

SF 5

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— Adventure 5: Eclipse of the Hearth —

By Gary Schotter & Jeff Harkness



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This book is dedicated to the memory of Dustin “Lanky” Ray Cook, 1985-2009.

## Special Thanks

Jeff would like to dedicate this book to Tammy, Kaitlyn and Alyssa. Gary would like to dedicate this work to Christina, Brooklyn, Kaden and Amberlyn. We also want to thank Greg Wilson for his wisdom and advice in solving many dilemmas and game mechanics issues.

And a special dedication to the 32 PCs who lost their lives during playtesting.



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# Splinters of Faith

## — Adventure 5: Eclipse of the Hearth —

By Gary Schotter & Jeff Harkness

PCs travel to a temple overrun by a gnoll army. Deep within the ziggurat's depths, a "demigoddess" awaits amid traps left by a cult of Set. This adventure is for PCs of 5th to 7th levels.

*The desert sand burns with the midday heat, the land absorbing and radiating the sun like a furnace. Broken ruins rise out of the shifting dunes, stone skeletons of man's attempts to conquer this forsaken place. Paving stones decorated with symbols of the sun appear and vanish underfoot in the ever-swirling grit.*

*Rising tallest among the crumbling ruins is a true monument to faith and devotion. The six-sided pyramid rises 300 feet into the shimmering air, steep stone steps marking a path up its stone slopes. A dark globe sits atop the structure, a pinpoint of blight against the sky.*

*Even from here, the ziggurat looks worn down by the ages, its stones darkened with abuse and neglect.*

*One can only imagine the radiance of the ziggurat in its prime ...*

## Seraph

**Location:** Dry grasslands, savannah

**Nicknames:** The Sun Shrine, Ziggurat of Arden

**Deity:** Arden, god of the rising sun

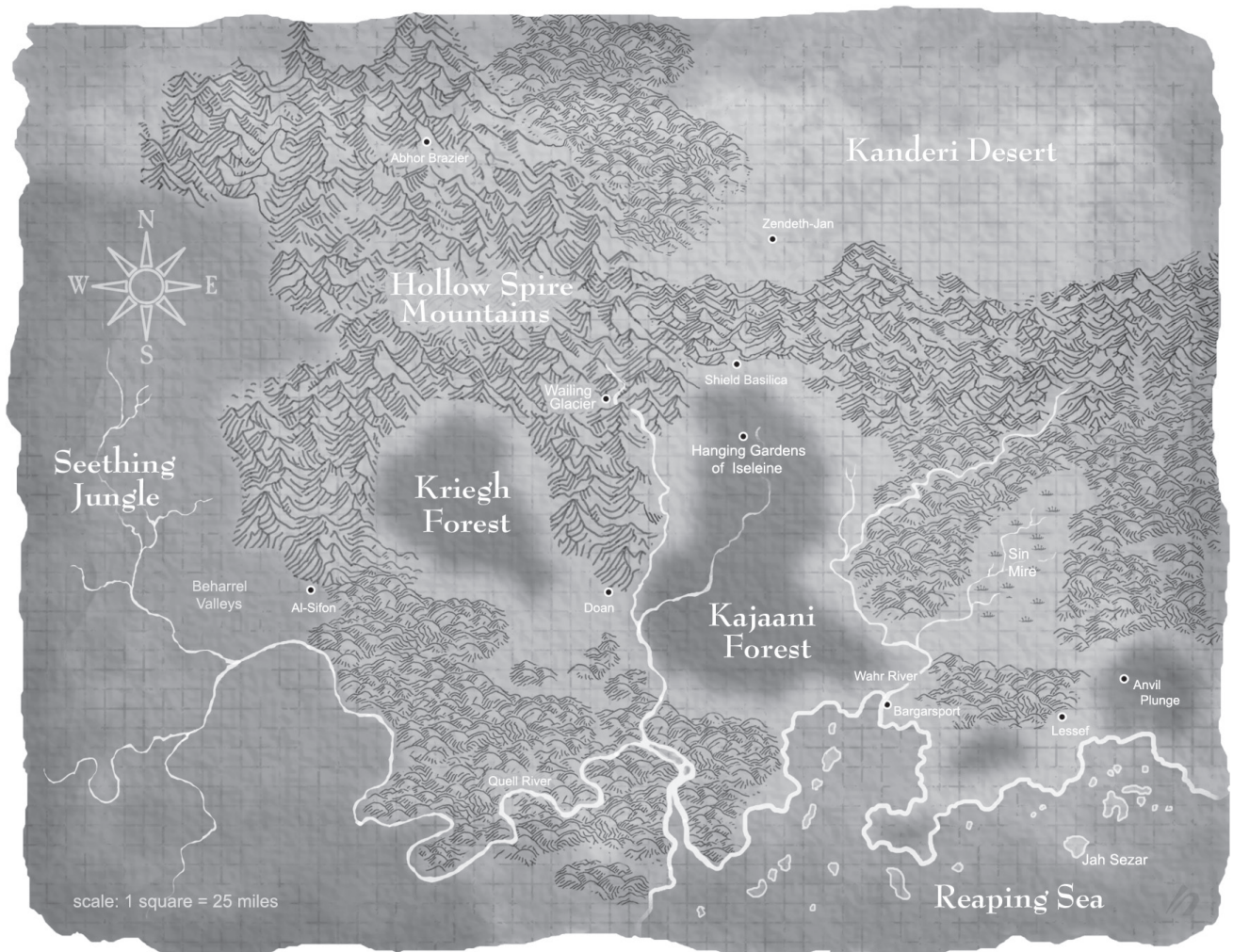
**Domains:** Sun, Air, Good, War

**Leader:** Shah Rasalt, NG Clr15

**Servants:** Sun priests (Clr9-10), Radiants (Clr5-8), Golden Followers (Clr1-4), Fires of Arden (Pal5-10)

**Dress:** Worshippers dress in loose silk robes, preferring golds, reds and oranges. Many wear elaborate headdresses of gold encrusted with jewels.

**Unique characteristic:** Seraph is a ziggurat rising from fertile grasslands. A crystal sphere atop the temple burns day and night with the light of the sun.





## How to Use This Adventure

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

At this point in the campaign, the relic – called the *Scepter of Faiths* – is equivalent to a +1 adamantite masterwork heavy mace, with the ability to cast *bless* 3 times per day. It also has *deathwatch* and *detect undead* (30-ft. radius) and is able to *locate creature* (the death-priest Akruel) with no range limits as long as the wielder and Akruel are on the same plane.

If you don't want to run the full campaign, don't worry. This adventure is complete on its own. PCs playing the *Scepter of Faiths* campaign should be looking for Seraph to restore the Scepter. This adventure is slightly different from the past adventures in the series, however, in that it does not start at a "good" temple. PCs will need to find the ziggurat on their own and make their way inside. They must also determine how to carry out the ritual to power the scepter.

If you plan to run the adventure without the preceding ones, you'll need to devise a way to get the PCs started. In this adventure, one possible hook is a lost caravan that has been attacked by gnolls. The nomads need the PCs to find members of their group who were taken by the gnolls. An alternate idea is to have a priest contact PCs and seek their help him in finding an ancient temple in the middle of the Kanderi Desert.

## Background

More than 3,000 years ago, the city-state of Zendeth-Jan thrived along the banks of the Kanderi River as a metropolis of free men. Its open gates welcomed all people seeking refuge from warlords and tyrants. The city followed the teachings of the sun god Arden and stood steadfast against foes for centuries.

The centerpiece of Zendeth-Jan was the magnificent sun temple Seraph, a shrine dedicated to defeating evil. The pyramid was visible for miles thanks to a crystal beacon that blazed like a small sun. Seraph served as a bastion of righteousness.

## The Past . . . and the Present

Two versions of Seraph are presented for Gamemasters to use. The first details the temple at the height of its power before Akruel launched the War of Divine Discord. This version can be used as a fully realized temple in any timeframe.

The version in the adventure is much different, reflecting the toll of years on the once-proud ziggurat. With the god Arden's fall after Akruel's defeat, evil overran the temple. Inhabitants came and went as the temple fell into disrepair, each resident eroding the temple's once-proud heritage. Some of the more powerful residents left behind lasting dangers, and more than a few still reside there.

In the adventure, a powerful **lamia** named **Amdari** currently rules the upper levels as a quasi-deity to a tribe of **gnolls**. The gnolls excel at depravity under her merciless rule. The chaotic beasts are an organized and formidable force, coordinating assaults to bring down opponents.

## Seraph, The Ziggurat of Arden

The Ziggurat during its glory days was a shining example of the sun

god's faith. Use the following descriptions for the fully functioning shrine.

Seraph's six sides rise nearly 300 feet to a golden dais upon which a gleaming 10-foot-diameter sphere of polished crystal sits. The crystal burns with the fires of the sun, its beacon visible for miles day and night. Steep stone stairs climb the ziggurat's 65-degree angled sides to upper doorways that lead into the pyramid.

## Seraph, Level 1

The terrace and entrance are neat and clean. Normal cats lounge in the Morningtide Sphere's light.

### Area 1-1: The Terrace

A 10-foot-diameter crystal sphere blazing with the sun's rays dominates the terrace. The Morningtide Sphere's facets trap light and burn even at night. The sphere is mounted on a hollow tube of *force* that descends through the ziggurat's interior. The column easily supports the 600-pound crystal.

### Area 1-2: Dais Interior

Small urns filled with burning incense sit in the dais interior, filling the chamber with the smell of jasmine and sandalwood. Three staircases wind downward into the temple.

## Seraph, Level 2

During Arden's golden years, the temple's second level welcomed visitors and was used to fend off invaders.

Seraph's halls and rooms are 15 feet tall, except where noted, and composed of perfectly fitted three-foot-square stone blocks. Doors are wooden, unless specified. Niches holding small statues, relics and urns line the colorful walls. Tile frescoes show aspects of Arden.

Glass globes filled with *continual flames* sit in niches, providing a soft radiance that flows like a golden cascade through the corridors. The air is cool and dry and smells of sandalwood and jasmine.

### Area 2-1: Stairs

Three sets of staircases spiral 20 feet down to the ziggurat's entry chamber. The stairs wrap around the central glass core. Each step is covered in gold leaf and imprinted with the glories of Arden.

### Areas 2-2 and 2-3: The Entry

Three spiral staircases enter the center of the room. The column continues downward through the floor. Columns with carved sun motifs support the 20-foot-high ceiling. Four three-foot-tall doors exit the room. Stairs descend into the temple.

Normal cats roam the room, rubbing against columns and visitors, and scratching at the stones and door.

Two greeters (human **Clr3**) welcome visitors. Each carries a bag of necklaces with golden seals visitors are asked to wear to mark them so priests may assist them.

Any disturbance brings **8 trained lions** from Areas 2-4 through 2-7.

### Areas 2-4 through 2-7: Cat Boxes

Two trained lions live in each of these 20-foot-tall rooms. Platforms allow the cats to leap from ledge to ledge. The lions obey temple priests and ignore anyone wearing a necklace of Arden. Openings allow the cats to leave and sun themselves on the temple's sides or to descend onto the grasslands to hunt elk. A foot of sand fills each room.

LIONS (8)  
XP 800

hp 42 each (*Pathfinder Roleplaying Game Bestiary*, "Lion")

CR 3

## Seraph, Level 3

Visitors stay on this level.

### Area 3-1: Sun Mural

The focal point of this chamber is the column running from the ceiling 30 feet overhead to the floor. The *force* column glows brightly as it reflects the Morningtide Sphere's light and channels it downward into the pyramid. Four sets of stairs ascend to Area 2-1, while two descend to Level 4.

A mural of reddish-orange and gold tiles runs around the room, showing the sun rising and setting through the year. Elaborate scenes mark solstices and equinoxes. Around the room are 365 slots where priests mark the calendar by inserting a gold bar each day. (The GM should adjust the number of days to fit his campaign's year.)

Each bar is worth 10 gp, but taking one comes with a price: Anyone leaving the temple with one suffers blindness within a month. Sight is restored if the bar is returned. The blindness can also be removed by a *remove curse* and a *light* spell cast simultaneously on the victim. Either way, it takes a week for the victim's eyesight to return. Some claim that an image of a fiery sun remains burned into the thief's vision.

A blind PC loses Dexterity adjustments to AC and suffers a -2 penalty to AC. In addition, all opponents have total concealment from the blind PC, giving the blind PC a 50 percent miss chance in combat. See *Darkness* under "The Environment" in Chapter 13 of the *Pathfinder Core Rulebook*.

### Area 3-2 and 3-3: The Upper Vaults

Gold bars used in the mural (Area 3-1) are stored here. A **temple guardian** (male human Pal9) stands watch.

### Areas 3-4 through 3-7: Visitors Quarters

These spartan rooms house visitors. A communal chamber (3-4) leads to rooms for men (3-5), women (3-6) and children (3-7). Braziers provide light and heat, and priests provide food and drink.

### Area 3-8: The Archivist's Chamber

Stucco murals of Arden giving the blessings of the sun decorate this room. Soft pelts serve as a bed, and a stone table covered with wet clay sits against the wall. The table has an indentation that allows wet clay to be formed into stone tablets. Sealed vats contain wet clay and water.

**Anata Kali-Shar** (N female human Clr9), the Ziggurat's archivist, lives here. She records everyday events on clay tablets. Kali-Shar dresses in golden robes and wears a headdress containing 12 rubies. Golden hair falls to her waist, with strands of platinum and silver woven into the tresses. Kali-Shar hides her clay-covered hands in long sleeves. Kali-Shar speaks bluntly and expects immediate answers to her questions.

### Area 3-9: Tablet Storage

Nearly 1,000 stone tablets fill this room. Kali-Shar places tablets recording daily occurrences here. The information is tedious, containing entries such as "No visitors; lion fought hyena pack and was killed." Each tablet contains a week's worth of information.

### Area 3-10: The Secret Tablets

Tablets detailing aspects of Arden, the true names of the gods, and details of ceremonies held in the Sun Chamber are stored here behind a secret door.

## Area 3-II: The Sun's Servant

A nine-foot-tall statue of a warrior dressed in flowing robes stands near the doorway, Arden's holy symbol inscribed on its chest.

Tablets recording world events are stored on recessed shelves that slide into the walls. The tablets detail wars, plagues and cataclysms, as well as important events.

PCs searching the tablets (DC 22 Perception check) discover gaps. Events deemed too important for casual viewing — rituals and state secrets — are stored elsewhere.

The statue is a **stone golem** that transports the heavy tablets. The golem leaves visitors alone unless they attempt to remove the records. Kali-Shar uses the golem as a walking "notepad," pushing clay against its body and then writing "notes" until she can record the information. Patches of hardening clay decorate the golem's chest and back.

#### STONE GOLEM

XP 12,800

hp 110 (*Pathfinder Roleplaying Game Bestiary*, "Golem, Stone")

CR 11

## Seraph, Level 4

The temple's priests eat, study and sleep on this level.

### Area 4-1: Dining Hall

Low-ranking priests of Arden eat here off three 15-foot-long stone tables. Stone benches provide seating. Food is carried in on wooden slabs.

### Area 4-2: Kitchen

Meals are prepared here. Food consists of grains and vegetables, with occasional meat from an elk or herd animal. Utensils, spices and other cooking equipment are stored in a connecting pantry.

### Area 4-3:

An initiate priest (Clr4) lives in this room. He is in charge of coordinating ceremonies for the lower priests.

### Area 4-4: Storage

Grains and other foodstuffs are stored here until needed. The rooms are otherwise empty.

### Area 4-5:

Items used for various ceremonies are stored here.

### Area 4-6:

Tile murals in this alcove exhort the lower priests to serve Arden faithfully. The artwork shows Arden stepping from the clouds in rays of golden light to heal withered crops and people.

### Area 4-7: The Radiant Statue

A glowing lion-headed statue with feathery features stands nearly 12 feet tall in this room where the corridors converge. The marble statue gleams with a golden, inner light. Arden's holy symbol adorns the giant warrior.

### Areas 4-8 through 4-10: Lesser Priests' Chambers

Low-ranking priests (Clr2) live in these rooms. Each chamber has a bed, a desk and a recessed closet. Few priests keep personal effects, but small trinkets (feather tokens, cat statues, holy



## ADVENTURE 5: ECLIPSE OF THE HEARTH

symbols to Arden, etc.) decorate some rooms.

### Area 4-11: Iseleine's Faction

This chamber belongs to Hamarab Natal (CG male human Clr6/Brd3), who worships a goddess named Iseleine, a lesser aspect of the god Arden. Natal gathered like-believers and plans to build a temple to Iseleine.

Natal will eventually lead his followers to a stone pillar above a garden to build the Hanging Gardens of Iseleine. Iseleine's Prism is a larger version of Seraph's Morningtide Sphere. (See *Splinters of Faith 4: For Love of Chaos* for details of Natal's future temple.)

### Area 4-12: Welcoming Chamber

Murals of gold and glass surround the room, and decorative pillars carved with images of Arden rise throughout the room. A 15-foot-tall stone statue of Arden sits in an alcove. The statue raises its arms outward and a halo of fire surrounds its head.

The room serves as a waypoint to the lower levels. Guests are not permitted beyond this room without an escort. Two **temple minders** (male human Pal6/Clr3) wait on visitors and summon priests. The priests rely on their lion pets (Area 4-14) to "deter" aggressive visitors.

### Area 4-13: The Sanctuary

Traveling priests use this sanctuary to seek Arden's blessing before leaving the temple. Low stone benches decorated with Arden's glowing eye fill the chamber.

A glowing glass sphere floating around the gold-plated domed ceiling mimics the sun. The sphere contains a conduit to the Plane of Molten Skies. Breaking the glass causes jets of flame to fill the room (3d6 points of damage, DC 15 Reflex save for half) before the portal seals itself.

### Area 4-14: Lions' Den

This room is the lair of 6 lions that watch for intruders. The lions come and go as they please.

**LIONS (6)**

**XP 800**

hp 47 each (*Pathfinder Roleplaying Game Bestiary*, "lion")

**CR 3**

### Area 4-15: The Stairs

Wide stone stairs descend to the upper priests' level. Small urns filled with the ashes of the dead sit on each stair.

### Area 4-16: The Spas

A sparkling spa of clear water fills this humid chamber. Condensation sparkles on the stone walls. Stairs descend into the water, which surrounds the central *force* column. The sun's rays heat the water, providing a natural hot spring. Tropical plants grow in planters around the edges.

Temple priests (human Clr3) provide luxuriant togas for swimmers leaving the pool. Other priests fan coals to heat the air. Rushes in an alcove are used to scrub the skin.

### Area 4-17:

A metal breastplate revered as Arden's armor sits on a marble altar in this alcove. The relic gleams with an inner light but has no other magical properties. Priests say the armor's divine properties will be revealed when the full suit is collected.

### Area 4-18: Conference Room

Visitors are asked to wait here on plush leather couches. Statues of men with hawk heads and leonine features stand around the room.

Priests meet travelers to hear tales of the road. A secret door leads to Area 5-4.

### Area 4-19: Warrior Barracks

Arden's paladins sleep in these barracks. At any time, 1d4 guardians (Pal5) can be found here. Wall racks hold their weapons. The warriors, known as the Fires of Arden, are led by **Limat Jundalis** (LG human male Pal10).

### Area 4-20: The Library

While called a library, no actual documents are stored here. Divans sit beside low stone tables. A marble statue of a cat-headed human with feathery features stands near the door. Requests are made to the librarian (Clr8), who decides whether to grant the request. A **stone golem** recovers tablets containing the desired information. Visitors may spend as long as they like here, but they can only leave once a guide is summoned.

**STONE GOLEM**

**XP 12,800**

hp 108 (*Pathfinder Roleplaying Game Bestiary*, "Golem, Stone")

**CR 11**

### Seraph, Level 5

Arden's high priests conduct services on this level. Many of the priests maintain shrines of their own devising to better commune with Arden. Light radiates from the central pillar throughout the level. *Continual flame* sun globes rest on wall sconces. Thin sheets of hammered gold cover the walls and ceilings.

### Area 5-1: Chamber of Answers

Three-foot-diameter glowing glass spheres filled with radiant fire drift about the 30-foot-tall domed room, lighting murals composed of tiny bits of glass. When a question is posed here, the beads skitter and flow to display answers. The murals also communicate Arden's wishes, displaying requests as elaborate scenes.

The murals answer any question posed by a true follower of Arden. For others, the murals may answer a single question. The GM should determine if the wall provides answers or shows the PC a mural suggesting a "proper life."

### Area 5-2: The Golden Promenade

This hallway's walls and ceiling are covered in a thin layer of gold. Gold-painted bricks line the floor, with darker bricks creating sunburst patterns.

### Area 5-3: The Fiery God

A statue of Arden with its arms raised stands against the wall. At midday, cold flames sheath the 10-foot-tall statue for one hour.

### Area 5-4: Secret Door

A sunburst mosaic conceals a secret door (DC 20 Perception check) hiding a staircase leading to Area 4-18.

### Area 5-5: The Phoenix Mural

A mural depicting a fiery phoenix hovering above a glowing sphere covers this chamber's wall and ceiling. The glowing ball represents the Morningtide Sphere, and the phoenix has a feline appearance. A ziggurat sits beneath the glowing sphere. The temple's honored dead rest in state here for a day under the phoenix's watchful eye to prepare them for their journey into the afterlife.

## ADVENTURE 5: ECLIPSE OF THE HEARTH

### Area 5-6: Serpent in the Walls

For many years, a follower of the evil god Set has worked to undermine Arden's temple. **Master Zillious** (CE male human Clr10) poses as a faithful follower of Arden, but actually works to bring about the temple's downfall. Master Zillious is in charge of priests who roam the countryside spreading Arden's teachings. He is good at his job, which provides the perfect front for meeting with other Set worshippers.

Arden's symbols decorate Master Zillious' room, but these disguise his true beliefs. PCs examining the markings (DC 25 Perception check) discover images of interlocking serpents hidden in the sun symbols.

Master Zillious eats alone in his room. Servants bring sides of elk for him to dine on at his leisure. Much of the meat actually goes to his companion, a **giant king cobra** living in a side room (Area 5-7). Occasionally, Master Zillious lures a new priest to the room and allows the snake to feed on "live prey." Master Zillious covers up missing priests by recording that they "left the temple to spread Arden's word."

### Area 5-7: Serpent's Lair

Master Zillious' companion, a **giant king cobra**, lairs in this chamber. Unused furnishings fill the room, giving the serpent many places to hide. Master Zillious has had a *permanent invisibility* spell placed upon the snake. The snake disposes of the bodies of priests who cross Master Zillious.

**SNAKE, HUGE KING COBRA**

CR 7

XP 3,200

N Huge animal

Init +4; Senses low-light vision, scent; Perception +14

AC 18, touch 8, flat-footed 18 (+10 natural, -2 size)

hp 144 (12d8+72)

Fort +14, Ref +8, Will +5

Spd 20 ft., climb 20ft., swim 20ft.

Melee bite +14 (3d6+10/19-20 plus poison)

Space 15 ft.; Reach 15 ft.

Str 24, Dex 11, Con 22, Int 1, Wis 13, Cha 2

Base Atk +8; CMB +17; CMD 27 (can't be tripped)

Feats Ability Focus (poison), Improved Critical (bite), Improved Initiative, Improved Natural Attack (bite), Vital Strike, Weapon Focus (bite)

Skills Acrobatics +17, Climb +16, Perception +14, Stealth +5;

Racial Modifiers +8 Acrobatics, +4 Perception and +4 Stealth

Poison (Ex): bite—injury; save Fort DC 24; frequency 1/round for 6 rounds; effects 1d4 Con; cure 1 save.

### Area 5-8: Master Zillious' Sleeping Chamber

The bronze door to this room is locked (DC 25 Disable Device). A bed of piled furs fills the chamber. A locked desk (DC 22 Disable Device) protected by an *acid fog* trap contains missives Master Zillious writes to his true masters. Each letter is also written in code and backward (requiring a mirror to read). Master Zillious knows the priests might detect magically concealed letters so he relies on a substitution code to hide his intentions. PCs can decipher the letters (DC 24 Wisdom check) to discover that Master Zillious is plotting to overthrow the temple within the year. If the trap is set off, the letters dissolve within one round.

**ACID FOG TRAP; CR 7**

Type: magic; Perception DC 31; Disable Device DC 31

Trigger: proximity; Reset: automatic

Effect: Spell effect (*acid fog*, 11th-level wizard), 2d6/round acid for 11 rounds)

### Area 5-9: Sanctum

These bronze doors are locked (DC 25 Disable Device). Each door is etched with hieroglyphics and runes proclaiming Arden's greatness.

### Area 5-10: Shah Rasalt's Lounge

**Shah Rasalt** uses this room to relax and unwind. A desk (1,000 gp), a table (750 gp) and four chairs (250 gp), all made of teak wood and gilded with gold leaf, adorn the room.

### Area 5-11:

### The High Priest's Chambers

**Shah Rasalt** (NG male human Clr15) lives within this spartan chamber, sleeping in a bed of teak piled with soft elk furs. Shah Rasalt is a serious man, sizing up friends and foes with a glance. He lets visitors do the talking before he speaks in his booming voice. Rasalt's needs are provided for, so he keeps no items within his chambers.

### Area 5-12: The Brotherhood of Radiant Devotion

The Brotherhood of Radiant Devotion meets here. The 12 members of the brotherhood (all Pal5-10) direct the Fires of Arden, the paladins who live within the ziggurat's walls. The paladins are led by **Limat Jundalis** (LG human male Pal10).

### Area 5-13: Arden's Aspects

This shrine honors Arden's lesser aspects: air, goodness and war. Murals surround the central dais, and an immense mobile hangs from the ceiling detailing the sun's progress through the heavens. Shah Rasalt often sits in quiet meditation here to speak with his deity.

### Area 5-14: Arden's Blessings

A 25-foot-tall pillar sits in the middle of the room. The column is carved with rising suns, hawks, lions and images of Arden. Around the edges of the room, elaborate murals show Seraph's creation.

### Area 5-15: Hall of the Esteemed

Six niches house statues depicting aspects of Arden. Each 10-foot-tall marble statue shows the god in his various forms:

**A:** A muscular man with a glowing ball of fire resting on his shoulders in place of a head. The statue grasps a fiery javelin.

**B:** A lion standing on its back legs like a man. The head of the beast has a feathery mane that flows back along its neck.

**C:** A robed figure with the head of a hawk with feline features.

**D:** An elderly man bent at the waist and supporting himself with a staff. A ball of white light balances atop the carved staff.

**E:** A living flame with a humanoid shape. Fiery hands hold a glowing sphere of flame.

**F:** A giant hawk, with feathers of flame and feline features. The giant claws end in talons of blazing fire.

### Area 5-16: Arden's Shrine

An altar of frozen elemental fire sits on a dais at the end of the hall. The flame is cool to the touch. The altar is said to be a portion of Arden's being, molded by the god into an altar.



## Area 5-17: The Forum

Stairs at the end of the hall descend onto a lowered platform. Stone benches encircle a central speaker's platform. Priests congregate here to discuss their Arden's teachings and to deliberate how to spread his word.

## Seraph, Level 6: The Crypts

The crypts' pristine halls are 25 feet tall and radiate the sun's light. Arden's priests hold solemn rites of passage for the dead here. Air is pure and clean, filtered and refreshed down the *force* tube. *Continual flame* globes on sconces set every 30 feet along the walls light the area.

## Area 6-1: The Bronze Doors

Bronze double doors engraved with an image of Arden lifting a glowing sun are unlocked, but guarded by **2 paladins of Arden** (Pal7). The guards detain anyone not accompanied by a priest. Aggressive intruders are dealt with more severely.

## Area 6-2: The Lower Sanctum

This brightly lighted chamber's ceiling is a dome rising 25 feet overhead. A 10-foot-diameter hole is cut in the dome's center, directly above a white stone altar. The hole is the lower end of the *force* pillar supporting the Morningtide Sphere.

Every midday, sunlight blasts into this chamber, radiating off the white altar and filling the room with a golden glow. Waves of positive, refreshing energy fill the room. The priests use the chamber for their greatest blessing: *The Convocation of Radiance*.

## Area 6-3: The Ossuary

A marble staircase descends 10 feet into a lofty ossuary. Niches holding thousands of skeletal remains line the 35-foot-high walls. The ossuary contains citizens and commoners of Zendeth-Jan buried with a few meager possessions. The priests keep the bones clear of dust.

## Area 6-4: The Shrine of Day's Radiance

A golden sun (permanent *daylight* spell) illuminates this chamber. The elaborately decorated chamber contains painted murals depicting a shimmering sphere shining above Seraph's summit. Gold and silver embellishes the walls and fluted columns.

A white stone altar draped in silk sits atop a dais against the southern wall. A massive 30-foot-tall marble statue of a hawk-headed man stands behind the altar. The heavily muscled statue has a lion's mane and holds a golden staff above the altar.

## Area 6-5: Tombs of the Virtuous

Priests and committed followers of Arden are buried within these tombs. The ceiling is a mosaic of glass tiles depicting Arden raising the temple from the grasslands.

A gold-painted river barge on a carved wooden stand dominates the room. Life-like wooden statues man the ship, which has a statue of Arden standing on the foredeck.

Tombs of Arden's sanctified followers line the walls. The bronze doors have no handles and are sealed tightly with one-way locks (DC 25 Disable Device). Each tomb holds eight niches on which lie the remains of Arden's faithful. Individual names and a eulogy detailing their deeds are engraved below each niche.

## Area 6-6: Vaults of the Honored

Heroes and Arden's venerated servants are buried here. Bronze doors emblazoned with Arden's hawk-head image mark each tomb. The doors have no handles and are sealed tightly with a one-way lock (DC 25 Disable Device). In addition, each door is *arcane locked* at 12th level. An inscription containing the name and deeds of the deceased is embossed on each portal.

**BRONZE DOOR:** 3 in. thick; Hardness 10; hp 60; Break (DC 29).

Each tomb holds a raised stone sarcophagus carved and painted to resemble the person within. Smaller, less ornate sarcophagi surround the dais and hold the deceased's immediate family members.

**A: Ehrmandale the Devout:** The inscription reads: "Ehrmandale the Devout, with piety and tenacity he conquered the souls of pagan men with the radiance of Arden."

**B: Vandallia of the Sun Children:** The inscription reads: "Vandallia of the Sun Children, Scholar of radiance and maiden of Arden. Blessed prophet of the eclipse and seer of the dusk."

**C: Terhune the Penitent:** The inscription reads: "Terhune the Penitent, Deliverer of Arden's wrath. Disruptor of undead legions and Hero of the Infidel War."

**D: Aymara the Meek:** The inscription reads: "Aymara the Meek: Her Roar Sounded Loudest in Dire Days."

**E: Empty Tomb**

**F: Vydessia the Diviner:** The inscription reads: "Vydessia the Diviner, with wisdom beyond man her visions led the faithful to truth and redemption."

**G: Ironton of Clan Ashenchisel:** The inscription reads: "Ironton of Clan Ashenchisel, Master Architect of Seraph. His fidelity and friendship shall forever secure the bonds between dwarven kind and the Children of Arden."

**H: Empty Tomb**

## Area 6-7: Secret Escape Tunnel

The secret door (DC 25 Perception check) opens into a rubble-and-sand-strewn hall. The hall is easily passable and extends for nearly a half mile before ending at a narrow spiral staircase. Stairs ascend inside a massive pillar. A secret door (DC 25 Perception check) opens onto remote desert ruins.

## Area 6-8: Shah Rasalt's Tomb

This burial chamber is being prepared for Shah Rasalt. The tomb's walls are decorated with murals and intricate mosaics. A gold-leaf sun dominates a celestial map on the blue ceiling. A portion of the wall is reserved for events Shah Rasalt may yet perform.

# Adventure Background

In this adventure set hundreds of years after Seraph's glory days, PCs must take the *Scepter of Faiths* into the temple's deepest levels to receive Arden's blessing. However, Seraph's latest inhabitants have no intention of letting anyone just walk through the front doors ...

## Lands of Zendeth-Jan

The land has changed dramatically from the once-fertile farmland and flowing Kanderi River of Seraph's heyday. When the god Arden disappeared, his priests' power dwindled to nothing. Warlords plundered the ziggurat and slew the few temple minders who stayed in the futile hope that their lost god would return.

As Seraph fell into ruin, Zendeth-Jan became a ghost city, dominated by ever-changing warlords. Without Arden's protection, the sun beat down, mercilessly scorching the ground and turning fertile plains into withered wasteland. As the lush terrain dwindled, the Kanderi River's life-sustaining waters dried up. Ironically, the Kanderi Desert takes the name of the river that once provided sustenance and life.

Zendeth-Jan currently is little more than cracked foundations, crumbling pillars and rubble fields in the middle of blistering desert badlands. Shifting sand dunes envelop and unearth ruins in a landscape forever changing with the searing winds.

Only Seraph remains unscathed. The once-grand temple suffered the worst depredations inside its walls over the years, but the outer structure is otherwise secure.

## Area A: Smooth Sand (CR 6)

These patches of smooth sand are the abodes of 2 **dust diggers**. They flourish in the ruins and are a common hazard in modern-day Zendeth-Jan.

### DUST DIGGER (2)

CR 4

*Pathfinder Roleplaying Game Bestiary 2, "Dust Digger"*

XP 1,200

N Large Aberration

Init +4; Senses darkvision 60 ft., tremorsense 60 ft.; Perception +5

AC 16, touch 9, flat-footed 16 (+7 natural, -1 size)

hp 34, 32 (5d8+20)

Fort +5, Ref +1, Will +4

Spd 10 ft., burrow 20 ft.

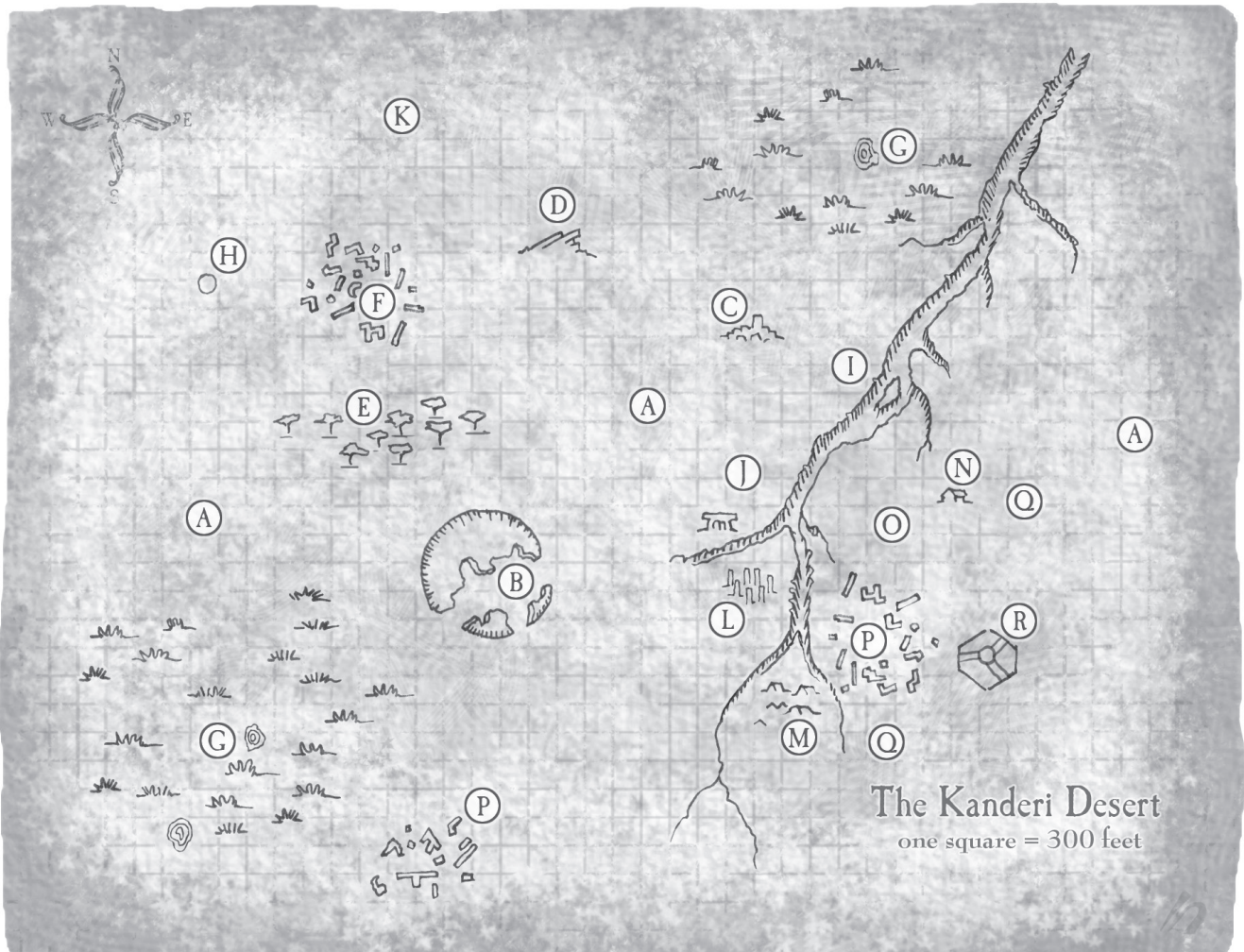
Melee bite +5 (1d8+3 plus grab), 5 tentacles +3 (1d4+1 plus grab)

Space 10 ft.; Reach 10 ft.

Special Attacks sinkhole, swallow whole (2d8+4 bludgeoning, AC 13, 4 hp)

Str 17, Dex 11, Con 18, Int 2, Wis 11, Cha 10

Base Atk +3; CMB +7 (+11 grapple); CMD 17 (can't be tripped)





**Feats** Improved Initiative, Multiattack, Skill Focus (Stealth)

**Skills** Perception +5, Stealth +8 (+13 in ambush); **Racial modifier** +8 Stealth in ambush

**Sinkhole (Ex)** a dust digger can burrow into sand, loose soil, or dirt to lie in ambush just under the surface. When it feels (via tremorsense) prey walk onto a square it threatens, it can deflate its body in an immediate action, causing the sand and other loose soil above to shift and slide. All creatures who are standing in the dust digger's reach must make a DC 15 reflex save or become entangled as long as they remain in the dust digger's reach. All creatures who were standing at least partially in the dust digger's actual space must make a DC 15 reflex save or become entangled and fall prone — if such a creature makes its save, it immediately moves to the closest adjacent unoccupied square. If this results in more than a 5-foot move, the creature moves that distance and then falls prone. The DC is Strength-based.

## Area B: The Forum (CR 7)

The half dome and top rim of a colossal arena protrudes 30 feet out of the shifting sand. The dome provides welcome shade from the sun. A **deadfall scorpion** lives in the dome's shadows but aggressively protects its lair. It hides (Stealth +3) just under the sand beneath the dome. The scorpion gets a +8 circumstance bonus due to its coloration and the dome's shadow.

### DEADFALL SCORPION

CR 8

(*Pathfinder Roleplaying Game Bestiary*, "Scorpion, Giant")

XP 4,800

N Huge vermin

Init -1; Senses Darkvision 60 ft., tremorsense 60 ft.; **Perception** +4

AC 17 touch 7, flat-footed 17 (-1 Dex, +10 natural, -2 size)

**hp** 98 hp (10d8+50)

**Fort** +12, **Ref** +2, **Will** +3

**Immune** mind-affecting effects

**Speed** 50 ft.

**Melee** 2 claws +13 (1d8+8 plus grab), sting +13 (1d8+8 plus poison)

**Space** 15 ft.; **Reach** 10 ft.

**Special Attacks** constrict (1d8+8)

**Str** 27, **Dex** 8, **Con** 20, **Int** -, **Wis** 10, **Cha** 2

**Base Atk** +7 **CMB** +17 (+21 grapple) **CMD** 26 (38 vs. trip)

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

**Poison (Ex):** Sting—injury; save Fort DC 22; frequency 1/round for 6 rounds; effect 1d2 Strength damage; cure 1 save. The save DC is Constitution-based and includes a +2 racial bonus.

## Area C: The Protector's Tower (CR 10)

A granite tower juts from the sand. Four windows 60 feet up the rounded wall allow entrance. The tower is the lair of a desert druid named **Waely Tangaen** (NG female half elf Drd8/Bbn2). She takes great pride in Zendeth-Jan and presides over the animals reclaiming the ruined civilization. She views the desert creatures as her wards and becomes enraged if they are harmed. She is living peacefully with the gnolls — mainly because they are unaware of her existence.

Waely is young, untamed and beautiful to behold. Long coal-black hair hangs in huge curls over her lithe frame. Her pale blue eyes reflect her passion for the desert. She favors the forms of a vulture, viper or puma. She defends her domain using distance spells and casts *gust of wind* to envelop opponents in clouds of dust and sand (requiring concentration checks for spellcasters).

Waely detests civilization. Despite her loner nature, however, she is quite lonely and desires companionship. She watches outsiders

## Wandering Encounters

Many dangers lurk in the desert. Sandstorms, lack of water, and intense heat are just a few dangers. Check for a wandering encounter every five hours PCs spend in the desert. Roll 1d20:

### d20 Encounter

1-4 **HYENAS (2d6): CR 1; XP 400;** hp 13 each

(*Pathfinder Roleplaying Game Bestiary*, "Hyena")

5-7 **BABOONS (1d12): CR 1/2;** hp 5 each. See Area M.

8 **LIONS (1d6): CR 3; XP 800;** hp 32 each

(*Pathfinder Roleplaying Game Bestiary*, "Lion")

9 **GARGOYLE (1): CR 4; XP 1,200;** hp 42

(*Pathfinder Roleplaying Game Bestiary*, "Gargoyle")

10-11 **DEER (2d4)\*:** CR 1/4; hp 11 each (See below).

12-13 **GNOLL PATROL (5): CR 1; XP 400;** hp 11 each

(*Pathfinder Roleplaying Game Bestiary*, "Gnoll"). Each carries a battleaxe and short bow.

14-20 No encounter

### DEER CR

1/4

*The Tome of Horrors* by Necromancer Games, Page 286

**XP 100**

N Medium Animal

**Init** +2; **Senses** Scent; **Perception** +8

AC 13, touch 12, flat-footed 11 (+2 Dex, +1 natural)

**hp** 11 (2d8+2)

**Fort** +1, **Ref** +5, **Will** +2

**Spd** 40 ft.

**Melee** Hoof +2 (1d4+1) or gore +2 (1d6+1)

**Tactics** Deer attack with their hooves or antlers. Antelopes, when defending their herd, attack by charging an opponent and butting with their horns (gore). The gore attack only applies to bucks with antlers.

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

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

**Feats** Dodge<sup>B</sup>, Mobility<sup>B</sup>, Run

**Skills** Perception +8, Stealth +6 (10\*), Swim +5 **Racial**

**Modifiers** Deer have a +4 racial bonus on Perception, Stealth, and Swim checks. \*In forested areas the Stealth bonus increases to +8.

cautiously. If her animals are treated with respect, she befriends visitors. She understands self-defense, but killing even vermin causes her anger to boil over in a blinding rage.

Waely's tower consists of two levels of one room each. The upper level houses her companion creature, a **huge rattlesnake**. It guards her lair while she roams the desert. The snake rarely leaves the cool lair during the day unless searching for food or accompanying Waely.

A ladder and a trap door in the floor access the lower level, which contains barrels of water, dried foods and a bedroll. She carries her valuables with her.

### WAEELY TANGAEN

CR 9

**XP 6,400**

Female half-elf Drd8/Brn2

CN Medium humanoid

## ADVENTURE BACKGROUND

**Init** +2; **Senses** low-light vision 60ft.; **Perception** +21

**AC** 16, touch 12, flat-footed 13 (+2 Dex, +3 armor)

**hp** 89 (8d8+24 plus 2d12+6)

**Fort** +12; **Ref** +7; **Will** +13

**Defensive Abilities** elven immunities, resist fire 10, resist nature's lure

**Spd** 40 ft.

**Melee** +3 *spear* +15/+9 (1d8+4)

**Special Attacks** rage, spontaneous casting (*summon nature's ally* spells)

**Domain Spell-like Abilities** (CL8):

7/day—*fire bolt*

**Spells Prepared** (CL 4th):

4th—*flame strike*, *ice storm*, *spike stones*, *wall of fire*<sup>D</sup>

3rd—*call lightning*, *dominate animal*, *fireball*<sup>D</sup>, *greater magic fang*, *sleet storm*

2nd—*bull's strength*, *flaming sphere*, *gust of wind*, *produce fire*<sup>D</sup>, *summon swarm*

1st—*burning hands*<sup>D</sup>, *charm animal*, *endure elements*, *long strider*, *speak with animals*

0 (at will) — *create water*, *detect magic*, *flare*, *stabilize*

**D** domain spell: **Domain Fire**

**Str** 17, **Dex** 15, **Con** 16, **Int** 12, **Wis** 19, **Cha** 15

**Base Atk** +8; **CMB** +11; **CMD** 23

**Feats** Augment Summoning, Eschew Materials, Natural Spell, Shape Master\*, Weapon Focus (spear)

**Skills** Climb+12, Handle Animal +17, Fly +9, Heal +11, Knowledge (geography) +13, Knowledge (nature) +15, Perception +19, Survival +19

**Languages** Common, elven

**SQ** fast movement, nature bond, nature sense, rage power (moment of clarity), trackless step, wild empathy, wild shape, woodland stride

**Combat Gear** +3 *spear*, leather armor, *potion of cure moderate wounds* (CL 5), *potion of barkskin* +3 (CL 5) **Other Gear** pouch of dried prunes.

\* New Skill (See sidebar)

### New Fear: Shape Master

From *Glades of Death* by Necromancer Games

Your training allows you to wild shape faster than usual.

**Prerequisites:** Natural Spell, wild shape (elemental)

**Benefit:** Three times per day you can wild shape as a free action without provoking an attack of opportunity. This does not add to the number of times per day you can wild shape, nor does it alter the shape and forms you can assume, it simply allows you to change shape faster than usual.

**Normal:** Wild shape is a standard action that does not provoke an attack of opportunity.

**SNAKE, HUGE PIT VIPER**

CR 7

**XP** 3,200

N Huge animal

**Init** +4; **Senses** low-light vision, scent; **Perception** +14

**AC** 18, touch 8, flat-footed 18 (+10 natural, -2 size)

**hp** 144 (12d8+72)

**Fort** +14, **Ref** +8, **Will** +5

**Spd** 20 ft., climb 20ft., swim 20ft.

**Melee** bite +14 (3d6+10/19-20 plus poison)

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

**Str** 24, **Dex** 11, **Con** 22, **Int** 1, **Wis** 13, **Cha** 2

**Base Atk** +8; **CMB** +17; **CMD** 27 (can't be tripped)

**Feats** Ability Focus (poison), Improved Critical (bite), Improved Initiative, Improved Natural Attack (bite), Vital Strike, Weapon Focus (bite)

**Skills** Acrobatics +17, Climb +16, Perception +14, Stealth +5;

**Racial Modifiers** +8 Acrobatics, +4 Perception and +4 Stealth

**Poison (Ex):** bite—injury; *save* Fort DC 24; frequency 1/round for 6 rounds; effects 1d4 Con; cure 1 save.

### Area D: The Lizard (CR 10)

A 20-foot rock outcropping juts from a sand dune. The rocks form alcoves that provide shade. Finches, doves and brown thrashers nest among the rocks' upper reaches, while a group of **10 rock-horned lizard** lairs at the base.

The lizards move slowly and generally don't attack unless provoked. They feed on herd animals and large herbivores that wander into their clutches.

**GIANT ROCK-HORNED LIZARDS (10)**

CR 3

*The Tome of Horrors* by Necromancer Games, Page 184.

**XP** 800

N Medium Animal

**Init** +2; **Perception** +7

**AC** 18, touch 12, flat-footed 16 (+2 Dex, +6 natural)

**hp** 40 each (4d8+12)

**Fort** +7, **Ref** +6, **Will** +2

**Speed** 30 ft., swim 20 ft.

**Melee** Bite +8 (1d8+6)

**Special Attacks** Spit Blood

**Tactics** The rock-horned lizard fires a stream of blood at its foes before rushing in to attack with its bite.

**Str** 18, **Dex** 14, **Con** 17, **Int** 2, **Wis** 12, **Cha** 2

**Base Atk** +3; **CMB** +7; **CMD** 19

**Feats** Alertness, Weapon Focus (bite)

**Skills** Climb +8, Perception +7, Stealth +6 (+10\*), Swim +12; **Racial Modifiers** Blood lizards have a +4 racial bonus on Climb and Stealth checks. \*In forested areas or overgrown areas, the Stealth bonus improves to +8. A blood lizard has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

**Spit Blood (Ex):** Once per hour, a rock-horned lizard can fire a stream of caustic blood from its eyes in a 20-foot line (no range increment) that deals 2d8 points of acid damage to a single target within range (Reflex DC 15 for half). The save DC is Constitution-based.

### Area E: Scrub Brush (CR 8)

Low bristly brush and gnarled trees grow here. Roadrunners, horned lizards and woodpeckers thrive in the vegetation. Also hunting here are **2 phase spiders**. They are new to the area and have not yet encountered the druid Waely Tangaen or the gnolls.

**PHASE SPIDER (2)**

CR 5

**XP** 1,600

**hp** 51, 47 (*Pathfinder Roleplaying Game Bestiary*, "Phase Spider")

### Area F: Gnoll Outpost (CR 9)

Lean-tos fill these ruins, providing shelter for **10 gnolls** and **4 hyenas**. The largest gnoll carries an ox-horn bugle to alert nearby outposts and the ziggurat. Each gnoll carries a battleaxe, a short bow and 2d10 gp.



## ADVENTURE BACKGROUND

### GNOLLS (10)

XP 400

hp 18, 16 (x2), 15, 13 (x3), 12, 10 (x2) (*Pathfinder Roleplaying Game Bestiary*, “Gnoll”)

### HYENA (4)

XP 400

hp 20, 17, 15, 13 (*Pathfinder Roleplaying Game Bestiary*, “Hyena”)

## Area G: Grassy Area (CR 9)

This section of Zendeth-Jan remains fertile, which isn't saying much. Water collects in the rainy season and grasses keep some moisture from escaping. A few watering holes lie scattered throughout the grass, but these are little more than large mud puddles. Deer, zebra, gazelles, wildebeests and other herd animals graze here, but flee outsiders. A pride of lions roams at the field's far end. They attack hyenas and gnolls on sight, but otherwise avoid outsiders. The lions are descendants of those that once defended the ziggurat.

### LIONS (9)

XP 800

hp 42 each (*Pathfinder Roleplaying Game Bestiary*, “Lion”)

## Area H: Scorched Ground (CR 4)

Blackened flagstones line the ground in a 25-foot area around a hole from which a 10-inch blue flame erupts. The flame is an ancient monument fed by an underground natural gas reserve. Anyone touching the flame suffers 6 points of fire damage per round. No save is allowed for PCs willingly placing extremities into the flame.

Water and wind won't extinguish the flame, sand snuffs it but still allows the volatile gas to bubble forth and quickly fill the area around the dais. Breathing the gas deals 1d4 points of Constitution damage for initial and secondary damage (DC 14 Fortitude save for half). Furthermore, the gas is flammable and explodes into a *fireball* dealing 8d6 points of fire damage (DC 14 Reflex save for half) if a flame is brought within five feet if the fire is extinguished.

A **pyrolisk** forages in the scrub surrounding the dais. It uses its pyrotechnics ability on the flame to blind PCs and picks off anyone not affected with its conflagration gaze. Scavengers carry off creatures slain by this cockatrice-like bird, leaving little clue to the danger.

The hole from which the flame erupts holds a treasure hidden for nearly 3,000 years. A leather bag sits in a niche two feet down the pipe. The *bag of holding* (Type II) has a *permanent resist energy* (fire) spell cast upon it and contains a *ring of the ram*, a *figurine of wondrous power* (*onyx dog*) and a +2 *axiomatic long sword*. PCs may find the bag by looking into the hole (DC 15 Search check) but getting to it requires dealing with the flame.

### PYROLISK

*The Tome of Horrors* by Necromancer Games, Page 217.

XP 1,200

N small magical beast

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

**AC** 15, touch 15, flat-footed 11; (+3 Dex, +1 dodge, +1 size)

**hp** 40 (5d10)

**Fort** +4, **Ref** +7, **Will** +2

**Defensive Abilities** immune to fire

**Spd** 20 ft., fly 60 ft. (poor)

**Melee** bite +9 (1d4+2)

**Special Attacks** Conflagration Gaze, Pyrotechnics

**Str** 6, **Dex** 17, **Con** 11, **Int** 4, **Wis** 13, **Cha** 9

**Base Atk** +5; **CMB** +2; **CMD** 16

**Feats** Dodge, Skill Focus (Perception), Weapon Finesse

CR 1

**Skills** Fly +8, Perception +10

**Conflagration Gaze (Su):** A pyrolisk can cause any creature within 30 feet that meets its gaze to burst into flames (4d8 points of damage, Fortitude save (DC 12) for half). A creature that saves cannot be affected by the pyrolisk's gaze for one day.

**Pyrotechnics (Su):** Once per round, a pyrolisk can cause any fire source within 30 feet to explode in a blinding flash that affects all creatures within 300 feet that see it. Creatures viewing this explosion must make a Will save (DC 12) or be blinded for 1d4+1 rounds. This is similar to the fireworks version of the spell *pyrotechnics*.

## Area I: Trench and Island (CR 6)

Spring rains eroded a 15-foot-deep dry trench that runs through the devastated city. The trench cuts through the sand and has an earthen lip hanging over each side. Unsuspecting PCs may fall to the bottom of the trench, suffering 1d6 points of damage, if they approach the ledge (DC 12 Reflex save to avoid). Loose and brittle dirt make climbing out difficult (DC 14 Climb check). The trench averages 20 feet wide, and uncovered buildings jut from the ground along its length.

A 45-foot-tall acacia tree grows upon an island pillar in the center of the trench. The tree's roots hold the earth together, forming a 15-foot-tall pillar base. The entangled root system makes for easy climbing (DC 8 Climb check). Nesting within the tree's braches are 2 **harpies**. They watch for new victims and attempt to lure PCs into the trench using their song. Captivated PCs are allowed a second save when approaching the trench drop-off.

Rodents infest the trench, living off the harpies' leftovers. The many rodents have attracted 30 **rattlesnakes**.

Some treasure lies scattered at the base of the tree. Scattered among the corpses of humanoids and animals are an *amulet of adaptation*; a masterwork longsword; 4 battleaxes; 4 shields; 2 daggers; breast plate armor; a pouch containing 36 pp, 98 gp and 124 sp; a *ring of jumping*; six sets of old useable boots (one has a false heel hiding a 250 gp ruby, DC 12 Perception); +2 *bracers of armor*; and a small box of 6 potions: *cure serious wounds*, *neutralize poison*, *mage armor*, *barkskin*, *levitation* and *haste*.

### HARPIES (2)

XP 1,200

hp 58, 46 (*Pathfinder Roleplaying Game Bestiary*, “Harpy”)

CR 4

### RATTLESNAKES, TINY VIPERS (20)

*The Tome of Horrors* by Necromancer Games, Page 318

XP 200

N Tiny animal

**Init** +3; **Senses** low-light vision, scent; **Perception** +9

**AC** 16, touch 15, flat-footed 13 (+3 Dex, +1 natural, +2 size)

**hp** 3 (1d8–1)

**Fort** +1, **Ref** +5, **Will** +1

**Speed** 20 ft., climb 20 ft., swim 20 ft.

**Melee** bite +5 (1d2–2 plus poison)

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

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

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

**Feats** Weapon Finesse

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

**Modifiers** +4 Perception, +4 Stealth

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

## Area J: Ruetul Ka' Mhet's Tomb (CR 6)

Recent rains have uncovered the wall of a building with a rusted, iron door. The door is stuck and has not been opened for centuries. A crumbling iron bar is wedged against the portal's exterior.

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

The door opens into a makeshift two-room tomb. Centuries ago, a cult of Set took up residence in Seraph's lower levels. Deceit and insurrection riddled the powerful cult. One dissenter was **Ruetul Ka' Mhet**, a **minotaur vampire**. Ruetul, a harem guard, attempted to usurp control from Set's reigning high priest but was defeated. Instead of finishing Ruetul off, the priests entombed the vampire spawn for eternity in a sealed chamber. A short descending 15-foot entrance hall opens into a 20-foot-diameter room that has strange symbols scratched into the limestone walls. Another sloping passages leads into Ruetul's coffin chamber. Shallow scars cover the walls and ceiling of Ruetul's room. The 30-foot-diameter room has a domed ceiling rising 25 feet. The top of the chamber is only 5 feet below the desert surface. A DC 15 dungeoneering or architecture check or a dwarf can reveal this information. With some work, this chamber can be opened to allow sunlight in, effectively destroying Ruetul's only safe resting place. The stone ceiling of the dome is three feet thick.

Ruetul was trapped in the tomb until recent rains opened cracks his tomb. He now exits the tomb each night to wreak havoc and to feed upon whatever creatures cross his path. He is tired of groll blood, however, and desires softer, sweeter flesh. If opened during the day, Ruetul remains within his burial chamber until sunset. If opened at night, Ruetul waits to pounce on his "rescuers" to slake his bloodlust. He *spider climbs* above the corridor leading into his chamber and reaches down to attack those entering the room. He returns each day to these chambers, which serve him as a coffin. Due to his long confinement within the chamber, he does not have any other nearby coffins.

**RUETUL KA' MHET (MINOTAUR VAMPIRE) CR 8**  
*Pathfinder Roleplaying Game Bestiary*, "Minotaur" and "vampire"

**XP 3,200**

Male minotaur vampire fighter 2

CE Large undead (augmented monstrous humanoid)

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

**AC** 23, touch 12, flat-footed 20 (+2 Dex, +1 Dodge, +11 natural, -1 size)

**hp** 74 (6d8+6 plus 2d10+2 plus 8)

**Fort** +7, **Ref** +9, **Will** +6

**Defensive Abilities** bravery +1, channel resistance +4, fast healing 5, Resist cold 10, electricity 10

**DR** 10/magic and silver; **Immune** undead traits

**Weaknesses** vampire weaknesses

**Speed** 30 ft., climb 20 ft.

**Melee** mwk large greataxe +16/+11 (3d6+10/x3) and gore +11 (1d6+8) or slam +16/+11 (1d6+8 plus energy drain) and gore +11 (1d6+8)

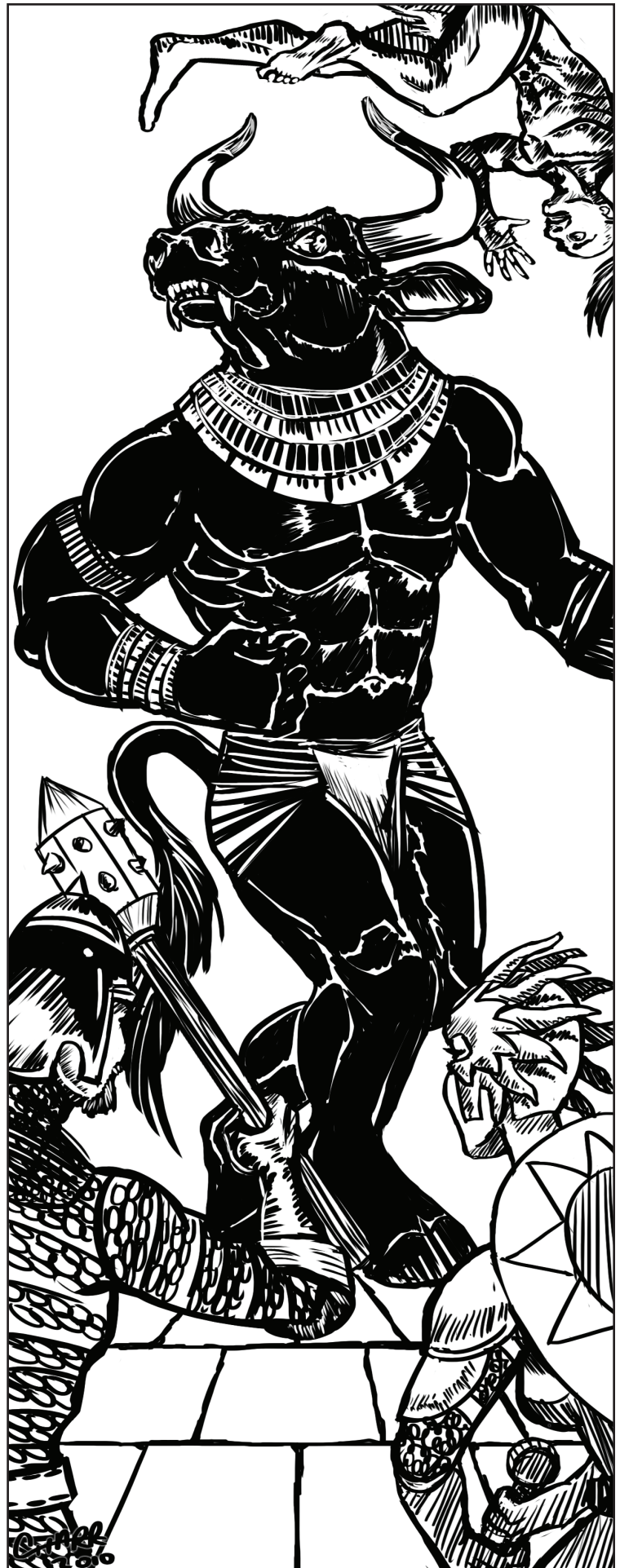
**Special Attacks** blood drain, children of the night, create spawn, dominate, energy drain

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

**Str** 25, **Dex** 14, **Con** –, **Int** 9, **Wis** 12, **Cha** 12

**Base Atk** +8; **CMB** +13; **CMD** 23

**Feats** Alertness, Cleave, Combat Reflexes, Dodge, Great





## ADVENTURE BACKGROUND

Cleave, Great Fortitude, Improved Bull Rush, Improved Initiative, Lightning Reflexes, Power Attack, Toughness  
**Skills** Bluff +9, Climb +18, Intimidate +9, Perception +21, Sense Motive +11, Stealth +12, Survival +12; **Racial Modifiers** +8 Bluff, +12 Perception, +8 Climb, +8 Sense Motive, +8 Stealth, +4 Survival  
**Languages** Common (ancient dialect), Giant  
SQ change shape, gaseous form, shadowless, spider climb  
**Combat Gear** masterwork large greataxe, *amulet of mighty fists* +1  
**Other Gear** *wand of light* (CL 5, 46charges), jade and gold collar (250 gp), 7 gold ear rings (25 gp each)  
**Natural Cunning (Ex)** Although minotaurs are not especially intelligent, they possess innate cunning and logical ability. This gives them immunity to maze spells and prevents them from ever becoming lost. They are never caught flat-footed.  
**Description** Ruetul is a massive onyx black minotaur with ivory horns tipped in gold leaf.

### Area K: The Pack (CR 8)

A pack of **34 hyenas** attacks wanderers crossing their territory. The feral beasts are untamable and don't get along with their domesticated cousins raised by the gnolls.

**HYENAS (34)**  
**XP 400**

**CR 1**

**hp** 13 each (*Pathfinder Roleplaying Game Bestiary*, "Hyena")

### Area L: Cloister

A colonnade of fluted stone pillars stands in this sandy glade. Dried brush and grass sprout between the flagstones. Six sun-baked corpses of human dervishes hang from chains attached to the top of the columns. Gnolls captured the dervishes, who proved too rebellious to make decent slaves.

### Area M: Residential Vestiges (CR 9)

Stone foundations and half walls of buried homes emerge from the sand. A troop of **21 baboons** lives in the sand-filled cellars. Recently, **5 gargoyles** moved into the area and delight in terrorizing the primates. Several dead and flayed baboons lie about the sand. Waely Tangaen appreciates any aid offered to the baboons.

The baboons collect shiny items in their burrows. They trade these for food if communication is established. In their burrows are a silver hand mirror (50 gp), 95 sp, 136 gp, a large steel masterwork shield, 75 quartz crystals, 2 *ion stones* (clear spindle and incandescent blue sphere), and an ornate silver scroll tube (75 gp) containing an *arcane scroll* (lightning bolt, daze monster, enlarge person and knock; CL 8).

**GARGOYLES (5)**  
**XP 1,200**

**CR 4**

**hp** 52, 48, 46, 37, 30 (*Pathfinder Roleplaying Game Bestiary*, "Gargoyle")

**BABOONS (21)**  
**XP 200**

**CR 1/2**

N Medium animal

**Init** +2; **Senses** low-light vision, scent; **Perception** +7

**AC** 13, touch 12, flat-footed 11 (+2 Dex, +1 natural)  
**hp** 5 each (1d8+1 hp)  
**Fort** +3, **Ref** +4, **Will** +1

**Speed** 40 ft., climb 30 ft.  
**Melee** Bite +2 (1d6+3)

**Str** 15, **Dex** 14, **Con** 12, **Int** 2, **Wis** 12, **Cha** 4

**Base Atk** +1; **CMB** +3; **CMD** 15

**Feats** Alertness

**Skills** Climb +6, Perception +7, Stealth +6; **Racial Modifiers** +8 Climb

### Area N: Winds of Appeal (CR 5)

A mostly intact building juts from the sand. Its stone walls, ceramic-tiled roof and hard-packed earthen floor have outlasted most of the crumbling structures remaining in Zendeth-Jan. A hole in the center of the floor is the lair of a **sand stalker**, although the creature currently resides in the dark recesses of the rafters (Stealth +10) in the cool space beneath the roof. It drapes its hollow forelegs through holes in the ceiling to use its attraction ability to lure prey. If a victim enters the open floor beneath it, the sand stalker leaps into melee.

The burrow contains the sand stalker's past meals. Decaying flesh and bone litter a crude 20-foot-diameter room located at the end of a 10-foot-long passage that twists under the sand. Digging into the "leftovers" (DC 20 Perception check) uncovers 376 sp, 342 gp, 67 pp, a masterwork flint bar, a +2 *heavy crossbow*, masterwork full plate armor (human-sized), a large heavy mace, and a barrel of pickled herrings.

**SAND STALKER**

**CR 5**

See *The Tome of Horrors II* by **Necromancer Games**, Page 137.  
**XP** 1,600

N Large magical beast

**Init** +7; **Senses** darkvision 60 ft., low-light vision, tremorsense; **Perception** +9

**AC** 16, touch 12, flat-footed 13 (+3 Dex, +4 natural, -1 size)  
**hp** 70 (6d10+12)  
**Fort** +7, **Ref** +8, **Will** +3

**Spd** 50 ft., burrow 30 ft.

**Melee** bite +9 (1d8+6 plus poison)

**Special Attacks** attraction, poison

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

**Str** 19, **Dex** 17, **Con** 15, **Int** 4, **Wis** 12, **Cha** 2

**Base Atk** +6; **CMB** +11; **CMD** 24 (36 vs. tripped)

**Feats** Alertness, Improved Initiative, Skill Focus (Stealth)

**Skills** Acrobatics +15, Perception +11, Sense Motive +3, Stealth +14; **Racial Modifiers** +6 Acrobatics, +8 Perception and +4 Stealth (+8 in sandy environments)

**Attraction (Ex):** A sand stalkers front four legs are hollow. When a gust of air blows across them, they create a hypnotic sound that captivates all creatures within a 100-foot radius that fails a DC 15 Will save. This is a sonic, mind-affecting charm effect. A creature that successfully saves cannot be affected again by the same sand stalker's attraction for one day. The save DC is Constitution-based.

A captivated victim walks toward the sand stalker, taking the most direct route possible. If the path leads into a dangerous area (fire, over a cliff, for example), that creature gets a second saving throw. Captivated creatures can take no actions other than to defend themselves. A victim within 5 feet of the sand stalker stands there and offers no resistance to the monster's attacks. The effect continues for as long as the sand stalker's legs are subject to wind. A bard's countersong ability allows the entranced creature to attempt a new Will save.

**Poison (Ex):** bite—injury; *save* Fort DC 19; frequency 1/round for 6 rounds; effects paralysis plus 1 point of strength damage; cure 1 save.

### Area O: Gnoll Commander's Camp (CR 9)

A canvas roof covering the missing wall of this building provides protection from the heat and blowing sand. Gnolls use this tent as a command post. A **gnoll commander** oversees guards patrolling

## ADVENTURE BACKGROUND

the ruins. Within the camp are **13 gnolls** and **6 hyenas**. The gnoll commander rides a **hyaenodon**.

The commander blows an ox-horn bugle to alert outlying camps if danger threatens.

### GNOLL COMMANDER

**XP 1,200**

(*Pathfinder Roleplaying Game Bestiary* “Gnoll”)

Male gnoll barbarian 4

CE Medium humanoid (gnoll)

**Init** +0; **Senses** darkvision 60 ft.; **Perception** +2

**AC** 21, touch 12, flat-footed 19 (+6 armor, +2 Dex, +1 natural, +2 shield)

**hp** 58 (2d8+4 plus 4d12+8)

**Fort** +9, **Ref** +3, **Will** +1

**Defensive Abilities** trap sense +1, uncanny dodge

**Speed** 30 ft.

**Melee** mwk battleaxe +11 (1d8+4/×3) and bite +4 (1d4+2) while raging

**Ranged** spear +7 (1d8+4/×3)

**Special attacks** rage (6 rounds/day), rage power (animal fury)

**Str** 19, **Dex** 15, **Con** 15, **Int** 10, **Wis** 11, **Cha** 9

**Base Atk** +5; **CMB** +9; **CMD** 21

**Feats** Cleave, Power Attack, Weapon Focus (battleaxe)

**Skills** Acrobatics +9, Climb +6, Handle Animal +8, Perception +4, Survival +7

**Languages** Gnoll

**SQ** fast movement

**Combat Gear** chain mail, mwk battleaxe; **Other Gear** *potion of*

*haste*, *potion of cure serious wounds* (CL 5), 4d10 gp

### GNOLLS (13)

**CR 1**

**XP 400**

**hp** 18 (x2), 16, 15 (x2), 13, 11 (x3), 10, 9, 7 (x2) (*Pathfinder Roleplaying Game Bestiary*, “Gnoll”)

### HYENA (6)

**CR 1**

**XP 400**

**hp** 21, 18, 17, 13, 10, 9 (*Pathfinder Roleplaying Game Bestiary*, “Hyena”)

### HYAENODON

**CR 4**

See *The Tome of Horrors II* by **Necromancer Games**, Page 182.

**XP 1,200**

N Large animal

**Init** +2; **Senses** low-light vision, scent; **Perception** +5

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

**hp** 49 (5d8+20)

**Fort** +8, **Ref** +6, **Will** +5

**Speed** 50 ft.

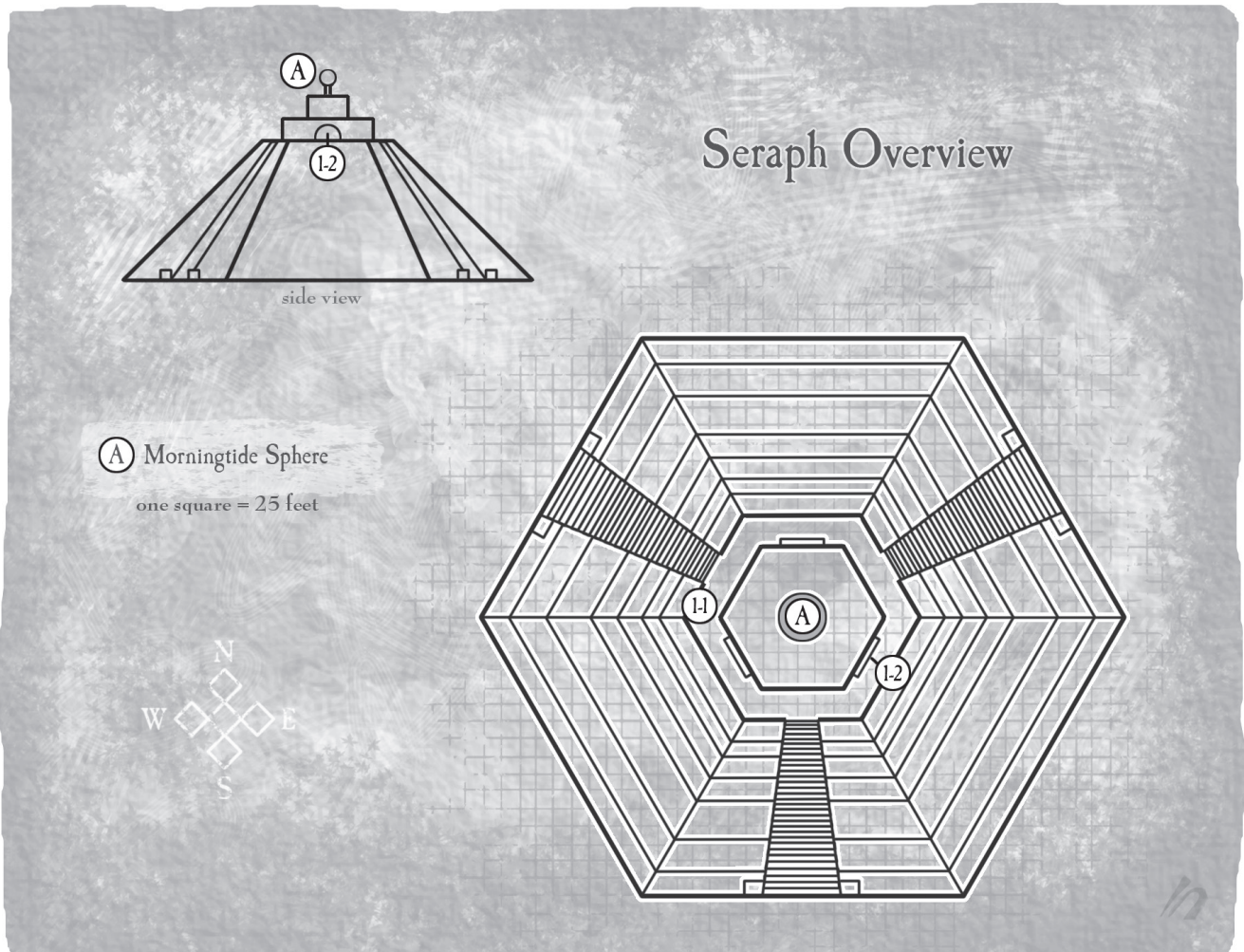
**Melee** bite +11 (1d8+12 plus trip)

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

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

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

**Feats** Alertness, Run, Weapon Focus (bite)





**Skills** Perception +8, Stealth +2 (+6 in undergrowth), Survival +6 (+10 scent tracking)

## Area P: Flind Sentries (CR 6)

Posted at these guard posts are **6 flinds**. The posts are camouflaged and difficult to see (DC 18 Perception check) or identify as anything other than ruins.

### FLIND (6)

CR 2

*The Tome of Horrors* by Necromancer Games, Page 138

**XP 600**

LE Medium humanoid (gnoll)

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

**AC** 18, touch 11, flat-footed 17 (+4 armor, +1 Dex, +1 natural, +2 shield)

**hp** 30, 26, 24, 23, 22 (x2) (4d8+8)

**Fort** +6, **Ref** +2, **Will** +1

**Speed** 30 ft.

**Melee** flindbar +7 (1d6+3/×3)

**Ranged** spear +4 (1d8+3/×3)

**Str** 17, **Dex** 13, **Con** 14, **Int** 11, **Wis** 11, **Cha** 10

**Base Atk** +3; **CMB** +6; **CMD** 17

**Feats** Power Attack, Weapon Focus (flindbar)

**Skills** Perception +4, Survival +4

**Languages** Gnoll

**Combat Gear** flindbar, scalemail, large steel shield **Other Gear**

2d10 gp

## Area Q: Covered Wells (CR 3)

The gnolls cover these wells with thin reeds and grasses, then apply a coating of sand to trap meals. The 30-foot-deep wells contain two feet of murky water.

### CAMOUFLAGED PIT TRAP

CR 3

**Type:** mechanical; **Perception** DC 25; **Disable Device** DC 20

**Trigger:** location; **Reset:** manual

**Effect:** 30-ft.-deep pit (3d6 points of damage); DC 20 Reflex avoids; multiple targets (all targets in a 10-ft.-square area).

## Area R: Seraph, The Ziggurat of Arden

Seraph's outer surface suffered various indignities over the years, from assaults by Set's worshippers to hyenas and gnolls scrambling over its sides.

The ancient temple has six sloping sides that rise 300 feet to a dais. Three sets of incredibly steep stairs climb the 65-degree incline. See the sidebar on climbing the stairways for more information.

Sand-worn statues stand at the bottom of the staircases. The statues at one time represented images of the sun god, Arden. Time, sandstorms and vandals have worn away details, leaving amorphous humanoid shapes.

The stairs end at a terrace encircling the top of the six-sided pyramid. Archways on the 10-foot-tall dais lead into the ziggurat. A grime-encrusted 10-foot-diameter quartz sphere sits upon a pedestal at the summit of the dais. Layers of dust and sand coat the sphere. Seraph's past inhabitants also added a layer of tar and oily sludge to the crystal to block any light from reaching the Morningtide Sphere and reflecting downward into the temple. The amount of grime and the desert sun make cleaning the sphere a daunting and boring task. Cleaning the quartz sphere requires 15 man-hours and a great amount of water.

## Climbing the Stairs

Seraph's steep stairs provide some protection for the temple's inhabitants. Climbing the stairs (DC 0) beyond a standard quarter move is strenuous, requiring a DC 10 Constitution check every round to ascend without impairment. Each continuous round of accelerated Climbing increases the DC by +1. PCs failing the check become fatigued, and the next Constitution check becomes more difficult (DC 14). Two failed Constitution checks in a row result in exhaustion.

Creatures that fall roll down the steps, taking 1d6 points of damage for every 10 feet fallen. A PC can attempt to catch the stairs (DC 10 Climb check) to break the fall.

Once cleansed, the Morningtide Sphere absorbs the sun's rays, reflecting the light so it can be seen for miles away. At night, the sphere releases the absorbed sunlight and bathes the temple in unearthly radiance.

## The Morningtide Sphere

The Morningtide Sphere sits on a hollow tube of *force* (similar to a permanent *wall of force*) that descends through the temple's levels to the Lower Sanctum (Area 6-2). The Morningtide Sphere collects light and filters it into every room through which the tube passes. The sphere radiates strong divination magic and good aura.

Unfortunately, the tube is now the hunting ground of a **kamarupa** (See Area 6-2 and New Monsters), an undead creature whose gaze kills. The creature floats in the tube, unable to escape, targeting any creature that meets its gaze. The inhabitants of Seraph's upper levels neutralized the threat by caking the tube's surface with mud and clay. The kamarupa now impotently ascends and descends, unable to use its gaze attack unless someone foolishly clears the grime from the tube's outer surface.

Cleaning the tube allows the kamarupa to again hunt freely. The kamarupa cannot escape the *force* pillar, but its ranged gaze attacks remain unaffected. If it can see out, the kamarupa uses its *nightmare* and frightful gaze attacks.

To bless the *Scepter of Faiths*, PCs must cleanse the Morningtide Sphere to allow sunlight to reach the Lower Sanctum (Area 6-2). Once cleansed, the Morningtide Sphere collects sunlight and blasts it downward through the tube, obliterating the kamarupa and permanently ending the darkness aura within the Forbidden Temple of Set (Level 5).

Cleaning the pillar's surfaces is not required for the blessing. The Morningtide Sphere is the key element in restoring the scepter, and PCs who clean the sphere early may save themselves time — not to mention eliminate a dangerous foe by getting rid of the kamarupa and the *darkness* effects in the lower levels.

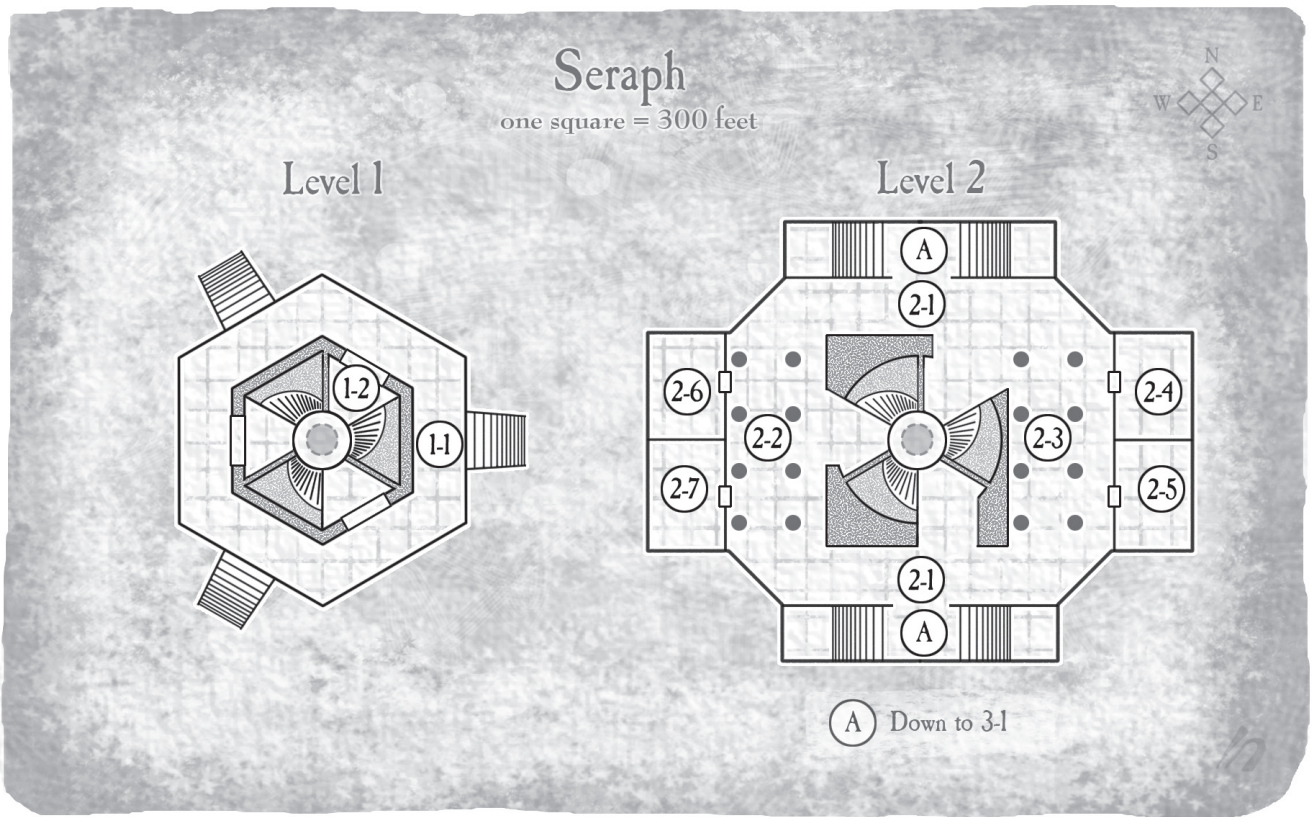
## Seraph, Level 1

The Morningtide Sphere dominates this outer terrace. Stairs lead inside.

## Area I-I: Terrace and Boulder Plinko (CR 4)

The terrace is guarded by **4 gnolls** that watch for sandstorms and other dangers.

If Seraph is attacked, the gnolls sound a warning, then roll 30-pound boulders down upon climbing attackers (2d6 points of damage). The boulders deal double damage to anyone past the halfway point (above the 150 foot mark). PCs hit by a bouncing boulder must make a Climb check (DC 0 + damage suffered) due to the steep incline, or fall down the side of the pyramid. Creatures that fall roll down the steps, taking 1d6 points of damage for every 10 feet fallen. PCs can



attempt to catch the stairs (DC 10 Climb check) to break their fall.

Climbing PCs lose any Dexterity or shield bonuses. The gnolls have +4 ranged touch attack due to practice with no maximum range while targets are climbing the temple. There are 50 boulders stored atop the pyramid. The gnolls' attack bonus or penalty depends on the location of the PCs below them: 0-20 ft.: +4; 21-40 ft.: +2; 41-60 ft.: +0; 61-80 ft.: -2; 81-100 ft.: -4; 101-120 ft.: -6; 121-140 ft.: -8; 141-160 ft.: -10. The gnolls wait to roll boulders until attackers are at least halfway up the stairs (a -10 penalty).

#### GNOLLS (4)

CR 1

XP 400

hp 16 each (*Pathfinder Roleplaying Game Bestiary*, "Gnoll")

## Area 1-2: The Dais Interior

The gnoll lookouts use the area inside the three archways to escape the heat. Three sets of stairs wind downward into the temple. An ox-horn bugle sits on a wooden frame inside the south entrance. Piles of large round boulders are stacked in the corners, ready to be tossed at invaders. If the horn sounds, gnolls from Area 2-3 equip themselves with battleaxes and arrive two rounds later.

## Seraph, Level 2

Gnolls claim Seraph's first level. The tribe is led by a lamia and is an effective fighting force if challenged.

Seraph's halls and rooms are 15 feet tall, except where noted, and composed of three-foot-square stone blocks. Doors are wooden, unless otherwise specified. Niches that once held statues, relics and urns line the walls.

The halls are lit every 30 feet by torches set in sconces. Most rooms also contain chain-linked chandeliers suspended from the ceiling holding battered lanterns or torches.

The entire gnoll-infested area reeks of wet animals and pungent urine. The abundance of fleas and lice are matched only by the piles of shed hair and carrion. The alabaster walls and ceiling are covered in soot from years of neglect and burning torches.

## Wandering Encounters

Many creatures wander through Seraph's upper halls. Check for an encounter every 2 hours. Roll 1d20:

d20	Encounter
1-3	<b>Hyenas (1d6):</b> CR 1. See Area 2-7.
4-5	<b>Flinds (1d4):</b> CR 1; hp 15 each. See Area 3-4.
6-7	<b>Leucrotta (1d4):</b> CR 3; hp 60 each. See Area 4-7.
8	<b>Ettin (1):</b> CR 6; hp 80. See Area 3-1.
9-12	<b>Gnolls (1d6):</b> CR 1; hp 11 each. Each carries a battleaxe and short bow. See Area 2-2.
13	<b>Kruuk with flind guards (1d6):</b> See Area 4-8 for Kruuk. <b>Flinds:</b> CR 1; hp 15 each. See Area 3-4.
14	<b>Packmaster and 1d4 hyaenodons:</b> See Area 3-9.
15-20	No encounter

## Area 2-1: Stairs

These stairs lead to the temple's third level. If an alarm sounds, 4 **gnoll guards** from Area 2-3 watch each set of steps.

## Area 2-2: East Gathering Room (CR 8)

**Gnolls** gather in this room. Tables and chairs are scattered about, creating a tavern-like atmosphere. Female gnolls from Areas 2-6 and 2-7 are readily available for companionship. Piles of rotting meat and strong brew sit on battered tables.

#### GNOLLS (12)

CR 1

XP 400

hp 11 each (*Pathfinder Roleplaying Game Bestiary*, "Gnoll")



## Area 2-3: West Gathering Room (CR 7)

**Gnolls** relax in this common room. Firepits line the floors, creating a smoky atmosphere. Heaps of trash are piled in the corners. Murals once covered the walls, but they are flaking and heavily scratched. Tallow and grime cover every surface.

**GNOLLS (8)** CR 1  
**XP 400**  
**hp** 13 each (*Pathfinder Roleplaying Game Bestiary*, “Gnoll”)

## Area 2-4: Barracks (CR 6)

When not patrolling, **6 gnolls** live here. The room is knee-deep in filth. The entry is broken and chipped from where the gnolls “extended” a low doorway by bashing the stones apart. The gnolls keep belongings in leather bags hanging above their hide beds. Each bag contains 2d6 sp, 2d6 gp and miscellaneous gnoll snacks.

**GNOLLS (6)** CR 1  
**XP 400**  
**hp** 15 each (*Pathfinder Roleplaying Game Bestiary*, “Gnoll”)

## Area 2-5: Barracks (CR 6)

This room is almost identical to Area 2-4 except that a half-eaten boar hangs from an ancient chain-link chandelier. Living here are **6 gnolls**. A crude ladder is used to access a secret compartment near the ceiling (DC 20 Perception check) that holds the “boys’ party fund:” a bag with 345 gp, a ruby encrusted gold necklace (750 gp) and a silver hand mirror (75 gp).

**GNOLLS (6)** CR 1  
**XP 400**  
**hp** 14 each (*Pathfinder Roleplaying Game Bestiary*, “Gnoll”)

## Area 2-6: Female Gnolls Room (CR 8)

These quarters are the “boudoirs” of **12 female gnolls**. Other than getting separate sleeping quarters, the female gnolls are otherwise on equal footing in gnoll society. The females often can be found on guard, slave and patrol duty. Their personal effects hang in bags from pegs driven into the walls. Each bag holds 3d6 sp, 2d12 gp and 1d4 pieces of jewelry (3d10 gp). The males frequently give “gifts” to their female counterparts.

**GNOLLS (12)** CR 1  
**XP 400**  
**hp** 16 each (*Pathfinder Roleplaying Game Bestiary*, “Gnoll”)

## Area 2-7: Matron Gnoll Quarters (CR 7)

Lychyaena, the dominating **gnoll matron**, and her **4 gnoll consorts** reside here. She is never without her loyal pets, **2 hyenas**. Lychyaena leads the gnolls and is loyal to Kruuk. She fears and distrusts Amdari.

The room contains 4 large sacks hanging from pegs above bedrolls. Each bag holds 10d6 sp, 5d6 gp and 2d6 pieces of jewelry (5d10 gp). A locked chest (DC 15 Disable Device) sits near a pile of reeking furs. The chest holds the matron’s possessions: 695 sp, 453 gp, 27 pp, 8 pieces of jewelry (50 gp each), 6 bottles of fine wine (25 gp each), and potions of *cure serious wounds* and *rage*.

**GNOLLS (4)** CR 1  
**XP 400**  
**hp** 18 each (*Pathfinder Roleplaying Game Bestiary*, “Gnoll”).

**HYENA (2)** CR 1  
**XP 400**  
**hp** 21, 20 (*Pathfinder Roleplaying Game Bestiary*, “Hyena”)

**LYCHYAENA, MATRON** CR 6  
**XP 1,600**  
 (*Pathfinder Roleplaying Game Bestiary* “Gnoll”)  
 Female gnoll barbarian 6  
 CE Medium humanoid (gnoll)  
**Init** +0; **Senses** darkvision 60 ft., scent with rage; **Perception** +2

**AC** 23 (21 with rage), touch 12 (10 with rage), flat-footed 21 (+8 armor, +2 Dex, +1 natural, +2 shield)  
**hp** 78, 94 with rage (2d8+6 plus 6d12+18)  
**Fort** +9, **Ref** +4, **Will** +1 (+3 with rage)  
**Defensive Abilities** trap sense +2, improved uncanny dodge

**Speed** 40 ft.  
**Melee** mwk battleaxe +13/+8 (1d8+5/×3) or mwk battleaxe +15/+10 (1d8+7/×3) with rage and bite +10 (1d4+4) with rage  
**Ranged** spear +9 (1d8+5/×3) or spear +11 (1d8+7/×3) with rage  
**Special attacks** rage (17 rounds/day)

**Str** 20 (24 with rage), **Dex** 16, **Con** 16 (20 with rage), **Int** 11, **Wis** 11, **Cha** 10  
**Base Atk** +7; **CMB** +12; **CMD** 25  
**Feats** Cleave, Power Attack, Weapon Focus (battleaxe)  
**Skills** Acrobatics +7, Climb +9, Handle Animal +10, Perception +6, Survival +9  
**Languages** Common, Gnoll  
**SQ** fast movement, rage powers (animal fury, scent)  
**Combat Gear** +2 chain mail, mwk battleaxe; **Other Gear** *potion of barkskin*, *potion of cure serious wounds* (CL 5), 4d10 gp

## Seraph, Level 3

Gnolls also control Seraph’s third level.

## Area 3-1: Worship Chamber (CR 8)

Ceremonies celebrating the sun were held here, but vile rituals long ago replaced those grand events. The central pillar supporting the Morningtide Sphere is coated with a layer of hardened clay and sand. The gnolls covered the pillar for fear of the **kamarupa** (Area 6-2). The gnolls attack anyone cleaning the pillar.

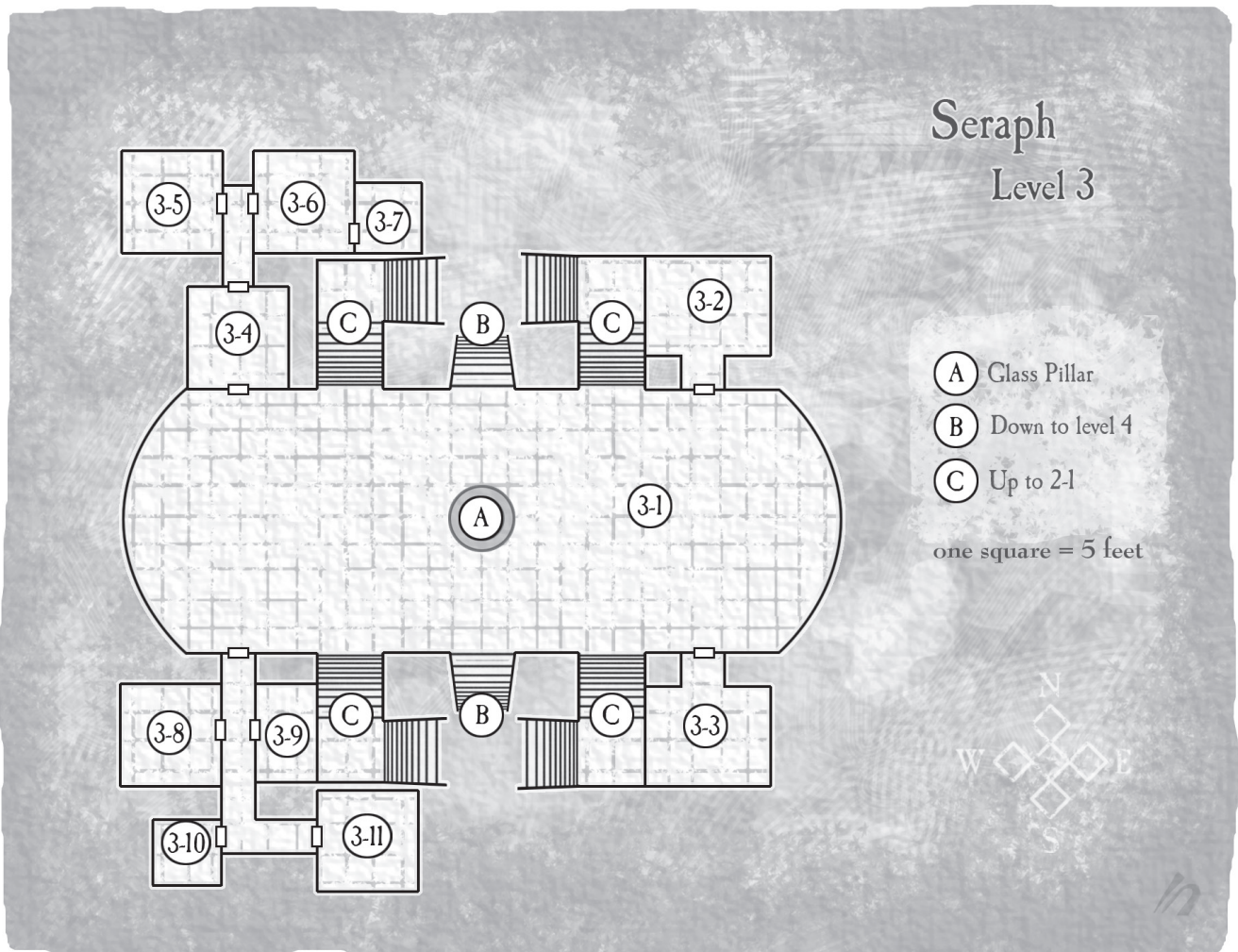
The room is a worship chamber for the lamia gnoll queen **Amdari**. She is rarely encountered here, preferring to stay on Level 4.

A mated pair of **ettins** guards the room. The ettins agreed to work with the gnolls in exchange for food. The gnolls got the raw end of the deal, as they didn’t realize how much the four heads consume. The ettins are unhappy with the meals and grumble constantly but they do enjoy Seraph’s cool and protective environment.

**ETTIN (2)** CR 6  
**XP 2,400**  
**hp** 80 (x2) (*Pathfinder Roleplaying Game Bestiary*, “Ettin”)

## Area 3-2: The Ettin’s Lair

Waste and other refuse cover the floor. A table and two chairs sit in the room’s center. On the table, a decaying hyena sits on a +2 *large steel shield* used as a plate. The shield is foul and tarnished, but if cleaned it displays a bronze sun on a blue background, the herald of Arden. A huge dilapidated chest sits under a pile of old furs



and skins. The lid does not have hinges, but the chest is locked (DC 15 Disable Device). Anyone looking at the chest (DC 10 Perception check) notices that the hinges are missing and that chest can be opened without unlocking it. The chest holds the ettins' valuables: a dire goat skull, a harpsichord, 6 cold iron throwing stars, a huge wooden mallet, a bag of 564 sp, 34 gp and 4 pp, a silver masterwork halberd, a bag of corncocks, 50 feet of hemp rope, a dead vulture puppet, and 4 jars of *restorative ointment*.

## Area 3-3: Gnoll Youth Gone Wild (CR 6)

This room houses **25 gnoll youth**. The place is a shambles of broken furniture and rubbish. Two small barricades of furniture sit along opposite walls. The gnoll youth form into teams behind the makeshift forts to launch javelins at one another. The gnolls have 8 javelins apiece and happily turn on intruders before fleeing.

### GNOLL YOUTH (25)

(Pathfinder Roleplaying Game Bestiary "Gnoll")

**XP 200**

CE Small humanoid (gnoll)

**Init** +0; **Senses** darkvision 60 ft.; **Perception** +2

**AC** 18, touch 13, flat-footed 16 (+4 armor, +2 Dex, +1 size, +1 shield)

**hp** 7 each (2d8-2)

**Fort** +3, **Ref** +2, **Will** +0

**Speed** 30 ft.

**Melee** spear +1 (1d6/×3)

**CR 1/2**

**Ranged** spear +1 (1d6/×3)

**Str** 11, **Dex** 14, **Con** 9, **Int** 8, **Wis** 11, **Cha** 8

**Base Atk** +1; **CMB** +1; **CMD** 11

**Feats** Power Attack

**Skills** Perception +2

**Languages** Gnoll

**Combat Gear** small hide armor, small spear, small wooden shield, crude elf and gnoll action figures, baboon jerky

## Area 3-4: Flind Guards (CR 6)

The room is much cleaner than the common gnoll chambers. Stationed here are **4 flind guards** and **Tungurictis**, the turnkey who watches over the slaves (Areas 3-5 and 3-6). Tungurictis and his posse suffer from mange. Large patches of missing fur reveal cracked and peeling skin. The heavy wooden door is barred from the inside. The flinds do not open the door if a warning horn sounds. The keys hang from a rib bone jammed into a seam in the wall.

**BARRED WOODEN DOOR:** 2 in. thick; Hardness 5; hp 20; Break (DC 25).

The flinds often play knucklebones at the table. Five cots line the walls. Bags under each hold their goodies. Each holds 2d20 sp, 2d20 gp, and 4 gold nuggets (20 gp each).

### FLINDS (4)

*The Tome of Horrors* by Necromancer Games, Page 138.

**XP 600**

LE Medium humanoid (gnoll)

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

**CR 2**



## ADVENTURE BACKGROUND

**AC** 18, touch 11, flat-footed 17 (+4 armor, +1 Dex, +1 natural, +2 shield)  
**hp** 28, 21 (x2), 15 (4d8+8)  
**Fort** +6, **Ref** +2, **Will** +1

**Speed** 30 ft.  
**Melee** flindbar +7 (1d6+3/×3)  
**Ranged** spear +4 (1d8+3/×3)

**Str** 17, **Dex** 13, **Con** 14, **Int** 11, **Wis** 11, **Cha** 10  
**Base Atk** +3; **CMB** +6; **CMD** 17  
**Feats** Power Attack, Weapon Focus (flindbar)  
**Skills** Perception +4, Survival +4  
**Languages** Gnoll  
**Combat Gear** flindbar, scalemail, large steel shield **Other Gear** 2d10 gp

**TUNGURICTIS, THE TURNKEY (FLIND)** **CR 5**  
*The Tome of Horrors* by **Necromancer Games**, Page 138.  
**XP** 1,600  
LE Male medium humanoid flind fighter 4  
**Init** +0; **Senses** darkvision 60 ft.; **Perception** +4

**AC** 23, touch 12, flat-footed 21 (+7 armor, +1 Dex, +1 Dodge, +1 natural, +3 shield)  
**hp** 88 (4d8+16 plus 4d10+16)  
**Fort** +12, **Ref** +3, **Will** +2  
**Defensive Abilities** bravery +1

**Speed** 20 ft.  
**Melee** mwk flindbar +15/+10 (1d6+8/×3)  
**Ranged** spear +8 (1d8+6/×3)

**Str** 22, **Dex** 12, **Con** 19, **Int** 10, **Wis** 11, **Cha** 7  
**Base Atk** +7; **CMB** +13; **CMD** 24  
**Feats** Dodge, Power Attack, Vital Strike, Shield Focus, Weapon Focus (flindbar), Weapon Specialization (flindbar)  
**Skills** Climb +8, Handle Animal +5, Perception +4, Survival +7  
**Languages** Gnoll  
**SQ** armor training  
**Combat Gear** mwk flindbar, banded mail, large steel shield **Other Gear** 2d10 gp

### Area 3-5: East Slave Pen (CR 3)

This windowless cell door opens into a room containing **37 goblin** slaves. The goblins attempt to overrun any non-gnoll/flind opening the door in their desperate bid to escape. They have no treasure.

**GOBLIN SLAVES (37)** **CR 1/3**  
**XP** 135  
**hp** 3 each (*Pathfinder Roleplaying Game Bestiary*, “goblin”)

### Area 3-6: Slave Pen, West (CR 6)

The windowless heavy wooden cell door holds more-powerful slaves. A large iron bar adds extra strength to the door. Crammed in the chamber are **4 ogres** and **10 goblins**. They are weaponless, but extremely hostile toward any non-gnoll opening the door. Each slave has a manacled iron ball attached to one ankle that allows half movements only. During combat, the ogres grab the goblins and use their bodies and manacled legs as crude morningstars (−4 penalty to melee attacks, 1d6+7 damage). The remaining goblin slaves use their manacle chains to trip opponents (−4 melee penalty).

**BARRED WOODEN DOOR:** 2 in. thick; Hardness 5; 20 hp; Break (DC 30)

**GOBLIN SLAVES (37)** **CR 1/3**  
**XP** 135  
**hp** 3 each (*Pathfinder Roleplaying Game Bestiary*, “Goblin”)

**OGRE SLAVES (4)** **CR 3**  
**XP** 800  
**hp** 26, 22, 19, 16 (*Pathfinder Roleplaying Game Bestiary*, “Ogre”)

### Area 3-7: Special Slave Pen

This locked iron door is behind the ogre pen for extra security. More intelligent and rebellious slaves are kept here to torture. The room contains **3 humans**, a **dwarf** and an **orc**.

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

The humans are desert nomads (N human male Com1) who were captured when their caravan was attacked. They gladly thank PCs if freed and try to escape to reunite with their nomadic brethren.

The orc is **Tungul Oxbeef**, a chieftain. His tribe was slain and devoured by the gnolls. He assists PCs, but requires a fair share of bloody revenge and treasure.

The dwarf goes by the name **Koeval of Shale Mountain**. He is actually a scout from the Nether Sepulcher temple sent by Akruel to investigate Seraph's status. Unfortunately, Koeval fell into a dry well and broke his leg. He was in the well a day before the gnolls found him. His leg is still broken, and he is in a lot of pain. A healing spell that restores at least 10 hit points mends the bone.

During his capture, Koeval managed to hide his *amulet of protection from location and detection*. He gladly helps PCs in hopes of completing his reconnaissance. He does not make a move against the PCs, and stays out of combat. He intentionally fumbles his thief skills to hide his abilities. If able, he reports to Akruel any information regarding the PCs and their quest to restore the *Scepter of Faiths*.

**TUNGUL OXBEEF** **CR 4**  
**XP** 1,200  
Male **orc** fighter 5  
LE Medium humanoid (orc)  
**Init** +2; **Senses** darkvision 60 ft., low-light vision; **Perception** +0

**AC** 12, touch 12, flat-footed 10 (+2 Dex)  
**hp** 52 (5d10+15)  
**Fort** +7, **Ref** +3, **Will** -1  
**Defensive Abilities** bravery +1, ferocity  
**Weaknesses** light sensitivity

**Spd** 30 ft.  
**Melee** fist +10 (1d3+5)

**Str** 20, **Dex** 15, **Con** 16, **Int** 10, **Wis** 7, **Cha** 9  
**Base Atk** +5; **CMB** +10; **CMD** 22  
**Feats** Cleave, Great Cleave, Power Attack, Vital Strike, Weapon Focus (battleaxe), Weapon Specialization (battleaxe)  
**Skills** Intimidate +4, Survival +6  
**Languages** Common, orc  
**SQ** armor training 1, weapon training (axes 1)

**KOEVAL OF SHALE MOUNTAIN** **CR 9**  
**XP** 6,400  
Male dwarf ranger 2/rogue 8  
NE Medium humanoid (dwarf)  
**Init** +2 (+4 underground); **Senses** darkvision 60ft.; **Perception** +4 (+6 underground, +8 vs. elves underground)

**AC** 15, touch 15, flat-footed 10 (+4 Dex, +1 Dodge)

## ADVENTURE BACKGROUND

**hp** 90 (2d10 +4 plus 8d8 +16)

**Fort** +5; **Ref** +7; **Will** +2

**Defensive Abilities** darkvision 60ft., dodge +4 vs. giants, evasion, improve uncanny dodge, track, trap sense +2, wild empathy +1, +2 saves vs. poisons, spells, spell-like abilities

**Spd** 20 ft.

**Melee** fist +11 (1d3+3, +5 vs. dwarves)

**Special Attacks** (humanoid [dwarves] +2), +1 attack vs. orcs & goblins, sneak attack (+4d6 damage)

**Str** 17, **Dex** 18, **Con** 14, **Int** 11, **Wis** 14, **Cha** 9

**Base Atk** +8; **CMB** +11; **CMD** 25 (29 vs. bull rush & trip)

**Feats** Dodge, Exotic Weapon (repeating light crossbow), Mobility, Precise Shot, Point Blank Shot, Rapid Reload, Shot on the Run, Weapon Focus (crossbow),

**Skills** Acrobatics +15, Appraise +2, Bluff +7 (+9 vs. dwarves), Climb +16, Disable Device +15, Disguise +7, Escape Artist +11, Heal +7, Knowledge (dungeoneering) +5, Knowledge (dwarves) +2, Perception +15 (+17 vs. dwarves and stonework), Sense Motive +9 (+11 vs. dwarves), Sleight of Hand +11, Stealth +17, Survival +7 (+9 vs. dwarves)

**Languages** Common, Dwarf

**SQ** rogue talents (bleed attack, combat trick, surprise attack, weapon training), trapfinding

**Other Gear** *amulet of proof against detection and location*

### Area 3-8: Hyena Den (CR 8)

The door to this pen is locked, and the packmaster holds the key. The overcrowded room houses **12 hyenas** awaiting additional training. They already know basic commands such as “attack.” If warned, the packmaster releases the animals to attack intruders.

**HYENA (12)**

**CR 1**

**XP 400**

**hp** 18 each (*Pathfinder Roleplaying Game Bestiary*, “Hyena”)

### Area 3-9: Packmaster’s Chamber (CR 7)

The **packmaster** and her **2 flind mates** live in this room. The room reeks of musk. Whips, long spears and nets hang from the walls, and a grass nest serves as bedding. Bones lie scattered across the floor and a quarter of a wildebeest hangs from the chandelier chain. A huge knife sticks in the wildebeest’s flank.

If on alert, the flinds release their hyenas (Area 3-8), then mount hyaenodons (Area 3-11) and ride into combat.

The packmaster’s treasure lies buried in a grass mat (DC 10 Perception check). She has collected 346 sp, 97 gp and labeled potion bottles of *jumping*, *spider climb* and a vial containing *oil of sharpness*. A bottle labeled *heroism* actually contains hyena musk; the packmaster drank the potion long ago.

**FLINDS (2)**

**CR 2**

**XP 600**

**hp** 31, 21 (*The Tome of Horrors* by Necromancer Games, Page 138). See Area 3-4.

**PACKMASTER**

**CR 7**

Female flind ranger 6

LE Medium humanoid (flind)

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

**AC** 19, touch 13, flat-footed 16 (+4 armor, +3 Dex, +1 natural, +1 shield)

**hp** 93 (4d8+8 plus 6d10+12)

**Fort** +13, **Ref** +10, **Will** +3

**Spd.** 30 ft.

**Melee** flindbar +11/+11/+6/+6 (1d6+3/19-20 ×3) or lance +12/+6 (1d8+3/×3)

**Special Attacks** favored enemy (humanoid [human] +4, humanoid [elf] +2)

**Spells Prepared** (CL 2nd):

1st—*jump*, *longstrider*

**Str** 17, **Dex** 17, **Con** 14, **Int** 11, **Wis** 11, **Cha** 10

**Base Atk** +9; **CMB** +13; **CMD** 19

**Feats** Double Slice, Endurance<sup>B</sup>, Improved Critical (flindbar), Improved Two-Weapon Fighting<sup>B</sup>, Power Attack, Two-Weapon Defense, Two-Weapon Fighting<sup>B</sup>, Weapon Focus (flindbar)

**Skills** Bluff +0 (+4vs. humans, +2 elves), Handle Animal +9, Knowledge (nature) +9, Perception +13 (+17 vs. humans, +15 vs. elves), Ride +12, Sense Motive +0 (+4vs. humans, +2 elves), Stealth +12, Survival +13 (+16 tracking, +20 vs. humans, +18 vs. elves)

**Languages** Gnoll

**SQ** combat style (two-weapon combat), favored terrain (desert +2), hunter’s bond (companions), wild empathy +6

**Combat Gear** mwk flindbar (x2), lance, +1 *studded leather armor*, *potions of cure serious wounds* and *blur*; **Other Gear** 2d10 gp

### Area 3-10: Quarantine (CR 2)

In this room are **2 rabid hyenas**. The animals attack anyone entering the pen.

**HYENA (2)**

**CR 1**

**XP 400**

**hp** 13, 11 (*Pathfinder Roleplaying Game Bestiary*, “Hyena”)

**RABIES**

**Type** disease, injury; **Save** Fortitude DC 14

**Onset** 2d6 weeks; **Frequency** 1/day

**Effect** 1 Con damage plus 1d3 Wis damage (minimum reduction to 1 Wis); **Cure** 2 consecutive saves

### Area 3-11: Hyaenodon Pen (CR 8)

These **4 hyaenodons** are highly trained and loyal to the packmaster. The largest hyaenodon is the dominant female and the packmaster’s mount.

**HYAENODON (4)**

**CR 4**

*The Tome of Horrors II* by Necromancer Games, Page 182.

**XP** 1,200

N Large animal

**Init** +2; **Senses** low-light vision, scent; **Perception** +5

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

**hp** 55 each (5d8+20)

**Fort** +8, **Ref** +6, **Will** +5

**Speed** 50 ft.

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

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

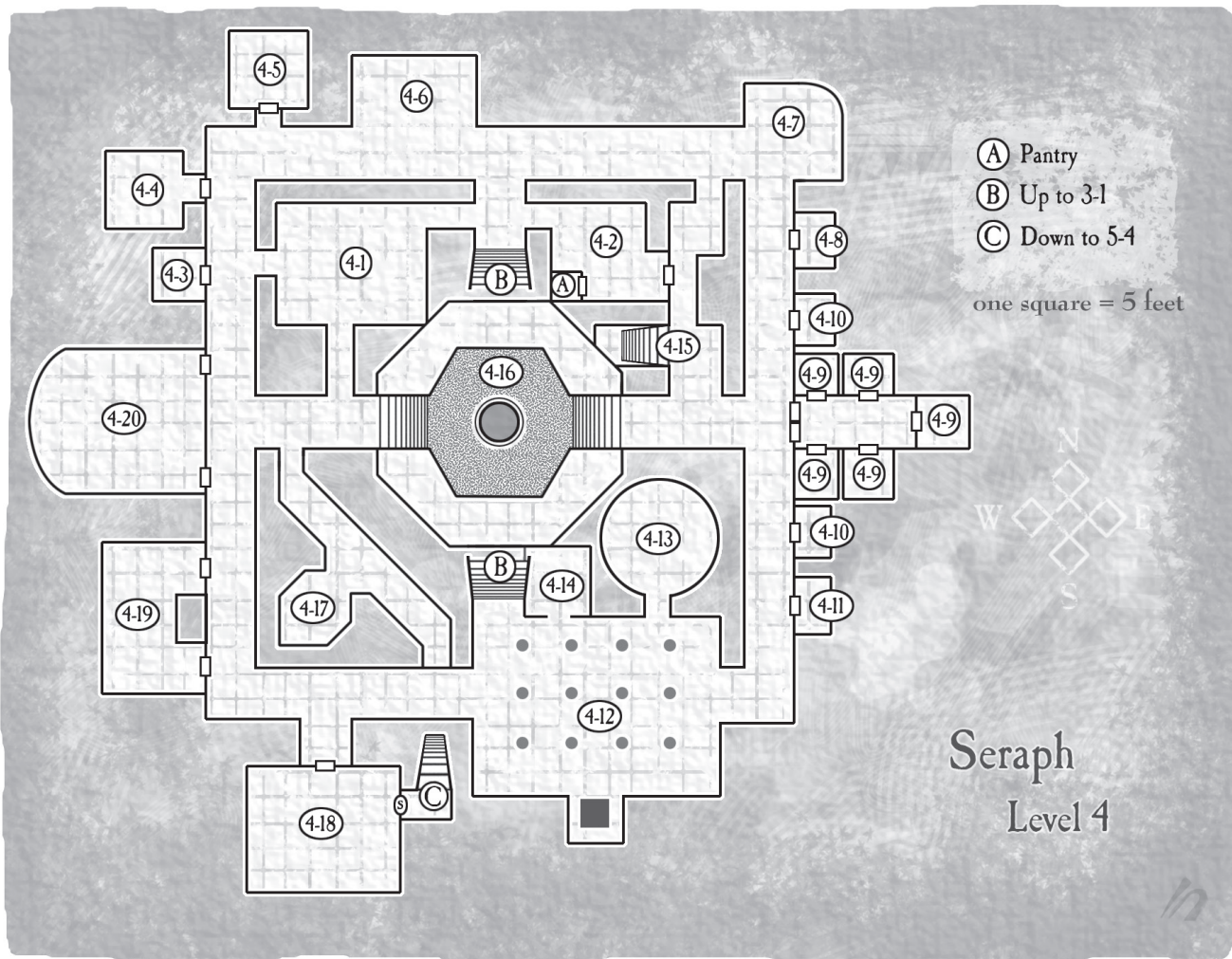
**Str** 26, **Dex** 15, **Con** 19, **Int** 2, **Wis** 13, **Cha** 6

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

**Feats** Alertness, Run, Weapon Focus (bite)

**Skills** Perception +8, Stealth +2 (+6 in undergrowth), Survival +6 (+10 scent tracking)





## Seraph, Level 4

Flinds and gnoll leaders dominate this level.

### Area 4-1: The Feast Hall (CR 6)

This room is a feast hall and brewery. Shabby tables sit haphazardly, their benches toppled nearby. Utensils and wooden plates covered in leftover food sit on the tables. A crude still sits the western corner, belching vapors and smelling strongly of yeast. Scraping the plates are **4 human slaves** (N human Com1). Sipping tankards of ale from carved tankards as they relax are **6 flind guards**.

The slaves are nomads captured during recent raids. They are hungry and scared, and avoid combat. They thank PCs profusely if rescued, then try to make their way out of the pyramid.

**FLINDS (6)**

**CR 2**

**XP 600**

hp 37, 32, 20 (x3), 18 (*The Tome of Horrors* by **Necromancer Games**, Page 138). See Area 3-4.

### Area 4-2: The Kitchen (CR 4)

Putrid meat hangs from hooks driven into the ceiling of this sloppy kitchen. A fire pit warms a boiling cauldron of stew. Foods prepared here are simple and consist mainly of stews and cooked slabs of meat. The gnolls get the stew, while the meat goes to the flinds. Tending the stew are **2 human slaves** (N human Com1). The cook, a grossly overweight **flind** with lard matted into his hair, hacks at a slab of rotting zebra ribs. He investigates any sound of fighting coming from the feast hall.

An attached pantry (A) holds a jumble of cooking equipment and

mundane spices. Aside from 13 large kitchen knives and a large cleaver, there is little else of interest.

**COOK (FLIND)**

**CR 5**

*The Tome of Horrors* by **Necromancer Games**, Page 138.

**XP 1,600**

LE Male medium humanoid flind fighter 4

**Init** -3; **Senses** darkvision 60 ft.; **Perception** +4

**AC** 11, touch 7, flat-footed 11 (+3 armor, -3 Dex, +1 natural)

**hp** 100 (4d8+16 plus 4d10+16)

**Fort** +12, **Ref** -1, **Will** +2

**Defensive Abilities** bravery +1

**Speed** 20 ft.

**Melee** +2 *great axe* +16/+10 (1d12+11/x3)

**Str** 22, **Dex** 5, **Con** 19, **Int** 9, **Wis** 11, **Cha** 4

**Base Atk** +7; **CMB** +13; **CMD** 20

**Feats** Combat Reflexes, Power Attack, Vital Strike, Vital Strike, Weapon Focus (greataxe), Weapon Specialization (greataxe)

**Skills** Profession (cook) +8, Perception +4, Survival +4

**Languages** Gnoll

**SQ** armor training

**Combat Gear** +2 *greataxe*, studded leather armor, *potion of bear's endurance*, and *rage* **Other Gear** 2d10 gp

### Area 4-3: Cook's Chambers

The cook's private chambers contain his personal food stock and ale of significantly higher quality than he serves the other gnolls. A wide bed lumped with greasy skins and linens sits in the corner.

## ADVENTURE BACKGROUND

Goat hocks and dried meats hang from ceiling hooks. Small kegs of poor quality ale and mead sit along the back wall. A stout chest sits between the barrels.

The cook (Area 4-2) is well fed for his efforts. Besides the better-quality food, he stores his valuables here. The chest contains 1,687 sp, 675 gp, 78 pp, 6 sapphires (50 gp each), a silvered and jeweled dagger (350 gp), a masterwork battle axe, +1 *dwarven warhammer* (used to tenderize meat), a *potion of reduce person*, a *potion of silence*, 3 *potions of poison* (arsenic, oil of taggit and striped toadstool), and 3 vials of acid. The cook uses the poisons to control his subordinates; he threatens to put them in their meals.

A locked pantry contains hanging meats, barrels of grain and dried roots. Shelves hold blocks of salt and bottles of vinegar, wine and spices. One box holds 24 pheasant eggs, four of which are unfertilized cockatrice eggs.

**LOCKED WOODEN DOOR:** 2 in. thick; Hardness 5; hp 20 hp; Break DC 23; Disable Device DC 25.

### Area 4-4: Storage

The locked door opens onto a storeroom filled with hanging meats.

**LOCKED WOODEN DOOR:** 2 in. thick; Hardness 5; hp 20; Break DC 25, Disable Device DC 15.

### Area 4-5: Storage

The locked room contains barrels of cheap ale.

**LOCKED WOODEN DOOR:** 2 in. thick; Hardness 5; hp 20; Break DC 25, Disable Device DC 15.

### Area 4-6: Training Area

Five sun-dried, battered corpses of captured nomads are lashed to bloody wooden stands and used as battled dummies. The preserved bodies resemble leathery mannequins.

### Area 4-7: Leucrotta's Abode (CR 8)

In this room are 6 **leucrotta** that have an uneasy but lasting pact with the gnoll queen for shelter if they help defend Seraph. The leucrottas' surefootedness makes them especially dangerous on Seraph's exterior steps and sides.

The leucrotta hide their treasure in heaps of shed hair and decaying flesh. They have collected 3 *potions of haste*, a *potion of heroism*, 2 *potions of beast shape*, a *potion of jumping* and 3 *potions of spider climbing*. One leucrotta wears a *belt of dwarvenkind* as a collar to add hit points and grant itself darkvision 60 ft. plus save bonuses.

#### LEUCROTTA (6)

*Pathfinder Roleplaying Game Bestiary 2, "leucrotta"*

**XP 1,600**

CE large magical beast

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

**AC** 18, touch 10, flat-footed 17 (+1 Dex, +8 natural, -1 size)

**hp** 66, 60, 55, 51, 48, 40 (6d10+24)

**Fort** +9, **Ref** +6, **Will** +4

**Immune** disease, poison

**Speed** Spd 60 ft., Climb 30 ft.

**Melee** bite +10 (2d6+7/19-20) and 2 hooves +5 (1d6+2)

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

**Special Attacks** lure, powerful bite

**Str** 21, **Dex** 12, **Con** 18, **Int** 11, **Wis** 14, **Cha** 17

**Base Atk** +6; **CMB** +12; **CMD** 23 (27 vs. trip)

**Feats** Improved Initiative, Skill Focus (Bluff), Skill Focus (Stealth)  
**Skills** Bluff +12, Climb +13, Stealth +9

**Languages** Common

**SQ** sound mimicry (voices)

**Lure (Su)** At any point that a leucrotta's targets are unaware of it (of example, if the leucrotta is hiding or concealed in darkness), the leucrotta can call out to the targets, who must be in line of sight and within 60 feet. When the leucrotta calls out, the targets must make a DC 16 Will save or fall under the effects of a *suggestion* to approach the sound of the leucrotta's voice. The effect functions identically to a *mass suggestion* spell with a caster level equal to the leucrotta's Hit Dice. A creature that saves cannot be affected again by the same leucrotta's lure for 24 hours. The lure is a language-dependent effect, and if the leucrotta uses the victim's name during the lure, the victim takes a -4 penalty on its saving throw. This is a sonic mind-affecting charm effect. The save DC is Charisma-based.

**Powerful Bite (Ex)** A leucrotta's bite attack always applies 1-1/2 times its Strength modifier on damage rolls and threatens a critical hit on a roll of 19-20. When a leucrotta bites an object, its bite treats the object as having a hardness of 5 less than the object's actual hardness rating.

### Area 4-8: Kruuk, Flind Sub-Chieftain (CR 8)

This wooden door is always locked. **Kruuk**, the flinds' subchieftain, is rarely found in his quarters (10% chance). He makes rounds within Seraph to ensure his guards are at their posts and sober. The room contains a wooden bed and footlocker. The unlocked footlocker contains a pair of bone dice, a silver holy symbol of Arden (25 gp), a scorpion in a glass hemisphere, a book of illustrated poetry (Kruuk likes the pictures), a dwarf-sized metal skull on a three-foot chain, an out-of-tune mandolin, a *potion of sleep*, a raggedy stuffed hyena pup (his childhood friend) and a bag containing 412 sp, 298 gp and 13 gems (25 gp each).

Among Kruuk's prized possessions is a bronze nozzle to a bellows he uses as a codpiece. The "family heirloom" is the *Breath of Dargath* that was stolen from Anvil Plunge's Homage to Air temple during a gnoll invasion of the dwarven city. The nozzle functions as a *bottle of air*. The dwarves would greatly appreciate anyone returning the minor relic. It's up to PCs whether they tell the dwarves how the gnoll was using it. (See *Splinters of Faith 2: Burning Desires* for more about Anvil Plunge and the missing relic.)

**LOCKED WOODEN DOOR:** 2 in. thick; Hardness 5; hp 20; Break (DC 25), Disable Device (DC 15).

#### KRUK, FLIND SUB-CHIEFTAIN

**CR 8**

*The Tome of Horrors by Necromancer Games, Page 138.*

**XP 4,800**

LE Male medium humanoid flind fighter 7

**Init** +0; **Senses** darkvision 60 ft.; **Perception** +5

**AC** 25, touch 14, flat-footed 10 (+7 armor, +3 Dex, +1 Dodge, +1 natural, +3 shield)

**hp** 115 (4d8+12 plus 7d10+21)

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

**Defensive Abilities** bravery +2

**Speed** 20 ft.

**Melee** +2 *shocking flindbar* +18/+13 (1d6+9 plus 1d6 shock/19-20×3)

**Ranged** spear +13 (1d8+5/×3)

**Str** 20, **Dex** 17, **Con** 16, **Int** 14, **Wis** 12, **Cha** 10

**Base Atk** +10; **CMB** +15; **CMD** 28



## ADVENTURE BACKGROUND

**Feats** Critical Focus, Dazzling Display, Dodge, Improved Critical, Power Attack, Vital Strike, Shield Focus, Weapon Focus (flindbar), Weapon Specialization (flindbar)

**Skills** Climb +14, Handle Animal +10, Intimidate +10, Perception +5, Survival +15

**Languages** Gnoll

**SQ** armor training 2

**Combat Gear** +2 *shocking flind bar*, +1 *breastplate*, large steel shield, spear; **Other Gear** bronze nozzle, master keys to all doors to Level 3 and above, 8d10 gp

**Personality** Kruuk outlived many of his tribesmen thanks to his combat skills. Kruuk is the former chief who lost a challenge fight with Crocuta years ago. Kruuk is wise enough to barter with strong PCs to dethrone his rival. His loyalty to Amdari dissolved when she chose Crocuta as the gnolls' chieftain.

### Area 4-9: Flind Barracks (CR 5)

These barracks hold five wooden beds and footlockers. Inside each room are **5 flinds**. The flinds react to nearby combat. Each footlocker holds personal items and 5d10 sp, 3d12 gp and 3d4 pp.

One of the barracks has **4 flinds** awaiting the return of a companion for a surprise party in recognition of a recent elf kill. They sit in the dark room with crude instruments (Hide +10), and yell when the door is opened. Their weapons sit near the beds. A raw meat pie with candles sits on a table.

**FLINDS (5)**

**CR 2**

**XP 600**

hp 23 each (*The Tome of Horrors* by Necromancer Games, Page 138). See Area 3-4.

### Area 4-10: Slave Quarters

This room holds **slaves** (human Com1) who work in the kitchen and clean up after the gnolls. These slaves are stronger and better fed than the others. If armed, they help fight the gnolls as best they can, although they won't foolishly charge a room of the creatures.

### Area 4-11: Choice Slaves

This room contains a man and two women (human Com1) destined to be meals for Crocuta and Amdari. These captured nomads are well fed and bathe frequently, but otherwise never leave this chamber and know nothing of their fate.

### Area 4-12: The Goddess's Chamber

This chamber once hosted parties and welcomed visitors to Seraph. Murals on the walls are chipped and scratched, and decorative pillars are gouged. A wooden throne sits in an alcove. Leather straps lace the throne together with bones and skins of various humanoids. The blood of countless creatures stains the stone-block floors. A kettledrum and several large horns sit in a corner.

**Amdari** uses the chamber as her throne room. From here, she creates bizarre rituals for the gnolls to perform in her honor. The chamber doubles as a command center if warning horns sound throughout Seraph. If Amdari is present, she is accompanied by **2d6 gnolls** and **2d4 flinds**. (See Area 4-18 for more on Amdari.)

### Area 4-13: Dung Heap

This chamber is a latrine. The reek of mounds of offal makes PCs' eyes water and sting. Slaves occasionally carry refuse into the desert in buckets. Nothing of value can be found in the disgusting heaps.

### Area 4-14: Crocuta's Den (CR 9)

The flind chieftain **Crocuta** resides in this wrecked chamber. Furniture lies in shambles, and the broken bed is little more than a

heap of furs. The room smells strongly of animals and blood. Crocuta is a flind/werehyena who rules the tribe with cruelty and intimidation. He does not infect others within the tribe with lycanthropy for fear that they might try to usurp his power and status. At one time, he attempted to overthrow Amdari, but her intellect allowed her to outthink the raging werehyena. Amdari spared the chieftain, realizing that his uniqueness made him a powerful ally. Still, their partnership is tenuous.

Crocuta does not aid Amdari in combat in the hopes that a strong party will slay the lamia.

**CROCUTA (FLIND FORM)**

**CR 8**

*Pathfinder Role-playing Game Bestiary* "Lycanthrope"

**XP 4,800**

Male flind infected werehyena barbarian 6

LE Medium humanoid (flind, shapechanger)

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

**AC** 20 (18 with rage), touch 13, flat-footed 17 (+4 armor, +2 Dex, +1 Dodge, +1 natural, +2 shield)

**hp** 111, 131 with rage (4d8+8 plus 6d12+12)

**Fort** +11 (+13 with rage), **Ref** +5, **Will** +1, (+3 vs. spells with rage)

**Defensive Abilities** improved uncanny dodge, trap sense +2, +3 saves vs. spell with rage

**Speed** 50 ft. (55ft. with rage)

**Melee** flindbar +15/+10 (1d6+4/×3) or flindbar +17/+12 (1d6+6/×3) with rage

**Special Attacks** rage 16 rounds/day

**Str** 18 (22 with rage), **Dex** 15, **Con** 14 (18 with rage), **Int** 10, **Wis** 6, **Cha** 10

**Base Atk** +9; **CMB** +13, +15 with rage; **CMD** 25 (27 with rage)

**Feats** Dodge, Mobility, Power Attack, Spring Attack, Weapon Focus (flindbar)

**Skills** Acrobatics +8 (+13 jump), Intimidate +9, Perception +11, Survival +11

**Languages** Gnoll

**SQ** change shape (flind, hybrid and hyena), lycanthropic empathy (hyenas and hyaenodons), rage powers (guarded stance, superstition, swift foot)

**Combat Gear** mwk flind bar, hide armor, heavy steel shield;

**Other Gear** *boots of striding and springing*, *potion of cure critical wounds*, 2d10 gp

**CROCUTA (Hybrid FORM) CR 8**

*Pathfinder Role-playing Game Bestiary*, "Lycanthrope"

**XP 4,800**

Male flind infected werehyena barbarian 6

LE Medium humanoid (flind, shapechanger)

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

**Perception** +11

**AC** 22 (20 with rage), touch 13, flat-footed 19 (+4 armor, +2 Dex, +1 Dodge, +3 natural, +2 shield)

**hp** 131, 151 with rage (4d8+12 plus 6d12+24)

**Fort** +13 (+15 with rage), **Ref** +5, **Will** +1, (+3 vs. spells with rage)

**Defensive Abilities** DR 5/silver, improved uncanny dodge, trap sense +2, +3 saves vs. spell with rage

**Speed** 50 ft. (55ft. with rage)

**Melee** flindbar +16/+11 (1d6+5/×3) and bite +14 (1d6+5 plus curse of lycanthropy + trip) or flindbar +18/+13 (1d6+7/×3) and bite +16 (1d6+7 plus curse of lycanthropy + trip) with rage

**Special Attacks** curse of lycanthropy (Fort DC 15 negates), rage 16 rounds/day, trip

**Str** 20, 24 with rage, **Dex** 15, **Con** 16, 20 with rage, **Int** 10, **Wis** 6, **Cha** 10

## ADVENTURE BACKGROUND

**Base Atk** +9; **CMB** +14, +16 with rage; **CMD** 26 (28 with rage)  
**Feats** Dodge, Mobility, Power Attack, Spring Attack, Weapon Focus (flindbar)  
**Skills** Acrobatics +8 (+13 jump), Intimidate +9, Perception +11, Survival +11  
**Languages** Gnoll  
**SQ** change shape (flind, hybrid and hyena), lycanthropic empathy (hyenas and hyaenodons), rage powers (guarded stance, superstition, swift foot)  
**Combat Gear** mwk flind bar, hide armor, heavy steel shield;  
**Other Gear** boots of striding and springing, potion of cure critical wounds, 2d10 gp

### CROCUTA (HYENA FORM)

CR 8

*Pathfinder Role-playing Game Bestiary* "Lycanthrope"

XP 4,800

Male flind infected werehyena barbarian 6

LE Medium humanoid (flind, shapechanger)

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

**Perception** +11

**AC** 16 (14 with rage), touch 13, flat-footed 13 (+2 Dex, +1 Dodge, +3 natural)

**hp** 131, 151 with rage (4d8+12 plus 6d12+24)

**Fort** +13 (+15 with rage), **Ref** +5, **Will** +1, (+3 vs. spells with rage)

**Defensive Abilities** DR 5/silver, improved uncanny dodge, trap sense +2, +3 saves vs. spell with rage

**Speed** 60 ft. (65ft. with rage)

**Melee** bite +14 (1d6+5 plus curse of lycanthropy + trip) or bite +16 (1d6+7 plus curse of lycanthropy + trip) with rage

**Special Attacks** curse of lycanthropy (Fort DC 15 negates), rage 16 rounds/day, trip

**Str** 20, 24 with rage, **Dex** 15, **Con** 16, 20 with rage, **Int** 10, **Wis** 6, **Cha** 10

**Base Atk** +9; **CMB** +14, +16 with rage; **CMD** 26, 28 with rage (30 vs. trip, 32 vs. trip with rage)

**Feats** Dodge, Mobility, Power Attack, Spring Attack, Weapon Focus (flindbar)

**Skills** Acrobatics +11, Intimidate +9, Perception +11, Survival +11

**Languages** Gnoll

**SQ** change shape (flind, hybrid and hyena), lycanthropic empathy (hyenas and hyaenodons), rage powers (guarded stance, superstition, swift foot)

### Area 4-15: The stairs (CR 2)

Guarding this barricaded staircase are 2 **flinds**. They watch for intruders as well as disturbances from beyond the barrier. The barricade consists of broken furniture, boulders and other items. The blockage requires 5 hours to create a passage large enough for a medium-sized creature to pass. The stairs lead down to Area 5-1. A DC 16 Perception check reveals that the gnolls and flinds blocked this stairwell with debris to guard against whatever lairs on the level below.

#### FLINDS (2)

CR 2

XP 600

hp 32, 27 (*The Tome of Horrors* by Necromancer Games, Page 138). See Area 3-4.

### Area 4-16: The Bath Gardens

Shallow stone planter boxes containing dark soil surround a cold pool of stagnant water. Luxuriant vegetation once surrounded this spa, but now only barren soil dotted with multicolored fungi remains. The water is foul and undrinkable. The small mushrooms are used to breed lard grubs. The grubs are harmless, but the gnolls and flinds

consider them a delicacy.

A mildew and slime-covered pillar stands in the center of the stagnant water. The pillar is the glass tube that extends throughout the levels of Seraph and supports the Morningtide Sphere. The tube is also the haunting area of the **kamarupa** in Area 6-2. The kamarupa can only use its frightful gaze or *nightmare* ability if the layers of mildew are scraped off the pillar. If the Morningtide Sphere is cleaned, the mildew dissolves within 24 hours on its own. The room then again fills with sunlight and the water heats up.

### Area 4-17: The Reliquary

A relic of Arden once stood in this alcove. The relic has long since been destroyed, leaving behind nothing but a marble stand.

### Area 4-18: Amdari's Chamber (CR 6)

This is **Amdari the lamia's** resting chamber. She is likely to be here if Seraph is not alerted to intruders. Elegant but worn furniture decorates her bedchamber. A dining table and three chairs covered in red velvet sit near the door. Fine silverware (75 gp) and four tarnished silver serving platters (25 gp each) filled with food sit upon the table. A wardrobe sits against the west wall, while a bookshelf lined with trinkets, treasures and oddities lines the east wall. A locked ornate chest of white oak and brass sits adjacent to the shelves. A bed piled with furs and silks sits against the south wall. Silver chains and manacles are piled at the foot of the bed.

The shelves hold souvenirs from Amdari's victories. Among the various trinkets are humanoid skulls, necklaces made of teeth, jars of eyeballs in preservative fluid, 2 longswords, 4 daggers, a greatsword, 3 sets of flindbars, masterwork chainmail, +3 *dwarven sized leather armor\**, masterwork thieves picks\*, mithral short sword\*, +2 *dagger\**, 7 bottles of fine wine (5gp each), *bracers of defenselessness*, 4 *potions of cure moderate wounds*, *potion of spider climbing*, and 3 *potions of bull's strength* (CL8).

The locked chest is valuable as an antique. If intact, the chest fetches 1,500 gp from a collector. Within the chest are 4 bolts of silk (50 gp), an albino zebra pelt (350 gp), and a silver ceremonial helm shaped like a turtle (50 gp).

**CHEST:** 1 in. thick; Hardness 5; hp 20; Break DC 20; Disable Device DC 30.

The wardrobe holds fine garments and robes (20 sets of fine clothing worth 15 gp each). All of the garments are feminine: scarves, silk wraps and furs.

If warned of intruders, Amdari disguises herself as a human female manacled to the bed. One manacle is broken and unlocked (DC 20 Perception check), although it appears sturdy. She pleads with rescuers to find a key hidden on the bookshelf before the nasty "hyena-thing" returns. She embraces her rescuers, using her Wisdom drain ability to "soften them up." She attempts to charm as many of the fighters as possible before initiating combat.

#### AMDARI (LAMIA)

CR 6

XP 2,400

hp 93 (*Pathfinder Roleplaying Game Bestiary*, "Lamia")

### Area 4-19: The Torture Chamber (CR 10)

A rack, a brazier of burning coals, buckets of water and a chair with bloody, leather straps sit in this room. Wall pegs hold whips, ropes, thumbscrews, pokers and various blades, and three sets of manacles and chains hang from the ceiling. A barely clothed man hangs by his arms from a chain. Another man lies strapped to a corner table. A baboon sits contorted in a small cage.



## ADVENTURE BACKGROUND

**Gragrel, Seraph's torturer**, enjoys the coveted position of head torturer and the prestige the post brings. The sadistic gnoll extracts information from nomad captives to allow the gnoll clan to better plan its raids.

**Elwren Kitchel**, a gnomish interpreter, is Gragrel's assistant.

Gragrel and Elwren use their whips to trip opponents and move in to sneak attack prone opponents. Elwren receives a -4 size penalty, so he targets weaker-looking opponents such as spell casters. After many years together, the pair has learned to fight as a team, often attacking the same opponent to the maximum of their abilities before moving on to another foe.

The 2 nomads on the torture devices are at the brink of death with very low wisdom scores. (N Com1 Wis 3). They know nothing about the gnolls' plans. The third victim is a common baboon. Gragrel loves hearing the animal scream in pain.

### GRAGREL, THE TORTURER

CR 7

*Pathfinder Roleplaying Game Bestiary*, "Gnoll"

XP 3,200

Male gnoll rogue 7 CE Medium humanoid (gnoll)

**Init** +0; **Senses** darkvision 60 ft.; **Perception** +2

**AC** 17, touch 14, flat-footed 13 (+2 armor, +4 Dex, +1 natural)

**hp** 68 (2d8+2 plus 7d8+7)

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

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

**Speed** 30 ft.

**Melee** +2 *whip of wounding* +13/+8 (1d3+5/×2 plus wounding) or +10/+5 *mwk morningstar* (1d8+3)

**Reach** 10ft. with whip

**Special Attacks** sneak attack +4d6 plus bleed

**Str** 16, **Dex** 18, **Con** 13, **Int** 13, **Wis** 12, **Cha** 12

**Base Atk** +6; **CMB** +9; **CMD** 23

**Feats** Combat Expertise, Exotic Weapon (whip), Greater Feint, Greater Trip, Improved Feint, Improved Trip, Weapon Finesse<sup>B</sup>, Weapon Focus (whip)<sup>B</sup>

**Skills** Acrobatics +14, Bluff +11, Diplomacy +11, Escape Artist +14, Intimidate +11, Perception +15, Sense Motive +11, Sleight of Hand +14, Stealth +14

**Languages** Common, Gnoll

**SQ** rogue talent (bleeding attack, finesse rogue, weapon training ) trapfinding

**Combat Gear** +2 *whip of wounding*, *mwk morningstar*, leather armor **Other Gear** *potion of rage* (CL 5).

### ELWREN KITCHEL

CR 8

XP 6,400

Male gnome rogue 9

CE Small humanoid (gnome)

**Init** +9; **Senses** low-light vision, **Perception** +16

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

**hp** 72 (9d8+9)

**Fort** +4; **Ref** +11; **Will** +5

**Defensive Abilities** evasion, gnome traits, improved uncanny dodge, trap sense +3

**Spd** 20 ft.

**Melee** +2 *whip* +15/+10 (1d3+3 plus 1d6 electricity) or +13/+8 *mwk silver dagger* (1d4+1)

**Special Attacks** sneak attack +5d6

**Spell-like Abilities** (CL 9):

1/day — *dancing lights*, *ghost sound* (DC12), *prestidigitation*, *speak with animals*

**Str** 11, **Dex** 20, **Con** 13, **Int** 16, **Wis** 14, **Cha** 13

**Base Atk** +6; **CMB** +5; **CMD** 20

**Feats** Combat Expertise, Exotic Weapon (whip), Greater Trip, Improved Initiative<sup>B</sup>, Improved Trip, Set Up, Weapon Finesse<sup>B</sup>, Weapon Focus (whip)<sup>B</sup>

**Skills** Acrobatics +16, Climb +11, Diplomacy +13, Disable Device +17, Disguise +13, Escape Artist +17, Linguistics +15, Perception +16, Profession (torturer) +3, Sense Motive +14, Sleight of Hand +17, Stealth +20

**Languages** Draconic, Dwarf, Common, Elves, Giant, Gnoll, Gnome, Goblin, Halfling, Orc, Sylvan, Undercommon

**SQ** rogue talent (bleed, combat trick, finesse rogue, weapon training), trapfinding

**Combat Gear** studded leather armor, *mwk silver dagger*, +2 *shocking burst whip* **Other Gear** *potion of barkskin* and *cat's grace* (CL 5), masterwork thieves' tools

**Description** Elwren Kitchel is the gnolls' interpreter and Gragrel's assistant. Elwren did not start off as evil, but long years as the torturer's personal slave have twisted his soul. Elwren enjoys his position and the tortures he inflicts. Even though he is technically a slave, Elwren enjoys unlimited freedom within Seraph. With *atonement* and weeks of priestly guidance, Elwren can revert to his original alignment (NG). Afterward, he will be wracked with guilt and seek a new life away from thievery to redeem his spirit.

## Area 4-20: The Shaman (CR 7)

**Bouda, a flind tribal shaman**, her two assistants and her familiar live in this vaulted room. Although Bouda's influence has diminished since Amdari arrived, the shaman still is quite respected. She worships and leads a secretive faction dedicated to the demon lord of gnolls. The silver-haired shaman rarely ventures from her ancient library and does not get along with the flinds or gnolls because of their subservience to Amdari. She especially dislikes the torturer Gragrel and his toady assistant.

Mostly empty wooden and stone shelves dominate the room. Skulls, vials, bottles, bowls, and mortar and pestles line the shelves within easy reach of the hunched shaman. A collection of simple alchemical components fills the tables in the center of the room.

### BOUDA (FLIND SHAMAN)

CR 10

*The Tome of Horrors* by **Necromancer Games**, Page 138.

XP 9,600

Female, flind druid 9

NE Medium humanoid (flind)

**Init** +2; **Senses** darkvision 60 ft.; **Perception** +21

**AC** 15, touch 12, flat-footed 13 (+2 armor, +2 Dex, +1 natural)

**hp** 89 (4d8+12 plus 9d8+27)

**Fort** +14, **Ref** +9, **Will** +14

**Defensive Abilities** resist nature's lure, venom immunity

**Speed** 30 ft.

**Melee** flindbar +10/+5 (1d6+1/×3) or staff +10/+5 (1d6+1)

**Special Attacks** spontaneous casting (summoning spells)

**Spells Prepared** (CL 9)

5th— *baleful polymorph* (DC 20), *insect plague*

4th— *flame strike* (DC 19), *freedom of movement*, *ice storm*

3rd— *dire rage\**, *dominate animal* (DC 18), *greater magic fang*, *protection from energy*

2nd— *barkskin*, *bear's endurance*, *flame blade*, *heat metal* (DC 17), *summon swarm*

1st— *charm animals* (DC 16), *faerie fire*, *longstrider*, *magic fang*, *produce flame*, *shillelagh*

0 (at will) — *create water*, *flare*, *resistance*, *stabilize*

**Str** 12, **Dex** 14, **Con** 16, **Int** 15, **Wis** 20, **Cha** 16

**Base Atk** +9; **CMB** +10; **CMD** 22

**Feats** Augment Summoning, Combat Casting, Eschew Materials, Iron Will, Lightning Reflexes, Natural Spell, Shape Master\*, Weapon Focus (flindbar)

**Skills** Fly +14, Handle Animal +15, Heal +17, Knowledge (nature)

+16, Perception +21, Survival +23

**Languages** Common, Gnoll

**SQ** nature bond, nature sense, trackless step, wild empathy +12, wild shape (3/day), woodland stride

**Combat Gear** flindbar, staff; **Other Gear** *wand of cure light wounds* (24 charges, CL 8), *headband of inspired wisdom* +2, *potions of barkskin*, *bull's strength*, *haste*, *owl's wisdom*, *neutralize poison* (CL 9)

\* New feat (See sidebar).

### CHACMA (BABOON COMPANION)

N Medium animal

**Init** +3; **Senses** low-light vision, scent; **Perception** +10

**AC** 21 (20\*), touch 14, flat-footed 17 (+3 Dex, +1 Dodge, +7 natural)

**hp** 65 (89\*) (8d8+8 hp)

**Fort** +7 (+10\*), **Ref** +9 (+12\*), **Will** +3 (+5\*) [+7 (+9\*) vs. enchantment]

**Defensive Abilities** evasion

**Speed** 40 ft. (70ft.\*), climb 30 ft. (60ft.\*)

**Melee** bite +12 (1d8+5) or bite +18/+18 (1d8+10\*)

**Str** 20 (30\*), **Dex** 17, **Con** 12 (18\*), **Int** 2, **Wis** 12, **Cha** 4

**Base Atk** +6; **CMB** +11 (16\*); **CMD** 24 (29\*)

**Feats** Alertness, Dodge, Improved Natural Attack (bite), Weapon Focus (bite)

**Skills** Climb +13 (+18\*), Perception +10, Sense Motive +3, Stealth +10; **Racial Modifiers** +8 Climb

**SQ** link, share spells, tricks (attack, defend, down, fetch, guard, heel, seek, stay, track, work)

\*Statistics in parenthesis indicate bonuses due to *dire rage*, *haste* and *bull's strength*.

### FLINDS (2)

XP 600

hp 27, 26 (*The Tome of Horrors* by Necromancer Games, Page 138). See Area 3-4.

CR 2

## Seraph, Level 5: The Forbidden Temple of Set

After Arden's fall and the splintering of his priesthood, the forces of darkness overran Seraph. For centuries, Set's cult ruled the temple's depths until crusaders brought vengeance to the evildoers. After Set's forces were vanquished, various tomb robbers and adventurers looted the upper levels of any vestiges of the evil cult. But the lower levels proved more difficult to master, and the malevolence crafted by Set's minions remains. The gnolls, including Amdari and Crocuta, fear the denizens and traps located one level beneath them and do not venture to this level.

An unnatural and powerful aura of *darkness* also blankets this level. The light radiuses of normal, magical and supernatural light sources are halved. The *darkness* cannot be *dispelled* or overcome, even *true seeing* or *daylight* sight cannot penetrate the depths. Spells with the light descriptor are halved for duration, area and damage. Spells with the light descriptor are also cast with a -4 penalty to DC. This effect remains until the Morningtide Sphere is cleansed and the level's pillar (Area 5-1) is cleared of the **fleshewn** covering it.

Brass lanterns with four blood-red panes light the level. The lanterns hang from the ceiling every 30 feet and are illuminated from within by continual flames, although the light only illuminates 10 feet around each light source. The red shadowy light fosters a sense of foreboding and ever-present evil.

The walls, floors and ceilings are painted with thick, black paint unless otherwise noted, adding to the oppressive feeling.

## Area 5-1: The Chamber of Eyes (CR 9)

Lying at the base of the stairs are the desiccated and skeletal remains of several gnolls. A few of the skeletons look like they were trying to claw their way back to the stairs before they died. A stone overhang presents PCs from seeing into the room below until they are standing on the bottom step. Leaving the safety of the stairs opens PCs up to attacks from the room's sole denizen. The gnolls found this out the hard way.

A blackened pillar sits in the center of the room. Scattered across the stone floor are hundreds of shattered bone fragments. The air is stagnant and thick with dust. Sinewy, brown flesh coats the walls and the central pillar. Thousands of unblinking eyes move on the pulpy walls as the flesh writhes with twisting muscle. The eyes follow intruders with an unnerving stare; a few even extend on tentacle-like stalks. A mouth filled with serrated teeth opens and closes in endless hunger near the southwestern corner.

Set's disciples created a **fleshewn wall of eyes** in this chamber. Only a 10-foot section of the wall diagonally opposite the stairs is the actual fleshewn. The other three walls and the central glass pillar are merely coated with flesh similar to the fleshewn's body. Only damage done to the 10-foot section of the wall actually harms the creature. It may take PCs a while to learn this, however, as the creature over the years has exuded tendrils that let it control the extra flesh and eyes scattered throughout the room.

The majority of eyes are harmless, derived from humanoid and animal corpses, but those clustered around the 10-foot-patch of the creature's body can employ spell-like abilities. The positioning of the eyes allows the fleshewn to use each of its ray attacks once per round. The wall has the following rays remaining: *inflict serious wounds*, *telekinesis*, *fear*, *slow*, *sleep* and *finger of death*.

The fleshewn wall of eyes casts spells as a 13th-level caster, with a range of 150 feet and a DC 15 save. Saves are Charisma-based. PCs may take cover behind the pillar in the center of the room to hide from the rays, but only two Medium creatures may benefit from the protection. PCs on the stairs are out of sight of the dangerous eyes, but also can't see to attack the fleshewn.

If the fleshewn kills or cripples a PC, it uses *telekinesis* to drag the victim into its grinding mouth. Creatures gnawed by the mouth (2d8 points of damage) are ejected into the hallway behind the wall. A DC 20 Perception check reveals that the corridor continues behind the mouth on the wall. Creatures "eaten" by the mouth are considered out of range of the fleshewn's eye beams.

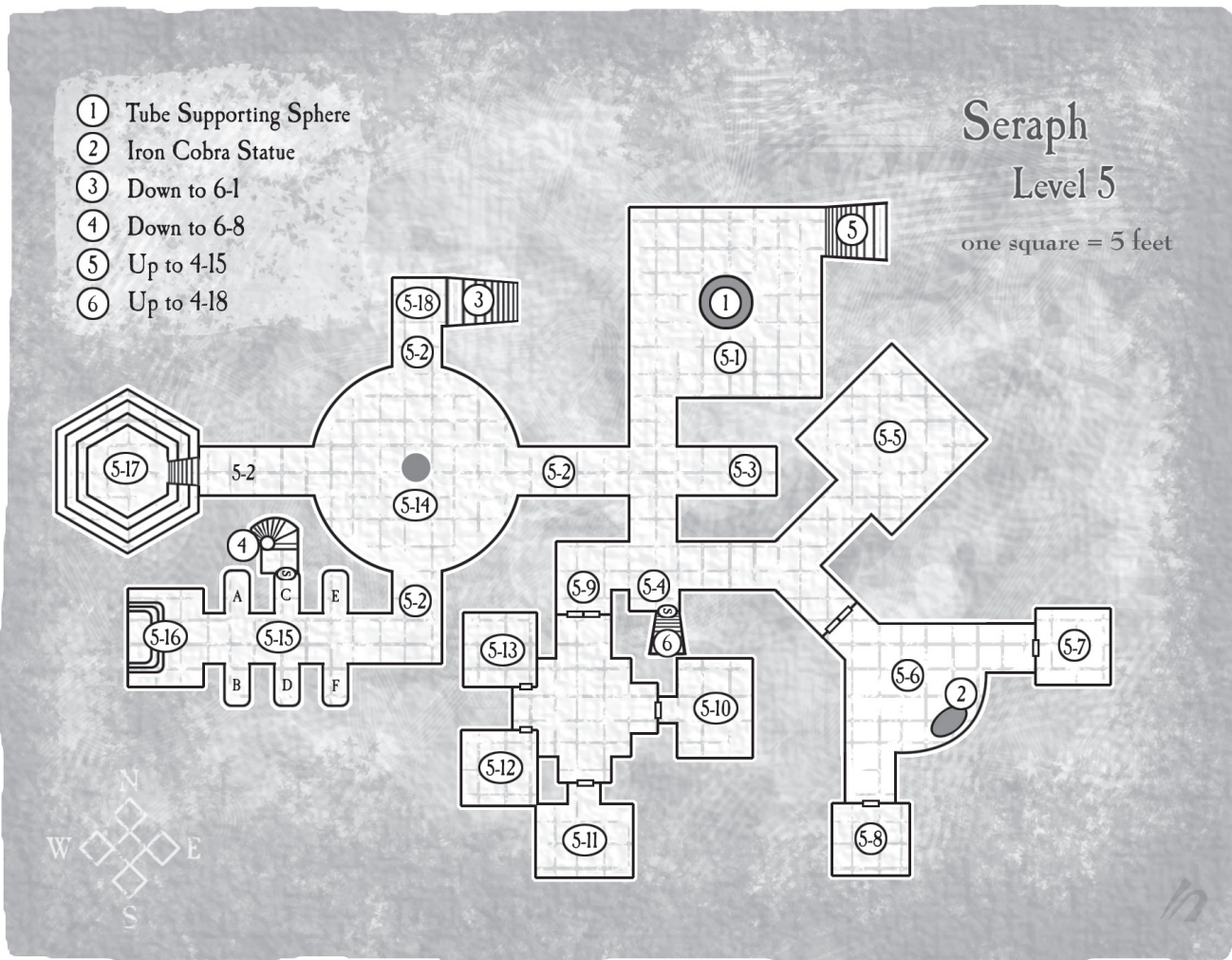
If defeated, the fleshewn dissolves into a rubbery pile of blubber that slithers off the walls and *force* pillar supporting the Morningtide Sphere high above. If the tube is uncovered, the **kamarupa** (Area 6-2) is free to use its frightful gaze or *nightmare* ability on those within the room. If the Morningtide Sphere is cleansed, the fleshewn remains unharmed, but its blubbery mass still blocks the light. Once the fleshewn is defeated and the sphere cleaned, the room is bathed in sunlight that negates Level 5's decreased lighting effects.

Once the fleshewn dissolves; the walls glitters with colors. Thousands of glass tiles hidden beneath the fleshewn shift and move into complex patterns to create mosaic pictures and images of Arden and his followers. Shah Rasalt can be seen wielding the *Scepter of Faiths*.

While active, the moving murals answer any question posed by a follower of Arden or a deity of light/sun. For all others (good-aligned only), the murals answer a single, worthy question. The murals act as a divination spell with 90% accuracy. The answers are given in mosaic picture form and not spoken. The GM should determine if the wall provides a specific answer or displays a mural suggesting a "proper life" as a follower of Arden.

If asked about Akruel, the murals relate the history of the War of Divine Discord and the creation of the *Scepter of Faiths*. If questioned about recharging the scepter, the murals show the *Convocation of Radiance* ceremony from start to finish: the sun shining on the Morningtide Sphere and casting a ray of light through the temple to





the inner sanctum and onto the scepter. The murals can also reveal the steps needed for the other ceremonies if asked.

#### FLESHAWN WALL OF EYES

CR 9

XP 6,400

N Huge construct

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

**AC** 14, touch 3, flat-footed 14 (+11 natural, –2 size, –5 immobility)

**hp** 150 (11d10 +40)

**Fort** +3, **Ref** –2, **Will** +3

**Defensive Abilities** DR 5/adamantine, construct traits

**Weakness** prone

**Speed** —

**Melee** bite +11 (2d8)

**Special Attacks** eye rays

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

**Base Atk** +11; **CMB** +13; **CMD** 23 (can't be tripped or grappled)

**Eye Rays (Su):** Each ray can target a single creature with a range of 150 feet.

**Fear:** This spell works like the spell except that it affects one creature. The target must make a DC 15 Will save to negate this effect.

**Finger of death:** The target must make a DC 15 Fort save or die instantly. Even if the save is successful, the creature still takes 3d6+11 points of damage.

**Inflict serious wounds:** This works like the spell, inflicting 2d8+10 points of damage. (DC 15 Will save, half)

**Sleep:** This spell works on a one creature with any number of Hit Dice that fails a DC 15 Will save.

**Slow:** This spell works like the spell except that it affects one creature. The target must succeed a DC 15 Will save to negate this effect.

**Telekinesis:** The fleshewn can move objects or creatures that weigh up to 325 pounds as though with a *telekinesis* spell. Creatures can resist the effect with a successful DC 15 Will save. Victims are carried into the fleshewn's gnashing jaws.

For more on fleshewns, see the chapter on New Monsters at the end of the book.

## Area 5-2: Serpent Halls (CR 6)

The front halves of thousands of poisonous **snakes** line the walls, floors and ceilings of these halls. The snakes are attached with an unyielding adhesive. The snakes are merely diminutive zombies, but the sheer number of swaying serpents creates a hellish image.

A "safe" path winds through the middle of the halls. PCs following the path stay out of reach of the striking snakes. Venturing from the path allows the snakes to attack. The serpents' poison dried centuries ago, but each bite still inflicts 1 point of damage. Anyone stepping off the path is automatically attacked by 2d20 serpents (no attack roll needed).

PCs do not gain experience for turning or destroying these helpless zombie serpents. Every 10 points of damage done to the snakes via slashing weapons or area-effect spells "kills" 2d20 of the zombies.

#### SNAKE ZOMBIES (50,000)

CR 1/4

XP —

**hp** 1 each (immobile). (*Pathfinder Roleplaying Game Bestiary*, "Zombie")



## Area 5-3: The False Door (CR 4)

A locked ornate bronze door (DC 25 Disable Device) opens onto a blank wall, triggering a **wall scythe**. Two blades spring from the walls along the last 20 feet of the hall leading to the door. The 20-foot-long blades spring from each wall and meet in the middle.

### WALL SCYTHE TRAP; CR 4

**Type:** mechanical; **Perception** DC 20; **Disable Device** DC 20

**Trigger:** location; **Reset:** automatic

**Effect:** atk +20 melee (2d4+6/x4, scythe).

## Area 5-4: Secret Door

A squirming mass of snake zombies conceals this door (DC 28 Perception check). Destroying the snakes makes the door easier to spot (DC 20 Perception check).

## Area 5-5: Scaled Guardian (CR 8)

Undisturbed dust covers the shrine's black floor. An altar of dark reflective stone sits against the wall, while a brazier on a six-foot stand sits beside the altar. Another brazier lies on the floor, burnt coals scattered around it. Disintegrated tapestries lie in heaps, gold chains and rods still anchored into the walls. A bronze gong and mallet dangle from an iron stand behind the altar. Suspended by chains from the ceiling is a 25-foot-long stone cobra. The featureless statue hangs 30 feet above the floor and is harmless.

A delicate metal stand on the altar holds a fist-sized ruby (2,500 gp). The room's guardian, a **modified flesh golem**, stands in an alcove behind sliding secret doors (DC 27 Perception check) to the right of the altar. The golem is a large, nearly humanoid shape with scaly skin. The right arm is the fore-body of a large poisonous

serpent while the left arm is the tail of a large constrictor snake. The golem has distinctly reptilian features. The golem attacks using a bite with its right arm while grappling and constricting with the left. The golem attacks anyone who approaches the altar.

### MODIFIED FLESH GOLEM

CR 8

*Pathfinder Roleplaying Game Bestiary*, "Golem, Flesh"

**XP** 6,400

N Large construct

**Init** -1; **Senses** darkvision 60 ft., low-light vision; **Perception** +0

**AC** 20, touch 8, flat-footed 20 (-1 Dex, +12 natural, -1 size)

**hp** 120 (9d10 +30)

**Fort** +3, **Ref** +3, **Will** +3

**Defensive Abilities** DR 5/adamantine, construct traits

**Speed** 30ft.

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

**Melee** slam +13 (2d8+5 plus grab, tail-ended arm) and bite +13 (2d8+5 plus poison, snake-headed arm)

**Special Attacks** berserk

**Str** 20, **Dex** 9, **Con** —, **Int** —, **Wis** 11, **Cha** 1

**Base Atk** +9; **CMB** +15; **CMD** 24

**Constrict (Ex):** On a successful grapple check, left arm (lower snake body) deals 2d8+5 points of damage.

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

**Poison (Ex):** Enhanced Black Adder Venom—injury; *save* Fort DC 15; *frequency* 1/round for 6 rounds; *effect* 1d4 Constitution damage; *cure* 1 save





## Area 5-6: The Great Idol of Set (CR 9)

Thick, undisturbed dust covers this area. Four bronze braziers sit in the corners, and against the far wall is a huge iron statue of a cobra poised to strike.

The bronze braziers erupt in flame if visible beings enter the room. A booming voice speaks in ancient Common: “Infidels! Bow before the almighty Set, and embrace the darkness shadowing your soul!” The brazier’s roaring flames and the voice are a *programmed image*. The flames illuminate the room in dancing shadows, and the voice continues in a trailing echo before fading to silence. The image lasts for 18 rounds and resets in 24 hours.

Smoke also rolls from the iron statue’s gaping maw and a soft, reddish light glows from its crystal eyes. These are effects added by a *permanent image* cast upon the serpent. The statue is actually a **huge iron cobra** designed to attack anyone entering the chamber who is not wearing garments of the priesthood of Set (Area 5-7).

### IRON COBRA

CR 9

*The Tome of Horrors* by Necromancer Games, page 169

XP 6,400

N Huge construct

**Init** –3; **Senses** darkvision 60 ft., low-light vision; **Perception** +0

**AC** 27, touch 5, flat-footed 27 (–3 Dex, +22 natural, –2 size)

**hp** 140 (10d10+40)

**Fort** +3, **Ref** +3, **Will** +3

**DR** 5/—; **Immune** construct traits; **SR** 16

**Spd** 40 ft.

**Melee** bite +21 (2d6+11 plus poison)

**Space** 30ft.; **Reach** 15ft.

**Str** 32, **Dex** 5, **Con** —, **Int** —, **Wis** 11, **Cha** 1

**Base Atk** +10; **CMB** +23; **CMD** 30 (can’t be tripped)

**Skills** Stealth +8; **Racial Modifiers** +6 Stealth

**SQ** find target

**Find Target (Su):** Once per day, an iron cobra’s creator can order it to find and kill a specific creature within 1 mile, which it does as if guided by *discern location*. The creator must have seen or be holding an item from the specified creature for this order to function.

**Poison (Ex):** An iron cobra’s bite injects poison from a hidden reservoir within its body. Because it is a construct, the cobra does not naturally produce this poison, and its creator must refill this reservoir manually. The reservoir holds enough poison for 3 successful bite attacks, after which the creature merely deals bite damage. Refilling the reservoir takes 5 rounds and provokes attacks of opportunity. Bite—injury; *save* Fort DC 11; *frequency* 1/round for 6 rounds; *effect* 1d2 Con damage; *cure* 1 save.

## Area 5-7: Preparation Chambers (CR 1/3)

The room’s bronze door is locked (DC 25 Disable Device). Tall vertical shelves filled with censers, burial shrouds, linens, bottles of oil and casks of incense line the walls. Sitting on one shelf are 2 blocks of *incense of meditation*. Some of the taller shelves also hold dusty black robes trimmed in red. A desk at the back of the room holds scattered papers. A **skeleton**, its bones etched with yellow runes and symbols, stands in the center of the room holding a bronze crooked scepter (a *rod of metamagic, lesser enlarge*) in one hand and a gold censer (350 gp) on a chain in the other. The skeleton waits for orders. Despite the designs, the skeleton is nothing more than an assistant to Set’s priests. The skeleton attacks only to defend itself.

Eight robes hang on the hooks. Each radiates an aura of abjuration

and evil and bestows 1 negative level on any non-evil creature donning the garment. The negative level remains as long as the robe is worn and disappears once removed. This negative level can never become permanent, but cannot be overcome in anyway (including *restoration* spells) while wearing the robe. However, the robes do allow safe passage by this level’s remaining non-intelligent guardians (fleshewn, golem, iron cobra, serpent hall, column of the entwined, and zombies). This protection is negated if the robed individual attacks a guardian. The robes also allow beings to see normally in the darkness on this level. The robes burst into flame in sunlight or when the Morningtide Sphere is cleansed, dealing 1d6 points of damage to the wearer.

On the desk is a stack of seven yellowed, brittle *divine scrolls*. Each requires a *mending* spell to be cast upon it before it is moved or examined. Otherwise, the scroll disintegrates at the first touch. The magic on the scrolls is potent, but lost if the paper crumbles. The scrolls may be cast from the desk without touching the paper, but they must be cast in order before the scroll beneath can be viewed. All scrolls are CL 12: 1—*inflict mass light wounds, spell resistance*; 2—*neutralize poison, lesser planer ally, dismissal*; 3—*break enchantment, dispel magic, speak with dead*; 4—*poison, slay living, raise dead, divination*; 5—*mass bear’s endurance, symbol of pain, cure critical wounds*; 6—*protection from energy, remove curse, commune, remove disease, invisibility purge*; 7—*raise dead, prayer, summon monster V*.

### SKELETON

CR 1/3

XP 135

**hp** 8 (*Pathfinder Roleplaying Game Bestiary*, “Skeleton”)

## Area 5-8: Set’s Disciples (CR 8)

The bronze door is locked (DC 25 Disable Device). Ghostly red figures dance in rhythmic patterns along the walls. The figures are transparent, but their features are visible. The images are a *permanent image* spell and represent priests of Set performing hedonistic rituals. Haunting the area are **6 shadows** that attack using the distraction that the image of the dancing priests provides (+10 Stealth).

### SHADOWS, COMMON (6)

CR 3

XP 800

**hp** 28, 27, 24, 22, 20, 16 (*Pathfinder Roleplaying Game Bestiary*, “Shadow”)

## Area 5-9: Sanctum (CR 8)

The bronze doors are locked (DC 25 Disable Device) and trapped with a **chain enervation trap**. Each of the four intricate doors is etched with ancient hieroglyphics.

Inside the room, three coiled, gold cobras (350 gp) support a stone sphere on their raised heads. A black silk sheet covers the sphere. The stone appears as a solid piece of granite unless peered into for 2 rounds. The stone is actually a *crystal ball* that has the additional property of a *stone of weight*.

The room is under the effects of a permanent *unhallow* spell with a *bane* spell tied to the area. The spell’s area of effect spills into the surrounding rooms.

### CHAIN ENERVATION TRAP; CR 8

**Type:** magic; **Perception** DC 32; **Disable Device** DC 32

**Trigger:** proximity (*alarm*); **Reset:** automatic

**Effect:** spell effect (*chain enervation*, Atk +7 ranged touch). One primary target (1d4 negative levels), plus 6 secondary targets (1 negative level). Each target must be within 30 ft. (CL 6).

## New spell: Chain Enervation

Necromancy

**Level:** Sor/Wiz 7

**Components:** V, S

**Casting time:** 1 standard action

**Range:** Medium (100 ft.+10 ft./ levels)

**Target:** One primary target, plus one secondary target/level (each of which must be within 30 ft. of the primary target)

**Duration:** Instantaneous

**Saving Throw:** None and Reflex, see text

**Spell Resistance:** Yes

You fire a negative energy bolt at a primary target that then splits and strikes nearby enemies. The negative energy suppresses the targeted creatures' life force. The caster must make a ranged touch attack upon the primary target. Creatures can avoid the secondary bolts with a successful Reflex save at a -4 penalty. If the attack misses the primary target all the bolts fade harmlessly away.

If the attack succeeds, the primary target gains 1d4 negative levels. Lesser bolts leap from the primary target to one additional opponent per caster level. All adjacent opponents of the primary target gain 1 negative level. All opponents must be within 30 ft. of each other.

If the subjects have as many negative levels as HD, they die. Each negative level bestows a -1 penalty to attack rolls, saving throws, skill checks, ability checks, and effective level (for determining the power, duration, DC, and other details of spells or spell like abilities). Additionally, a spellcaster loses one spell or spell slot from his or her highest available. These negative levels stack.

Assuming the subject survives, the negative levels return after a number of hours equal to the spellcaster's level. Unlike *enervation*, if the duration exceeds 24 hours either by a 24th level caster or the use of a metamagic feat, the negative levels have a chance of becoming permanent. A single Fortitude DC versus the spell must be made after 24 hours to see if the negative levels become permanent. See negative levels in the *PHB*.

Undead creatures struck by the bolts gain 1d6x5 temporary hit points for 1 hour.

**Arcane Material Component:** The finger bone of a wight, which is broken during the casting.

a large ruby (1,000 gp) and a small, elegant wooden box. The box contains strips of papyrus with ancient text in hieroglyphics. The box and paper are enchanted with *permanent magic aura* (DC 17). In all respects, this box appears as a phylactery, but it is just a red herring.

Naleshwar created a *ring of protection* +4 as his phylactery. If slain, he reforms in 1d10 days within 300 feet of the ring. Naleshwar can only be slain if the ring is completely destroyed.

### NALESHWAR (LICH)

CR 12

*Pathfinder Roleplaying Game Bestiary*, "Lich"

**XP** 9,600

Male, human (lich) cleric 11

LE Medium undead (augmented humanoid)

**Init** +2; **Senses** darkvision 60 ft.; **Perception** +14

**Aura** evil, fear (60-ft. radius, DC 17)

**AC** 27, touch 15, flat-footed 25 (+6 armor, +2 Dex, +5 natural, +4 deflection)

**hp** 87 (11d8+22)

**Fort** +7; **Ref** +7; **Will** +13

**Defensive Abilities** channel resistance +4, rejuvenation; **DR** 15/bludgeoning and magic; **Immune** cold, electricity, undead traits

**Spd** 30 ft.

**Melee** *rod of the viper* +12 (1d8+4 plus poison) and touch +5 (1d8+5 plus paralyzing touch)

**Special Attacks** channel energy (DC 19, 6d6), paralyzing touch (DC 17), spontaneous casting (inflict spells)

**Domain Spell-Like Abilities** (CL 11th)

5 rounds/day—*eyes of darkness*, *scythe of evil*

9/day—*touch of evil*, *touch of darkness* (5 rounds)

**Spells Prepared** (CL 11th, ranged touch +10):

6th—*anti-life shell*, *harm* (DC 22), *shadow walk*<sup>D</sup>,

5th—*flame strike* (DC 21), *plane shift*, *righteous might*, *summon monster V* (summons 1d3 shadows)<sup>D</sup>, *unhallow*

4th—*dismissal* (DC 20), *divine power*, *greater magic weapon*, *poison* (DC 20), *unholy blight*<sup>D</sup>, *spell immunity*

3rd—*bestow curse* (DC 19) x2, *contagion* (DC 19), *deeper darkness*<sup>D</sup>, *heat flesh*\* (DC 19), *invisibility purge*

2nd—*blindness*<sup>B</sup>, *bull's strength*, *desecrate*, *hold person* (DC18), *resist energy*, *silence*, *sound burst* (DC 18), *spiritual weapon*

1st—*bane*, *cause fear* (DC 17), *divine favor*, *doom* (DC 17), *entropic shield*, *obscuring mist*, *protection from good*<sup>D</sup>, *shield of faith*

0 (at will) — *bleed*, *detect magic*, *resistance*, *stabilize*

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

**Str** 15, **Dex** 15, **Con** —, **Int** 16, **Wis** 22, **Cha** 14

**Base Atk** +8; **CMB** 10 **CMD** 22

**Feats** Augment Summoning, Blind-Fight<sup>B</sup>, Channel Smite, Command Undead, Forge Ring, Improved Channel, Improved Lightning Reflexes, Lightning Reflexes

**Skills** Diplomacy +12, Craft (jewelry) +17, Heal +20, Knowledge (planes) +13, Knowledge (religion) +17, Perception +14, Sense Motive +28, Spellcraft +17, Stealth +10 **Racial Bonus** Perception +8, Sense Motive +8, Stealth +8

**Languages** Common, Gnoll

**Combat Gear** mwk bronze breastplate, *ring of protection* +4 (phylactery), *rod of the viper*, staff; **Other Gear** priest robes of Set  
Description Naleshwar appears more as a mummy rather than a lich. He keeps his burial linens clean and his armor polished. His leathery skin gleams through his wrappings and he adorns his body in ceremonial burial jewelry.

## Area 5-II:

### The High Priest's Chambers

Heaps of ashes fill every nook and cranny of the room except for a 10-foot-diameter circle covered in scripted glyphs written

## Area 5-Io: Naleshwar the Abiding (CR 10)

The room's bronze doors are locked (DC 25 Disable Device). The chamber belongs to the last-remaining high priest of Set who survived the crusaders' assaults on Seraph. **Naleshwar**, a **lich**, was a high-ranking priest of Set during the cult's reign in Seraph.

Extravagant furniture decorates this bedchamber. A desk (1,000 gp), a table (750 gp), four chairs (250 gp) and a bed (2,500 gp), all made of teak wood and gilded with gold leaf, adorn the room. A floor rug (2,500 gp) of woven elf hair and silk covers the floor. Four tapestries (200 gp) of gold thread and snakeskin display surrealistic scenes of large snakes swallowing living beings.

Shelves of books hang on the walls above the furniture. The books cover topics such as creating phylacteries, poisons and the proper sacrificial rituals to the god of night. A *tome of clear thought* +2 sits among the nonmagical books. The collection of 345 books brings 5,000 gp if a suitable buyer, such as an evil priest or scholar of ancient religions, can be found.

A secret compartment in the floor (Perception DC 15) holds a small cache of treasure. A small bag of diamonds (500 gp), miniature gold cobra statue with ruby eyes (150 gp), a broken masterwork sword,



## ADVENTURE BACKGROUND

in charcoal. Searching the circle (DC 15 Spellcraft check) reveals that this area used to be a summoning circle. Naleshwar long ago destroyed the possessions of a superior who lived in this chamber.

### Area 5-12: The Mummies (CR 7)

Congregating here are **12 zombies** wrapped in thick linens and leathered viscera. If the door is opened or Naleshwar is attacked, the undead attack. A **wraith** hides in one zombie and emerges after the zombie attacks.

**ZOMBIE (12)** **CR 1/2**  
**XP 200**  
**hp** 19, 17 (x4), 15, 13 (x3), 10, 9 (x2) (*Pathfinder Roleplaying Game Bestiary*, “Zombie”)

**WRAITH** **CR 5**  
**XP 1,600**  
**hp** 48 (*Pathfinder Roleplaying Game Bestiary*, “Wraith”)

### Area 5-13: Shrine

Naleshwar converted this chamber into a shrine to Set so he could practice his dark rituals. Tattered linens adorn a basalt altar in the center of the room. Hanging tapestries decorated with hieroglyphs and runes depicting bloody sacrifices cover the walls. Ochre candles made of human fat burn with *continual flames* and dimly illuminate the room. A dagger with an ornate bronze handle and a blade of serrated obsidian sits on the altar. The blade is ancient, although the bronze handle was added later. The +2 *unholy dagger* is several thousand years old.

### Area 5-14: Column of the Entwined (CR 7)

A 25-foot-tall pillar in the middle of the room is carved with the likeness of a mass of climbing and dancing serpents. Anyone peering at the pillar for more than 2 rounds sees the serpents begin to slither and writhe. Those seeing this image must succeed at a DC 15 Will save or become dazed for 1d4+1 rounds, unable to pull away from the pillar’s hypnotic dance.

Four rounds after PCs enter the room, *black tentacles* (as per the spell) erupt from the pillar to attack. The tentacles take the form of huge constrictor snakes and last for 10 rounds before retreating back into the pillar. Dazed PCs grappled by a tentacle are allowed a second DC 11 Will save to again break the mesmerizing effects. The room resets after 30 minutes.

**BLACK TENTACLE TRAP** **CR 7**  
**Type:** magic; **Perception** DC 29; **Disable Device** DC 29

**Trigger:** proximity (*alarm*); **Reset:** automatic  
**Effect:** spell effect (*black tentacles*, 7th-level wizard, 1d4+7 tentacles); **CMB** +12; **CMD** +22; damage 1d6+4, tentacle; multiple targets (up to six tentacles per target within a 20-ft. radius of the column).

### Area 5-15: Hall of the Esteemed

Sculptures of Arden once filled the alcoves in this hall. Set’s followers replaced the original effigies with jackal-headed figures adorned with gold-leaf robes. Each holds a black spear and flail. The 12-foot-tall statues radiate enchantment and evil. Serpentine arm-bands and gold-plated bracers gild their arms. Passing between the statues requires a DC 20 Will save (as per a *doom* spell) or the PC becomes shaken for 20 minutes. Additionally, the hall is *unhallowed* with *silence* tied to the area.

A secret door (DC 25 Perception check) lies behind the middle idol.

The door opens onto stairs descending to the crypts (Area 6-5).

### Area 5-16: High Altar (CR 7)

Arden’s high priests’ private altar lies desecrated after years of depredations by Set’s cult. The altar rests on a small three-foot-tall dais and is coated in layers of greasy wax made from human lard after years of evil ceremonies. Several bones and skulls of sacrifices are still buried in the oily glaze. The entire altar is coated in 6 inches of the viscous, pallid wax. Four extinguished *candles of invocation* (lawful evil) sit on the altar’s corners.

The area is under the affects of an *unhallow* spell with *silence*.

Within the altar hides **Anc-salmara**, a **spectre** and former priest of Set. The spirit loathes the living and patiently waits until PCs are comfortably searching the room before emerging from the altar to drain their life force.

Buried under the thick layer of tallow is an adamantite ceremonial dagger, a *wand of ghoul touch* (41 charges, CL 10), a gold decanter (250 gp) containing *elixir of fire breath* and 2 sets of masterwork locking manacles.

Once the altar is cleansed of the fetid wax, the *unhallow* spell and *doom* and *silence* effects dissipate from this room and Area 5-15. Award the PCs 500 experience points as a bonus if they laboriously scrape the altar clean or figure out another way to clean it.

Beneath the wax is an altar carved and painted to resemble a lion with a mane of flames. A secret compartment (DC 20 Perception check) at the base (only found if the altar is completely cleansed) holds a *headband of wisdom* +4 left over from Arden’s priesthood.

**ANC-SALMARA (SPECTRE)** **CR 7**  
**XP 3,200**  
**hp** 62 (*Pathfinder Roleplaying Game Bestiary*, “Spectre”)

### Area 5-17: Forum (CR 7)

A short flight of stairs at the end of the hall descends onto a lowered platform situated between three rows of wide stone steps used as benches. The speaker’s platform is nestled amid the bowl-shaped seats. Hundreds of skulls covered in thick dust line the benches, each facing the platform at the room’s center. Black spears sit between each skull, also pointing toward the platform. Sitting upon the platform is a bronze death-mask encrusted with semiprecious stones (250 gp) and a *short spear* +1.

Originally used for rational debates, the forum more recently served as an arena of depravity for Set’s followers. The entire floor is littered with papers, brittle cloth, bone fragments and splintered furniture.

Haunting the forum are **6 poltergeists** that are bound to this level. They have scoured the tombs for centuries to bring trinkets to their haunt. When PCs enter the forum, two poltergeists throw flasks of alchemist’s fire while a third targets the PCs immediately afterward with a *bead of force*. PCs unlucky enough to find themselves inside the sphere are trapped with burning debris. The sphere fills with smoke, cutting off all air in 1d4 rounds so the trapped victim begins to suffocate (See *Pathfinder Roleplaying Game Core Rulebook*, Chapter 13, *Environment*, “suffocation”).

The spirits then wait for PCs to reach the speaker’s platform before flinging the skulls (1d2 damage) and spears (1d6 damage).

**POLTERGEISTS (6)** **CR 2**  
*Pathfinder Roleplaying Game Bestiary 2*, “Poltergeist”  
**XP 600**  
LE Medium undead (incorporeal)  
**Init** +1; **Senses** darkvision 60 ft.; **Perception** +9

**AC** 12, touch 12, flat-footed 11 (+1 deflection, +1 Dex)  
**hp** 16 (3d8+16)  
**Fort** +2, **Ref** +2, **Will** +4  
**Defensive Abilities** incorporeal, natural invisibility; rejuvenation;  
**Immune** undead traits

**Speed** fly 20 ft. (perfect)

## ADVENTURE BACKGROUND

**Melee** frightener, telekinesis

**Special Attacks** fear, throw objects

**Str** —, **Dex** 13, **Con** —, **Int** 5, **Wis** 12, **Cha** 12

**Base Atk** +2; **CMB** —; **CMD** —

**Feats** Ability Focus (fear), Alertness

**Skills** Faly +5, Perception +9

**Languages** Common

**SQ** site bound

**Frightener (Su)** Once per minute as a standard action, a poltergeist can temporarily drop its natural invisibility, revealing itself to be a skeletal, ghost-like humanoid. All creatures within 30 feet when a poltergeist uses this ability must make a DC 14 Will save to avoid becoming frightened for 1d4 rounds. The poltergeist then resumes its invisibility at the end of its turn as a free action. A creature that successfully saves is immune to the fear effect of that poltergeist for 24 hours. If the poltergeist's natural invisibility is negated via other methods, it cannot use this ability. Likewise, those that can see invisible creatures are immune to this special attack. This is a mind-affecting fear effect. The save DC is Charisma-based.

**Rejuvenation (Su)** When a poltergeist is destroyed, it only remains destroyed for 2d4 days. After this time, the undead spirit reforms where it was destroyed fully healed. The only way to permanently destroy a poltergeist is to determine the reason for its existence and set right whatever prevents it from resting in peace.

**Site bound (Ex)** A poltergeist cannot travel more than 120 feet from the point at which it was created or formed.

**Telekinesis (Su)** A poltergeist has no method of attacking apart from telekinesis. This ability functions as the spell *telekinesis* with a CL equal to the poltergeist's Hit Dice (CL 3 for most poltergeists). A typical poltergeist has a ranged roll of +3 when using telekinesis

to hurl objects or creatures of up to 75 pounds. If a poltergeist attempts to hurl a creature with this ability, that creature can resist the effect with a successful DC 12 Will save. The save DC is Charisma-based.

### Area 5-18: The Crypt Stairs

Wide steps descend into the crypts (Area 6-1 on Level 6). Foul air wafts up the stone staircase.

### Seraph, Level 6: The Crypts

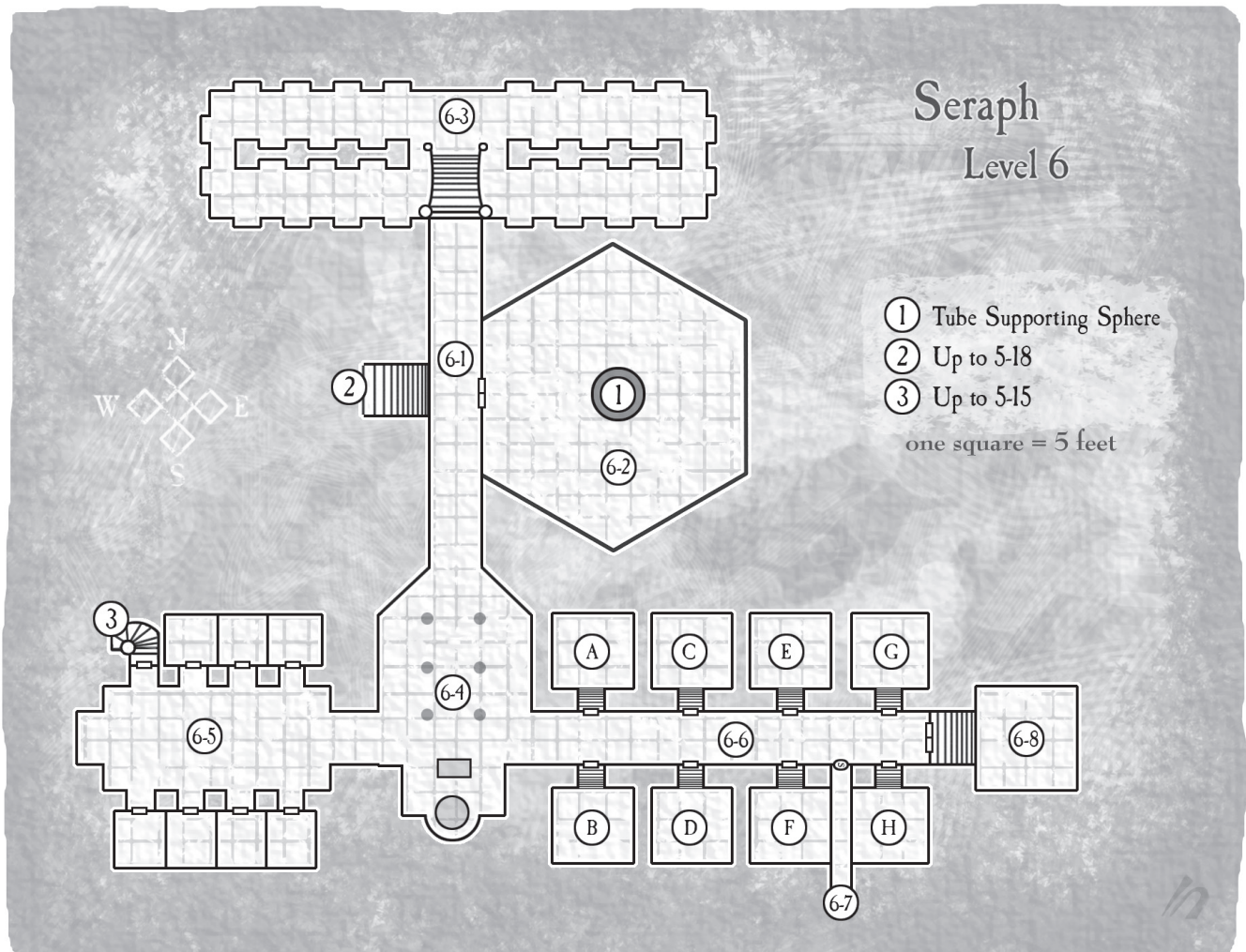
The crypts halls reach heights of 25 feet. Set's followers entered the ossuary and altar room, but never penetrated the protections of Arden's priests' burial vaults.

Stagnant air fills the crypts. While on this level, characters grow fatigued quickly (half their normal time). All Constitution-based skill checks and saves are made at a –2 circumstance penalty due to the lack of oxygen. If the doors of the lower sanctum (Area 6-2) are opened and the Morningtide Sphere cleansed, the stale air quickly refreshes.

The crypts are made of ancient stone, and lighted with burning glass globes containing *continual flames* resting on wall sconces every 30 feet.

### Area 6-1: The Bronze Doors of the Lower Sanctum

Double bronze doors remain closed, and a thick wax paste seals the portal. One downfall of belonging to Set's priesthood was the occa-





## ADVENTURE BACKGROUND

sional sacrifice of the high priest. Naleshwar and his faction usurped control from the high priest Kirolansh and sacrificed him in the lower sanctum (Area 6-2). His vengeful spirit haunts the chamber and the glass tube leading to the Morningtide Sphere high above. Stairs outside the door rise to Area 5-18 on Level 5.

### Area 6-2: The Lower Sanctum (CR 9)

This darkened chamber seems to absorb light. An expansive dome covers the room. A white stone altar directly beneath a 10-foot-diameter hole in the ceiling is the only object in the room. The hole is the lowest end of the hollow *force* pillar supporting the Morningtide Sphere. The mostly disintegrated remains of a skeletal figure wearing tattered robes of Set's priesthood lie face down on the altar. A tarnished ceremonial +2 *hand axe* is imbedded in the figure's cracked skull. A *ring of protection* +2 still encircles a finger bone discarded on the floor (DC 18 Perception check). A severed hand lies near the altar, still gripping Set's unholy symbol. The leathery hand tightly clasps the amulet in a lasting plea to the dark god.

Naleshwar and his followers sacrificed **Kirolansh**, a high priest of Set, to the god of darkness. Kirolansh's enraged spirit returned as an **kamarupa**, but was unable to cross the seals Naleshwar used to protect the room. Kirolansh haunts this room and the hollow transparent tube running throughout the center of Seraph. For years, the kamarupa has roamed the tube seeking clear spots through which it can use its gaze and nightmare abilities on Seraph's ever-changing inhabitants.

The room and the tube are under a *forbiddance* spell (lawful good, 6d6 points of damage; DC 17 Will save for half) that bars the kamarupa from escaping unless the chamber's door is opened and the seal broken.

If the Morningtide Sphere atop Seraph is cleaned, the sun ray's blast into this chamber, destroying the kamarupa. Light cascades over the altar, restoring its former glory. The room comes alive with positive and refreshing energy, and waves of heat wash away the gloomy atmosphere of the lower halls. Fresh air again fills the chamber.

Once the Morningtide Sphere is cleansed, the *Scepter of Faiths* can receive the blessing of the *Convocation of Radiance* by placing the item on the altar during the midday sun.

#### KAMARUPA

CR 9

hp 88. See the New Monsters section for more on the kamarupa.

### Area 6-3: The Ossuary (CR 5)

A marble staircase descends 10 feet into a lofty ossuary. Shallow niches holding the dust-covered, skeletal remains of thousands of individuals line the 35-foot-tall walls. The floors are littered with scores of bones and cloth fragments. The majority of the skeletons remain on carved shelves. But those niches below 10 feet are mostly empty, the bones scraped out and littering the floor. Thick webs heavy with dust drape from the walls and ceiling in long strands.

Set's priesthood entered this chamber long ago, but found little of use in the crypts. The ossuary contains citizens and commoners of Zendeth-Jan, people who were buried with few possessions.

Set's followers created a cursed individual guardian to oversee the supply of skeletal corpses. A **crypt thing** sorcerer still meanders through the bones. Through dark rituals, Set's priests imbued the crypt thing with sentience and magical abilities. It wears robes of Set's priesthood. It has no treasure and immediately attacks anyone who enters the ossuary.

#### CRYPT THING (SORCERER)

CR 9

*Pathfinder Roleplaying Game Bestiary 2, "Crypt Thing"*

XP 6,400

NE Medium undead, sorcerer 5

**Init** +6; **Senses** darkvision 60 ft., low-light vision; **Perception** +16  
**Arua** fear (10ft., frightened for 1d4 rounds, Will DC 17 negates)

AC 19, touch 12, flat-footed 15 (+2 Dex, +1 Dodge, +6 natural)

**hp** 95 (8d8+24 plus 5d6 +15);

**Fort** +5, **Ref** +5, **Will** +12

**Defensive Abilities** channel resistance +2; **DR** 10/magic or bludgeoning; **Immune** undead traits

**Speed** 30 ft.

**Melee** 2 claws +12 (1d8+4)

**Special Attacks** teleporting burst (DC 19 Will)

**Bloodline Spell-like Abilities:**

3/day—quicken *dimension door* (CL 8)

5/day—grave touch (CL 5) (melee touch +10)

**Spells Known** (CL 5, melee touch +10 range touch +10)

2nd (5/day)—*ghoul touch* (DC 17), *false life*, *touch of idiocy*

1st (7/day)—*chill touch* (DC 16), *mage armor*, *ray of enfeeblement*, *shield*, *shocking grasp*

0 (at will)—*acid splash*, *bleed*, *detect magic*, *ghost sound*, *mage hand*, *touch of fatigue*

**Str** 19, **Dex** 14, **Con** —, **Int** 13, **Wis** 14, **Cha** 17

**Base Atk** +8; **CMB** +9; **CMD** 22

**Feats** Ability Focus (teleporting burst), Alertness, Dodge, Eschew Materials, Greater Spell Focus (Necromancy), Improved Initiative, Spell Focus (Necromancy)

**Skills** Bluff +18, Intimidate +15, Knowledge (arcane) +7,

Knowledge (dungeoneering) +6, Knowledge (history) +6,

Perception +16, Sense Motive +17, Stealth +10

**Languages** Common

**Teleport Burst (Su):** Once per day a crypt thing can teleport all creatures within 50 feet of it to randomly determined locations.

The crypt thing can only affect creatures of which it is aware and to which it has line of sight. A successful DC 19 Will save negates this effect. An affected creature is teleported in a random direction. Roll 1d4 to determine where the crypt thing randomly teleports people: 1—The Lower Sanctum (Area 6-2); 2—The Sending Shrine (Area 6-4); 3—The Vaults of the Honored (Area 6-6); 4—Shah Rasalt's Tomb (Area 6-7). A teleported creature arrives in the closest open space to the determined destination, but must appear on a solid surface capable of supporting its weight. The save DC is Charisma-based.

**Tactics** A crypt thing attempts to remove interlopers from its assigned area using its teleport burst attack. A crypt thing's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

### Area 6-4: The Sending Shrine (CR 7)

Protective traps guard this shrine's sanctity. The entire chamber is under a *forbiddance* spell (lawful good, 6d6 points of damage; DC 17 Will save for half).

A golden sun (permanent *daylight* spell) illuminates the room. The ornate chamber is a ghost of its former glory. Faded murals depict a shimmering sphere shining above Seraph's summit. The sphere brilliantly reflects the room's light. Gold and silver embellish the walls and fluted columns. Thick dust covers the floor, hiding the disintegrating remains of many men. Fragments of clothing are all that remain.

A white stone altar draped in ashen silk sits atop a raised dais against the southern wall. A massive 30-foot-tall marble statue of a hawk-headed man stands behind the altar. The heavily muscled statue has the mane of a lion and holds a golden staff with blue striping high above the altar, pointing toward the shrine's entrance. Once per round, the statue fires a bolt of *searing light* (ranged touch attack +10; 2d8 points of damage, or 5d6 points of damage versus undead) at any non-good creature entering the room. This attack targets invisible creatures normally, but is not triggered by those passing ethereally. The statue ceases only if a command word is given or if it is destroyed.

**STATUE:** Hardness 10; hp 200.

Resting on the altar is a kopesh (curved short sword) in a gold sheath encrusted with sapphires. The sword is intelligent and named **Pashora**.

**PASHORA**

LG +2 *ghost touch*, *undead bane short sword*

**Senses** speech (Celestial and ancient Common), sense 120 ft.; **Ego** 11

**Int** 10, **Wis** 14, **Cha** 14

**Lesser powers:** at-will *light* (30-ft. radius), *detect undead* (60-ft. radius); 3/day *bless*, *cure light wounds* (1d8+5)

**Special Purpose** slay evil undead

**Personality:** Pashora's personality is energetic and enthusiastic. She has an insatiable desire to rid the world of undead and insists that Arden is still a viable god. If convinced otherwise, she demands that the wielder do everything in his power to re-establish Arden's teachings. Pashora detests evil and views Neutral beings as borderline evildoers lacking commitment or responsibility. Only good-aligned PCs may wield her powers.

The sword speaks Celestial and an ancient, but understandable form of Common.

Pashora knows the command words for the chamber's protections, including the statue's *searing light*. She has no compassion for tomb robbers and does not condone such actions. Pashora also knows about the *Convocation of Radiance* ritual to restore the *Scepter of Faiths*, as the sword was present at the original scepter's creation.

## Area 6-5: Tombs of the Virtuous (CR 5)

Priests and Arden's committed followers are buried in these tombs. A *forbiddance* spell (lawful good, 6d6 points of damage; Will save DC 17 for half) begins halfway down the short hallway and abuts the *forbiddance* zone in Area 6-4. Non-lawful good PCs may find themselves in a world of hurt crossing the borders of these rooms.

Unlike the Sending Shrine, this room's ceiling is a mosaic of glass tiles. The mural depicts the ziggurat's former glory with the Morningtide Sphere shining brightly as hundreds of Arden's followers kneel reverently around the ziggurat. One figure holds the *Scepter of Faiths* high over his head. The scene portrays Shah Rasalt presenting the blessed scepter to Arden's faithful during the War of Divine Discord.

A gold-painted river barge on a carved wooden stand dominates the room. Life-like wooden statues man the ship, which has a statue of Arden on the foredeck. This funeral barge is valuable (12,000 gp) if an interested buyer can be found, but removing the 25-foot boat intact should be challenging. The sword Pashora views the attempt as an evil act if present.

Tombs of Arden's sanctified followers line the walls. The bronze doors have no handles and are sealed tightly with one-way locks (DC 25 Disable Device). Each door is protected by a *summon monster IV* trap which summons a **dire lion**. Each tomb holds eight niches on which lie the remains of Arden's faithful. The bodies are adorned in disintegrating finery and 1d4 pieces of jewelry (50 gp each). Individual names and a eulogy detailing deeds are engraved below each niche.

**BRONZE DOOR:** 3 in. thick; Hardness 10; hp 60; Break (DC 29).

**SUMMON MONSTER IV TRAP**

**CR 5**

**Type:** magical; **Perception** DC 31; **Disable Device** DC 31

**Trigger:** proximity (*alarm*); **Reset:** none

**Effect:** Spell effect *dire lion* (*summon monster IV*, 12th-level wizard)

**DIRE LION (SPOTTED LION)**

**CR 5**

**XP** 1,600

**hp** 60 (Pathfinder Roleplaying Game Bestiary, "Lion, Dire")

## Area 6-6 Vaults of the Honored (CR 7)

Heroes and Arden's venerated servants are buried here. A *forbiddance* spell (lawful good, 6d6 points of damage; DC 17 Will save for half) begins halfway down the short hallway and abuts the *forbiddance* zone in Area 6-4.

Bronze doors emblazoned with Arden's hawk-head image mark each tomb. The doors have no handles and are tightly sealed with a one-way lock (DC 25 Disable Device). In addition, each door is *arcane locked* (CL 12). An inscription containing the name and deeds of the deceased embosses each portal.

**BRONZE DOOR:** 3 in. thick; Hardness 10; hp 60; Break (DC 29).

Each tomb holds a raised stone sarcophagus carved and painted to resemble the person within. Smaller, less ornate sarcophagi surround the dais and hold the deceased's immediate family members.

Mummified corpses in the lesser sarcophagi have 1d4 pieces of jewelry (500 gp each). Moving the lid is arduous (DC 20 Strength check). The main sarcophagus holds a mummified body adorned with 1d4 pieces of jewelry (1,000 gp each). These larger lids are even more difficult to open (DC 25 Strength check).

A *summon monster IV* trap protects these tomb doors. The trap summons a **dire lion** that attacks tomb robbers.

**SUMMON MONSTER IV TRAP**

**CR 5**

**Type:** magical; **Perception** DC 31; **Disable Device** DC 31

**Trigger:** proximity (*alarm*); **Reset:** none

**Effect:** Spell effect *dire lion* (*summon monster IV*, 12th-level wizard)

**DIRE LION (SPOTTED LION)**

**CR 5**

**XP** 1,600

**hp** 79 (Pathfinder Roleplaying Game Bestiary, "Lion, Dire"). See Area 6-5.

**A: Ehrmandale the Devout:** The inscription reads: "Ehrmandale the Devout, with piety and tenacity he conquered the souls of pagan men with the radiance of Arden. Turn to the sun, and the shadows of life fall in the past." The second half of the inscription is carved by a different stonemason, and looks rushed.

**B: Vandallia of the Sun Children:** The inscription reads: "Vandallia of the Sun Children, Scholar of radiance and maiden of Arden. Blessed prophet of the eclipse and seer of the dusk." The inscription has been defaced to read "Vandallia ... the ... Child."

**C: Terhune the Penitent:** The inscription reads: "Terhune the Penitent, Deliverer of Arden's wrath. Disruptor of undead legions and Hero of the Infidel War."

**D: Aymara the Meek:** The inscription reads: "Aymara the Meek: Her Roar Resounded Loudest in Dire Days."

**E: Daemilian, Champion of the Divine Discord:** The inscription reads: "Daemilian the Champion of the Divine Discord, son of Shah Rasalt, with sword and shield he erased Akruel's name from history." Divots of stone have been taken from beneath the inscription by worshippers who sought to carry off a piece of the champion's virtue. If a small stone chip is chiseled out of the wall, it bestows a +1 bonus to Willpower saves for a full week. One chip can be taken per person in a lifetime. Anyone who takes more than one relic receives a -1 penalty to Willpower checks for one year or until the PC atones for his greed.

**F: Vydessia the Diviner:** The inscription reads: "Vydessia the Diviner, With wisdom beyond mortal man her visions led the faithful to truth and redemption."

**G: Ironton of Clan Ashenchisel:** The inscription reads: "Ironton of Clan Ashenchisel, Master architect of Seraph. His fidelity and friendship shall forever secure the bonds between dwarven kind and



the Children of Arden.” A second inscription of an elaborate dwarven rune has been carved beneath the words. It was added by a contingent of dwarves from Anvil Plunge during a pilgrimage to celebrate the master architect.

**H: Bram Kaal:** The inscription reads: “Bram Kaal, Paladin of Penance and sword-bearer of Angkor-Saln during the Uprising of Seven Atrocities.”

## Area 6-7: Secret Escape

The secret door (DC 25 Perception check) opens into a rubble-and-sand-strewn hall. The hall is easily passable and extends for nearly half a mile before ending at a narrow spiral staircase. The stairs ascend inside a massive pillar. A secret door (DC 25 Perception check) opens onto a remote section of desert ruins.

## Area 6-8: Shah Rasalt’s Tomb (CR 12)

These bronze double doors are more elaborate than the other tombs, and a low hum of electricity emanates from them. The pulsating drone is a *permanent image* (sound component) to thwart tomb robbers.

A golden tablet across the top of the doors bear an inscription:

“The Tomb of Shah Rasalt, Founder of Seraph, Blessed Son of the Radiant Arden, Slayer of Akruel, Beloved of the Free Cities.

“Disturb not the most sanctified of spirits, for he has earned his rest. During times of tyranny when the dead rose against living, when the land was governed by dissent and iniquity, He rose from the slavery of life to bring the light into the disheartened souls of mortals. With the united earthly faiths and the blessings of the gods themselves, he struck at the heart of Akruel and sundered him to hell.”

The doors are locked but not trapped.

**BRONZE DOUBLE DOORS:** 4 in. thick; Hardness 12; hp 80; Disable Device DC 25; Break DC 30.

Murals and intricate mosaics decorate the tomb’s interior. A brilliant gold-leaf sun dominates a celestial map on the blue mosaic ceiling.

A huge sarcophagus sits on a raised dais. An effigy of **Shah Rasalt**, the high priest of Arden and slayer of Akruel, lies upon the lid. The sarcophagus is incredibly detailed and carved with stunning ornamentation. The eastern wall depicts the climax of the War of Divine Discord against Akruel’s cult, when Shah Rasalt drove the *Scepter of Faiths* into Akruel’s chest. Legions of undead and armies of evil cower in disbelief and fear as the tyrant falls to Arden’s priest.

The effigy of Shah Rasalt is a **stone golem** that protects the sarcophagus on which it lies. It remains dormant unless the sarcophagus is disturbed. Once the golem animates, the golden sun overhead glows brilliantly (equivalent to a *daylight* spell) and radiates heat. All metal within the room is affected by a *heat metal* spell with no save. The *heat metal* lasts until the item is removed from the tomb level, not just Shah Rasalt’s tomb.

The stone casket holds Shah Rasalt and his wife, **Nashala**. Both bodies are miraculously preserved and mummified, and each is adorned in funeral attire and bejeweled with precious adornments. Each wears gold funeral masks (7,500gp), broad-collared bead necklaces (2,500 gp), 4 gold-and-platinum rings (750 gp each), and beetle scarabs (1,000 gp). In addition, Nashala wears a gold navel ring and belt (1,500 gp), and Rasalt wears a platinum circlet (4,500 gp). The mummies must be painstakingly unwrapped to reveal these treasures.

**STONE GOLEM**  
**XP 12,800**

**CR 11**

**hp 170** (*Pathfinder Roleplaying Game Bestiary*, “Golem, Stone”)

## Concluding the Adventure

To receive the *Convocation of Radiance* blessing for the *Scepter of Faiths*, the Morningtide Sphere must be cleaned and the lower sanctum accessed (Area 6-2). Once sunlight fills the sphere, it sends a beam of light through the temple’s levels to the sanctum and illuminates the white altar located there.

The *Scepter of Faiths* must be placed on this altar for the duration of the high midday sun (approximately one hour) for four consecutive days. This ceremony does not require a priest of Arden, only that the scepter be placed on the altar while the midday sun beams through the temple’s Morningtide Sphere. The scepter must remain on the altar for the noon hour for four consecutive days.

Once the ritual is completed, the scepter gains an additional +1 enchantment bonus to attack and damage rolls (a total of +2 enchantment bonus). Further, the scepter grants the ability of *magic circle versus evil* 3 times per day.

From the blistering heat of the desert, the PCs next travel to the icy wastes of the Wailing Glacier in *Splinters of Faith 6: Morning of Tears*. Inside the melting glacier, they’ll have to find a massive statue and return it to the temple from which it was stolen.

# New Monsters

This appendix contains details about the Kamarupa and the Fleshewn template.

## Kamarupa

CR7

CE Medium undead (incorporeal)

**Init** +7 (+3 Dex, +4 Imp. Init.); **Senses** darkvision 60 ft., low-light vision **Perception** +16

### DEFENSE

**AC** 17, touch 17, flat-footed 13 (+3 Dex, +3 deflection, +1 Dodge)  
**hp** 65 (10d8)

**Fort** +3, **Ref** +8, **Will** +12

**Defensive abilities** +4 channel resistance, incorporeal, unnatural aura; **Immune** undead traits

**Weakness** Powerless in sunlight

### OFFENSE

**Speed** 40 ft., fly 80 ft. (perfect)

**Melee** incorporeal touch +8 [+5 base +3 Dex] (2d6 plus death touch)

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

**Special Attacks** Death touch, gaze attack, *nightmare*

### STATISTICS

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

**Base Atk** +7; **CMB** +7; **CMD** 20

**Feats** Dodge, Improved Initiative, Iron Will, Lightning

**Reflexes**, **Toughness**

**Skills** Fly +16, Intimidate +16, Knowledge

(History) +15, Knowledge (religion) +10,

**Perception** +16, **Sense Motive** +11, **Stealth** +16

### ECOLOGY

**Environment** Any

**Organization** solitary

**Treasure** none

*This floating nightmare has twisted facial features that are filled with hatred for the living. Their voices sound like the screaming wind, and their forms are insubstantial.*

A kamarupa appears as a mockery of its former flesh-bound life. Its hollow eyes and mouth are black voids, and its facial features twist and stretch into a nightmarish appearance. Kamarupa are the distorted souls of evil priests betrayed and sacrificed to their deity. Kamarupas are highly intelligent and communicate in voices similar to the screaming wind. They hate life and light. A kamarupa is roughly human-sized and weightless.

## Combat

A kamarupa attacks with its heart-stopping touch. It uses its incorporeal nature to move through walls, ceilings and floors to attack.

**Death Touch (Su):** Creatures hit by a kamarupa's incorporeal touch must make a DC 17 Fort save or die as the touch stops the

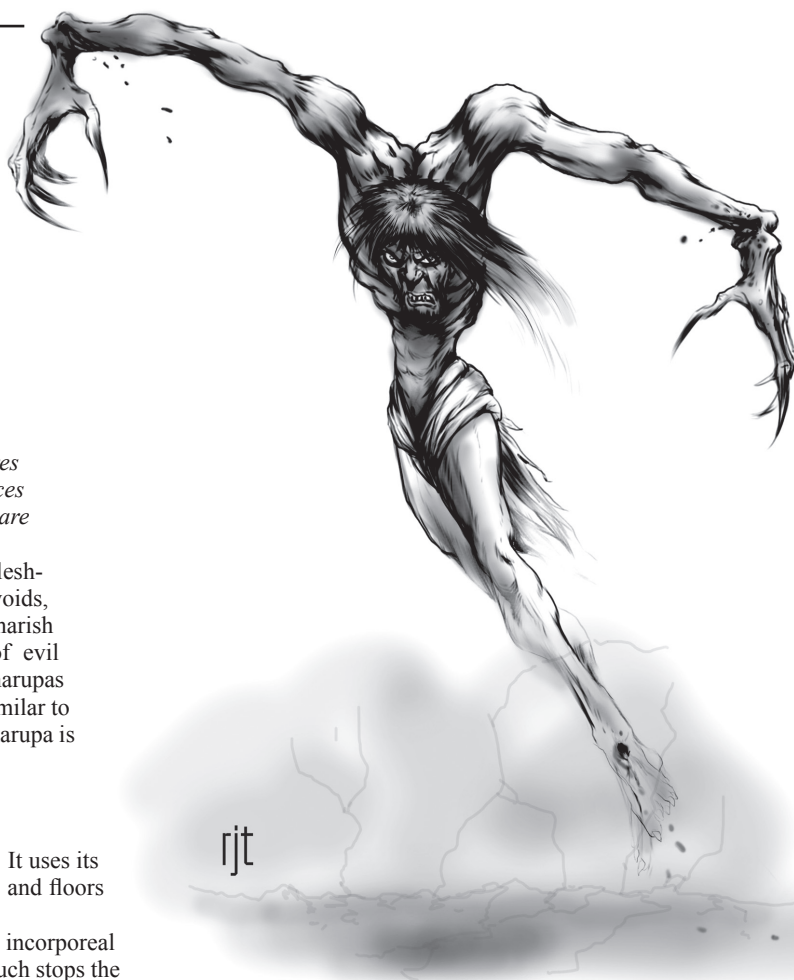
heart. Even if the save is successful, the creature suffers 2d6 points of damage as the kamarupa clutches its heart. Often, a creature surviving a touch attack acquires a harmless trait or characteristic for 2d4 months. Traits can be a white streak of hair, a nervous twitch, pale complexion or dilated eyes. The save DC is Charisma-based.

**Frightful Gaze (Su):** A kamarupa's glance creates dread in living beings, at a range of up to 30 feet. Creatures meeting the gaze must make a DC 17 Fortitude save or become panicked for 3d4 rounds. Even if successful, the subject becomes shaken for 1d4 rounds. The save DC is Charisma-based.

**Nightmare (Su):** Once per night, a kamarupa places a *nightmare* on one creature it has encountered. They prefer to send the *nightmare* to particularly powerful opponents or priests night after night until the opponent dies. The target can resist the attack with a DC 19 Will save. A creature that drops any possession (while panicked) near the kamarupa suffers a –4 penalty to the save until the item is recovered. A creature that successfully saves is immune to the *nightmare* for 24 hours.

**Unnatural Aura (Su):** Animals sense the kamarupa's unnatural presence at 30 feet. They panic if forced to get closer and remain panicked while within range.

**Powerless in Sunlight (Ex):** Kamarupas are powerless in natural sunlight (not merely a *daylight* spell) and flee before it. A kamarupa caught in sunlight cannot attack and can take only a single move action each round. Kamarupas lose one-third of their hit points each round spent in direct sunlight.





## Fleshewn (Template)

A fleshewn is a macabre construct made from corpses. The creator must be evil and able to cast 8th-level spells. A fleshewn costs 10,000 gp per HD and a *manual of the golems (flesh)* is required. Virtually any corporeal living creature can be fashioned into whatever the creator desires. Normally, these constructs are built to guard treasure or act as servants.

Fleshewns retain a semblance of their former self, but other creatures' features may be grafted to their new form. Only one base creature retains its abilities, however. Additional parts are simply grotesque additions.

Fleshewns cannot speak but obey their creator to the best of their ability. They can be given fairly complex instructions, up to 4 or 5 sentences.

### Creating a fleshewn

"Fleshewn" is an acquired template that can be added to any corporeal once-living creature (referred to hereafter as the base creature). Craft (leatherworking), Knowledge (alchemy) and Knowledge (anatomy) skill checks of DC 20 + fleshewn HD as well as Craft Wondrous Item feats are mandatory.

A fleshewn has the base creature's statistics and special abilities except as noted:

**Challenge Rating:** Same as the base creature –1.

**Alignment:** Always Neutral.

**Size and Type:** The creature's type changes to Construct. Do not recalculate base attack bonus, saves or skill points. Size is dependent on the size of the base creature, other corpses used, and the will of the creator, but cannot usually exceed one size larger than the base creature.

**Hit Dice:** All Hit Dice change to d10s.

**Movement:** The fleshewn is similar to an animated object of the appropriate size. Medium fleshewns move at a base of 30 ft. Fleshewns with two legs (or a similar means of movement) have a +10 ft. speed bonus. Multiple legs (tables, chairs) have a +20 foot bonus. Wheeled fleshewns have a +40 foot bonus. Other fleshewns can float, climb or fly (clumsy maneuverability) at half their normal land speed.

**Armor Class:** A fleshewn retains the base creature's natural armor bonus only.

**Attack:** A fleshewn retains all natural weapons and acquires a base attack bonus as a fighter (HD, Fast Progression). If the base creature had no natural weapons, it gains a slam attack. A fleshewn cannot use weapons or items. A fleshewn maintains the base creature's natural attacks.

**Damage:** A fleshewn retains the base creature's natural weapons.

**Special Attacks:** A fleshewn retains all the base creature's special attacks and gains those described below. The save DC change to 10 + spell level or 10 + 1/2 fleshewn's HD where applicable.

**Special Qualities:** Immune to electrical attacks. A fleshewn retains all the base creature's special qualities and gains those described below.

Certain spells and effects function differently against a fleshewn. A magical attack that deals electricity damage heals 1 point of damage for every 3 points of damage the attack would otherwise deal. If the amount of healing would cause the fleshewn to exceed its full normal hit points, it gains any excess as temporary hit points. For example, a fleshewn hit by a *lightning bolt* heals 3 points of damage if the attack would have dealt 11 points of damage. A fleshewn gets no saving throw against attacks that deal electricity damage.

**Damage Reduction (Su):** A fleshewn's preserved form is tough, giving the creature DR 5/adamantine. Its natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

**Immunities (Ex):** Fleshewn are immune to spells requiring Fortitude saving throws; otherwise, they have the same immunities as the base creature and a construct.

**Saves:** A fleshewn has all saves equivalent to its HD base with no good saving throws, regardless of the base creature.

**Abilities:** Strength remains the same, Dexterity (given the fleshewn is capable of movement) and Wisdom become 11, Charisma becomes a 1

for a construct; the fleshewn has no Intelligence or Constitution scores.

**Skills:** A fleshewn loses all skills.

**Feats:** A fleshewn loses all feats.

**Environment:** Any

**Organization:** Solitary

**Treasure:** None.

### Construction

The largest portion of a fleshewn must come from the base creature. The corpses used must be recently deceased. Assembly requires a minimum of one month per Hit Die. Rare alchemical agents and anatomy tomes worth 5,000 gp are required to complete the task. Note that creating a fleshewn requires casting a spell with the evil descriptor.

Assembling the body requires DC 20 + fleshewn HD Craft (leatherworking), Knowledge (alchemy) and Knowledge (anatomy) checks.

CL 8; Craft Construct, *animate dead*, *gentle repose*, *mending*, *major item*, *geas/quest*, *limited wish*, caster must be at least 18th level; Price 20,000 gp; Cost 10,500 gp plus 780 XP.

## Fleshewn (Troll Throne) CR 5

N Large construct

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

**Perception** +0

### DEFENSE

**AC** 15, touch 10, flat-footed 15 (+5 natural)

**hp** 36 (6d10); regeneration 5 (acid or fire)

**Fort** +2 [POOR +2], **Ref** +2 [POOR +2], **Will** +2 [POOR +2]

**Resist** Electricity; **DR** 5/adamantine

### OFFENSE

**Speed** 40 ft.

**Melee** bite +6 (1d8+6), 2 claws +6 (1d6+6)

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

**Special Attacks** Rend (2 claws, 1d8+9)

### STATISTICS

**Str** 23, **Dex** 11, **Con** —, **Int** —, **Wis** 11, **Cha** 1

**Base Atk** +6 [FAST]; **CMB** +13 [+6 BASE +6 STR +1 SIZE];

**CMD** 23 [10 + 6 BASE +6 STR +1 SIZE]

### ECOLOGY

**Environment** Any

**Organization** solitary

**Treasure** none

*Fleshewn troll thrones are large bone chairs covered in the taut flesh of a troll. The chairs "arms" can attack, and the chair can move to carry anyone sitting on it. A tooth-filled maw is hidden under a cushion.*

A troll throne fleshewn is a large throne made of stretched and taut troll skin covering a bone structure. The legs (or arms at the creator's discretion) have the claw attacks of the base troll creature. The troll throne can carry a seated individual by following simple commands.

### Combat

**Rend (Ex):** If a fleshewn troll throne hits with both claw attacks, it latches onto the opponent and tears the victim's flesh. This attack automatically deals an additional 1d8+9 points of damage.

**Regeneration (Ex):** Fire and acid deal normal damage to a troll throne. If the throne loses a feature, it regrows in 3d6 minutes. The construct can reattach the severed member instantly by holding it to the stump.

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