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. Sudarsharn 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) XP 9,600

CR 10

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 $\pm 20/\pm 15/\pm 10$ (1d6+6/19-20) and ± 3 unholy throwing axe of life stealing $\pm 20/\pm 15/\pm 10$ (1d6+6 plus 2d6 unholy/19-20), or ± 3 vorpal throwing axe of returning $\pm 22/\pm 17/\pm 12$ (1d6+6/19-20) or ± 3 unholy throwing axe of life stealing $\pm 22/\pm 17/\pm 12$ (1d6+6 plus 2d6 unholy/19-20) or masterwork throwing dagger $\pm 19/\pm 14/\pm 9$ (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

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; *speak 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 Bielle 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 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

CR 6

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), Multiattack⁸, Weapon Finesse, Weapon Focus (claws)
Skills Acrobatics +13, Climb +14, Perception +5, Stealth +16 (+20 in undergrowth); Racial Modifiers +4 on Stealth in undergrowth

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),

vs. eves + 1 kakri + 20/+21/+10 (104+7/15-20), elaw + 21 (104+5)bite +21 (106+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/+121/+16 (1d8+8/x3) rapid shot

Special Attacks *detect thoughts* (DC 18), favored enemy (elves +4, humans +2)

Spells Known (CL 7th)

SQ devotion, link, share spells

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,

1st (//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, +10Knowledge (nature) +10, Perception +23(+27 vs elves, +25 vs. humans), Perform +16, Sense Motive +14 (+20 vs elves, +18 vs. humans),

CR 4

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 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 willo'-wisps**. These malevolent creatures lured **3 tyrannosaurs beasts of chaos** from the Beharrel Valleys and use the twisted dinosaurs to confront travelers. The tyrannosauruses, like many other jungle inhabitants, suffer from the dark influences of Al-Sifon and the Nether Sepulcher. The wisps lead PCs to the tyrannosauruses or vice versa. The wisps use brilliant strobes of light to enrage the tyrannosauruses into a berserk fury before combat. Once the dinosaurs attack, the wisps engage spellcasters. The wisps travel in pairs with each tyrannosaurus. When one group is encountered, the others arrive 2d4 rounds later.

WILL-O'-WISPS (6) XP 2,400

CR6

hp 65 each (Pathfinder Roleplaying Game Bestiary, "will-o'-wisp")



CR 11

TYRANOSAURUS, BEASTS OF CHAOS (3)

(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 tyrannosaur 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 NAGACR 12XP 19,200LE Large undeadLE Large undeadInit +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 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

5 6 ,

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 Charismabased.

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 Magie") 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

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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

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

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

CR 11

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.

CR 4

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+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.

CR 5

WRAITH

Pathfinder Roleplaying Game Bestiary, "wraith"

XP 1,600 LE Medium undead (incorporeal)

Init +7; **Senses** darkvision 60 ft., lifesense; **Perception** +10

14

CR 2

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 -2hp 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 Charismabased.

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)

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 opening 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.

CR 10

CR 8

FIRE GIANT

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)

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

CR 1/2

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 ghast (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 ghasts in the graveyard drop lifelessly to the ground as their connection to Orcus is severed. Ghoul and ghast soldiers created by the totem throughout the land immediately are snuffed out of existence, severely crippling his army. Ghouls or ghast 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, ghasts, 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)

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 23

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 Charismabased.

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 drench 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**.

CR 16

BENJALDU

CR 8

(NIGHTSHADE, NIGHTWALKER)

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),



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 Charismabased.

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 vrocks** with 100% chance of success. Galosc attempts to grapple PCs and tosses them down the slide into Area I2. The summoned vrocks engage spellcasters.

GALOSC, HALF-DRAGON GLABREZU: CR 15; See Area I3.

VROCKS (1-2)	R 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)

CR 13

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 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 (CL14th): 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^b*, *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 I2: 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 ghasts**. 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 ghasts 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 ghasts to escape without aid (Climb DC 30).

GHOULS (40)

XP 400

CR 1

CR 2

hp 24 each (*Pathfinder Roleplaying Game Bestiary*, "ghoul")See Wandering Monsters above.

GHASTS (10) XP 600

hp 32 each (*Pathfinder Roleplaying Game Bestiary*, "ghoul"). See Wandering Monsters above.

Area I3: 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 80ft. (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 vrocks 50%)

19

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 15). 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 Is: 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.

CR3

SHADOWS (8)

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) Pathfinder Roleplaying Game Bestiary, "shadow, greater" XP 4,800 CE Medium undead (incorporeal) Init +5; Senses darkvision 60 ft.; Perception +13 	CR 8
AC 18, touch 18, flat-footed 12 (+2 deflection, +5 Dex, +1 do hp 98 each (9d8+36)	odge)

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



CR 3

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.

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-tohead 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 J1: 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 castes *haste*, *stoneskin* and other spells upon herself and the mohrgs.

ZOMBIES (24)

CR1/2

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

21

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 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

CR 16

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 antiquities 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 ghasts**. Anyone delving into the gore is immediately infected by 10d10 grubs (no save to avoid). The ghasts 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)CR 2Pathfinder Roleplaying Game Bestiary, "ghoul"XP 600CE Medium undeadInit +4; Senses darkvision 60 ft.; Perception +9

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 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.

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 ghasts**. 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 vrock** immediately leap from the gate to drag the living and the undead into the horrible plane. Every four rounds thereafter, **4 more vrock** 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 vrock 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

CR 18

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)

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 onequarter 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 JII: 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

CR 11

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

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 barrie r(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 *twohanded 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 1
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,

25

1

CR 7

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

 $\boldsymbol{S}\boldsymbol{Q}$ 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)

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 **SO** 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 5XP 1,600NE 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 darkvison 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.
- Rayne D'Anzeray: CR 19; hp 132. See Area K7.
 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

Pathfinder Roleplaying Game Bestiary, "wraith" XP 12,800 LE Large undead (incorporeal)

Init +13 **Senses** darkvision 60 ft., lifesense; **Perception** +23 **Aura** unnatural aura (30 ft.)

AC 26 touch 26, flat-footed 16 (+7 deflection, +9 Dex, +1 Dodge, -1 Size)

CR 11

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.

Lifesense (Su) A dread wraith notices and locates living creatures within 60 feet, just as if it possessed the blindsight ability. Sunlight Powerlessness (Ex) A dread wraith caught in sunlight cannot attack and is staggered.

CR 4

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.

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 N Huge construct N

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) XP 1,200

CR 4

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)





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-footwide 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 II)

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)	CR 4
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 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^D, contagion (DC 16), searing light
2nd— death knell^D, hold person (DC 15), silence, sound burst
1st—hide from undead, magic weapon, protection from good^D, 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, +14

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 darkvison 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.

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, Quicken 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* + δ , 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 21Will 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 XP 38,400

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—bless, 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 ghast (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.



LEGAL APPENDIX

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 KII: 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.

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^{D*}(DC 17), divine power*(expired), holy smite* (DC 17)

3rd—magic circle against $evil^{0}$, invisibility purge, prayer, searing light x2

2nd—aid, align weapon^D, eagle's splendor*, owl's wisdom, shield other

1st—bless* (expired), protection from $evil^{D*}$, 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 Area K13-A: Cell (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 comatoselike 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.

KNOBLOCH, THE CRUCIATE 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 unholv falchion of wounding +23/+18/+13 (2d4+10 plus 2d6 unholy + woundingSpecial 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^D, silence 1st—bless, cause fear^D, 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, speak with dead, invisibility purge; CL 15).

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 CR9 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.

CR 14

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	CR		
XP 6,400			
Male gnome barbarian 10			
CG Small humanoid			
Init +9. Senses low-light vision: Perception +15			

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, nightvison, 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

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

CR 5

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

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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 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

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)

CR 4

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

CR 9

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	
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, Lighting 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 it 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 XP 19,200

LE Large undead (giant, oni, shapechanger) Init +9; Senses darkvision 60 ft., low-light vision; Perception +13

CR 12

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

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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.

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

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

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 jadeinlaid 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 funnelshaped 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 22

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

Jetensive Abilities hardness 10 (or more); Immune construct trait

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

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 darkvison 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

CR 3

SYLVANUS

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^D, greater dispel magic, harm (DC 26), word of recall

5th—flame strike (DC 23), plane shift, righteous might, slay living^D (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^D (DC 20) 3rd—animate dead^D, contagion (DC 23), invisibility purge, prayer, searing light (x2), speak with dead 2nd—aid, bull's strength, death knell^D (DC 22), enthrall (DC 20), owl's wisdom, spiritual weapon, undetectable 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.

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