# plinters of Faith

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- Adventure 9: Duel of Magic -

By Gary Schotter & Jeff Harkness



A new adventure brought or you by



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### - Adventure 9: Duel of Magie -By Gary Schotter & Jeff Harkness

PCs must infiltrate a coven of evil witches to free an astral deva who can help them complete their quest to restore the *Scepter of Faiths*. The adventure is designed for characters of levels 10 through 14.

The ship rises and falls in the Reaping Sea's embrace, the harsh waves slapping the hull with every rough breaker of water that washes over the railing. The crew stands fast against the elements, their eyes looking to the horizon. One sailor shouts, pointing into the gloomy distance. The other sailors cheer, their voices rising against the howling winds, as the faint glow reveals itself.

The yellow light spreads across the storm clouds, even as darker shadows reveal themselves as the island you seek. Long docks flow gracefully across the water like spreading fingers, the sturdy planks standing strong against the violent sea.

The Island City of Jah Sezar takes the breath away. A massive peak – rising 2,500 feet into the lower reaches of a dark ring of storm clouds – is dotted with buildings and lush gardens. People move on paths up and down the cobblestoned hillside.

Sitting at the peak, visible now through the gloom, is the Theurgist Seminary of Thasizier, its massive dome aglow with a blessed light welcoming the ship into safe haven.

## The Island City of Jah Sezar

**Jah Sezar (Large City):** Republic; AL LG; 10,000-gp limit; Assets 8,000,000 gp; Population 40,000; human 55%, elf 30%, dwarf 3%, half-elf 10%, gnome 1%, halfing 1%.

*Authority figures*: Governor Ghajden Shyd (LG human male Aro12/Sor6); Constable Ehrlich Smotecat (LG human male Pal14); Harbormaster Gull Ashenchisel (NG dwarf male Rgr8).

*Important character*: Ayire Jaysa, Master Scholar of the Mystic Erudite (LG human female Wiz5/Clr5/Mystic Theurgist 8).

The city of Jah Sezar covers the majority of a 5-mile diameter island located in the Reaping Sea. Long docks extend off the island



## How to Use This Adventure

This adventure is part of the Splinters of Faith campaign, which leads PCs to restore a broken scepter and destroy a reawakened death-priest named Akruel Rathamon. The first nine adventures each require PCs to obtain a ritual to restore the relic. The final adventure finds the PCs and the reformed scepter facing off against the death-priest on his home turf. (For more information on the overall campaign, see *Splinters of Faith 1: It Started with a Chicken ...*)

At this point in the campaign, the relic – called the *Scepter* of *Faiths* – is equivalent to a +3 adamantine masterwork heavy mace with the *undead bane* ability, and can cast bless, magic circle versus evil and cure serious wounds 3 times each per day. It also has *deathwatch* and *detect undead* (30-ft. radius) and is able to *locate creature* (the death-priest Akruel) with no range limits as long as the wielder and Akruel are on the same plane. It can cast *true resurrection* on its wielder once per month.

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

If you plan to run the adventure without the others that precede it, you'll need to devise a way to get the PCs started. Since each adventure starts with a "good" temple, this could be as simple as having the temple elders request aid against the "evil" temple. Of course, the promise of gold, magic and the thrill of adventure also might not hurt. to allow a multitude of ships to dock during the sometimes violent storms that sweep the waters. Visitors are welcomed into the city by Harbormaster Gull Ashenchisel.

The center of the island rises in a peak that reaches more than 2,500 feet above sea level. Buildings perch on the slopes of the massive peak amid a lush, tropical setting. Cobblestone streets provide ample walkways up and down the hill. The people are very welcoming and kind-hearted.

Sitting atop the central peak is the city's most famous landmark: The Theurgist Seminary of Thasizier. The temple's dome lights each night, casting a warm glow over the city below. The temple's light can be seen for many miles out to sea, and acts as a beacon to passing ships.

## Theurgist Seminary of Thasizier

Location: Island City of Jah Sezar

**Nickname:** The Eight Disciplines of the Magi, Heaven's Dome **Deity:** Thasizier, the Divine Mage (good magic).

Worship Domains: Law, Good, Magic, Protection Leader: Ayire Jaysa, Master Scholar of the Mystic Erudite Servants: 250 students (Wiz1, Sor1, Clr1, Brd1), 40 Scholar (Wiz5-8, Sor5-8, Clr5-8, Brd 5-8)

**Dress:** Thasizier's priests favor multiple layers of silk robes. A glyphic sash worn over the shoulder tells the priest's rank within the order.

**Uniqueness:** A massive stained-glass dome tops a colossal cathedral. At night, multihued lights bathe the grounds and buildings in brilliant light as the dome shines brightly from within.



## Theurgist Seminary of Thasizier

The Seminary perches above the city, the light of its radiant dome bringing peace and reason to those who bask in its glow. A place of solemn worship and the study of magic, the temple's congregation consists of students and scholars. Spellcasters of all races and classes travel from hundreds of miles away to pay homage to the Mage of Divinity and to peruse the immeasurable underground library housed in catacombs that honeycomb throughout the island's peak.

Crime in Jah Sezar is almost nonexistent, thanks largely in part to the presence of the temple's priests working with the city's populace. During the day, apprentices and volunteers fan out through the city to assist the poor and to clean the neighborhoods that spread down the massive peak like sprawling ivy. Apprentices clean the Seminary's walls using *unseen servant* or *mage hand*, and offer their magical talent to keep other buildings sparkling as well. The apprentices' helpful nature is greatly appreciated throughout the city, and fosters extreme loyalty by the city's residents toward the clergy.

The Seminary emphasizes humility and compassion, meaning that no one is exempt from the most mundane of chores. To that end, students and clergy are expected to perform menial and humbling tasks to assist the city's population.

Thasizier's priests teach that the greatest powers of magic require reverence and a desire to protect life. However, this doesn't mean Thasizier's clergy are soft or passive. Quite the contrary: The majority of the Seminary's occupants are skilled spellcasters with years of adventuring under their belts. Most have little tolerance for evil deeds or discord within the beautiful city.

The very embodiment of the followers' beliefs can be found within the central dome, where an angelic figure encased in crystal dominates the chamber. Visitors come from all over to stare in awe at the beautiful figure that has come to represent their godhood.

## Area A: The Seminary Grounds.

From street level, the Seminary's white marble walls convey a sense of prestige and purity. Crowds flock to the temple to marvel and be entertained by the students and clergy as they perform simple spells for the masses. The temple draws commoners as if to a sideshow or museum of oddities.

Beautiful garden topiary rises among the marble statues that depict famous mages and departed heroes who worshipped Thasizier. Onyx benches sit in quiet niches in the garden, perfect spots for the priests and mages to meditate.

## Area AI: The Front Doors

The Seminary's massive bronze double doors stand open, day and night. Guards are usually human paladins (Pal5), but other classes serve as long as they are of Lawful Good alignment. The **paladin guards** are a special detachment from the Shield Basilica of Muir, and consider it an honor to stand watch. Guards serve for one year, and receive rooms within the temple and further training in their art. The guards do not speak or react, and remain stoic unless the temple is in danger. They always wear highly polished full plate armor and wield halberds. Longswords and shields stand at the ready in case they are needed.

## Area A2: The Gardens

Magnificent, flourishing gardens surround the cathedral and its campus buildings. Tending the gardens are **2d4 good-aligned druids** (Drd3-6) and/or priests of Iseleine (Clr2-4). These priests, like the guards, are grateful to work in the gardens caring for the exotic plants and herbs. The plants are used as teaching tools and spell components.

Familiars of all kinds call the gardens home when they are not attending to their masters. The familiars serve as stealthy "guards" who watch the grounds and report suspicious activity. Virtually everything is noticed. No animal in the garden is allowed to be harmed.

## Area A3: The Rectory

These two-story white marble buildings house scribes, scholars, professors and philosophers. The average **clergy** (Clr4-8 or Wiz4-8) are elderly and beyond their adventuring days. Each building houses eight people.

## Area A4: Erudite Manse

This beautiful mansion is home to **Ayire Jaysa**, Master Scholar of the Mystic Erudite (LG human femaleWiz5/Clr5/Mystic Theurgist 8; Int 18, Wis 22). Although Ayire is normally present in the compound, she welcomes visitors as long as they adhere to proper courtesy. Two **guards** (human Pal6) stand at attention outside the doors.

Ayire's elderly husband, **Guscar** (LG human male Wiz14; Int 21, Cha 17) is somewhat senile and frail, but remains very active within the Seminary, particularly in maintaining the gardens. He enjoys regaling visitors with stories of his adventures, although he rambles for hours, often forgetting or mixing up his tales. When he forgets a detail, he "spices up" the stories with extravagant fabrications to fill in the gaps. Ayire and Guscar's children are grown and prominent adventurers in their own right, each more than ready to avenge any wrongs done to their parents.

Ayire is currently being tormented by disturbing dreams and images. These nightmares disrupt her rest, and she often wakes with visions of a being of supreme purity under extreme duress. Images of Hecate and Abhor Brazier accompany these disquieting nightmares. Ayire believes these dreams are a call for help from someone trapped within Abhor Brazier, but she is hesitant to attack the evil temple for fear of igniting a deadly war.

## Area As: Congregation Hall

This building serves as a meeting place and mess hall for students and clergy. A backroom contains a fully furnished kitchen. **Najart** (NG human male Exp9, cook) and his staff serve superb meals, most made with produce grown on the island.

A fair amount of expensive cheese recently went missing, and Najart suspects a sneaky familiar. He has yet to discover any clues as to the culprit's identity. He appreciates any help tracking down the thieving rodent.

## Area A6: Seminary of the Divine Theurgist

This imposing white marble building towers four stories above the gardens. A fluted colonnade encircles the main structure. Paving stones lining the colonnade are inscribed with the names of every Seminary graduate. Tens of thousands of names and dates decorate the stones. The stones radiate mild magic, and each one glows a brilliant gold until the named student breathes his last breath. The stone then turns white as the mage's passes. The stones have no other properties.

A DC 30 Perception check reveals the name **Rayne D'Anzeray** among the paving stones. His stone is a muted gray. If asked about D'Anzeray, the faculty states that he was a gifted student who excelled in the necromantic arts and ancient lore, but that his interests in illicit magic brought about his expulsion. He left the Seminary after recurring conflicts with students and faculty. The Seminary's

mages are also concerned by the color of D'Anzeray's stone; he isn't the first over the years to become a lich. They don't volunteer this information unless asked. They fear the information might reflect badly on the Seminary's teachings. (See *Splinters of Faith 10: Remorse of Life* for more on D'Anzeray's current condition.)

Standing at the Seminary's entrances are **8 guards** (Pal4), two at each door.

The Seminary itself is a testament to magecraft. Its walls display paintings and tapestries spanning thousands of years. Crystal display cases hold artifacts and antiques from a variety of cultures. Visitors are not allowed into the school without authorization and a **guard escort** (Pal5).

**Gethsemane the Eminent** (LG human male Wiz19) is the Seminary's headmaster. He retired from adventuring decades ago, but remains agile and vigorous. Gethsemane was never a handsome man, and age and time have not improved his visage. Despite his homely looks, Gethsemane is honest and benevolent. He never married but still seeks a good woman with whom to share his remaining life.

Gethsemane's **aides** (Wiz6-8) are specialists in the various schools of magic. A number of **clerics** (Clr4-8) also assist him in teaching Thasizier's religion and philosophy.

## Area A7: The Dormitories

A round building houses students and apprentices of all races, ages and classes. At any given time, **8d4 students** (LG Wiz1 or Clr1) are present.

## Area A8: Colloquium Amphitheater

This semicircular amphitheater is partially sunken into the ground. Stone benches line the dirt slope leading to the stage. Students and faculty perform plays, give lectures and put on magic exhibitions here.

## New Deity: Thasizier

Master of Magic, God of Good Magic Alignment: Lawful Good Domains: Good, Law, Magic Typical Worshippers: Good-aligned arcane spell casters, Favored Weapons: Staff

Thasizier is the enigmatic sage, the wizened soothsayer and the embodiment of righteous magic. He depicts himself as a majestic young gentleman with a commanding presence. His emblem is a platinum circlet symbolizing the infinite power of magic and purity of the soul. The god takes great interest in humanity and elves. He willingly sends messengers and minions to assist his faithful in times of dire need if they are fighting evil arcanists. He opposes all that is evil and especially those who debase magic. Thasizier and his minions regard Hecate and her covens with open hostility. Thasizier and Hecate wage an eternal war that often spills out to include their mortal followers.

Thasizier and his priesthood actively seek out guttersnipes and vagabonds to train in arcane arts under strict supervision and education. Those lacking arcane talents are guided to Muir's schools. Thasizier's priests adorn themselves with blue robes of multiple hues.

## Area A9: Temple Thasizier

This structure dwarfs the buildings around it. Massive white marble block walls rise 150 feet into the air. Flying buttresses support the block walls, and a domed ceiling towers overhead. Narrow golden glass windows ring the walls, which arc to a slender peak.

**Two guards** (Pal8) stand at each of the four bronze double doors. Each door is embossed with a depiction of Thasizier. The doors, which are rarely shut, open directly into the central worship chamber. The sun shining through the hemispherical ceiling of stained glass lights the expansive circular room with a colorful array of lights.

In the middle of the chamber is a wondrous sight: an angelic figure frozen in a block of transparent crystal. The temple appears to have been built around the mysterious figure.

As impressive as the ceiling is during the day, only at night is its true beauty revealed. The entire glass ceiling glows each night from more than 100 *permanent daylight* spells cast upon the panes of glass. The glow from the dome bathes the surrounding gardens and buildings in multicolored hues of astonishing beauty.

The room beneath the dome is ringed with many smaller chapels containing statues of heroic and famous mages throughout history. Some of these chapels also contain the tombs of honored mages and divine leaders. A golden, stained-glass window on the outer wall illuminates each shrine.

**Bridavat the Sworn Protector** (LG human male Pal 15, Str 19, Cha 18) keeps a watchful eye on the temple. He serves as the captain of the guard and resides in the rectory (Area A3) with his wife and young sons. He can be found near the angelic figure most of the time.

The temple's high priest, **Saebyl Neyron the Sighted** (LG elf male Clr16; Wis 21, Int 17) can also be found here during the daylight hours and during ceremonies to Thasizier. While Saebyl is the temple's acting high priest, Ayire Jaysa is the Seminary's true spiritual guide and chancellor.

During the day, a steady stream of spellcasters and clerics pays homage to the mysterious being encased in his crystal tomb. From dawn to sunset, arcane casters and clerics shuffle through the building, offering tributes and prayers. The numbers dwindle at night, but a few spellcasters can always be found within the chamber.

Common pilgrims are allowed in during the day. At any time, **4d10** sightseers (Com1) visit the temple.

## Area A9-A: The Crypts

Stairs wind down into the crypts. Iron gates seal the entrances, preventing visitors from accessing the catacombs. Only Bridavat, Saebyl and Ayire hold the keys to the crypt entrances. No undead live within the chambers, but tomb guardians include golems, summoning spells and other traps.

## Area A9-B: The Choir

Four spiral staircases access a balcony surrounding the base of the glass dome. The choir area is 50 feet above the floor and is used only during ceremonies and special events.

## Area A9-C: The Shrines and Chapels

Smaller chapels and reliquaries dedicated to important church figures decorate the temple's outer wall. Sarcophagi and holy relics of legendary heroes and spiritual leaders sit in these small shrines. Engraved plaques detail the deeds of these religious icons.

## A9-D: The Angel

The most impressive aspect of the Seminary is the angelic figure encased in crystal that dominates the chamber beneath the dome. The enigmatic male figure is nude, with a pair of white, feathered wings spreading upward from his back. His face is serene, but a single tear lies frozen below his right eye. A single wound mars the flawless skin of his breast, piercing his heart.

The entire cathedral was built around this mysterious figure. Scholars believe the winged man is a messenger or avatar of Thasizier. All that is known of the entombed being is that a holy symbol of Thasazier hangs on a golden chain around his neck.

The clear stone casing resists all attempts at penetrating its hard shell. Divination magic sheds little light on this relic. Protecting the figure at all times are **4 guards** (Pal8).

The being in the crystal is **Marros Stron**, an **astral deva** and one of Thasizier's most-beloved minions. Stron freely offered his soul to power the original *Scepter of Faiths* when it was created. Stron's body was encased in a shard of elemental force as a tribute to his devotion. If somehow freed, no amount of magic can return the astral deva to life. When Akruel escaped and broke the scepter, Stron's soul was finally released to spend eternity at Thasizier's side.

The crystal encasing has Hardness 10 and 500 hit points and is immune to all spells that allow spell resistance. The stone is 15 feet tall and weighs 5 tons.

If the new *Scepter of Faiths* is brought within 30 feet of the angelic figure, flashing images appear upon the crystal's surface. The guards immediately fall to their knees in wonderment, while others scurry to alert Ayire. She arrives in two rounds to witness the "miracle."

Over the next hour, the images show the *Enchantment of Power* ceremony required to complete the *Scepter of Faiths*. PCs watch the original *Scepter's* creation as Stron willingly gave up his life and plunged the scepter into his chest to empower the relic. The scenes then switch to show the final battle with Akruel Rathamon, and Shah Rasalt plunging the scepter into the death-priest's chest.

The images end with a picture of Poverty's Bethel in Lessef and a robed necromancer pulling the scepter from a desiccated corpse. Ayire immediately recognizes Rayne as the robed figure, and the corpse as the rumored Akruel Rathamon.

Finally, all in the temple hear a soft voice whisper in their minds: "I failed to strike true the heart of hellish might, the beating of a thousand souls. Succeed where I did not." An image of a black temple pyramid with massive carved skulls ringing its step tiers flashes across the crystal.

As the whispering voice fades, another image of a tortured astral deva flickers across the crystal and a deafening scream echoes in the PCs' minds.

GMs should use the images to fill in any details the PCs might have missed. PCs should understand after watching the images that a Lawful Good being must give up its life voluntarily to power the *Scepter of Faiths*.



## The Adventure

The Brood of Hecate, devout followers of the goddess of evil magic, have long been rivals of Thasizier and the Seminary, despite the more than 700 miles between the two temples. Past clashes often erupted into minor wars that devastated the battlefields upon which the magic-wielding combatants faced off. The conflicts were devastating and legendary, deadly for the combatants as well as those caught in the mayhem. The terrors unleashed from the Brood's mountain stronghold of Abhor Brazier were truly stuff of nightmares.

For the last hundred years, however, the Brood of Hecate has been silent, the doors of their great black temple closed to outsiders, the temple itself cut off by bitter winters and impassable mountain roads. But inside Abhor Brazier, the brood has been actively preparing for the return of Akruel Rathamon. With the death-cult leader's return, evil is once again stirring within the unholy sanctum as the Brood witches turn their eyes toward stomping out their old enemy. Recently, a great gout of flame visible from miles away erupted from the temple's remote mountainside location, a dire signal of the Brood's reawakening. Ayire Jaysa knows something is amiss, and feels that the witches are again active and awaiting their chance to strike. She has already alerted the Shieldfane of Muir to be ready in case the winnowers of Hecate march forth from the mountains

But despite her suspicions, Ayire has not organized her city's defenses. In fact, her attention is wandering, as many within the compound will attest. Some say Ayire is under an evil spell caused by Abhor Brazier's awakening. This isn't far from the truth: Ayire is the recipient of a *dream* spell cast nightly by **Lianhi**, a prisoner inside Abhor Brazier. The dreams are desperate pleas for help, but Ayire feels powerless to intervene for fear of throwing Thasizier's minions into a battle with the Brood on their home turf.

Ayire recently used her divination magic to discover the *Scepter's* whereabouts and sent a messenger to retrieve the party carrying the blessed relic. Ayire wants to discover the nature of the mournful pleas tormenting her sleep, but feels it is somehow connected to the party and the restored scepter. If asked about the images shown on the deva's crystal, Ayire now understands that the *Enchantment of Power* blessing requires a Lawful Good being to willingly sacrifice itself to power the *Scepter*. She can't explain it, but she is sure that her recent dreams pertain to this final blessing. Unfortunately, she is also sure that the answer to the mystery lies within Abhor Brazier.

## The Final Blessing

This final blessing on the *Scepter of Faiths* is perhaps the most difficult for PCs to attain: A being must willingly sacrifice itself to power the *Scepter of Faiths*.

At least 12 life levels must be freely given to the *Scepter* to complete the final blessing. The levels must come from a single good-aligned being. Even if the being has more life levels than required, the person falls dead, a look of serenity on his face and a single tear falling down his cheek. No amount of magic short of divine intervention can revive the being.

From her past dreams, Ayire believes that someone willing to offer its life exists within Abhor Brazier's walls — and she is convinced that Thasizier selected this being. She beseeches the PCs to travel to the horrid temple in the Hollow Spire Mountains more than 700 miles to the northwest of the island city to investigate.

Ayire isn't too far off in her beliefs, despite the fact that the dreams are actually coming from a spell cast by Lianhi as she languishes each night inside Abhor Brazier's dark walls. What Ayire doesn't know — although she somehow senses it — is that the witches of Hecate are currently holding a captured astral deva named **Ceallachan** within their unholy temple. If found, the astral deva — tainted by the corruptions the Brood forces on him daily — willingly sacrifices his soul to end his misery.

## Going to New Heights

The height at which Abhor Brazier is built (14,000 feet above sea level) may pose a challenge to PCs attempting to quickly invade the Brood's lair.

Adjusting to the high altitude takes time, requiring PCs to rest regularly. PCs traveling up the mountain peak can easily climb (or use magic) to reach the 8,000-foot mark. Above 8,000 feet, the lower oxygen forces PCs to rest two days and acclimate for every 1,000 feet of elevation (about a half-day's climb).

PCs pushing themselves (using a *fly* spell or *teleport*, for instance) to go farther must make a DC 15 Fortitude save or become fatigued for a number of days equal to the number of 1,000-foot intervals attempted. The DC increases by +1 for each 1,000 foot above the 8,000-foot mark. For example, a PC using a *fly* spell to go from the 8,000-foot mark to the 13,000-foot point would have to make a DC 20 Fortitude save or become fatigued for 5 days.

Creatures acclimated to the heights, such as those living within Abhor Brazier, are used to the thin air and do not have to attempt the Fortitude save. It takes a month of living in the thin air to adjust to the altitude.

PCs making the climb more slowly by taking a two-day rest after each day of climbing 1,000 feet can reach the temple doors and be ready to fight without any problems.

## Area B: Abhor Brazier

**Location:** The temple sits 14,000 up the peaks of the Hollow Spire Mountains

**Nickname:** The Brood Home, Hecate's Hellgate, the Coventry **Deity:** Hecate, the Wild Witch (evil magic).

Worship Domains: Chaos, Evil, Magic

Leader: Dealyn Rhó, Abj3/Clr3/Mystic Theurgist 14

**Servants:** The Brood of Hecate is composed of members who serve Hecate and all facets of magic.

**Dress:** The Brood members wear various outfits befitting their personalities. Hecate's followers tend toward loose robes.

**Uniqueness:** Abhor Brazier sits high in the mountains, flanked on its four corners by high chimneys that contain links to the fires of Hades.

Abhor Brazier sits on the side of a rumbling volcano, about 14,000 feet above sea level. The air is thin around the black temple, and altitude sickness may affect PCs. The temple appears more like a tomb than a place of worship, with black polished walls of obsidian that reflect the rocky, volcanic wasteland. The smooth walls slope upward 100 feet to a flat surface atop the structure. A set of massive brass doors is the only visible entrance. Intricate runes and alien glyphs flanked by hellish wolf sculptures decorate the doors. A brass standard of a setting moon is embedded in each lintel.

Four smokestacks at the corners of the temple reach 300 feet above the structure. Purplish flames bellow from the tops of each stack, the wicked fires reflecting on the temple's seamless obsidian walls. Each smokestack contains a portal to the fires of Hades.

Dealyn Rhó, the high priestess of Hecate, is quickly restoring the dark temple to former power and attempting to unite the factions.



## New Deity: Hecate

**Goddess of Evil Magic** Alignment: Lawful Evil Domains: Law, Evil, Magic, Knowledge Typical Worshippers: Wizards, Women Favored Weapons: None.

Hecate is the goddess of evil magic and appears as a beautiful woman flanked by numerous hellhounds, her favored creature. The setting moon is her symbol. Her priests are normally accompanied by hellhounds sent to guard Hecate's temples. Her clerics have a special rapport with the beasts. Hecate is jealous, capricious and quick to anger. One of her greatest priestesses, Akbeth, is imprisoned in Rappan Athuk — The Middle Levels by Necromancer Games. Hecate resides in a floating castle in the Nine Hells.

## Area BI: Inhospitable Gates (CR 12)

These 20-foot-tall brass doors are surrounded by horrid glyphs and carvings.

Looking like nothing more than imposing decorations, 2 obsidian minotaurs stand guard near the entry. Each is cleverly hidden as bas-relief sculptures on either side of the door. A DC 20 Perception check reveals the constructs are not actually part of the temple wall.

Each massive construct carries a halberd made of volcanic glass. The minotaurs drop the halberds before combat, as each "weapon" is merely a decoration to add an air of menace. The minotaurs haven't moved in ages, and dust and ash coat their bodies. If PCs attempt to open the doors, the obsidian minotaurs step out of their wall niches and attack. They defend themselves if threatened before the doors are opened.

The doors are locked (DC 30 Disable Device) and trapped. Any living being that touches the door triggers a symbol of death. The door also has an arcane lock cast on it (CL 18).

Brass doors: 6-in. thick; hardness 10; hp 120, Break DC 38.

SYMBOL OF DEATH TRAP **CR 10** Type: magical; Perception DC 33; Disable Device DC 33

Trigger: proximity (alarm); Reset: automatic Effect: spell effect (symbol of death, 17th-level wizard, DC 23 Fortitude save negates); multiple targets (up to 150 hp of creatures).

#### **OBSIDIAN MINOTAUR**

**CR 9** 

The Tome of Horrors by Necromancer Games, Page 206 XP 6,400 N Large construct

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

AC 25, touch 9, flat-footed 25 (+16 natural, -1 size) hp 107 (12d10+30) Fort +4, Ref +4, Will +4 DR 10/adamantine; Immune construct traits, magic

Speed 10 ft. Melee 2 claws +17 (2d8+6 plus 1d6 fire) Space 10 ft.; Reach 10 ft. Special Attacks breath weapon (DC 16), burn, razor claws

Str 22, Dex 10, Con -, Int -, Wis 11, Cha 1 Base Atk +12; CMB +19; CMD 29

**Environment** any

**Immunity to Magic (Ex)** An obsidian minotaur is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

• A *transmute rock to mud* spell slows an obsidian minotaur (as the *slow* spell) for 2d6 rounds, with no saving throw, while *transmute mud to rock* heals all of its lost hit points.

• A *stone to flesh* spell does not actually change the obsidian minotaur 's structure but makes it vulnerable to any attack for the following round (this does not include spells, except those that cause damage).

**Breath Weapon (Su)** As a free action an obsidian minotaur can expel a cloud of gas that deals 1d4 points of temporary dexterity damage in a10-foot cube directly in front of it lasting 1 round. It can use this ability every 1d4+1 rounds. Fortitude save (DC 16) to negate. The save DC is Constitution-based.

**Burn (Ex):** The claws of an obsidian minotaur deal 1d6 points of fire damage each time they hit. A creature hit must make succeed a reflex save (DC 16) or take 1d6 points of fire damage for 1d4+1 rounds as clothes ignite or armor becomes searing hot. **Razor Claws (Ex)** The claws of an obsidian minotaur are exceedingly destructive. They are kept continually razor sharp due to its burn attack. The claws deal 2d8 points of damage.

## Sneak or Fight?

Abhor Brazier is a working temple — despite being sparsely populated because of the isolation imposed by the high altitude. If the PCs are quiet, however, they may be able to sneak into the temple without raising too much of an alarm. The witches inside have their own intrigues to attend to, and don't vigilantly watch the front gates due to the high altitude. Getting inside without getting noticed allows them to fight the temple's leaders on their own terms — at least until an alarm is sounded.

If PCs burst through the front doors looking for a fight, though, the many leaders of Abhor Brazier will happily oblige them. Unfortunately, the women know how to fight together, and will do so to the best of their abilities to protect the home of their goddess. Referees shouldn't hesitate to have the leaders come running if there is a threat on their doorstep. PCs deserve whatever awaits them if they come out swinging.

GMs shouldn't hesitate to have the leaders come running if there is a threat on their doorstep. PCs deserve whatever awaits them if they come out swinging.

## Area B2: The Grand Temple (CR 14)

Crackling flames cast crimson flashes down this 50-footlong hallway. Patterns move about the walls in chaotic red clouds that take horrid shape then vanish just as quickly. Amethyst streaks swirl throughout the black walls.

The hall opens into a large octagonal room containing eight intricately carved columns. Each column is made up of three massive statues of women standing back to back. The eyes of the statue are even with a veranda that sits 50 feet above the floor. Each woman wears flowing robes that gather at her feet. Their arms lift burning torches high over their heads so that flames lick the dome 75 feet overhead. The statues represent the many phases of Hecate the All-Seeing.



A billowing violet mist roils along the ceiling in a whirlpool-like cloud. A brass crest of a setting moon occasionally can be glimpsed through the mist directly over a flaming pit in the center of the room.

Flanking each pillar are tall brass candelabras. Silk tapestries representing the eight schools of arcane magic flutter in the warm breezes that circulate through the chamber. Brass chimes hanging from each end of the tapestry rods chime random melodies.

In the center of the chamber is a 20-foot-diameter pit surrounded by low stone stairs that rise about three feet in an octagon around the opening. Violet flames fill the pit, a sheet of intense fire that runs horizontally across the opening between the steps. The pit drops 20 feet to Area B4.

The violet flames are a horizontal *permanent wall of fire* (CL 18). The blaze deals 2d4 points of fire damage to those within 10 feet and 1d4 points of damage to those within 20 feet of the flaming surface. PCs passing through the *wall of fire* suffer 2d6+18 points of fire damage and arrive in Area B40.

A modified **iron golem in the form of a five-headed hydra** lies within the pit, resting in Area B40. The creature uses ledges cut into the central pit to climb to the top of the pit so it can attack beings inside the temple room. The iron golem hydra remains in the pit, extending only its heads and the forepart of its body through the flames to attack those in the worship room. The *wall of fire* heals 10 points to the golem while it remains in contact with the flames each round.

#### HUGE IRON GOLEM "HYDRA"

CR 14 1

Pathfinder Roleplaying Game Bestiary, "Golem, Iron" XP 38,400 N Huge construct

Init -2; Senses darkvision 60 ft., low-light vision; Perception +0

AC 29, touch 6, flat-footed 29 (-2 Dex, +23 natural, -2 size) hp 166 (18d10+30) Fort +6, Ref +3, Will +6 DR 15/adamantine; Immune construct traits, magic Defensive Abilities fast healing 10 (while in contact with the *wall* of fire)

Speed 20 ft. Melee 5 bites +32 (1d10+15/19–20) Space 15 ft.; Reach 15 ft. Special Attacks breath weapon, severing bite

**Str** 40, **Dex** 7, **Con** —, **Int** —, **Wis** 11, **Cha** 1 **Base** Atk +19; **CMB** +36; **CMD** 44

**Breath Weapon (Su)** As a free action once every 1d4+1 rounds, an iron golem can exhale a 10-foot cube of poisonous gas. This gas cloud persists for 1 round; any creature within the area when the golem creates it (as well as any creature that passes through the cloud during the remainder of that round) is exposed to the cloud's poisonous effects. This poison is magically created each time the golem uses this power. *Breath weapon*—inhaled; *save* Fort 19; *frequency* 1/round for 4 rounds; *effect* 1d4 Constitution damage; *cure* 2 saves. The save DC is Constitution-based.

**Immunity to Magic (Ex)** An iron golem is immune to spells or spell-like abilities that allow spell resistance. Certain spells and effects function differently against it, as noted below.

• A magical attack that deals electricity damage slows an iron golem (as the *slow* spell) for 3 rounds, with no saving throw.

A magical attack that deals fire damage breaks any *slow* effect on the golem and heals 1 point of damage for each 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. An iron golem gets no saving throw against fire effects.
An iron golem is affected normally by rust attacks, such as those of a rust monster or a *rusting grasp* spell.

**Severing Bite (Ex)** The iron hydra's bite is capable of slicing through metal and cutting through bone. Against objects, an iron hydra's bite ignores hardness. An iron hydra threatens a critical hit on a 19–20 with its bite attacks. Upon a natural 20 (followed by a successful roll

to confirm the critical hit), the bite severs an opponent's head (if it has one) from its body.

## Area B3: The Pack (CR 10)

Purplish light shines through a large round window, the glow the ugly color of a bruise. Beyond the window roar torrents of crimson and violet flame. The window — a partially opened gate to the fiery pits of Hades — blocks the flames from entering the room. Powerful Abjuration magic on the window — glass delved from the Mines of Honn — prevents extraplaner beings from entering, but allows flames to belch forth in violent eruptions. Similar windows open into the interior of the fiery smokestacks at the temple's four corners.

The glass window is incredibly strong (Break DC 30) and immune to fire-based effects. Breaking the glass unleashes a hellish storm of searing flame. The blaze deals 20d6 points of damage to beings in the room. Half is fire damage, while the other half is unholy energy and not subject to damage reduction by PCs resistant to fire-based attacks.

Making their lair in the room are **12 hellhounds**. Hecate's beloved creatures have free rein of the temple, but often wait here to be unleashed to spread destruction in the mountains. The hellhounds are more cunning than others of their species.

CR3

**CR 10** 

#### HELLHOUNDS (12)

XP 800

hp 42 (Pathfinder Roleplaying Game Bestiary, "Hellhound")

## Area B4: Shrine to Arcane Flame (CR 12)

Eight large cauldrons of burning oil hang from the 30-foot-high ceiling, suspended 20 feet above the floor on chains secured to the walls. Dense black smoke swirls in a caustic whirlpool through a vent in the ceiling. Pitch suet and sticky tar cover the floor. An ornate bronze bowl sitting on an altar of dark stone holds smoldering coals that emit white smoke. A small black statue depicting Hecate stands in the center of the glowing coals. A Medium-sized door of blackened wood is locked.

Maintaining the temple and the multiple fires are **2 aerial servants**. They launch burning cauldrons down upon intruders, dealing 2d8+8 points of bludgeoning damage plus 3d6 points of fire damage. PCs must make a DC 15 Reflex save or catch fire as they are covered in burning pitch.

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

#### AERIAL SERVANT

*The Tome of Horrors* by **Necromancer Games**, Page 5 **XP 9,600** N Medium outsider (air, elemental, extraplanar) **Init** +9; **Senses** darkvision 60 ft.; **Perception** +19

AC 18, touch 14, flat-footed 13 (+5 Dex, +4 natural, -1 Size) hp 146 (16d10+66) Fort +9, Ref +17, Will +10 Defensive Abilities natural invisibility; Immune elemental traits

Speed fly 60 ft. (perfect) Melee slam +24 (1d8+12) Special Attacks grab, constrict (1d8+12), wind blast

Str 26, Dex 21, Con 18, Int 4, Wis 10, Cha 11
Base Atk +16; CMB +25; CMD 40 (can't be tripped)
Feats Awesome Blow, Combat Reflexes, Improved Bull Rush, Improved Initiative, Improved Natural Attack, Lightning Reflexes, Power Attack, Weapon Focus (slam)
Skills Acrobatics +16, Fly +16, Perception +19, Sense Motive +19,

#### Stealth +20 Languages Auran, Common SQ natural invisibility

Wind Blast (Ex): Line 5 feet wide, 5 feet high, and 80 feet long, once every 1d4 rounds, 4d8 points of damage, and creatures of Large or smaller size are knocked down and back 1d4 x 10 feet (reflex save DC 26 to halve the damage and avoid knockdown). Natural Invisibility (Ex): This ability is constant — an aerial servant remains invisible at all times, even when attacking. As this ability is inherent, it is not subject to the invisibility purge spell. Against foes that cannot pinpoint it, aerial servant gains a +20 bonus on Stealth checks when moving, or +40 when standing still — these bonuses are not included in the statistics above. Constrict (Ex): An aerial servant deals 1d8+12 pints of damage with a successful grapple check against Large or smaller creature. Because it seizes victims by the neck, a creature in the aerial servant's grasp cannot speak or cast spells with verbal components. Link with Caster (Ex): When summoned, the aerial servant creates a mental link between itself and the caster who summoned it. Should the aerial servant fail the mission it has been assigned, it returns to the caster and attacks him. The aerial servant can find the caster as long as he is on the same plane of existence. If the caster leaves the plane, the link is temporarily broken. Once the caster returns or the aerial servant enters the plane the caster is on, the link is immediately reconnected and the aerial servant moves at full speed towards the caster current location.

## Area B5: Akhilesh's Chambers (CR 15)

The fearsome **Akhilesh** is the temple's master of evocation. Akhilesh specializes in arcane fire and is prone to violent fits of anger. Few furnishings survive in her chambers, and those that remain show signs of recent fire damage. A charred bed lies disheveled and unkempt and a stone table holds hundreds of thin sheets of metal embossed with spells. The sheets weigh a total of 100 pounds. A stone wardrobe holds Akhilesh's clothing and personal effects.

Akhilesh rarely travels without an **elder fire elemental** at her side. Her favorite tactic is to envelop herself within a *fire shield* and fly above the elder elemental as she blasts opponents with spells. This gives the appearance of her being inside the elemental. In combat she uses what she calls the "triple threat": Her elemental hurls a *delayed blast fireball* bead while she simultaneously casts *maximized empowered fireball* and a *quickened fireball* at the largest group of opponents.

#### AKHILESH XP 38.400

Female human mage (evoker) 15 CE Medium humanoid (human) Init +2; Perception +15

AC 12, touch 12, flat-footed 10 (+2 Dex) Hp 100 (15d6+45) Fort +10; Ref +11; Will +13

Spd 30ft.

Melee mwk darkwood staff +9/+4 (1d6 +1) Evocation Abilities (CL 15th): 8/day — force missile (1d4+7), 15 rounds/day — elemental wall

(fire)

Spells Prepared (CL 15th)

8th—clenched fist, maximized empowered fireball (DC 25) 7th—delayed blast fireball (DC 24), greater teleport, quickened fireball (DC 24)

6th—chain lightning (DC 23), disintegrate (DC 21), globe of invulnerability, maximized fireball (DC 23)

5th-cone of cold (DC 22), elemental body II, interposing hand,

quickened magic missile (x2), wall of force

4th— dimension door, enervation (DC19), fire shield, heightened fireball (DC 21), stone skin, wall of fire

3rd—fireball (DC 20), fly (x2), protection from energy (x2), sleet storm 2nd—cat's grace, acid arrow, scorching ray (x3), see invisibility 1st—burning hands, mage armor, magic missile (x3), protection form good, shield

0— detect magic, flare, mage hand, message

#### Str 12, Dex 14, Con 17, Int 20, Wis 10, Cha 14 Base Atk +7; CMB +8; CMD 28

**Feats** Acrobatic, Combat Casting, Empower Spell, Greater Spell Focus (evocation), Greater Spell Penetration, Improved Lightning Reflexes, Iron Will, Lightning Reflexes, Quicken Spell, Scribe Scroll<sup>B</sup>, Spell Focus (evocation), Spell Penetration, Widen Spell **Skills** Acrobatics +19, Fly +22, Knowledge (arcana) +23, Knowledge (dungeoneering) +23, Knowledge (religion) +23, Linguistics +23, Perception +15, Spellcraft +23

Languages Draconic, Celestial, Common, Elven, Ignan, Infernal Arcane School Evocation (opposition schools: enchantment and illusion)

Arcane Bond (greater ring of energy resistance, fire) SQ intense spells (+7 damage evocation spells), permanent arcane sight

**Combat Gear** masterwork darkwood staff, *bracelet of friends* (5 charms left), *wand of scorching ray* (CL10, 13 charges), *ring of energy resistance* (fire, greater), *ring of evasion, cloak of resistance* +2, *necklace of adaptation* **Non-combat Gear** unholy symbol of Hecate, ruby encrusted bracers (3,000 gp)

**Description** Akhilesh is one of the most powerful and terrifying of the Brood. Her impetuous and unpredictable nature prevents her from moving up in status, however, a fact that fills her with constant rage. Her passion for flame and Hecate are fanatical to the extreme. Akhilesh wears scant mithral chainmail, which is so negligible that it offers no protection or hindrance. The armor glows a brilliant red with heat when Akhilesh immerses herself in flames.

### ELDER FIRE ELEMENTAL XP 12,800

hp 210 (Pathfinder Roleplaying Game Bestiary, "Elemental, Fire")

**CR 11** 

## Area B6: The Reception Hall

Thick wooden doors sit at either end of this hall. Facing the door are statues of robed women resembling Hecate. Each statue holds aloft two torches. The statues are actually low-ranking female priestesses of Hecate (Clr2, LE) who were turned to stone centuries ago for displeasing the temple mistress at that time. They know little about the current temple and offer no resistance if freed.

## Area B7: Visitors' Antechambers

This lounge is comfortably furnished with plush chairs, soft rugs and a well-stocked beverage table. A gold censer (1,500 gp) hanging from a gold chain in the center of the chamber emits a warm radiance that dispels the chill in the air emanating from the cold stone walls. The censer has a minor enchantment to provide an *endure elements* (cold) spell to all within a 15-foot radius.

A table holds several books on topics such as forbidden romances, embellished illustrations of the male anatomy, and empowering females in male-dominated societies.

## Area B8: Visitors' Chambers

Beds covered with down pillows sit against opposite walls. Two empty drawers are adjacent to each bed. The room is comfortable and inviting, but otherwise empty.

**CR 14** 

## Area Bo: The Exalted Conclave

A large window in the corner of the room bathes the chamber in a purplish light. Torrents of crimson and violent flames roar just on the other side of the window. The window is another partially opened gate to Hades (see Area A3). A wide set of stairs descends in the corner opposite the window, leading down to Area B28.

A huge U-shaped table with 10 chairs sits in the room. The finest dinner and silverware adorn the black, wooden table. Rich and colorful tapestries representing the schools of magic hang from the walls. The tapestry for the school of Abjuration hangs separately from the others in a place of honor behind the center chair.

The silverware and table settings are worth a total of 1,000 gp.

## Area Bio: The Hall of Deception (CR 11)

The hall is carved with a bas-relief of a hellish scene. Black flames envelop sculpted humanoids writhing in agony. The carving starts at the base of the black stone wall and continues overhead to the peaked ceiling. The carving slowly moves, with the entire scene changing about once every hour in a slow-motion crawl. While the changing sculptures pose no danger, 2 obsidian minotaurs are cleverly concealed (DC 26 Perception check) within the image. The carvings actually flow around and over the minotaurs' bodies, obscuring their obvious shapes. The obsidian minotaur guards attack any non-Hecate worshipper entering the staircase leading to Area B18. The guards wait until the PCs start up the stairs, then burst out of the wall carvings on either side of the last PC. The entire hall radiates strong Transmutation magic.

**OBSIDIAN MINOTAURS (2)** 

The Tome of Horrors by Necromancer Games, Page 206 XP 6,400 hp 88 each. See Area B1.

## Area BII: Alchemy Laboratory

The room is filled with an eerie lavender glow that shines through a small window. A small iron door below the window allows access to the flames, although opening the door leads to a miniature gate into Hades (See Area B3).

Tables and workbenches fill the room. Shelves with an abundance of alchemy supplies hang on the walls. All labels in the lab are written in infernal. The lab contains 10,000 gp worth of rare and exotic components and elements.

Many of the spellcasters residing in the temple frequently use this lab to mix potions and to find spell components for their horrid experiments.

Four permanent unseen servants constantly tidy and straighten the room.

## Area B12: Vestibule

An alcove holds a 12-foot-tall statue of Hecate, her arms aloft and a flaming torch in each hand. The torches blaze with continual flame spells. A small altar of obsidian sits before her, and a small bronze bowl sits in a depression on the altar's surface. The bowl holds a pool of clear liquid.

Once per day, the bowl fills with a *potion of fox's cunning*. The potion lasts for an hour, but only affects followers of Hecate. Any non-follower of Hecate who drinks this sweet-tasting fluid suffers 3d4 points of Intelligence damage (DC 25 Will save for half). Creatures dropping to 0 Int or below remain in a vegetative state until healed by normal or magical means.

The bowl radiates Transformation magic. Its power is canceled if the bowl is removed from the altar.

Stairs nearby lead down to a landing (Area B28).

## Area B13: Sub-Priestess' Chamber (CR 9)

Each of these rooms houses 3 sub-priestesses and their hellhound companions. These women normally assist the higher-ranking clerics in their daily duties. Unless they are accompanying one of the priestesses, the women are here (30% chance). The room contains decorative furniture, fine clothing and personal belongings. Three chests sit at the foot of each bed. Each contains 2d8 pieces of miscellaneous jewelry (1d6x10 gp each).

#### **SUB-PRIESTESS (3)** XP 1,200

CR4

Female human cleric 5 LE Medium humanoid (human) Init +0; Perception +5 Aura Evil

AC 20, touch 11, flat-footed 20 (+9 armor, +1 deflection) hp 35 (5d8+5) Fort +6; Ref +2; Will +8

#### Spd 30 ft.

CR9

Melee masterwork steel-banded staff +3 (1d6) Special Attacks channel negative energy (3d6, DC 17), spontaneous casting (inflict spells) Domain Spell-like Abilities (CL5th): at will-lore keeper 6/day—hand of the acolyte Spells Prepared (CL 5th) 3rd—bestow curse, dispel magic<sup>D</sup>, searing light 2nd—detect thoughts<sup>D</sup>, hold person (DC 15), silence, sound burst 1st—comprehend languages<sup>D</sup>, magic weapon, protection from good, shield of faith, sanctuary 0-detect magic, guidance, light, read magic D domain spells; Domains Knowledge, Magic

Str 11, Dex 10, Con 12, Int 10, Wis 16, Cha 16 Base Atk +3; CMB +3; CMD 13

Feats Channel Smite, Combat Casting, Improved Channel, Improved Counterspell

Skills Knowledge (arcana) +8, Knowledge (religion) +8, Perception +5, Spellcraft +6

#### Languages Common, Infernal

Combat Gear masterwork full plate, masterwork steel-banded staff, ring of protection +1, feather token (whip), cloak of protection +1, unholy symbol of Hecate and 25 gp.

Description Kidnapped as children, each of these young women have been carefully cultivated to serve Hecate.

#### **HELLHOUNDS (3)**

**CR 3** 

#### **XP 800**

hp 34, 30, 25 (Pathfinder Roleplaying Game Bestiary, "Hellhound").

## Area B14: Andulasia's Chamber (CR 15)

A silver symbol of enchantment emblazons this black wooden door. White silks and translucent veils swath the ceiling. Curtains droop in billowy plumes against the walls. White pelt rugs cover the cold, black floor. A round fur-laden bed sits in the center of the room, and a small globe of dim light floats above the bed.

**CR 11** 

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

Andulasia and her companion, **Devarsi**, live in this room. Andulasia is the resident mistress of Enchantment. The pair can be found here unless alerted to intruders. They are loners by nature, but nevertheless aid other Brood members in times of need.

#### ANDULASIA XP 12,800

Female human cleric 4, sorceress 8 LE Medium humanoid (human) Init +2; Perception +3 Aura Evil

AC 11, touch 11, flat-footed 11 (+1 deflection) hp 55 (4d8 plus 8d6) Fort +6 (+8vs. poison); Ref +5; Will +15 Resist fire 5

Spd 30 ft.

Melee masterwork steel-banded staff +3 (1d6) Special Attacks channel negative energy (2d6, DC 17), spontaneous casting (inflict spells) Domain Spell-like Abilities (CL 4th): at will-lore keeper 6/day—hand of the acolyte Unholy Spells Prepared (CL 4th) 2nd-aid, bear's endurance, cure moderate wounds, detect thoughts<sup>D</sup> 1st—bane, command (DC 20), comprehend languages<sup>D</sup>, shield of faith 0—detect magic, guidance, light, stabilize D domain spells; Domains Knowledge, Magic Bloodline Abilities (CL 8th): 8/day—corrupting touch (1d6+1 fire, range touch +12) Charm subschool +2 DC Spells Known (CL 8th, melee touch +9, range touch +9) 4th (4/day)-charm monster (DC 25) 3rd (6/day)—haste, fly, suggestion<sup>B</sup>(DC 22) 2nd (7/day)—eagle's splendor, hideous laughter (DC21), invisibility, scorching ray<sup>B</sup> 1st (8/day)—charm person (DC 22), enlarge person, mage armor, magic missile, protection from good<sup>B</sup>, shield 0 (at will)—acid splash, dancing lights, daze, flare, mage hand, message, resistance, touch of fatigue B Bloodline spell; Bloodline infernal

**Str** 11, **Dex** 15, **Con** 10, **Int** 13, **Wis** 16, **Cha** 24\* **Base Atk** +7; **CMB** +7; **CMD** 19

**Feats** Combat Casting, Eschew Materials<sup>B</sup>, Greater Spell Focus (enchantment), Improved Channel, Improved Counterspell, Improved Iron Will, Iron Will<sup>B</sup>, Spell Focus (enchantment), Spell Penetration **Skills** Bluff +16, Fly +13, Intimidate +16, Knowledge (arcana) +8, Knowledge (religion) +8, Sense Motive +10, Spellcraft +16 **Languages** Common, Infernal

**Combat Gear** rod of splendor, brooch of shielding (90 hp), cloak of minor displacement, unholy symbol of Hecate

\*bonus due to rod of splendor

**Description** Andulasia hails from the slums of Bargarsport. An urchin, she worked the streets to earn a living, enduring unspeakable evils of men to survive. In her darkest hour, she turned to Hecate to plead vengeance upon mankind for her cruel and dark existence. Andulasia is a dark beauty, but scars (physical and emotional) of her past life are present upon closer inspection.

DEVARSI	CR
XP 25,600	
Female human antipaladin 12, barbarian 2	
CE Medium humanoid (human)	
Init +2; Perception +7	

**Aura** Evil, Cowardice (10ft. opponents receive -4 penalty vs. fear effects), Despair (10 ft., all enemies take -2 penalty saving throws), Vengeance (10 ft. two uses of smite good ability grants all allies the ability to smite good)

AC 23, touch 12, flat-footed 21 (+2 Dex, +11 armor) hp 166 (12d10+36 plus 2d12+6) Fort +16; Ref +11; Will +15 Defensive Abilities plague bringer (immune to disease effects), unholy resilience (Charisma bonus to saving throws)

#### Spd 30ft.

**Melee** +2 greatsword of life stealing +22/+17/+12 (2d6+8/17-20 plus life stealing + poison)

Special Attacks channel negative energy (6/day— 6d6, DC 21), cruelty, rage, smite good 4/day (+3 attack, +12 damage), 9/day—touch of corruption [touch attack +16, 6d6 damage + shaken (12 rounds/Fortitude DC 19 avoids) or staggered (6 rounds/ Fortitude DC 19 avoids) or frightened (6 rounds/Fortitude DC 19 avoids) or stunned (6 rounds/Fortitude DC 19 avoids)] Spell-like Abilities

At will—detect good

#### Unholy Spells Prepared (CL 9th)

3rd—deeper darkness 2nd—bull's strength, invisibility, silence 1st—bane, death knell, protection from good

**Str** 18, **Dex** 14, **Con** 17, **Int** 10, **Wis** 14, **Cha** 16 **Base Atk** +14; **CMB** +18; **CMD** 30

**Feats** Channel Smite, Cleave, Extra Channel, Great Cleave, Improve Channel, Improved Critical, Power Attack, Weapon Focus (greatsword)

Skills Acrobatics+3, Climb +3, Intimidate +8, Knowledge (arcana) +8, Knowledge (religion) +8, Perception +7, Ride +17, Sense Motive +17, Stealth +17, Survival +7

Languages Common

**SQ** fast movement, fiendish boon (Marcrinus, fiendish winter wolf), rage power (guarded stance), uncanny dodge

**Combat Gear** +5 breastplate, +2 greatsword of life stealing, cloak of resistance +2, 3 vials of medusa poison. **Non-Combat Gear** 350pp, a platinum and diamond necklace (7,500 gp), unholy symbol of Hecate

**Poison (Ex)**—injury; *save* Fort DC 22; *frequency* 1/round for 6 rounds; *effect* 1d3 Str; *cure* 2 consecutive saves. The save DC is Constitution-based.

**Description** Devarsi graduated from the esteemed Shield Basilica of Muir, where she excelled in combat and warfare. Ten years ago, Devarsi discovered her platoon of recruits in the midst of murdering and ravaging an entire village. She unleashed a brutal rage upon them, slaughtering the men and women, even as they begged for her mercy. Her rage blinded her. For stopping the slaughter, she was awarded Muir's blessing; however, for her uncontrolled rage, she was exiled from the Shield Basilica. Devarsi roamed the countryside in search of acceptance, her bitterness eating at her soul. It was not until she encountered Andulasia that she found comfort. She adores Andulasia and practically worships her like a deity.

Devarsi is a tall, vigorous woman of obvious barbaric lineage. Her pale skin and thick blonde hair stand in stark contrast to her black raiment and armor. Devarsi has a companion named **Marcrinus**, a **fiendish winter wolf** that commonly harasses and thrashes Abhor Brazier's hellhounds. Marcrinus is large enough for a Medium-sized creature to ride.

She despises Dealyn Rhó and wishes nothing more than to replace the high priestess with her beloved Andulasia. She hired Thurid Hrolf (Area B41-A) to assassinate the high priestess. With the foiled attempt and Thurid's imprisonment, she is constantly on her guard, expecting retaliation at any moment.

**CR 10** 

#### MARCRINUS, FIENDISH WINTER WOLF

Pathfinder Roleplaying Game Bestiary, "Wolf, Winter"

15

#### XP 9,600

NE Large Outsider (cold) Init +7; Senses darkvision 60 ft., low-light vision, scent; Perception +16

AC 25, touch 10, flat-footed 25 (+1 Dex, +15 natural, -1 size) hp 97 (10d10+40) Fort +11, Ref +10, Will +4 Defensive Abilities DR 5/good, SR 15; Immune cold; Resist fire 10

Weaknesses vulnerability to fire

#### Speed 30 ft.

Melee bite +18/+13 (2d6+10 plus 1d6 cold and trip)Space 10 ft.; Reach 5 ft.Special Attacks breath weapon (every 1d4 rounds, 15-ft. cone,10d6 cold damage, Reflex half DC 21), 1/day smite good +10

#### Str 24, Dex 17, Con 18, Int 9, Wis 13, Cha 10

Base Atk +10; CMB +18; CMD 31 (+35 vs. trip)
Feats Ability Focus (breath), Improved Initiative, Improved Natural Attack (bite), Run, Weapon Focus (bite)
Skills Bluff +13, Perception +16, Sense Motive +14, Stealth +18 (+26 in snow), Survival +16; Racial Modifiers +2 Perception, +2 Stealth (+8 in snow), +2 Survival
Languages Common, Giant
SO devotion, evasion, link, shared spells

## Area B15: The Great Black Statue (CR varies)

A looming image of Hecate stands solemnly in this lightless room. The statue is 12 feet tall and flanked by four large stone hounds. The hounds gaze reverently upward at Hecate's face, as if awaiting her commands. Hecate's eyes are slivers of metallic crimson that reflect all corners of the room. Flames coil out of the stone hounds' nostrils. These flames are a harmless version of *continual flame*. The seamless obsidian floors and walls are polished to a mirror-like perfection.

An alcove carved into the back wall holds a black *mirror of* opposition that appears to be part of the wall. The mirror cannot be removed without destroying it. Due to the mirror's composition it has a hardness of 8 and 50 hit points. The mirror duplicates the first four creatures in the room. During the next round, **3 erinyes** (Area B16) *teleport* into the room to enter the fray, all the while staying between the party and the mirror.

The secret door is near impossible to detect (DC30 Perception check) without magical aid.

## Area B16: Secret Vault (CR 11)

Eight podiums arranged in a circle hold open books. Three black iron chests line the back wall. Each chest is elaborately decorated with delicate bronze lace. Gathered in the room are **3 erinyes**. The Brood summoned these devils to perform various tasks and to guard this treasure room. The erinyes are bored and desperate to inflict pain upon mortals.

The books are an incomplete vacuous grimoire (no saves required if read, as the book is not yet enchanted), a blessed book (to be used to create the grimoire), a tome of clear thought +4 (also to be used to power the grimoire), four spellbooks containing most 1st- through 4th-level spells (GM's choice), and a spellbook containing only blank pages and a permanent magic aura.

Chest #1: 5,687 pp, 6,982 sp. Chest #2: 13,973 gp. Chest #3: 17,900 gp of miscellaneous gems.

#### ERINYES (3)

XP 4,800

**hp** 112 each (*Pathfinder Roleplaying Game Bestiary*, "Devil, Erinyes")

## Area B17: The Hall Guards (CR 8)

Purple light shines around two small, obsidian shades that cover a window looking into a hellish chimney (see Area A3). The hall opens into a room with two obsidian double doors. A silver symbol of a moon setting over the horizon is engraved in the doors.

The room is guarded by **Gawadu** and **Gawabla**, **2** advanced half-fiend rust monsters used to deter armored intruders. They investigate nearby disturbances. How these two horrors came to be is a closely guarded secret held by the Brood of Hecate. Despite their low intelligence, the rust monsters work in tandem against opponents, especially those with large amounts of metal. Before combat, they prepare themselves with *poison* or *contagion* to inflict further pain.

#### GAWADU AND GAWABLA, ADVANCED LARGE HALF-FIEND RUST MONSTERS CR 7

Pathfinder Roleplaying Game Bestiary, "Rust Monster" **XP 3,200** 

CE Large outsider

Init +6; Senses darkvision 60 ft., scent metals 90 ft.; Perception +15

AC 25, touch 15, flat-footed 19 (+6 Dex, +10 natural, -1 size) hp 101, 89 (10d10+70) Fort +14, Ref +13, Will +8 Defensive Abilities Immune poison; Resist acid, cold, electricity, and fire resistance 10; DR 5/magic; SR 18

Speed 40 ft., climb 10 ft., fly 80ft. (good) Melee 2 claws + 16 (1d6+7) and bite +14 (1d8+7), antennae +16 touch (rust) Special Attacks smite good (1/day +10 damage), rust

Spell Like Abilities (CL10) 3/day—darkness, desecration 1/day—contagion (DC 18), poison (DC 19), unholy blight (DC 19)

Str 24, Dex 23, Con 25, Int 8, Wis 21, Cha 14 Base Atk +10; CMB +18; CMD 34 (+38 vs. trip) Feats (5) Ability Focus (rust), Multiattack, Skill Focus (Perception), Weapon Finesse, Weapon Focus (antennae) Skills Bluff +15, Climb +20, Perception +15, Sense Motive +15, Stealth +15

**Rust (Su)** A rust monster's antennae are a primary touch attack that causes any metal object they touch to swiftly rust and corrode. The object touched takes half its maximum hp in damage and gains the broken condition — a second hit destroys the item. A rust monster never provokes attacks of opportunity by attempting to strike a weapon with its antennae. Against creatures made of metal, a rust monster's antennae deal 3d6+10 points of damage. An attended object, any magic object, or a metal creature can attempt a DC 24 Reflex save to negate this effect. The save DC is Constitution-based. **Scent Metals (Ex)** This ability functions much the same as the scent ability, except that the range is 90 feet and the rust monster can only use it to sense metal objects (including creatures wearing or carrying metal objects).



## Abhor Brazier, Level 2

Hecate's minions live on this upper level. The halls are drab but clean, with rooms decorated to individual tastes.

## Area B18: The Gallery

A 10-foot-wide balcony wraps around the upper portion of the grand temple (see Area B2). The veranda sits 50 feet above the floor. Even high above, the heat from the flaming pit (in Area B2) on the ground level is staggeringly intense. An upward-moving whirlpool of violet smoke swirls around a magnificent standard of a setting moon placed into the ceiling 75 feet above the pit. The moon is more visible from this vantage point, but just barely amid the roiling smoke.

The balcony places PCs at eye level with the massive stone heads of the 24 statues of Hecate (Area B2) standing back to back to back in groups of three to form eight massive columns. A two-foot-tall railing of black marble containing crimson veins circles the balcony's outer edge.

Emblems of the eight schools of magic are arranged around the octagonal balcony. These five-foot round symbols are made of inlayed bronze and ivory and signify where the priestess of the corresponding school stands during ceremonies.

## Area B19: Kaluzhka's Lair (CR 17)

A human-sized statue of Hecate stands before a brazier of brilliant yellow flame. The obsidian walls appear green in the reflected fire. The overpowering odor of sweet incense blankets the air.

Four statues of women kneeling in worship surround the Hecate statue. Instead of faces, their features are replaced by smooth oval surfaces. The four statues were priestesses of Hecate deemed "useless" to the goddess's cause. The Brood turned them to stone and molded their faces into flat ovals to represent Hecate imprinting her beliefs on "blank slates." The women quickly suffocate if restored to flesh.

Three tapestries displaying the symbol of transmutation hang on the walls. One tapestry covers an arched opening leading into the home of the dread **Kaluzhka**, **a medusa** and the Brood's eldest living member. She is head of the transmutation discipline. Malicious and conniving, she has so far been unable to claim the position of high priestess, a title she desperately craves. Kaluzhka lacks desire and dedication to her Brood sisters, and they in turn treat her with disdain for her lack of spellcasting ability.

She has no qualms about siding against the high priestess **Dealyn Rhó** in combat, but she quickly deals with PCs afterward. **Bartle**, an ancient and blind **advanced hellhound**, is always in Kaluzhka's company.

**Tactics:** Kaluzhka casts defensive spells and uses potions upon herself and Bartle before entering combat. She relies heavily on imbued arrows and gaze attacks to keep opponents at bay. Kaluzhka relishes casting *stone shape* on opponents who succumb to her gaze, turning them into hideous creatures with hindering and grotesque deformities. Some of her creations are extraordinarily intricate and grotesquely beautiful, and can fetch 500-100 gp each if sold as "statues."

**CR16** 

#### KALUZHKA

Pathfinder Roleplaying Game Bestiary, "Medusa" XP 76,800 LE Medium monstrous humanoid

Female medusa cleric 10

Init +6; Senses all-around vision, darkvision 60 ft.; Perception +16 Aura evil

AC 24, touch 13, flat-footed 21 (+3 Dex, +3 natural, +8 armor)

**hp** 176 (8d10+32 plus 10d8+40) **Fort** +15, **Ref** +14, **Will** +18

#### Speed 20 ft.

**Melee** mwk dagger +16/+11 (1d4/19–20 plus poison), snake bite +18 (1d4 plus poison)

**Ranged** mwk longbow +23/+18/+13 (1d8+4 plus poison/×3) or +21/+21/+16/+11 (1d8+4 plus poison /×3, Rapid Shot) or +23 (3d8+4 plus poison Improved Vital Strike)

**Special Attacks** channel negative energy (5d6, DC 18, 6/day), petrifying gaze, spontaneous casting (inflict spells)

**Domain Spell-like Abilities** (CL10th):

at will—lore keeper

10 rounds/day-remote viewing

6/day—hand of the acolyte

1/day-dispelling touch

Unholy Spells Prepared (CL 10th)

5th—true seeing<sup>D</sup>, slay living (DC 18), wall of stone

4th—*divine power, imbue with spell ability*<sup>D</sup>, *spell immunity, unholy blight* (DC 17)

3rd—*contagion* (DC16), *deeper darkness*, *dispel magic*<sup>D</sup>, *meld to stone*, *stone shape* 

2nd—*aid*, *bull's strength*, *cure moderate wounds*, *darkness*, *detect thoughts*<sup>D</sup>, *shatter* 

1st—bane, command (DC 14), comprehend languages<sup>D</sup>, divine favor, entopic shield, shield of faith

0—detect magic, guidance, light, stabilize

D domain spells; Domains Knowledge, Magic

#### **Str** 10, **Dex** 17, **Con** 18, **Int** 14, **Wis** 17, **Cha** 17 **Base Atk** +15; **CMB** +15; **CMD** 27

**Feats** Deadly Aim, Improved Initiative, Improved Vital Strike, Many Shot, Point-Blank Shot, Precise Shot, Rapid Shot, Vital Strike, Weapon Focus (long bow)

Skills Bluff +10, Disguise +10, Intimidate +13, Knowledge (arcana) +16, Knowledge (religion) +16, Perception +16, Sense Motive +16, Spellcraft +15, Stealth +9; Racial Modifiers +4 Perception Languages Common

**All-Around Vision (Ex)** A medusa's snake-hair allows her to see in all directions. Medusas gain a +4 racial bonus to Perception checks and cannot be flanked.

**Petrifying Gaze (Su)** Turn to stone permanently, 30 feet, Fortitude DC 22 negates. The save DC is Charisma-based.

**Poison (Ex)** Bite—injury; *save* Fort DC 22; *frequency* 1/round for 6 rounds; *effect* 1d3 Str; *cure* 2 consecutive saves. The save DC is Constitution-based.

**Combat Gear** *cloak of resistance* +2, +3 *long bow*, 24 silver evilly aligned arrows, 2 *arrows of slaying* (gnomes and halflings), 24 poisoned masterwork arrows (see poison above), +3 *scale mail, wand of flame arrow* (34 charges, CL10), *potions of haste* (x2), *arcane scroll (alter self, cat's grace, rope trick*, CL5), *divine scroll (flame strike, slay living, true seeing*, CL 10), mwk dagger **Non-Combat Gear** ruby-encrusted platinum necklace and earrings (5,250 gp), 8 platinum rings each with different gemstones symbolizing a school of magic (500 gp each), unholy symbol of Hecate

#### **BARTLE, ADVANCED HELLHOUND**

Pathfinder Roleplaying Game Bestiary, "Hellhound" XP 1,600 LE Medium outsider (evil, extraplanar, fire, lawful) Init +8; Senses scent; Perception +15

AC 15, touch 8, flat-footed 15 (+7 natural, -2 blind) hp 120 (8d10+40) Fort +11, Ref +10 Will +5 Immune fire Weaknesses vulnerability to cold

Speed 40 ft.

Melee bite +13 (4d6+6 plus 1d6 fire) Special Attacks breath weapon (10-ft. cone, once every 2d4 rounds, 2d6 fire damage, Reflex DC 19 for half)

**Str** 17, **Dex** 17, **Con** 19, **Int** 10, **Wis** 14, **Cha** 10 **Base Atk** +10; **CMB** +13; **CMD** 16 (20 vs. trip)

Feats Blind-Fight, Improved Initiative, Improved Natural Attack, Run, Vital Strike

Skills Acrobatics +12, Intimidate +13, Perception +15, Sense Motive +15, Stealth +17, Survival +15; Racial Modifiers +5 Stealth Languages Infernal (cannot speak)

SQ blind

Blinded at birth by Kaluzhka, Bartle has developed extremely keen senses allowing his scent range to double. Bartle can pinpoint an enemy at 10 feet and detect opponents at 60 feet.

## Area B20: Kaluzhka's Private Chamber

Four disturbing statues of human women with bizarre deformities stand along the wall's perimeter.

The first statue has five arms extending around her waist. Each hand clutches a small stone animal. Her stone face is filled with a look of terror. The second woman resembles a medusa with long constrictor snakes replacing her hair. Her open mouth is full of long fangs. The third statue has the lower half of a large, many-legged insect. Her eyes are hollow pits sunk deep into her cranium. The fourth statue has no hands and her mouth is absent.

If PCs try to restore these statues to life, only the last statue survives reverting to flesh. The first three women fall to the floor and die within moments, writhing in pain. Each of the first three statues is a low-level priestess of Hecate.

The fourth statue is **Jenhenhe** (LG human female Clr 10, Wis 17, Cha 18), a priestess from the Theurgist Seminary of Thasizier. She was captured more than 100 years ago during a skirmish with the Brood of Hecate. As her hands and mouth are missing, she can do little to aid PCs. She requires a *heal* spell followed by a *restoration* spell to restore her form. Grant each PC a 1,000 experience point bonus if they safely return her to the Seminary.

A bed of black wool and thick leather sits in the room's center. A desk sits in a niche beside a bookcase covering the wall opposite the entrance. The books cover topics such as sculpture and idols of evil temples, known venoms, the joys and escapades of satyrs, and evil ceremonies and philosophies of Hecate. The desk has a false top (DC20 Perception check) that can be lifted to reveal a shallow compartment. The compartment holds an *arcane scroll of stone to flesh* (x3), an *arcane scroll (passwall*, CL12) and a *divine scroll (heal, regeneration, neutralize poison, remove disease*, CL14).

## Area B21: Liseldona the Flagrant (CR 14)

The door is made of solid obsidian with gold lettering that reads "Shaenkue the Eternal." The door radiates protection magic via a *permanent magic aura* as part of a deterrent to people entering this room. Knowledge checks reveal the name belongs to an ancient sorceress who reportedly turned to lichdom; it is, in fact, a red herring to mislead intruders. This chamber belongs to the weakest and newest member of the Brood of Hecate: **Liseldona**, a master of illusion. Rarely seen, she remains *invisible* whenever possible. She fears direct combat and avoids confrontation. She tries to negotiate a truce if cornered.

At first glance, the room is barren and empty except for a pedestal holding a jeweled skull. The skull sits on an ornate pillar of obsidian with gold-leaf decorations. The polished white skull has two ruby eyes and multicolored jeweled teeth. Black runes and glyphs are engraved on the skull. The skull is actually an illusion to fool prowlers

**CR 5** 

**CR 13** 

into believing a demilich of horrific power occupies the chamber.

A constant *mirage arcana* and *screen* spell (CL16) conceal the room's contents. Liseldona has created a *permanent image* for the illusion. The pillar is real and contains a *heightened symbol* of weakness. Anyone successfully disbelieving the illusion of the demilich becomes subject to the *heightened symbol of weakness* hidden beneath the illusion.

The room actually contains a simple bed, desk, chair and a wardrobe. The wardrobe contains comfortable clothing and Liseldona's personal effects. The desk holds Liseldona's spellbook (which contains her memorized spells plus three others from each spell level) some trashy romantic tragedies, sugary snacks and grooming supplies. One desk drawer also contains a bottle of expensive wine (200 gp), a *potion of cure serious wounds* (CL 10) and a *wand of invisibility sphere* (CL 10, 15 charges), and 650 gp.

#### LISELDONA XP 25,600

Female human wizard (Illusionist) 14 LE Medium humanoid (human) Init +2; Perception +0

AC 12, touch 12, flat-footed 10 (+2 Dex) hp 55 (14d6-14) Fort +6; Ref +11; Will +14

**Spd** 30 ft.

**Melee** adamantine masterwork dagger +7 (1d4-1) **Special Attacks** 

8/day—blinding ray (range touch attack +9)

**Typical Spells Memorized** (CL 14th, melee touch +9, range touch +9)

7th—greater shadow conjuration (DC 24), project image, limited wish

6th—*acid fog* (DC 21), *disintegrate* (DC 21), *mass suggestion* (DC 21), *mislead* 

5th—dominate person (DC 20), mind fog, persistent image, shadow evocation (x2) (DC 22)

4th—black tentacles, dimension door, greater invisibility, rainbow pattern (DC 21), solid fog, stoneskin

3rd—*dispel magic, displacement, fly, major image, nondetetion, suggestion* (DC 18)

2nd—acid arrow, fog cloud, fox's cunning, see invisibility, blur, minor image

1st—*disguise self, grease, mage armor, protection from good*<sup>B</sup>, *shield, silent image, ventriloquism* 

0-acid splash, ghost sound, mage hand, resistance

#### Str 8, Dex 15, Con 9, Int 20, Wis 11, Cha 10 Base Atk +7; CMB +6; CMD 18

**Feats** Combat Casting, Greater Spell Focus (illusion), Greater Spell Penetration, Improved Iron Will, Iron Will<sup>B</sup>, Lightning Reflexes, Spell Focus (illusion), Spell Penetration

Skills Craft (rings) +23, Fly +19, Knowledge (arcana) +23, Knowledge (dungeoneering) +23, Knowledge (planes) +23, Knowledge (religion) +23, Linguistics +23, Spellcraft +23 Languages Common, Infernal

Languages Common, Internal

**SQ** extended illusions, invisibility field (14 rounds/day) **Combat gear** adamantine masterwork dagger, *ring of three wishes* 

(1 remaining), cloak of resistance +3, arcane scroll (waves of fatigue, nightmare, false vision, CL 14), divine scroll (phantasmal killer (x2), CL 14), wand of shadow conjuration (37 charges, CL 14), unholy symbol of Hecate

**Description** Timid and reclusive, Liseldona never draws attention to herself. She prefers to stalk and manipulate opponents while remaining at a distance from any combat. She derives satisfaction by indirectly causing others harm. She wears her long hair neatly tied with silk ribbons and dresses in a conservative gown to hide her body.

#### *HIEGHTENED SYMBOL OF WEAKNESS* TRAP Type: magical; Perception DC 34; Disable Device DC 34

Trigger: sight; Reset: none

**Effect:** spell effect (*heightened symbol of weakness*, 9<sup>th</sup> *level*), 19th-level wizard, DC 25 Fortitude negates)

## Area B22: Thanta the Medium (CR 15)

A heavy, iron-bound wooden door displays a mystic symbol of the school of divination. A DC 20 Perception check reveals that the door has not been opened in at least 5 years. A closed speak-easy panel opens at eye level in the door's upper half. The room contains thousands of dust-covered tomes that litter the floor in balanced piles. Lining the walls are bookshelves holding volumes detailing planes, pantheons and philosophy. A dusty cloth draped over a stone table covers several loose papers. The papers describe known planes of existence and astral travel.

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

A female half-elf lies on a large silk-shrouded bier in the center of the room. A transparent veil covers her body, the sheer fabric draping to the floor. The woman appears to be sleeping. Actually, **Thanta** lies in a state of suspended animation caused by an *astral projection* spell she cast from a scroll some 5 years ago. She has not moved since that time, and the rest of the Brood of Hecate leave her alone in the hope that she might someday find her way back to them.

But Thanta didn't leave herself unprotected. Her body is under the protection of a **stone golem** that stays near her at all times. The golem is designed to fold into a cube when inactive. Currently, it serves as the cloth-covered table under the books. Thanta returns to her body in 1d4 hours after she is disturbed or the golem activates.

## THANTA OF THE NETHER WORLDS XP 25,600

CR 15

**CR 9** 

Female human cleric 6, wizard (Diviner) 10 LN Medium humanoid (human) Init +9; Perception +4 Aura lawful

AC 10, touch 10, flat-footed 10 hp 65 (6d8 +10d6) Fort +8; Ref +5; Will +18

#### Spd 30 ft.

Melee masterwork staff +10 (1d6) Special Attacks channel positive energy (6/day—3d6, DC 16), spontaneous casting (cure spells)

8/day—blinding ray (range touch attack +9)

**Typical Spells Memorized** (CL 10th, melee touch +9, range touch +9)

5th—dominate person (DC 19), prying eyes

4th—charm monster (DC 18), dimension door, scrying, summon monster IV

3rd—*arcane sight, dispel magic, fly, nondetection* 

2nd—alter self, darkvision, fog cloud, invisibility, see invisibility 1st—endure elements, expeditious retreat, identify, mage armor, true strike

0-acid splash, daze, detect magic, read magic

Domain Spell-like Abilities (CL6th):

at will-lore keeper

10 rounds/*day*—remote viewing

7/day—hand of the acolyte 1/day—dispelling touch

**Divine Spells Prepared** (CL 6th)

3rd—cure serious wounds, *dispel magic<sup>D</sup>*, *locate object*, *obscure object* 2nd—*augury*, *calm emotions*, *cure moderate wounds*, *detect thoughts<sup>D</sup>*, *status* 

1st— comprehend languages<sup>D</sup>, detect undead, protection from evil, protection from good, sanctuary 0—detect magic, guidance, light, stabilize

<sup>D</sup> domain spells; **Domains** Knowledge, Magic

#### **Str** 11, **Dex** 11, **Con** 10, **Int** 19, **Wis** 19, **Cha** 16 **Base Atk** +9; **CMB** +9; **CMD** 19

**Feats** Alignment Channel, Greater Spell Focus (Divination), Greater Spell Penetration, Improved Initiative, Improved Iron Will, Iron Will<sup>B</sup>, Scribe Scroll, Skill Focus (Knowledge; planes), Spell Focus (Divination), Spell Penetration

Skills Diplomacy +12, Knowledge (arcana) +23, Knowledge (dungeoneering) +13, Knowledge (history) +13, Knowledge (planes) +29, Knowledge (religion) +23, Linguistics +23, Sense Motive + 13, Spellcraft +23

Languages Abyssal, Aklo, Celestial, Draconic, Common, Elven, Infernal, Ignianm Terrian, Undecommon

SQ diviner's fortune, forewarned, scrying adept

**Combat gear** *carpet of flying* (5ft. x 5ft.) under her body on the dais, *medallion of thoughts, lens of detection*, masterwork staff, unholy symbol of Hecate

**Description** Although not evil, Thanta worships the facet of knowledge within Hecate's teachings. Thanta is a rational and diplomatic member of the Brood, which often puts her at odds with the others. She is delicate and frail. Her skin is pasty white from years spent indoors, and her brown hair is incredibly long and woven into an elaborate bun. Thanta seeks nonviolence and prefers subtle means to settle arguments among the Brood.

STONE GOLEMCR 11XP 12,800hp 107 (Pathfinder Roleplaying Game Bestiary, "Golem, Stone")

## Area B23: Librus Abmalorum (CR 13)

Shelves of identical black tomes fill this 25-foot-high room. Lanterns hanging at the end of each aisle cast a dim violet illumination. Attached to each shelf are wrought-iron ladders on rollers. None of the thousands of books has any discernable markings or titles; each book appears identical to those beside it.

All of the books radiate identical enchantment magic. Each volume is also *wizard marked* on the spine and cover so that speaking the phrase "Hecate Inamabilis" reveals the title, written as if with purple flames. Anyone not speaking the proper command phrase before picking up a book invokes the room's ward: an intelligent *vacuous grimoire* created specifically to protect the library.

The cursed book is enchanted to immediately and subtly switch places with any book in the library. If PCs pick up a book, the cursed volume immediately switches places with the tome being held. A DC 28 Perception check or DC 28 Sense Motive check reveals that something is amiss with the chosen book. If multiple books are picked up at once, the *vacuous grimoire* switches places randomly with one of the volumes.

The vacuous grimoire acts with an uncanny intelligence and can switch places with any book currently in the library – including those carried into the room by PCs, although it usually only does this as a defense measure. If threatened with destruction or a *remove curse*, the book immediately switches places — possibly with a PC's spellbook or other magical book — so that the grimoire remains safe. The book's powers do not extend beyond the library and its connected reading room (Area B24). It vanishes and returns to one of the shelves if taken through any door leading out of the library or down the stairs.

The normal books within the room cover topics on divine and

arcane magic. If the books are removed safely, the total value of the library is 25,000 gp, assuming a buyer can be found. Given the library's predominantly evil nature and the often horrible subject matter, the books are extremely difficult to sell.

Scattered among the normal books are a *tome of leadership and influence* +3; a book with three scrolls flattened between its pages, *arcane scroll (disintegrate, control undead, greater dispel magic,* CL 14), *arcane scroll (delayed blast fireball, limited wish,* CL 16) and a divine scroll (*mass cure light wounds, flame strike, blade barrier,* CL 14); a book with pressed flowers and a flattened grigg, and a *golem manual* (clay). Finding these books requires hours of searching unless the titles can be read.

Two **aerial servants** watch over the room. They do not attack unless the books are harmed or removed, or if they must defend themselves. The servants remain in the darkness of the ceiling until called upon for assistance.

**CR 10** 

#### AERIAL SERVANTS (2)

#### XP 9,600

hp 136, 120. See Area B4.

**Intelligent** *Vacuous Grimoire*: AL LE; Int 19, Wis 19, Cha 10; Communication: telepathy, darkvision 120 ft., senses 120 ft., *read magic*, read languages; Ego 28; Powers: change shape, *detect magic*, at will; Knowledge (religion, planes, arcana) + 17; Special purpose: Defend the servants and temple of Hecate. Dedicated power: *teleport*, at will. PCs reading the book must make two Will saves (DC 20) to negate the effects of a *vacuous grimoire*. (-5 penalty to all concentration checks for 2 hours)

## Area B24: Reading Nook

This extension off the main library (Area B23) contains more shelves of books and large cushy chairs with blankets. Stacks of books sit on a low stone table before the shelves. The books are identical and have the same qualities as those in the main library. The *vacuous grimoire* (Area B23) also can switch places with the books in this reading room.

The books on the table cover topics relating to suffering and the corruption of good outsiders. The details in these books appear to be written by denizens of the pits of hell for use by mortals.

A secret passage (DC 20 Perception check) leads to an escape tunnel (Area B24).

## Area B25: Teleportation Circle

Behind this locked obsidian door is a barren room with a *permanent teleportation circle* marked in gold dust and bone ash. The circle is a conduit to many destinations deemed important to the Brood of Hecate.

Anyone not wearing an unholy symbol of Hecate who attempts to use the teleportation circle is immediately teleported above a lake of magma in a confined chamber 40 miles below the surface. The magma chamber lacks oxygen, and PCs not immediately falling into the magma suffer 6d6 points of fire damage each round from the intense heat. PCs falling into the molten rock suffer 20d6 points of fire damage per round while submerged.

The library contains information on a handful of locations linked by the teleportation circle. Notable unholy places sacred to the Brood include **Akabeth's Tomb** (see *Rappan Athuk 3, The Lower Levels* by **Necromancer Games**), the **Nether Sepulchral** (an abandoned shrine in Al-Sifon found in *Splinters of Faith 10: Remorse of Life*), and a small shrine in **Bargarsport** (*Splinters of Faith 3: Culvert Operations*). GMs should add any locales from their game that seem appropriate.

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

**CR 3** 

## Area B26: Chambers of Dealyn Rhó (CR 10)

**Dealyn Rhó**, the high priestess of Hecate, claims these rooms as her own. A bronze inlay of the symbol of abjuration decorates the chamber's obsidian door. The door is trapped with a *symbol of insanity*.

**LOCKED OBSIDIAN DOORS:** 3-in. thick; Hardness 5; hp 60; Break (DC 25).

*SYMBOL OF INSANITY* TRAP; CR 8 Type: magic; Perception DC 33; Disable Device DC 33

**Trigger:** proximity (*alarm*); **Reset:** automatic **Effect:** Spell effect (*symbol of insanity*, 20th-level wizard, DC 23 Will save negates); multiple targets;

Dealyn Rhó holds private audiences here with temple visitors. The room is fit for a queen, with expensive tapestries, rugs and furniture. Three gold, woven tapestries (350 gp each) depict images of Hecate and Abhor Brazier. An area rug made from the pelt of an androsphinx brings 2,500 gp if sold to a non-good buyer. An ornate single-pedestal table holds a wine bottle and four goblets. Four padded chairs sit around the oval table. One door leads to Dealyn Rhós bedchamber, while the other leads to a storage room containing a wine rack, dining utensils, candelabras, candles, priestess robes and other personal effects. A secret passage (DC 20 Perception check) leads to an escape tunnel to Area B24.

Lyncinius, Dealyn Rhós imp familiar, normally can be found in this room keeping a watchful eye over his mistress. He often takes the form of a black cat with white feathered wings. Lyncinius never travels anywhere without the company and protection of **Kan Bor**, a **Nessian warhound** assigned to the high priestess of Hecate.

#### LYNCINIUS, IMP CONSULAR FAMILIAR

Pathfinder Roleplaying Game Bestiary, "Devil, Imp" XP 800

LE Tiny outsider (devil, evil, extraplanar, lawful)

**Init** +3; **Senses** darkvision 60 ft., *detect good, detect magic*, see in darkness; **Perception** +10

AC 27, touch 16, flat-footed 23 (+3 Dex, +1 dodge, +11 natural, +2 size) hp 66 (3d10); fast healing 2 Fort +13, Ref +9, Will +24 DR 5/good or silver; Immune fire, poison; Resist acid 10, cold 10, SR 25

Defensive Abilities fast healing 2, improved evasion

Speed 20 ft., fly 50 ft. (perfect) Melee sting +15 (1d4 plus poison) Space 2-1/2 ft.; Reach 0 ft. Spell-Like Abilities (CL 6th) Constant—detect good, detect magic At will—invisibility (self only) 1/day—augury, suggestion (DC 15) 1/week—commune (6 questions, CL 12th)

#### Str 10, Dex 17, Con 10, Int 15, Wis 12, Cha 14

**Base Atk** +10; **CMB** +8; **CMD** 22

Feats Alertness, Dodge, Weapon Finesse

**Skills** Acrobatics +10, Bluff +9, Fly +21, Knowledge (arcana) +21, Knowledge (planes) +21, Perception +10, Sense Motive +3, Spellcraft +21

Languages Common, Infernal

SQ change shape (boar, giant spider, rat, or raven, *beast shape II*), *contingency*, deliver touch spells, empathetic link, scry on familiar,

share spells, telepathy 50ft.

**Poison (Ex)** Sting—injury; *save* Fort DC 13; *frequency* 1/round for 6 rounds; *effect* 1d2 Dex; *cure* 1 save. The save DC is Constitution-based, and includes a +2 racial bonus.

*Contingency*: A *word of recall* is cast when Lyncinius drops below 20 hp, teleporting him to Area B38.

## KAN BOR (NESSIAN WARHOUND)CR 9XP 6,400

hp 154 (Pathfinder Roleplaying Game Betiary, "Hell Hound, Nessian")

## Area B27: Bedchambers of Dealyn Rhó (CR 20)

The door to **Dealyn Rhó's** bedchamber is imbued with a mental *alarm* spell. The luxurious chamber is decked out in lavish and ornate furniture, including a massive darkwood four-poster bed against the far wall that is draped with black silks and furs. A bronze incense burner hangs above an oak table. A thin veil of fragrant smoke clouds the air.

Several open books lie on the desk, along with six vials, quill pens, a bronze candelabra, and a small stone devil-like statue. Dealyn Rhó is currently writing a book on horrific torture techniques that can be used to extract information from outsiders. Two of the vials are *potions of arcane sight* and *fox's cunning*, while the others are various rare and exotic inks (150 gp each). Despite the statue's evil appearance, it is nothing more than a trinket picked up on Dealyn Rhó's travels.

A black wooden wardrobe sits beside the door and contains robes, evening gowns and other mundane garments. All of the clothing is of the highest quality. The garments have embroidered motifs of Hecate and other dark arcane symbols. Dozens of shoes and boots line the floor of the wardrobe.

A secret room lies behind the bed. The bed is attached to the obsidian door so that the entire bed moves to the side when the door is opened. The door is *arcane locked* (DC 25 Strength check). The door's exterior is smooth, making it difficult to open from the outside. Dealyn Rhó's spellbooks are located on a shelf along the far wall. The books are each trapped with a *symbol of insanity* inscribed within the pages. The books contain all Dealyn Rhó's spells plus an additional 1d4 spells per level. A **clay golem shield guardian** protects Dealyn Rhó's spellbooks, and responds immediately if summoned. Before the door is opened, the golem casts *improved invisibility* as a stored spell upon itself. The golem is especially created by Dealyn Rhó to allow personal spells to bypass its magic immunity. The golem only responds to spells cast by Dealyn Rhó to bypass its defenses.

*Arcane locked* door: 4-in. thick; Hardness 5; hp 50; Break (DC 25), Disable Device (DC 30).

SYMBOL OF INSANITY TRAP	CR 10
Type: magic; Perception DC 33; Disable Device DC 33	

#### Trigger: visual; Reset: none

**Effect:** spell effect (*symbol of insanity*, 20th-level wizard, DC 23 Will save negates; multiple targets (up to 150 hp of creatures); Search DC 33; Disable Device DC 33.

#### CLAY GOLEM SHIELD GUARDIAN XP 19,200

hp 150 (Pathfinder Roleplaying Game Bestiary, "Golem, Clay").

**CR 12** 

#### DEALYN RHÓ, MOST BELOVED OF HECATE CR 19 XP 204,800

Female human cleric 5, wizard (abjurer) 5, mystic theurge 10 LE Medium humanoid (human)

Init +0; Senses darkvison 60ft., *see invisibility*; Perception +4 Aura evil

AC 18, touch 13, flat-footed 18 (+5 armor, +3 deflection)

hp 132 (5d8 +5 plus 5d6 +5 plus 10d6+10) Fort +13; Ref +9; Will +24 Defensive Abilities resist 5 (one type of energy daily, usually fire); SR 18

#### Spd 30 ft.

**Melee** +3 heavy mace of disruption +14/+9 (1d8+4)

**Special Attacks** channel positive energy 6/day (3d6, DC 15), spontaneous casting (inflict spells)

7/day—protective ward (+2 deflection/5rounds)

**Typical Spells Memorized** (CL 15th, melee touch +10, range touch +10)

8th-horrid wilting (DC 23) protection from spells

7th—freezing sphere (DC 23), force cage, spell turning

6th—*chain lightning* (DC 22), empowered *enervation*, *eyebite*, *silenced teleport* 

5th—baleful polymorph, cone of cold (DC 21), dismissal, mage's faithful hound, wall of stone

4th—enervation, greater invisibility, maximized magic missile, stoneskin, wall of fire

3rd—*dispel magic*, empowered *magic missile*, *fly*, *haste*, *nondetection*, *vampiric touch* 

2nd—fog cloud, fox's cunning, invisibility, owl's wisdom, resist energy, scorching ray

1st—expeditious retreat, magic missile (x2), protection from good, ray of enfeeblement (x2), shield

0-acid splash, mage hand, read magic, resistance

**Domain Spell-like Abilities** (CL15th):

at will-lore keeper

8/day—hand of the acolyte

15 rounds/day-remote viewing

2/day—dispelling touch

Unholy Spells Prepared (CL 15th)

8th—greater spell immunity, protection from spells<sup>D</sup>, unholy aura 7th—blasphemy(DC 22), inflict mass serious wounds (DC 21), repulsion (DC 23), spell turning<sup>D</sup>

6th—blade barrier, greater dispel magic<sup>D</sup>, harm (DC 20), heal 5th—cure critical wounds, flame strike (DC 21), inflict mass light wounds (DC 19), spell resistance<sup>D</sup>, true sight

4th—*divine power, dismissal, freedom of movement, imbue with spell ability*<sup>D</sup>, *unholy blight* (DC 18)

3rd—*cure serious wounds, dispel magic*<sup>D</sup>, *invisibility purge, prayer, searing light* (x2)

2nd—*aid, align weapon, bear's endurance, bull's strength, detect thoughts*<sup>D</sup>, *owl's wisdom* 

1st—bless, comprehend languages<sup>D</sup>, detect undead, entropic shield, protection from good, sanctuary

0— detect magic, guidance, light, stabilize

<sup>D</sup> domain spells; **Domains** Knowledge, Magic

Arcane School abjuration (opposition schools: divination and enchantment)

Arcane Bond (familiar)

**Str** 14, **Dex** 10, **Con** 13, **Int** 21, **Wis** 18, **Cha** 15 **Base Atk** +10; **CMB** +12; **CMD** 22

**Feats** Combat Casting, Empower Spell, Greater Spell Focus (abjuration), Improved Familiar, Improved Iron Will, Iron Will, Maximize Spell, Scribe Scroll<sup>B</sup>, Silent Spell, Spell Focus (abjuration), Spell Focus (evocation), Spell Penetration

**Skills** Diplomacy +14, Fly +11, Knowledge (arcana) +24, Knowledge (dungeoneering) +21 Knowledge (history) +24, Knowledge (planes) +24, Knowledge (religion) +24, Linguistics +19, Sense Motive + 16, Spellcraft +24

Languages Abyssal, Aklo, Celestial, Draconic, Common, Elven, Infernal, Ignian, Terrian, Undecommon

**SQ** combine spells, diviner's fortune, forewarned, scrying adept, spell synthesis, *contingency, permanent arcane sight, permanent darkvision* 60 ft., *permanent see invisibility* 

**Combat gear** Ceallachan's +3 heavy mace of disruption (Area B41-D), black robes of the archmagi, ring of protection +3, obsid-

*ian steed, shield guardian amulet, staff of passage* (15 charges), arcane scroll [*maximized chain lightning*(CL 20, DC 25/23)]. **Non-combat Gear:** prison keys, unholy symbol of Hecate, shield guardian amulet

**Description** Dealyn Rhó is the embodiment of Hecate. Her dedication to the Brood and Hecate is unmatched. Despite her single-minded fervor, she approaches encounters with astute thought and calculating strategy. Her true age is difficult to discern, but she appears middle-aged. She has glossy black hair with streaks of gray that cascade over her wide stout frame.

*Contingency*: A *word of recall* is cast when Dealyn Rhó drops below 20 hp. She reappears in Area B38.

## Abhor Brazier, Dungeons

Hecate's most horrible minions live in these dungeons, where they torture a handful of captives. The halls are made of cut stone, and the underground is musty and lit by pitch torches. The halls are less tidy than the rest of the temple, befitting some of the inhabitants' tastes.

## Area B28: Dungeon Stairs (CR 6)

Two sets of stairs meet at a landing before descending deeper into Abhor Brazier's dungeons. A *sonic glyph of warding* sits in the center of the landing and detonates upon anyone not wearing an unholy symbol of Hecate. The glyph is a final deterrent for escaping prisoners, although it serves equally well against intruders. If the glyph sounds, it alerts everyone on the dungeon level.

*GLYPH OF WARDING* (SONIC) Type: magic; Perception DC 28; Disable Device DC 28

CR6

#### Trigger: spell; Reset: none

**Effect:** spell effect (*glyph of warding* [sonic], 16th-level cleric, 8d8 sonic, DC 14 Reflex save half damage); multiple targets (all targets within 5 ft.);

## Area B29: Prison Pits (CR 10)

This barrel-vaulted room contains six pits covered by iron grates. From one of the pits comes the sound of crying and sobbing. Three barred iron cell doors with open speak-easy style windows sit along the back wall. Two cauldrons of burning coals at each end of the room light the chamber with a hellish glow. Long iron rods and spears protrude from the burning coals. Sitting between the cauldrons is a low stone slab table with manacles dangling off it. Racks of chains, whips, pokers, branding irons, knives and ropes line the walls.

The iron grates do not open, but do allow a full view of the cells below and their occupants (Area B41).

The center cell set into the chamber wall conceals a **bone devil** that tends to the prisoners and their daily torture. The bone devil was gated in to assist the Brood, a task it takes great pride and pleasure in performing. The bone devil routinely jabs the prisoners in the pits with the spears and hot pokers heating in the cauldrons. Prisoners are also brought to this room to be tortured so the other prisoners trapped below can hear their screams and cries for mercy.

The bone devil tries to separate the party by casting *walls of ice* as PCs enter the room. It then uses *teleport* to engage separated individuals, preferring arcane spellcasters above more formidable combatants. It summons **14 lemures** into the empty adjacent cell when alerted to intruders. The lemures serve as cannon fodder as the bone devil attacks.

**IRON CELL DOOR:** 4-in. thick; Hardness 10; hp 50; Break (DC 25), Disable Device (DC 30).



**CR 9** 

**CR 1** 

#### BONE DEVIL XP 6,400

hp 112 (Pathfinder Roleplaying Game Bestiary, "Devil, Bone")

LEMURES (14)

XP 400

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

## Area B29-A: Lianhi's Cell

A puddle of water pools at the base of this rusty iron door. The bone devil often places a wall of ice against the door to make the cell bone-chillingly cold. **Lianhi** sobs in the chamber. She is a recent captive brought to Abhor Brazier for unspeakable reasons. She is a dedicated follower of Iseleine and was caught while traveling to the Hanging Gardens (see *Splinters of Faith 4: For Love of Chaos*).

The mage was beaten severely by the Brood, and has been tortured daily by the bone devil. Through it all, Lianhi has managed to stay calm and not lose hope. Lianhi recently sent *dream* messages and visions to Ayire Jaysa, the most renowned wizard she could identify. She frequently sends images of her own torment and fear, but visions of the prisoner Ceallachan (Area B41-D) often creep into these dreams. She has seen the deva many times when he is brought to the bone devil's torture chamber for "fun." The tortures she endures daily have imprinted themselves on her psyche.

Lianhi requires rest and access to a spellbook The GM should determine her spells if PCs grant her such access. If freed, she aids in rescuing the prisoners and in defeating the Brood of Hecate. As a follower of Iseleine, she cannot memorize potentially lethal or damaging spells, but she will do what she can to bring down the temple so no one else goes through what she has suffered. Her arcane bonded amulet can be found in the possessions of the temple hags (Area B33).

CR 8

AC 14, touch 14, flat-footed 10 (+4 Dex) Hp 40 currently 4 (9d6+9) Fort +4; Ref +9; Will +8 (+10 vs. enchantment) Special Defenses immune to sleep effects

Init +8; Senses low-light vision, Perception +2

Spd 30 ft. Melee +3 (1d2 -1) Enchantment Abilities (CL 9th): 6/day — dazing touch, 9 rounds/day — aura of despair 30ft. Spells Prepared (CL 1Xth) 5th—*dream, telekinesis* (DC 20) 4th—*charm monster* x3 (DC19) 3rd—(5 spells per day) 2nd—(6 spells per day) 0—(4 spells per day)

#### **Str** 8, **Dex** 19, **Con** 12, **Int** 17, **Wis** 10, **Cha** 15 **Base Atk** +4; **CMB** +3; **CMD** 17

**Feats** Greater Spell Focus (enchantment), Improved Initiative, Iron Will, Lightning Reflexes, Scribe Scroll<sup>B</sup>, Spell Focus (enchantment), Spell Mastery (*dream, telekinesis, charm monster*) **Skills** Appraise +15, Bluff +7, Craft (painting) +15, Diplomacy +7, Fly +16, Intimidate +7, Knowledge (arcana) +15, Spellcraft +15 **Languages** Celestial, Common, Elven,

Arcane School enchantment (opposition schools: evocation and necromancy)

Arcane Bond (amulet)

SQ elven magic, keen senses, weapon familiarity

**Description** Purple and blue bruising mar Lianhi's normally tanned skin. Her face is a mash of lumps and lacerations and most of her teeth have been removed. Several bones are fractured, but do not impede her movement. Despite her current state, she offers a weak drooling smile to her liberators.

## The Coven of Hecate

Although not particularly welcome in Abhor Brazier, hags play a substantial role among Hecate's followers. Tired of the worship of their goddess being controlled by humans, the hags of the land insisted on their own representation to their dark mother within the ancient temple. A hag from each of the three common types was chosen to the prestigious viceroy position to represent the entirety of the hags.

The three hags currently serving the positions within Abhor Brazier are nasty combatants in their own right, but together, they are even more deadly. When the coven of three hags convenes, they gain additional spells that can be cast in unison. The three hags currently serving within Abhor Brazier are **Quavalave**, a seahag; **Makabyr the Atrocious**, an annis; and **Juká Blausk**, a green hag.

To cast a spell in unison, the three hags must be within 10 feet of one another, and all must participate (a full-round action). The united coven also gains the following spell-like abilities: 3/day—*animate dead, bestow curse* (DC 20), *control weather, dream, forcecage, mind blank, mirage arcana* (DC 21), *polymorph, veil* (DC 22), *vision.* (CL 9). The save DCs are based on a Charisma score of 22.

## Area B30: The Coven of Hecate (CR 12)

The room is filthy and uncomfortably hot. An enchanted boulder in the center of the room emits a blazing flame similar to that of a flame blade sword. If touched, the boulder deals 1d6 points of fire damage. The rock produces no smoke, despite an intense endless heat. An impaled centaur slowly roasts upon a spit above the burning rock.

Arms and weapons of Large and Huge size decorate the walls. Items include 4 huge masterwork greatswords, 2 huge steel shields, 2 huge flails, 8 huge helms, and 4 suits of plate armor. Each greatsword has a *hag's eye* set in the pommel. The magical stones are used to scry on the guardroom. The gemstones appear as ornaments and are difficult to find (DC 25 Perception check). Two sleeping mats of grungy fur and patchwork quilts lie on the floor near the rock, and two hardened leather bags sit near the mats. Each bag holds two crude but weighty gold necklaces (1,500 gp each), five thick gold rings (250 gp each), 20 gold nuggets (100 gp each), large hunks of dried meat and whetstones.

Assigned to guard the coven are **2 female fire giants**. The giants are fat and past their prime, but still take their position seriously. A *veil* spell cloaks the giants so that they appear to be ogres. The burning stone is the only concession made by the hags to make the chamber more hospitable to the giants. The giants are not above grabbing the rock and slinging it about the room to hit PCs.

Each giantess wields a huge +1 flaming greatsword and wears masterwork full plate (AC 25).

FIRE GIANTESSES (2)CR 10XP 9,600hp 180, 156 (Pathfinder Roleplaying Game Bestiary, "Giant, Fire")

## Area B31: Quavalave the Seahag (CR 12)

The stench of rotting fish wafts down the hallway leading to this room. The rusted iron door is deeply pitted and covered with a greenish slime that thrives in the room's humidity. Inside the room, brackish water thick with black algae fills a two-foot-deep sunken floor.

**RUSTED IRON DOORS:** 3-in. thick; 10 hardness, 60 hp, Break (DC 25).

**Quavalave, a seahag priestess** of Hecate, decorates her chamber with sharp coral, fish husks, octopi skins and other castoffs from the sea to make it more "like home." Hundreds of animated skeletal fish hang from barbed chains hooked into the ceiling. The harmless fish flail about in a bizarre rhythmic dance of clacking bones.

A soggy bed of rotting seaweed lies in the corner. The seahag's treasure is buried within the rotting mound. The treasure consists of a partially eaten recent victim still wearing green-colored scale mail, a + 3 giant bane greatsword, and a large steel shield.

**CR12** 

#### QUAVALAVE (SEA HAG CLERIC)

Pathfinder Roleplaying Game Bestiary, "sea hag" XP 19,200 Female sea hag cleric 8

CE Medium monstrous humanoid (aquatic) Init +3; Senses darkvision 60 ft.; Perception +11 Aura evil, horrific appearance (60 ft.)

AC 20, touch 13, flat-footed 17 (+3 Dex, +3 natural, +4 armor) hp 138 (4d10+16 plus 8d8+32) Fort +11, Ref +9, Will +12 SR 23

Speed 30 ft., swim 40 ft. Melee 2 claws +15 (1d8+4) Special Attacks channel negative energy 9/day (4d6, DC20), evil eye, spontaneous casting (inflict spells) Domain Spell-like Abilities (CL8th): at will—lore keeper 5/day—hand of the acolyte

8 rounds/day—remote viewing

1/day—dispelling touch

Unholy Spells Prepared (CL 8th)

4th—*divine power, poison* (DC 16), *spell immunity*<sup>D</sup>

3rd—*bestow curse* (DC15), *contagion* (DC15), *dispel magic*<sup>D</sup>, *prayer* 

2nd—aid, bear's endurance, bull's strength, detect thoughts<sup>D</sup>, owl's wisdom

1st—bless, comprehend languages<sup>D</sup>, curse water, entropic shield, obscuring mist, protection from good

0—*create water, detect magic, purify food and water, stabilize* <sup>**D**</sup> domain spells; **Domains** Knowledge, Magic

#### **Str** 19, **Dex** 16, **Con** 18, **Int** 12, **Wis** 15, **Cha** 22 **Base Atk** +10; **CMB** +14; **CMD** 27

**Feats** Ability Focus (evil eye), Ability Focus (horrific appearance), Improved Natural Attack (claw), Skill Focus (Bluff, Perception), Weapon Focus (claws)

**Skills** Bluff +9, Heal +9, Knowledge (arcana) +8, Knowledge (religion) +5, Perception +11, Sense Motive+13, Spellcraft +12, Stealth +10, Swim +19

Languages Common, Giant

SQ amphibious

**Combat Gear** *headband of alluring charisma* +4, *boots of speed*, *bracers of armor* +4, *potion of rage*, *potion of shield*, unholy symbol of Hecate

**Evil Eye (Su)** Three times per day Quavalave can cast her dire gaze upon any single creature within 30 feet. The target must succeed on a DC 20 Will save or be staggered as strange nebulous distress and a gnawing sense of impending doom plagues the victim. If Quavalave uses her evil eye on someone already afflicted by this curse, the victim must make a DC 20 Fortitude save or be overwhelmed with fright and collapse into a comatose state for 3 days. Each day that passes, the comatose victim must make a DC 20 Fortitude save or perish. The evil eye is a mindaffecting fear effect. The save DCs are Charisma-based. *Evil Eye Curse*: Gaze—failed save; *save* Will DC 20; *frequency*1/day; *effect* staggered (or fall comatose if already under the effects of the evil eye).

**Horrific Appearance (Su)** The sight of Quavalave is so revolting that anyone within 60 feet (other than another hag) who sets eyes upon one must succeed on a DC 20 Fortitude save or instantly be weakened, taking 1d6 points of Strength damage. Creatures that are affected by this power or that successfully save against it cannot be affected again by the same hag's horrific appearance for 24 hours. This is a mind-affecting effect. The save DC is Charisma-based.

## Area B32: Makabyr the Atrocious (CR 12)

This iron door is bound in leather with the full skin of a man stretched over the portal. This skin is a **zombie**, but it is held helpless by heavy leather strips stitching it tightly to the door. The zombie's skin writhes and twists in vain to free itself from the door. The door is disturbing, but harmless. PCs gain no experience for killing the unfortunate creature.

While the door is gruesome, the room beyond is far more unsettling. Macabre humanoid bone sculptures and wind chimes crowd the room. Humanoid leather skins cover the floor like a spongy carpet. Wall hangings made of blood-painted humanoid hides decorate every inch of the chamber. A stack of mangy furs and scalps resembles a bed. Hundreds of strands of beads fashioned from dried eyeballs hang from the ceiling.

A bone cage hangs 10 feet above the floor from an iron chain. Within the cage is a plump, squatting **satyr**. For depraved and unfathomable reasons, a *polymorph any object* spell has turned a giant frog into a satyr. The satyr leaps everywhere and tries to bite or flick its tongue at nearby creatures. A DC 20 Knowledge (nature) reveals the frog– like similarities. The frog-satyr has learned that humanoids feed it, so it follows any humanoid that sets it free, although it takes no other actions. It quickly dives into any body of water encountered and possibly drowns as it attempts to breathe.

The room is the lair of **Makabyr the Atrocious**, a foul **annis** and the undisputed leader of the coven of Hecate.

Standing around the edges of the room are **seven zombies**. The zombies do not attack unless commanded by the annis. Makabyr uses *disguise self* to appear as another zombie (for a total of eight creatures in the room) and attempts to position herself so she can flank and attack with her vicious claws.

ZOMBIES (7)	CR 1/2
XP 200	
hp 16 each (Pathfinder Roleplaying Game Besti	iary, "Zombie")

#### MAKABYR THE ATROCIOUS,

(ANNIS ANTIPALADIN) Pathfinder Roleplaying Game Bestiary, "hag, annis"

XP 25,600

Female annis antipaladin 8

CE Large monstrous humanoid

Init +1; Senses darkvision 60 ft.; Perception +13

**Aura** Cowardice (10ft. opponents receive -4 penalty vs. fear effects), Despair (10ft, all enemies take -2 penalty saving throws), Evil

AC 26, touch 10, flat-footed 25; (+1 Dex, +10 natural, -1size, +6 armor)

**hp** 191 (7d10+28 plus 8d10+32)

**Fort** +15, **Ref** +11, **Will** +15

**Defensive Abilities** plague bringer (immune to disease effects), unholy resilience (Charisma bonus to saving throws), **DR** 2/ bludgeoning; **SR** 24

#### Spd 40 ft.

Melee bite +22 (1d8+7), 2 claws +26 (1d8+10/19-20 plus 2d6 vs.

#### good and grab)

Space 10 ft.; Reach 10 ft.

**Special Attacks** rend (2 claws, 2d8+13), channel negative energy (6/day— 6d6, DC 21), cruelty, smite good 3/day (+3 attack, +8 damage), 8/day— touch of corruption [touch attack +16, 4d6 damage + sickened (8 rounds/Fortitude DC 17 avoids) or dazed (1 round/Fortitude DC 17 avoids)

Spell-Like Abilities (CL 7th)

At will—detect good 3/day—alter self, fog cloud Unholy Spells (CL 5th) 2nd—bull's strength 1st—bless, protection from good

#### **Str** 25, **Dex** 12, **Con** 18, **Int** 13, **Wis** 13, **Cha** 16 **Base Atk** +15; **CMB** +23; **CMD** 34

**Feats** Alertness, Blind-Fight, Blinding Critical, Critical Focus, Improved Critical (claws), Improved Natural Attack, Intimidating Prowess, Weapon Focus (claws)

**Skills** Bluff +21, Diplomacy +7, Intimidate +25, Perception +13, Sense Motive+14, Stealth +19

Languages Common, Giant

**SQ** fiendish boon (claws, 8 minutes/day, unholy damage), magic claws (Makabyr's claws are imbued with *permanent magic fang +3* spell)

**Combat gear** *Bracers of armor* +6, *ring of spell minor storing* (*haste*), unholy symbol of Hecate

#### SATYR (GIANT FROG) XP 200

CR 1/2

**CR11** 

**hp** 15 (*Pathfinder Roleplaying Game Bestiary*, "Satyr")

## Area B33: Juká Blausk, the Green Hag (CR 12)

Shelves crowded with trinkets, charms, bottles, spell components and bizarre keepsakes line the walls. Books on remedies, alchemy and anatomy lie scattered among various skull bookends. Cages of small animals such as doves, bats, lizards and insects hang from small silver chains set into the stucco ceiling. Dozens of bottles, hollow needles, glass tubes, copper coils and oil burners clutter a table. A hammock-like net in one corner serves as a bed.

The green hag Juká Blausk lives here. She remains *invisible* when not engaged in combat. The hag watches foes first to discover their weaknesses before engaging in combat.

A DC 15 Perception check uncovers *potions of invisibility, cure serious wounds, fox's cunning* and *cure disease* and *poison*, and three vials of acid on the shelves. Lying upon the table is Lianhi's arcane focus amulet. Since acquiring the amulet, the hags have imbued it with a curse. Unknown to Lianhi, the amulet is now a *necklace of strangulation*. The table also holds a *divine scroll (detect traps, speak with dead, true seeing,* CL 12).

JUKÁ BLAUSK (GREEN HAG CLERIC) Pathfinder Polenlaving Game Bastian, "Hag Green

Pathfinder Roleplaying Game Bestiary, "Hag, Green"

**XP 12,800** Female green hag cleric 7

CE Medium monstrous humanoid

Init +4; Senses darkvision 90 ft.; Perception +17 Aura evil

AC 28, touch 15, flat-footed 23 (+4 Dex, +8 natural, +1 Dodge, +5armor) hp 128 (9d10+9 plus 7d8+7) Fort +6, Ref +10, Will +9 SR 21

Speed 30 ft., swim 30 ft.

25

**CR13** 

Melee 2 claws +15 (1d6+5 plus weakness) Special Attacks channel negative energy 9/day (4d6, DC20), spontaneous casting (inflict spells) Spell-Like Abilities (CL 9th) Constant—pass without trace, tongues, water breathing At will-dancing lights, disguise self (DC 13), ghost sound (DC 12), invisibility, pyrotechnics (DC 12), tree shape, whispering wind Domain Spell-like Abilities (CL7th): at will-lore keeper 7 rounds/day-remote viewing 6/day—hand of the acolyte Unholy Spells Prepared (CL 7th) 4th—divine power, imbue with spell ability<sup>D</sup> 3rd—bestow curse (DC16), contagion (DC16), dispel magic<sup>D</sup>, protection from good 2nd—bear's endurance, bull's strength, darkness, death knell, detect thoughts<sup>D</sup>, silence 1st—bane, curse water, comprehend languages<sup>D</sup>, doom, divine favor, shield of faith 0— detect magic, guidance, light, stabilize D domain spells; Domains Knowledge, Magic

Str 20, Dex 18, Con 12, Int 13, Wis 17, Cha 14 Base Atk +9; CMB +13; CMD 24

**Feats** Ability Focus (weakness), Alertness, Blind-Fight, Combat Casting, Deceitful, Dodge, Great Fortitude, Improved Natural Attack (claws), Weapon Focus (claws)

Skills Bluff +13, Disguise +13, Knowledge (arcana) +11, Perception +17, Sense Motive +11, Stealth +16, Swim +18 Languages Aklo, Common, Giant

SO mimicry

**Combat Gear** +4 *padded armor of heavy fortification, broom of flying, potion of haste,* unholy symbol of Hecate

Weakness (Su) Juká Blausk's claws sap strength from those she strikes. Each time she hits a foe with her claw attack, the victim takes 2 points of Strength damage unless he resists the weakness with a DC 18 Fortitude save. Alternatively, she can attempt to inflict even greater weakness on a foe by making a touch attack — this variant requires a standard action, and cannot be attempted in the same round the hag makes claw attacks. The opponent touched must succeed on a DC 18 Fortitude save or take 2d4 points of Strength damage. The save DC is Charisma-based. Mimicry (Ex) Juká Blausk can imitate the sounds of almost any animal found near her lair.

## Area B34: Summoning Chamber (CR 13)

An intricate octagonal star design cast with a metallic purple sheen adorns the floor of an alcove joining the corner of the chamber. The eight-pointed star pattern fills a rune-inscribed circle drawn in the round alcove. Lying on the floor within the circle is a **barbed devil**, a glowing longsword imbedded in its chest. Holy symbols of Arden adorn the sword's pommel.

The pattern is an inverted *magic circle versus evil* with a *dimensional anchor* trapping **Olchobhor**, a powerful barbed devil summoned by Chariska the Conjurer (Area B36) to further her stature within the Brood. The barbed devil is powerless while trapped within the circle.

To further its release, the cunning devil cast *major image* over the circle's interior, creating the image of the longsword impaling it. Furthermore, the *magic circle versus evil* has a *major image* warping the circle to appear as a *magic circle versus good*. When PCs enter the room, Olchobhor plays dead and concentrates on making the illusionary sword "speak."

Olchobhor (as the sword) attempts to persuade PCs into retrieving the blade to use in slaying the evil outsiders residing in the adjoining rooms. Olchobhor tries to convince PCs that the sword is a holy eviloutsider bane longsword named "The Exonerator." The story it tells is that it was left behind when its paladin wielder was slain centuries ago in a raid upon the temple. Once the seal drawn within the alcove is crossed, the protective wards trapping Olchobhor are broken and the barbed devil is free to wreak havoc.

#### OLCHOBHOR, BARBED DEVIL (ADVANCED) CR 12 XP 19.200

hp 198 (Pathfinder Roleplaying Game Bestiary, "Devil, Barbed")

## Area B35: Chariska's Antechamber

Luxurious tapestries embroidered with bronze symbols of Hecate and the transmutation magic discipline adorn the walls. A woven rug with a symbol of an eight-pointed star surrounded by a glyphic band sits on the floor. A single throne-like chair sits against the far wall, and a podium beside it has an open book on it.

The skin-bound book contains the true names of various evil outsiders. While the book is nonmagical, anyone so much as speaking one of the names aloud has a 5% cumulative chance of attracting the attention of an evil outsider. These devils go to great lengths to obtain this book, which is useful only if summoning and bartering with an evil outsider named in the tome. Using the book is a dangerous and evil act, and always results in terrible consequences.

## Area B36: Chariska's Private Chamber (CR 16)

A *permanent dimensional anchor* wards this chamber to prevent extraplaner travel. A *summon monster VI* trap is placed on the interior of the locked door (DC 25 Disable Device) that summons a **bone devil** into the chamber when the portal is touched. This immediately alerts **Chariska, the Mystic Theurgist of Hecate**, to intruders in her private sanctum. Chariska immediately casts *summon monsters* while **Plud**, her dretch familiar, summons other dretch. Slightly paranoid, Chariska always expects attacks, although none within the Brood of Hecate would dare challenge her authority with her close alliance to Dealyn Rhó.

**IRON DOOR:** 3 in. thick; Hardness 10; 50 hp; Break DC 30, Disable Device DC 30.

SUMMON MONSTER VI TRAP CR 7 Type: magic; Perception DC 31; Disable Device DC 31 (only disabled from the inside)

Trigger: proximity (alarm); Reset: none Effect: spell effect (summon monster VI, 14th-level wizard).

The bedchamber is furnished with white wood furniture. A bed sits on a raised dais opposite the entrance. Thick woven rugs completely cover the floor. Four detailed paintings hang from each wall. These works of "art" portray scenes from nightmarish planes, complete with portraits of their fiendish rulers. Each painting is valued at 1,000 gp if the right buyer can be found. A massive desk with stacked books and rolled scrolls sits to the right of the entry. Eight of the scrolls on the desk are *summon monster I-VIII* (CL 16). The other papers describe detailed and specific magic circles for trapping and holding summoned outsiders.

Behind one painting lies a small secret panel (DC 25 Perception check). The small *arcane locked* panel is equipped with a good lock (DC30 Disable Device). Furthermore, the door is trapped with a *harm* spell. Within the small compartment are three sheets of leathery parchment. These papers are contracts with evil outsiders that Chariska forced into service. The fiends are currently elsewhere carrying out specific tasks for the Brood. Destroying these forms releases the fiends, but allows them to roam freely to fulfill their

desires. The GM is encouraged to flesh out these fiends and what horrible endeavors they may pursue if set free. Each might even want to personally "thank" the PCs for freeing him.

#### *HARM* TRAP CR 7 Type: magic; Perception DC 31; Disable Device DC 31

#### Trigger: touch (alarm); Reset: automatic

**Effect:** Spell effect (*harm*, 13th-level cleric, DC 20 Fortitude save for 130 points of damage or a maximum of 1 hit point remaining).

#### AUGMENTED BONE DEVIL

CR 9

Pathfinder Roleplaying Game Bestiary, "Devil, Bone" XP 6,400

LE Large outsider (devil, evil, extraplanar, lawful) Init +9; Senses darkvision 60 ft., see in darkness; Perception +19 Aura fear aura (5 ft., DC 19, 1d6 rounds)

AC 25, touch 14, flat-footed 20 (+5 Dex, +11 natural, -1size) hp 145 (10d10+70) Fort +14, Ref +12, Will +7 DR 10/good; Immune fire, poison; Resist acid 10, cold 10; SR 20

Speed 40 ft., fly 60 ft. (good)

**Melee** bite +16 melee (1d8+7), 2 claws +16 melee (1d6+7), sting +16 melee (3d4+7 plus poison)

Space 10 ft.; Reach 10 ft.

Spell-Like Abilities (CL 12th)

Constant—fly

At will—*dimensional anchor, greater teleport* (self plus 50 lbs. of objects only), *invisibility* (self only), *major image* (DC 17), *wall of ice* 

3/day—quickened *invisibility* (self only)

1/day—summon (level 4, 1 bone devil, 35%)

#### Str 25, Dex 21, Con 24, Int 16, Wis 15, Cha 18

Base Atk +10; CMB +18; CMD 33

**Feats** Alertness, Combat Reflexes, Improved Initiative, Iron Will, Quicken Spell-Like Ability (*invisibility*)

**Skills** Bluff +17, Diplomacy +17, Fly +21, Intimidate +17, Knowledge (planes) +16, Perception +19, Sense Motive +19, Spellcraft +16, Stealth +14

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

**Poison (Ex)** Sting—injury; *save* Fort DC 22; *frequency* 1/round for 6 rounds; *effect* 1d3 Str damage; *cure* 2 consecutive saves. The save DC is Constitution-based.

### CHARISKA THE ACERBIC WITCH XP 51,200

CR15

Female half-elf cleric 3, wizard (conjurer) 3, mystic theurge 10 LE Medium humanoid (human)

**Init** +0; **Senses** dark-vision 60ft., low-light vision, *see invisibility*; **Perception** +5

Aura evil

AC 20, touch 14, flat-footed 18 (+6 armor, + 2 luck, +2 deflection) hp 104 (3d8 +6 plus 3d6 +6 plus 10d6+20) Fort + 11; Ref + 7; Will + 18 (+20 vs. enchantment) Defensive Abilities immune magic sleep effects

**Spd** 30 ft.

Melee +10/+5 (1d6+2)

**Special Attacks** channel positive energy (6/day—2d6, DC 12), spontaneous casting (inflict spells)

7/day—protective ward (+2 deflection/5rounds)

**Typical Spells Memorized** (CL 15th, melee touch +10, range touch +10)

7th-prismatic spray (DC 21), summon monster VII

5th-cone of cold (DC 20), monster summoning V, teleport, waves of fatigue (DC 19) 4th—black tentacles, charm monster (DC 18), enervation, lesser globe of invulnerability, solid fog, wall of ice 3rd—dispel magic, fireball (DC 18), lightning bolt (DC 18), magic circle against evil, ray of exhaustion, stinking cloud (DC 19) 2nd—acid arrow(x2), scorching ray, summon swarm, summon monster II, web (DC 18) 1st-grease (x2) (DC 17), magic missile (x2), protection from good, ray of enfeeblement(DC 15) 0-acid splash, flare, read magic, resistance Domain Spell-like Abilities (CL15th): at will-lore keeper 6/day-hand of the acolyte 13 rounds/day—remote viewing 2/day-dispelling touch Unholy Spells Prepared (CL 15th) 7th—repulsion(DC 20), spell turning<sup>D</sup> 6th—banishment, greater dispel magic<sup>D</sup>, summon monster VI 5th-break enchantment, flame strike (DC 19), inflict mass light wounds (DC 18), spell resistance<sup>D</sup> 4th—dimensional anchor, dismissal, imbue with spell ability<sup>D</sup>, unholv blight (DC 17) 3rd—*cure serious wounds, dispel magic<sup>D</sup>, invisibility purge, praver,* searing light, wind wall 2nd—aid, detect thoughts<sup>D</sup>, hold person (DC 15), owl's wisdom, status, undetectable alignment

1st—bless, comprehend languages<sup>D</sup>, command (DC 14), entropic shield, protection from evil, protection from good

0—detect magic, guidance, light, stabilize

6th-summon monster VI (x2), wall of iron

<sup>D</sup> domain spells; **Domains** Knowledge, Magic

Arcane School conjuration (opposition schools: illusion and transmutation)

Arcane Bond (familiar)

**Str** 10, **Dex** 10, **Con** 15, **Int** 19, **Wis** 17, **Cha** 8 **Base Atk** +8; **CMB** + 8; **CMD** 18

**Feats** Augment Summoning, Combat Casting, Greater Spell Focus (conjuration), Improved Familiar, Iron Will, Scribe Scroll<sup>B</sup>, Skill Focus<sup>B</sup> (knowledge, planes), Spell Focus (conjuration), Spell Focus (Evocation), Spell Penetration

Skills Fly + 6, Heal +9, Knowledge (arcana) + 23, Knowledge (history) + 23, Knowledge (planes) + 29, Knowledge (religion) + 23,

Perception +5, Sense Motive + 13, Spellcraft + 26; **Racial modifier** +2 Perception.

Languages Abyssal, Celestial, Draconic, Common, Elven, Infernal, Ignian

**SQ** combine spells (5<sup>th</sup>), diviner's fortune, forewarned, scrying adept, spell synthesis, *permanent arcane sight, permanent darkvision* 60 ft., *permanent see invisibility* 

**Combat gear** bracers of armor +6, staff of power, ring of protection +2, helm of telepathy. **Non-combat Gear:** prison keys, unholy symbol of Hecate

**Description** Chariska is a thoroughly unpleasant woman. Her underhanded and corrupt personality matches her unpleasant appearance. Except for Dealyn Rhó, Chariska distrusts and despises the rest of the Brood, remaining separate from the haughty and snobbish members. Chariska's figure is lumpy and twisted with age, and her skin resembles a banana left in the sun too long. Her staff bends precariously in order to support her heavy frame.

CR3

#### PLUD (ADVANCED DRETCH FAMILIAR)

Pathfinder Roleplaying Game Bestiary, "Demon, Dretch" XP 800 CE Small outsider (chaotic demon avil extraplanar)

CE Small outsider (chaotic, demon, evil, extraplanar) Init +2; Senses darkvision 60 ft.; Perception +9

AC 26, touch 13, flat-footed 26 (+13 natural, +1 size, +2 Dex) hp 52 (16 HD)

Fort +11, Ref +7, Will +18 Defensive Abilities improved evasion; DR 5/cold iron or good; SR 21; Immune electricity, poison; Resist acid 10, cold 10, fire 10

#### Speed 20 ft.

Melee 2 claws +11 (1d4+3), bite +11 (1d4+3) Spell-Like Abilities (CL 2nd) 1/day—cause fear (DC 13), stinking cloud (DC 15), summon (level 1, 1 dretch 65%)

#### **Str** 16, **Dex** 14, **Con** 18, **Int** 17, **Wis** 15, **Cha** 15 **Base Atk** +8; **CMB** +11; **CMD** 23

Feats Alertness<sup>B</sup>, Toughness

**Skills** Escape Artist +9, Heal +8, Knowledge (arcana) + 20, Knowledge (history) + 20, Knowledge (planes) + 20, Knowledge (religion) + 20, Perception +9, Sense Motive + 13, Spellcraft + 25, Stealth +13

Languages Abyssal (cannot speak); telepathy 100 ft. (limited to Abyssal-speaking targets)

**SQ** deliver touch spells, empathic link, scry on familiar, share spells, speak with master

**Combat gear:** *Potion of bull's strength* and *cat's grace* 

**Description:** Plud stands 4 feet tall and weighs 230 pounds. He cowers and scurries when not in Chariska's presence. He strangely resembles Chariska in appearance. Plud lives in constant fear from the abuse Chariska doles out on the poor familiar. He rarely leaves her side, however, fearing the powerful devils and hags roaming Abhor Brazier who would delight in inflicting worse punishments.

## Area B37: The Cold Room

This room is inexplicably cold, although the bitter chill has no ill effects other than to cause PCs to shiver slightly. A frosted ornate bronze urn filled with clear icy water sits in the room. A DC 30 Perception check reveals the sounds of splashing water (coming from Area B38) behind the east wall.

Two rounds after a PC of good alignment enters this room, the Brood of Hecate's mistress of Necromancy (Area B39) takes notice and investigates.

## Area B38: The Crypt Abode of Aliak Tal Ashon

These sealed chambers serve as Abhor Brazier's crypts. Rows of burial niches holding ornamental urns line each room from floor to ceiling. The majority of urns contain the ash remains of beloved members of Hecate's Brood.

A fountain in the middle of the room splashes water over a humansized statue of Hecate depicting her in the days before her decline into dark magic. The icy water trickles from a golden chalice the statue holds above its hand. Small icicles drape the statue like a shroud. The water flows down the statue's arm and over its body in a fine sheen of water. The liquid overflows from a small basin at her feet onto the floor. The slushy water is several inches deep but otherwise does not impede movement. It slowly drains through cracks in the cobblestone floor. The chalice acts as a *decanter of endless water*.

Aliak Tal Ashon (Area B39) frequently wanders into this chamber to revere Hecate. She casts *control water* to completely flood the sealed room with near freezing water to trap intruders in a watery tomb. She then *summons* a giant octopus before entering combat.

## Area B39: Sanctuary of the Darkened Soul (CR 13)

A huge statue of Hecate stands against the rounded wall of this niche-filled chamber. Hundreds of urns line the niches, each inscribed with a name and phrase describing the person within. The statue's arms are raised over an altar of dull black stone. Lying upon the altar are the dusty skeletal remains of **Aliak Tal Ashon**, **a ghost cleric of Hecate**. Her form still wears the deteriorating priestess robes and equipment she was entombed with. A ceremonial +4 silver dagger is embedded in her neck vertebra. An *unhallow* spell with a *darkness* effect tied to the area protects the room.

Aliak Tal Ashon has haunted the dungeon of Abhor Brazier for nearly 300 years. She is the Brood's undisputed master of necromancy. While not the most powerful member of the necromantic arts, she nevertheless slew all challengers to her position.

Aliak Tal Ashon flies into a rage if anyone penetrates the tomb. Unlike most ghosts, she desires to remain on this plane and retain her position within the Brood. She has an agreement with Dealyn Rhó to not harm the high priestess if she or her familiar are forced to retreat to this chamber via their *contingency* spells.

To lay her soul to rest, her body must be properly cremated and her remains interred. PCs could accomplish this by placing her ashes in an urn and placing the urn in an empty niche within the crypt.

**CR 13** 

#### ALIAK TAL ASHON (GHOST)

Pathfinder Roleplaying Game Bestiary, "ghost" XP 25,600 Female ghost (incorporeal) cleric 12

LE Medium undead

Init +6; Senses darkvision 60ft.; Perception +26 Aura Evil

AC 18, touch 18, flat-footed 16 (+2 Dex, +6 deflection) hp 135 (12d8+70)

Fort +8; Ref +6; Will +11

**Defensive Abilities** channel resistance +4, rejuvenation; **Immune** undead traits

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

Melee +11 corrupting touch 13d6 (DC 24) plus Channel Smite Special Attacks channel negative energy (6d6, 9/day, DC 24), corrupting gaze, spontaneous casting (inflict spells) Domain Spell-like Abilities (CL12th): at will—lore keeper 6/day—hand of the acolyte

2/day—dispelling touch

Spells Prepared (CL 12th)

6th—antilife shell, legend lore<sup>D</sup>, summon monster VI

5th—spell resistance<sup>D</sup>, summon monster V, unhallow, wall of stone 4th—control water, divination<sup>D</sup>, divine power, unholy blight (DC

17)

3rd—*deeper darkness, dispel magic*<sup>D</sup>, *helping hand, invisibility purge, prayer, searing light* 

2nd—*darkness, desecrate, detect thoughts*<sup>D</sup>, *eagle's splendor, silence, sound burst* 

 $1 st-bless, \ comprehend \ languages^{D}, \ detect \ good, \ divine \ favor, \ doom, \ summon \ monster \ I$ 

0-create water, guidance, light, virtue

<sup>D</sup> domain spells; **Domains** Knowledge, Magic

Str —, Dex 14, Con —, Int 14, Wis 17, Cha 23 Base Atk +9; CMB +9; CMD 21 (can't be tripped or grappled) Feats Ability Focus (channel energy), Ability Focus (corrupting touch), Channel Smite, Combat Casting, Eschew Materials, Improved Channel, Improved Initiative Skills Knowledge (arcana) +17, Knowledge (religion) +17, Percep-

**Skills** Knowledge (arcana) +17, Knowledge (religion) +17, Perception +26, Sense Motive +18, Spellcraft +17, Stealth +10; **Racial** 

Modification +8 perception and Stealth Languages Common, Infernal SQ malevolence, *telekinesis* 

**Corrupting Gaze (Su):** Aliak Tal Ashon has a gaze attack with a range of 30 feet that causes 2d10 damage and 1d4 Charisma damage (Fortitude (DC 22) save negates Charisma damage but not physical damage).

**Corrupting Touch (Su):** By passing part of her incorporeal body through a foe's body as a standard action, Aliak Tal Ashon inflicts 12d6. This damage is not negative energy—it manifests in the form of physical wounds and aches from supernatural aging. Creatures immune to magical aging are immune to this damage, but otherwise the damage bypasses all forms of damage reduction. A DC 24 Fortitude save halves the damage inflicted.

**Malevolence (Su):** Aliak Tal Ashon's jealousy of the living is particularly potent. Once per round, she can merge her body with a creature on the Material Plane. This ability is similar to a *magic jar* spell (caster level 12th), except that it does not require a receptacle. To use this ability, the she must be adjacent to the target. The target can resist the attack with a successful Will (DC 22) save. A creature that successfully saves is immune to Aliak Tal Ashon's malevolence for 24 hours. **Telekinesis (Su):** Aliak Tal Ashon can use *telekinesis* as a standard action once every 1d4 rounds (caster level 12th).

**Description** Aliak Tal Ashon was a promising young Brood member. Her stance and beauty guaranteed her a quick rise in power. Jealous and fearful of her potential, the other members of the Brood at the time sacrificed Aliak and left her body unburied in one of the many hidden crypt rooms below Abhor Brazier. The chamber was sealed to further the humiliation. Aliak returned a week later to slay the Brood member who drove the dagger into her body. The remaining members of the Brood bargained with the ghost, granting her a position of power within the temple's ranks.

Aliak possesses an unearthly beauty, which turns to horrific rage when angered.

**Treasure:** Aliak Tal Ashon's corpse still wears her equipment: +2 ghost touch full platemail, +2 ghost touch heavy steel shield, +3 ghost touch heavy flail of spell storing (inflict serious wounds, CL 12), unholy symbol of Hecate

## Area B40: The Room of Fire

A *permanent wall of fire* horizontally covers the pit entrance to this room. The flames deal 2d6+18 points of damage to anyone passing through them. The walls, floor and ceiling are also covered by *permanent wall of fire* spells. PCs entering the pit automatically suffer 6d4 points of damage per round (no save). The intense heat can be felt on the walls in the halls near Area B34 and B35. The 20-foot-deep pit contains various deep gouges in the walls that the iron golem hydra at the bottom of the pit uses to climb to reach Area B3. The massive golem fills the pit. It is so large that it can anchor itself using the gouges to attack normally while most of its bulk remains in the pit.

At the bottom of the pit (beneath the hydra golem) is a three-footthick stone lid that hides a few prized possessions of the Brood. The lid (DC 34 Search check) weighs 3,200 pounds. The iron golem moves the lid for the Brood.

The cache holds an adamantine bastard sword, a *holy dwarven thrower*, a *ring of shooting stars*, a *rod of security*, a *belt of physical perfection* +6, an *amulet of mighty fists* +3, a *greater horn of blasting*, a *chime of interruption*, *horseshoes of dancing* (as *boots of dancing* but appear as *horseshoes of the zephyr*, until triggered), a *scarab of protection* (8 uses remaining), and a *folding boat*.

## Area B41: The Prison (CR 5)

The corridor takes a turn and descends a steep flight of stairs to a 50-foot-long hall. Three iron doors line each wall. Small iron-grated windows allow a view into the cells. Each cell is *arcane locked* 

(CL16) from the hallway and cannot be opened from the interior once closed. The doors are warded with an *inflict critical wounds* trap that affects both sides of the doors. The wards automatically reset one round after being discharged. Only Dealyn Rhó and Chariska have the keys to the prison.

CR 5

Type: magic; Perception DC 29; Disable Device DC 29

INFLICT CRITICAL WOUNDS TRAP

**Trigger:** touch; **Reset:** automatic (1 round) **Effect:** spell effect (*inflict critical wounds*, 20th-level cleric, 4d8+20, DC 20 Will save half damage).

## Area B41-A: Cell (CR 15)

This cell holds **Thurid Hrolf**, an nefarious assassin from Bargarsport who was hired by Devarsi to slay Dealyn Rhó. He failed. Dealyn has not yet had the chance to interrogate him.

Thurid still maintains his disguise of a female priestess of Hecate. He has thus far been unable to escape. If confronted, he claims to be a lesser priestess who had a change of heart. "She" was imprisoned here for her kindness to other prisoners (now conveniently deceased). Despite his predicament, Thurid remains faithful to his mission. Thurid flirts with any susceptible male PCs to gain his release so he can complete his contract.

## THURID HROLF (THE VIRGIN PRIESTESS OF HECATE) CR 15 XP 51,200 NE Medium humanoid Male human rogue 6, assassin 10 Init +7; Perception +9 Init +7 Init +7

AC 19, touch 14, flat-footed 15 (+5 armor, +3 Dex, +1 dodge) hp 112 (6d8+6 plus 10d8+10) Fort +8 (+13 vs. poisons), Ref +17, Will +9

#### Speed 30 ft.

Melee +4 longsword of wounding +18/+15 (1d8+7/17-20 plus wounding + poison) Special Attacks death attack, sneak attack (+8d6), swift death

#### Str 17, Dex 17, Con 13, Int 16, Wis 11, Cha 20 Base Atk +11; CMB +14; CMD 27

**Feats** Deceitful, Dodge, Improved Critical (longsword)<sup>B</sup>, Improved Initiative, Improved Iron Will, Iron Will, Lightning Reflexes, Mobility, Skill Focus (disguise), Spring Attack

Skills Acrobatics +22, Bluff +26, Climb +12, Disable Devise +24, Disguise +39, Escape Artist +22, Intimidate +24, Perception +9, Sense Motive +9, Sleight of Hand +12, Stealth+37, Use Magic Devise +14 Languages Common, Orc, Goblin

**SQ** angel of death, evasion, hidden weapons, hide in plain sight, improved uncanny dodge, poison use, quiet death, rogue talent [combat trick (Improved Critical), fast stealth, surprise attack], swift death, trapfinding, trap sense +2, true death, uncanny dodge

**Combat Gear:** +2 cloak of resistance, hat of disguise, heightened amulet of proof against detection and location (DC 25), +3 greater shadow leather armor (under his priestess robes), glove of storing, +4 longsword of wounding, potions of haste, cure serious wounds (CL10), 4 draughts purple worm poison. **Non-combat Gear:** master work thieves' tools, 4 sunrods, 4 smoke sticks.

**Purple worm poison (Ex)**—injury; *save* Fort DC 25; *frequency* 1/ round for 6 rounds; *effect* 1d4 Strength damage; *cure* 3 consecutive saves. The save DC is Constitution-based.

**Description:** Handsome, chivalrous and thoroughly egotistical, Thurid Hrolf has no boundaries in fulfilling his contracts. Thurid was hired for a specific mission, but he will not hesitate removing anyone in his way. If his identity is discovered, he attempts to negotiate his freedom and offers his specialized services at a discount.

## Area B41-B: Cell

This cell holds **4 human male commoners** (Com1, Str 14) from a nearby mountain village. They have little to offer PCs other than a feast in their honor upon their safe return home.

## Area B41-C: Cell

This cell is empty.

## Area A41-D: Cell

This prison cell holds **Ceallachan**, an **astral deva** suffering the worst tortures Abhor Brazier's inhabitants can inflict upon him. The deva, who is barely alive, was ensnared and brought here months ago to endure torture beyond mortal comprehension. Ceallachan was on a mission to investigate the return of Akruel Rathamon, but was captured by the witches of Abhor Brazier.

In a methodical and calculating attempt to turn Ceallachan into a being of vile corruptness, Dealyn Rhó patiently persecutes the angel to the limits of his immortal soul. He is chained to the floor by *dimensional shackles* bolted to the floor through an adamantine ring. The ring must be broken to free the shackles.

Due to repeated experimental surgeries, Ceallachan has lost all spell-like abilities. He has fallen to the sinful temptations of the Brood but still retains his Good alignment. He knows he can never return to his former glory and that his only future freedom is death's release. Ceallachan pleads to any rescuers to end his tortured life and free him of the evil taint he now harbors. He knows that only an act of self-sacrifice in the cause of good or the intervention of a deity can save him from eternal damnation. Ceallachan is more than willing to sacrifice his life energy to empower the *Scepter of Faiths*. He sees it as the last noble act even his angst-ridden soul can perform.

#### CEALLACHAN (ASTRAL DEVA) XP 38,400

**CR 14** 

**hp** currently 3 (*Pathfinder Roleplaying Game Bestiary*, "Angel, Astral Deva")

**Description** Plucked and filthy, Ceallachan appears nothing like his former glory. Horrific surgical scars mar his torso and head. Unholy tattoos and brands decorate his body. His eyes continuously weep, leaving white trails down his grimy cheeks.

## Area B41-E: Cell

This cell holds **Friedric**, a fattened human male (CG Com 1). Dealyn Rhó plans to bribe the hags in the Coven of Hecate with this tasty morsel.

## Area B41-F: Cell

This cell is empty, although bloodstains cover the walls.

## Ending the adventure

The PCs need to successfully find Ceallachan and convince him to sacrifice himself to power the *Scepter of Faiths*. Ceallachan readily welcomes the chance to redeem his darkened soul, and the Seminary holds a massive ceremony to help "purify" the deva before the *Enchantment of Power* rite is performed. This final blessing demonstrates how the good of many can be saved by the sacrifice of one. The martyr spends eight days of prayer, penance and fasting before freely impaling the scepter into its heart. The time Ceallachan has spent in Abhor Brazier's dungeons more than exceeds the eight days. The ceremony is unnecessary, but it does ease Ceallachan's mind somewhat that his soul is clean enough for the soon-to-be holy relic.

The blessing requires that at least 12 life levels be freely bestowed into the scepter during this final blessing. The life sacrificed cannot be restored by any means other than divine intervention and must come from a single being that willingly makes the sacrifice. This final blessing demonstrates how the good of many can be saved by the sacrifice of one.

After Ceallachan plunges the scepter into his chest, the Seminary's dome glows brilliantly, blinding all within the chamber for 1d6 rounds. When everyone's vision returns, the glowing *Scepter of Faiths* lies on the floor — and a second block of stone encases Ceallachan's form. The new crystal block stands beside the one already housed within the Seminary. Where Ceallachan's face once was dejected and miserable, contentment now is written across his peace-filled face.

Bringing down Abhor Brazier is an admirable goal, but not required to complete the adventure. Any members of the Brood who remain alive after PCs invade the temple do their best to track the invaders and exact vengeance.

Once the ritual is complete, the *Scepter of Faiths* gains a final +1 enchantment bonus to attack and damage (a total of +4 bonus enchantment). The scepter also gains a Lawful Good alignment when determining an opponent's damage reduction. The *Scepter of Faiths* also becomes intelligent and has free will to use its powers. It immediately requests that its wielder complete its destiny and destroy Akruel Rathamon. The *Scepter of Faiths* immediately begins asserting its will to seek out and destroy the death-priest. The scepter speaks in Ceallachan's voice.

Over the years the scepter held Akruel immobilized, it gained the knowledge that Akruel cannot be slain by normal means. It realizes that something else must be powering Akruel's immortality and desires to travel to Al-Sifon to discover this source. Its overall goal is the destruction of Akruel Rathamon, and it works fervently toward achieving this.

PCs will get the final chance to prove themselves as they must now take the scepter and travel to the Seething Jungle to find the temple of al-Sifon. There, they'll have to face the overwhelming hordes of undead led by the death priest Akruel. They'll have to travel through the horrid tunnels of the dead to find and destroy the source of the death-priest's power.

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