Splinters of Faith

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- Adventure 4: For Love of Chaos -

By Gary Schotter & Jeff Harkness



A new adventure brought or Connes.



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Special Thanks

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PCs investigate the death of a high priestess who murdered her husband, then jumped from a cliff — but her body was never found. Other priests searching a vast garden have not returned. And horrible sounds can be heard at night. This adventure is for 4th-6th level characters.

A massive chasm containing a verdant green paradise appears out of the forest, the sheer rock walls descending a quarter mile into the earth. From a vantage point atop the outer rim of the depression, a bountiful garden fills the massive sinkhole.

A granite pillar rises from the canopy, atop which sits another garden and a sparkling temple of glass and stone. A magnificent crystal globe sits atop this temple, emitting a fine mist of rain that covers the entire pinnacle. Sunlight strikes the globe, creating a rainbow of color that moves across the chasm below.

A priest stands before a long bridge that leads to the temple atop the pillar. His robes are a patchwork of colors, into which he has woven flowers and blades of grass. He smiles, his eyes dreamy. His voice is soft and he speaks in a melodic singsong. "May Iseleine's peace follow you always, friends."

The Hanging Gardens of Iseleine

Location: Deep forest

Nicknames: The Flowering Pedestal, the Spire of Beauty **Deity:** Iseleine, goddess of art, love, beauty, passion and passiveness

Worship Domains: Healing, Plant, Protection

Leader: Acting high priest Jernigan Chimel (Clr9)

Servants: 20 Clr/Brd1-3, growers; 5 Clr/Brd4-6, pacifists

Dress: The priesthood favors uniqueness and beauty. They have no standard dress. Beauty and cleanliness are valued above all else. Iseleine's followers favor silks, sheer veils and delicate jewelry **Unique characteristic:** The temple sits atop a stone pillar in a chasm a quarter-mile deep and wide



How to Use This Adventure

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

At this point in the campaign, the relic – called the Scepter of Faiths - is equivalent to a +1 adamantine masterwork heavy mace, with the ability to cast bless 3 times per day.

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

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

Background Ages ago, Hamarab Natal broke away from worshipping Arden because of the increasingly violent and aggressive nature of the sun god's followers. At the time, Arden's followers were involved in tense battles with the frog demon Tsathogga's vile spawn. Natal decided that to truly eliminate evil, a more pacifistic approach to worship was required, an approach that would purge the basest instincts to create a purity that could overcome all else. The charismatic high priest gathered together followers of a like mind and began worshipping a little-known lesser aspect of Arden, the peace-loving Iseleine. Arden's true believers claim Iseleine isn't even real, just a hallucination of plantloving dreamers too weak to stomp out the evil in the world. Iseleine's faithful refuse to take up this fight, deeming it beneath them.

The Hanging Gardens of Iseleine rests atop a natural granite pillar in the middle of a deep pit measuring a quarter-mile wide and a quarter-mile deep. The subtropical environment's high humidity produces conditions perfect for the multitude of plants growing in the luxuriant gardens.

Two chain-link spans and a stone bridge cross from the garden plateau's rock pillar to the outer cliff wall. Vines and flowering plants drape the chains and the pillar's sides in earthly beauty. Planting boxes line the single stone bridge, with ivy and blossoming foliage growing abundantly across the arching walkway. Brilliantly colored tropical birds squawk and sing throughout the forest around the crater and from deep within the chasm below. Handmade chimes and crystals dangling from the bridges fill the pit with meandering melodies of arbitrary tones.

Three cascading waterfalls fall from the crater's outer rim into crystal pools far below. Streams span the pit floor before disappearing into water-filled caves. Tropical trees grow wild in the lower garden, creating canopies of broad leaves that shade the garden.

Iseleine's worshippers revere the beauty of the land, going so far as to live outside during all but the worst storms and deadliest heat waves. The priests speak in naive and dreamy tones, seemingly oblivious and uncaring about the world outside their little corner of paradise. Creation and beauty are all that matter to them. Many worshippers appear lost in a dreamlike state, ignoring those around them, having "crossed into Iseleine's graces," as the other priests claim. These few are said to possess powers to see the future - if one can decipher their dreamlike messages.

Within the Hanging Gardens of Iseleine, the faithful have no set quarters, and sleep on the ground or upon special bowers of leaves, grasses and colorful bird plumes.

New Deity: Iseleine **Matron of Peace**

Alignment: Any Good

Domains: Protection, Healing, Plant, Knowledge Typical Worshippers: Humans, elves, bards and monks Favored weapon: Bolas

Iseleine is the epitome of beauty and peace, and teaches love and forgiveness of all creatures. She always appears as a female of unearthly beauty. She detests undead, as they are an affront to life and beauty. She expects her faithful to find their inner self to express the joy of life and to demonstrate harmony to others. Her followers must pursue arts of adoration and creation, such as sculpture, song, or gardening. After all, serenity is the key to harmony and peace among all creatures.

Weapons that do nonlethal damage are all that are allowed. She also forbids her priests to use weapons or armor. Many specialize in nonlethal combat and spells. Her followers make poor adventurers and are often the butt of many jokes. Undead are the only creatures that bring out hostility among her worshippers.

Iseleine's temples are found in remote places of incredible beauty. Priests seclude themselves to be free of the evils and corruption of civilization. Her temples often have natural defenses and possess little of value aside from artwork.

The clergy meditate for long hours during the day. They are often seen as naïve and innocent. They dress in sheer silks and satins and sometimes innocently frolic in the nude.

The Upper Gardens The Upper Gardens of the temple are contained on the bridges, across

two massive chains and on the plateau atop the granite pillar. The bulk of the priests of Iseleine live somewhere within this contained garden.

Area A: The Stone Bridge.

A stone bridge defies natural laws as it spans the 600-foot-wide chasm between the main rim of the crater and the top of the granite pillar. Three-foot-tall stone flower boxes brimming with blooming plants line the walkway. Flowering vines and ivy growing from the boxes cascade from the sides of the bridge, giving the structure the appearance of a garden hanging across the open void. Some of the longest vines reach lengths of 100 feet.

Two identical nine-foot-tall statues stand to either side of the bridge's entrance on the outer rim of the chasm containing the garden. Each multilayered robed maiden carries a large falchion visible as an outline beneath the carved veils. The statues, carved in Iseleine's image, are 2 medium-sized carvatid columns.

A welcomer (CG human male Clr5) always waits near the carvatid columns to greet visitors. The priest politely requests that all weapons remain behind before visitors are allowed to cross. The greeter assures untrusting visitors that the items will be quite safe. Weapons are stored in a compartment beneath a stone slab on which the caryatid columns stand. When all apparent weapons are relinquished, the greeter allows visitors to cross. The caryatid columns back up the greeter to stop anyone trying to force his way across.

CARYATID COLUMNS (2) XP 800

CR 3

hp 75 (Pathfinder Roleplaying Game Bestiary, "Carvatid Column")

Area B: Hanging Chains (CR 3) Two giant links of chain strung side by side cross from the Hanging

Garden's plateau to the crater's rim. Each link of the chain is five

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feet long and made of cast-iron metal. Ten-foot-long planter boxes braced between the parallel chains are filled with nutrient-rich soil from which a jungle of vines grows.

The chains are planting areas for vines so they don't clog the green spaces on the narrow rock column. Vines hang abundantly from the links. Petrified tree trunks driven into the ground on each end anchor the chains. A collection of multicolored sun catchers, wind chimes and flowerpots hang amid the ivy.

At the center of each chain is an unwanted assassin vine that rooted years ago when seeds blew across the crater. The 2 assassin vines hang from the center portion, the massive roots invading many planter boxes. The priests are not happy with the vines, but feel they have as much right to live as anything else.

ASSASSIN VINES (2) CR 3 XP 800

hp 40, 38 (Pathfinder Roleplaying Game Bestiary, "Assassin Vine")

Area C: The Upper Gardens Luxuriant gardens of flowering bushes and trees, rare plants, herbs

Luxuriant gardens of flowering bushes and trees, rare plants, herbs and trimmed hedges cover the top of the rock plateau upon which the temple is built. Iseleine's priests tend the gardens, weeding and keeping harmful insects at bay. The Tower of Purity and Truth in the middle of the plateau provides a gentle rain shower four times a day. Water collects inside the tower and sprays out this "blessing" at dawn, noon, dusk and midnight.

The gardens split the plateau, with the eastern garden called the Garden of Beauty, while the western side is known as the Garden of Solace. A former high priest or priestess of Iseleine controls each garden, a gift for their years of devoted service. These Voices of the Garden direct all activity within the gardens. The Voices are prone to visions and trances, and communicate better with the plants than people.

Area C-1: The Garden of Beauty

This garden contains rare flowers, beautiful vines covered in delicate buds and other plants. The daily rains provide plenty of moisture. A meditation path of paving stones winds through the garden. Priests walk the route, lost in a dreamy haze.

The most vocal Voice of the Garden, **Lindeera Windon** (CG female half-elf Clr8), lives in a bower of growing sunflowers that bend to form a small lean-to. She is a polite host, although she often talks to the plants for long periods. During these trances, she speaks in riddles and half-sentences.

The garden has a euphoric effect on visitors, granting a +1 circumstance bonus while within the garden to any Charisma-based skill or check.

Area C-2: The Garden of Solace

This garden contains herbs, shrubs, climbing vines and fruitbearing trees. Paths of paving stones meander through the flora to a small glade.

The Voice of the Garden **Andres Baene** (CG male human Brd12/ Clr3) sleeps beside a small statue carved in his likeness. Andres likes to imitate the statue's cross-legged pose, and it is often hard to tell the statue from the man. Andres speaks to the statue as if it is another visitor, and pauses and nods while listening to it.

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The garden boosts visitors' intuitive skills, granting a +1 circumstance bonus while within the garden to any Wisdom-based skill or check.

Area C-2A: The Dipping Fountain

A 15-foot-wide marble basin sits in the foliage, its bowl set four feet into the rocky ground. The bowl resembles the lower shell of a giant clam. A stone upper shell is halfway open.

The rain that sprays out of the Tower of Purity and Truth fills the bowl at dawn, noon, dusk and midnight. The water evaporates slowly, finally emptying a few minutes before each new "rain." The water in the bowl is clear and potable. An ivory ladle hangs from a post beside the basin. Priests often stop here for a refreshing drink of the cool liquid.

While the rainfall soaks the plateau and collects within the fountain, the water heals 1d6 points of damage. This effect lasts only as long as the rain sprays from the tower. Water taken from the basin loses this ability permanently when the rainfall stops.

Area C-2B: The Birds' Nests

Multiple poles embedded in the soil rise 50 feet into the air. Crossbeams provide roosts for hundreds of birds, and more than 100 birdhouses hang from the crossbeams. Noisy birds hop in and out of the handmade structures. Feathers and bird droppings cover the ground.

The priests take great pride in creating homes for the birds, and some even name birds living within their structures. Robins, songbirds and even larger birds such as parrots and eagles live in harmony in the bird community.

Any violence within 100 feet of the birdhouses brings a cacophony of shrieks from the birds. Furthermore, **2 trained eagles** soar from

the birdhouses to investigate and report back to the priests. A third eagle has been missing for a week since investigating a distress call in the Gardens Below.

EAGLES (2) XP 200

CR 1/2

hp 8, 7 (Pathfinder Roleplaying Game Bestiary, "Eagle")

Area C-2C: Iseleine's Grace

A marble statue of Iseleine stands in this glade. A golden light radiates off the statue's perfectly carved form. Visitors often catch glimpses out of the corner of their eye of the statue smiling, gesturing or turning toward them. The statue is completely immobile, however, and always returns to its normal pose when looked at directly.

Anyone harming the statue draws the priests' wrath, but also suffers a -4 circumstance penalty to any Wisdom or Charisma-based skill or check. Any damage done to the statue heals during the next rainfall, but the "curse" remains for the perpetrator until he atones for his crime.

The Voices of the Garden determine how a violator may atone, with tasks including such things as weeding the lower gardens for a year, retrieving a particularly delicate bloom from a mountain peak, or finding a lost flower the priests believe exists in the deepest jungle.

Area C-3: The Garden of Statuary

Stone representations of beasts and men stand silently throughout this garden, which is part of the Garden of Beauty. The twenty statues are perfect specimens in form and beauty.

The statues are in reality men and animals turned to stone by various beasts and spells. The priests pay for the victims to be brought here to decorate the garden as a reminder that beauty can come from evil.

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Most of the statues have stood here for at least 10 years, although one is much older. The priests protect and clean the "statues," although they make no effort to restore the beings to life. They feel that if Iseleine wants them returned, she'll restore them. PCs are welcome to restore the beings, if that is Iseleine's will.

Garden Statues

A number of humanoid and animal statues stand in the garden. If restored to flesh, some of the NPCs could be ideal replacements for PCs slain during the adventure. The DM is encouraged to mix and match statues to better serve the campaign. The priests are unlikely to buy outright "evil" statues, but any animal or humanoid is a perfect candidate.

The statues are:

Elves (4): Dema (CG male Ftr4), **Endilla** (LG female Sor3), **Juxi** (N female Rog3) and **Golead** (CG male Clr4). These elves met **Kaluzhka**, a medusa (See *Splinters of Faith 9: Duel of Magic* for more on the medusa), while traveling to a new forest home.

Humans (5): Kelad Dod (N male Rog3), **Tyrea** (CG female Clr4), **Enjekas Sume** (LG male Pal4), **Geet** (CG male Bbn4) and **Issjus** (CN Ftr4). These adventurers lost to a cockatrice while exploring timberland above the village of Carson's Mill.

Dwarves (2): Caled Ashenchisel (NG male Ftr6) and his wife, Mairian (CG female Com3). This pair ran afoul of a transmuter while returning to Anvil Plunge with trade goods.

Gnome (1): Justic the tall (CG male Drd6) angered a wizard, who turned the bearded fellow to stone and kept him in his garden to scare rabbits.

Orcs (2): Olfga (CE male Ftr 5) and Hort (LE Sor3/Ftr2). These dimwitted orcs unwisely challenged a gorgon. If restored, each flees headlong into the garden. Neither knows they stand atop a stone pillar and will likely unwittingly hurl themselves off the edge.

Unicorn (1): This magical beast was a former servant of Iseleine that fought — and lost — to a basilisk that invaded the Gardens Below.

Porpoise (3): These creatures came near shore during a dracolisk's rampage. Their curious nature caused them to rise out of the water on their tails near the beast to get a better view, and it turned them to stone. Fishermen dredged the mammals from the shallow waters. If restored, the animals need to be doused with water to keep their skin wet until they can be returned to the water.

Human cleric (1): Cairina (CE female human Clr8), a follower of **Akruel**, is the oldest statue in the garden. She was turned to stone centuries ago during the fateful battle in which her master was defeated. A farmer in Lessef found her petrified body while tilling and sold it to the priests. If freed, Cairina is unaware hundreds of years have passed. She assumes Akruel survives and now controls the world. She was petrified before learning of the *Scepter of Faiths*, and does not know of its power to harm Akruel. If so informed, she tries to destroy the scepter before fleeing to reunite with Akruel's forces.

Harile the Radiant, lillend (1): This statue stands coiled as if ready to strike. She wields a long sword in her left hand, which is raised above her head. Her wings spread out behind her. Ilarile was studying in the Hanging Gardens when a basilisk invaded the Gardens Below. Ilarile fought the beast after it turned a unicorn guardian to stone. Ilarile dealt the fatal blow, but the beast caught her with its dying gaze. Ilarile's sister, Melisse, was driven mad by her sibling's fate and now roams the lower gardens. (See the wandering monsters table in the Gardens Below for more on Melisse.)

Area D: The Tower of Purity and Truth

A 180-foot-tall marble-and-glass structure rises in the center of the garden plateau. The gardens surround the tower, and the building appears to grow from the rock top. Rose-colored marble twists upward like intertwined vines. Three platforms of glass radiate off the sides, linked by a spiraling staircase winding around its edges. The platforms have no visible supports, but are quite sturdy. They extend outward from the tower wall, looking like a coin pressed into the side of the structure.

Molded glass bowers filled with flower petals, soft grasses and feathers line the outer edge of the clear discs. Initiates and priests sleep here, watching over the gardens. Personal effects sit in neat piles inside each bower, marking each initiate's bed. Most items are worthless junk such as glass beads, shiny rocks and carved trinkets. The priests give up their belongings before joining, but are allowed to keep whatever they make or find while fulfilling their duties to Iseleine.

The staircase spiraling around the tower to the top passes through the glass platforms near the point where each connects to the tower. Below are details of each of the sleeping platforms:

First Platform: This glass platform juts from the tower 30 feet above the gardens. The platform is 60-feet in diameter, the largest of the three, and has a low railing. Plants and decorative baubles hang from the railing. **Initiates** and those new to Iseleine's faith (CG Clr1, Drd1 and Brd1) sleep here. These initiates are charged with weeding the gardens. Approximately 30 initiates sleep here.

Second Platform: This 45-foot-diameter platform is 60 feet off the ground and provides a better view of the surrounding gardens. The ever-present vines, wind chimes and sun catchers decorate the platform. **Garden minders** (CG Clr3, Drd3 and Brd3) sleep on the molded glass bowers of this level. Twenty bowers line the outer rim. The minders plant new blossoms and direct initiates in the care of the rare plants. They take orders from their superiors and the Voices of the Garden.

Third Platform: This 30-foot-diameter platform is 90 feet off the ground, with 15 sleeping bowers. The platform is home to the **Growers** (CG Clr5, Drd5 and Brd5). The Growers research new plants and species, and grow and graft flowers. Pots and seedling planters line the platform's railing. Newly grafted stems lovingly spliced together are tied to the railing to grow.

Area D-1: The Plaza

Perfectly aligned paving stones form a walkway from the stone bridge on one side of the pillar to the Grand Terrace on the other. The stones form a plaza around the Tower of Purity and Truth in the center. The paving stones are polished smooth and reflect light in a rainbow glow of colors.

Area D-2: The Stair Minder

Lotharen the Stair Minder (CG Brd 5/Clr 3) sleeps in a bower at the base of the tower's staircase. Lotharen often sits upon the tower's first step, basking in the sun.

The stair minder is an odd devotee of Iseleine. Allergic to many plants in the garden and afraid of heights, Lotharen rarely leaves his post at the base of the tower. From his vantage point, he can easily forget he lives atop a massive rock pillar.

Lotharen documents every visitor, asking their name, their reason for visiting the tower, and even their favorite flower and bird. As the majority of Iseleine's priests ignore him, Lotharen makes up questions for especially talkative visitors so he can keep the conversation going. The stair minder has detailed records of visitors, including details of their lives. When he's not tracking visitors, Lotharen writes epic poems about Iseleine. A few of his older poems contain references to Akruel as "The Evil One" and to Iseleine's blessing upon the *Scepter of Faiths*. He deciphered the history from charcoal rubbings done by

The Prism of Iseleine

The top of the tower is a hollow 60-feet-diameter crystal sphere sitting atop the 40-foot-wide column. The priests of Iseleine enter the sphere to escape the worst weather, but otherwise sleep outside on the open-air platforms.

The sphere rests atop the 120-foot-tall Tower of Purity and Truth. The Prism of Iseleine is a perfect meditation spot for the goddess's followers. A glass floor bisects the lower half of the globe. Benches carved from glass flow gracefully from this floor.

Water carried up a natural shaft in the tower's interior forms a pool beneath the glass floor in the glass sphere's lower half. A thick silk strand of rope hangs from the top of the sphere 60 feet overhead and passes through a narrow opening to touch the water. Miraculously, droplets climb the silk to the top of the dome. The priests call these droplets Iseleine's tears. Once the tears reach the top of the globe, they run down the curved interior walls, pass through small holes in the floor and collect again in the lower half of the globe.

The prism is a larger version of the Morningtide Sphere found on the top of the temple of Seraph in Splinters of Faith 5: Eclipse of the Hearth. Hamarab Natal, a former priest of Arden, broke away from the desert temple to found the Hanging Gardens of Iseleine. Natal recreated the Morningtide Sphere here in honor of his new goddess Iseleine and his past.

The prism is key to the worship of Iseleine. When the sun rises, the globe refracts light into rainbows that dance around the inner rim of the crater. When the sun is overhead at noon, the light shining on the prism bends toward the Grand Terrace and Iseleine's glass altar. The light passes through the altar and creates a massive rainbow that arcs into the pit. Visitors are brought to the tower to get a bird's-eye view, and to witness Iseleine's majesty.

The reservoir empties in a rain shower at sunrise, noon, dusk and midnight from nozzles that spray the holy droplets across the plateau. This gentle rainfall lasts for half an hour.

Acting high priest Jernigan Chimel (CG male human Clr8) lives within the prism, watching the waters at their source and surveying the gardens. He is new to the position, gaining the honor after the former high priestess Aljena threw herself from the Grand Terrace. Jernigan leads the worship of Iseleine each day at noon at the altar on the Grand Terrace. Jernigan sleeps in a bower lined with soft woven cotton and grasses.

Jernigan speaks in low voice and appears on the verge of a trance. He wears multicolored robes decorated with songbird feather tokens. Three delicate earrings descend from Jernigan's left ear, and he wears gold bracelets.

initiates of each step of the Descending Stairs. He gladly shares (and performs) his poems if asked.

Lotharen maintains a meager existence, sleeping in his earthen bower and writing journals. He stores his books in a compartment in the tower's side so the rain doesn't ruin them. Lotharen's belongings are his books, quill pens, a small knife and a chamber pot (emptied every morning by an initiate so Lotharen doesn't have to leave his post).

Area E: The Greenhouses

These structures house rare plants that have difficulty growing in this climate. The plants are lovingly tended and watched for the smallest sign of distress. The priests pay travelers to transport rare blossoms to their care.

Area F: The Grand Terrace

This 60-foot-wide balcony wraps around the side of the cliff face, 10 feet below the upper gardens. A flight of stone stairs descends to the terrace. The see-through glass platform juts 30 feet out over the drop to a garden paradise a quarter-mile below. The platform is supported by delicate-looking flutes of glass and marble carved to look like fronds of a plant enveloping the terrace. Four massive wind chimes — each 20 feet long and made of hundreds of glass and etched-metal chimes — dangle from the platform. The gentle chasm's breezes stir the chimes in a peaceful song. Hanging vines grow in planter boxes along a small railing, the leafy tendrils hanging 20 feet below the platform.

A five-foot-tall glass rose decorates the platform's far edge and serves as an altar to Iseleine. Each pink-tinted rose petal is perfectly carved

The altar of Iseleine is the focal point of rays cast from the Prism of Iseleine. At noon each day, rays from the tower reflect onto the altar. The rose refracts the light into an immense rainbow that spreads across the walls of the surrounding crater and the lower gardens. The rainbow lasts a full hour and moves slowly about the crater walls with the path of the sun.

Two guardians of Iseleine (CG human Brd6) watch over the sculpted rose. Visitors are allowed to stand near the blossom, but may not touch the altar. Only Jernigan is allowed to place his hands upon it.

Area G: The Descending Stair This long staircase curves around the pillar as it descends from

the Grand Terrace to the Gardens Below. The stairs are inscribed with Iseleine's beliefs, her holy symbols and even small carvings depicting her struggle to bring beauty and knowledge into the world. Once a year, Iseleine's priests descend the stairs while reflecting on the wisdom each step offers. The journey lasts for two full days.

At 12 points along its descent, the stairs level off to a small platform. A door leads into the rock column to a small room and platform overlooking the garden. These waypoints are designed for guests descending the massive column.

The waypoints A 30-foot platform of marble extends outward above the Descending Stairs. Each balcony is accessed through a covered doorway just below it on the staircase. The platforms are convenient resting points. Bowers line the platform, and additional space is available inside rooms carved into the column. Vines hang abundantly from these platforms, draping like curtains over the Descending Stairs.

Twelve evenly spaced waypoints ring the massive rock formation. The waypoints are unmanned, but initiates and visitors occasionally rest within.

The lowest waypoint, hidden within the canopy of the lower garden's trees, shows signs of recent violence. The marble platform is cut and carved, and bloodstains mar its surface. Stairs leading up to the entrance are scarred and scratched. The engravings and paintings are no longer legible. All of the hanging plants from the final platform are cut away, leaving the waypoint bare and uninviting. Derro from the lower gardens raided this platform, carrying off 3 elderly initiates.

Adventure Background

Rarely does an incident occur that distresses the Hanging Gardens. But tragedy recently struck at the faith's very foundation. The high priestess, **Aljena**, recently murdered her husband, **Merom**. Astonishingly, she killed the man on the Grand Terrace in front of several witnesses. She kissed Merom passionately before plunging a serrated dagger into his heart. Aljena, beaming delightedly, then jumped to her death. Mysteriously, her body was never found, though priests searched the base of the tower where she would have fallen.

As far as anyone can remember, this is the only act of violence to occur within the Hanging Gardens. The parishioners and clergy are still in shock over the tragedy. Many feel that Iseleine has abandoned them to the wicked ways of the world again.

PCs playing the Splinter of Faiths adventure need the blessed *Oil* of *Iseleine* to perform the *Anointing of Perfection* blessing on the *Scepter of Faiths*. Unfortunately, Aljena was wearing the oil in a jeweled flask around her neck when she jumped.

A ruthless derro priest named **Davgarh** and his war band are partly responsible for the "mystery" of Aljena's disappearance. The derro stumbled upon the temple of Iseleine while exploring caverns that opened into the Gardens Below. They immediately set about finding a way to topple the pillar that supports the temple to beauty. Such a feat would place their names among the greatest of derro.

Davgarh solicited **Kalahastie**, a succubus renowned for her beguiling nature and ingenuity. Together, they developed a plan to

bring the faithful of the Hanging Gardens to their knees. Slaves are even now tunneling into the column supporting the temple. Aided by spells, the excavation is making incredible progress. The derro are already planning a grand celebration marking the day when they expect the granite pillar to collapse into ruin.

PCs have roughly 15 days before the pillar's foundation is weakened to the point of collapse. The DM should weigh the PCs' progress against this deadline, however, extending the time if necessary to allow determined PCs to discover and stop the derro. PCs who foolishly waste time or ignore the clues should get no such aid, and may find themselves standing at the base of a tower suddenly falling down around them.

Recently, Davgarh and Kalahastie lured Aljena into the Gardens Below and killed her as she strolled in the pastoral beauty. Kalahastie then assumed Aljena's guise and successfully fooled the Hanging Garden's priests and Mermon into thinking that she was the high priestess. For her grand finale, she charmed Mermon and brought him to the Grand Terrace where she drained him of his essence until his body was at the brink of death. Kalahastie then murdered the priest and leapt into the void. Once out of sight, Kalahastie spread her wings and landed safely.

The priests of Iseleine reacted quickly, sending a rescue party to retrieve the priestess's body. The group never returned. Several other priests and parishioners in the Gardens Below also vanished at this



Random Encounters

A number of animals still roam the Gardens Below, despite the presence of the derro. Roll a d20 for random encounters and consult the table below. Encounter checks are suggested for every 4 hours while within the gardens. Most of the animals are friendly, although the violent derro are slowly changing that.

Roll a 1d6 when an animal is encountered. A roll of 1-2 indicates the animal is friendly to strangers. A roll of 3-6 means the animal has been poisoned by the derro with Achaierai Black Cloud Oil and suffers from insanity.

The unicorn has not suffered the effects of the derro's poison. The unicorn may arrive at any encounter in the Gardens Below to aid struggling PCs.

d20 Encounter

- Derro war party (6): CR 3; hp 27, 24, 22 (x2), 20, 19. 1 (See sidebar on Derro in the Gardens Below.)
- 2 Melisse, insane lillend: CR 7; hp 52. See below.
- 3 Leopard: CR 2; hp 20.
- 4 Unicorn: CR 3; hp 40.
- 5 Brown bear: CR 4; hp 54.
- Fox: CR 1/3; hp 6. 6
- 7 Escaped goblin slaves (3): CR 1/3; hp 8, 7, 5. See Area G
- 8 Skunk: CR 1/6; hp 3.
- 9 Wild horse: CR 1; hp 20.
- 10 Eagle: CR 1/2; hp 6.
- 11 Deer: CR 1/4; hp 11.
- 12-20 **No Encounter**

Melisse, the Insane Lillend CR7)

Melisse is the sister of Ilarile the Radiant, a lillend who was turned to stone by a basilisk. Ilarile's body decorates the Garden of Statuary (Area C-3). Melisse journeyed here to find her sister, but stumbled on the derro and was struck by Achaierai Black Cloud Oil poisoned bolts. The bolts have caused madness in the beautiful creature. Melisse now roams the Gardens Below hunting her sister and taking out her anger on everything she encounters.

MELISSE, INSANE LILLEND XP 3,200 hp 87 (<i>Pathfinder Roleplaying Game Bestiary</i> , "Azata, Lillend")	CR 7
GRIZZLY BEAR XP 1,200 hp 42 (<i>Pathfinder Roleplaying Game Bestiary</i> , "Bear, G	CR 4 rizzly")
DEER XP 100 hp 11 (<i>The Tome of Horrors</i> by Necromancer Games , F 286)	CR 1/4 Page
EAGLE XP 200 hp 5 (Pathfinder Roleplaying Game Bestiary, "Eagle")	CR 1/2
FOX XP 135 The Tome of Horrors by Necromancer Games, Page 28 N Small Animal Init +3; Senses low-light vision, scent; Perception +5	CR 1/3 7
AC 15, touch 14, flat-footed 12 (+1 size, +3 Dex, +1 nat	ural)

hp 4 (1d8)

Fort +2, Ref +4, Will +1

Spd 40 ft.

Melee bite +4 (1d4-1)

Str 8, Dex 17, Con 10, Int 2, Wis 12, Cha 6 Base Atk +0; CMB -2; CMD 11 Feats Weapon Finesse Skills Acrobatics +5, Perception +5, Stealth +8*, Survival +1

 $(+5^{*})$ Racial Modifiers Foxes have a +4 racial bonus on Stealth and

Perception and a +2 racial bonus on Acrobatics checks. *Foxes have a +4 racial bonus on Survival checks when tracking by scent.

HORSE **XP 400**

CR 1

CR 2

hp 15 (Pathfinder Roleplaying Game Bestiary, "Horse")

LEOPARD

XP 600 hp 19 (Pathfinder Roleplaying Game Bestiary, "Cat, Leopard")

SKUNK

CR 1/6

XP 50 hp 2 (The Tome of Horrors by Necromancer Games, Page 289)

N Small Animal

Init +1; Senses low-light vision, scent; Perception +5

AC 12, touch 11, flat-footed 11 (+1 size, +1 Dex) hp 2 (1/2d8) Fort +2, Ref +3, Will +0

Spd 30 ft.

Melee Bite +1 (1d4) Space 5 ft.; Reach 5 ft.

Str 2, Dex 13, Con 10, Int 2, Wis 12, Cha 2 Base Atk +0; CMB +0; CMD 10

Feats Weapon Finesse (bite)

Skills Perception +5, Stealth +3

Musk (Ex): Once per round, and no more than 5/day, a skunk can release a stinking musk in a 5-foot cloud. An affected creature must succeed at a DC 10 Fort save or become nauseated for 1d4 rounds. A second save is needed to avoid being blinded (as the spell) for 1d4 rounds. Clothing reeks for 1d6 months unless magically cleaned. The odor doubles all chances for wandering monsters and imposes a -12 penalty on Stealth checks.

UNICORN

XP 800

CR 3

hp 34 (Pathfinder Roleplaying Game Bestiary, "Unicorn")

time as derro war parties slaughtered them. Howls, jabbering speech and screams of pain still occasionally rise from the Gardens Below as hiding priests are discovered. The sound of metal against stone was also heard just over a week ago, just before Kalahastie murdered Mermon. The sound has since subsided, although some priests claim they hear faint clanking and the rumble of rocks falling somewhere far below. The congregation of Iseleine is too naive to comprehend the true terror that might befall their precious temple if the derro complete their excavations.

Starting the Adventure

When PCs arrive at the Hanging Gardens, Lindeera Windon is sitting in the center of the connecting bridge, sobbing uncontrollably over the recent death of Aljena. She pleads with PCs to find out why Aljena murdered her husband and then leaped to her death. If asked about the *Oil of Iseleine*, Lindeera says that Aljena wore the blessed oil in a vial about her neck, and that it is presumed lost with her body.

If PCs agree to help, Lindeera speaks with Jernigan about having the PCs' weapons returned to them if they will agree to venture into the Gardens Below to root out the source of the trouble.

If PCs cross into the Upper Gardens by some other means, they meet Lindeera at some other spot at the GM's choosing.

The Gardens Below

The Gardens Below is planted according to the various aspects of Iseleine: peace, love and splendor. Each garden is carefully cultivated, and labels identify plants, scrub and trees. Meandering paths and small shrines fill the garden. Sculptures, monuments and obelisks are abundant. But recent destruction is also evident. Flowers are decapitated or torn from the earth. Deep scars from sword strikes mar trees and shrubs. Entire hedges are torn from their planters and scattered across the stone paths.

The depth of the pit allows direct sunlight to reach the bottom for only four hours each day. The Gardens Below is bathed in a humid twilight during all other daylight hours. At night, the garden is as dark as a cave. Vegetation develops broad leaves to catch as much light as possible. This thick foliage is a blessing for the derro.

The derro take cover during the four hours of direct sunlight. But during the rest of the time, they fearlessly explore. If confronted in their many hiding places during the sun's peak hours, the derro use their *darkness* ability to escape until the sun wanes.

Area A: Staircase Ambush (CR 8)

The Gardens Below is beautiful, in spite of the derros' destruction. Tropical leaf succulents thrive in the humid atmosphere. Dense trees grow to incredible heights to escape the tangle of underbrush.

Paths wander in shadow throughout much of the garden. Two creek-stone paths lead from the base of the Descending Steps.

As PCs descend, **6 derro** wait to attack with violet fungi-poisoned crossbows from the cover of the dense foliage. They attempt to subdue rather than kill in order to use captured PCs as slaves. The derros center *sound burst* spells on spellcasters before combat. The derro fight to the death and reveal no information if taken alive.

The 10-foot area in front of the final step holds a net snare. The derro hide until the snare springs, then shoot entangled victims with violet fungi poisoned bolts. Beings caught in the net are suspended 15 feet in the air. Victims can escape by untangling themselves (DC 20 Escape Artist check) or by breaking the net (DC 23 Strength check). Both attempts are full round actions.

DERRO (6)

XP 800

hp 30, 27 (x3), 22 (x2). (*Pathfinder Roleplaying Game Bestiary*, "Derro")

See the "Derro in the Garden" sidebar.

SNARE TRAP; CR 3

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

Trigger: location; Reset: manual **Effect:** Atk +6, DC 16 Reflex save avoids. **Net:** 5 hp; Hardness 1.

Derro in the Garden

A number of derro wander the Gardens Below, often in war bands lurking through the abundant plants like guerrilla warriors. The derro are vicious creatures, roving in packs and attacking anything they come across with a variety of poisons. The majority of the derro fire crossbow bolts tipped with violet fungi poison, but other poisons used are presented below:

Medium Spider Venom: Injury; Fortitude DC 14; 1/round for 4 rounds; 1d2 Strength damage; 1 save. This is the most common poison used by the derro in the garden.

Achaierai Black Cloud Oil: Contact; Fortitude DC 15; 1/ round for 4 rounds; 2d6 points of damage plus save or be affected for 3 hours as though by an *insanity* spell (CL 16); 1 save.

Violet Fungi Poison: Injury, Fortitude DC 14; 1/min for 4 min.; 1d3 Str and 1d3 Con; 2 save.

Crawler brain juice poison: Contact; Fortitude DC 13; 1/ min for 6 min.; paralysis; 1 save

Area B: The Little Bridge

A small bridge crosses the brook from the falls. Scratch marks are evident on the railings from derro sharpening their weapons against the wood and stone.

Area C: The Garden of Peace

Marble slabs set in the ground as paths reflect the flowers around the Garden of Peace. The shrines and reflecting pools provide a calm and serene atmosphere. All Intelligence and Wisdom-based skill checks are made at a +1 circumstance bonus due to the unnatural clarity the garden provides.

Area C-1: The Hands of Peace (CR 11)

A patio of white marble encircles a white statue of Iseleine. The statue's arms are raised over an ornate altar of alabaster stone. The statue's eyes are closed as it peers heavenward.

An inscription in Common at the base of the altar reads: "Behold! The benevolence of Iseleine blesses all who pay homage to her loving spirit. Let her lift the burden of sin and cleanse the weapons of mortality." PCs searching the top of the altar find deep scars.

The statue is a **stone golem** with very specific instructions. If any weapon or item used as a weapon — such as wands, staves or rods — is placed on the altar, the golem smashes the item. The stone golem ignores the first 8 points of hardness and deals 2d10+9points of damage. The golem counts as a +4 weapon in determining what magical weapons can be destroyed. The golem does not attack unless someone foolishly attacks it. The golem attacks any undead immediately due to the affront to life that they represent.

Defensive items or items specifically blessed by Iseleine (such as the *Scepter of Faiths*) are not destroyed. Instead, the golem's hands cover the item, and a *magic mouth* says "Iseleine's grace brings beauty to the world." The blessing is purely ceremonial and has no other effect. The golem then returns to a normal stance.

12

CR 3

CR 11

CR 3

The crushed remains of a derro lie 15 feet into the vegetation near the marble patio (Perception 10). He foolishly climbed atop the altar with his weapons and was barely able to crawl away to die.

STONE GOLEM XP 12.800

hp 157 (Pathfinder Roleplaying Game Bestiary, "Golem, Stone")

Area C-2: The Reflecting Pool of Harmony (EL 8)

The acrid stench of urine fills the air. A 30-foot rectangle pool of oily water surrounded by stained white stones sits in this clearing. Several dead parrots lie around and in the pool. Small bolts impale their corpses.

The pool is a latrine for **5 derro**. Cautious PCs may catch them with their "guard" down, so to speak. If warned, two hide under the brush opposite the path (Stealth +10) and fire violet fungi poisoned bolts while the others try to flank the intruders.

DERRO (5) XP 800

hp 30, 24, 22, 20, 18. (*Pathfinder Roleplaying Game Bestiary*, "Derro")

Area D: The Web Tent (CR 6)

The path disappears down a dark tunnel under thick, overhanging webs. The derro encountered an **ettercap** a few months ago and set up a shaky partnership with the creature. The derro promised the ettercap fresh food in exchange for poison. The ettercap has lived up to its end of the bargain, but the derro have not provided any meat.

The garden's high humidity causes greats droplets of water to collect on the massive webs making them highly resistant to flame (fire resistance 2).

Outside the web tent are **4 large spiders**. They watch for derro as well as other intruders. They hide (Stealth +8) in the thick webs above the tunnel and drag victims into the sticky strands before descending for a meal.

Within the tent, a 30-foot-long path opens into a 15-foot-high, 60-foot-wide dome. A single derro hangs cocooned from the center of the dome. The ettercap is holding the bound derro hostage until the ettercap's fresh meals are delivered as promised. The ettercap is already feeding upon the helpless victim, but not enough to kill the powerless derro.

The web cavern's floor is a sheet of sticky webbing (DC 20 Perception check to notice). The floor adheres to and traps those treading upon it. Victims can wriggle free (DC 12 Escape Artist check) or pull themselves out of the webbing (DC 17 Strength check).

The ettercap's companion, a **monstrous huge spider**, waits under the web floor in a shallow depression. Once the web floor is disturbed (such as when someone gets caught and is struggling to escape), the spider rips through the webbing to attack. The ettercap hides (Stealth +9) above the suspended derro and attacks by throwing its webs after the spider begins to attack.

The ettercap hides treasure from the derro and their slaves in a small compartment above the dome in which it resides: a +2 small short sword, vials of monstrous medium spider poison (x6), +2 studded leather of cold resistance and a bag of 243 pp.

MONSTROUS LARGE SPIDERS (4) XP 800 N Large Vermin

Initiative: +2 **Senses:** Darkvision 60 ft., Tremorsense 60 ft., Perception +4 (+8 in webs)

Armor Class: 13 (+2 Dex, -1 size, +2 natural), touch 11, flat-footed 9 hp: 40, 35, 34, 28, 21 hp (5d8+15) Fort+7, Ref+3, Will +1 Immune: mind-affecting effects

Spd: 30ft. Melee: Bite +6 (1d8 +4 plus poison) Space: 10 ft. Reach: 5 ft. Special Attacks: web (+4 ranged, DC 12, hp 2)

Str 19, Dex 15, Con 16, Int Mindless Wis 10, Cha 2 Base Atk +3 CMB +8 CMD 20 (32 vs. trip) Skills Climb +16, Perception +4 (+8 in webs), Stealth +2 (+6 in webs); Racial Modifiers +4 Perception, +4 Stealth (+8 in webs), +16 Climb

Poison (Ex): Bite—injury; save Fort DC 16; frequency 1/round for 4 rounds; effect 1d2 Strength damage; cure 1 save.

ETTERCAP

XP 800

CR 3

CR5

hp 38 (Pathfinder Roleplaying Game Bestiary, "Ettercap")

MONSTROUS HUGE SPIDER

XP 1,600 N Huge vermin

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

AC 14, touch 9, flat-footed 13 (+1 Dex, +5 natural, -2 size) hp 64 (7d8+35) Fort +10, Ref +3, Will +2 Immune mind-affecting effects

Spd 30 ft., climb 30 ft. Melee bite +11 (2d6+8 plus poison) Space 15 ft.; Reach 10 ft. Special Attacks web (+6 ranged, DC 12, hp 2)

Str 27, Dex 13, Con 20, Int —, Wis 10, Cha 2 Base Atk +5; CMB +15; CMD 26 (38 vs. trip) Skills Climb +16, Perception +4 (+8 in webs), Stealth -3 (+1 in webs); Racial Modifiers +4 Perception, +4 Stealth (+8 in webs), +16 Climb

Poison (Ex): Bite—injury; *save* Fort DC 18; *frequency* 1/round for 4 rounds; *effect* 1d4 Strength damage; *cure* 1 save.

Area E: Smashing Fountain (CR 8)

The ring of metal on stone resounds from this area. A 20-footdiameter ornate fountain sits in this small glade. Beautifully carved statues of nude dancing nymphs circle the pool's perimeter. A statue of a triton wearing a crown of coral holds a gold trident in one hand and a conch shell in the other. Sparkling water erupts from the spiral shell held above the statue's head. Cavorting around the pool are **8 bugbears**, who are demolishing the nymph statues with morningstars. They laugh uproariously at each hit.

These slaves are having a good time destroying the fountain and its statuary. They are too busy with their revelry to notice cautious adventurers. They attack on sight or if confronted, but know little of their terrifying masters. The largest bugbear carries a cold iron morningstar.

If half the bugbears are killed, those remaining flee to warn their derro masters.

BUGBEARS (8) XP 600

CR3

CR 2

hp 26, 22, 20, 18, 16 (x2), 12 (x2) (*Pathfinder Roleplaying Game Bestiary*, "Bugbear")

Area F: Reflecting Pond

A rectangular pool of pristine and tranquil water sits in the middle a bounty of broad-leafed plants. Marble pedestals break the surrounding vegetation and hold urns, braziers and small statues of fey creatures.

The pool reflects the surrounding flora like a verdant mirror.

The pool radiates strong abjuration magic. Emersion within the blessed water anoints the willing creature with an *atonement* spell. This area is also under the protection of a *hallow* spell with a *bless* spell tied to the area that affects good-aligned creatures.

The derro and their cohorts avoid this area.

Area G: The Slave Line (CR 7)

Kobold, goblin and hobgoblins slaves are forced to carry logs on their backs along this path. The slaves deliver timber cut from the garden to the tunnel to help shore up the excavation going on under the central pillar. The brutal slave master **Rohroh Shuzlirk** accompanies the slaves at all times. He sits atop his **rock-horned lizard**, rarely climbing out of the saddle. During combat, Rohroh drinks his *potion of haste* and feeds the *potion of rage* his lizard mount before riding through his slaves, heedless of their welfare.

The slaves are exhausted (-6 to Strength and Dexterity) and feebly attempt to aid the slave master. They have no weapons and ravenously grasp for visible waterskins or foodstuffs. The slaves are considered difficult terrain for anyone trying to move through them. Casting spells while surrounded by the slaves requires a DC 12 + spell level Concentration check.

ROHROH SHUZLIRK

CR 7

XP 3,200 Male derro fighter 5 CE Small humanoid Init +9; Senses darkvision 60 ft.; Perception +0

AC 22, touch 17, flat-footed 15 (+3 armor, +5 Dex, +1 Dodge, +2 natural, +1 size) hp 92 (3d8+12 plus 5d10+20) Fort +5, Ref +3, Will +6 Defensive Abilities bravery +1; SR 19 Weaknesses vulnerability to sunlight

Spd 20 ft.

Melee short sword +14/+9 [two-handed (1d6+8 plus poison plus 1d6 fire)] or aklys +5 (1d6+3 plus poison) Ranged mwk light crossbow +13 (1d6/19–20 plus poison) or mwk aklys +13 (1d6+3 plus poison) Special Attacks sneak attack +1d6 Spell-Like Abilities (CL 3rd) At will—darkness, ghost sound (DC 13) 1/day—daze (DC 13), sound burst (DC 15)

Str 16, **Dex** 21, **Con** 18, **Int** 10, **Wis** 5, **Cha** 16 **Base Atk** +7; **CMB** +9; **CMD** 24

Feats Dodge, Improved Initiative, Mobility, Spring Attack, Vital Strike, Weapon Finesse, Weapon Focus (short sword), Weapon Specialization (short sword)

Skills Handle Animal +11, Perception +0, Ride +13, Stealth +9 Languages Aklo, Undercommon

SQ armor training 1, madness, poison use, weapon training (light blades1)

Madness (Ex): Derros use their Charisma modifier on Will saves instead of their Wisdom modifier, and are immune to insanity and confusion effects. Only a *miracle* or *wish* can remove a derro's madness. If this occurs, the derro gains 6 points of Wisdom and loses 6 points of Charisma.

Poison Use (Ex): Derros are not at risk of poisoning themselves when handling poison. They use Medium spider venom to poison their crossbow bolts, and generally carry 10 pre-poisoned bolts at all times.

Vulnerability to Sunlight (Ex): A derro takes 1 point of Con damage after every hour it is exposed to sunlight.

Combat Gear small masterwork aklys, small studded leather, +1 flaming short sword, small light masterwork crossbow, 24 small bolts, potions of haste, invisibility and rage (CL 5), vials of achaierai black cloud oil poison (x4).

BLOOD LIZARD (GIANT ROCK-HORNED LIZARD) CR 3 The Tome of Horrors by Necromancer Games, Page 184 XP 800 N Medium animal Init +2; Perception +7

AC 18, touch 12, flat-footed 16 (+2 Dex, +6 natural) hp 40 (4d8+12) Fort +7, Ref +6, Will +2

Spd 30 ft., swim 20 ft. Melee bite +8 (1d8+6) Special Attacks Spit Blood

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

Base Atk +3; CMB +7; CMD 19

Feats Alertness, Weapon Focus (bite) **Skills** Climb +8, Perception +7, Stealth +6 (+10*), Swim +12;

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

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

KOBOLD SLAVES (12) XP 100

CR 1/4

hp 2 each (*Pathfinder Roleplaying Game Bestiary*, "Kobold") **Melee** 2 claws +1 (1d2 bludgeoning)

GOBLIN SLAVES (15)

XP 135

hp 3 each (*Pathfinder Roleplaying Game Bestiary*, "Goblin") **Melee** fists +2 (1d2 bludgeoning)

HOBGOBLIN SLAVE (8)

XP 200

CR 1/2

CR 1/3

hp 5 each (*Pathfinder Roleplaying Game Bestiary*, "Hobgoblin") Melee fists +4 (1d3 bludgeoning)

Area H: The Sleeping Slave (CR 5) A wood-and-lattice gazebo is the laif of Quid, a sluggish troll.

A wood-and-lattice gazebo is the laif of **Quid**, a sluggish troll. Although he doesn't consider himself a slave, Quid often does what the succubus Kalahastie requests. Quid obstinately refuses others' commands, but he enjoys the succubus's corrupt beauty and does her bidding out of misplaced love. Quid often hides under the hanging leaves to escape labor and the slave master. If disturbed, he sees what PCs can offer him. Quid sleeps during the day, curled up and embracing a broken statue of a woman.

Quid can possibly be bargained with against the slave master, but he turns on the PCs at the first opportunity. If PCs speak ill of Kalahastie or attack her, he savagely attacks.

He carries a cold iron forged longsword that he uses to pick his teeth. Quid also sports a necklace of 24 silver arrowheads.

QUID (TROLL) XP 1,600

CR 5

hp 72 (Pathfinder Roleplaying Game Bestiary, "Troll")

CR 3

Area I: The Escapee

A deep gnome named **Argekia** (NG female svirfneblin Clr4) recently escaped from a derro work detail. She hides in the underbrush awaiting a chance to flee into the tunnels or out of the pit. She covers herself in black soil and camouflages her movements as best she can. Using her *disguise self* ability, Argekia appears as a goblin when forced to move around. Realizing her desperate need for aid, Argekia approaches friendly looking PCs. She does not speak any language except gnomish. Argekia offers information and other aid. She dearly wishes to return home.

Argekia is a pilgrim to the Hanging Gardens from deep within the tunnels. A derro hunting party captured and killed her traveling companions. They forced her into a work detail to dig a tunnel into the central pillar's rock wall. Argekia has not rested long enough to regain spells. She's been on the run for days, dodging derro.

ARGEKIA (SVIRFNEBLIN)

Pathfinder Roleplaying Game Bestiary, "Svirfneblin" XP 800 Female deep gnome Clr4 NG Small humanoid Init +2; low-light vision; Perception +5 Aura good

AC 13, touch 13, flat-footed 11 (+2 Dex, +1 size) hp 15 (4d8) Fort +8; Ref +3; Will +7 (+9 vs. illusion)

Spd 20 ft. Melee rock -3 (1d2-2) Special Attacks channel positive energy 5/day (2d6, DC 16), spontaneous casting (cure spells) Spell-Like Abilities (CL 4th) Constant—nondetection 1/day—blindness (DC12), blur, disguise self **Spells Prepared** (CL 7th): 2nd—cure moderate wounds, delay poison, soften earth and stone 1st—bless, detect evil, sanctuary, magic stone 0 (at will)—detect magic, light, mending, stabilize **D** domain spell; **Domains** Artifice, Earth

Str 6, Dex 15, Con 19, Int 11, Wis 16, Cha 14 Base Atk +3; CMB +0; CMD 12 Feats Improved Chanel Energy, Turn Undead Skills Craft +2 (armor), Heal +8, Knowledge (religion) +5, Perception +5, Spellcraft +5, Stealth +6; Racial Modifiers Craft +2 (armor), Perception +3 Languages Gnome, Sylvan Combat Gear rock; Other Gear goblin loin cloth

Area J: The Garden of Love

Polished quartz steppingstones serve as pathways in the Garden of Love. Secluded alcoves and flowering grapevine trellises fill the garden. The compassionate aura grants Charisma-based skill checks a +1 circumstance bonus. Statues depicting seductive and passionate scenes bordering on hedonism are plentiful. The garden surrounds Adoration Lake, which is shallow and clear, containing a few islands linked by a series of wooden bridges.

Area K: Adoration Lake

The lake's average depth is four feet, but a few areas plunge to more than 30 feet. Schools of ornamental fish live in the lake. Since the corruption of the Gardens Below, the decorative and plant-eating fish are hungry and aggressive. In the absence of the care shown by the priests, the bigger fish devoured the smaller ones and viciously investigate any disturbance.



Area L: Strolling Bridges

Wooden bridges without rails connect several small islands. Each island contains a gazebo, with a bench or swing under the roof.

Area M: Iseleine's Island (CR 8)

The largest island holds a statue of Iseleine built inside a gazebo. White silks and glass beads adorn the human-sized statue. Stationed here are 6 derro. They attempt to incapacitate approaching PCs by shooting bolts coated in crawler brain juice poison. PCs succumbing to the poison have a 50 percent chance of falling into the lake if standing on a bridge.

DERRO(6)

XP 800

CR 3

hp 22, 20, 19 (x2), 17, 16. (Pathfinder Roleplaying Game Bestiary, "Derro")

Area N: The Cherub Tower

A 10-foot diameter tower sits beside the path. An open door leads into a 30-foot-tall hollow tower. A narrow stairwell lines the marble walls. The top of the tower has enough space for two people to stand overlooking Adoration Lake. A bottle of fine wine and a pair of goblets sit on a bench. The derro have not yet invaded this tower.

Area O: The Pedestal (CR 3)

An ornate pedestal sits within a veranda of quartz bricks. A gold chalice resting on the pedestal is filled with a sweet-smelling wine. Marble statues of cherubs and satyrs line the veranda's low wall.

Once per day, the chalice magically fills with an elixir of love. Anyone drinking the wine amorously befriends the first corporeal creature it sees (DC 14 Will save to avoid). The chalice's powers only work within the Gardens Below; the chalice becomes nonmagical if removed. The chalice is worth 50 gp.

Hiding in the shrubbery is Ermu, a derro who recently drank from the chalice. Ermu hides because he knows the slave master will punish him. Ermu falls head over heels for the first individual approaching the pedestal.

ERMU (DERRO) CR3 **XP 800**

hp 22 (Pathfinder Roleplaying Game Bestiary, "Derro")

Area P: The Lower Temple (CR 5)

A colonnade of quartz pillars supports a ceramic tiled roof. Standing in the center of the temple is a nine-foot-tall statue of Iseleine, her arms opened wide in a welcoming embrace. A pattern of quartz and chert inlay decorates the floor surrounding the larger-than-life statue.

The temple is the resting spot of Grore, a huge ogre, and a smattering of slaves. They rest here to escape the slave master's iron grip. Grore is huge even by ogre standards. The gluttonous ogre wants nothing more than to be rid of the derro, and an offering of troublesome adventurers may be enough to buy his freedom. Grore wields a two-handed colossal heavy pick (3d8+13 points of damage) and wears piecemeal half-plate armor. His meager prize possessions consist of a bag of decomposing, yet still-colorful parrots. Buried in the dead, sticky parrots are three potions of cure serious wounds (CL 10).

GRORE (HUGE OGRE)

Pathfinder Roleplaying Game Bestiary, "Ogre" XP 2,400 CE Huge humanoid (giant) Init -2; Senses darkvision 60 ft., low-light vision; Perception +2

AC 24, touch 6, flat-footed 24 (+8 armor, -2 Dex, +8 natural,

-2 size) **hp** 98 (8d8+32 plus 8) Fort +10, Ref +0, Will +4

Spd 30 ft. (40 ft. base)

Melee colossal heavy pick +16/+11 (3d8+13/x4) **Ranged** huge javelin +4 (2d6+9) Space 15 ft.; Reach 15 ft.

Str 29, Dex 6, Con 19, Int 6, Wis 10, Cha 7 Base Atk +6; CMB +17; CMD 25

Feats Iron Will, Power Attack, Toughness, Weapon Focus (Heavy pick) Skills Climb +9, Perception +4 Languages Giant Combat Gear colossal heavy pick, huge half plate

GOBLIN SLAVES (15)

XP 135

CR 1/3

CR 1/2

CR 3

hp 3 each (Pathfinder Roleplaying Game Bestiary, "Goblin") Melee fists +2 (1d2 bludgeoning)

HOBGOBLIN SLAVE (8) XP 200

hp 5 each (Pathfinder Roleplaying Game Bestiary, "Hobgoblin") Melee fists +4 (1d3 bludgeoning)

Area Q: The Sanctum (CR 8)

A semicircle of white quartz pillars stands behind a golden harp sitting on a small plinth. The instrument's strings are missing. Struggling to remove the instrument are 6 derro. The derro don't know that only a being of good alignment can successfully move the harp. The harp is a *harp of charming*, but without its magical strings, it is useless.

One derro carries a quiver of 24 cold iron forged arrows. The arrows and quiver are of drow origin.

DERRO (6) **XP 800**

CR 6

16

hp 31, 27, 24, 22 (x2), 20. (Pathfinder Roleplaying Game Bestiary, "Derro")

Area R: The Death of Innocence

A 40-foot-diameter platform of flint blocks rises more than four feet high. Three sets of stairs ascend the stage. An intricate tile design of a rose is inlayed upon the stage.

The skinned carcass of a unicorn lies on the platform. Dried blood surrounds the stallion's body, and two heavy chains bind the animal. The animal's horn is severed and missing. The derro slew this guardian of the Gardens Below. Kalahastie carries the horn as a trophy.

Area S: The Rose Garden

Thick rose bushes line the paths. Despite the derros' savage attempts to destroy the bushes, the roses flower each night, healing damage done to them (regeneration 1).

If a handful of rose petals is crushed into a curative potion (a potion of cure light wounds, for example), the potion's effectiveness doubles. The rose petals lose their magical effects once taken from the garden, as do any potions mixed in the Gardens Below.

Area T: The Garden of Splendor

The Garden of Splendor has trails of ceramic and glass tiles that wind about statues and sculptures. Masterwork-quality arches and monuments pay tribute to various artists' creativity. The Hanging Gardens produces an amazing number of master artists. Examples of

their work are kept for this garden.

The entrance to the underground caverns from whence the derro arrived is in this garden, as is the tunnel into the central pillar's heart.

Area T-1: The Investigators' Demise

Quartz tiles enclose a fivisted and gnarled mangrove tree. Pools of rusty blood collect below five hanging human corpses. Each body has its hands and feet bound. All have been tortured. They still wear the colorful robes favored by the priests of the Hanging Gardens. These are the bodies of the investigators first sent from the Hanging Gardens to recover Aljena's body. A derro war party ambushed the priests as soon as they left the staircase and tortured them over the next few days.

Area T-2: The Rocks

This garden is in shambles. Vegetation lies flattened by piles of rock and debris. Scarred boulders lie throughout the area. Crude symbols and surly derro phrases are carved into a few of the stones. The derro graffiti cover such topics as mothers, feces, and hamsters.

Area T-3: Meditation Field (CR 5)

A field of swaying, eight-foot-tall cane stalks borders the western edge of the Lake of Inspiration. An **achaierai** hides in the bamboo thicket, ambushing whatever wanders down the path.

Davgarh called on his insane lord for aid in getting rid of the guardians of the Garden Below; unfortunately, a disobedient and angry achaierai answered the call. Unable to bargain with the creature, Davgarth released the depraved pheasant to fend for itself. The achaierai is filling its days as it impatiently waits for Davgarh to name a task for it to fulfill. It grapples small creatures and drags them into the cane to devour. The achaierai releases a black cloud of ink upon others. It has acquired a taste for derro, which are immune to the cloud. But it won't pass up a free meal.

ACHAIERAI CR 5 XP 1,600 LE Large outsider (extraplanar, lawful)

Init +1; Senses darkvision 60 ft., low-light vision; Perception +9

AC 21, touch 11, flat-footed 19 (--1 size, +1 Dex, +1 Dodge, +10 natural) hp 68 (6d10+12) Fort +7, Ref +6, Will +7 SR 17

Spd 50 ft. Melee 2 claws +10 (2d6+4) and bite +10 (4d6+2) Space10ft.; Reach 10ft. Special Attacks black cloud

Str 19, **Dex** 13, **Con** 14, **Int** 11, **Wis** 14, **Cha** 16 **Base Atk** +6; **CMB** +11; **CMD** 22

Feats Dodge, Mobility, Spring Attack

Skills Acrobatics +15, Climb +14, Diplomacy +10, Perception +17, Sense Motive +12, Stealth +11; Racial Modifiers +5 on Acrobatics, Perception and Stealth

Languages Infernal

Black Cloud Poison (Ex): 3/day, 10ft. radius; *save* Fort DC 15; An Achaierai can release a choking, toxic black cloud. Those other than the achaierai within 10 feet instantly take 2d6 points of damage. They must also succeeded on a DC 15 Fortitude save of be affected for 3 hours as though by an *insanity* spell (CL 16th).

Area T-4: The Lake of Inspiration

A 20-foot-long pier of limestone blocks extends out over a clear lake that glows with an unearthly brilliance. The pier ends in a rounded, 10-foot-diameter covered rotunda, where an altar sits. Small statues of Iseleine stand around the rotunda, and a bowl holding oil sits on the white marble altar. The rotunda and adjacent water are under the effects of a *hallow* spell with a *daylight* effect placed over the water to illuminate the rotunda. The derro stay away from the area.

Praying or meditating within the rotunda for at least one hour grants a single-question *divination* spell in the form of a daydream-like insight. Further, any masterwork or magical item (weapon or otherwise) placed upon the altar during the hour of prayer is blessed with a good alignment for purposes of overcoming damage reduction for 24 hours.

The lake is 15 feet deep and free of danger. Ornamental fish swim in the water.

Area T-5: Tunnel Entrance (CR 7) A canopy of trees covers a gaping wound in the stone pillar's side.

A canopy of trees covers a gaping wound in the stone pillar's side. The sounds of metal scraping on stone resound from within the tunnel. A narrow stream of water flows from the entrance, where **4 derro** watch for intruders.

DERRO (4) XP 800

CR 3

hp 26, 23, 20, 19. (Pathfinder Roleplaying Game Bestiary, "Derro")

Area T-6: The Drained Pool

A stream once fed this low pond. All that remains is a sludge pit covered in deep tracks. The tracks lead to a cave entrance against the pit wall.

Area T-7: The Holy Font A 20-foot-diameter pool of water parts the foliage. Although the

A 20-foot-diameter pool of water parts the foliage. Although the earth is still, the water shivers as the ground vibrates with tremors. The basin is under a *hallow* spell with the water acting as a *bless* spell. Drinking or bathing in the water *blesses* a PC for 24 hours. Furthermore, any weapon immersed in the pool becomes good aligned as *align weapon* for 24 hours. The water loses all special abilities if removed from the font.

Area U: The Tunnels

The derro are excavating the heart of the stone pillar supporting the Hanging Gardens of Iseleine. The derro leader Davgarh hopes soon to topple the entire column and destroy the temple of Iseleine. The thought of how he'll escape the stone pillar and temple when they crash down has not crossed his demented mind. Slaves and derro work in the tunnels, hauling rocks and debris into the gardens.

The tunnels are 15 feet tall, but unstable. The tunnels' quick excavation increases the risks of a small collapse. The poor construction is easily spotted with a DC 14 Knowledge (architecture, engineering) check or a DC 14 Craft (stonemasonry) check.

Spells causing massive damage (*fireball*, for example) or intentionally inflicting damage on the walls or ceiling might cause a limited collapse. The damage dealt is equal to the percentage chance of collapse. (For example: 15 points of damage equals 15 percent chance of collapse during the round in which the damage is dealt.)

Anyone in the bury zone (15-foot radius) takes 8d6 points of damage or half if they dodge out of the way (DC 15 Reflex save). They are subsequently buried. PCs in the slide zone take 3d6 points of damage, or no damage if they dodge (DC 15 Reflex save). Characters in the slide zone who fail their save are considered buried.

See Cave-ins and Collapses under "Environment" in Chapter 13 of



the Pathfinder Core Rulebook for more on collapses.

Area U-1: The Main Room (CR 7)

Four tunnels lead from this dimly lighted chamber. A stream of water flows into the room from one tunnel, turning the floor into a muddy mess. A hunchbacked **ettin** struggles to pull a metal cart along one tunnel using a long chain. Rocks and rubble mined from the pillar fill the cart. Four **hobgoblin** and two **goblin slaves** empty the cart and carry rocks into the garden. The ettin starts combat by using the two manacled goblins as an improvised large spiked chain to make a trip attack before wading into melee combat. This does not provoke an attack of opportunity unless the opponent also has reach.

The ettin carries a large pick (2d6 points of damage) and a large crowbar (used as great club, 2d8 points of damage). The hobgoblins carry heavy picks (1d6+3).

ETTIN

XP 2,400

hp 75 (*Pathfinder Roleplaying Game Bestiary*, "Ettin") **Melee** Pick +12/+12/+7/+7 (2d6+6); crowbar +12/+12/+7/+7 (2d8+6) **or** chain +8 (2d6+6 plus trip)

HOBGOBLIN SLAVES (4) XP 200 Hobgoblin fighter 1

LE Medium humanoid (goblinoid) Init +2; Senses darkvision 60 ft.; Perception +2

AC 12, touch 12, flat-footed 10 (+2 Dex) hp 16, 12 (x2), 6 (1d10+6) **Fort** +5, **Ref** +2, **Will** +1

Spd 30 ft. **Melee** pick +4 (1d6+3)

Str 15, Dex 15, Con 16, Int 10, Wis 12, Cha 8 Base Atk +1; CMB +3; CMD 15 Feats Toughness, Weapon Focus (longsword) Skills Perception +2, Stealth +6; Racial Modifiers +4 Stealth Languages Common, Goblin Combat Gear heavy pick

GOBLIN SLAVES (15) XP 135

CR 1/3

hp 4 each (*Pathfinder Roleplaying Game Bestiary*, "Goblin") **Melee** fists +2 (1d2 bludgeoning)

Area U-2: Eastern Passage (CR 7) This passage circumnavigates the core to weaken the pillar's outer

This passage circumnavigates the core to weaken the pillar's outer layers of rock. Laboring here are **8 dwarven slaves** who excavate the tunnel under the watchful eye of **4 derro** guards. The dwarves carry picks and hammers. If rescuers attack, the dwarves attempt to trip their slave masters using their leg irons. The dwarves know basic details of the plan to topple the pillar, but are too weak from malnourishment to help stop it.

DWARF SLAVES (8) CR 1/2; XP 200; hp 6 (x2), 4 (x3), 3(x3)

DERRO (4) CR 3 XP 800 hp 26, 23, 20, 19. (*Pathfinder Roleplaying Game Bestiary*, "Derro")

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CR 6

CR 1/2

CR 1/3

Area U-3: North Tunnel

Goblin slaves carry rubble from this room. The **24 goblins** are weaponless and flee shrieking and screaming if confronted. Water flows down the passage to the exit.

GOBLIN SLAVES (24)

XP 135

hp 4 each (*Pathfinder Roleplaying Game Bestiary*, "Goblin") **Melee** fists +2 (1d2 bludgeoning)

Area U-4: Work in Progress (CR 7)

The sounds of picks striking stone ring out in an unremitting rhythm from this tunnel. Burrowing into the rock are **5 dwarven slaves**. A group of **5 derro** kicks and shoves **10 goblins** to gather the rubble into baskets they carry on their backs.

This chamber has been hollowed out around a pillar of dark stone that refuses to budge. The slaves mercilessly pick and chip at the unyielding support under the watchful eye of the derro.

A fountain of water jets 4 feet into the air from a hole in the stone floor, and a dry hole is located on the ceiling directly above the torrent. Tarabulus, a derro priest, is in charge of destroying the column. He has weakened the stone with spells, and screams and snarls at the slaves to chip stone shards away from the column.

If interrupted, Tarabulas commands the slaves to attack while he prepares himself with spells.

The exhausted goblin slaves pelt PCs with rocks (+0 attack, 1d4 points of damage) while the dwarven slaves disobey and try to disrupt Tarabulas' spells. The derro watching the slaves join the attack, but know to stay out of the way of Tarabulas' spells.

Tarabulus is Davgarth's understudy and is in charge of excavating the tunnels. He realizes that he and everyone inside the tunnels are in real danger if the pillar starts to fall. His demented delusions of immortality lead him to believe that he alone will survive the devastation.

GOBLIN SLAVES (10)

XP 135

hp 4 each (*Pathfinder Roleplaying Game Bestiary*, "Goblin") **Melee** fists +2 (1d2 bludgeoning)

DERRO (5) XP 800

hp 26, 23, 20, 19, 12. (*Pathfinder Roleplaying Game Bestiary*, "Derro")

TARABULAS

Pathfinder Roleplaying Game Bestiary, "Derro" XP 3,200 Male derro cleric 5 CE Small humanoid (derro) Init +2; Senses darkvision 60 ft.; Perception +0 Aura evil

AC 26, touch 13, flat-footed 24 (+11 armor, +1 Dex, +1 Dodge, +2 natural, +1 size) hp 86 (3d8+12 plus 5d8+20) Fort +9, Ref +4, Will +11 SR 19 Weaknesses vulnerability to sunlight

Spd 20 ft.

Melee small short sword +5 (1d4) or aklys +5 (1d6)

Ranged repeating light crossbow +5 (1d8/19–20 plus poison) or aklys +5 (1d6)

Special Attacks channel negative energy 7/day (DC 17, 3d6), sneak attack +1d6

Spell-Like Abilities (CL 3rd)

At will—darkness, ghost sound (DC 14) 1/day—daze (DC 14), sound burst (DC 16) **Domain Spell-like Abilities** (CL 5th): 6/day—touch of chaos, touch of evil **Spells Prepared** (CL 5, range touch +7) 3rd—magic circle against good^D, prayer 2nd—aid, align weapon^D, bear's endurance, bull's strength

1st—bless, divine favor, magic weapon, protection from $good^{D}$, shield of faith

0 (at will) — *bleed, detect poison, putrefy food and drink, resistance* **D** domain spell; **Domains** Chaos, Evil

Str 11, Dex 14, Con 18, Int 12, Wis 14, Cha 19 Base Atk +5; CMB +1; CMD 13 Feats Channel Smite, Dodge, Improved Channel, Improved

Initiative, Weapon Finesse

Skills Heal +10, Perception +0, Sense Motive +10, Spell Craft +9, Stealth +2

Languages Aklo, Undercommon

SQ madness, poison use

Madness (Ex): Derros use their Charisma modifier on Will saves instead of their Wisdom modifier, and are immune to insanity and confusion effects. Only a *miracle* or *wish* can remove a derro's madness. If this occurs, the derro gains 6 points of Wisdom and loses 6 points of Charisma.

Poison Use (Ex): Derros are not at risk of poisoning themselves when handling poison. They use Medium spider venom to poison their crossbow bolts, and generally carry 10 pre-poisoned bolts at all times.

Vulnerability to Sunlight (Ex): A derro takes 1 point of Con damage after every hour it is exposed to sunlight.

Combat Gear mwk small full plate armor, mwk heavy small steel shield, light mace, *pearl of power* (2nd level), *wand of cause fear* (27 charges, CL 4), a bag of string spun of gold wire (cords for the *Harp of Charming* in Area Q).

Unholy Spells Prepared (5/4/3/2; save DC 10 + spell level): 0—guidance, know direction (x2), resistance, virtue; 1st—bane, cause fear, command, doom; 2nd—bull's strength, hold person, shatter*; 3rd—bestow curse, blindness.

Domains (Chaos, Earth): 1st—protection from law; 2nd—soften earth and stone*; 3rd—stone shape* *Previously cast

Previously cast

CR 1/3

CR 3

CR 7

Area V: The Cave Entrance (CR 7)

The derro tunneled from the underworld caverns into the Gardens Below and emerged from an opening in the side of the stone wall. The derro miscalculated, though, and broke through under a pond that flooded their tunnels. The entry is a mud-filled depression with an earthen and rock passageway sloping downward. Hundreds of tracks leading to and from the tunnel entrance cover the pond bed.

Watching the tunnel mouth are **6 derro** guards who sound a gong (stolen from the gardens) to warn of intruders.

DERRO (6) XP 800

CR3

hp 30, 29, 26, 22 (x2), 17. (*Pathfinder Roleplaying Game Bestiary*, "Derro")

Area V-1: Main Chamber

The tunnel ends in a natural cavern used as storage. The derro keep **2 dwarf slaves** chained to grinding stones to repair tools and to sharpen weapons.

CR 4

Area V-2: The Savant Students (CR 7)

Sparse furnishings fill this chamber. A platter with a half-eaten large ornamental fish sits on a crude table. Three small stools sit around the table and three bedrolls lie in the corner. Small backpacks near each bed contain spell components, tomes on ritualistic torture (written in Aklo), 2d20 gp, 2 vials of greenblood oil, and small bags of brightly colored feathers. The chamber is home to **3 derro savant apprentices**. They investigate any disturbance in the neighboring rooms.

DERRO SAVANTS APPRENTICES (3)

Pathfinder Roleplaying Game Bestiary, "Derro" XP 1,200 Derro Sorcerer 2 CE Small humanoid (derro) Init +6; Senses darkvision 60 ft.; Perception +0

AC 15, touch 13, flat-footed 13 (+2 Dex, +2 natural, +1 size) hp 48 each (3d8+12 plus 2d6+8) Fort +5, Ref +3, Will +9 SR 16 Weaknesses vulnerability to sunlight

Spd 20 ft.

Bloodline aberrant

Melee mwk short sword +7 (1d4+1 plus poison) or mwk aklys +7 (1d6+1) Ranged mwk light crossbow +7 (1d6+1/19–20 plus poison) or mwk aklys +7 (1d6+1)

mwk aklys +7 (1d6+1) **Special Attacks** sneak attack +1d6 **Spell-Like Abilities** (CL 3rd) At will—*darkness, ghost sound* (DC 13) 1/day—*daze* (DC 13), *sound burst* (DC 15) **Bloodline Abilities** (CL 2nd): 4/day — acidic ray (range touch +6) **Spells Known** (CL 2nd, melee touch +6, range touch +6) 1st (4/day) — grease (DC 14), ray of enfeeblement 0 (at will) — acid splash, bleed, daze, ray of frost, touch of fatigue

Str 11, **Dex** 15, **Con** 18, **Int** 10,**Wis** 5, **Cha** 16 **Base Atk** +4; **CMB** +0; **CMD** 14

Feats Arcane Strike, Eschew Materials, Improved Initiative, Weapon Finesse Skills Perception +0, Spell Craft +7, Stealth +9 Languages Aklo, Undercommon SQ madness, poison use Combat Gear potion of mage armor, arcane scroll (shield, spider climb; CL5), mwk small short sword, mwk aklys, mwk light crossbow, 12 bolts.

Madness (Ex): Derros use their Charisma modifier on Will saves instead of their Wisdom modifier, and are immune to insanity and confusion effects. Only a *miracle* or *wish* can remove a derro's madness. If this occurs, the derro gains 6 points of Wisdom and loses 6 points of Charisma.

Poison Use (Ex): Derros are not at risk of poisoning themselves when handling poison. They use Medium spider venom to poison their crossbow bolts, and generally carry 10 pre-poisoned bolts at all times.

Vulnerability to Sunlight (Ex): A derro takes 1 point of Con damage after every hour it is exposed to sunlight.

Area V-3: Upper Passage and Guard Room (CR 8)

This branch of the tunnel rises 30 feet at a steep angle (DC 10

20

Climb check) up to a circular room where **4 elite derro fighters** are stationed. The lower end of the passageway is trapped with a *glyph of warding (sonic)*. If the glyph is activated, the sound alerts the derro in the upper chamber.

The derro use their repeating crossbows to attack intruders trying to climb the slope. Climbing PCs are denied their Dexterity while climbing. If PCs get into the room, the derro try to flank the intruders to use their sneak attacks.

A hole in the 15-foot-high ceiling leads to the elder savant's chamber. The savant aids the guards with spells but does not enter combat unless cornered.

GLYPH OF WARDING (SONIC) CR 6

Type magical; Perception DC 28; Disable Devise DC 28

Trigger proximity, Reset none

Effect 5-ft. sonic burst (3d8 points of damage), Reflex save for half (DC 14)

CR4

ELITE DERRO (4)

Pathfinder Roleplaying Game Bestiary, "Derro" XP 1,200 Derro fighter 2 CE Small humanoid (derro) Init +6; Senses darkvision 60 ft.; Perception +0

AC 23, touch 13, flat-footed 22 (+9 armor, +1 Dex, +2 natural, +1

size) hp 55 (3d8+12 plus 2d10+8) Fort +8, Ref +3, Will +6 Defensive Abilities bravery +1; SR 16 Weaknesses vulnerability to sunlight

Spd 15 ft.

Melee mwk long sword +8 (1d8+3 plus poison) or aklys +7 (1d6+2) Ranged mwk repeating light crossbow +8 (1d8+1/19–20 plus poison) or aklys +7 (1d6+3) Special Attacks sneak attack +1d6 Spell-Like Abilities (CL 3rd) At will—darkness, ghost sound (DC 13) 1/day—daze (DC 13), sound burst (DC 15)

Str 14, Dex 15, Con 18, Int 10,Wis 5, Cha 16
Base Atk +4; CMB +3; CMD 15
Feats Exotic Weapon Proficiency (repeating crossbow), Improved Initiative, Point Blank Shot, Weapon Finesse, Weapon Focus (long sword)
Skills Climb+4, Perception +0, Stealth +4
Languages Aklo, Undercommon
SQ armor training +1, madness, poison use
Combat Gear mwk long sword (two-handed), mwk repeating light crossbow, small full plate, 2 vials poison (achaierai black cloud oil), potions of heroism, potions of cure serious wounds (x2)

Madness (Ex): Derros use their Charisma modifier on Will saves instead of their Wisdom modifier, and are immune to insanity and confusion effects. Only a *miracle* or *wish* can remove a derro's madness. If this occurs, the derro gains 6 points of Wisdom and loses 6 points of Charisma.

Poison Use (Ex): Derros are not at risk of poisoning themselves when handling poison. They use Medium spider venom to poison their crossbow bolts, and generally carry 10 pre-poisoned bolts at all times.

Vulnerability to Sunlight (Ex): A derro takes 1 point of Con damage after every hour it is exposed to sunlight.

Area V-4: Savant's Chamber (CR 8)

Natural ledges line this roughly spherical chamber that lacks a flat floor. Ledges stair-step up the side of the room. A knotted rope drawn up into the room is tied to a piton in the wall. A round entryway to Area V-6 is the only exit. The ledges hold unholy trinkets, disgusting souvenirs and other unsavory items. From one ledge hangs a doublelayered leather bag containing 9 rubies (50 gp each) buried in damp, rich soil. The soil is an incubator for **4 diminutive violet fungi**. The minute tentacles of the fungi automatically hit and poison unprotected hands reaching into the soil.

The aged **derro savant Shaphaz' Ikthorn** lives in the upper room. He aids his guards with spells and attempts to seal his room if they are defeated. Despite his savant status, he is not the war bands' true leader.

DIMINUTIVE VIOLET FUNGI (4)

CR 1/4

CR9

Pathfinder Roleplaying Game Bestiary, "Violet Fungus" XP 800 N Medium plant Init –1; Senses low-light vision; Perception +0

AC 15, touch 9, flat-footed 15 (-1 Dex, +6 natural) hp 30 (4d8+12) Fort +7, Ref +0, Will +1 Immune pant traits

Spd 10 ft. Melee 4 tentacles +4 (1d4+1 plus rot) Space 5 ft.; Reach 10 ft.

Str 12, Dex 8, Con 16, Int —, Wis 11, Cha 9 Base Atk +3; CMB +4; CMD 13

Rot (Ex): A creature struck by a violet fungus's tentacle must succeed on a DC 15 Fortitude save or the flesh around the point of contact swiftly begins to rot away, exposing raw bone with shocking swiftness. This hideous affliction causes 1d4 points of Strength damage and 1d4 points of Constitution damage. This is a poison effect. The save DC is Constitution-based.

SHAPHAZ' IKTHORN, DERRO SAVANT

Pathfinder Roleplaying Game Bestiary, "Derro" XP 6,400 Derro Sorcerer 7 CE Small humanoid (derro) Init +6; Senses darkvision 60 ft.; Perception +0

AC 16, touch 14, flat-footed 13 (+2 Dex, +1 Dodge, +2 natural, +1 size) hp 88 (3d8+12 plus 7d6+28) Fort +7, Ref +5, Will +15 SR 21 Weaknesses vulnerability to sunlight

Spd 20 ft.

Meleemwk aklys +7 (1d6+1)Rangedmwk aklys +7 (1d6+1)SpaceReach 10ft. touch spellsSpecial Attackssneak attack +1d6Spell-LikeAbilities (CL 3rd)At will—darkness, ghost sound (DC 13)1/day—daze (DC 13), sound burst (DC 15)BloodlineAbilities (CL 7th):4/dayacidic ray (range touch +6), long limbsSpellsKnown (CL 2nd, melee touch +6, range touch +6)3rd (5/day)*displacement, lightning bolt* (DC 18), tongues B2nd (7/day)*acid arrow, hideous laughter* (DC 17), seeinvisibility B, touch of idiocy

1st (8/day) — charm person (DC 16), enlarge person ^B, mage armor, magic missile, ray of enfeeblement, shield
0 (at will) — acid splash, bleed, mage hand, message, ray of frost, resistance, touch of fatigue
B Bloodline spell; Bloodline aberrant

Str 10, **Dex** 15, **Con** 18, **Int** 11,**Wis** 5, **Cha** 20 **Base Atk** +5; **CMB** +4; **CMD** 16

Feats Dodge, Arcane Strike, Eschew Materials, Improved Initiative, Improve Iron Will, Iron Will^B, Mobility, Weapon Finesse Skills Bluff +15, Perception +0, Spell Craft +7, Stealth +9 Languages Aklo, Undercommon SQ madness, poison use

Combat Gear *rod of wonder*, potions of *blink, cure serious wounds, and fly* and an *arcane scroll (invisibility* and *haste*, CL 5)

Madness (Ex): Derros use their Charisma modifier on Will saves instead of their Wisdom modifier, and are immune to insanity and confusion effects. Only a *miracle* or *wish* can remove a derro's madness. If this occurs, the derro gains 6 points of Wisdom and loses 6 points of Charisma.

Poison Use (Ex): Derros are not at risk of poisoning themselves when handling poison. They use Medium spider venom to poison their crossbow bolts, and generally carry 10 pre-poisoned bolts at all times.

Vulnerability to Sunlight (Ex): A derro takes 1 point of Con damage after every hour it is exposed to sunlight.

New Deity: Shur d'Zhar Demon Lord of Insanity, Passionless Murder

Demon Lord of Insanity, Passionless Alignment: Chaotic Evil

Domains: Chaos, Destruction, Evil, Travel **Typical Worshipper:** Derro, Criminally Insane, Evil Lycanthropes

Favored Weapons: Poisoned Short Sword.

Shur d'Zhar is reputed to have fits of violent, meaningless rage. None of the demon lords ally themselves with the maniacal fiend. He has no followers or underlings due to his feral madness and homicidal tendencies. His presence is enough to spawn dread in all but the most powerful of abyssal rulers.

His usual form is that of a black-garbed humanoid with a heavy cowl and cloak. Shur d'Zhar never speaks, it is unknown if he is even capable of comprehending communication. If encountered, the demon lord unnervingly stares and studies opponents, contemplating the best way to carry out his insatiable lust for death. His victims are random and have no connections, but he always reveals his foreboding presence to the intended victim hours or days before he strikes.

He resides in an abyssal prison, but this may be for his own pleasure rather than to contain him.

Area V-5: Cavern of the Insane (CR 10)

A winding, 140-foot-long passage opens next to a mound of rubble in a large natural cavern. An underwater river runs along the cavern's southern border. The noise from the river rumbles throughout the entire chamber. A mountain of debris against the wall forms a 50-foot-tall peak (DC 12 Climb check). The 175-foot-diameter chamber has a 60-foot-high ceiling.

The delusional **Davgarh** claims this rubble-filled room as a grand temple. He has a throne — actually nothing more than a boulder — seated atop the rock summit. A border of small rocks surrounds a level area around the throne. A pile of rocks covers Aljena's possessions. Davgarh thinks of these rocks as chests and trapped them with a *sonic glyph of warding*.

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GLYPH OF WARDING (SONIC) CR 6

Type magical; Perception DC 28; Disable Devise DC 28

Trigger proximity, Reset none

Effect 5-ft. sonic burst (3d8 points of damage), Reflex save for half (DC 14)

The "temple" is dedicated to **Shur d'Zhar**, the demon lord of the criminally insane. Few have even heard of his existence, and even less is known of this obscure demon lord. The derro — at Davgarh's "suggestion" — revere and respect Shur d'Zhar as their patron.

The room contains **4 elite derro guards** hiding among the rumble. They await Kalahastie's telepathic instructions before entering combat.

Davgarh sits upon his rock throne exhorting an imaginary horde of followers to evil deeds. In his few moments of clarity, he commands the derro war band with unerring tactics and authority. Despite his insanity and resistance to *charm*, **Kalahastie** has thus far managed to influence the derro priest.

Kalahastie resides in the room, albeit in disguise. She masquerades as a captured priest of Iseleine, although she downplays her beauty to throw off suspicion. She wears dirty silks and velvet, and appears shocked and dazed. She says her name is **Tayora** and that the "foul little dwarves captured her near the steps." She stays out of combat, realizing that PCs must be fairly powerful to have reached Davgarh's throne room. She uses her beguiling powers to turn PCs against the clergy of Iseleine or against one another if they discover her true identity before the PCs reach the temple above. If the PCs take her back to the Hanging Gardens, Kalahastie attempts to *charm* as many PCs as possible during the climb. Once atop the pillar, she telepathically *suggests* that the clergy of Iseleine are evil shapechangers that must be slain. The passive clergy and followers will do their best to subdue PCs without harm.

Buried in a shallow grave in the temple (DC 25 Perception check) is the body of the high priestess, Aljena. Her withered corpse is nearly unrecognizable. The *Oil of Iseleine* and her possessions are missing, long since taken by Kalahastie.

ELITE DERRO GUARDS (4) CR 4; hp 46, 41, 38, 35. See Area V-3.

KALAHASTIE, SUCCUBUS XP 3,200

hp 92 (*Pathfinder Roleplaying Game Bestiary*, "Demon, Succubus")

Gear hat of disguise, heart-shaped, amulet flask containing the Oil of Iseleine, cloak of resistance +2, oil of darkness, three potions of undetectable alignment.

DAVGARH, DERRO

Pathfinder Roleplaying Game Bestiary, "Derro" XP 6,400 Male derro cleric 7

CE Small humanoid (derro) Init +6; Senses darkvision 60 ft.; Perception +0 Aura evil

AC 25, touch 14, flat-footed 22 (+9 armor, +2 Dex, +1 Dodge, +2 natural, +1 size) hp 108 (3d8+12 plus 7d8+28) Fort +10, Ref +5, Will +11 SR 21 Weaknesses vulnerability to sunlight

Spd 15 ft.

Melee +2 small light morningstar of terror +11/+6 (1d4+3 plus poison + channel smite) or aklys +9/+4 (1d6+1) Ranged aklys 9/+4 (1d6+1) Special Attacks channel negative energy 6/day (DC 18, 4d6), spontaneous casting (inflict spells), sneak attack +1d6 Spell-Like Abilities (CL 3rd) At will—darkness, ghost sound (DC 13) 1/day—daze (DC 13), sound burst (DC 15) Domain Spell-like Abilities (CL 7th): 6/day—touch of chaos, touch of evil Spells Prepared (CL 7th):

4th — chaos hammer ^D, unholy blight

3rd — bestow curse, magic circle against good ^D, meld into stone 2nd — align weapon ^D, bull's strength, death knell, hold person, spiritual weapon

1st — bane, bless, curse water, obscuring mist, protection from good ^D, sanctuary

0 (at will) — *bleed*, *create water*, *putrefy food and water*, *resistance* **D** domain spells; **Domains** Chaos, Evil

Str 12, **Dex** 15, **Con** 18, **Int** 14, **Wis** 14, **Cha** 16 **Base Atk** +7; **CMB** +7; **CMD** 19

Feats Augment Summoning, Dodge, Channel Smite, Improved Channel Energy, Improved Initiative, Weapon Finesse **Skills** Heal +11, knowledge (religion) +12, Perception +0, Sense Motive +11, Spell Craft +12, Stealth +19

Languages Aklo, Undercommon

SQ madness, poison use

Combat Gear +2 small light morningstar of terror, small improved shadow chainmail+2, wand of summon monster III (CL 7, 13 charges, +4 Str, +4 Con with Augment Summoning), potions of cure serious wounds (x3), 2 vials of poison (violet fungi poison), buckler; **Other Gear** black robes, unholy symbol, pouch of pebbles painted gold, pruning shears, stuffed snake, lady's fancy lace gloves and parasol

Madness (Ex): Derros use their Charisma modifier on Will saves instead of their Wisdom modifier, and are immune to insanity and confusion effects. Only a *miracle* or *wish* can remove a derro's madness. If this occurs, the derro gains 6 points of Wisdom and loses 6 points of Charisma.

Poison Use (Ex): Derros are not at risk of poisoning themselves when handling poison. They use Medium spider venom to poison their crossbow bolts, and generally carry 10 pre-poisoned bolts at all times.

Vulnerability to Sunlight (Ex): A derro takes 1 point of Con damage after every hour it is exposed to sunlight.

Area V-6: Exit Tunnel

This tunnel follows the underground river into the depths of the earth. The tunnel descends quickly and continues for miles before reaching an enormous subterranean sea. The Gamemaster is free to devise any inhabitants of this underground sea and its environs.

Concluding the Adventure Once the *Oil of Iseleine* is recovered, Jernigan Chimel proceeds

Once the *Oil of IseTeine* is recovered, Jernigan Chimel proceeds with the *Anointing of Perfection* ceremony. If played as a separate adventure, Jernigan expresses his sincere gratitude, rewards PCs with flower leis, potted plants and 2 *potions of eagle's splendor*, and allows them safe harbor within the confines of the Hanging Gardens. PCs must still leave their weapons at the bridge the next time they visit.

During the blessing, the scepter must "rest" in Iseleine's gardens for three days, preferably on one of the many altars or shrines located within the Gardens Below. During this time, the scepter must not be moved so that it can "absorb" inner peace. After the required three days, the scepter becomes attuned to death and tranquility. It senses those near death and can hone in on nearby restless spirits. The scepter gains *deathwatch* and *detect undead* (30-ft. radius), and is able to *locate creature* (Akruel) with no range limits as long as the wielder and Akruel are on the same plane. The scepter bestows empathy on its wielder to travel toward Akruel. The feelings and location becomes more intense as the distance decreases.

The *Scepter of Faiths* campaign continues in *Splinters of Faith 5: Eclipse of the Hearth*, when the PCs venture into the Kanderi Desert to find a pyramid temple overrun by a band of gnolls and demons from the past.

CR 7

CR 9

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