

SF 3

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Splinters of Faith

— Adventure 3: Culvert Operations —

By Gary Schotter & Jeff Harkness



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

Special Thanks

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



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Splinters of Faith

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

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

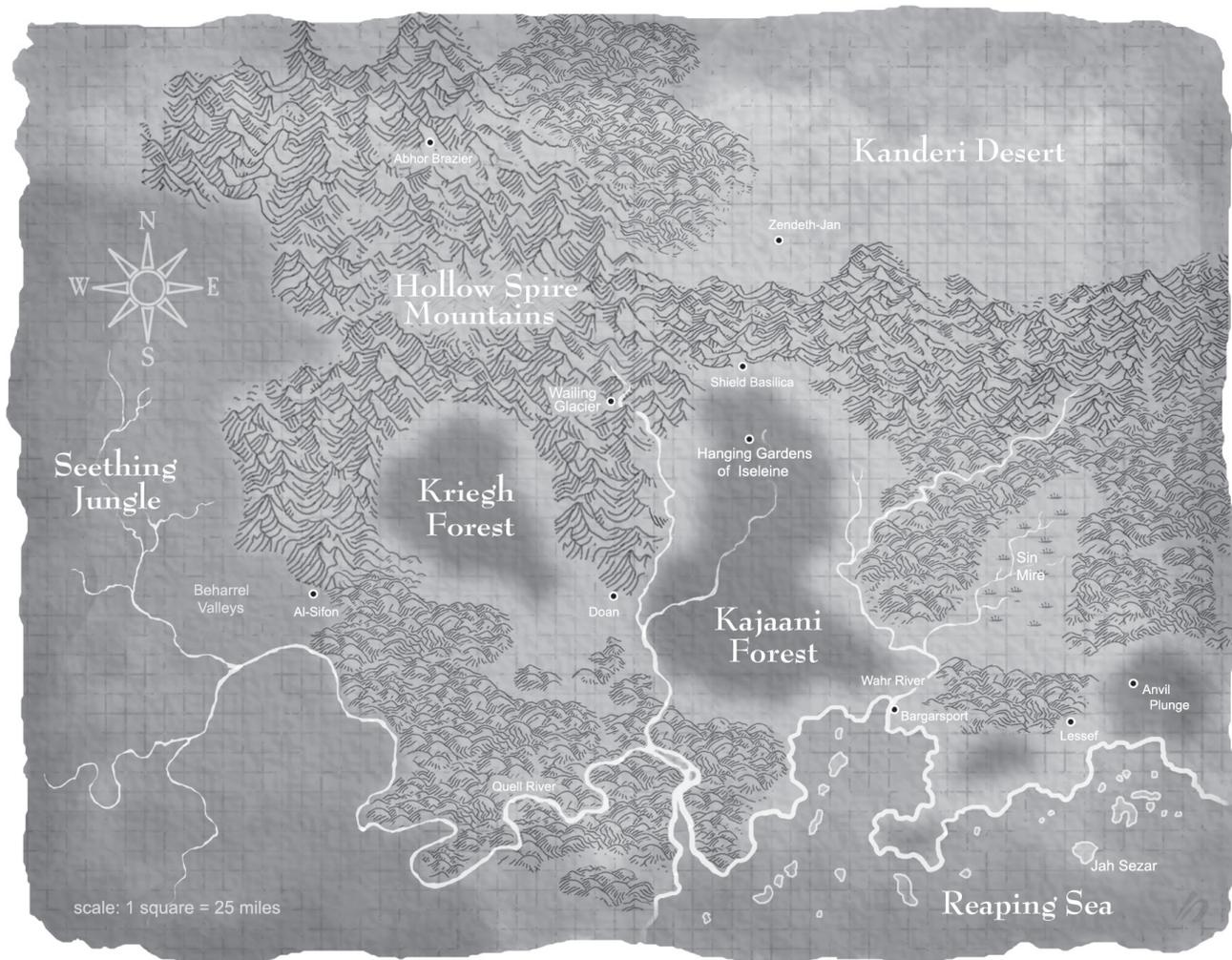
A collection of thieves, beggars and shifty vagrants sit around the room's periphery, watching all transactions going on in the room. They are the eyes and ears of the underground priesthood, mingling unseen among the upper city's masses.

Background

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

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

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



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How to Use This Adventure

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

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

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

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

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

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

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

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

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

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

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

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

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



Bargarsport

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

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

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

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

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

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

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

Area B: Alantyr Mansion

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

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

Area C: Ashenchisel Imports

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

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

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

Area D: Bargarsport Prison

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

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

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

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

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

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

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

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

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

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

WIGHT
XP 800

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

CR 3

Area E: Lykurgus the Butcher (CR 6)

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

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

LYKURGUS
XP 2,400

Male half-orc Ftr3/Clr4

CE Medium humanoid

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

Aura evil

CR 6

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

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

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

Defensive Abilities bravery +1, orc ferocity

Spd 30 ft.

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

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

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spontaneous casting (inflict spells)

Domain Spell-like Abilities (CL 4th):

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

Spells Prepared (CL 4th):

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

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

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

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

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

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

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

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

Languages Common, Orc

SQ armor training 1

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

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

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

Area F: The Sewer Workers Union

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

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

Bargarsport's Sewers

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

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

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

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

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

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

Rising Water

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

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

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

Areas G-H: Ocean Caves

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

Area G: Ocean Cave

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

Area H: Coral Path

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

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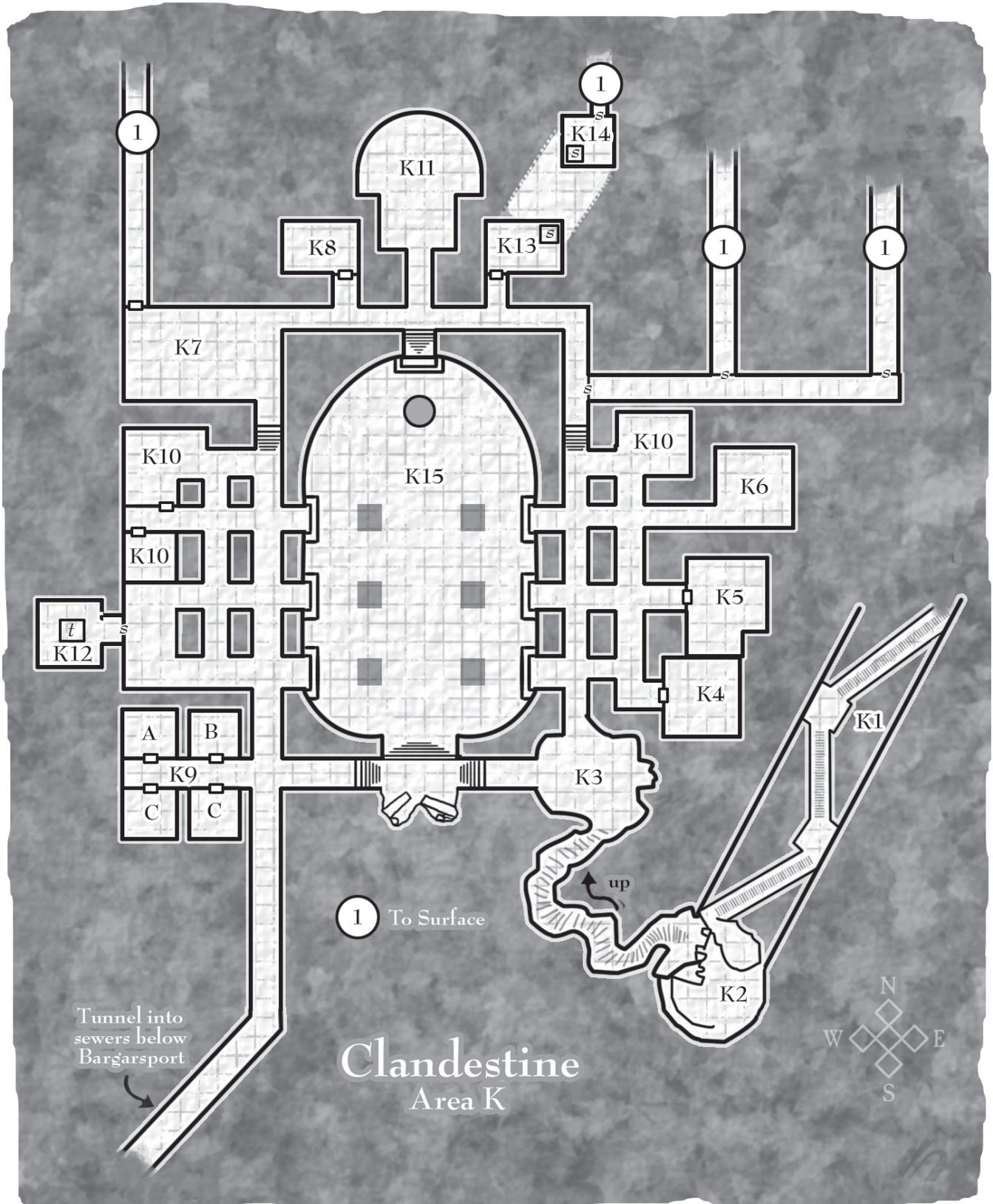
boat that gets carried along with the tide. The cave opening leads to Area S.

Area I: The Placid Cove

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

Area J: The Docks

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



Area K: Clandestine

Location: Underground catacomb beneath a city's streets.

Nickname: The Vault

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

Worship domains: Luck, Travel, Trickery

Leader: Reneth Anora (Rog6/Clr10)

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

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

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

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

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

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

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

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

New Deity: Ayianna

Goddess of Luck, The Damsel of Intrigue

Alignment: Chaotic Neutral

Domains: Luck, Chaos, Travel, Trickery

Typical Worshipers: Rogues, Bards, Humans, Halflings

Favored Weapon: Short sword

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

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

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

Area K1: The Chime Tower

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

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

Area K2: Tower's Base

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

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

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

Area K3: Entrance

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

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

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

Area K4: The Iron Chamber

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

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

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A false lock sits on the interior face.

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

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

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

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

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

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

BURNING OIL TRAP; CR 2

Type mechanical; Perception DC 20; Disable Device 28

Trigger: location; Reset: manual

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

Area K5: Murder Holes/Barracks

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

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

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

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

Area K6: Lathaine, Artiste

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

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

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

Area K7: Mess Hall

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

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

Area K8: The Kitchen

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

Area K9: Apartments

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

Area K9-A: Boluk's Room

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

Area K9-B: Dawol's Room

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

Area K9-C: Empty Rooms

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

Area K10: The Initiate Priests' Room

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

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

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

Area K11: The Initiate Rogues' Room

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

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

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

Area K12: The Treasury

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

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

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

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

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

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

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

POISON NEEDLE TRAP; CR 2

Type: mechanical; Perception DC 22; Disable Device 17

Trigger: touch; Reset: repair

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

Area K13: Reneth Anora's Chamber

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

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

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

Area K14: Secret Chamber

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

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

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

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

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

Area K15: The Main Temple

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

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

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

ADVENTURE 3: CULVERT OPERATIONS

earthen walkways.

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

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

Adventure Background

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

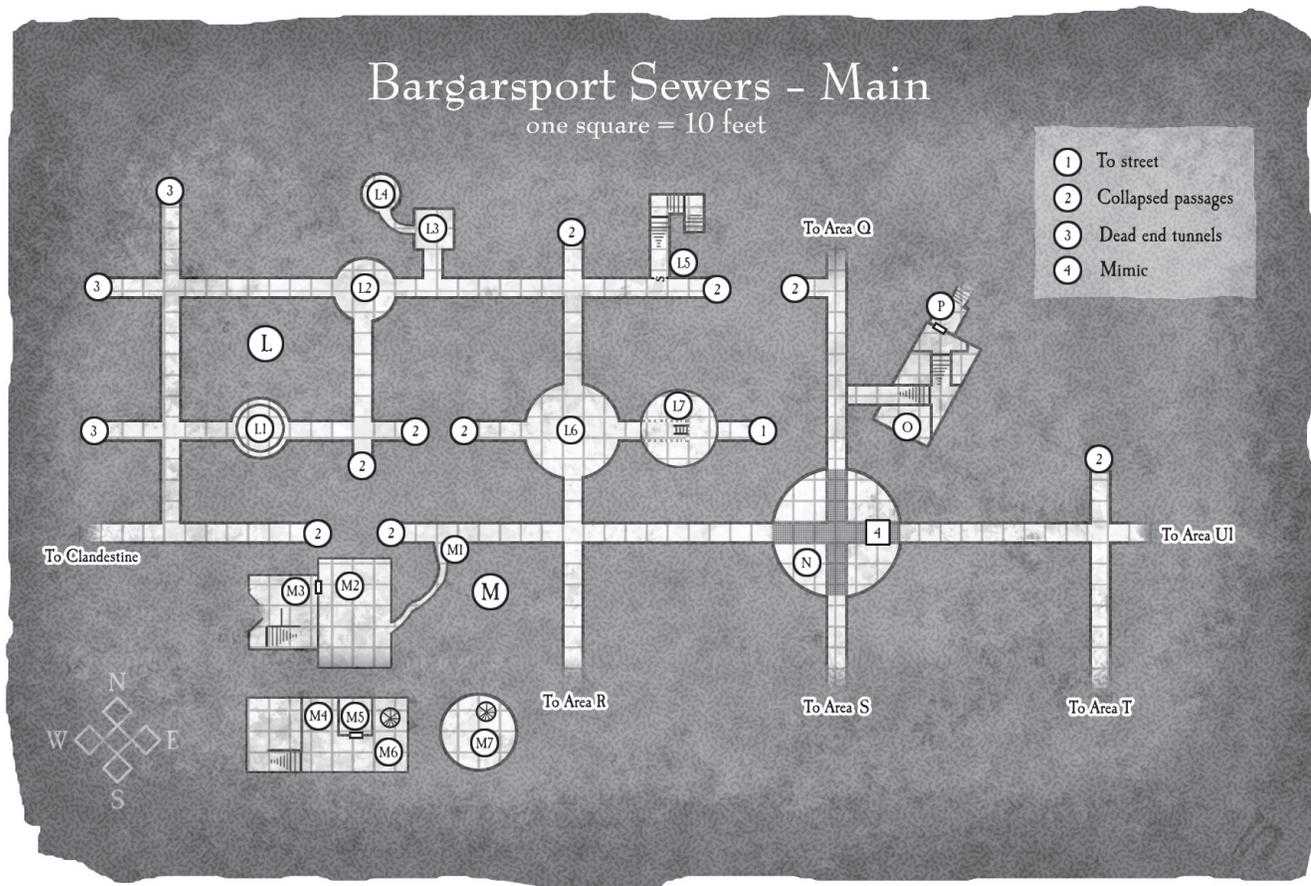
Reneth fears the necromancer is assembling a battalion of undead minions in the abandoned sewers. Although she has not yet acted against Clandestine directly, Reneth feels it is only a matter of time. Recently, Reneth sent six of her disciples to initiate peace talks and to inquire what the foreign necromancer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

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

Entering the Sewers

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

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



Wandering Monsters

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

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

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

Low-tide encounters

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

High-tide encounters

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

Special Encounter: Sewer Cat; CR 4

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Wandering Monsters cont.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Area L: The Blood Sump

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

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



Area L1: Blood Golem (CR 5)

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

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

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

BLOOD GOLEM

CR 5

The Tome of Horrors by Necromancer Games, Page 151

XP 3,200

N Large Aberration

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

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

hp 51 (7d8) (Fast healing 3)

Fort +2, Ref +3, Will +5

DR 10/+1

Speed 30 ft.

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

Space 10 ft.; Reach 5 ft.

Special attacks Blood consumption, cell division

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

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

Special Qualities Weapon resistance, vulnerabilities Resist fire (20)

Feats Alertness

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

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

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

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

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

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

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

Area L2: Blood Rain (CR 7)

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

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

GHASTS (2)

CR 3

Pathfinder Roleplaying Game Bestiary, "Ghoul"

XP 600

CE Medium undead

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

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

hp 23, 21 (2d8+8)

Fort +4, Ref +4, Will +7

Defensive Abilities channel resistance +2

Speed 30 ft.

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

(1d6+3 plus paralysis)

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

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

Base Atk +1; CMB +4; CMD 18

Feats Weapon Finesse

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

Languages Common

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

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

ADVENTURE BACKGROUND

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

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

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

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

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

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

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

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

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

Area L3: Chuglirk the Repugnant (CR 4)

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Area L5: Secret Passage (CR 1)

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

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

Area L6: Slime Fall (CR 4)

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

The floor of the lower chamber is bowl-shaped from ages of falling water eroding the bricks. A shallow pool of slimy water fills the depression. Despite the ominous setting, the pool is not the real danger in the room. A trapped **otyugh** lives in the upper chamber. The wandering creature fell into the upper chamber and has been unable to escape. It survives by catching prey that wanders into the room beneath the grate.

The slime-covered iron grate gives the otyugh a +4 cover bonus to range attacks and a +4 bonus to Stealth skills. The otyugh can reach anyone entering the lower room by sliding its tentacles through the grate. It targets Small size creatures, which can be pulled upright through the grate's openings. Anyone yanked through the grate suffers 1d6 points of damage as he hits the grate's rusted metal. The otyugh then scampers away with its meal.

OTYUGH
XP 1,200

hp 51 (*Pathfinder Roleplaying Game Bestiary*, "otyugh")

CR 4

Area L7: Safe Area

An iron ladder hangs beneath an open portal in the ceiling. The ladder ascends to a 20-foot-diameter round room. Another ladder continues up to a solid iron door. The iron door is airtight and barred from above. It opens onto Bargarsport's street through a manhole.

This room is safe from the rising water of high tide, but not from the inhabitants of the sewers who sometimes climb into this nest to escape the incoming tide. Creatures carried in by the ocean also probe the area occasionally looking for a covering meal.

BARRED IRON TRAPDOOR: 3 in. thick; Hardness 10; hp 60; Break (DC 28), Disable Device (DC 25).

Area M: The Estate of Neyshabu

This ancient buried manor house lies in ruins. Little is left of the upper floors, but the lower three floors remain intact. Neyshabu was a secretive mage of local repute who long ago perished during the cataclysm that destroyed Bargarsport. When the manor house was buried in burning mud, its foundations crumbled and the entire dwelling tilted at a 45-degree angle.

Thinking at Angles

Getting around in Neyshabu's estate can be tricky because of the steeply angled floors. Walking around inside the manor requires PCs to make DC 10 Acrobatics checks. Failing the check by more than 5 results in the PC tumbling down the floor, taking 1d6 points of subdual damage per 10 ft. fallen when he hits the far wall.

Single actions only are allowed while in the manor. Each round, PCs can move normally up to their speed or they can perform a single attack action. No double moves, charging or multiple attacks are possible.

Each round PCs are engaged in melee they must make a DC 10 Acrobatics check or tumble down the inclined floor (taking 1d6 points of subdual damage per 10 ft. fallen as above).

Area M1: Earthen Passage (CR 1)

A 25-foot passage clawed from the earth leads upward through crumbled brick. The thick mud and sludge requires a DC 20 Climb check to get through. The passage opens into the ground floor of a buried tower. These areas are safe from the rising water of high tide.

Four rotting bodies lie slumped throughout the room. Their heads have been smashed, and one lies ripped into pieces. These unfortunate ghouls sensed the flesh of the hill giant zombie (Area M3) and tunneled into the buried tower to get at the creature. The hill giant destroyed them.

Area M2: First-Floor Entry Room (CR 1)

This room once was a dining room, but now lies devastated. Nothing of use or interest remains. A passage opens 15 feet above the lower corner. The passage continues 10 feet to Area M3. Climbing to the passage requires a DC 10 Climb check.

Five feet of stagnant water floods the room's lowest corner. Jagged bones of the hill giant zombie's past victims fill the water. Any disturbance in the room summons the zombie (Area M3).

Area M3: The Welcoming Chamber (CR 4)

The floor of this crumbling room is shattered and broken. The manor's original front door erupts inward in a mound of dirt and debris. A crumbling stair scales the lower wall to a ruined balcony. Waiting near the door stands the tower's original guardian, a **hill giant zombie**. The giant corpse is stuffed with sawdust and natron, a preserving mineral. Its skin glistens with crystalline residue from the minerals, giving the zombie a peculiar crusty appearance. The giant zombie originally served as a doorman and bodyguard for the wizard. After the mage was killed in the cataclysm that sank the city, Neyshabu returned as a wraith to again command the zombie. The zombie now fights with one hand pushed against the ceiling so the creature can keep its balance in the tilting room.

The stairs are safe and can easily be climbed to the second floor. The other doors in the room open onto chambers completely filled with debris.

HILL GIANT, ZOMBIE

CR 5

Pathfinder Roleplaying Game Bestiary, "Hill Giant" "Zombie"

XP 1,600

NE Large undead

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

AC 16, touch 7, flat-footed 16 (—2 Dex, +9 natural, —1size)

ADVENTURE BACKGROUND

hp 85 (12d8)
Fort +10, **Ref** +11, **Will** +4
DR 5/slashing; **Immune** undead traits

Spd 40 ft.
Melee slam +15 (1d8+12)
Space 10ft.; **Reach** 10ft.

Str 27, **Dex** 6, **Con** —, **Int** —, **Wis** 10, **Cha** 10
Base Atk +8; **CMB** +17; **CMD** 25
Feats Toughness^B

Staggered (Ex): Zombies have poor reflexes and can only perform a single move action or standard action each round. A zombie can move up to its speed and attack in the same round as a charge action.

Area M4: Second-Floor Library

The balcony opens into a library filled with mountains of decomposing books and shelves lying in heaps in the corner. A door stands open on the opposite side of the room, and another remains shut in the upper corner. Buried in the pile of pulped and disintegrating books lies a sealed tube containing an *arcane scroll* (*dispel magic*, *arcane sight* and *rage*, CL 9) and a second *arcane scroll* (*fireball*, *invisibility sphere* and *ray of exhaustion*, CL 7). Finding the tubes requires a DC 15 Perception check for each one.

Another door leading to a collapsed room lies under the heap of rotting debris.

Area M5: Closed Door Room (CR 2)

A successful DC 10 Climb check is required to reach this door. The door is stuck, and the angled floor makes opening it difficult. Leaning against the opposite side of the door is a dilapidated wardrobe. The wardrobe tilts out the door once anyone opens the portal. Anyone in the wardrobe's path is subject to crushing and falling damage as the wardrobe slides down the inclined floor.

STRONG WOODEN DOOR: 2 in. thick; Hardness 5; hp 20 hp; Break (DC 23).

WARDROBE TRAP CR 3
Type: mechanical; Perception DC 21; Disable Device 20

Trigger: location; Reset: none
Effect: No attack roll necessary; 2d8 points of crushing damage plus 1d6 points of falling damage; Reflex save DC 20 avoids.

Neyshabu used the room beyond the falling wardrobe as his bedchamber. Furniture lies in decaying heaps against the wall. A DC 15 Perception check uncovers a bag of 20 sapphires (25 gp) and a silvered dagger amid the debris. Neyshabu also kept more treasured items in a wall safe (DC 20 Perception check). The angled room makes opening the safe tricky, however. If proper precautions are not taken, the items inside the safe spill out and hit the floor as they tumble into Area M4. A DC 12 Reflex save allows each PC within five feet of the safe a chance to catch a random item as it rolls past.

Within the safe are a *wand of acid arrow* (CL 5, 26 charges), an *arcane scroll* (*haste*, *charm person*, CL 7), potions of *grease*, *water breathing*, *heroism* and *bull's strength*, a *bead of force* and *slippers of spider climbing*.

Uncaught potions shatter if they hit the floor. The *bead of force* rolls out and explodes in the center of the room if not caught.

Area M6: Waiting Room (CR 1)

Decaying furniture and rubbish litter the lower corner of this empty room. A 30-foot-tall iron spiral staircase leads up at an angle to an

opening in the ceiling. Getting to the base of the stairs requires a DC 10 Climb check. Traversing the spiraling staircase requires carefully navigating the iron structure. A DC 15 Climb check is required to use the stairs to gain access to Area M7. Any PC failing a check by more than 5 takes 1d6 points of damage as he falls into the metal structure.

Area M-7: Final Rest of Neyshabu (CR 5)

Twisted iron scaffolding, jagged metal edges and shrapnel clog this room. Spherical metallic objects and bizarre armatures resembling a three-dimensional solar system lie crushed by the collapsed ceiling. In the upper corner lies the pinned skeletal body of **Neyshabu**, still adorned in decaying and tattered robes.

Neyshabu, a **wraith**, forever haunts the tower in a vain attempt at final rest.

Moving through the twisted metal structures is difficult, requiring a DC 14 Acrobatics check to avoid being scraped for 1d4 points of damage by jagged metal. Failure by five or more means a support has dislodged, dropping a chunk of masonry or metal on the PC for 2d4 points of damage.

NEYSHABU (WRAITH) CR 5
XP 1,600
hp 42 (*Pathfinder Roleplaying Game Bestiary*, "Wraith")

Area N: Whirlpool (CR 4)

The roar of water can be heard hundreds of feet away. The passage opens into a round room with a sunken floor. The funnel-shaped floor drops 20 feet to a five-foot iron grate. Sewage cascades down in a deluge from hundreds of angled pipes emptying into this room. Torrential water spirals around the room in a whirlpool that drains into an expansive underwater cave system that eventually empties into the Reaping Sea. A crumpled section of iron catwalk lies upon the drain, collecting debris from the whirlpool.

A rail-less, iron-mesh catwalk spans the room, connecting to the four passages. The catwalks all look sturdy enough to bear weight. One of the catwalks is false, however: A **mimic** tore out the section and replaces it with his form. The mimic waits until prey steps upon its body (thus automatically adhering itself to the mimic), then retreats to the opposite side with its meal. When the mimic pulls away from the catwalk into the open passage, it leaves a 10-foot-long section of catwalk missing between it and the remaining PCs.

PCs in the whirlpool are swept around by the water (taking 1d6 points of damage) and pinned to the drain. A DC 15 Strength check is required to pull free and climb to the safety of the wrecked catwalk. PCs swept around in the torrent of sludge are allowed a DC 12 Reflex save to grab the iron support poles of the remaining catwalk. A DC 15 Strength check is required every round to maintain a handhold.

MIMIC CR 4
XP 1,200
hp 56 (*Pathfinder Roleplaying Game Bestiary*, "Mimic")

Area O: The Sunken Building

The passage ends abruptly in the hollow remains of a brick building. The interior floors have rotted away, leaving a three-story void. A continuous flow of sewage flows into the building from ceramic pipes sticking in through the open windows.

The passage opens midway in one wall of the building, and then climbs a set of slippery wooden steps spanning the void to an upper level window. The passage continues out the widened upper window. Sewage fills the lower 10 feet of the building. Several ceramic pipes lead out of the lower windows to take the accumulating waste to the sea.

Despite the room's suspicious look, it is empty and free of dangers.

Area P: Exit to the Dock District

The wooden stairs end here and stone stairs begin the slow climb to the surface world. The passage eventually leads to a cellar of an abandoned warehouse. The door is heavily barred from the outside, but otherwise offers an escape from the sewers.

HEAVILY BARRED DOOR: 2 in. thick; Hardness 5, hp 20; Break DC 25.

Area Q: Vagrant's Nest

These filthy sewers and the buried building under the dock district are the home of Bargarsport's beggars and homeless people. Clandestine and Bargarsport have little to do with these unfortunate inhabitants. Many of the vagrants suffer from various mental illnesses and are prone to bizarre and violent tendencies. Reneth Anora directs her followers to avoid these sad beings whenever possible.

Unknown to Clandestine, the Alantyr family has unleashed a plague of lycanthropy upon the vagrants in order to wipe out Ayianna's followers.

Area Q1: Guard Room (CR 6)

A narrow earthen tunnel ascends into a brick house buried during the cataclysm. Piles of musty rags and refuse are scattered about the room. The weakened ceiling is buckled but sturdy. The room reeks of foul odors, some even more disgusting than those from the sewers below. Dozens of rats scurry about the room, darting into small

burrows at the approach of light. Hiding among the normal rats are 4 wererats. They wait until PCs leave their room before attacking from behind.

A four-foot-tall passage continues out of the room through a window on the opposite side of the entrance. The tunnel winds through dirt and rock.

Little of use remains within the room. Four rusted and broken long swords are scattered under the piles of rags. The wererats use these swords as short swords.

WERERAT (4)

CR 2

XP 600

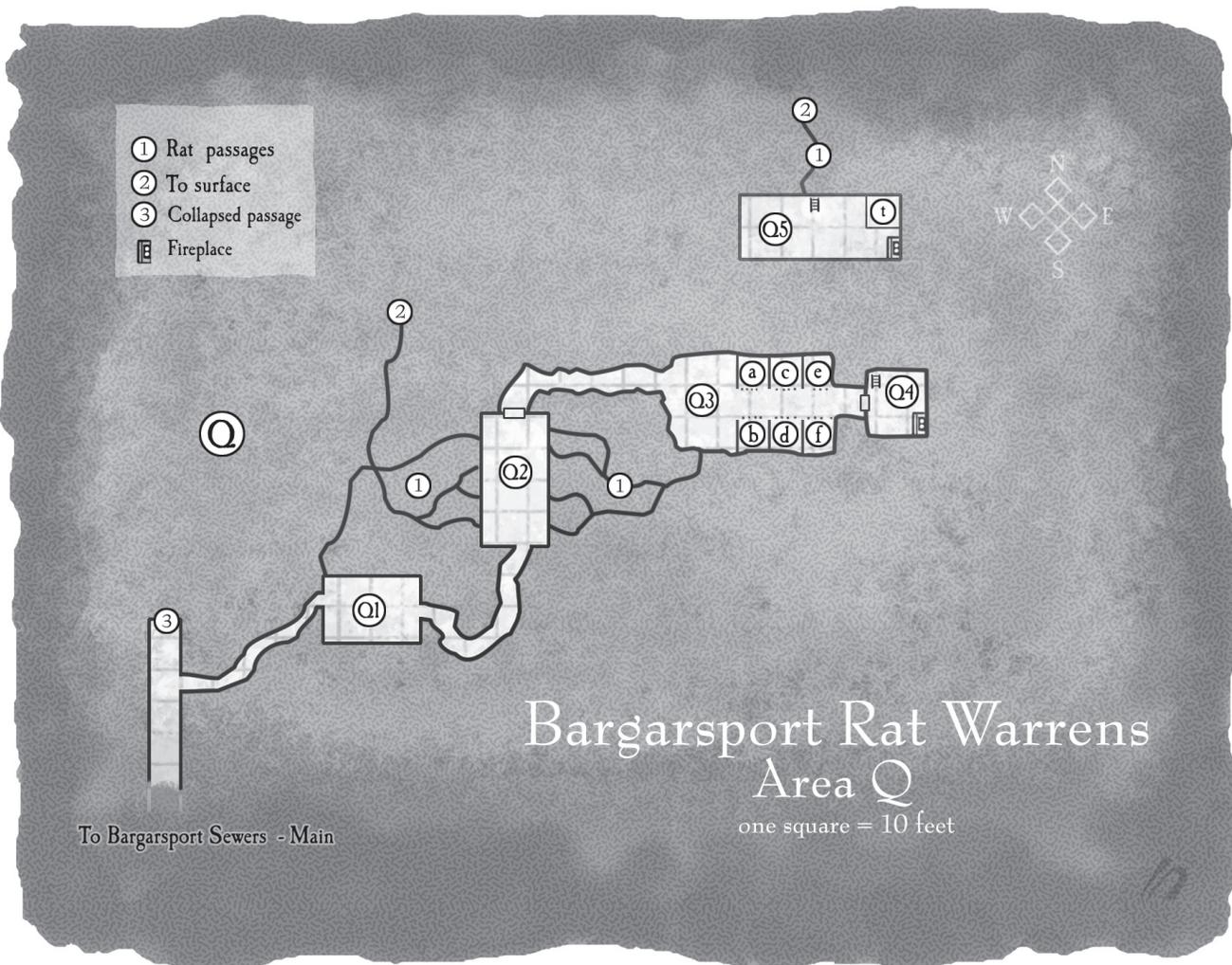
hp 20 each (*Pathfinder Roleplaying Game Bestiary*, "Lycanthrope, Wererat")

Area Q2: Tumbled Room (CR 8)

The carved tunnel passes through the window of a large warehouse turned upside-down during the cataclysm. The room's floor — formerly its ceiling — is lined with four rafters that slow movement by half across the room. Garbage and other junk cover the floor, but the rafters jut three feet out of the refuse. Rusted blades and makeshift weapons fill the trash heaps.

Eight other windows in the room open onto small burrows leading into the earth. Dirt and rock spill in over the upside-down window frames. A door on the ceiling (formerly the floor) is the only other exit. A knotted rope of rags and cloth scales the wall to the door 20 feet overhead.

Hundreds of rats rummage and frolic through the trash. Hiding



ADVENTURE BACKGROUND

among the normal rats are **8 wererats**. The wererats grab swords or clubs from the trash heaps to attack anyone passing through the room.

WERERAT (8)

CR 2

XP 600

hp 19, 17 (x2), 15 (x2), 12, 9, 8 (*Pathfinder Roleplaying Game Bestiary*, "Lycanthrope, Wererat")

Area Q3: The Buried Jail

A crudely made but stable tunnel leads through 45 feet of rough-hewn earthen passage. The passage ends at a small two-foot widow. Bargarsport's old jail survives in shambles and now serves as the main lair of a wererat camp. The room once was a common cell. Twisted metal bars in the room have been removed to allow access to a hall lined with barred walls.

A breakdown of dirt and rock seals one end of the jail block hallway. The other end of the hall continues to a solid wooden door. Six cells line the walls along each side of the corridor.

The wooden door has two small access ports with heavy wooden panels. If the guards in Area Q4 hear noise within the cellblock, they can open the ports to fire bolts into the room.

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

Area Q3-A: Cell

This cell collapsed long ago and holds nothing of interest. Under the collapsed wall rests the skeletal remains of a prisoner.

Area Q3-B: Cell

Ayrshir, a rogue, hangs shackled to the ceiling. Recently captured by the wererats, she has been locked in this cell for two days without food or water. She is currently unconscious and dehydrated. She is a rogue without honor or allegiance, but the wererats do not believe her. They began torturing her in hopes of gaining *Clandestine's* secrets.

AYRSHIR

CR 5

XP 1,600

Female half-elf rogue 6

N Medium humanoid

Init +3; **Senses** low-light vision, **Perception** +12

AC 14, touch 14, flat-footed 10 (+3 Dex, +1 Dodge)

hp 32 (6d8)

Fort +2; **Ref** +8; **Will** +4

Defensive Abilities elven immunities, evasion, keen senses, trap sense +2, uncanny dodge

Spd 30 ft.

Melee +7 unarmed (1d3+3), +8 with short sword (1d6+3)

Special Attacks sneak attack (+3d6)

Str 16, **Dex** 17, **Con** 10, **Int** 14, **Wis** 14, **Cha** 15

Base Atk +4; **CMB** +4; **CMD** 16

Feats Alertness, Deft Hands, Dodge, Skill Focus (Sleight of Hand), **Skills** Acrobatics +12, Bluff +11, Climb +12, Diplomacy +11, Disable Devise +14, Escape Artist +12, Perception +15, Sense Motive +13, Sleight of Hand +17, Stealth +12

Languages Common, Elven

SQ rogue talent [fast stealth, weapon training (shortsword)], trapfinding

Other Gear rat-skin, string bikini

Personality: Ayrshir is attractive and uses her looks to her advantage. She is loyal only to herself and always puts her whims before others. She attempts to pilfer what she can before fleeing. She views other people as tools to serve her.

Area Q3-C: Cell

This cell holds **Oxby** (CE male halfling Com1), a young and downright nasty little individual. Although he acts kind and expresses gratitude at being freed, it lasts only until he has a chance to cause pain and torment. Fortunately, he has not been trained to do any serious harm. Oxby is a coward and has no qualms about groveling for his life. The wererats plan on cursing him with lycanthropy, but have not yet done so.

OXBY

CR 1/3

XP 135

Male Halfling commoner 1

CE Small humanoid

Init +4; **Perception** +2

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

hp 6 (1d6)

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

Defensive Abilities fearless, halfling luck, keen senses

Spd 20 ft.

Melee -2 unarmed (1d3-2)

Str 6, **Dex** 18, **Con** 10, **Int** 17, **Wis** 10, **Cha** 15

Base Atk +0; **CMB** +4; **CMD** 11

Feats Agile Maneuvers

Skills Acrobatics +7, Bluff +3, Climb +4, Craft +7 (mechanical trap), Perception +6

Languages Common, Halfling

SQ sure-footed

Other Gear unclothed

Area Q3-D: Cell

The corpse of a sewer worker hangs in this cell. Harmless maggots burrow into the body, which the wererats use to store treasure. The corpse is gutted and the torso cavity turned into a hiding place. A leatherwork apron holds the items within the body. When the body decays beyond use, the wererats replace it with another victim.

The corpse contains 6 *potions of water breathing*, 12 silver bolts, a *ring of minor energy resistance (cold)* and a bag containing 65 pp.

Area Q3-E: Cell

A half-orc lies slumped in the corner. Uthala, a barbarian mercenary, is unconscious and dehydrated.

UTHALA

CR 2

XP 2,400

Female half-orc Bar2

CN Medium humanoid

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

AC 10, touch 10, flat-footed 10

hp 20; currently 2 (2d10+4)

Fort +5; **Ref** +0; **Will** +0

Defensive Abilities orc ferocity, uncanny dodge

Spd 40 ft.

Melee +6 unarmed (1d3+4) and +1 bite (1d4+2) while raging

Special Attacks rage, rage power (animal fury)

Str 18, **Dex** 10, **Con** 15, **Int** 16, **Wis** 11, **Cha** 14

Base Atk +2; **CMB** +6; **CMD** 16

Feats Power Attack

Skills Acrobatics +5, Climb +9, Intimidation +7, Perception +5, Ride +5, Survival +5, Swim +9

Languages Common, Orc

SQ fast movement

ADVENTURE BACKGROUND

Other Gear unclotted

Description: Uthala was seeking employment in Bargarsport when she was ambushed by wererats. They decided she would make a powerful ally, but she resisted their proposals and was tortured to the brink of submission. If rescued, she pledges her services without pay for one year. She holds true to her word as long as she is treated with respect and provided with boarding. She has a fetish for dwarves.

Area Q3-F: Cell

This cell contains a prisoner shackled to the wall with rusted chains. His hair is long and his face is fallen, as if he's given up and resigned himself to being the wererats' next meal. He has been in the cell for a few days without food and is too weak to escape on his own. The wererats taunt the unfortunate man every chance they get, but so far have been saving him for their next meal.

The man's name is **Ras Wald** (Human Com 3), a brick mason in Bargarsport who was captured by the wererats as he was exploring a sunken building looking for forgotten treasure. Formerly from the small village of Lessef, Ras left behind his children Jossan and Uliana with the hope of starting a new life in Bargarsport and bringing the children to live with him. If rescued, he vows to leave this "godsforsaken shell of a city" and return to his children in Lessef. (See *Splinters of Faith 1: "It Started with a Chicken ...* for more on Jossan and Uliana.)

Area Q4: Guard Room (CR 6)

Fresh garbage and filth lie in heaps about this room. A crude table and four chairs sit in the room. Manning this room are **4 wererat** guards that investigate any commotion from Area Q4. Each wererat is equipped with a short sword and medium crossbow. They can each fire a bolt into the cellblock hall through ports in the door, then, by taking a five-foot step to the side, they allow the next guard to fire in the same round. They reverse the process to continue firing.

Across the room from the cellblock door, debris blocks a single door. A wooden ladder ascends one wall to a trapdoor. Rubble fills a brick fireplace.

WERERAT (4)

XP 600

hp 19, 17, 11, 10 (*Pathfinder Roleplaying Game Bestiary*, "Lycanthrope, Wererat")

CR 2

Area Q5: Big Rat (CR 6)

The old attic of the jailhouse is the lair of **Conorii Alantyr**, a **wererat** and leader of the warrens. Conorii is an adolescent male and the youngest of the ruling branch of the Alantyr family. He was a promising member of the organization until he was stricken with lycanthropy in the hull of a smuggling ship.

Since then, Conorii has found his niche and increased his worth to the family. Still, he is none too happy with his current post, lowered social stature or his curse. But despite their infrequent contact with him, the Alantyr's seek retribution if Conorii is killed.

Conorii has a luxurious room compared with the rest of the compound. His meager furniture is abused and battered. A desk holds family correspondence, including detailed letters about plans to infect Clandestine with lycanthropy. Within one locked drawer (DC 20 Disable Device) are potions of *cure serious wounds*, *invisibility* and *remove disease*. A simple bed with filthy blankets covers a stone trapdoor. The small compartment is locked (DC 20 Disable Device) and trapped. Inside is a bag containing 300 gp and an Alantyr family signet ring.

The remains of a brick chimney stand in the corner. The lower half is missing, which leaves a hole that extends through the ceiling. The three-foot-wide hole rises 20 feet until it opens in an alley in Bargarsport.

ACID SPOUT TRAP

CR 3

Type: mechanical; Perception DC 21; Disable Device DC 20

Trigger: proximity (trapdoor); Reset: manual

Effect: 5-ft. acid spray (2d8 points of damage); Reflex save for half damage DC 15

CONORII ALANTYR (HUMAN FORM)

CR 4

XP 1,200

Male human wererat fighter 1, rogue 3 (*Pathfinder Role-playing Game Bestiary* "Lycanthrope")

CE Medium humanoid (human, shapechanger)

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

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

Hp 38 (1d10+2 plus 3d8+6)

Fort +5; **Ref** +6; **Will** +2

Defensive Abilities evasion, trap sense +1, uncanny dodge

Spd 30 ft.

Melee +2 rapier +10 (1d6+2)

Special Attacks sneak attack +2d6

Str 14, **Dex** 16, **Con** 14, **Int** 11, **Wis** 12, **Cha** 8

Base Atk +4; **CMB** +6; **CMD** 19

Feats Cleave, Great Cleave, Power Attack, Weapon Focus (rapier)

Skills Acrobatics +12, Climb +13, Disable Device +12, Disguise +8, Escape Artist +12, Perception +10, Sense Motive +10, Sleight of Hand +12, Stealth +12, Swim +7

Languages Common, Orc

SQ change shape (human, hybrid and rat; polymorph), rogue talent (finesse rogue), trapfinding

Combat gear Studded leather armor, silver dagger, +2 rapier, a silvered stiletto in his boot **Other gear** ring of water walking, masterwork thieves' tools

Description: Once a handsome and charismatic young man, disease and his environment have left him scarred and insufferable. He wallows in self pity and desires nothing more than to return to the surface world and exact revenge upon his family. For now, he is loyal and abides to his father's wishes.

CONORII ALANTYR (HYBRID FORM)

CR 4

XP 1,200

Male human wererat fighter 1, rogue 3 (*Pathfinder Role-playing Game Bestiary* "Lycanthrope")

CE Medium humanoid (human, shapechanger)

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

AC 19, touch 14, flat-footed 15 (+3 armor, +4 Dex, +2 natural armor)

Hp 38 (1d10+2 plus 3d8+6)

Fort +5; **Ref** +6; **Will** +2

Defensive Abilities evasion, trap sense +1, uncanny dodge; **DR** 5/silver

Spd 30 ft.

Melee +2 rapier +11 (1d6+3) and bite +1 (1d4+2 plus disease and curse of lycanthropy)

Special Attacks sneak attack +2d6

Str 16, **Dex** 18, **Con** 14, **Int** 11, **Wis** 12, **Cha** 8

Base Atk +4; **CMB** +6; **CMD** 19

Feats Cleave, Great Cleave, Power Attack, Weapon Focus (rapier)

Skills Acrobatics +12, Climb +13, Disable Device +12, Disguise +8, Escape Artist +12, Perception +10, Sense Motive +10, Sleight of Hand +12, Stealth +12, Swim +7

Languages Common, Orc, lycanthropic empathy (rats and dire rats)

SQ change shape (human, hybrid and rat; polymorph), rogue talent (finesse rogue), trapfinding

ADVENTURE BACKGROUND

CONORII ALANTYR (DIRE RAT FORM) **CR 4**
XP 1,200
 Male human wererat fighter 1, rogue 3 (*Pathfinder Role-playing Game Bestiary* “Lycanthrope”)
 CE Small animal (human, shapechanger)
Init +3; **Senses** low-light vision, scent; **Perception** +100

AC 16, touch 14, flat-footed 13 (+4 Dex, +2 natural armor, +1 size)
Hp 38 (1d10+2 plus 3d8+6)
Fort +5; **Ref** +6; **Will** +2
Defensive Abilities evasion, trap sense +1, uncanny dodge; **DR** 5/silver

Spd 40 ft., climb 20ft., swim 20ft.
Melee bite +6 (1d4+2 plus disease and curse of lycanthropy)
Special Attacks disease, sneak attack +2d6

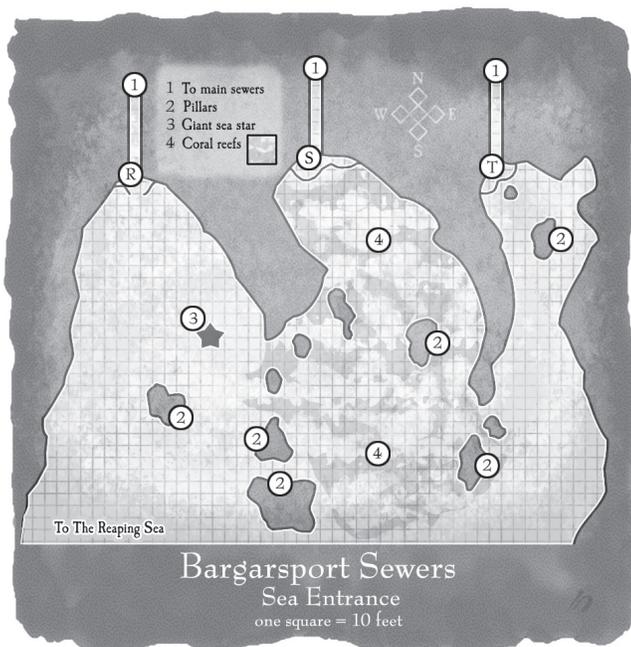
Str 16, **Dex** 18, **Con** 14, **Int** 11, **Wis** 12, **Cha** 8
Base Atk +3; **CMB** +6; **CMD** 19
Feats Cleave, Great Cleave, Power Attack, Weapon Focus (rapier)
Skills Acrobatics +12, Climb +14, Disable Device +12, Disguise +8, Escape Artist +12, Perception +10, Sense Motive +10, Sleight of Hand +12, Stealth +12, Swim +8 **Modifiers** uses Dex to modify Climb and Swim
Languages Common, Orc, lycanthropic empathy (rats and dire rats)
SQ change shape (human, hybrid and rat; polymorph), rogue talent (finesse rogue), trapfinding

Area R: Cave of the Dread Star (CR 10)

The sewer tunnel opens five feet above sea level during low tide. A constant flow of sewage and waste flows into the large room through a side tunnel. The water inside the cave is between 10 and 15 feet deep. The water is often murky near the sewer entrance.

Four battered but sturdy rowboats sit chained to the wall. During low tide, the boats hang from the wall and are half filled with debris. Oars are tied to the interior of the boats. The vessels are submerged during high tide. Smugglers use these boats, but do not stay in the cavern for long.

A **giant starfish** hunts here, feeding on **giant clams** on the cave floor. The clams are generally harmless unless someone pries them open. There is a 25 percent chance that each clam contains a large earl (500 gp).



The starfish is hungry but seeks easier prey if given the opportunity. Disturbances in the water cause the starfish to investigate. Unless PCs dilly-dally for longer than five minutes (such as prying open clams), they are safe from the slow leviathan.

The cave opens onto the Reaping Sea via the cave mouth at Area G.

GIANT CLAMS (47) **CR 2**
The Tome of Horrors by Necromancer Games, Page 40.

XP 600
 N Large Vermin (Aquatic)
Init -5; **Senses** Blindsight 30 ft.

AC 14, touch 4, flat-footed 14 (-1 size, -5 Dex, +10 natural)
hp 26 (4d8+8)
Fort +6, **Ref** -4, **Will** +1

Spd 5 ft.
Melee See tactics
Space 10 ft.; **Reach** 5 ft.
Special Attacks Acid 1d2, engulf

Str 20, **Dex** 1, **Con** 15, **Int** —, **Wis** 10, **Cha** 9
Base Atk +3; **CMB** +9; **CMD** 14
SQ Camouflage

Acid (Ex): A giant clam has a slow-acting acid that it uses to break down organic matter trapped in its interior. An engulfed creature takes 1d2 points of acid damage each round.

Engulf (Ex): As a standard action, a giant clam can attempt to pull a creature up to one size smaller than itself that is within reach into its interior. An opponent can make an attack of opportunity against the clam, but if it does so it is not entitled to a saving throw. An opponent that does not attempt an attack of opportunity must succeed on a DC 17 Reflex save or be pulled into the clam’s interior. An engulfed creature is subject to the clam’s acid, and is considered to be grappled and trapped within its body. The save DC is Strength-based. A giant clam can be forced open by making an opposed Strength check against the clam’s Strength check. Otherwise, it opens on its own in 1d4 hours.

Blindsight (Ex): Giant clams have no visual organs but can ascertain all foes within 30 feet using vibration.

Camouflage (Ex): The rough shell of a giant clam is usually draped with barnacles, anemones, and bits of coral, which help it to blend in with its environment. Creatures must succeed on a DC 20 Spot check to notice a giant clam. Anyone with ranks in Survival or Knowledge (any water- or sea- related skill) can use one of those skills instead of Spot to notice the giant clam.

GIANT STARFISH **CR 11**
XP 12,800
 N Gargantuan Aquatic Vermin
Init +3; **Senses** tremorsense 60ft.

AC 15, touch 7, flat-footed 15 (-3 Dex, +12 natural armor, -4 size)
Hp 176 (16d8+96)
Fort +18; **Ref** +2; **Will** +5
Defensive Abilities DR (15/piercing and slashing), immune to sonic attacks, regeneration 10

Spd 10 ft.
Melee +22 slam (2d6+18)
Special Attacks grab, constrict (2d6+18)

Str 34, **Dex** 4, **Con** 26, **Int** —, **Wis** 10, **Cha** 1
Base Atk +12; **CMB** +26; **CMD** 37 (can’t be tripped)
SQ single actions only
Skills Climb +20, Perception +8, Stealth +5; **Racial Modifiers** Climb +8, Perception +8, Stealth +20 (in sand only)

ADVENTURE BACKGROUND

Area S: Cave of Shards (CR 9)

Jagged subterranean coral lies within shallow pools in this long cavern. Foam and sea trash collect against the jutting peaks of coral where it breaks the water's surface until freed by the tide. The sewer tunnel sits five feet above the water at the tide's lowest point. The water in the pools is eight feet deep. It is possible to cross the room on the coral and debris, but only half movement is possible. Double moving, charging and overruns require a DC 15 Acrobatics check or the PC falls prone. The razor-sharp coral deals 1d4 points of damage to anyone falling onto it.

The cavern floor beneath the water is filled with **monstrous crabs** that forage here for food. The crabs aren't about to turn down a fresh meal of adventurers crossing the coral or swimming through the water. They arrive in waves of three every other round after combat begins.

An ancient iron chest (DC 20 Perception check) sits in the cavern, covered in a thin layer of coral. The chest is weakened by the seawater but remains intact. It contains 450 gp, a +1 *scimitar*, a *wand of gust of wind* (36 charges, CL 8), and a leather cloak made from the tanned skin of a shark (no special ability).

The cave opens onto the Reaping Sea via the cave mouth at Area H.

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

GIANT CRABS (12)

CR 2

The Tome of Horrors by Necromancer Games, Page 46.

XP 600

N Medium Vermin (Aquatic)

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

AC 16, touch 11, flat-footed 15 (+1 Dex, +5 natural)

hp 30 (x2), 26, 22 (x3), 18 (x3), 15 (x2), 10 (3d8+6)

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

Immune vermin traits

Weaknesses water dependency

Spd 30 ft., swim 20 ft.

Melee 2 claws +4 (1d4+2)

Special Attacks Constrict 1d4+2, improved grab

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

Base Atk +2; **CMB** +4; **CMD** 16

Skills Perception +4, Swim +10; **Racial Modifiers** Monstrous crabs have a +4 racial bonus on Perception checks.

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

Constrict (Ex): On a successful grapple check, a monstrous crab deals 1d4+2 points of damage.

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

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

Area T: The Overhang (CR 9)

A war party of 8 **sahuagins** congregates here waiting for the high tide before exploring the sewers. A nearby sahuagin village has not yet caused enough trouble to stir up suspicion in Bargarsport, but they are making more frequent forays into the sewers to explore. They only move about during high tide.

The sahuagin carefully avoid the "fresh" pools of sewage scattered throughout the tunnels. **Glorbgrewl**, a four-armed sahuagin commander, leads the war party with an iron fist.

The cave opens onto the Reaping Sea via the cave mouth at Area I.

SAHUAGINS (8)

CR 2

XP 600

hp 17, 15 (x3), 13 (x2), 11, 10 (*Pathfinder Roleplaying Game Bestiary*, "sahuagin")

GLORBGREWL (SAHUAGIN)

CR 4

Pathfinder Roleplaying Game Bestiary, "sahuagin"

XP 1,200

Male sahuagin Ftr3

LE Medium monstrous humanoid (aquatic)

Init +3; **Senses** blindsense 30ft., darkvision 60ft.; **Perception** +7

AC 21, touch 13, flat-footed 18 (+3 armor, +3 Dex, +5 natural)

hp 43 (2d8+4 plus 3d10+6)

Fort +5; **Ref** +7; **Will** +6

Defensive Abilities bravery +1

Spd 30 ft., swim 60 ft.

Melee +1 *ranseur* +11 (2d4+6), mwk ranseur +11 (2d4+5) and bite +4 (1d4+2) or 4 claws +9 (1d4+4) and bite +9 (1d4+2)

Reach 10ft. (with ranseurs)

Special Attacks blood frenzy

Str 19, **Dex** 17, **Con** 15, **Int** 15, **Wis** 15, **Cha** 8

Base Atk +5; **CMB** +9; **CMD** 22

Feats Cleave, Great Cleave, Power Attack, Weapon Focus (ranseur)

Skills Handle Animal +4, Intimidate +4, Perception +7, Ride +8,

Stealth +8, Survival +8, Swim +24

Languages Aquan, Common

SQ armor training 1, multiweapon mastery, speak with sharks

Combat Gear +1 *ranseur*, mwk ranseur, barnacle encrusted leather armor (as studded leather armor), 6 short spears **Other Gear** 25 gp pearls (20)

Multiweapon mastery (Ex) Glorgbrewl never takes penalties to an attack roll when fighting with multiple weapons and treats claws as primary attacks even when also wielding weapons.

Description: Glorgbrewl appears more human-like than sahuagin. Overcrowded teeth fill his enormous grin. Glorgbrewl has a four arm mutation and a short but powerful tail.

Area U: The Abandoned Cesspits (CR 5)

The old sewers here are unstable and frequently collapse. Other inhabitants of the sewer system largely avoid this area, which suffered significant damage during the cataclysm. The tunnels are cracked and crumbling.

The terrain is filled with putrid waste and stagnant pools of water. Even the high tides do not completely clean the waste out of this dead-end section of tunnels. Rotting debris lies trapped under fallen rock piles.

Occasionally, tunnels collapse under stress or damage. Area effect spells that cause damage or excavation attempts cause the ceiling to collapse. Characters in the bury zone take 8d6 points of damage, or half damage if they make a DC 15 Reflex save. They are considered buried. Characters in the slide zone take 3d6 points of damage, or no damage with a DC 15 Reflex save. Characters in the slide zone who fail are buried.

Characters take 1d6 points of nonlethal damage per minute while buried. Once PCs fall unconscious, they must make a DC 15 Constitution check. If it fails, the PCs take 1d6 points of lethal damage each minute thereafter.

PCs can spot weakened ceilings with a DC 20 Knowledge (architecture or engineering) check or a DC 20 Craft (stonemasonry) check.

Area U1: Guards (CR 6)

This tunnel slopes slightly downward, trapping five feet of water within the area. Two necromancers named **Kavali** and **Occan** have left a score of **zombie guards** throughout the area to deal with intruders. The zombies lie on the floor of the water-filled passage and attack when the PCs travel midway down the passage.

PCs can discover the bodies with a DC 10 Perception check, but the zombies remain inanimate until conditions set by the necromancers are met. The zombies are bloated and waterlogged. They weigh more than 250 pounds out of water and have higher hit points due to their excessive body mass.

PCs and zombies receive a –2 penalty to attack rolls and reduced damage for slashing and bludgeoning attacks while fighting in the water.

ZOMBIES (12) **CR 1/2**
 XP 200
 hp 19 each (*Pathfinder Roleplaying Game Bestiary*, “zombie”)

Area U2: Junction Room (CR 5)

Three tunnels empty into this junction chamber. The area is under the effects of *desecrate* and *unhallow* spells (their effects are displayed in the stat block). A massive free-willed **giant squid zombie** lies in this chamber and attacks any who enter. The squid was animated and brought into the sewers by the two necromancers. Upon later animating a hydra skeleton, this creature was freed of their control. The giant squid does not attack other undead, and the necromancers safely cross this room using a *hide from undead* spell.

GIANT SQUID ZOMBIE **CR 5**
Pathfinder Roleplaying Game Bestiary, “giant squid” “zombie”
 XP 1,600
 NE Huge undead
 Init +2; Senses darkvision 60 ft.; Perception +0

AC 23, touch 10, flat-footed 21 (+2 Dex, +13 natural, –2size)
hp 90 (16d8)
Fort +10, **Ref** +11, **Will** +4
DR 5/slashing; **Immune** undead traits

Spd 10 ft., swim 60 ft., jet 260 ft.
Melee bite +18 (2d6+8), 2 arms +18 (1d6+8), tentacles +16 (4d6+3 plus grab)
Space 15ft.; **Reach** 15ft. (30 ft. with tentacles)

Str 27, **Dex** 15, **Con** —, **Int** —, **Wis** 10, **Cha** 10
Base Atk +12; **CMB** +22; **CMD** 32
Feats Toughness^B
Staggered (Ex): Zombies have poor reflexes and can only perform a single move action or standard action each round. A zombie can move up to its speed and attack in the same round as a charge action.

Area U3: Spirit of the Dead (CR 7)

The passage continues forward. To the right the sewer wall has collapsed into a sealed cellar. Stairs lead up to a large pile of rubble. In the unhallowed room, the incredibly well-preserved corpse of the maiden **Evasheen** stands with her arms outstretched. Thick makeup covers her face in a vain attempt to appear healthy and alive. Unblinking glass eyes fill her empty eye sockets, adding to the grotesque masquerade. Once luxurious hair lies matted and knotted under a tattered veil. She wears dripping finery and a jeweled tiara (350 gp).

Evasheen was the necromancer Occan’s devoted wife, but his descent into necromancy and the occult of Orcus forced her to look elsewhere for affection. She carried on an affair for many months as Occan perfected his arts. But when the necromancer eventually

discovered her infidelities, he poisoned both his wife and her lover.

Occan could not stand that she had again acted against him. Using the necromantic arts, he animated her body as a zombie, but his tampering awakened Evasheen’s spirit. Her murder and that of her lover angered her even beyond the grave. With the final insult to her corpse, Evasheen manifested as a **ghost** eternally tied to her desecrated body.

Occan quickly learned of the spirit bound to the animation. Fearing she would escape his power, he fashioned a magical item and attached it to her corpse to ensure her loyalty. A *tassel of undead devotion* forces her body and, mysteriously, her spirit to comply with his every command. With the tassel, Occan was guaranteed of her undying affection and obedience. Evasheen cannot directly act against Occan, but may plead with others to do so.

ZOMBIE **CR 1/2**
 XP 200
 hp 19 (*Pathfinder Roleplaying Game Bestiary*, “zombie”)

EVASHEEN (GHOST) **CR 5**
Pathfinder Roleplaying Game Bestiary, “ghost”
 XP 1,600
 Female human Sor 2
 LN medium undead
 Init +2; Senses darkvision 60 ft.; Perception +9

AC 18, touch 18, flat-footed 16 (+2 Dex, +6 deflection)
hp 25 (2d8+12)
Fort +0, **Ref** +2, **Will** +4
Defensive abilities channel resistance +4, incorporeal, rejuvenation
Immune undead traits

Spd fly 30 ft.
Melee corrupting touch +3 (5d6, DC 15)
Special Attacks corrupting touch
Spells Known (CL 2nd, range touch +3):
 1st (4/day) — charm person (DC 19), sleep (DC 19)
 0 (at will) — daze (DC 18), ghost sound, mage hand, open/close
Bloodline destined

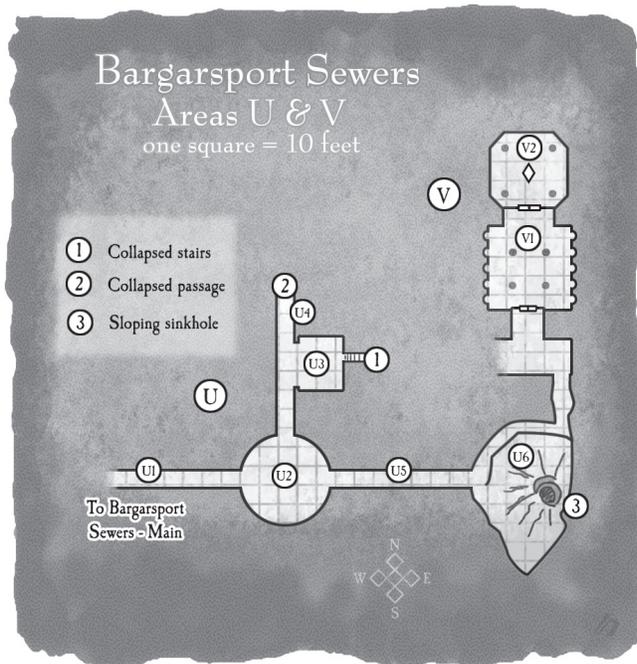
Str —, **Dex** 15, **Con** —, **Int** 15, **Wis** 13, **Cha** 22
Base Atk +1; **CMB** +1; **CMD** 13
Feats Eschew Materials, Spell Focus (enchantment). Greater spell Focus (enchantment)

New Magic Item: Tassel of Undead Devotion

This medium magical item resembles a decorative four-inch-long tassel. The top of the tassel has a pin that is used to attach the item to any corporeal undead. Once attached, the tassel can only be removed by a living being; the undead cannot pull it free or accidentally knock it loose. The tassels are usually white or a dull red. The undead must be under the command, by creation or rebuking, of the possessor. Once attached to a corporeal undead, the tassel dominates the will (no save, spell resistance still applies) of the creature. The ornament causes them to blindly follow the person who placed the tassel. The undead does not count against the maximum Hit Dice commanded by the necromancer or priest and is considered a henchman thereafter. The undead fawns incessantly over the individual and serves the master to the best of its ability. If the person who placed the tassel is more than 100 feet away, the undead begins to show affection to others until the master returns.

Faint necromancy; CL 14; Craft Wondrous Item, *command undead*; Price 16,000 gp; Weight 1/4 lb.

ADVENTURE BACKGROUND



Skills Bluff +11, Intimidate +11, Knowledge (arcane) +7, Knowledge (history) +7, Perception +9, Spellcraft +7, Stealth +10, Use Magic Devise +9 **Racial Modifiers** Perception +8, Stealth +8

Languages common

SQ bloodline arcana, bloodline powers [touch of destiny (7/day)]

Other gear *Tassel of undead devotion*, white silk evening gown

Tactics: Evasheen's ghost is bound to her body, following the corpse as it trails along in Occan's wake. The ghost has limited control over the zombie and can cause her corpse to follow basic commands (as much as a zombie can). The tassel causes the zombie to react in a friendly manner to all who approach it, to the point that it tries to hug and kiss visitors when out of Occan's range. Evasheen wants nothing more than revenge against Occan, and for her body to be burned. Her ghost can only rest if her ashes are merged with those of her former lover (he's now a zombie working in Occan's army). She may act friendly to PCs not openly hostile toward the zombie and may attempt to employ them against Occan. If not attacked outright, the ghostly Evasheen attempts to communicate with the PCs. She describes her former lover, and knows Occan keeps him for labor and amusement. Anyone trying to harm the zombie faces Evasheen's true wrath. The ghost rises up from the white finery the zombie wears, manifesting to attack. If Evasheen's body is destroyed, the ghost haunts the area where it was destroyed.

Area U4: The Ancient Dead (CR 7)

These tunnels narrow into branching rifts in the ground from which the smell of death wafts. This area is part of the ancient city of Bargarsport that was destroyed in the mudslides. Many of the city's former inhabitants lie buried in the muck.

Six cadavers have burrowed into the walls of these tunnels, and lie dormant until creatures cross their domain. The necromancers ignored this area after encountering the undead. They consulted original maps of Bargarsport to find a way around them.

CADAVERS (6)

The Tome of Horrors II by Necromancer Games, Page 22

XP 600

N medium undead

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

CR 2

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

hp 22 (3d8)

Fort +0, Ref +1, Will +3

DR 5/bludgeoning; **Immune** cold, undead traits

Spd 30 ft.

Melee Claw +3 (1d4+1 plus disease) and bite +3 (1d6 plus disease)

Special Attacks disease

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

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

Feats Improved Initiative, Toughness

Filth Fever (Ex): injury; Fort DC 12; 1d3 days; 1/day; 1d3 Dex and 1d3 Con; 2 consecutive saves.

Reanimation (Ex): When reduced to 0 hp or less, a cadaver is not destroyed. Rather, it begins the process of reanimating by regaining 1 hit point per round. Hit points lost to magical weapons or spells are not regained. When the creature reaches its full hit point total (minus damage dealt from magical attacks and weapons), it stands up, ready to fight again.

If the creature is destroyed by a cleric's turning ability, it cannot reanimate. If a cleric casts gentle repose on the cadaver when it reaches 0 hit points, it cannot reanimate. A bless spell delays the reanimation, causing the creature to regain hit points at half its normal rate (i.e. 1 hit point every other round).

Area U5: The Trap

Despite the tunnel's name, no trap exists. The tunnel dips under a pool of brackish water before surfacing on the other side. This descending bend is a natural trap that prevents tidewater from entering the relatively dry section of the sewers farther along the passageway.

Area U6: The Sinkhole (CR 4)

Steam and the hiss of sizzling water fill this chamber. The sewer passage has collapsed into a huge underground sinkhole. A pit in the center of the room swallowed the walls, passage and earth to create a 60-foot-diameter room. The slight funnel-shaped room slopes inward toward the pit. On the left side of the room, the sinkhole unearthed a portion of a hall to a sunken structure.

The 30-foot-deep pit is filled with boiling, muddy water that connects to an underwater cave system that empties into the sea. A massive skeletal snake-like beast burns in eternal fire near the pit. Its five heads wildly fail and bite at everything within reach. While exploring these ruins, the necromancer Kavali found the pyrohydra's skeletal remains. She freed the zombie squid under her control (Area U2) and created the **pyrohydra skeleton** to serve as a guard. The creature blocks access to the inner temple where Kavali and Occan investigate the temple. It attacks anyone entering the sinkhole.

FIVE-HEADED PYROHYDRA, BURNING SKELETON CR 3

Pathfinder Roleplaying Game Bestiary, "skeleton" "hydra"

XP 600

NE Huge undead

Init +6; Senses darkvision 60 ft.; Perception +0

Aura fiery aura (1d6)

AC 19, touch 10, flat-footed 17 (+2 Dex, +9 natural, —2size)

hp 40 (5d8+5)

Fort +1, Ref +3, Will +4

DR 5/bludgeoning

Immune fire, undead traits

Weakness vulnerability to cold

Spd 20 ft., swim 20ft.

Melee 5 bites +4 (1d8+3 plus 1d6 fire)

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

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

ADVENTURE BACKGROUND



Base Atk +3; CMB +8; CMD 20
Feats Improve Initiative
SQ fiery death (2d6 fire, DC 13)

Area V: The Temple of Orcus

This lost temple is the site sought by the necromancers Occan and Kavali. Their superiors sent the pair here to retrieve the bronze *darkskull of Orcus*.

The entire temple is under a permanent *unhallowed* spell with *cause fear* as a secondary effect. The main room has a permanent *desecrate* spell cast upon the altar.

Area VI: The Inner Sanctum (CR 8)

The hall ends in a pile of debris blocking the right-hand side of the passage. To the left, a steeply sloping passage has been excavated that opens into the inner temple of an ancient structure.

The hall widens into the floor of a large 50-foot-long chamber with a pyramid-shaped ceiling. The stone panels are painted with peeling mural of hundreds of dead humanoids falling upward into a black consuming sun in the center of the four sides. The polished black marble tile floor dimly reflects light.

Alcoves line the walls, each filled with a standing skeleton adorned in decaying black robes. Silver pendants displaying an image of a skull above an upright femur bone hang from the skeletal necks. Four pillars of purple-veined marble support the 30-foot-high ceiling.

A huge set of closed double bronze doors cover the exit of the chamber. The doors have been forged into the likeness of a wall of skulls. The opposite wall holds a set of similarly buckled doors. These doors once led to the outside world before the cataclysm.

Occan and his **12 zombie** minions wait here. The huge double doors have prevented him from further exploring the temple. The bronze doors are locked. His partner Kavali cast *dimension door* to enter the temple beyond the portal, and he fears she has already gained the treasure for herself. With no way of opening the lock, Occan is currently considering his options.

Upon hearing PCs, he attacks. He tries to warn Kavali by banging on the bronze doors if he is given the chance. Occan fights to the death and is merciless if victorious.

One of the zombies working for Occan has deep wounds from constant abuse and is dressed as a jester with brightly colored and ridiculous clothing. The zombie is weak and on the verge of collapse. This is the corpse of Evasheen's lover. Despite his murder, his spirit was not strong enough to return.

BRONZE DOORS: 2 in. thick; Hardness 8; hp 30; Break (DC 26), Disable Device (DC 25).

OCCAN, DOG OF ORCUS

CR 6

XP 2,400

Male human Clr7

LE Medium humanoid

Init +0; Perception +4

Aura evil

AC 21, touch 10, flat-footed 21 (+11 armor)

hp 36 (7d8)

Fort +5; Ref +2; Will +9

Spd 30 ft.

ADVENTURE BACKGROUND

Melee +1 *bastard sword* +8 (1d10+3)

Special Attacks channel negative energy 5/day (4d6, DC 17), spontaneous casting (infect spells)

Domain Spell-like Abilities (CL 7th):
6/day—*bleeding touch, touch of evil*

Spells Prepared (CL 7th):

4th—*cure critical wounds, divine power, unholy blight*^D (DC 18),

3rd—*animate dead*^D, *locate object, magic vestment, water breathing*

2nd—*bull's strength, darkness, death knell*^D (DC 16), *hold person* (DC16), *silence*

1st—*bane* (DC 15), *cause fear* (DC 15)^D, *divine favor, obscuring mist, protection from good, shield of faith*

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

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

Str 14, **Dex** 10, **Con** 11, **Int** 11, **Wis** 18, **Cha** 14

Base Atk +5; **CMB** +7; **CMD** +17

Feats Channel Smite, Command Undead, Exotic Weapon (bastard sword), Improved Channel

Skills Heal +14, Knowledge (religion) +10, Spellcraft +10

Languages Common

Combat Gear +1 *bastard sword*, full plate mail, heavy steel shield;

Other Gear *headband of inspired wisdom* +2, pouch of *magic aura* beans.

Description: Occan is a hairless man heavily tattooed with images of skeletons. His full plate mail has a skeletal design. From a distance, he appears to be a thick metallic skeleton.

ZOMBIES (12)

CR 1/2

XP 200

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

New Magic Item: Bronze Darkskull of Orcus

A *darkskull* is a direct link to the Orcus, granting the possessor various abilities while opening a conduit for the dark deity to corrupt the being's soul. *Darkskulls* can be found in various metals, from bronze to gold to platinum, although the choice of metal used does not change the abilities of the *darkskull*.

BRONZE DARKSKULL OF ORCUS

CE Senses Empathy, 30 ft. vision and hearing; **Ego** 6

Int 12, **Wis** 12, **Cha** 10

Lesser powers: *darkness* 3/day; once per week, this *darkskull* can cast *suggestion* (DC 14, Will save negates). These suggestions always relate to immoral or malevolent acts involving the dead or undead creatures.

Good or Neutral aligned PCs gain one negative level while this *darkskull* remains in their possession.

Moderate evocation [evil]; CL 9; Craft Wondrous Item, *unhallow*, creator must be evil; Price 97,500 gp; Weight 5 lb.

Area V2: The Temple of Orcus (CR 9)

The great bronze doors of this room have remained closed since the great cataclysm that buried the temple. This interior room remains relatively unchanged since that devastation. The black lustrous floor gleams as if freshly polished. Four spiraling columns support the four-faceted ceiling that meets at a central point above the center of the room. An ebony ring encircled by bronze flames dominates the

ceiling peak.

A diamond-shaped altar sits in the middle of the chamber floor. A deeply tarnished bronze skull sits on the altar. Three beaten copper bowls holding unholy water turned the color of blood sit around the grim centerpiece. Three elvish warriors dressed in golden plate mail kneel around the evil altar. Their hands grip longswords that have their blades pointed downward with the tips resting lightly on the floor. These warriors are actually **3 huecuvus**, undead priests who turned their back on their good-aligned deity of Iseleine. Their mission to destroy the temple to Orcus was halted when the city was buried in the mudslide during the cataclysm. As they slowly died of starvation within the wholly evil environment of the temple, the bronze *darkskull of Orcus* swayed them to reject the goddess who had abandoned them to their deaths.

Standing near the altar, examining the bronze *darkskull* is a fair-skinned woman with curly blonde hair and an innocent expression wholly out of place in this temple of evil. Pacing near her is her two-headed death dog, **Sorgho**, whom she brought with her into the chamber. She spoke with the huecuvus and reached an informal agreement with the evil undead to claim the *darkskull* to wreak havoc. The huecuvus plan to accompany Kavali as protectors of the *darkskull* when she leaves the chamber.

KAVALI, DOG OF ORCUS

CR 7

XP 2,400

Female human Wiz 8 (necromancer)

NE Medium humanoid

Init +0; **Sense** life sight 10ft.; **Perception** +0

AC 10, touch 10, flat-footed 10

hp 45 (8d6+16)

Fort +5; **Ref** +3; **Will** +7

Spd 30 ft.

Melee staff +4 (1d6)

Special Attacks grave touch (6/day)

Spells Prepared (CL 8, range touch +4) cannot cast Enchantment or Divination spells

4th—*enevation* (DC 19), *stone skin*

3rd—*gaseous form, haste, ray of exhaustion* (DC 18), *vampiric touch* (melee touch +4)

2nd—*cat's grace, command undead, fog cloud, scare* (DC 17)

1st—*cause fear* (DC 14)^D, *mage armor, magic missile, ray of enfeeblement* (DC 14), *shield*

0 (at will) — *bleed, light, message, touch of fatigue* (melee touch +4)

Str 10, **Dex** 11, **Con** 15, **Int** 17, **Wis** 11, **Cha** 15

Base Atk +4; **CMB** +4; **CMD** 14

Feats Improved Familiar, Scribe Scroll, Greater Spell Focus (Necromancy), Spell Focus (Necromancy),

Skills Fly +11, Knowledge (arcana) +14, Knowledge (planes) +14, Knowledge (religion) +14, Linguistics +14, Spellcraft +14

Languages Common

SQ arcane bond

Combat Gear *cloak of resistance +1, metamagic rod* (silent spell), *arcane scroll (greater invisibility, CL 8), wand of magic missile* (32 charges, CL 3); **Other Gear** *lens of detection*

Description: Kavali is a fair-skinned beauty whose descent into necromancy tarnished her family's good name. Her curly blonde hair and innocent appearance belie her sadistic and corrupt soul. She travels with a death dog companion granted to her in exchange for lewd trysts with a high-ranking priest within Orcus' legions. Kavali recently was charged with retrieving a unique bronze *darkskull* said to have vanished within the temple to Orcus in old Bargarsport.

SORGHO, DEATH DOG

CR 2

XP 600

NE Medium Magical Beast

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

Perception +7

AC 19, touch 12, flat-footed 17 (+2 Dex, +7 natural,)

hp 23 (2d10+3)

Fort +5, Ref +5, Will +1

Defensive Abilities Evasion

Spd 40 ft.

Melee 2 bites +4 (1d6+1 plus rotting death)

Special Attacks deliver touch spells, rotting death, trip

Str 13, Dex 15, Con 15, Int 9, Wis 12, Cha 6

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

Feats Alertness, Toughness^B, Weapon Finesse

Skills Perception +7, Sense Motive +3, Stealth +3, Survival +2*

(+6 tracking by scent); Racial Modifiers Death dogs have a +4 racial bonus on Perception checks. *They have a +4 racial bonus on Survival checks when tracking by scent.

SQ empathetic link, share spells, speak with master

Rotting Breath disease – supernatural, injury (bite) Save Fortitude DC 13

Onset 1 day Frequency 1/day Effect 1d6 Con. damage

Trip A death dog that hits with a bite attack can attempt to trip the opponent (+1 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the death dog.**HUECUVAS (3)****CR 2****XP 600**hp 21, 18, 15 (*Pathfinder Roleplaying Games Bonus Bestiary*)**Tactics:** Kavali stays out of combat if possible, attacking with her rays and necromantic spells. She typically shares defensive spells with Sorgho and then slinks into the shadows to let the beast attack.Kavali casts *haste* (on the huecuvras also), *mage armor* and *shield*. She casts *greater invisibility* upon herself and Sorgho if given ample time. She uses the *silent metamagic rod* to cast her ray attacks. Kavali attempts to take the *darkskull* and flee if possible. Her preferred method of escape is to take the form of a bat by casting *polymorph*.The huecuvras claim to be guardians of the skull to prevent it from falling into evil hands. They wait until the doors to the great temple are opened before turning on their “rescuers” and fleeing with the *darkskull*. Their deal with Kavali is to assist her in taking over Bargarsport if she frees them, but they have no intention of honoring the bargain.

Concluding the Adventure

The *Guidance of Faith* blessing requires little more than three kisses and a short undemanding ceremony, but the opportunistic high priestess of Clandestine takes full advantage of what is required of her, drawing out the ceremony for her personal gain. The current creed of Ayianna’s faithful is far different today from when the scepter was originally created. Once blessed, the scepter gains a +1 enchantment bonus to attack and damage rolls. Further, the scepter acquires the ability to cast *bles* 3 times per day.

Once the necromancers are dealt with, Reneth gladly bestows her kisses on the *Scepter of Faiths*. She also tells PCs she has “put out contacts” on the scepter, and offers to share her information if PCs can meet a 500 gp “information finder’s fee.” Reneth has uncovered that the next step in blessing the scepter requires anointing it with the holy oil of Iseleine at the Hanging Gardens, and offers a map that will guide PCs to the temple in the Kajaani Forest (for an additional 100 gp, of course).

The PCs are now on the path to restoring the *Scepter of Faiths* and the final showdown with Akruel Rathamon. In *Splinters of Faith 4: For Love of Chaos*, the PCs next find themselves ensnared in a plot to topple a massive stone column on which the Hanging Gardens are built. But the next step in restoring the scepter – and saving the Hanging Gardens – means a journey into the teeming gardens where a horde of vicious derro and their insane leader await.

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