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Introduction

The Lost City of Barakus, designed to take characters from 1st to 5th or 6th level (or higher), is as much of a campaign setting as an adventure. Set in the Lost Lands, and detailed within these pages is the great, bustling metropolis of Endhome, the Penprie Forest and Duskmoon Hills located north of that city, and, finally, the huge dungeon that is the Lost City of Barakus. Within all these areas are many adventures, NPCs, and locations for the PCs to explore, interact with and conquer. How and in what order the PCs choose to take on the various challenges before them is entirely yours (the GM's) and the players' choice.

Though given specific location names, the adventure herein could easily be modified to fit in any campaign world. As always, change, add, modify, delete and alter as necessary to meet the needs and desires of you and your gaming group.

Adventure Background

Centuries ago, a race of humans built an elaborate underground city beneath the Duskmoon Hills called Barakus. These were a magic-loving people, and for hundreds of years they dwelled peacefully in their subterranean home, delving into the arcane arts. Eventually, however, one of their number, a necromancer named Devron, rose to great power and transformed himself into a lich. The wizards of Barakus banded together, and after a great struggle, banished him to a prison far below the city. Before his banishment, however, Devron forged the *helm of power*, which he could use to restore his power at some future point.

Though Devron was locked away in a magical prison, the wizards of Barakus knew that someday he might use his powerful magic to somehow free himself, and so they created a weapon, the *sword of Kell*, which a mighty warrior could use against him. Because they wanted control over who got and used the sword, it was forged such that it would be all but useless unless empowered in a specific room in Barakus with the use of three orbs of power which were themselves powered by three "flames" — small geometric shapes scattered throughout the city. The idea was that the three elders of the city must agree on a champion before they offered their flame: without complete agreement, the sword was useless.

However, before a suitable champion could be found to battle Devron, the lich played a risky gambit. At great expense to personal power, he summoned a *stone of madness*, which erupted through the floor near the gates to his prison. This magical stone had the power to drive all sentient creatures mad. This it did, and the good people of Barakus soon destroyed themselves, and the city fell into ruin.

Centuries passed. The *stone of madness*' power diminished and most of the city was freed from its effects. Eventually, creatures from the Under Realms and the surrounding wilderness began moving into the city and using its many halls and chambers for their lairs.

The lost city of Barakus is now a massive dungeon, filled with creatures that have their own designs and desires. Many of the inhabitants over the years have altered the layout of the city slightly to fit their needs, and hundreds of years of monstrous habitation has left the city's once-great halls filled with forgotten treasures and un-sprung traps.

Of course, Devron still dwells deep beneath the earth in his magical prison, and as is the wont with trapped liches, would like nothing more than to escape his prison and find his *helm of power*, which would restore the power he lost during his captivity. While exploring the city, the PCs may decide to find the *sword of Kell*, empower it, and go after Devron. The battle between the PCs and the lich is likely to serve as a climax to this adventure. Along the way, it is possible they will locate the *shield of dividing*, a powerful tool against magic and fire secured in the dungeon by one who sought the sword.

It should be stressed that this module was not designed as a straight march to Level 5 and a battle with Devron. This module is a setting to be explored and developed. The dungeon of Barakus is large and is inhabited by many creatures that have absolutely nothing to do with Devron, his *helm of power* or the *sword of Kell*. There are also numerous adventures and encounter areas in and around Endhome for the PCs to explore. Devron and his desire to return to power merely serves as a thread to pull the story along, not its driving force. The driving force should be the players' curiosity and the GM's imagination.

The location of the Three Flames, the Sword, the Shield and the Helm

The first flame is on Level 2, still secured in Area 2-52.

The *second flame* is in the Chamber of Fear, Area 3A-26.

The *third flame* is in the possession of **Thelkor**, a ghoul lord, on level four in **Area 4-20**. Thelkor, it turns out, also possesses the *helm of power*, although he has no idea what it is — he just likes the look of it.

The shield of Kell, is well hidden on Level 4B, in Area 4B-7.

The *sword of Kell*, meanwhile, remains in place on its own special level, in Area 4A-7.

Adventure Hooks

Initially, the GM's primary objective is to get the party to Endhome and then quickly to Barakus. Below is a list of possible hooks:

1. Bodyguards: The PCs are hired by a merchant from their village or tribe to accompany him to Endhome. This merchant is transporting a cargo (apples, pears, fish, whatever the GM wishes) that is more valuable the quicker it reaches Endhome. Thus the merchant would like to risk a trek through the Fool's Pass, and thereby cut several weeks off his traveling time. During their journey the PCs pass directly by the entrance to the caves above Barakus. The merchant comments that this is rumored to have been the lair of a once-powerful orc tribe. A little information gathering in Endhome confirms this. Most players should need little more than this.

2. Finding Fenton: The PC's are hired/asked to find the missing sorcerer Fenton (see **Finding Fenton** in the **Adventures in Endhome** chapter).

3. A Map: The PCs find the mysterious map (see The Lost Treasure Map in the Adventures of Endhome chapter).

4. Rumors: The PCs are residents of Endhome and have heard rumors over the years about a huge underground city in the Duskmoon Hills. At last they are bold enough to take a look for themselves.

How to Use This Module

First of all, familiarize yourself completely with the module, reading it several times before attempting to run it. Much of the action probably takes place in Barakus. This module was designed first and foremost as a big dungeon crawl, and with Barakus there's a lot of dungeon to crawl through. There are, however, a number of interesting NPCs, encounter areas (including small dungeons) in the wilderness as well, most of which connect in one way or another to Barakus. The GM may simply let the PCs stumble on these in their travels, or, if he wishes, entice the PCs with various clues, all of which are included in text of the separate encounter areas.

As is the case with the other mini-campaign settings, this module was designed to give the PCs the maximum freedom, so as much as possible, let the players dictate the action. A good way to run *The Lost City of Barakus* is to drop clues about certain quests and adventures and then see what most interests the PCs. And then, perhaps most important of all, don't

be afraid to improvise. There are a number of areas and NPCs we have purposefully left underdeveloped (the Pulanti family, the Statue of Keld); these can be left undeveloped, or, if the GM wishes, expanded to create whole new adventures. The module is flexible enough to accommodate a lot of modification by the GM to suit his campaign style. Likewise, a number of tie-ins with other Lost Lands material is present within this revised tome. Should the GM wish to exclude them, or perhaps change them to work better with his or her campaign, feel free to do so.

Adventures in Endhome

In addition to the wilderness and the halls and caves and Barakus, there are a few adventures in Endhome itself, or deriving from Endhome, in which the PCs might become involved. These could provide an interesting contrast to the dark tunnels of a dungeon, and allow Endhome to function as more than just a place to rest, make scrolls and potions, and sell booty. These adventures range from information gathering forays to spying and fighting. The adventures are as follows:

Finding Fenton is appropriate for any level characters, and provides a link and reason for the players to visit Barakus in search of a lost husband. This adventure is detailed in the **Adventures in Endhome** chapter.

The Lost Treasure Map can be inserted as the GM desires at any point in the adventure, and is appropriate for characters of any level. It leads the players to the Barakus. This adventure is detailed in the Adventures in Endhome chapter.

The Green Tree Bandits can likewise be started at any time, though the adventure itself is appropriate (at its climax) for 3rd–5th level characters. This adventure is detailed in the **Adventures in Endhome** chapter.

The Wererat Warren is an in-city dungeon crawl for 1st–3rd level characters that pits the players against an evil pack of wererats, and provides clues as to the true evils of the Pulanti family. This adventure is detailed in the **Adventures in Endhome** chapter.

The Renegade Wizard details the lair of a demented conjurer deep in the city's sewers. This adventure is appropriate for 3rd–5th level characters. This adventure is detailed in the Adventures in Endhome chapter. This crazy man also has information leading to another *Lost Lands* adventure — *The Stoneheart Valley*.

The Pulanti Estate may either start as a follow up adventure to the Sewers or as a missing person case. It is appropriate for 3rd–6th level characters, and involves ridding the city of a family of vampires. This adventure is detailed in the **Adventures in Endhome** chapter.

The Slaving Priestess is appropriate for 2nd–4th level characters, and involves information gathering and stealth, as well as a potentially violent climax. This adventure is detailed in the **Adventures in Endhome** chapter.

A Note on CRs and Experience Progression

The CRs listed in this module follow the standard formula listed in *Pathfinder Roleplaying Game Core Rulebook* — e.g. based on a party of 4–6 adventurers. Given the amount of combat that is likely to take place in and around the dungeon, and given the amount of experience the *Pathfinder Roleplaying Game Core Rulebook* awards for these combats, the PCs would rise up far more quickly than the dungeon is designed to challenge. We advise, therefore, that you use the Slow experience progression (see **Table: Character Advancement and Level-Dependent Bonuses** in the *Pathfinder Roleplaying Game Core Rulebook*). If this is not acceptable, you would be advised to increase the CRs for many of the encounters on the lower levels to maintain a challenging environment. The treasure awards were also designed with a slower progression in mind, so if you use the Medium or Fast progression, you may wish to increase the monsters' treasure accordingly.

Endhome

Being located at the intersection of the great north/south and east/ west trade routes *and* the mouth of the Gaelon River has made Endhome the trading capital of the continent. This independent city-state boasts a well-trained and highly disciplined guard that keeps the streets safe and hospitable for its many wealthy and influential visitors. Because of its steadfast neutrality, central location, and friendly port, Endhome is where the wealthy come from every nation to broker deals and form alliances. Though the riverbed and surrounding countryside provide the citizens of Endhome with ample food and resources, the city's primary source of income is trade: every ship mooring in its harbor and every caravan passing through its gate must pay a small tax for the right to do business in this desirable location. Because it is the only city where merchants can buy or sell to other merchants from so many far off lands, the streets are always crowded with exotic travelers and businessmen looking to make their fortune.

There is no lack of adventure in Endhome either, for where there is wealth there is always intrigue, and some merchants deal in more than just silks and herbs. The taverns are filled with shady characters looking for discreet men to carry out one plan or another. Adventurers returning with rare treasures are always able to find interested buyers in the city's bazaar and trading district.

Endhome

LN large city (Pathfinder Roleplaying Game GameMastery Guide, "Settlements") Corruption +2; Crime +3; Economy +4; Law +2; Lore +5; Society +1

Qualities academic, notorious, prosperous, rumormongering citizens, strategic location **Danger** +20

Government Autocracy

Population 35,000 (28,000 human, 1,750 halfling, 1,750 half-elf, 1,750 dwarf, 1,050 elf, 700 other)

Notable NPCs Ranlan Pool, Governor (male human expert 6) Stylus Kant, Wizard's Academy headmaster (male human wizard 9)

Lurton Gaspar, nobleman (male human aristocrat 6) Amelia Gaspar, noblewoman (female human aristocrat 3)

Bragger Bondhome, captain of the guard (male dwarf fighter 8)

Base Value 13,600 gp; Purchase Limit 100,000 gp; Spellcasting 8th Minor Items 4d4; Medium Items 3d4; Major Items 2d4

Layout and Standard Features

Endhome is surrounded by a 20-foot-high stone wall complete with parapets and walkways. Two **patrols** (see below) walk circuits beginning at the West Gate, one (the southern) heading counterclockwise, and the other (the northern) heading clockwise; once they reach the mouth of the Gaelon River, the patrols turn around and retrace their steps until they meet again at the front gates. There are over a dozen watchtowers dotting the wall as well. Each tower is manned by **4 archers**, a **light catapult** and **2 engineers**. See **Defense of the City**, below, for stats.

The buildings of Endhome tend to be made of wood with peaked, thatched roofs, and shuttered windows. Some, however, especially those in the Wizard's Academy, the Government District, and the Noble District, are made of stone. Within the city itself are four walled districts (the Wizard's Academy, the Noble District, the Government District, and the Barracks). These walls are 15 feet high and unmanned.

There are two main thoroughfares dividing Endhome, both extensions of the exterior roads to which they are connected. The east/ west road, which begins at the west gate, is called the King's Road, as is its exterior parent. The north/south road enters the city at the south gate as the Soldier's Way and becomes the Trader's Way once it crosses the Gaelon River in the middle of town. Both roads are wide and well-kept and are the primary routes employed by merchants when bringing their goods to the Trading District (Area 2). There are also many smaller roads connecting the King's Road and Trader's Way with the important districts in the city. Beyond this, there are hundreds of alleys and side streets winding their way between the crowded buildings surrounding the main concourses.

The mighty Gaelon River bisects Endhome. In addition to the excellent port provided by the river's mouth, the Gaelon is also a popular means of transportation, both upstream and down. Many merchants ship their cargo in large vessels to Endhome's port then move them inland on wide barges and inland merchants often ship their goods to Endhome via the Gaelon as well. The three bridges spanning the Gaelon are all tall enough to accommodate most rivergoing vessels, and were built with parapets in case an invading force were to attempt to send forces up the Gaelon into the heart of the city.

Endhome also boasts the most modern and efficient sewer system on the continent. However, a number of creatures have made the sewers their home, including a cunning wererat currently in the employ of the Pulanti family. For full details of the sewers, see the **Adventures in Endhome** chapter.



These catapults are Large and often mounted on wheels. The targeting DC of a light catapult is 15. Light catapults have a hardness of 5 and 50 hit points. Light catapult stones cost 10 gp and weigh 50 pounds each. **Source:** Pathfinder Roleplaying Game Ultimate Combat



ENDHOME

Getting to Know Endhome

At some point your PCs are likely to attempt to find out a bit about Endhome, its history, and its residents. Eventually, they may also seek more information about Barakus as well. If as GM you prefer to handle the fact-finding through roleplay, then by all means do so. If, however, you prefer to use Diplomacy checks to gather information or Knowledge checks then refer to the following chart. Note, however, that most of the information about Barakus with a DC higher than 20 can only be learned via Knowledge (history) and Knowledge (local).



DC IO:

The most popular inn for adventurers is The King's Road Inn, known locally as "King's." This can be learned from just about any bartender or shopkeeper. This is also a great place to pick up rumors about several places in the Lost Lands. Many folks come here from near and wide.

The current headmaster of the Wizard's Academy is named Stylus Kant. Any middleclass resident of the city would know this.

Endhome is a Republic whose senators are primarily merchants; the current Governor is Ranlan Pool. This is common knowledge. The PCs might even know this before they arrive.

There are some caves in the hills north of Endhome where adventurers have occasionally gone to seek treasure. Owners of pawnshops, a bartender or patron of the King's Road Inn, Bragger Bondhome, or any of the adventuring NPCs would know this.

Some well-organized bandits have been waylaying merchants along the Trader's Way north of Endhome recently. A reward is being offered by Bragger Bondhome in the barracks for their capture of demise. This could be learned at the Bazaar, the King's Road Inn, or the Roadside Inn.

DC 15:

The Wizard's Academy is actively seeking the most talented young wizards

around to join their faculty. Patrons or employees of the King's Road Inn would know this, as would patrons or employees of Lion's Side Inn.

The Wizard's academy boasts the largest arcane library known to man. Any wizard NPC would know this, as would High Priest Thaban. Its also not exactly true. Locations in Bard's Gate and the town of Elise (in *Sword of Air* have much larger facilities.

The three most powerful families in Endhome are the Quinchinos, the Pulantis, and the Gaspars. High Priest Thaban would know this, as would Father Beamus; any upper class resident would likely know this as well.

There are a number of gangs operating out of the slums. Most residents of the slum are all too aware of this; also, patrons and employees of the ramshackle not only know this, but are more than likely members of the gangs themselves.

The caves in the hills were once the home to band of orcs who were driven from their lair by the forces of Endhome. Bragger Bondhome knows this, as do many of his veteran soldiers; also, adventuring NPCs might know this as well.

There is rumored to be a vast labyrinth of tunnels and chambers beneath the caves. Owners of pawnshops and patrons or employees of the King's Road Inn might know this.

There are some bandits in the Penprie forest called the Green Tree Bandits. Bragger Bondhome is becoming familiar with the Green Tree Bandits, as are some of the patrons of the local inns.

DC 20:

Some of the Quinchino family's businesses are not on the up and up. Certain employees of Heaven's Gate would be willing to divulge this; certain members Endhome aristocracy, like the Gaspar's, are aware of this as well.

The homeless being taken in by the Temple of Jamboor disappear suddenly and are never heard from again. This would only be learned from other homeless people.

Payment for a term of teaching at the Wizard's Academy includes free access to the school's library. An Academy teacher would know this and perhaps an NPC wizard.

The remains of ancient city are buried in the hills north of Endhome. This would only be known through Knowledge (history).

DC 25:

The Quinchino Family's patriarch was once a bandit terrorizing local merchants. Only the Quinchinos themselves and a few members of the Senate know this.

The Pulantis are actually vampires. No listed NPC knows this. This would have to be learned through Knowledge (local).

The homeless being taken in the Temple of Jamboor are actually being sold as slaves (remember: the PCs still have to prove it). This should only be learned from Knowledge (local).

The Lost City of Barakus was ruled by powerful wizards. This can only be learned through Knowledge (history).

DC 30:

Elan Kanto is actually a priestess of a death cult of the god Da-Jin. This can only be learned through Knowledge (local).

There is a powerful sword buried in the ruins of Barakus to be used to destroy an ancient enemy of the city. This can only be learned through Knowledge (history).

Buying and Selling in Endhome

Just about anything non-magical the PCs might want to buy is readily available in Endhome. With a little asking the PCs should be able to locate a merchant selling anything worth up to 1,000 gp. Magical items require a little more work. Assume there is a 15% chance that any magic item worth 5,000 gp or less is available somewhere (most likely a pawnshop) in Endhome. Locating which shop is selling such an item requires a successful DC 15 Diplomacy check to gather information. There is only a 5% chance that a magic item worth 5,000–10,000+ gp is available, though the same Diplomacy check applies. GMs, of course, are free to decide, which, if any, magic items are or are not available.

At some point, PCs are going to want to sell some of the gems, art, and magic items they procure in their adventures. The simplest way to handle this is to send

them to the bazaar where they can get anywhere from 45%–55% of its market value depending on the PC's Diplomacy skill. (For more detailed haggling rules, see the "Bargaining" section in Chapter 3 of the *Pathfinder Roleplaying Game Ultimate Campaign*.) If the GM wishes, he may invent one or two merchants the PCs always deal with. As a rule, the PCs can easily sell anything with market price of 5,000 gp or less. Selling something worth 5,000–10,000 gp requires a successful DC 12 Diplomacy check to gather information; for items worth over 10,000 gp the skill check is much harder (DC 18).

Defense of the City

Critical to Endhome's survival is its rigorous defense. The Senate is keenly aware of the strategic appeal of their city's location, and although many nations benefit from Endhome's neutrality, still others would love nothing more than to capture the city and reap its many treasures. Thus, Endhome maintains a garrison of no less than 3,500 soldiers, which includes foot soldiers, archers, engineers, and a small cavalry. In times of war, this number can swell to as many as 6,000 with the conscription of farmers, merchants, dock workers, and, yes, even a few adventurers. There is also an unspoken understanding that the considerable firepower of the Wizard's Academy, both of its students and its faculty, would be brought to bear if the city's sovereignty was being threatened.

The city's garrison is kept busy with 24-hour-a-day patrols, consisting of 4 foot soldiers and 1 sergeant. The towers are manned at all times as well.

CAPTAIN NEARWELL
XP 1,600
Male half-elf fighter 6
LG Medium humanoid (elf, human)
Init +5; Senses low-light vision; Perception +3

AC 21, touch 11, flat-footed 20 (+8 armor, +1 Dex, +2 shield) hp 49 (6d10+12)

Fort +7; Ref +3; Will +3; +2 vs. fear, +2 vs. enchantments Defensive Abilities bravery +2; Immune sleep; Resist elven immunities

Speed 30 ft.

Melee +1 bastard sword +12/+7 (1d10+7/19-20) Special Attacks weapon training abilities (heavy blades +1)

Str 17, Dex 13, Con 14, Int 10, Wis 12, Cha 12 Base Atk +6; CMB +9; CMD 20

Feats Cleave, Exotic Weapon Proficiency (bastard sword), Improved Initiative, Mounted Combat, Power Attack, Skill Focus (Ride), Weapon Focus (bastard sword), Weapon Specialization (bastard sword) Skills Climb +3, Diplomacy +6, Handle Animal +8, Intimidate +5, Perception +3, Ride +6, Survival +5, Swim +2; Racial Modifiers +2 Perception Languages Common, Elven SQ armor training 1, elf blood Combat Gear 2 potions of cure serious wounds; Other Gear +2 chainmail, heavy steel shield, +1 bastard sword

Personality Captain Nearwell is fiercely loyal to the Endhome senate and is absolutely incorruptible.

ARCHER XP 135	CR 1/3
Male or female human warrior 1	
NG Medium humanoid (human) Init +2; Perception +0	
· · ·	

AC 14, touch 12, flat-footed 12 (+2 armor, +2 Dex) hp 7 (1d10+1 plus 1) Fort +3; Ref +2; Will +0

Speed 30 ft.

Melee short sword +2 (1d6+1/19-20) **Ranged** longbow +4 (1d8/x3)

Str 13, Dex 15, Con 12, Int 10, Wis 10, Cha 10 Base Atk +1; CMB +2; CMD 14 Feats Point-Blank Shot, Weapon Focus (longbow) Skills Craft (bows) +4, Intimidate +4, Profession (soldier) +4 Languages Common Gear leather armor, longbow, 20 arrows, short sword

CAVALRY RIDER XP 400

CR 1

CR 1

CR 1/3

Male or female human fighter 2 NG Medium humanoid (human) Init +2; Perception +0

AC 19, touch 12, flat-footed 17 (+5 armor, +2 Dex, +2 shield) hp 19 (2d10+2 plus 2) Fort +4; Ref +2; Will +0; +1 vs. fear Defensive Abilities bravery +1

Speed 20 ft.

CR 5

Melee light mace +4 (1d6+2) or mwk longsword +6 (1d8+2/19–20)

Str 15, Dex 14, Con 13, Int 12, Wis 10, Cha 10 Base Atk +2; CMB +4; CMD 16 Feats Mounted Combat, Ride-By Attack, Skill Focus (Ride), Weapon Focus (longsword) Skills Climb +1, Handle Animal +5, Intimidate +4, Ride +4, Survival +4 Languages Common Gear scale mail, heavy steel shield, light mace, masterwork longsword

ENGINEER

XP 400 Male human expert 3 NG Medium humanoid (human) Init +1; Perception +9

AC 12, touch 11, flat-footed 11 (+1 armor, +1 Dex) hp 16 (3d8+3) Fort +2; Ref +2; Will +5

Speed 30 ft. Melee shortspear +4 (1d6+1)

Str 12, Dex 12, Con 13, Int 10, Wis 15, Cha 8 Base Atk +2; CMB +3; CMD 14 Feats Alertness, Skill Focus (Profession [siege engineer]), Weapon Focus (shortspear) Skills Appraise +5, Craft (siege engines) +6, Craft (traps) +6, Craft (weapons) +5, Disable Device +6, Knowledge (engineering) +6, Perception +9, Profession (engineer) +7, Profession (siege engineer) +11, Profession (soldier) +7, Sense Motive +4 Languages Common Gear leather work apron, shortspear

FOOT SOLDIER XP 135 Male human warrior 1 NG Medium humanoid (human) Init +0; Perception +1

AC 15, touch 10, flat-footed 15 (+3 armor, +2 shield) hp 7 (1d10+1 plus 1) Fort +3; Ref +0; Will +0

Speed 30 ft.

ENDHOME

Melee glaive +3 (1d10+1/x3) or short sword +3 (1d6+1/19-20)

Str 13, Dex 11, Con 12, Int 10, Wis 10, Cha 10 Base Atk +1; CMB +2; CMD 12 Feats Weapon Focus (glaive), Weapon Focus (short sword) Skills Intimidate +4, Perception +1, Swim +2 Languages Common Gear studded leather armor, heavy wooden shield, glaive, short sword

SERGEANT

XP 200

CR 1/2

Male human warrior 2 NG Medium humanoid (human) Init +5; Perception +0

AC 17, touch 11, flat-footed 16 (+4 armor, +1 Dex, +2 shield) hp 17 (2d10+4 plus 2) Fort +5; Ref +1; Will +0

Speed 30 ft. Melee longsword +5 (1d8+2/19-20)

Str 15, Dex 12, Con 14, Int 10, Wis 10, Cha 10 Base Atk +2; CMB +4; CMD 15 Feats Improved Initiative, Weapon Focus (longsword) Skills Handle Animal +5, Intimidate +5, Ride +2 Languages Common Gear chain shirt, heavy wooden shield, longsword

Keyed Locations In Endhome

Listed below are the descriptions of important areas and buildings in and around Endhome, as well important NPCs found therein and links to quests. Both NPCs and quests are detailed in separate sections below.

1: The City Gates

All three city gates, known, simply, as the North, South, and West gates, are more or less identical: Stout, iron bound double doors capable of being closed and barred at a moment's notice, and manned by 2 foot soldiers. Caravans must pay an entrance tax of 1 gp per cart, or 3 sp per beast of burden.

FOOT SOLDIERS (2) XP 135 hp 7 (see "Defense of the City") CR 1/3

2: The Trading District

This is where business gets done in Endhome. If a merchant were looking to sell large quantities of goods to another, often foreign, merchant he would do so here. There are a number venues open to traders. The Open Houses - large warehouse like structures with tables and booths where any trader can sell anything tend to be where the more exotic items are found. Next there are houses dedicated to specific types of items: grains, silks, weapons, wine, liqueurs, clothing, beads, and so on; these houses are the most predominant in the district. Lastly there are a few houses owned by very powerful individuals that deal only that merchant's goods.

In addition to the trading houses, the Trading District is home to Endhome's two finest inns (see below). No less than 3 patrols keep watch



over this area at all times.

NPCs: Ranlan Pool and Kilgore Spink, Lurton and Amelia Gaspar, Fernando Quinchino.

Patrols (3):

FOOT SOLDIERS (4) XP 135	CR 1/3
hp 7 (see "Defense of the City")	
SERGEANT XP 200	CR 1/2
hp 17 (see "Defense of the City")	

3: The Black Sheep Inn

This swank inn is known for its massive wine cellar and popularity among the city's wealthiest locals. The upper dining room serves a sixcourse meal every night for the cost of 4 gp per person, and includes a fish course, a game course, fresh oysters, and two desserts. Less extravagant fare can be had in the "lower dining room" for 1 gp per person. This second dining area includes a 40-foot-long bar from which all drinks are served in silver or crystal. Rooms here begin a 3 gp per person and go as high 10 gp per person in the King's Suite. The Inn is run by the Gaspar Family (see Area 13, below) and employs approximately 100 men and women

NPCs: Lurton and Amelia Gaspar, Stylus Kant, Ranlan Pool and Kilgore Spink.

Adventures: The Green Tree Bandits (Fell Tarmick is spotted in the dining room; see The Green Tree Bandits in the Wilderness chapter).



4: Heaven's Gate

As the grandiosity of this inn's name suggests, Heaven's Gate provides the most opulent and decadent lodging on the continent. The inn of favor for the wealthiest merchants and traders as well as visiting royalty, it boasts 40 rooms all complete with four-poster canopy beds, duck down pillows, fireplaces, and *everburning candles*. Its dining room serves its meals on the on the finest plates, and its chef is world renowned for his innovation and flair. Heaven's Gate employs its own private security force of **5 foot soldiers** and **2 sergeants**, though many of its privileged guests travel with one or two bodyguards of their own. Since many of the guests also travel with handmaids, squires, and other servants, there is a Servants House in a separate building. Rooms here start at 8 gp per person, and go all the way to 50 gp per night for the Emperor's Suite, which includes a maid to draw a bath, a bodyguard, and a four-course breakfast in bed. Heaven's Gate is owned by the Quinchino family and employs 150 men and women.

NPCs: Fernando Quinchino, Phillipi Quinchino, Stylus Kant, Ranlan Pool and Kilgore Spink.

Security Force:

FOOT SOLDIERS (5) XP 135 hp 7 (see "Defense of the City")	CR 1/3
SERGEANTS (2)	CR 1/2

XP 200 hp 17 (see "Defense of the City")

5: The Bazaar

Just about anything and everything is for sale in Endhome's Bazaar. Crowding the bazaar's center are dozens of small merchants, peddlers, and farmers selling their wares from push carts and collapsible stands. Every day these smalltime dealers arrive early in the morning and hawk all day until sunset whereupon they are instructed to fold up shop and move along. Surrounding the open-air portion of the bazaar are tiny shops selling anything from trinkets to topcoats, from lampshades to longswords. Pawnshops abound in and around the bazaar; an adventurer wishing to cash in some hard-won baubles would have no trouble doing so here. A strange tablet, written in an ancient language comes up for sale in one of the booth at some point. This tablet is a map to the ruined city of Tsen, located in the Burning Wastes on the north side of the Gulf of Akaidos. The vendor wants 200gp for this rare "antiquity", but will take much less for the old stone tablet.

Haggling is commonplace in the open-air market center, not so much so in the shops. Assume most merchants start their price about 10–20% over that in the *Pathfinder Roleplaying Game Core Rulebook*. The average merchant has a decent Diplomacy skill (+5), and uses this to his advantage. There is **1 patrol** always on duty in the bazaar during and after business hours.

NPCs: Bragger Bondhome, The Evil Adventuring Party, Curly Barns, Moorrin, Kytor the Red, Gilda Waynetrop, Elan Kanto, Father Beamus, Penelope Barmey.

Patrol:

FOOT SOLDIERS (4) XP 135 hp 7 (see "Defense of the City")	CR 1/3
SERGEANT XP 200 hp 17 (see "Defense of the City")	CR 1/2

Adventures: Finding Fenton (the PCs run across Penelope who begs them to help her find Fenton); The Slaving Priestess (the PCs spot Father Seamus or Elan Kanto helping the needy); The Lost Treasure Map (found in the pommel of a purchased sword); The Green Tree Bandits (the PCs spot a wanted poster directing them to Bragger Bondhome in the Barracks).

6: The Barracks

This enclosed compound houses all of Endhome's soldiers. The crossshaped central building is home to the garrison's general and captains; the surrounding building house soldiers according to type: thus there is an archer's barracks, four foot-soldier's barracks, an engineer's barracks, and a cavalry barracks. Soldiers are rotated into and out of patrols day and night. During the day, many of the soldiers not on patrol can be found drilling in the barracks courtyard.

NPCs: Bragger Bondhome.

Adventures: The Green Tree Bandits (Bragger Bondhome is in charge of the reward).

7: Government District

Technically, Endhome is a republic. The governmental body is made up of 50 senators and one Governor. Every six years the senators vote to either allow the current Governor to continue another term, or to replace him, in which case they elect one of their members to the Governor's seat. Governors are rarely unseated, since the Governor gets to decide who fills senatorial seats when they come empty. Over the years, however, Governors have been particularly inept or the senate particularly restless, and a "coup" as they are always referred, occurs. The cross-shaped building in northeast of the district is the senate itself; the smaller buildings surrounding it house the hundreds of bureaucrats who process requests for permits and generally seek to maintain the smooth, money-making operation that is Endhome.

Because of the high concentration of both nobility and wealth (all collected taxes are brought here) an elite guard is permanently stationed in the Government District. This guard consists of **Captain Nearwell**, **20** sergeants, a **6th-level sorcerer** (for his *magic missiles* and *fireballs*), and a **5th-level cleric** (for his healing ability).

NPCs: Ranlan Pool and Kilgor Spink, Stylus Kant.

CAPTAIN NEARWELL XP 1,600 hp 49 (see "Defense of the City")	CR 5
SERGEANTS (20) XP 200 hp 17 (see "Defense of the City")	CR 1/2
CLERIC XP 1,200 Male or female human cleric (Thyr) 5 LG Medium humanoid (human) Init +3; Perception +4 Aura good	CR 4

AC 16, touch 9, flat-footed 16 (+5 armor, -1 Dex, +2 shield) hp 36 (5d8+5 plus 5) Fort +7; Ref +4; Will +10

Speed 20 ft. Melee heavy mace +4 (1d8+1) Special Attacks channel positive energy 7/day (DC 14, 3d6) Domain Spell-Like Abilities (CL 5th; melee touch +4) 7/day—rebuke death, resistant touch Spells Prepared (CL 5th; melee touch +4): 3rd—cure serious wounds, magic circle against evil, protection from energy^D 2nd—bear's endurance, cure moderate wounds, delay poison, shield other^D 1st—bless, deathwatch, detect evil, divine favor, sanctuary (DC 15)^D 0 (at will)—detect magic, mending, stabilize, virtue D Domain spell Domains Healing, Protection

Str 13, Dex 8, Con 12, Int 10, Wis 18, Cha 14

Base Atk +3; CMB +4; CMD 13

Feats Combat Casting, Extra Channel, Improved Initiative, Lightning Reflexes

Skills Diplomacy +6, Heal +12, Knowledge (religion) +8, Sense Motive +9, Spellcraft +5

Languages Common

Gear scale mail, heavy steel shield, heavy mace, holy symbol (Thyr)

SORCERER

XP 1,600

CR 5

Male or female human sorcerer 6 NG Medium humanoid (human) Init +6; Perception +1

AC 13, touch 13, flat-footed 10 (+2 Dex, +1 dodge) hp 35 (6d6+6 plus 6) Fort +3; Ref +4; Will +6 Resist fire 10

Speed 30 ft.

Melee quarterstaff +2 (1d6–1) Bloodline Spell-Like Abilities (CL 6th; ranged touch +5): 7/day—elemental ray **Spells Known** (CL 6th; ranged touch +5): 3rd (4/day)—fireball (DC 17) 2nd (6/day)-acid arrow, flaming sphere (DC 16), scorching ray^B

1st (7/day)—burning hands (DC 15)^B, endure elements, expeditious retreat, mage armor, magic missile 0 (at will)—acid splash, detect magic, flare (DC 14), light, mage hand, prestidigitation (DC 14), read magic **Bloodline** Elemental (Fire)

Str 8, Dex 14, Con 13, Int 10, Wis 12, Cha 18 Base Atk +3; CMB +2; CMD 15 Feats Combat Casting, Dodge, Eschew Materials, Improved Initiative, Run Skills Bluff +8, Intimidate +13, Knowledge (arcana) +5, Spellcraft +9, Use Magic Device +10 Languages Common SQ bloodlines (elemental) Gear quarterstaff

8: The Wizard's Academy

The Wizard's Academy (officially the Endhome Academy of Wizardry, Alchemy, and Arcane Knowledge) is nearly as old as Endhome itself. At one time, Endhome was little more than a popular trading village. An adventuring wizard took up residence here and, having made his fortune, decided to begin teaching the art of wizardry to a few promising locals. As Endhome grew, so did the Wizard's Academy. It is now considered the continent's preeminent training ground for wizards. Endhome's continued neutrality has as much to do with the Wizard's Academy and their local influence and formidable power as the senate and the city's high walls. In fact, it was the Academy's founder, Basil Strom, who suggested to the local elders that Endhome need not align itself with any nation, that it would in fact be in the city's best interest to remain neutral. Basil wished his Academy to be friendly to wizards from all walks of life, and did not want to see it turn into a tool for one nation's military. Thus, both the faculty and students alike are swift to answer the call should Endhome be threatened by outside forces.

The current Headmaster is Stylus Kant, an ambitious and talented young wizard; at 51 he is in fact the youngest Headmaster the Academy has ever had. Stylus would like the school's faculty to focus more on innovative research than it traditionally has, and this new goal has attracted a number of clever and powerful wizards the school's staff.

The large triangular building houses the school's faculty as well as a number of research laboratories. A vast labyrinthine sub-level holds the schools thousands of magical tomes - it is even rumored there are a number of chambers and doors that haven't been opened or explored in centuries. The eight smaller rectangular buildings are each dedicated to the teaching of one of the schools of arcane magic. Thus there is an Abjuration House, a Conjuration House, a Divination House, and so on. Finally, the U-shaped building in the northeast serves as the school's dormitory and mess hall.

Traditionally, no more than 100 to 150 students train in the school at one time, and most are young adults. Academy students are not adventurers; they have none of the usual 1st-level abilities of their class (except for base attack bonus, skills, and hit points), and have only 0-level spells. A graduate of the Wizard's Academy is a 1st level character, but some students (approximately 10% of the student body) re-enroll to further their education and expand their studies; these students can be as high as 2nd or even 3rd level. The average faculty member is at least 5th level. Although the school is called the Wizard's Academy, any class capable of learning arcane magic through study can attend. Wizards comprise 65% of the student body; the remaining 35% are some other arcane class.

The school's library is open to any outside arcane spellcaster who wishes to conduct magical research. There are certain rules, however. First, researchers must pay a base fee of 25 gp per day of research. Second, no demonic research is permitted. Third, the research cannot in any way disturb the working of the school. Finally, the Wizard's Academy reserves the right to refuse anyone access to their library and to terminate one's research without prior notice. Generally speaking, any arcane spell of 6th level or lower may be researched in the Academy's library. Assume it takes 1 week per spell level to successfully research a 1st through 3rdlevel spell. 4th-, 5th-, and 6th-level spells require an additional week of research per level (thus a 6th-level spell would require 9 weeks of research). Unless the GM wishes otherwise, instructors at the school are not willing to share spells from their spell books.

It is possible that a PC of 5th level or higher, particularly a specialist wizard, might be invited to teach for a semester or two at the Academy. The pay for a three-month semester is a meager (by adventuring standards) 250 gp, but does include free room and board, and, more importantly, access to the library as well as some valuable contacts.

Several sages inhabit the library nearly full time. Should the party desire to hire one, there is a 25% chance that one is available. Sages can research topics (like a legend lore spell) with a 3% cumulative chance per day of success. There is always a 10% chance that they get a false answer. Hiring a sage costs 100 gp per day. In lieu of payment, the sage could ask the players to run an errand for him. Perhaps a book retrieved from the vast library in the town of Elise along the Gulf of Akaidos (detailed in the Sword of Air adventure) would offset payment.

Books of all kinds are bought by this library. Standard tomes fetch 2d6gp, other magical or particularly rare books can garner much more.

NPCs: Stylus Kant, Ranlan Pool and Kilgore Spink.

9: The Northern Warehouses

With all the trade and shipping that goes on in Endhome, warehouses are necessary to store the goods to be sold in the local markets. Some of the warehouses are owned entirely by one merchant, and some are divided between several. All the warehouses are guarded by 1 or 2 foot soldiers, and 1 patrol is always on duty in this district.

NPCs: Father Beamus, Elan Kanto.

Patrol:

FOOT SOLDIERS (4) XP 135 hp 7 (see "Defense of the City")	CR 1/3
SERGEANT	CR 1/2

hp 17 (see "Defense of the City")

Adventures: The Slaving Priestess (the PCs spot Elan Kanto "helping" the homeless).

Random Encounters in the Slums

Endhome is generally a safe enough place that GMs needn't worry about random encounters. But, at least for a group of lowlevel adventurers, the slums might prove annoying or dangerous, particularly at night. For every 2 hours the PCs spend outdoors in the slums roll once on the following chart.

Day

d %	Result
01–35	No Encounter
36–38	Lost child
39–41	Wounded man
42–43	Deranged prophet
44	Dead body
45	A shout for help
46–50	Drunk
51-56	Beggar
57–60	Harlot
61–64	Lost noble
65–67	Interesting find
68–70	Fight in progress
71–85	1d4+1 young pickpockets posing as beggars.
86-90	Pickpocket
91–95	1d3+2 thugs.
96-00+	Tough thug

Night

d%	Result
01–25	No encounter
26-28	Lost child
29–31	Wounded man
32–33	Deranged prophet
34	Dead body
35	A shout for help
36–40	Drunk
41–46	Beggar
47–52	Harlot
53–55	Lost noble
56–57	Interesting find
58–61	Fight in progress
62–70	Pickpocket
71–78	1d3+2 thugs
79–85	Tough thug
86-90	1d4+1 thieves
91–96	Gang member + 1d4 thugs
97–98	Wererat
99-00+	Shadow

10: The Docks

Endhome maintains a large, clean, well-run dock and shipyard. All ships pay a per-day docking fee. Dozens of rough men work the docks loading and unloading the cargo ships. Given the density of sailors and laborers, courtesans are commonplace in this area. Note that no less than eight guard towers overlook the bay and shipyard. In case of a full-on naval assault, wizards from the Academy could be summoned to the towers to rain down *fireballs* (or worse) on incoming ships. Sailors are good sources of rumors from far away. Loose lips sink ships, and these sailors sink lots of ships. One rumor is popular here as well, and refers to the *District of Sunderland* that lies 300 miles south of Barakus. The GM should feel free to insert this one as they see fit. This specific rumor refers to the adventure *The Lost Lands: Cults of the Sundered Kingdoms* in that region.

"Word has it that one of the thieves' guilds down in Penmorgh has taken over the streets. They've been talking to some shady characters at ports all along the Sinnar Coast looking for some kind of sword. Don't know what they want it for."

NPCs: Elan Kanto.

Adventures: The Slaving Priestess (see the Adventures in Endhome chapter).

II: Southern Warehouses and Slums

Not all of Endhome is affluent and well-heeled. With its proximity to the docks and warehouses, this area of the Endhome is home to the city's poor. Though some of the residents here make a living doing menial work, many more beg, borrow, or steal their way through life. At night, the streets become home to thugs and gangs. In general, the city guard does not bother with this district too much as long its residents keep to themselves.

NPCs: Father Beamus, Elan Kanto.

Adventures: The Slaving Priestess (see Adventures in Endhome chapter); The Lost Treasure Map (Barry Kip attempts to sell the PCs the map).

Encounters

Beggar: The PCs are panhandled by a single beggar.

Dead Body: The PCs come upon a man or woman a few hours dead.

Deranged Prophet: Wild-eyed and badly in need of a bath, this **lunatic** approaches the PCs and warns them that, "The end is around every corner! Beware the madness within. Beware the shadows on the wall. We are never alone." And so on. The GM need not let on that he just a madman. There is a 10% chance this poor man was left insane after an adventure. If so, roll randomly and allow him to drop some tidbit of information. Potential information that can be gained is as follows:

1d100 Information

01-30	Random lair in The Lost City of Barakus dungeon
31-45	Random encounter area within the local wilderness
46-50	Random area on levels 1-5 of Rappan Athuk
51-65	Random encounter area from the Stoneheart Valley mountain dungeon
66-75	Random location from the Northlands (see Northland Saga)

1d100 Information

76-90	False information form a random area (reroll)
91-97	Random location from the Gulf of Akaidos region (see Sword of Air)
98	Rumors of the Sword of Air — possibly the location of the Tomb of Aka Bakar (see Sword of Air)
99	Rumors about the Sorcerer's Citadel, a terrible dungeon in the Hazed Canyon (see Sword of Air)
00	Prophesy—the madman is gifted and uses a spell of foresight on a random PC

Drunk: Man or woman, this souse drifts along the street reeking of ale and singing badly. The drunk offers the PCs a drink and asks them to join in on the song. If the PCs refuse, the drunk becomes abusive and spits at them.

Fight in Progress: 1d4+1 males (commoner 1, AC 10, hp 4, melee club +1, Str 12, Con 12) brawling in the streets. The PCs may join in or break it up if they wish, but there are no villains or victims here, just some hotheads letting off steam.

Gang Member and Thugs: This a straight shake down. The gang-member and his accompanying thugs simply approach the PCs, inform them that they are unofficial peacekeepers of this part of Endhome, and that it has been brought to their understanding that the PCs have not been entirely peaceful. The "fine" for this transgression is 2 gp per PC. If the PCs are not amenable to this arrangement, the guild-member and the thugs do not hesitate to attack. Should the PCs succeed in killing some or all of these men (the thugs run away once the gang member is slain), the PCs may eventually incur the wrath of the rest of the gang.

GANG MEMBER XP 600

Male human rogue 3 LE Medium humanoid (human) Init +2; Perception +9

AC 16, touch 13, flat-footed 13 (+3 armor, +2 Dex, +1 dodge) hp 20 (3d8 plus 3) Fort +1; Ref +5; Will +2; +1 vs. traps Defensive Abilities evasion, trap sense

Speed 30 ft.

Melee mwk rapier +5 (1d6/18-20) or dagger +4 (1d4/19-20) Special Attacks rogue talents (finesse rogue), sneak attack +2d6

Str 10, Dex 15, Con 11, Int 14, Wis 12, Cha 11 Base Atk +2; CMB +2; CMD 15

Feats Alertness, Dodge, Mobility, Weapon Finesse Skills Acrobatics +8, Appraise +8, Bluff +6, Climb +6, Disable Device +9, Escape Artist +8, Intimidate +6, Perception +9 (+10 to locate traps), Sense Motive +9, Sleight of Hand +8, Stealth +8

SQ trapfinding +1

Combat Gear potion of cure light wounds; Other Gear masterwork studded leather armor, 3 daggers, masterwork rapier, belt pouch, 25 gp

THUG XP 135

Male human warrior 1 NE Medium humanoid (human) Init +0; Perception +0

AC 11, touch 10, flat-footed 11 (+1 armor) **hp** 10 (1d10+1 plus 4) Fort +3; Ref +0; Will -1

Melee club +3 (1d6+1) or dagger +2 (1d4+1/19-20)

Str 13, Dex 10, Con 12, Int 8, Wis 8, Cha 8 Base Atk +1; CMB +2; CMD 12 Feats Toughness, Weapon Focus (club) Skills Intimidate +3, Perception +0 Gear padded armor, club, dagger, 2d10 sp

Harlot: Male PCs are approached by a common streetwalker. If the PCs accept her offer (1d4 gp for the encounter) there is a 10% chance they contract an unpleasant venereal disease (DC 15 Fort save to avoid, details left up to the GM).

Interesting Find: Pick or roll to determine what the PCs stumble across: 1 — a pouch engraved with the letters "E.I." containing 3d12 sp; 2 — half a letter stuck to a post with a dagger which reads, "Dearest Margaret: I fear your life is in danger, please meet me at the --- " and here it is torn; 3 — a pair of bloodstained boots; 4 — a gold key (2 gp value if sold); 5 — a severed thumb; 6 — a bloody dress stuffed into a hole in a wall.

Lost Child: The PCs encounter a little waif who has strayed too far from home — how far is up to the GM. The child asks the PCs to help her find her home, the best directions to which she can give are: the house next to the big red house.

Lost Noble: A well-dressed aristocrat is making his way skittishly through the dark streets of the slums. A new arrival to Endhome, he claims to have wandered here accidentally and now would like the PCs to help him find his way out as quickly as possible.

Pickpocket: There is a gang of halfling pickpockets that operate out of a basement in the slums. Generally speaking, the rogue scouts out a target, tails them at a discreet distance, then attempts to lift their purse or pick their pocket. The thief has no interest in fighting, and attempts to flee into a nearby ally if discovered.

PICKPOCKET XP 200 Male halfling rogue 1 NE Small humanoid (halfling) Init +3; Perception +7

AC 14, touch 14, flat-footed 11 (+3 Dex, +1 size) hp 8 (1d8) Fort +0; Ref +5; Will +1; +2 vs. fear

Speed 20 ft.

CR2

Melee dagger +0 (1d3-1/19-20) Special Attacks sneak attack +1d6

Str 8, Dex 16, Con 10, Int 12, Wis 12, Cha 10 Base Atk +0; CMB -2; CMD 11 Feats Skill Focus (Sleight of Hand) Skills Acrobatics +9 (+5 jump), Appraise +5, Bluff +4, Climb +5, Disable Device +8, Escape Artist +7, Perception +7 (+8 to locate traps), Sense Motive +5, Sleight of Hand +10, Stealth +11; Racial Modifiers +2 Acrobatics, +2 Climb, +2 Perception SQ trapfinding +1 Gear 3 daggers

Shadow: This terrible undead creature made its way up from the sewers and lurks in some dark corner ready to spring out and drain yet another victim.

SHADOW XP 800

CR 3

CR 1/2

hp 19 (Pathfinder Roleplaying Game Bestiary, "Shadow")

Shout For Help: The PCs hear a woman's cry for help. They hear the cry only once, and are unable to locate its source.

Thugs: This group of young toughs has decided that a particular corner, ally, or street is their turf and anyone they so choose must pay a fee (usually 1d6 sp) to use it. Failure to pay usually means a fight unless

CR 1/3

the PCs can talk or intimidate their way out of it.

THUG

XP 135

hp 10 (see Gang Member and Thugs, above)

Thieves: This band of thieves is not interested in intimidation or turf — they want cash. They give the PCs one chance to hand over their valuables before they seek to take them forcefully.

THIEF

CR 1/3

ENDHOME

XP 200 Male human rogue 1 NE Medium humanoid (human) Init +2; Perception +6

AC 15, touch 13, flat-footed 12 (+2 armor, +2 Dex, +1 dodge) hp 9 (1d8 plus 1) Fort +0; Ref +4; Will +0

Speed 30 ft. **Melee** short sword +1 (1d6+1/19-20) or dagger +1 (1d4+1/19-20)Special Attacks sneak attack +1d6

Str 12, Dex 14, Con 10, Int 12, Wis 10, Cha 8 Base Atk +0; CMB +1; CMD 14 Feats Alertness, Dodge Skills Acrobatics +6, Appraise +5, Bluff +3, Diplomacy +3, Disable Device +7, Escape Artist +6, Intimidate +3, Perception +6 (+7 to locate traps), Sense Motive +2, Sleight of Hand +6, Stealth +6 SQ trapfinding +1 Gear leather armor, 2 daggers, short sword

Tough Thug: A particularly rough customer, this thug has staked out some piece of turf and charges a toll of no less than 5 sp to use it. If greatly outnumbered, he does not press the issue, but might decide to hunt down and ambush the PCs when they have gone their separate ways.

TOUGH THUG XP 200

CR 1/2

Male half-orc warrior 2 NE Medium humanoid (human, orc) Init +1; Senses darkvision 60 ft.; Perception -1

AC 13, touch 11, flat-footed 12 (+2 armor, +1 Dex) **hp** 15 (2d10+2 plus 2) Fort +4; Ref +1; Will -1 Defensive Abilities orc ferocity

Speed 30 ft. Melee club +6 (1d6+3) or dagger +5 (1d4+3/19-20)

Str 16, Dex 12, Con 12, Int 8, Wis 8, Cha 6 Base Atk +2; CMB +5; CMD 16 Feats Weapon Focus (club) Skills Climb +7, Intimidate +4; Racial Modifiers +2 Intimidate SQ orc blood Gear leather armor, club, dagger

Wererat: This cunning nocturnal predator is out looking for a victim. He is always found in hybrid form.

WERERAT CR 2 XP 600

hp 18 (Pathfinder Roleplaying Game Bestiary "Lycanthrope, Wererat")

Wounded Man: Having been recently mugged, beaten, or just lost

a fight, this **man** staggers along the street, bleeding from his wounds. The GM may make him whatever class or level he likes, although he is probably just a commoner 1 with 6 hp (currently 1).

Young Pickpockets: These are non-combatants (rogue 1; hp 9, Bluff +3, Sleight of Hand +6; see Thief, above, if complete stats are required). While one attempts to pick a PC's pocket, the others distract using Bluff. If discovered they run; if caught, they give up what they stole and promise never to do it again.

CR 1/2 12: The Nobles' District

Endhome's elite merchants, senators, and even the Governor himself make their homes in this walled, tightly guarded district. There is always 1 patrol on duty within these walls. The four riverside homes are all themselves enclosed by additional walls. There are three gates (one on the west, the south, and the east) to the larger, eastern portion of this district, and one entrance (on the western wall) to the smaller, western part of the district. Ever vigilant, 1 foot soldier guards each of these gates. Entrance to the Nobles' District is strictly forbidden to non-residents. Without a successful Bluff check (usually DC 10-15, depending on the story) the gate guards verifies any claims to visit a resident first before admitting entrance. It's not unusual, for instance, for residents to leave the names of would-be guests with the guards. All the guards carry conch horns that they blow if intruders are spotted. Should the alarm be given, 2 more patrols arrive in 2d4 minutes to reinforce the area.

NPCs: Lurton and Amelia Gaspar, Fernando Quinchino, Phillipi Quinchino.

Patrol (1–2):	
FOOT SOLDIERS (4) XP 135 hp 7 (see "Defense of the City")	CR 1/3
SERGEANT XP 200	CR 1/2

hp 17 (see "Defense of the City")

13: Gaspar Family Estate

Owners of the Black Sheep Inn as well as a number of shipping and importing ventures, the Gaspar family is one of the oldest in Endhome. Over the centuries two of their heirs have served as Governors. Presently, the oldest son, Liam Gaspar, is a Senator, and his sister, Felicia Gaspar, is a promising student at the Wizard's Academy. Lurton Gaspar, the patriarch of the family, and his wife Amelia are both influential figures in Endhome. Four privately employed foot soldiers guard their home.

NPCs: Lurton and Amelia Gaspar.

14: Governor's Mansion

This three story marble building has been home to the city's Governors for the last 150 years. Though the residents of Endhome pride themselves on being "monarchy-free," their Governors' lifestyles have for many years borne a suspicious resemblance to that of royalty. Paintings and sculptures by the land's finest artists line the walls and hallways of the mansion, and a legion of cooks, handmaids, butlers, and stable boys see to every need of the acting Governor. Entrance to the Governor's mansion is strictly by invitation only, and 5 elite guards (see Area 7, above) keep watch over the mansion at all times.

It is not unusual, however, for the Governor to throw a lavish party from time to time, and though the guest list usually only includes wealthy merchants and visiting royalty, it is not unheard for renowned adventurers to be asked to attend as well. Lately, the governor has been asked for help

by his counterpart to the south. This refers to the *District of Sunderland that* lies 300 miles south of Barakus. The GM should feel free to insert this one as they see fit. This specific rumor refers to the *Cults of the Sundered Kingdoms* in that region.

"There's trouble up the King's Road in some little trade town called Grollek's Grove. Baron Beval of Sunderland is offering good gold to anyone that can get to the bottom of it."

NPCs: Ranlan Pool, Kilgore Spink, Lurton and Amelia Gaspar, Fernando Quinchino, Phillipi Quinchino.

Elite Guard Units (5):

SERGEANTS (20) XP 200 hp 17 (see "Defense of the City") CR 1/2

15: The Pulanti Family Estate

No family is older and more enigmatic than the mysterious Pulanti Clan. Their estate has sat, in one form or another, on the banks of the Gaelon River as far as any written history of Endhome can trace. Unlike the other local movers-and-shakers who grew to power through vigorous trading and merchandizing, the Pulantis have no discernible source of income. In fact, they rarely venture out of their walled estate, preferring to keep to themselves and shunning visitors. Some say their family suffers from hereditary madness, others believe them to be a clan of vampires, while still others believe they have demonic ties. Nearly everyone in Endhome is certain the Pulanti fortune was ill-gotten.

The Pulantis are, in fact, vampires. Their Manor and all their statistics are detailed in the **Adventures in Endhome** chapter.

16: Quinchino Family Estate

Compared to the Gaspar and Pulanti families, the Quinchino's are relative newcomers to Endhome. Philippi Quinchino, still clinging to life at age 105, was born Angelo Kilkarin. Angelo was a particularly clever and ruthless bandit who made his living preying on the merchant wagons coming in and out of Endhome. Angelo was also incredibly elusive, and try as the local authorities might, they were unable to find his hideout and put an end to his raids. Finally, Angelo approached the authorities of Endhome and offered to put a halt to the banditry under one condition: that they allow him to join the community under the name Philippi Quinchino. In addition to ceasing his thieving ways, he also agreed to build a lavish hotel (Heaven's Gate) with some of his ill-gotten booty. The then acting Governor agreed.

Since moving the Endhome, the Quinchinos have not gone entirely straight. They keep close ties with some of the gangs in the slums, and they own several brothels within Endhome. They do, however, run a smashing good hotel, and that business, completely on the level, has provided the family with a steady and healthy stream of gold over the decades.

NPCs: Fernando Quinchino, Phillipi Quinchino.

17: The Temple of Jamboor

Located in the heart of the slums, the temple of Jamboor claims to serve the miserable and less fortunate. Services here are held but once a week, and are sparsely attended. Mostly the high priestess, **Elan Kanto**, and her acolytes tend to a ragged band of street urchins kept busy with numerous menial chores about the church. Worshipers are never shunned, but Elan readily points out that she has taken it upon herself to help the tide of panhandlers that ply their trade throughout Endhome.

Elan is actually a priestess of Da-Jin, as are all her acolytes. She uses the temple as a front to draw the street people to her, and

Jamboor, God of Death, Knowledge, and Magic

Alignment: Neutral Domains: Knowledge, Magic, and Repose Symbol: An eclipsed sun Garb: White robes trimmed in green and black Favored Weapons: Quarterstaff, dart Form of Worship and Holidays: Regular worship on the last day of the week, major holidays at the end of each month and year, funerary rites, and solemn observances of the dates of death of significant historical figures Typical Worshipers: Arcane spellcasters, sages

Jamboor is a god of death, but only in the regard that death is a part of life and should be revered as such. It is not unusual for the clerics of Jamboor to multi-class with more one or more arcane classes. Kings and noblemen consider it a true feather in their cap to have a priest of Jamboor as an advisor.

Da-Jin, God of Death

Alignment: True Neutral (Evil)

Domains: Darkness, Death/Repose, Evil/Knowledge **Symbol:** A black obelisk entwined with black roses **Garb:** Dark gray cassock with black trim at the neck and cuffs

Favored Weapon: Dagger

Form of Worship and Holidays: Regular worship on the last day of the week, midnight sermons in cemeteries Typical Worshiper: Necromancers, assassins, morticians

Da-Jin oversees all life passing into death, traveling from the light world of the living to the dark world of the dead. Although he is technically not evil, Da-Jin's worshipers have come to stress his more macabre elements. The cult of Da-Jin is one in transition from neutral to evil. Thus, evil clerics of Da-Jin can choose the Death and Evil domains instead of the Repose and Knowledge domains. Clerics of Da-Jin can be within one step of true neutral or within one step of neutral evil as regards their alignment.

Solanus, Goddess of the Sun and Healing

Alignment: Neutral Good

Domains: Good, Sun, Strength, Healing **Symbol:** A blazing sun inscribed with an open palm **Garb:** Pale robes of red, orange, yellow, and white, respectively, as one progresses from the lower clerical ranks to the higher ranks, bearing the symbol of Solanus **Favored Weapons:** Mace, quarterstaff.

Form of Worship and Holidays: Regular worship on the first day of the week, special observances for the clergy at each dawn, major holidays on the summer and winter solstices

Typical Worshipers: Rangers, bards, healers.

Priests of Solanus often serve as medics in armies, or as healers in villages and small towns. They are also some of the most typical adventuring clerics, as their skills are always in need in dangerous situations. then sells them as slaves. Slavery is strictly outlawed in Endhome, and Elan would be most upset to see her trade disrupted. For more on this see **The Slaving Priestess**, in the **Adventures in Endhome** chapter.

NPCs: Elan Kanto, Durgan Procuro.

Adventures: The Slaving Priestess (see Adventures in Endhome chapter).

18: The Temple of Solanus

This simple stone building houses a small temple to Solanus. The priest here, **Father Beamus Cain**, has recently arrived to Endhome to take over this struggling parish. Father Beamus sees it his sacred duty to help the poor of Endhome, and works tirelessly on their behalf, tending to the sick, feeding the hungry, and so on. In addition to this he has three services a week and councils those in need whenever possible.

Father Beamus has become suspicious of Priestess Elan, and has begun asking questions around the slums about her temple. For more on this see **The Slaving Priestess** in the **Adventures of Endhome** chapter.

NPCs: Father Beamus.

Adventures: The Slaving Priestess (see Adventures in Endhome chapter).

19: Temple of Freya

By far the largest and most densely attended Temple in Endhome, the temple of Freya boasts seven services every week, and a devoted staff of 10 acolytes led by **High Priest Thaban**. Good PCs can purchase healing and potions here, should they be so inclined.

Services Available at the Temple of Freya

Spells	Cost
Cure light wounds	50 gp
Cure moderate wounds	100 gp
Cure serious wounds	150 gp
Cure critical wounds (CL 7th)	280 gp
Lesser restoration	100 gp
Remove blindness/deafness	150 gp
Remove curse	150 gp
Remove disease	150 gp
Neutralize poison (CL 7th)	280 gp
Restoration (CL 7th)	280 gp
Raise dead (CL 9th)	5,450 gp

All spells are CL 5th unless otherwise noted.

Potions	Cost
Cure light wounds	50 gp
Cure moderate wounds	300 gp
Bear's Endurance	300 gp
Bull's strength	300 gp
Lesser restoration	300 gp
Remove disease	500 gp

There are never more than 1d4+1 potions of any one kind available in a given day.

If low-level adventurers come here, the High Priest mentions that he has not heard from the priestess, Shandril, in the village of Fairhill (near the *Stoneheart Valley*) in some time. He needs to send her some supplies and holy items. Anyone willing to undertake the quest is sworn in (and quest cast upon them) and offered 500gp on their return (the items are worthless to a non-priest of Freya—this is a lead in to the *Stoneheart Valley* region and the *Crucible of Freya* adventure.

NPCs: High Priest Thaban.

20: The Lion's Side Inn

A modest but clean inn and pub, the Lion's Side serves three meals a day for 4 sp, and rents rooms at a cost of 1 gp per night per person, or 6 gp a per week. This is a popular destination for both frequent travelers to Endhome, as well as many of the city's middleclass residents. Adventurers are less common here, though it's not unheard of to spot a wizard or two from the nearby academy.

NPCs: Stylus Kant, Moorrin, Penelope Barmey.

Adventures: Finding Fenton (Penelope approaches the PCs and beseeches them to find her husband Fenton).

21: The Trading Post

This is another modest inn. The trading post caters to many of the traveling merchants who hawk their wares at the bazaar. Once night falls and the bazaar shuts down, the Trading Post's tables are jammed with merchants eager to relax after a long day of selling. Meals here are 3 sp, and a room costs 8 sp.

NPCs: Bragger Bondhome.

Adventures: The Lost Treasure Map (The PCs discover the treasure map in a loose floorboard).

22: The Ramshackle

This flophouse is no place for the thin-skinned or genteel. The proprietor, **Treebok** (male human commoner 4, Str 16, Atk +5 melee [1d6+3, club]) sells mutton stew, rum, and hard cider — nothing else. There is a communal sleeping area upstairs where a traveler or sailor can throw his blanket for a night at the cost of 2 sp. Arguments, fights, and all-out brawls are commonplace here, as both the sailors from the docks, as well as the roughnecks from the slums come to the Ramshackle to rid themselves of what few coppers they have pieced together.

NPCs: The Evil Adventuring Party.

Adventures: The Lost Treasure Map (The PCs discover the treasure map under a loose floorboard).

23: Albin's Armory

This is the largest and most well-stocked weapon smith in Endhome. A full service, one-stop shopping armory, **Arbin** has available all simple and martial melee weapons (including composite longbows and shortbows), most exotic melee weapons (excluding orc double axes), and numerous suits of armor. PCs can buy all light and medium armor "off the rack," but heavy armor requires 1d4+1 days to fit. Masterwork weapons are available as well. Common masterwork weapons such as longswords, short swords, daggers, greatswords, battleaxes, greataxes, and maces are in stock; more exotic masterwork weapons must be created (Albin's Craft [weapons] skill is +8).

Finally, Albin has a few magic weapons he keeps stored in the back room. He only bothers mentioning these to characters who appear to have some money to burn.

NPCs: The Evil Adventuring Party.

Adventures: The Lost Treasure Map (Found in the pommel of a purchased sword).

Magic Weapons for Sale

These weapons are hidden from the common customer. Their prices are as follows:

Weapon	Price
+1 longsword	2,250 gp
+1 battleaxe	2,200 gp
+1 greatsword	2,500 gp
2 +1 daggers	2,050 gp each
+1 bastard sword	2,250 gp
+1 morningstar	2,100 gp
+1 short sword	2,200 gp
+2 short sword	8,500 gp

24: The King's Road Inn

More commonly referred to simply as "Kings," this large inn is a popular gathering place for travelers and adventurers. Most nights its tables are filled with transients and treasure hunters looking for work or eager to swap stories, truthful or otherwise, about their exploits. **Barnky**, the innkeeper and bartender (male human commoner 3, Cha 14, Diplomacy +8, Knowledge [history] +7, Knowledge [local] +7), is always up on the current scuttlebutt, and with a little bribe might be able to provide the PCs with some useful information (make a relevant skill check with an appropriate DC). There is a 10% chance that adventurers are here, possibly for hire as henchmen. If indicated, from 1-4 NPCs of levels 1-2 are available for hire (price is 100gp/month plus upkeep and $\frac{1}{2}$ share of treasure).

Rooms at King's are 8 sp per night, meals are 3 sp. Horses can be stabled at the cost of 2 sp per night. This is a fantastic location to pick up rumor and adventure leads. Each night, there is a 40% chance the players learn something interesting. Roll on the following table:

01-50	Use the rumors from the Getting to Know Endhome section above
51-70	GM should pick a rumor about a specific location in the Lost City of Barakus
71-80	GM should select a random wilderness location from near Rappan Athuk and tell a story about it.
81-90	GM should select a random location from Stoneheart Valley and tell a story about it.
91-95	GM should select a random wilderness location from The Northland Saga and tell a story about it (and they players meet a Viking!).

96-00 GM should make up a fake story from another location.

NPCs: The Evil Adventuring Party, Curly Barns, Moorrin, Kytor the Red, Penelope Barmey.

Adventures: Finding Fenton (Penelope approaches the PCs and beseeches them to find her husband Fenton); The Green Tree Bandits (Fell Tarmick is spotted trying to slip out of the inn).

25: Roadside Inn

This is more of a merchant's inn than an adventurer's. A little cleaner

and less rowdy than King's, the Roadside Inn serves meals for 4 sp and rooms are 1 gp. Occasionally adventurers hang out at the Roadside hoping to score some work with a merchants in need of strong arms to guard him on his way home. Should the GM wish to take his campaign to some far off place, this inn might be the perfect starting place for such a storyline. **NPCs:** Curly Barns, Moorrin, Penelope Barmey.

Adventures: Finding Fenton (Penelope approaches the PCs and beseeches them to find her husband Fenton); The Green Tree Bandits (Fell Tarmick is spotted trying to slip out of the inn). One offsite rumor is popular here as well, and refers to the *District of Sunderland* that lies 300 miles south of Barakus. The GM should feel free to insert this one as they see fit. This specific rumor refers to the adventure *Cults of the Sundered Kingdoms* in that region.

"Silver shipments have been disappearing in the Moon Fog Hills. Mark my words, the Soldier's Road will earn its name again. The kingdom won't stand for those kinds of losses for long before we'll have an army coming through here to set things aright."

26: Fishing Village

"Village" is a kind title for this little collection of driftwood shacks and mud huts. Most of the fishermen who work the river from this spot catch just enough to support themselves and their families. Those that do particularly well attempt to sell their surplus in town.

27: Shantytown

The poorest of the regions poor squat in this pathetic assemblage of lean-tos and shacks made from broken boards and other refuse. Death and disease are commonplace here, as are murder and famine. Many shantytown residents beg along King's Road from the merchants going in and out of Endhome. If their numbers grow too large and obtrusive, however, a patrol is sent out to break up the group. Shantytown has been growing of late, and is a great concern to the current Governor.

NPCs: Elan Kanto, Durgan Procuro.

Adventures: The Slaving Priestess (The PCs spy Elan Kanto and Durgan looking for some lost souls).

28: Farms

These are all small family farms. Each farm tends to a number of staple crops and keeps several herd animals. The farmland extends for miles north, west, and south of Endhome. Most of the farmers working the fertile Gaelon riverbed and sell their surplus in Endhome. Because the land is so good, and the profit margins so high in Endhome, this region has attracted hundreds of farmers who keep spreading further west along the river.

NPCs: Gilda Waynetrop.

29: Grain Silo

This silo serves the farmers in the immediate vicinity. There are many such silos dotting the countryside.

The Sewers

Though not a popular method for getting about Endhome, PCs sometimes find themselves in situations where travel by sewer is preferable to travel aboveground. A few unsavory sorts have made their home in the foul recesses of the sewers, and the Pulantis have also taken to using the sewers on their nocturnal jaunts.

ENDHOME



Layout and Design

The sewers are series of 15-foot-wide tunnels bisected by an 8-foot-deep channel filled with slow-moving, foul-smelling waste. Narrow walkways line either side of the channel, and narrow grating spans the sewage channel at each intersection (see sample sewer map). The sewers can be reached by aboveground entrances that are 50 lb. square iron plates in the street that lead to a narrow chute on whose wall is secured an iron ladder. The chute and ladder descend 15 feet to the sewers. These entrances to the sewers are marked with

an S and a number (S1-S15) on the Endhome map and the map of the sewers.

Upon entering the sewers, all humanoids must succeed on a DC 10 Fort save or be sickened for as long as they remain in the sewers. There is a chance a character actually entering the sewage might contract filth fever (*save* Fortitude DC 12; *onset* 1d3 days; *frequency* 1/day; *effect* 1d3 Dex damage and 1d3 Con damage; *cure* 2 consecutive saves); if they have any un-healed wounds or are wounded while in the sewers they have a -2 penalty to their Fort save.

Adventures: The Wererat Warren and The Renegade Wizard.

Random Encounters

Occasionally something of interest floats or wanders by. Roll once each hour on the following chart.

d %	Result
01–55	No Encounter
56–58	Beggar
59-69	Interesting find
70–75	Strange noise
76–78	Rat
79–80	Bridge
81-90	Rat swarm
91–93	1d4+1 dire rats
94–97	Wererat and 2d6 rats
98–99	Otyugh
00	1d3 shadows

Encounters in the Sewers

Beggar: This particularly hardy beggar (commoner 1, hp 7, Con 14), has, for reasons of his own, decided to bed down on one of the walkways of the sewer instead of the streets above. Upon spotting the PCs, he first begs for mercy, and then, if the determines they have no plans to harm him, asks for spare coppers.

Bridge: A stiff plank has been laid across the channel. The plank can only support 200 pounds at one time. The plank is a foot wide and slippery, so a character must succeed on a DC 7 Acrobatics check to cross the plank. Failure indicates falling into the muck (see disease rules described above).

Dire Rats: These larger and more deadly rats lurk around corners or in the filth itself before springing out and attacking.

DIRE RATS CR 1/3 XP 135

hp 5 (Pathfinder Roleplaying Game Bestiary, "Rat, Dire")

Interesting Find: Roll 1d10 or choose to determine what the players stumble across. 1: empty jewelry bag; 2: a human skeleton; 3: a toy boat bobbing along in the sewage; 4: a pair of old boots; 5: a broken sword (insert the Lost Treasure Map [see below]) in the pommel if the PCs have not discovered it already); 6: a half-eaten sandwich; 7: some human hair wound in a ball like twine; 8: a felt hat hanging on a nail in the wall; 9: a clown suit and fake fangs; 10: A colony of glowing phosphorescent mold.

Otyugh: Very happy in the waste, the **otyugh** lashes out with his tentacle as the PCs pass by.

OTYUGH XP 1 200

hp 39 (Pathfinder Roleplaying Game Bestiary, "Otyugh")

Rat: A single rat dashes between the PCs feet.

RAT CR 1/4 XP 100

hp 4 (Pathfinder Roleplaying Game Bestiary, "Familiar, Rat")

Rat Swarm: A swarm of common sewer rats come streaming along the walkway. Though not particularly dangerous as combatants, they do cause all character to succeed on a DC 12 Reflex save or fall into the sewage.

RAT SWARM XP 600

hp 16 (Pathfinder Roleplaying Game Bestiary, "Rat Swarm")

Shadows: The shadows lurk in the darkness and hope to surprise the PCs as they wander by.

SHADOW XP 800

hp 19 (Pathfinder Roleplaying Game Bestiary, "Shadow")

Strange Noise: Somewhere in the distance the PCs hear a howl, moan, shriek, or whatever else the GM can dream up.

Wererat and Rats: An accomplice of Toucise, this wererat (in hybrid form) sends his rat brethren forward to disorient the PCs while he creeps forward to surprise them.

WERERAT

XP 600

hp 18 (Pathfinder Roleplaying Game Bestiary, "Lycanthrope, Wererat")

Major NPCs

Below are some of the major NPCs the party is likely to encounter while in or around Endhome. Endhome is a large city, of course, and there is plenty of room for more NPCs from the GM's imagination. Like the PCs themselves, the NPCs are not static, stationary, talking statues, thus they are not given precise locations where they are encountered. Instead, the Endhome chapter includes which NPCs are likely to be encountered in which major locations.

Political Figures

Bragger Bondhome

Bragger is the only non-human to hold a seat of authority in Endhome. Bondhome has served as captain of the guard for the past twenty years, and given his dwarven longevity likely continues to do so for at least another thirty.

BRAGGER BONDHOME XP 3.200

Male dwarf fighter 8

LG Medium humanoid (dwarf) Init +5; Senses darkvision 60 ft.; Perception +1

AC 24, touch 11, flat-footed 23 (+10 armor, +1 Dex, +3 shield) hp 81 (8d10+24 plus 8) Fort +9; Ref +3; Will +3; +2 vs. fear, +2 vs. poison, spells, and

spell-like abilities **Defensive Abilities** bravery +2

Speed 20 ft.

CR4

Melee +1 dwarven waraxe +16/+11 (1d10+8/19-20/x3), or mwk short sword +14/+9 (1d6+4/19-20) Special Attacks hatred, weapon training abilities (axes +1)

Str 18, Dex 13, Con 16, Int 14, Wis 12, Cha 11

Base Atk +8; CMB +12; CMD 23 (27 vs. bull rush or trip) Feats Blind-Fight, Greater Weapon Focus (dwarven waraxe), Improved Critical (dwarven waraxe), Improved Initiative, Power Attack, Vital Strike, Weapon Focus (dwarven waraxe), Weapon Focus (short sword), Weapon Specialization (dwarven waraxe)

Skills Appraise +3 (+5 to determine the price of non-magic items with precious metals or gemstones), Bluff +6, Climb +6,

CR 3

CR 2

CR7

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Craft (armor) +13, Diplomacy +2, Intimidate +11, Survival +6, Swim +5

SQ armor training 2, stonecunning

Gear +1 full plate, +1 heavy steel shield, +1 dwarven waraxe, masterwork short sword

Personality: Bragger has been the leader of men for so long he's nearly forgotten what life would be like if he didn't have to give orders. He wears his beard neatly trimmed and his armor is always in perfect repair. He commands immediate attention and respect when he enters a room, and his booming baritone demands to be heard when he speaks. Occasionally, after a half-dozen pints or so at the Trading Post, he has been known to wax nostalgic about life in the mountains amongst his fellow dwarves. He tells a sad tale of losing his liege lord Bain, who ruled a small keep in the Bain's Pass in the Stoneheart Mountains. He does not, however, make a special effort to seek other dwarves' company, as he knows his place now is amongst men, and he does not want jeopardize their trust.

Governor Ranlan Pool

Ranlan, a portly man of fifty or so, has been Governor for ten years. After serving twelve years in the senate (during which time he ran a successful spice trading business), Ranlan was chosen to succeed Spiritous Mundae, who himself had been Governor for almost a quarter of a century. Ranlan enjoys the life of Governor and throws lavish parties at his estate overlooking the Gaelon River. He is a frequent diner at Heaven's Gate, and enjoys visiting the bazaar from time to time, just to see how the common folk are faring.

CR 4

AC 10, touch 10, flat-footed 10 hp 21 (6d8–6) Fort +1; Ref +2; Will +7

Speed 30 ft. **Melee** +1 dagger +4 (1d4/19–20)

Str 8, Dex 10, Con 9, Int 16, Wis 14, Cha 16 Base Atk +4; CMB +3; CMD 13

Feats Skill Focus (Bluff), Skill Focus (Diplomacy), Skill Focus (Intimidate), Skill Focus (Profession [politician]) Skills Bluff +15, Diplomacy +15, Intimidate +15, Knowledge (history) +12, Knowledge (local) +12, Perform (oratory) +12, Profession (barrister) +8, Profession (merchant) +11, Profession (politician) +14, Sense Motive +11, Sleight of Hand +9

Gear +1 dagger, ring of redemption (see the **Appendix**), 50,000 gp

Personality: Ranlan is the consummate politician. Always quick to shake a hand (especially of the well-connected and influential), and possessed of a fantastic memory for names, the Governor makes a quick and memorable impression on everyone he meets. Having spent so much time in public life, he has become adroit at disguising his true ambitions, feelings, and ideas, and one must spend much time alone with the Governor to discover what lies beneath the layers of polished discourse. At his heart, Ranlan is desperate to maintain his notoriety, and calculates his self-worth from the number of people who know his name and vie for his attention. He has a quick temper with his servants and assistants, and is prone to bouts of disabling depression. Still, when all is said and done, he works hard for Endhome and, under his watch, the city likely continues to thrive and grow.

Kilgore Spink

Governor Pool never strays far from his estate without his bodyguard, **Kilgore Spink**. Kilgore is a seasoned veteran of both the Endhome guard, where he spent eight years, and of several adventures, which he undertook with a party known, cryptically, as the Ascension. He quite enjoys his current well paid and, relatively speaking, danger-free life.

KILGORE SPINK XP 1,200

Male human fighter 5 LG Medium humanoid (human) Init +6; Perception +3

AC 21, touch 12, flat-footed 19 (+7 armor, +2 shield, +2 Dex) hp 42 (5d10+5 plus 5) Fort +5; Ref +3; Will +2; +1 vs. fear Defensive Abilities bravery +1

Speed 30 ft.

Melee +1 bastard sword +11 (1d10+7/19–20), or mwk short sword +10 (1d6+3/19–20) Special Attacks weapon training abilities (heavy blades +1)

Str 17, Dex 14, Con 13, Int 10, Wis 12, Cha 11 Base Atk +5; CMB +8; CMD 20

Feats Alertness, Exotic Weapon Proficiency (bastard sword), Improved Initiative, Power Attack, Weapon Focus (bastard sword), Weapon Focus (short sword), Weapon Specialization (bastard sword)

Skills Climb +4, Handle Animal +6, Intimidate +6, Perception +3, Ride +3, Sense Motive +3, Survival +7

SQ armor training 1

Gear +1 chainmail, heavy steel shield, +1 bastard sword, masterwork short sword

Personality: Kilgore is robust and a firm believer in good health and daily exercise. He has tried unsuccessfully for several years to convince his employer to eat more healthily and go out for a brisk walk every day. Kilgore despises sloth and waste, and frequently reprimands shirkers in the Governor's employ. If encountered off duty, Kilgore might be convinced to recount some stories of his adventuring days with the Ascension.

Tactics: Kilgore normally goes about dressed in studded leather and carrying his short sword. However, if he believes things are going to get rough (if, for example, the city is under attack or threats have been made against the Governor) he dons his chainmail and shield and carries his bastard sword.

Fernando Quinchino

Fernando is the eldest son of Phillipi Quinchino, and the heir apparent to the Quinchino fortune. With his father now at death's doorstep, Fernando has taken over the day-to-day operation of the business. Like all Phillipi's sons, Fernando was trained to fight, and has made use of his martial skills on a few uncooperative business partners. Despite his girth (he weighs in at about 280 pounds), Fernando is surprisingly quick. He likes to wear a huge gold necklace and bracelets, and he has his eyebrows tweezed twice a week.

FERNANDO QUINCHINO XP 600

CR 2

CR4

Male human expert 3/fighter 1 NE Medium humanoid (human) Init +4; Perception +8

AC 15, touch 12, flat-footed 15 (+3 armor, +2 deflection) hp 28 (1d10+1 plus 3d8+3 plus 1) Fort +4; Ref +1; Will +3

Speed 30 ft.

Melee mwk morningstar +7 (1d8+2) Ranged light crossbow +3 (1d8/19–20)

Str 14, Dex 11, Con 12, Int 13, Wis 10, Cha 9 Base Atk +3; CMB +5; CMD 17 Feats Alertness, Improved Initiative, Skill Focus (Intimidate), Weapon Focus (morningstar)

Skills Appraise +6, Bluff +5, Climb +7, Diplomacy +4, Intimidate +9, Knowledge (local) +6, Knowledge (nobility) +6, Perception +8, Profession (merchant) +5, Ride +5, Sense Motive +7, Sleight of Hand +2

Gear +1 leather armor, light crossbow, 20 crossbow bolts, masterwork morningstar, ring of protection +2, large gold chain (500 gp), 2 gold bracelets (300 gp each), 20,000 gp

Personality: Fernando's motto, were he to have one, would likely be, "I'd rather you fear me than love me." And indeed, when anyone who knows Fernando sees Fernando coming they are likely to duck for cover either to avoid his profanity-laced diatribes, blunt humor, or a smack on the back of the head. This approach to life has had its benefits, for those whom he does trust show him complete loyalty.

High Priest Thaban

The most highly respected clergyman in Endhome, High Priest Thaban oversees the doings at the Temple Freya and also serves as an advisor of sorts to noblemen, the Governor and senators.

HIGH PRIEST THABAN

CR 8

XP 4,800 Male human cleric (Freya) 9 CG Medium humanoid (human) Init +1; Perception +9 Aura good

AC 11, touch 11, flat-footed 10 (+1 Dex) hp 44 (9d8) Fort +6; Ref +4; Will +9

Speed 30 ft. **Melee** +1 light mace +8/+3 (1d6+2) Special Attacks channel positive energy 7/day (5d6, DC 16), holy lance 1/day (4 rounds) Domain Spell-Like Abilities (CL 9th; melee touch +7): 6/day-rebuke death, touch of good Spells Prepared (CL 9th; melee touch +7): 5th—breath of life (DC 18)^D, raise dead 4th—cure critical wounds^D, divination, restoration 3rd—create food and water, cure serious wounds^D, remove blindness/deafness, remove curse, remove disease 2nd—consecrate, cure moderate wounds^D, delay poison, eagle's splendor, enthrall (DC 15), lesser restoration 1st-bless water (DC 14), comprehend languages, cure light wounds^D, detect undead, remove fear, sanctuary (DC 14) 0 (at will)—create water, detect magic, purify food and drink (DC 13), virtue D Domain spells Domains Good, Healing

Str 12, Dex 13, Con 11, Int 13, Wis 17, Cha 14 Base Atk +6; CMB +7; CMD 18 Feats Alignment Channel, Brew Potion, Extra Channel, Leadership, Scribe Scroll, Turn Undead Skills Diplomacy +12, Heal +13, Knowledge (history) +10, Knowledge (religion) +11, Perception +9, Sense Motive +12, Spellcraft +10 SQ healer's blessing Gear +1 light mace, 3,500 gp

Personality: High Priest Thaban has come to enjoy his respected position in the Endhome community. He regularly makes the rounds with the well to-do of the city, raising money for his already well-appointed church. When not schmoozing, he occasionally ministers to his flock, but mostly he leaves this to his acolytes.

Lurton and Amelia Gaspar

These two represent the height of Endhome old money. They have known nothing but privilege and comfort their entire life. While Lurton is the eldest

of three Lurton brothers, Amelia is the second daughter of a high-ranking duke from a neighboring country. Their place among Endhome's social elite is not so much secure as it is ineluctable — they are the elite of the elite.

CR4

CR 1

LURTON GASPAR XP 1,200 Male human aristocrat 6 CG Medium humanoid (human)

Init +1; Perception +2

AC 11, touch 11, flat-footed 10 (+1 Dex) hp 21 (6d8–6) Fort +1; Ref +3; Will +7

Speed 30 ft. Melee mwk rapier +7 (1d6–1/18–20) Ranged longbow +5 (1d8–1/x3)

Str 8, Dex 12, Con 9, Int 14, Wis 14, Cha 13 Base Atk +4; CMB +3; CMD 14
Feats Combat Expertise, Mounted Combat, Weapon
Finesse, Weapon Focus (rapier)
Skills Bluff +10, Diplomacy +10, Handle Animal +8, Intimidate
+8, Knowledge (history) +9, Knowledge (nobility) +9, Perform
(keyboard instruments) +8, Perform (sing) +8, Ride +8, Sense
Motive +9, Swim +6
Gear +1 full plate*, longbow, 20 arrows, masterwork rapier,
100,000 gp
* This suit of plate mail is a family heirloom. No one in the Lurton
family has had to wear it for many years, but should such a need arise
Lurton is perfectly willing to don it.

Personality: Lurton is so hopelessly removed from everyday people that he can't begin to relate to them. If encountered, he smiles benignly, nods politely, and then tries bid a tactful retreat. If, on the other hand, he should seek someone's council or assistance, he is all business. Frank and uncompromising, people soon learn why Lurton has kept the family fortune not only intact but ever growing.

AMELIA GASPAR XP 400 Female human aristocrat 3 CG Medium humanoid (human) Init +1; Perception +3

AC 11, touch 11, flat-footed 10 (+1 Dex) hp 11 (3d8–3) Fort +0; Ref +2; Will +6

Speed 30 ft.

Melee mwk dagger +2 (1d4-1/19-20)

Str 8, Dex 12, Con 9, Int 12, Wis 16, Cha 12 Base Atk +2; CMB +1; CMD 12 Feats Skill Focus (Perform [sing]), Skill Focus (Ride), Skill Focus (Sense Motive) Skills Appraise +6, Diplomacy +6, Handle Animal +6, Perform (dance) +6, Perform (keyboard instruments) +6, Perform (sing) +9, Perform (string instruments) +6, Perform (wind instruments) +6, Ride +10, Sense Motive +11 Gear masterwork dagger, 25,000 gp

Personality: Amelia is no one's fool. She keeps a close watch over her husband's associates to ensure no one is trying to get the better of him. She also runs the house like the captain of a ship. Servants are fired abruptly for impudence or tardiness, and she is ever watchful for stickyfingered maids. Should she ever have need for adventurers, she tolerates their company for as short a time as possible. **ENDHOME**

Stylus Kant

The current headmaster of the Wizard's Academy, Stylus Kant wears his black hair in a long ponytail, sports a neatly trimmed mustache and goatee, and wears robes from the absolutely finest silks and wools Endhome offers. Stylus spends most of his time at the Academy, but, being an important figure in the community, is from time to time summoned to the Senate or the Governor's Mansion. Stylus is unlikely to want anything to do with a bunch of low-level adventurers, but as the PC's notoriety increases, it's possible they could gain his attention or even his favor.

STYLUS KANT

CR 8

XP 4,800 Male human universalist 9 CG Medium humanoid (human) **Init** +1; **Perception** +6

AC 15, touch 11, flat-footed 14 (+4 armor, +1 Dex) hp 43 (9d6 plus 9) Fort +3; Ref +4; Will +7

Speed 30 ft.

Melee +1 quarterstaff +6 (1d6+2)

Special Attacks hand of the apprentice 8/day (+9), metamagic mastery 1/day

Spells Prepared* (CL 9th; melee touch +5, ranged touch +5): 5th-2

4th-3

3rd-4

2nd-5

1st—6

0 (at will)-4

* What spells Stylus has prepared at any one time depends greatly on that day's circumstance. If the city is under attack, he prepares as many offensive spells as possible, plus a stoneskin and invisibility. Otherwise, he tends to prepare a number of divination spells.

Str 12, Dex 13, Con 10, Int 20, Wis 13, Cha 15 Base Atk +4; CMB +5; CMD 16

Feats Brew Potion, Craft Rod, Craft Wand, Craft Wondrous Item, Scholar, Scribe Scroll, Skill Focus (Spellcraft), Toughness Skills Appraise +13, Craft (alchemy) +17, Knowledge (arcana) +19, Knowledge (history) +19, Knowledge (local) +10, Knowledge (nature) +10, Knowledge (planes) +17, Linguistics +16, Perception +6, Profession (Teacher) +13, Sense Motive +6, Spellcraft +20

SQ arcane bond (object [+1 quarterstaff] [1/day]) Combat Gear wand of lightning bolt (CL 7th), wand of mage armor (CL 3rd); Other Gear +1 quarterstaff, bracers of armor +4

Spellbook: 0—all; 1st—alarm, burning hands, charm person, comprehend languages, endure elements, expeditious retreat, hold portal, identify, mage armor, magic missile, shield, silent image, sleep; 2nd—acid arrow, arcane lock, bull's strength, cat's grace, knock, invisibility, levitate, mirror image, scorching ray; 3rd—clairaudience/clairvoyance, daylight, dispel magic, fireball, fly, haste, lightning bolt, major image, tongues, stinking cloud; 4th—arcane eye, detect scrying, dimension door, fear, lesser geas, scry, stoneskin; 5th—cone of cold, dominate person, prying eyes.

Personality: Stylus is surprisingly charming. He has a quiet intensity about him that many people initially mistake for aloofness. Once in conversation, however, he is lively and interested and possessed of exquisite manners. He is extremely ambitious as well, however, and does not make close friends easily. Only a select few are permitted into his inner circle: offers to dinner are usually politely declined. Those who do know him well are fiercely loyal, as the combination of his intelligence and charisma make him a prized friend.

The Evil Adventuring Party

This small band of adventurers could prove a useful thorn in the PCs' side. Their stats here are for 3rd level. Should it be necessary to do so, advance them to 5th or 6th level.

Da-Leek Ahats Du

How did the monks at the monastery go so wrong? When they trained Da-Leek in the ways of the tiger, as their order is known, they did not for a moment imagine that this very ugly young man would turn out so terribly mercenary and untrustworthy. He was booted from the order before attaining "harmonic fullness." No matter; he had treasures to find and fame to win.

DA-LEEK AHATS DU XP 600

CR2

CR2

Male human monk 3 LE Medium humanoid (human) Init +3; Perception +9

AC 18, touch 17, flat-footed 14 (+1 armor, +3 Dex, +1 dodge, +3 Wis)

hp 23 (3d8+3 plus 3)

Fort +6; Ref +6; Will +8; +2 vs. enchantment spells and effects **Defensive Abilities** evasion

Speed 40 ft.

Melee mwk quarterstaff +5 (1d6+3), or unarmed strike +5 (1d6+2)

Ranged light crossbow +5 (1d8/19-20)

Special Attacks flurry of blows +1/+1, stunning fist 3/day (DC 14)

Str 14, Dex 17, Con 12, Int 10, Wis 16, Cha 5 Base Atk +2; CMB +5; CMD 21

Feats Deflect Arrows, Dodge, Great Fortitude, Improved Unarmed Strike, Iron Will, Stunning Fist, Weapon Finesse Skills Acrobatics +9 (+13 jump), Climb +8, Escape Artist +9, Perception +9, Stealth +9 SQ AC bonus, fast movement, maneuver training

Combat Gear potion of cure light wounds (CL 2nd); Other Gear light crossbow, 20 crossbow bolts, masterwork quarterstaff, bracers of armor +1

Personality: You'll be lucky if you can find one beneath his everscowling visage. Da-Leek has been shunned for so long for his hideous appearance (one eye is larger than the other, copious ear hair, a bent nose, enduring body odor, vellow teeth, and severe acne) that he just assumes everyone he meets is disgusted by him. He prefers to let his fists do the talking.

Dagon Ziss

This half-drow was the bastard son of the courtesan of a noble drow elf who dwells still in the Under Realms city of Ferdozan. His father had a taste for human women, but the offspring this peccadillo produced was not welcome among the "pure bloods," and so he was forced to flee as soon as he was old enough to do so. Now a burgeoning necromancer, Dagon would love nothing more than to someday return to Ferdozan as a full-fledged lich and rain down suffering and death on all those who belittled him.

DAGON ZISS XP 600 Male half-elf necromancer 3

NE Medium humanoid (elf, human) Init +3; Senses low-light vision; Perception +2

AC 13, touch 13, flat-footed 10 (+3 Dex)

hp 16 (3d6+3) Fort +2; Ref +4; Will +3; +2 vs. enchantments Immune magic sleep; Resist elven immunities

Speed 30 ft.

Melee quarterstaff +2 (1d6+1), or dagger +2 (1d4+1/19-20) **Ranged** light crossbow +4 (1d8/19-20)

Necromancer Spell-Like Abilities (CL 3rd; melee touch +2): 6/day—grave touch (1 round)

Spells Prepared (CL 3rd; melee touch +2, ranged touch +4): 2nd—ghoul touch (DC 16), glitterdust (DC 15), scare (DC 16)^B 1st—cause fear (DC 15)^B, chill touch (DC 15), mage armor, magic missile

0 (at will)—detect magic, disrupt undead, read magic, touch of fatigue (DC 14)

Specialist School Necromancy **Opposition Schools** Abjuration, Illusion

Str 12, Dex 16, Con 12, Int 17, Wis 11, Cha 8 Base Atk +1; CMB +2; CMD 15

Feats Combat Casting, Command Undead (6/day, DC 10), Scribe Scroll, Skill Focus (Spellcraft), Spell Focus (necromancy)

Skills Diplomacy +2, Knowledge (arcana) +9, Knowledge (dungeoneering) +9, Knowledge (planes) +9, Perception +2, Profession (herbalist) +6, Spellcraft +12; Racial Modifiers +2 Perception

SQ elf blood

Combat Gear potion of cure light wounds (CL 2nd), scroll of burning hands, scroll of mage armor, scroll of magic missile; **Other Gear** dagger, light crossbow, 25 crossbow bolts, quarterstaff

Spellbook: 0—all (except those of the restricted schools); 1st—burning hands, cause fear, chill touch, expeditious retreat, identify, mage armor, magic missile, obscuring mist, ray of enfeeblement; 2nd—ghoul touch, glitterdust, scare.

Personality: Dagon works hard to be as spooky as possible. He dresses in a long black robe, says little, and hisses slightly when displeased. He has little patience for chatty company and has been known to get up and leave the middle of conversation in which he is not interested. He is dedicated to the adventuring party in so far as they serve his need to gather the power necessary to meet his ultimate goal.

Gilgar the Gray

Gilgar's long, black hair went gray as a ghost one summer when he was but a lad of 16; thus his nickname. The color change was due to a frightening vision he had one night in a dream. His dead mother came to him, her face a horrid rotting mess, and told him, cryptically, to "pursue the reaper." Unsure of exactly what she meant, he decided to worship Da-Jin in an attempt to meet what he supposed were his mother's wishes.

GILGAR THE GRAY XP 600 Male human cleric (Da-Jin) 2/fighter 1 NE Medium humanoid (human) Init +2; Perception +2 Aura evil

AC 18, touch 13, flat-footed 15 (+5 armor, +2 Dex, +1 dodge) hp 25 (1d10+2 plus 2d8+4 plus 2) Fort +7; Ref +2; Will +5

Speed 20 ft.

Melee mwk longsword +4 (1d8+3/19–20), and mwk short sword +4 (1d6+1/19–20) **Ranged** heavy crossbow +4 (1d10/19–20) **Special Attacks** channel negative energy 2/day (1d6, DC 12) **Domain Spell-Like Abilities** (CL 2nd; melee touch +3): 5/day—bleeding touch, touch of evil **Spells Prepared** (CL 2nd; melee touch +3): 1st—cause fear (DC 13)^D, command (DC 13), cure light wounds, shield of faith 0 (at will)—guidance, light, resistance, virtue

D Domain spell **Domains** Death, Evil

Str 16, Dex 15, Con 14, Int 10, Wis 14, Cha 8 Base Atk +2; CMB +5; CMD 18

Feats Dodge, Improved Channel, Scribe Scroll, Two-Weapon Fighting

Skills Climb +4, Heal +7, Knowledge (religion) +5, Ride +3, Spellcraft +4

Combat Gear 3 scrolls of cure light wounds (CL 2nd);

Other Gear scale mail, heavy crossbow, 15 crossbow bolts, masterwork longsword, masterwork short sword, silver unholy symbol (Da-Jin)

Personality: Gilgar does not consider himself or his god evil. Death is inevitable, he reasons, and so worshiping it is no different than worshiping the moon or the sun, both of which are as unavoidable as the Reaper. Unfortunately, his worship of death has brought about a kind of lazy nihilism that permits him to perform some heinous acts in the name of relativism: These people are going to die sometime, why not now? Of all the party members, he and Dagon have what could most closely be described as a friendship.

Zero Stranglevine

A nasty little halfling if ever there was one. Like Dagon, Zero has ambitions as well: namely to join the ranks of elite assassins. He believes he could make a fantastic living eliminating people's enemies for pay, and can't wait to give up the life of adventuring and take on this second career.

ZERO STRANGLEVINE

CR 2

XP 600 Male halfling rogue 3 NE Small humanoid (halfling) Init +3; Perception +8

AC 18, touch 15, flat-footed 14 (+3 armor, +3 Dex, +1 dodge, +1 size) hp 17 (3d8)

Fort +1; Ref +6; Will +1; +2 vs. fear, +1 vs. traps Defensive Abilities evasion, trap sense

Speed 20 ft.

Melee mwk short sword +7 (1d4+1/19–20) Ranged light crossbow +6 (1d6/19–20) Special Attacks rogue talents (finesse rogue), sneak attack +2d6

Str 12, Dex 17, Con 10, Int 16, Wis 10, Cha 12 Base Atk +2; CMB +2; CMD 16 Feats Dodge, Mobility, Weapon Finesse

Skills Acrobatics +11 (+7 jump, +12 to make high or long jumps), Appraise +9, Climb +9, Diplomacy +7, Disable Device +8, Disguise +7, Escape Artist +9, Intimidate +7, Perception +8 (+9 to locate traps), Sense Motive +5, Sleight of Hand +9, Stealth +13, Use Magic Device +5; Racial Modifiers +2 Acrobatics, +2 Climb, +2 Perception SQ fearless, trapfinding +1

Combat Gear 2 potions of cure light wounds (CL 2nd); **Other Gear** masterwork studded leather armor, light crossbow, 20 crossbow bolts, masterwork short sword, ring of jumping

Personality: While Dagon hisses, Zero growls. There is nothing he loves more than having some big, clumsy human make a joke at his expense — such remarks garner a quick and well-placed taste of his dagger. He is fond of apple brandy, and has had to learn lately to curb this passion somewhat (once, while intoxicated he had *his* purse cut; very humiliating). Zero is, in all, a very capable — if a bit cranky — thief.

CR 2

Other Characters

The following characters tend operate alone. Some could be talked into joining the PCs; others might lend assistance in time of need, while still others might provide information.

Curly Barns

The PCs may have a hard time *keeping* Curly from joining their party. This gnome bard is in search of a "band of brothers" with which to align himself, and, if the PCs are good and the slightest bit good-natured, he seeks to have himself adopted by them.

CURLY BARNS XP 400

CR 1

Male gnome bard 2 CG Small humanoid (gnome) Init +2; Senses low-light vision; Perception +5

AC 16, touch 14, flat-footed 13 (+2 armor, +2 Dex, +1 dodge, +1 size)

hp 14 (2d8+2)

Fort +1; Ref +5; Will +2; +2 vs. illusions, +4 vs. bardic performance, sonic, and language-dependant effects Defensive Abilities defensive training

Speed 20 ft.

Melee short sword +2 (1d4/19-20) Ranged light crossbow +4 (1d6/19-20) Special Attacks bardic performance 9 rounds/day (countersong, distraction, fascinate [DC 14], inspire courage +1), hatred Spell-Like Abilities (CL 2nd):

1/day—dancing lights, ghost sound (DC 14), prestidigitation (DC 13), speak with animals

Spells Known (CL 2nd; melee touch +1):

1st (3/day)—cure light wounds, expeditious retreat, sleep (DC 14)

0 (at will)—daze (DC 13), detect magic, light, mage hand, read magic

Str 10, Dex 14, Con 12, Int 14, Wis 8, Cha 16 Base Atk +1; CMB +0; CMD 13 Feats Dodge

Skills Craft (alchemy) +9, Diplomacy +8, Escape Artist +7, Perception +5, Perform (dance) +8, Perform (sing) +8, Perform (string instruments) +8, Perform (wind instruments) +8, Spellcraft +7, Stealth +10; Racial Modifiers +2 Craft (alchemy), +2 Perception

SQ bardic knowledge +1, illusion resistance, versatile performance abilities (singing), well versed

Combat Gear potion of cure light wounds; **Other Gear** masterwork leather armor, light crossbow, 10 crossbow bolts, short sword, lute, pennywhistle, 35 gp

Personality: Curly is a charmer when met at a bar or an inn, but he is desperately insecure and at a loss as to how to get along with other people when not entertaining them. Thus, he has a habit of dominating conversation, which, once folks tire of his talk (which can take some time as he is quite a good and interesting talker) becomes increasingly problematic. Should he be allowed to join a band of adventurers, he is a desperately loyal, if tiresome, companion.

Development: As noted above, if the PCs are good aligned and good natured then Curly seeks to hook up with them. First he asks when they next plan to "head out into the great, wide, unforgiving wilderness." He then offers to join their band. If they decline, he seeks to determine where they are staying, and, if they have told him when they are leaving for adventure, he is waiting for them at their inn "ready to go." If they again decline his company, he might go so far as to follow them at a discreet distance and then stumble into their camp site. The GM is encouraged to play this NPC for comedy and pathos.

Kytor the Red

Kytor got his nickname, not surprisingly, from a great mane of red hair he used to wear in a long braid down his back. Used to, that is, until the better part of it fell out at the age of 22, at which point he eventually shaved his pate and has kept it thus ever since. A retiree of the city guard, Kytor knows the town well and is often looking for something to do. Four months ago he accompanied two halfling half-brothers (Teelo and Kiva, see **Areas 3B-3** and **3B-4** in Barakus) into a crypt in the Penprie Forest and came away with a good haul which he has been living off of ever since. If pressed for details, he reveals that he and the halflings parted company as the brothers ventured further north to explore a cave not far from the Fools' Pass.

KYTOR THE RED XP 400 CR 1

Male human fighter 2 NG Medium humanoid (human) Init +5; Perception +0

AC 19, touch 11, flat-footed 18 (+6 armor, +1 Dex, +2 shield) hp 21 (2d10+4 plus 2) Fort +5; Ref +1; Will +0; +1 vs. fear Defensive Abilities bravery +1

Speed 20 ft.

Melee mwk battleaxe +7 (1d8+3/x3), or short sword +6 (1d6+3/19–20) **Ranged** longbow +3 (1d8/x3)

Str 17, Dex 12, Con 14, Int 8, Wis 11, Cha 10 Base Atk +2; CMB +5; CMD 16 Feats Improved Initiative, Power Attack, Weapon Focus (battleaxe), Weapon Focus (short sword) Skills Climb +0, Handle Animal +4, Intimidate +4, Ride -2 Combat Gear potion of bull's strength, potion of cure light wounds; Other Gear chainmail, heavy steel shield, longbow, 25 arrows, masterwork battleaxe, short sword, 22 gp

Personality: Kytor is fond of drink, and when drunk is prone to ramble on about his glory days in "the Guard." One might wonder, given his propensity to wax nostalgic about military life, why he ever left, but that question is irrelevant. Kytor is a hopeless grass-is-always-greener type, and life for him was always braver and better once before or looking brighter sometime soon; in the meanwhile he noisily endures the company of swindlers and lay-abouts, distrusts religion, and never eats a meal that couldn't have been a little tastier if the cook had just taken the time to care.

Development: If the PCs can bear him, Kytor is happy to join their party, and a good strong arm he is. Otherwise, they are likely to find him drinking and complaining at any one of the local taverns.

Moorrin

Moorrin is a local boy, the son of a middle class merchant family (upholsterers, to be exact), who discovered at an early age he had a gift for magic. Try as he might, he could not play the role of heir to the upholstery business, and so has been casting about ever since for a way to make his living as a sorcerer.

MOORRIN XP 600 Male human sorcerer 3 CG Medium humanoid (human) Init +2; Perception +0

AC 12, touch 12, flat-footed 10 (+2 Dex) hp 19 (3d6+3 plus 3) Fort +2; Ref +3; Will +3

Speed 30 ft. Melee shortspear +2 (1d6+1) Ranged mwk light crossbow +4 (1d8/19-20)

Spells Known (CL 3rd): 1st (6/day)—identify, mage armor, magic missile, sleep (DC 14)

0 (at will)—detect magic, disrupt undead, light, mending, read magic **Bloodline** Arcane

Str 12, Dex 14, Con 12, Int 11, Wis 10, Cha 16 Base Atk +1; CMB +2; CMD 14 Feats Combat Casting, Eschew Materials, Scribe Scroll, Toughness Skills Bluff +7, Intimidate +7, Knowledge (arcana) +6, Knowledge (planes) +6, Profession (upholsterer) +4,

Spellcraft +5, Use Magic Device +7 **SQ** arcane bond (object [ring] [1/day]), metamagic adept **Combat Gear** 2 scrolls of magic missile, scroll of sleep; **Other Gear** masterwork light crossbow, 20 crossbow bolts, shortspear, arcane bond ring, 75 gp

Personality: Moorrin pursues his career as an adventurer with much guilt. Tirelessly practical, he is always counting his coppers, seeking to stay at the cheapest clean inn, saving crusts of bread for toast the next morning, darning his socks, mending his robe. He clings to the belief that if he does very well as adventurer, and is frugal, he might retire early and open a little shop of some kind and settle down and "live like a grown up."

Development: Moorrin is hoping there is some way to make a living as a sorcerer aside from adventuring, and, if he joins forces with the PCs, threatens constantly, if apologetically, to part company, declaring, "I can only do this a bit longer, then I really have to settle down." Thus, the GM can have him stay with the PCs only so long as it is useful to the campaign.

Adventures in Endhome

As mentioned in the **Introduction**, there are a few adventures in Endhome itself in which the PCs might become involved. These could provide an interesting contrast to the dark tunnels of a dungeon, and allow Endhome to function as more than just a place to rest, make scrolls and potions, and sell booty. These adventures range from information gathering forays to spying and fighting.

Finding Fenton is appropriate for any level characters, and provides a link and reason for the players to visit Barakus in search of a lost husband.

The Lost Treasure Map can be inserted as the GM desires at any point in the adventure, and is appropriate for characters of any level. It leads the players to the Barakus.

The Green Tree Bandits can likewise be started at any time, though the adventure itself is appropriate (at its climax) for 3rd–5th level characters.

The Wererat Warren is an in-city dungeon crawl for 1st–3rd level characters that pits the players against an evil pack of wererats, and provides clues as to the true evils of the Pulanti family.

The Renegade Wizard details the lair of a demented conjurer deep in the city's sewers. This adventure is appropriate for 3rd–5th level characters.

The Pulanti Estate may either start as a follow up adventure to The Wererat Warren and/or The Renegade Wizard or as a missing person case. It is appropriate for 3rd–6th level characters, and involves ridding the city of a family of vampires.

The Slaving Priestess is appropriate for 2nd–4th level characters, and involves information gathering and stealth, as well as a potentially violent climax.

Finding Fenton

Penelope Barmey's (commoner 1, hp 3, Cha 14) husband, **Fenton Barmey** (see Area 2-69A in Barakus), was an adventuring sorcerer who left with three comrades a year ago to explore the caves north of Endhome. Neither he nor his mates ever returned. His widow grieved for many months, dearly missing her charismatic husband whom she had warned against this dangerous undertaking. Penelope, it turns out, is psychic. Quite psychic, in fact: she has twice predicted a flood of the Gaelon River, she foresaw the death of a neighbor by drowning, and is visited occasionally by deceased relatives with whom she carries on long conversations. Six months after her husband disappeared, Penelope dreamed that he was still alive but that he was in great distress. A month after that she dreamed again that he was alive and had a "dark companion" as well (the grimlock, Clox). Since then she has had a dream at least once a month where she feels his spirit calling out to her for help.

Desperate to rescue her husband and see him returned to her, she has begun frequenting certain unsavory taverns in search of adventurers who might help her. She has very little to offer in the way of payment or directions. Realizing most adventurers are looking for compensation, she has scraped together 50 gp to offer as a reward for the safe return of Fenton. She can offer no more advice on his whereabouts other than he "lives at the bottom of a deep cavern with a dark companion."

Contacting the PCs

While the PCs are visiting the King's Road Inn, Penelope, noticing some new and (presumably) brave looking strangers, approaches the PCs with her plea. She explains in detail everything she can and offers the PCs the 50 gp if they can find her husband, whom she describes as over 6 feet tall with thinning blond hair. If the PCs show any interest at all she pleads with them to help, breaking down in tears, and crumbling to her knees. If they do not offer to help, they see her from time to time at the inn with a sad and lost look in her eye.

Note: If the PCs kill Fenton, Penelope learns of this in a dream, and knows, in fact, that the PCs were responsible. The next time she sees them she screams, "Why? Why did you do it? Why did you kill him?" Or some such.

Saving Fenton

Saving Fenton is not easy. The PCs must incapacitate him or cure his madness to bring him willingly from his hiding place (see **Area 2-69A** for details). If he is returned to his wife and cured of his illness, his gratefulness to the PCs knows no bounds. He gives them his *wand of shield* and his offer to help them should they ever need a bed to lay their heads on or a meal to warm their bones. He is, however, done adventuring. If the PCs decline to accept Penelope's reward money, award the party 200 XP for their generosity.

The Lost Treasure Map

The PCs find a map to Areas 2-10 to 2-12 with an enticing note written on it (see Lost Treasure Map). The map belonged to a group of adventurers who delved into the Lost City of Barakus several years ago, but returned minus their mage. This band had intended to return again, but one thing led to another, and they never did. How the PCs come across this



map is up to the GM. Here are a few suggestions:

• **Barry Kip**, a huckster low-life sells it to them. This transaction could occur at the King's Road Inn, The Ramshackle, or on a darkened street corner. Barry wants 100 gp for the map, but is willing to go as low as 20. He is unable to vouch for the authenticity of the map, but claims to have obtained it from some powerful adventurers (actually stolen from Dagon Ziss).

• If they are staying at an inn, they find it stuffed between two floorboards (how it got there is unimportant; create whatever history you'd like, if necessary).

• They buy a sword. It turns out to be used. The map is hidden in the pommel.

• As Part of a Monster's Treasure. Simply put in any monster's treasure, either in the caves above Barakus (the kobold sorcerer Twees would be a good candidate) or in the one of the locations in the wilderness.

The Green Tree Bandits

Bragger Bondhome (see **Major NPCs**, above) has offered a reward of 500 gp for the head of the leader of the Green Tree Bandits, who have begun to sufficiently annoy the local merchants coming in and out of Endhome to have officially made themselves a public nuisance. The PCs can learn of this either through a Knowledge (local) or Diplomacy check to gather information (see **Getting to Know Endhome**, in the **Endhome** chapter, above), or by spotting a Wanted Poster in the Bazaar. There are several such posters nailed to walls and posts around the bazaar, and most merchants there have heard stories about the bandits and their escapades. The posters direct interested bounty hunters to Bragger in the barracks.

See Area B in the Wilderness Locations chapter for more details on the Green Tree Bandits.

The Wererat Warren

A small warren of wererat thieves has taken up residence in the sewers. They are led by Toucise, a cunning rogue who has recently made a deal with the Pulantis to further his power. The caves have been dug out of the earth and are supported by wooden beams. The ceilings are eight feet high.

The warren is located at **Area 1** on the **Sewer Map**, in the southeastern end of the city.

Area 1A: Trapped Secret Door (CR 2)

Toucise did his level best to disguise the door to his warren, but he knew an average thief could find it without difficulty. Thus he **trapped** the door both with poison needles and a bell to warn himself and his fellow wererats. **Secret Door:** 2 in thick; Perception DC 15; trapped.

CR 2

CR —

POISON NEEDLE TRAP

XP 600

Type mechanical; Perception DC 20; Disable Device DC 25

Trigger touch; **Reset** manual **Effect** Atk +10 ranged (1 hp plus blue whi

Effect Atk +10 ranged (1 hp plus blue whinnis poison)

BELL ALARM XP —

Type mechanical; Perception DC 18; Disable Device DC 15

Trigger touch; Reset automatic



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Effect ringing bell alerts anyone within 30 ft. that the door has been opened

Development: If the bell is sounded the wererats from **Area 1C** arrive in two rounds, and Toucise and his fellow rogues arrive in 3 rounds. If the PCs flee, the wererats do not bother to pursue, but a wererat is stationed on the other side of this door at all times for the next 3 days.

Area 1B: Rats' Nest (CR 2)

Common rats can't help but to be drawn to wererats and Toucise allows a **rat swarm** to nest here. Fire of any kind sends them scattering, although the sound of their frightened squeals likely draws the attention of the Toucise and his accomplices.

RAT SWARM

XP 600

CR 2

CR1

hp 16 (Pathfinder Roleplaying Game Bestiary, "Rat Swarm")

Tactics: Although they won't attack on their own, Toucise commands the rats to swarm around and distract arcane spellcasters in combat.

Area 1C: Thieving Wererats (CR 4)

This small cave contains three piles of rags that serve as beds, and a rotting wooden box. A lamp burns against the western wall, and the floor is scattered with bones and a few coppers.

This cave is home to **3 wererat rogues**. These are Toucise's foot soldiers, and they attack all intruders immediately.

WERERATS, NATURAL (HYBRID FORM) (3) XP 400

Human natural dire wererat rogue 1 (Pathfinder Roleplaying Game Bestiary, "Lycanthrope, Wererat") NE Medium humanoid (human, shapechanger) Init +3; Senses low-light vision, scent; Perception +6

AC 18, touch 14, flat-footed 14 (+2 armor, +3 Dex, +1 dodge, +2 natural) hp 10 (1d8+2) Fort +2; Ref +5; Will +2 DR 10/silver

Speed 30 ft.

Melee bite +3 (1d4+3 plus disease plus curse of lycanthropy; DC 15), or rapier +3 (1d6+2/18–20), or dagger +3 (1d4+2/19–20) Ranged light crossbow +3 (1d8/19–20) Special Attacks curse of lycanthropy, filth fever (disease), sneak attack +1d6

Str 14, Dex 17, Con 15, Int 10, Wis 15, Cha 10 Base Atk +0; CMB +2; CMD 16

Feats Dodge, Weapon Finesse Skills Acrobatics +7, Climb +6, Diplomacy +4 (+8 to change attitude vs. rats), Disable Device +8, Escape Artist +7, Intimidate +4, Perception +6 (+7 to locate traps), Sense Motive +6, Sleight of Hand +7, Stealth +7

SQ change shape (human, hybrid, and dire rat; polymorph), lycanthropic empathy (rats and dire rats), trapfinding +1 **Gear** leather armor, dagger, light crossbow, 10 crossbow bolts, rapier

Disease (Ex) Filth fever: Bite—injury; save Fort DC 12; onset 1d3 days; frequency 1/day; effect 1d3 Dex damage and 1d3 Con damage; cure 2 consecutive saves. The save DC is Constitution-based.

Treasure: A thorough search of the beds and the wererats uncovers 48 sp and 13 gp. The rotting box contains a 12-piece set of finely crafted silver-plated flatware (12 knives, 12 forks, 12 spoons) worth a total of 70 gp, a silk cape worth 25 gp, a pair of gold bracelets shaped like intertwined snakes worth 20 gp each, and a masterwork flute.

Area 1D: Thieves' Chambers (CR 7)

A hooded lantern sits on a small wooden table against the northern wall lighting this cave dimly. Four moldy mattresses covered in blankets lay in the southwest corner along with a locked iron chest containing the **treasure**. There is a table and three chairs in the middle of the cave, upon which is a map (see below).

Locked Iron Chest: hardness 10; hp 40; Break DC 25; Disable Device DC 20.

Toucise the wererat rogue and his **3 wererat rogue accomplices** call this place home. Here they count their treasure and plan their next heist.

WERERATS, NATURAL (HYBRID FORM) (3) CR 2 XP 600

hp 18 (Pathfinder Roleplaying Game Bestiary, "Lycanthrope, Wererat")

TOUCISE (HYBRID FORM) XP 800

CR 3

Male human natural dire wererat rogue 3 (Pathfinder Roleplaying Game Bestiary, "Lycanthrope, Wererat") NE Medium humanoid (human, shapechanger) Init +8; Senses low-light vision, scent; Perception +8

AC 20, touch 15, flat-footed 15 (+3 armor, +4 Dex, +1 dodge, +2 natural)

hp 23 (3d8+6) Fort +3; Ref +7; Will +3; +1 vs. traps Defensive Abilities evasion, trap sense; DR 10/silver

Speed 30 ft.

Melee bite +6 (1d4+3 plus disease plus curse of lycanthropy; DC 15), or rapier +6 (1d6+2/18–20) **Ranged** light crossbow +6 (1d8/19–20) **Special Attacks** curse of lycanthropy, filth fever (disease), sneak attack +2d6

Str 14, Dex 18, Con 15, Int 10, Wis 15, Cha 10 Base Atk +2; CMB +4; CMD 19

Feats Dodge, Improved Initiative, Weapon Finesse Skills Acrobatics +10, Appraise +4, Climb +8, Craft (traps) +4, Diplomacy +5 (+9 to change attitude vs. rats), Escape Artist +9, Perception +8 (+9 to locate traps), Sense Motive +8, Sleight of Hand +8, Stealth +10, Swim +8, Use Magic Device +6 SQ change shape (human, hybrid, and dire rat; polymorph), lycanthropic empathy (rats and dire rats), rogue talents (fast stealth), trapfinding +1

Combat Gear potion of cure light wounds (CL 3rd), smokestick, tanglefoot bag, thunderstone; **Other Gear** masterwork studded leather armor, light crossbow, 20 crossbow bolts, rapier, gold charm bracelet (100 gp)

Disease (Ex) Filth fever: Bite—injury; save Fort DC 13; onset 1d3 days; frequency 1/day; effect 1d3 Dex damage and 1d3 Con damage; cure 2 consecutive saves. The save DC is Constitution-based.

Tactics: Toucise prefers to lead with his tanglefoot bag against a fighter and his thunderstone against spellcasters. Once in melee, he and the thieves use their Acrobatics skill to gain flanking positions to utilize their sneak attacks. If Toucise hears combat anywhere in the warren, he



assumes the worst and gathers all his thieves and goes to investigate. If things look dire, Toucise uses his smokestick to mask his retreat.

Treasure: 125 gp, a gold plated ink and pen set worth 75 gp, six gold signet rings worth 5 gp each, 10 small sapphires worth 10 gp each, a breast plate, a masterwork handaxe, a silver candelabra worth 45 gp, a thunderstone, a tanglefoot bag, and *potion of eagle's splendor*.

Development: Although Toucise and his band are independent agents, they have recently come in contact with the Pulanti family and arranged an exchange of services. Being lazy vampires, the Pulantis do not always like to leave their home to round up victims for their bloodlust, and so have hired the wererats to do it for them, providing in return easy access to the noble district. The map on the table in **Area 1D** is a map of the sewers; sewer entrance **S15**, just inside the wall of the Pulanti Estate grounds, is circled in red (or, alternately, if you don't want to give away the connection to the Pulantis quite so easily, the map could be the **Lost Treasure Map** that Toucise has been studying to discern its meaning). Toucise usually kidnaps some poor street urchin from the slums, and so far this tactic has worked, as no one has noticed or cared that these poor unfortunates have gone missing. Unfortunately, their latest victim was not actually a street urchin, and it is because of this mistake that the PCs might become involved (see **The Pulanti Estate** chapter).

The Renegade Wizard

Bezlur Orloff was a promising professor of summoning at the Academy. Although not the friendliest staff member, he was a dedicated and serious teacher, and developed quite a following among the school's future conjurers. Unfortunately, Bezlur had an abiding interest in both opium and, eventually and as a result of the opium, demonic forces. He saw no problem with the occasional experimental summoning of small demons. Stylus Kant, the Academy's headmaster, did not see it this way. Now, Bezlur has not only had to endure the shame of being unceremoniously fired, but, and far worse, has been denied access to the coveted Academy library wherein he might further this studies.

Not a man to sit idle, Bezlur, along with his devoted apprentice **Kaiser**, discovered, through his more unsavory contacts, an abandoned opium den in the sewers. He quickly set up residence here and set about attempting to tunnel his way into the library. No small chore this, obviously, but as it happens he managed to acquire **2 dretches** who, for reasons of their own, decided to remain permanently in his employ (he was a kinder master than the demon they had previously served).

The opium den is located at **Area 2** on the **Sewer Map**, on the northern end of the city.

Standard Features

The walls and floors of these rooms and passages are made of cut and mortared stone, although a dwarf would quickly recognize all of it is of

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poor workmanship. The ceilings are 10 feet high and all areas are lit with *everburning torches* in wall sconces. Unless otherwise noted, all doors are 2 inches thick, with hardness 5, hp 20, and Break DC 25.



Area 2A: The Secret Door

The opium addicts that built this little retreat didn't want to be discovered any more than Bezlur, and so constructed a simple **secret door** to hide their lair. Bezlur fashioned a lock as well. If the PCs find the door, they also find the keyhole. A careful character might notice (DC 15 Perception) some fresh dirt scattered on the walkway in front of the door.

Locked Secret Door: 2 in. thick; hardness 5; hp 20; Break DC 25; Disable Device DC 15; Perception DC 20.

Optional Development: Bezlur has the dretches unload the dirt and rocks right into the sewer. At the GM's discretion the PCs might happen by while the dretches are dumping the dirt. Or the PCs might be too far off to see this occur but close enough to hear the splash.

Area 2B: Opium Den

There are still a few remnants of what used to go on this area. Some stained and tattered pillows lay piled in the southwest, beside which stands a dilapidated hookah. Dust and mud are everywhere.

In the center of the chamber is a small stone pallet atop which burns an *incense of clear air* (see the **Appendix**). As a result, the air in this room and the rest of this small complex is clear and fresh-smelling.

Development: If the PCs make much noise, they draw the attention of the **krenshars** in **Area 2D**.

Area 2C: Empty Smoking Chambers

These areas used to serve as small private smoking chambers. Now they are completely empty.

Area 2D: Krenshar Guards (CR 3)

Bezlur found and befriended **2** krenshars and uses as them as watchdogs. The door to this room is left slightly ajar, and if the krenshars hear any strange noises in Area 2B they investigate immediately.

CR 1

CR 5

KRENSHARS (2) XP 400

hp 13 (Pathfinder Roleplaying Game Bestiary 2, "Krenshar")

Tactics: The krenshars attempt to scare all intruders away first by using their skullface ability, then fend off whoever remains with their teeth and claws. Their roar automatically alerts Bezlur, Kaiser, and the dretches.

Area 2E: Bezlur's and Kaiser's Chambers (CR 6)

Two solid wooden beds stand against the north wall, between which is a nightstand. A row of crowded bookshelves stands against the eastern wall. There is a table and two chairs in the middle of the room, and a wheelbarrow by the north door.

Bezlur and Kaiser both rest here, reading and contemplating.

BEZLUR XP 1,600 Male human conjurer 6 NE Medium humanoid (human) Init +2; Perception +0

AC 13, touch 12, flat-footed 11 (+1 armor, +2 Dex) hp 35 (6d6+6 plus 6) Fort +3; Ref +4; Will +5

Speed 30 ft.

Melee mwk quarterstaff +4 (1d6) Conjurer Spell-Like Abilities (CL 6th; ranged touch +5): 6/day-acid dart (1d6+3 acid) **Spells Prepared** (CL 6th; ranged touch +5): 3rd—displacement, fireball (DC 16), stinking cloud (DC 17)^B, summon monster III 2nd—acid arrow^B, fog cloud, glitterdust (DC 16), mirror image, web (DC 16) 1st-grease (DC 15), mage armor⁸, magic missile, obscuring mist, shield 0 (at will)—detect magic, ray of frost, read magic, light Specialist School Conjuration Opposition Schools Necromancy, Transmutation Str 10, Dex 14, Con 13, Int 17, Wis 10, Cha 8 Base Atk +3; CMB +3; CMD 15 Feats Brew Potion, Craft Wand, Craft Wondrous Item, Scribe

Feats Brew Potion, Craft Wand, Craft Wondrous Item, Scribe Scroll, Skill Focus (Spellcraft), Spell Focus (conjuration) Skills Craft (alchemy) +12, Knowledge (arcana) +12, Knowledge (engineering) +12, Knowledge (planes) +12, Profession (Teacher) +9, Spellcraft +15

SQ arcane bond (object [wand of magic missile] [1/day]), summoner's charm (+3 rds.)

Combat Gear potion of cure moderate wounds, scroll of summon monster II (CL 5th), scroll of summon monster III (CL 6), wand of hold portal, wand of magic missile (CL 3rd); **Other Gear** 3 darts, masterwork quarterstaff, bracers of

armor +1

Spellbook: 0—all; 1st—color spray, grease, hold portal, identify, mage armor, magic missile, obscuring mist, shield summon monster I; 2nd—acid arrow, fog cloud, glitterdust, invisibility, mirror image, protection from arrows, summon monster II, summon swarm, web; 3rd—dispel magic, displacement, fireball, sleet storm, stinking cloud, summon monster III.

KAISER XP 200

CR 1/2

Male human conjurer 1 NE Medium humanoid (human) Init +1; Perception +1

AC 11, touch 11, flat-footed 10 (+1 Dex) hp 12 (1d6+2 plus 4) Fort +2; Ref +1; Will +3

Speed 30 ft.

Meleequarterstaff +2 (1d6+3)Rangedlight crossbow +1 (1d8/19–20)ConjurerSpell-Like Abilities (CL 1st; ranged touch +1):5/day—acid dart (1d6 acid)SpellsPrepared (CL 1st):1st—grease (DC 14), mage armor⁸, magic missile0 (at will)—detect magic, light, read magicSpecialistSchool ConjurationOppositionSchoolsNecromancy, Transmutation

Str 14, Dex 12, Con 14, Int 15, Wis 12, Cha 10 Base Atk +0; CMB +2; CMD 13

Feats Scribe Scroll, Spell Focus (conjuration), Toughness Skills Appraise +6, Knowledge (arcana) +6, Knowledge (dungeoneering) +6, Profession (miner) +5, Spellcraft +6 SQ arcane bond (object [ring] [1/day]), summoner's charm (+1 rd.)

Combat Gear potion of cure light wounds (CL 2nd), scroll of fog cloud, scroll of magic missile; **Other Gear** light crossbow, 10 crossbow bolts, quarterstaff, arcane bond ring **Spellbook:** 0—all; 1st—grease, mage armor, magic missile, sleep, summon monster I.

Tactics: Bezlur took Kaiser under his wing partly because he was a promising conjurer, and partly because he's a big, burly, ex-miner. At the first sign of trouble Bezlur and Kaiser cast *mage armor* and Bezlur calls for the **dretches** in **Area 2H**. Bezlur prefers to cast *shield* next and then *summon monster III*, preferably near an arcane spellcaster. Kaiser casts his few offensive spells, and then wades right into melee with his quarterstaff.

Treasure: Beneath Bezlur's bed is a locked wooden trunk containing the following: a pouch with 12 pp and 4 pearls worth 50 gp each; a magnifying glass, 6 darts, a *scroll of summon monster I* (CL 2nd), a small gold box (worth 25 gp) containing some opium (worth 20 gp to an interested buyer), and Bezlur's and Kaiser's **spellbooks**. The books on the bookshelf (350 in all) are all in good shape and if read in their entirety by an arcane spellcaster, that character gains the Spell Focus (conjuration) as a bonus Feat. The books weigh a total of 700 pounds, however, and require 1,000 hours minus 50 hours per point of Int bonus to read. Alternately, a character can lightly scan these tomes to retrain a feat she already knows in order to learn Spell Focus (conjuration) (see the "Retraining" section in Chapter 3 of the *Pathfinder Roleplaying Game Ultimate Campaign*). A wax sealed letter (seal broken) is tucked into Belzur' spellbook. The letter is from someone named Koraashag (see Level 4 of the *Tomb of Abysthor* dungeon in *Stoneheart Valley*). It reads:

"I expect delivery of no less than 20 slaves by the end of the month. Payment will be arranged as usual with our agents at the Drunken Cockatrice in Fairhill." Fairhill, of course, is a town near the Stoneheart Valley.

Locked Wooden Trunk: hardness 5; hp 20; Break DC 25; Disable Device DC 25.

Area 2G: Research Area

Two wooden tables, one against the east wall and one against the south, are filled with alchemical equipment of all kinds. A large hookah stands against the north wall.

Bezlur continues his research here with the aid of his hookah and Kaiser. **Treasure:** The alchemy equipment is worth 50 gp, the hookah is worth 10 gp.

Area 2H: The Tunnel (CR 4)

This low narrow, rough-hewn tunnel is supported by wooden beams. It slopes down sharply at the bend and then levels off as it continues northwest.

The **2 dretches** are hard at work here, tunneling and tunneling towards the library. These are not summoned creatures, so the PCs receive XP for destroying them.

CR2

DRETCHES (2) XP 600

hp 18 (Pathfinder Roleplaying Game Bestiary, "Demon, Dretch")

Tactics: The dretches prefer to summon other dretches before casting *stinking cloud* and *cause fear*, finally moving in with their claws and bite.

Development: Bezlur's plan is to tunnel all the way to the Academy library. This is mammoth task, really, and not like to be accomplished anytime soon, especially by a pair of dretches. Nonetheless, if left undisturbed by six months or so, he eventually succeeds in reaching his destination. If this should occur, he breaks in, steals all the books he needs, and flees from Endhome. The GM may handle this however he likes, although it could be interesting if Bezlur and his dretches break in while one of the PCs themselves were there in the library doing some research.

The Pulanti Estate

Centuries ago, this family of vampires moved to Endhome and purchased a small estate overlooking the Gaelon River. Needing a steady supply of victims for a hungry family vampires, the Pulantis chose a growing city so that their victims might go unnoticed. Initially, they were active members of society, throwing large, extravagant and often decadent parties for the city's well-heeled citizens. Eventually, however, a malaise overtook them, and they retreated from the world of the living, and became reclusive and depressed. Over the years, their home has fallen into greater and greater disrepair.

Unfortunately, their need for blood continues unabated. Occasionally one or more of the Pulantis ventures out to find a new victim, but recently they have relied upon the services of a gang of sewer dwelling wererat thieves to supply them (see **The Wererat Warren**). This particular arrangement is working out fine except that one of the wererats' recent abductees was not the usual homeless vagrant pulled from the slums, but rather none other than **Charlie Kilkarin**. The Kilkarins are an upand-coming merchant family in Endhome, unknowingly related to the Quinchino family. Charlie, the youngest of four Kilkarin brothers, was an inveterate drinker, prone to two or three day drunks during which he would stagger blindly through the slums propositioning harlots and buying rounds for the house at seedy dives. A guard on patrol in the Noble District who knew Charlie well was certain he heard his voice crying for help from within the Pulanti Estate several days before he was reported missing.

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Adventure Hooks

There are a number of reasons why the PCs might decide to investigate the Pulanti estate. The Kilkarins have put up missing posters around Endhome, offering a reward of 500 gp for information regarding the whereabouts of their youngest son. When the guard (**Nolan Banks**, by name) approached the family with what he believed he had heard, they at first refused to believe him. It's been a few weeks now, however, since they last heard from Charlie, and they are beginning to wonder if perhaps there was some veracity to the guard's story after all. **Albian** **Kilkarin**, the family's patriarch, tried asking the Pulantis about Charlie, but was rebuffed. If the PCs wish to get to the bottom of this mystery they have to sneak into the estate, as they are flatly refused entrance by the Pulantis.

Further, the Pulantis have recently been in contact with **Klar**, the halforc vampire residing on **Level 3A** in Barakus. Klar, an old victim of theirs, has invited them to join him in Barakus "away from the prying eyes of daylight-afflicted society." This invitation is becoming more and more tempting to the Pulantis, especially now that suspicion has begun to form around them regarding Charlie's disappearance. If the PCs find the letter from Thelonius Pulanti in **Area 3A-23** they might decide on their own to investigate the Pulanti's estate.



Standard Features

The rooms of the estate feature 12-foot-high ceilings and an abundance of cobwebs. All the many windows, most 6-to-8-feet-high, are blocked by heavy curtains, although a weak light finds its way through the curtains in the daytime. If the PCs wish to approach the estate via the Gaelon River, they must first scale the steep cliff side upon which the estate is perched (DC 15 Climb). A fall from this cliff inflicts 4d6 damage as the individual plummets 40 feet into the rocky river channel. This also may attract the attention of a **patrol** that instructs the PCs to halt and desist or risk corporal punishment.

Area 15-1: Front Gates and Wall

A set of tall iron gates are set into a 10-foot-high wall that surrounds the Pulanti compound. Climbing the wall is a fairly simple matter (DC 10 Climb), although likely to attract to the attention of the **patrol** in daylight hours. Although the members of the patrol are not fond of the reclusive and creepy Pulanti family, they are nonetheless duty bound to keep strangers from trespassing on their estate, and do their best to carry out these orders.

The gate is solid and locked at all times, although a long rope hands from the right hand gate that, if pulled, sounds a loud bell. If rung once, nothing happens. If rung repeatedly for a minute or so, **Gaston**, the ghoul butler, comes to answer it (see **Area 15-5**).

Locked Iron Gates: hardness 10; hp 60; Break DC 28; Disable Device DC 25; Climb DC 15.

Talking to Gaston: Although highly intelligent for a ghoul, Gaston is still not the greatest conversationalist. He answers all questions as simply as possible. Typical questions and answers include:

"May we speak with Thelonius Pulanti?" "No." "Is he home?" "Yes." "May we have a look around your beautiful estate?" "No." "What do you do here?" "*I butle*."

Simply no one is allowed past the front gates. If the PCs attempt to force their way past Gaston, he flees into the house and makes for the basement to warn the vampires. For more information on Gaston, see **Area 15-5**, below.

GASTON THE GHOUL

XP 400

CR 1

hp 13 (Pathfinder Roleplaying Game Bestiary, "Ghoul")

Area 15-2: The Grounds

A weed-choked gravel walkway lined with dying trees leads to the front doors of the estate. The grounds surrounding the house are filled with high, overgrown grass, swaying wildflowers, and rats.

There are three statues on either side of the trees lining the pathway. Each statue is 6 feet tall and depicts a man in chain armor holding a broadsword in both hands. The statues face all different directions and radiate faint divination magic if detected for. Thelonius can use his special *crystal ball* to see through the statues' eyes; by this means he can see anything or anyone not hidden or invisible in the southern portion of the grounds.

Area 15-3: Sewer Entrance

Hidden beneath some bushes (DC 12 Perception) is a **heavy iron trapdoor** (Str check DC 10 to open). The trapdoor leads to a chute as described in the **Sewers** section, above. This sewer entrance is marked **S15** on the Endhome map and Sewer map.

Area 15-4: Front Door

A short set of stone steps ascend to two large oak doors with brass handles and a gold doorknocker shaped like a perched vulture. If the PCs scale the wall or gate and for some reason decide to knock on the door, Gaston answers it immediately and insists they leave the grounds at once or be forced off the grounds. If they do not leave, he attempts to run to **Area 15-9** and fetch **Gilbert and Klurk**.

Area 15-5: Foyer (CR 1)

On the walls of this hall are hung portraits of each Pulanti: Thelonius, a balding, beady-eyed, jowly patriarch; Esmerelda, the wispy, gray-haired, frail-looking, sunken-eyed wife of Thelonius; Osmond, the eldest child, depicted as a portly, pony-tailed dandy; and Kurant, as slender and sunken looking as her mother, only less gray. Their names are inscribed on the painting's gold frames.

Gaston, the ghoul butler, rests on a stool in the northeast. The Pulantis feed him cats, rats, and the flesh of their blood-drained victims, and in return he is supposed to keep the place tidy and occasionally wait on them when they decide to dine upstairs, which the Pulantis rarely do these days, and, since the vampires seem to have lost interest in the upkeep of their mansion, there isn't much for Gaston to do.

Gaston is not your average ghoul. He is fat instead of emaciated, his skin, while sickly and pockmarked, still appears more human than ghoulish, he speaks common, and is dressed in a threadbare butler's tuxedo. Gaston's job is to warn and fetch, not fight, so at the first sign of trouble he runs for Gilbert and Klurk and then down to the basement to get "the masters."

Treasure: The frames are worth 25 gp each; the paintings are worthless. The coat closet in the west is empty. There are about two-dozen coat hooks along the north and west walls of this narrow space. One of the hooks on the west wall, however, may be pulled, opening a **secret door** leading to **Area 15-12**. The Pulantis themselves have all but forgotten this secret room exists.

Secret Door: 1-1/2 in thick; hardness 5; hp 15; Break DC 16; Perception DC 15.

Area 15-6: Dining Room

This grand chamber once saw many elegant feasts before the Pulantis retreated from Endhome society. Two, 20-foot-long oak tables lined by a total of fifty sturdy, high-back chairs dominate the center of the room. An enormous hutch stands against the western wall. A set of tall glass doors stand in the middle of the north wall leading to the patio; these doors are obscured by heavy, wool curtain.

Treasure: The hutch is filled with china, silverware and crystal to serve sixty. In addition to the place settings there is a gold serving bowl and ladle, 2 silver tea sets, 6 crystal decanters, and 10 gold serving platters. The contents of the hutch, in their entirety, are worth 600 gp. This haul is incredible bulky, however, weighing 200 pounds and requiring a vessel capable of transporting 4 cubic feet of goods.

Area 15-7: Sitting Room (CR I)

Dust covered, moldy, high-back stuffed chairs surround a dust covered coffee table. A table on the north wall holds several decanters with very old, but still drinkable, fortified wines, and a half-dozen crystal goblets. This room is particularly thick with cobwebs.

Guests of the Pulantis would sit here and enjoy a glass of cognac, port, or sherry while waiting to be greeted. It has not been used in many years.

Crouched among the cobwebs above the northeast door are **2 Small** giant spiders (DC 24 Perception to notice). They drop down upon anyone using the northeast door.

CR 1/2

SMALL GIANT SPIDERS (2) XP 200

N Small vermin (Pathfinder Roleplaying Game Bestiary,

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"Spider, Giant") Init +3; Senses darkvision 60 ft., tremorsense 60 ft.; Perception +4

AC 14, touch 14, flat-footed 11 (+3 Dex, +1 size) hp 4 (1d8) Fort +2; Ref +3; Will +0 Immune mind-affecting effects

Speed 30 ft., climb 20 ft.
Melee bite +4 (1d4–2 plus poison)
Special Attacks poison, web (+4 ranged, DC 10, 1 hp, 8/day)

Str 7, Dex 17, Con 10, Int —, Wis 10, Cha 2 Base Atk +0; CMB –3; CMD 10 Feats Weapon Finesse Skills Climb +11, Perception +4, Stealth +11; Racial Modifiers +4 Perception, +4 Stealth

Poison: Bite—injury; save Fort DC 10; frequency 1/rd for 4 rds; effect 1d3 Str; cure 1 save.

Treasure: The crystal decanters and goblets are worth 200 gp. Two of the goblets are bloodstained.

Area 15-8: Library

The walls of this room are lined with bookshelves, all approximately half-filled with dusty tomes. A close examination of the books (DC 10 Perception) reveals that many have never been opened. The Pulantis as a family have no interest in the written word, but wished, for a time, to give off the appearance of being literate and cultured. Thus, they had these shelves built and stocked with books which then went almost entirely unread.

Treasure: One of the books is actually a **spellbook** (it is newer and so therefore somewhat less dusty than the others [DC 13 Perception]) containing the following spells: 0—all; 1st—*comprehend languages, identify, mage armor, magic missile, shield, sleep*; 2nd—*arcane lock, bull's strength, invisibility, levitate, web*; 3rd—*fireball, haste, stinking cloud.* There are also several arcane scrolls stuffed between the pages of the book: 2 *magic missiles* (CL 3rd and 5th), *shield* (CL 5th), *mage armor,* and *halt undead* (CL 7th). The spellbook and scrolls belonged to a traveling mage named Arcruss, one of the Pulanti's recent victims.

Area 15-9: Ballroom (CR 6)

A 150-pound crystal chandelier hangs from the middle of the ceiling of this huge chamber. The floor is made of polished stone, and dozens of fine wooden chairs line the walls. A small stage is set up against the eastern wall.

This was once a grand ballroom, but its occupants have since filled it with trash and waste. Gilbert and Klurk, **2 ogre ghasts** who act as guards for the estate, rest here. Like Gaston, they are fed rats, cats, dogs, and the flesh of the vampire's blood-drained victims.

GILBERT AND KLURK XP 1,200

CR 4

CE Large undead (Pathfinder Roleplaying Game Bestiary, "Ghast") Init +3; Senses darkvision 60 ft.; Perception +11

Aura stench (10 ft., DC 16, 1d6+4 minutes)

AC 18, touch 12, flat-footed 15 (+3 Dex, +6 natural, -1 size) **hp** 34 (4d8+16)

Fort +5; Ref +4; Will +8; +2 vs. channeled energy Defensive Abilities channel resistance +2; Immune undead traits

Speed 30 ft.

Melee bite +9 (1d8+7 plus disease and paralysis), and 2 claws +9 (1d8+7 plus paralysis)

Space 10 ft.; Reach 10 ft. Special Attacks disease, paralysis (1 round, DC 16)

Str 25, Dex 17, Con —, Int 17, Wis 18, Cha 18 Base Atk +3; CMB +11; CMD 24 Feats Power Attack, Weapon Finesse Skills Acrobatics +7, Climb +14, Intimidate +11, Perception +11, Sense Motive +11, Stealth +6, Swim +11

Disease (Su) Ghoul Fever: Bite—injury; save Fort DC 16; onset 1 day; frequency 1/day; effect 1d3 Con and 1d3 Dex damage; cure 2 consecutive saves. The save DC is Charisma-based. A humanoid who dies of ghoul fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all respects. A humanoid of 4 Hit Dice or more rises as a ghast.

Tactics: These two undead lunkheads obey all commands issued by the vampires or Gaston. Normally, they are used as front line fighters to engage and paralyze the toughest-looking PCs. Left to their own devices they charge into combat fearlessly, always hoping to kill some fresh meat.

Area 15-10: Grand Hall

The two large oak doors leading to **Areas 15-10** and **15-11** are both unlocked. The window in the east, though still covered with a heavy curtain, is broken, and its shattered glass lies scattered beneath the windowsill. The glass doors in the west are covered in heavy curtains. A close inspection of the walls (DC 15 Perception) reveals four large squares where the dust is lighter. Two burglars (actually the wealthy but bored sons of a neighboring nobleman) broke into the house recently and stole four portraits — one of each family member — that used to hang here. Neither the vampires nor their servants have yet to notice the broken window or the missing paintings.

Area 15-11: Master Bedroom (CR 4)

This room is so large and lavishly furnished that it is almost hard to recognize as a bedroom. In addition to the massive, four-poster canopy king-sized bed against the northern wall flanked by two teak nightstands; there is a grand piano, two harps, a harpsichord, and a cello against the western wall; two 7-foot-high, 4-foot-wide wardrobes; four dressers; an oak table with four chairs; two 8-foot-tall paintings (one of Thelonius, the other of Esmerelda) in gold inlaid frames hanging on facing walls; an end table with a silver tea service; and two suits of half-plate armor holding halberds standing on either side of the door. Everything is covered in dust and cobwebs, and rat and mice droppings can be seen here and there.

There is a **secret trapdoor** (1 in. thick; hardness 5; hp 10; Break DC 15; Perception DC 20) beneath one of the wardrobes on western wall. The trapdoor is actually hidden inside the wardrobe, and it is **trapped**. Beneath the trapdoor is a set of stairs leading to **Area 15-25** below.

GHOUL TOUCH TRAP	CR 4
XP 1,200	
Type magic; Perception DC 27; Disable Device DC 27	

Trigger touch; Reset automatic

Effect spell effect (ghoul touch, DC 13 Fortitude negates, CL 3rd)

Treasure: The instruments, including the grand piano, are all masterwork, and in good shape, though badly out of tune; the frames for the painting, while heavy (25 pounds each) are worth 35 gp apiece; the tea service is worth 20 gp; the suits of half-plate are both man-sized and wearable (the halberds are ornamental); a thorough search of the dressers (DC 22 Perception) turns up a forgotten gold earring worth 30 gp, a pearl necklace worth 45 gp, and two gold cufflinks work 10 gp each.
Area 15-12: Forgotten Secret Chamber

This small secret room used to house some of the Pulanti's most prized valuables. Most were moved down to the catacombs once they were finished, but a few were left behind and forgotten. The room contains two old, empty chests, one of whose lids has come off its hinges, a sack of coal, and, in a **secret compartment** in the floor (DC 20 Perception) a pouch containing some **treasure**.

Treasure: 6 uses of *dust of dryness*, another pouch containing 10 uses of *dust of illusion*, and small box containing a *stone of alarm*.

Area 15-13: Kitchen

Though large and well-stocked, this kitchen has gone unused for so long that it is covered in dirt, dust, and grease and has begun to fall into disrepair. A set of stairs in the northwest descends to the wine room (Area 15-20) below. Anyone needing cutlery, pots, pans, or any other kind of cookware can find it here; otherwise there is nothing of value in this room.

Area 15-14: Pantry

All the moldy meats, grains, herbs, cheeses, fruits, legumes, and vegetables that were stored here have gone bad. Rats and bats have eaten whatever may have been edible.

Area 15-15: Guest Rooms

All three of these rooms contain a bed, a dresser, a wardrobe, and a side table. The rooms are dust-covered and, in fact, have never been used.

Area 15-16: Kurant's Room (CR 4)

This bedroom is in total disarray — the bed has been torn apart, the dresser overturned, the mirror is shattered, both windows have been broken, and large piles of bat guano are everywhere. Kurant, the youngest Pulanti sibling, once slept here; she has not seen the room in several years.

Recently, **2 dire bats** flew in through the broken windows and began roosting here. The heavy curtains keep the room nice and cave-like, and they consider anyone entering it intruders. Until told to do otherwise by the Pulantis, the servants leave the bats alone.

DIRE BATS (2) XP 600

CR 2

hp 22 (Pathfinder Roleplaying Game Bestiary, "Bat, Dire")

Treasure: A DC 20 Perception check of the room's contents unearths three silver guano-covered bracelets worth 20 gp each.

Area 15-17: Osmond's Bedroom (CR 3)

This bedroom remains reasonably intact. It contains a large bed complete with pillows and blankets (all a bit moldy now), a dresser, a nightstand, a standing mirror, a life-size portrait of Osmond, and a wardrobe.

A **shadow**, drawn by the evil nature of this mansion, lurks behind the standing mirror, and lunges out at anything living that enters the room.

Treasure: The nightstand contains a gold pen and ink set worth 50 gp, as well as several sheets of vellum. A **secret compartment** in the bottom drawer of the dresser (DC 20 Perception) contains a divine *scroll of restoration*.

Area 15-18: Sunroom

This room contains two overturned wicker love seats, a smashed coffee table, and two overturned wooden chairs. The floor is smeared with very old dried blood. A close examination of the blood (a DC 15 Survival check) establishes that the smears lead to the **secret door** in the northeast.

Two years ago, a couple adventurers decided to break into the estate. At that time, six dire rats were running free on the property. They came upon the adventurers just as the adventurers were discovering the secret doors. While the rats were slain, the adventurers were badly wounded and retreated to the secret room where they all died.

Secret Door: 1 in. thick; hardness 5; hp 10; Break DC 15; Perception DC 18.

Treasure: The secret chamber contains the decomposed, skeletal remains of the adventurers. On their persons are: two suits of damaged leather armor, a short sword, a longsword, two light crossbows (one masterwork), 30 bolts, 2 vials of holy water, 50 feet of hemp rope, a hooded lantern, a vial of acid, and two *potions of cure light wounds* (CL 5th).

The Sub-Level

The Pulantis have sequestered themselves within the dark recesses of this cellar these many years. For reasons of their own, they rarely venture from the dark confines of their coffins except to drink from the pool of blood fed by the many victims provided them by the wererats.

Standard Features

Most of this level is a standard basement, built of mortared stone with low, eight-foot high ceilings. Dust and rat droppings are everywhere. The southern portion of this level contains some natural caves that have lower ceilings (6 to 7 feet high). All the non-cave areas contain wall sconces, though none contain torches. The secret doors all have the same stats (2 in. thick; hardness 5; hp 20; Break DC 23; Perception DC 25).

Area 15-19: Tasting Room

The stairs from the kitchen (Area 15-13) descend to this small room that contains only a wooden table and two chairs. On the table are a decanter and two crystal tasting glasses. Except for copious rat droppings, the room is empty. The decanter is full of human blood.

Area 15-20: Red Wine Cellar

The bigger of the two cellars, this large room could easy hold 2,000 bottles. At the moment, there are only about 150.

Treasure: Anyone succeeding on a DC 15 Appraisal check realizes that some of the wines are quite valuable. In all there are 20 bottles worth 10 gp each, and 2 bottles worth 50 gp each (to an interested and knowledgeable buyer, of course, such as, say, the managers of Heaven's Gate or the Black Sheep Inn).

Area 15-21: White Wine Cellar

This smaller cellar is capable of storing 1,000 bottles, but currently holds less than 50, none of which is particularly valuable. With a successful DC 15 Survival check the PCs notice humanoid footprints (wererat, to be exact) heading to the **secret door** in the east.

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Area 15-22: Chamber of Blood (CR 3)

The PCs are greeted by a grisly sight upon entering this room. In the center of the chamber is a 2-foot-deep pentagon-shaped pool filled entirely with human blood. Suspended over the pool by a series of wires is a human carcass, its body still dripping the last of its blood into the pool. The Pulantis have perfected a method whereby they can, with precise incisions, drain all the blood from their victims into the pool. With the volume of street urchins provided them by the wererats, they have been able to fill this pool, allowing them to drink their fill of human blood and then return to their coffins as the need arises.

Scrounging about the chamber are **6 dire rats**, part of the larger dire rat colony in the south. The creatures attack anyone that is not a vampire or ghoul that enters this chamber.

The body dangling over the pool is none other than Charlie Kilkarin. Given his present state, however, only a *speak with dead* would allow the party to learn this.

DIRE RATS (6) CR 1/3 XP 135 hp 5 (Pathfinder Roleplaying Game Bestiary, "Rat, Dire")

Development: Combat with the dire rats in this chamber is likely to attract the attention of the vampires in the adjacent rooms. Note, however, that Thelonius Pulanti does not come to investigate immediately. He sends his wife and children first. If combat with the vampire spawn lasts longer than 5 rounds, than Thelonius arrives to put an end to the fracas.



CR4

Area 15-23: Osmond's Coffin (CR 4)

This small chamber contains only an elaborate wooden coffin on a raised stone dais. The coffin's lid is open and within it, dressed in 200 year out-of-date finery, is Osmond Pulanti.

OSMOND PULANTI, VAMPIRE SPAWN XP 1.200

CE Medium undead (Pathfinder Roleplaying Game Bestiary, "Vampire")

Init +1; Senses darkvision 60 ft.; Perception +11

AC 15, touch 11, flat-footed 14 (+1 Dex, +4 natural) hp 26 (4d8+8); fast healing 2 Fort +3; Ref +2; Will +5; +2 vs. channeled energy Defensive Abilities channel resistance +2; DR 5/silver; Immune undead traits; Resist cold 10, electricity 10 Weakness vampire weaknesses

Speed 30 ft.

Melee +2 dagger +6 (1d4+3), or slam +4 (1d4+1 plus energy drain)

Special Attacks blood drain (1d4 Con damage), dominate (DC 14), energy drain (1 level, DC 14)

Str 12, Dex 12, Con —, Int 11, Wis 13, Cha 15 Base Atk +3; CMB +4; CMD 15 Feats Blind-Fight, Skill Focus (Perception) Skills Intimidate +9, Knowledge (religion) +7, Perception +11, Stealth +16; Racial Modifiers +8 Stealth SQ gaseous form, resurrection vulnerability, shadowless, spider climb Gear pearl-handled +2 dagger

Tactics: Osmond attacks anyone who enters his chamber, seeking to charm as many assailants as possible first. If more than one victim is charmed he instructs that character to defend him while he drains the blood of the other charmed PCs. If he hears the noise of combat in **Area 15-22**, he goes immediately to investigate. For more details see **Area 15-25**, below.

Treasure: His coffin contains a pouch with 100 pp.

Area 15-24: Kurant's Coffin (CR 4)

This chamber is identical to $\mbox{Area}\ 15\mbox{-}23$ above except Kurant rests within the coffin.

 KURANT PULANTI, VAMPIRE SPAWN
 CR 4

 XP 1,200
 No 24 (soo Area 15, 23")

hp 26 (see Area 15-23")

Tactics: See Osmond's tactics in Area 15-23 above. He does not have a + 2 *dagger*.

Treasure: Kurant's coffin contains a diamond necklace worth 1,500 gp.

Area 15-25: Thelonius and Esmerelda's Coffins (CR 7)

This room is similar in many ways to **Areas 15-23** and **15-24**. Two simple wooden coffins rest on two raised stone platforms. A set of narrow stairs in the east ascends to **Area 15-11**, above. Resting in one coffin is Esmerelda Pulanti, resting in the other is Thelonius Pulanti.

On the southern wall is a small stone pedestal atop which is glass sphere about nine inches in diameter.

FRAAFDELD & DUI ANTL MAAADIDE CDAMAN

ESMERELDA PULANII, VAMPIRE SPAWN XP 1,200	CR 4
hp 26 (see Area 15-23)	
THELONIUS PULANTI XP 1,600	CR 5
Male human vampire aristocrat 5 (Pathfinder Roleplay Game Bestiary, "Vampire")	ving
CE Medium undead (humanoid, human) Init +7; Senses darkvision 60 ft.; Perception +20	
AC 20, touch 14, flat-footed 16 (+3 Dex, +1 dodge, +6	

natural) hp 47 (5d8+15 plus 10); fast healing 5 Fort +6; Ref +6; Will +6; +4 vs. channeled energy Defensive Abilities channel resistance +4; DR 10/magic and silver; Immune undead traits; Resist cold 10, electricity 10 Weakness vampire weaknesses

Speed 30 ft.

Melee slam +8 (1d4+6 plus energy rain) **Special Attacks** blood drain (1d4 Con damage), children of the night, create spawn, dominate (DC 15), energy drain (2 levels, DC 15)

Str 18, Dex 16, Con —, Int 14, Wis 14, Cha 16 Base Atk +3; CMB +7; CMD 21

Feats Alertness^B, Combat Reflexes^B, Dodge^B, Great Fortitude, Improved Initiative^B, Lightning Reflexes^B, Skill Focus (Knowledge [history])^B, Skill Focus (Knowledge [local]), Toughness^B, Weapon Focus (slam)

Skills Bluff +19, Diplomacy +8, Intimidate +8, Knowledge (history) +13, Knowledge (local) +13, Knowledge (nobility) +10, Perception +20, Sense Motive +19, Sleight of Hand +5, Stealth +11; Racial Modifiers +8 Bluff, +8 Perception, +8 Sense Motive, +8 Stealth

SQ change shape (dire bat or wolf, beast shape II), gaseous form, shadowless, spider climb

Gear various jewelry and finery worth 1,000 gp

Tactics: It is most likely that Thelonius is aware of the PCs well before they make it to this chamber. If the PCs come knocking and are shooed away by Gaston, the butler immediately alerts his master that some adventurers (if the PCs indeed look like adventurers) are asking for him, and Thelonius spends the next several hours spying on the grounds through his *crystal ball* (see below). If he spots the PCs breaking into the grounds, or Gaston warns him that the PCs have entered the mansion, he springs into action. He wakes his wife and children and instructs them to hide in Area 15-21 and, should the PCs make it by him, surprise the adventurers en masse. Meanwhile, he assumes a bat form and flies into the upper level to investigate. His goal is to *dominate* one or more PCs and use them to attack the remaining PCs. If this doesn't work, or he is badly wounded, he flees as quickly as he possible back down to the cellar to join in the ambush. If any of the vampires are reduced to 0 hp they immediately assume gaseous form and return to their coffins.

If, on the other hand, the PCs make it all the way to Area 15-22 without Thelonius being alerted first, the elder vampire does not assume that the noise he is hearing in the adjoining chamber is a band of adventurers fighting a giant rat. Thus, he lets his wife and children deal with the problem first. If the combat continues for several rounds, however, he fears something more is afoot and goes himself to investigate.

If the PCs make it all the way to this chamber without alerting any of the vampires, Thelonius instructs his wife to assume gaseous form and attempt to slip out and "wake the children," while he takes on the PCs by himself.

The Crystal Ball: The glass orb on the pedestal functions like a special

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crystal ball. By uttering a command word, one can see through the eyes of one of the statues in the courtyard; uttering a different command word allows the viewer to switch perspectives to a different statue. Given the statues' different facings, it is possible for Thelonius, by switching rapidly from one statue to another, to keep an eye on the entire front of the house. He used this device often in his more active and paranoid past; now he has grown complacent and it goes mostly unused. The *crystal ball* does not function outside this chamber.

Area 15-26: Treasure Room (CR 6)

The threshold to this small chamber is guarded by a dangerous **trap**. This trap can be found and disarmed as usual by a rogue (a successful search means the rogue notices tiny runes on the floor and above the archway).

ENERVATION TRAPCR 6XP 2,400Type magic; Perception DC 29; Disable Device DC 29

Trigger location; Reset automatic Effect spell effect (energy drain, Atk +5 ranged touch, CL 7th)

Treasure: This room contains what remains of the Pulanti fortune. Stored in old trunks and chests are 10,000 sp, 5,500 gp, and assorted heirlooms and trinkets worth 5,000 gp.

Area 15-27: Body Parts (CR 3)

All the uneaten remains of the Pulanti's victims are tossed here. It's a grisly sight indeed. Currently **6 dire rats** are feasting on human arms, legs, and feet. The rats rush forward and attack anyone with the temerity to disturb their meal.

DIRE RATS (6)

XP 135

CR 1/3

hp 5 (Pathfinder Roleplaying Game Bestiary, "Rat, Dire")

Area 15-28: Rat Warren (CR 8)

A colony of dire rats makes their home in this cave and connecting tunnels. In all there are **30 dire rats** scattered throughout this area at the moment, although only 2d6 are in the main cave. At the first sounds of combat, however, the rest of the pack begins swarming out of the tunnels.

DIRE RATS (30) XP 135

CR 1/3

hp 5 (Pathfinder Roleplaying Game Bestiary, "Rat, Dire")

The Slaving Priestess

Background

Elan Kanto, a priestess of Da-Jin, arrived in Endhome several years ago and saw an opportunity. The city was rife with homeless beggars, and she had contacts with a slaver, Dash Montrose, who was always on the lookout for cheap "cattle." She then proceeded to set up a fake temple of Jamboor and began "taking in" these lost souls, feeding them, bathing them, and putting them to work around the temple. Then, after a few weeks of this good care, she carted the men and women to the docks in the middle of the night where a ship from Dash Montrose was waiting. The captain handed her a purse of coins, she handed him the confused rabble, and these lost souls were never heard from again.

The plan has been going along famously for six months, and Elan has taken in a hefty profit. Aware that her undertaking is illegal, she has rounded

up two acolytes and several strong arms to protect the temple against the curious. In general, the local authorities appreciate her efforts — anyone willing to remove the beggars from the streets and thereby make their city a more inviting destination for merchants and monarchy is considered a civic asset. Some in the senate have begun to ask questions about what exactly she *does* with the homeless men and women, but they aren't asking too loud or too long; truth is, most people in charge just don't want to know.

Two months ago, however, Father Beamus arrived in Endhome to take over the small struggling temple of Solanus. Father Beamus has a huge heart and began immediately to do all he could to help the beggars and street urchins. It wasn't long before he grew suspicious of Elan and her efforts to aid the poor. His conversations with the locals raised some dark suspicions in him, and he found Elan's brusqueness and elusiveness when he asked her a few questions about her plans for the beggars an unusual response from someone supposedly as dedicated as she to the plight of the less fortunate. Father Beamus is preparing to look more deeply into these matters, a possibly fatal decision on his part.

Adventure Hooks

There are a number of ways the PCs might become involved in this story line. First, and most obvious, is Father Beamus. Recently, a beggar left the temple on his own accord not long before Elan Kanto was preparing to ship him off. Though he did not know her exact plans, he sensed something sinister in her, and did not trust her assurance that they were going "somewhere better; where the grass is green and the air is sweet." This beggar, Narl Gooden, was a hardened cynic and quite certain no such place existed anywhere on the planet. He expressed his concern to Father Beamus when the good priest took him in and fed him some soup. Shortly thereafter, Beamus meets the PCs and explains his dilemma and asks if they would be willing to help, since the authorities have shown no interest in the matter. He cannot pay them, but he offers free healing whenever they need it for as long as they stay in Endhome.

Secondly, the PCs might stumble upon the beggars as they are being loaded onto the ship. This scene is detailed below in the **On the Docks** section.

Lastly, a conscientious constable, Paddy Kirk, approaches the PCs for their help. He has seen some "strange goings on" on the docks, and doesn't like the looks of it. His superior, Phillius Quinn, who is in Elan's pay, has told Paddy "to pay no never mind." Fearing reprisals, he turns to the PCs and asks them to do some snooping around the temple and see what they can come up with. Paddy explains that one night he saw a group of men and women, whom he believed to be bound with rope, being loaded onto a ship. By the time he reached this ship, the men who had been loading them on had slipped away, and the captain of the ship was pulling up anchor. He thought he heard moans of fear coming from somewhere in the ship's hull.

How to Run This Scenario

Since there are a number of ways the PCs might become involved in this adventure, there is no set order of events it is likely to follow. However the PCs do get involved, they are probably going to start by going to the church and asking around, followed, probably, by them sneaking in and doing more covert investigation. Eventually, they are going to have to do battle with the temple and its forces, whether in the temple itself, or in an ambush. However the adventure goes, we have attempted to provide information for the various locations detailing the behavior of its inhabitants for neutral and hostile visitors.

The Players

Below is a list of all the major NPCs involved in the adventure.

ELAN KANTO XP 1,200 Female human cleric (Da-Jin) 5 LE Medium humanoid (human) AC 15, touch 10, flat-footed 15 (+5 armor) hp 36 (5d8+5 plus 5) Fort +5; Ref +1; Will +9

Speed 30 ft.

Melee +1 quarterstaff +5 (1d6+2) Ranged sling +3 (1d4+1) Special Attacks channel negative energy 6/day (3d6, DC 15) Domain Spell-Like Abilities (CL 5th; melee touch +4): 6/day—touch of darkness, touch of evil Spells Prepared (CL 5th; melee touch +4): 3rd—bestow curse (DC 16), cure serious wounds, deeper darkness^D 2nd—blindness/deafness (DC 15)^D, cure moderate wounds, enthrall (DC 15), hold person (DC 15) 1st—command (DC 14), cure light wounds, doom (DC 14), protection from good^D, shield of faith 0 (at will)—detect magic, guidance, read magic, resistance D Domain spells Domains Darkness, Evil

Str 13, Dex 10, Con 12, Int 12, Wis 17, Cha 16 Base Atk +3; CMB +4; CMD 14

Feats Blind-Fight, Brew Potion, Iron Will, Scribe Scroll, Skill Focus (Bluff)

Skills Bluff +10, Diplomacy +10, Intimidate +7, Knowledge (religion) +8, Spellcraft +8

Combat Gear potion of bull's strength, potion of cure serious wounds; **Other Gear** +1 chain shirt, +1 quarterstaff, ring of mind shielding, sling, 10 sling bullets

*Elan Kanto has no discernible aura thanks to her ring of mind shielding.

ACOLYTES

CR 1

XP 400 Human cleric (Da-Jin) 2 LE Medium humanoid (human) Init +0; Perception +2 Aura evil

AC 17, touch 10, flat-footed 17 (+5 armor, +2 shield) hp 16 (2d8+2 plus 2) Fort +4; Ref +0; Will +5

Speed 20 ft.

Melee mwk heavy mace +4 (1d8+2) Special Attacks channel negative energy 4/day (1d6, DC 12) Domain Spell-Like Abilities (CL 2nd; melee touch +3): 5/day—bleeding touch, touch of darkness Spells Prepared (CL 2nd; melee touch +3): 1st—cause fear (DC 13)^D, cure light wounds, doom (DC 13), shield of faith 0 (at will)—guidance, read magic, resistance, virtue D Domain spells Domains Darkness, Death

Str 14, Dex 11, Con 13, Int 8, Wis 15, Cha 12 Base Atk +1; CMB +3; CMD 13

Feats Blind-Fight, Scribe Scroll, Skill Focus (Bluff) Skills Bluff +5, Disguise +2, Intimidate +2, Sleight of Hand –5 Combat Gear scroll of command, scroll of cure light wounds; Other Gear scale mail, heavy wooden shield, masterwork heavy mace

Note: Although Elan Kanto is safe from discovery by her *ring* of *mind shielding*, she knows that her acolytes do not share such protection. Thus, she tries to keep them out of public sight to keep some do-gooder paladin or nosy spellcaster from sniffing out their true alignment.

XP 400

Male human fighter 2 LE Medium humanoid (human) Init +6; Perception –1

AC 21, touch 13, flat-footed 18 (+6 armor, +2 shield, +2 Dex, +1 dodge) hp 21 (2d10+4 plus 2) Fort +5; Ref +2; Will -1; +1 vs. fear

Defensive Abilities bravery +1

Speed 20 ft.

Melee mwk bastard sword +6 (1d10+2/19–20) Ranged heavy crossbow +4 (1d10/19–20)

Str 15, Dex 14, Con 15, Int 8, Wis 9, Cha 12 Base Atk +2; CMB +4; CMD 17 Feats Dodge, Exotic Weapon Proficiency (bastard sword), Improved Initiative, Weapon Focus (bastard sword) Skills Bluff +2, Climb +0, Intimidate +6

Combat Gear potion of bull's strength; **Other Gear** breastplate, heavy steel shield, heavy crossbow, 15 crossbow bolts, masterwork bastard sword

FATHER BEAMUS

CR 2

XP 600 Male human cleric (Solanus) 3 LG Medium humanoid (human) Init +0; Perception +3 Aura good

AC 10, touch 10, flat-footed 10 hp 17 (3d8) Fort +3; Ref +1; Will +6

Speed 30 ft.

Melee quarterstaff +3 (1d6+1) Special Attacks channel positive energy 4/day (2d6, DC 12) Domain Spell-Like Abilities (CL 3rd; melee touch +3): 6/day—rebuke death, touch of good Spells Prepared (CL 3rd; melee touch +3): 2nd—cure moderate wounds^D, cure moderate wounds, enthrall (DC 15) 1st—comprehend languages, cure light wounds^D, cure light wounds, remove fear 0 (at will)—create water, detect poison, purify food and drink (DC 13), virtue D Domain spells Domains Good, Healing Str 12 Dex 11 Cep 10 Int 14 Wie 1/ Cha 12

Str 12, Dex 11, Con 10, Int 14, Wis 16, Cha 13 Base Atk +2; CMB +3; CMD 13

Feats Brew Potion, Scribe Scroll, Skill Focus (Heal) Skills Diplomacy +7, Heal +12, Knowledge (religion) +8, Profession (Clergy) +9, Sense Motive +9, Spellcraft +8 Combat Gear potion of cure light wounds (CL 3rd), potion of cure moderate wounds, scroll of lesser restoration; Other Gear quarterstaff

GUARDS

CR 1/3

XP 135 Human warrior 1 LE Medium humanoid (human) Init +0; Perception +3

AC 15, touch 10, flat-footed 15 (+3 armor, +2 shield) hp 7 (1d10+2) Fort +3; Ref +0; Will +0

Speed 30 ft.

Melee longsword +4 (1d8+2/19–20) **Ranged** longbow +1 (1d8/x3)

Str 14, Dex 11, Con 12, Int 8, Wis 10, Cha 10 Base Atk +1; CMB +3; CMD 13 Feats Alertness, Weapon Focus (longsword) Skills Intimidate +4, Perception +3, Sense Motive +2 Gear studded leather armor, heavy wooden shield, longbow, 10 arrows, longsword, 25 sp

Area Locations

There are three main "areas" in this adventure: the temple of Solanus, the docks, and the temple of Jamboor. All are detailed below. Where appropriate we have noted both who is present and how they react depending on the time of day and the PCs' intention.

Area 18: The Temple of Solanus

This small, simple stone building stood derelict for almost two years before Father Beamus, on orders from his superiors and a general plea from the governing forces of Endhome, arrived two months ago and revived it.

Area 18a: The Chapel

Though a bit crowded with pews, and still dusty from years of neglect, the small chapel is nonetheless brightly lit, and, on a sunny day, a warm and cheerful place. An idol to Solanus, a flaming golden sun with a luminous face beaming from its center, stands supported by two brass columns



against the north wall. Beside the idol are two, 5-foot-tall candleholders. During services these are lit while parishioners come forward, kneel, and deliver silent prayers.

Father Beamus can usually be found here most days, giving a sermon, tending to a member of his congregation, or tidying and repairing the chapel.

Development: If it so happens the PCs decide on their own to visit the chapel, then Father Beamus recognizes them as adventurers, and asks if they would be willing to help him (see **Adventure Hooks**, above).

Area 18b: Office

This chamber contains a plain wooden desk with three drawers (containing ink, three quills, and sheets of blank writing paper), and two chairs. There is little else of interest in the room.

Father Beamus conducts official church business here, of which there has been scant little since his arrival. He prefers the coziness of the rectory, or the holiness of the chapel.

Area 18c: Rectory

Father Beamus' chamber is warm, dry, and tidy. There is a writing table and chair against the south wall, and a bed and small trunk against the north. The trunk contains his club, some traveling clothes, two extra robes, and an unlocked wooden box containing 35 gp.

Area 10: The Docks

The prospective slaves are loaded onto a boat and shipped to the slaver Dash Montrose in the middle of the night. Elan rents a warehouse (Area 10A) from the Pulanti family who have no knowledge of nor interest in what she does with it as long she pays her rent faithfully, which, with the healthy profits from the slave trade, she does. The slaves are stored in the warehouse while the slavers — Elan's hired men and sometimes Elan herself — wait for the ship's arrival. Dash never wants his ship to linger any longer than necessary, so the exchange of goods, as it were, always happens very quickly: The boat comes and docks, the slaves are hurried onto the ship, the payment is made, and the ship pulls out. The entire affair takes no longer than 30 minutes.

The area of adventure is a stretch of docks, across from which are numerous warehouses, with single front entrances. This adventure deals with two such warehouses. GMs should provide a simple map to illustrate the area as they see fit for the encounter.

The Dock (CR o during the day, CR 1/2 at night)

By Day: There is little by day to suggest the sinister goings-on that sometimes transpire here at night. A merchant ship or two might be moored in the slips, but these docks are otherwise indistinguishable from any other dock in Endhome. The only occasional difference is that on days when the slave boat is expected, Elan sends a man to watch the dock and to direct ships to other slips.

By Night: Again, most nights this area is indistinguishable from any other dock in Endhome: drunk sailors and harlots wander the wooden boards of the docks, seagulls perch on piers, the smell of brine and sea wrack fills the air. About once a month, however, the slave boat arrives. On these nights, the slips are cleared of all other boats, and 2 guards stand watch outside the door to Area 10A.

GUARDS (2) XP 135 hp 7 (see The Players, above)

CR 1/3

hp / (see The Players, above)

Tactics: These guards are not looking for a fight, and are under strict orders not to draw too much attention to themselves. If the PCs happen by here the guards merely watch them casually. If approached, they explain they are guarding some valuable merchandise for a wealthy local merchant. If the PCs want more information than this, the guards tell them to "buzz off," and "quit being so curious. It's not good for a man's health." If attacked, they immediately call for reinforcements from **Area 10A** while they attempt to hold off the PCs.



Warehouse (CR o during the day, CR 4 at night - CR 6 if Elan Kanto is present)

By Day: The doors are secured with a thick padlock (Disable Device DC 20; Break DC 25); the windows are boarded at all times. If entered, the warehouse appears empty. A careful search (DC 22 Perception) uncovers some human hairs, straps of shoe leather, and a piece of red cloth matching, if the PCs are clever enough to figure it out, the robes worn by members of the temple of Jamboor. Elan has her men clean the warehouse after each delivery, but they are not always thorough.

By Night: The warehouse is the same as during day unless it is the night of a delivery. In this case, the warehouse contains 2d4+2 slaves (male and female human commoner 1, hp 2 each, non-combatant), 3 guards, Durgan Procuro, 1 acolyte, and sometimes Elan Kanto herself (see below). Durgan and the guards keep the slaves quiet if there is any sound outside.

GUARDS (3) XP 135 hp 7 (see The Players, above)	CR 1/3
DURGAN PROCURO XP 400 hp 21 (see The Players, above)	CR 1
ACOLYTE XP 400 hp 16 (see The Players, above)	CR 1

ELAN KANTO CR 4 XP 1,200 hp 36 (see The Players, above)

Tactics: Intruders are attacked immediately and slain without mercy; no one can be allowed to survive and report what is going on here. Elan sends the guards and Durgan forward to engage the PCs while she and the acolytes cast shield of faith and (in Elan's case) bull's strength on themselves. The clerics prefer to use their offensive spells (cause fear, hold person, inflict wounds) before engaging in hand-to-hand. Elan is not above casting deeper darkness to cover her escape if the combat turns against her and her men.

Development: If this combat occurs outside the warehouse, it might to attract the attention of the guards. If the melee lasts longer than 5 rounds, 1 patrol arrives in 2d6 rounds to investigate. Should this occur, Elan uses her enthrall spell to help her Bluff the guards into believing the PCs were attacking her and that she was only trying to help some poor, homeless souls.

Elan carries in her pouch a piece of paper signed "Gilean", with a clown face drawn upon it. The paper reads:

"My forge is almost out of fuel. Please make arrangements for more to be sent as soon as possible. The gold I sent should cover transport to Hawkmoon's ports. No one there will miss the fuel."

This is reference to slaves of course. Gilean is an evil sorcerer in the Hawkmoon region of the Lost Lands. Why he needs slaves will be discovered by those who read The Lost Lands: Legends of Hawkmoon. Don't eat before reading it.

Empty Warehouse This derelict building is too rundown to serve as safe or useful storage. It is, however, just perfect as a home for Betsy Ploom. Betsy wanders the streets of Endhome surviving off other people's refuse and, occasionally, picking up a little work as a seamstress. She quietly makes her home in one corner of this building, unbeknownst to Elan and her thugs. In the southwest corner, under some old rags, are her belongings: an old coat, two pairs of boots with most of their soles missing, a tin cup, a fork, and a blanket. Betsy can be found here most nights, and, if bribed with some food or a gold piece or two, she divulges the following information:

1. Some kind of priest lady and big men with swords use the building next door.

2. Every so often, they bring some people here in chains and hide them in the building. Eventually a ship comes and the people are brought on board. The ship then pulls away.

3. She has recognized some of the people being taken onto the ship. She says they were all beggars who worked the streets.

Encounter at the Dock

There are several ways to handle this area, depending on when the PCs investigate, and how the GM wishes this adventure to climax.

The Random Encounter: The PCs just happen by as they are exploring Endhome. If they come down to the Docks at night, have it be the night of a delivery. Likely as not, they become a little suspicious. Perhaps they'll talk to the guards. If they get extra curious and attempt to break into the warehouse, only have one acolyte and the guards present. If the PCs manage to see the slaves being loaded onto the ship, either by luck or by patience (spying), consider having them spotted by the guards. If this is the case, Elan hires a group of thugs from a local gang to ambush the PCs in the streets at night (see Hired Thugs, below).

As A Part Of An Investigation: Unless the PCs know specifically when the slaves are being shipped out and head for the docks on that designated night, it should be assumed they investigate this area on an "off day." This would be a good chance for them to perhaps meet Betsy Ploom or break into the warehouse and become curious about the hair, shoe leather, and red cloth.

As A Culmination Of The Adventure: The docks are a perfectly suitable place for the PCs to have their final encounter with Elan and her minions, especially if she is preparing to deliver the slaves to Montrose and his men. If the PCs come to the docks by design to foil Elan's plan,



then Elan, her acolytes, and all her men are present. Perhaps the PCs arrive just as the delivery is being made. The slavers, it should be noted, want nothing to do with a pitched battle, and as soon as they spot a melee on the docks, they pull up anchor and begin heading out.

Area 17: The Temple of Jamboor

This large temple is made of finely crafted mortared stone. The ceilings in **Areas 17A**, **B**, and **C** are all 20 feet high, while the rest of temple has 10-foot-high ceilings. The stain glass windows lining **Areas 17 A**, **B**, and **C** depict images of death and dying, though in a reverential, not macabre, fashion. During the day, normal parishioners can sometimes be seen coming in and out of temple for services; the temple, of course, is only a front, so Elan keeps her services and priest work down to a minimum so as not to interfere with her slaving business.

Area 17A: Grand Entry Hall (CR 1/3 during the day, CR 1/2 at night)

Grand indeed! The floor is decorated with an ornate mosaic of red and black, and four thick pillars caved with images of bones, clouds, and the four elements stand near this chamber's corners.

By Day: Watching the front door is 1 guard and a beggar washes the floor on his hands and knees in the southwest corner. Strangers are not entirely unusual, so the guard watches the PCs as they enter, but does not give them particularly careful scrutiny: it's possible, after all, that they are devotees of Jamboor come here to worship. If asked why a guard is necessary to watch the front door of the temple, the guard gestures with his head to the beggar, and says, "We keep a bunch of these types around. I just make sure they don't get out of hand." If they have any other questions about the temple and its operations he directs them to Elan in **Area 17C**. If the PCs attempt to talk to the beggar washing the floor, this poor lout glances nervously at the guard and says he has been given a warm dry home by the generous and beautiful Elan and is thankful every day for it.

Optional Encounter: If the GM wishes, while the PCs are talking to either the guard or the beggar, another **beggar** enters this area from the doors in the south and attempts to leave through the front doors. An exchange between guard and beggar then ensues, going something like this:

Guard: Where do you think you're off to then?

Beggar: I'm going home.

Guard: Ah, don't be daft. This is your home, sonny. Now run back and get to work.

Beggar: I don't want to work no more. I want to go home.

The guard then pulls him close and whispers something in his ear, after which the beggar goes white, turns on his heels, and goes back through the doors into the temple. If questioned about this, the guard simply says, "I'm just doing my job. If you have any questions, you need to talk to Mistress Kanto. Through those doors, and then the door on your right."

Tactics: If the PCs attack this guard he immediately shouts for help. As soon as this warning cry is given, all the guards and Durgan Procuro converge on either this area or **Area 17B** within four rounds, depending on where the PCs are. Elan and her acolytes arrive somewhat later, as they



must first rush to their rooms to don their armor.

By Night: Standing on either side of the doors are **2 guards**. These doors are kept locked with a dead bolt after 8:00 pm and no one is allowed in or out unless they know the password ("Dried Bones"). A successful Bluff check might get the guards to open the doors, but the guards are given an automatic +10 to their Sense Motive checks since they know pretty much everyone who might want to come in after hours.

Bolt-Locked Double Doors: 2 in. thick; hardness 5; hp 20; Break DC 25; Disable Device DC n/a (bolted from the other side).

Tactics: If attacked the guards immediately attempt to fall back to Area 17B where they can gather reinforcements and shout for help. If prevented from doing so, they fight on here, shouting for help from the guards in Area 17B.

GUARDS (1–2) XP 135 hp 7 (see The Players, above)

CR 1/3

Area 17B: Hallway (CR 1/3 during the day or 1/2 at night)

A mosaic pattern similar to that in Area 17A stretches down the center of this hall, and six carved pillars line the east and west walls. A set of wide double doors stand in the center of the western wall, and two smaller, simple wooden doors are set into the north and south corners of the east wall.

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Written above the double doors in Draconic are the words, *ASHES GIVE LIFE*. The spiral staircase in the south leads to the temple's lower levels.

By Day: By the door to **Area 17C** stands **1 guard**, while **3 beggars** wash the floor and scrub the pillars. This guard's job is to watch the beggars and make sure they do their work faithfully and quietly. If asked any questions, the guard directs the PCs to Elan Kanto.

Tactics: If this guard hears the shouts of combat from **Area 17A** he sticks his head into the northeastern door, and shouts for reinforcements from the occupants of **Areas 17D** and **17E**. If he hears combat anywhere else, or the sound of breaking glass, he goes directly to investigate it.

By Night: On duty are **2 guards**, one by the southern door and one by the door leading to **Area 17A**. Their main job is to keep the beggars from sneaking out, although they have been briefed on the possibility of intruders attempting to break *in*. From time to time one guard pokes his head through the southeastern door to make sure everything is fine in that direction. If the PCs make it to this area without first sounding the alarm, the guards automatically assume they are hostile intruders and sound the alarm themselves.

GUARDS (1–2)	CR 1/3
XP 135	
hp 7 (see The Players, above)	

Tactics: As stated above, if the guards in **Area 17A** sound the alarm, the occupants of the temple — these guards first and foremost — attempt to make a stand in this hallway. The guards immediately attempt to shout for help through the northeastern door at the first sign of trouble. They do this even before going to investigate the sounds of combat in **Area 17A**.

Area 17C: The Temple (CR 1 during the day, CR 6 at night)

Shadows from the haunting images in the stained glass windows darken this large chamber. A circular mosaic fills the center of the temple, atop which is a three-tiered ziggurat crested by a stone statue of an eclipsing sun. Surrounding the mosaic and ziggurat are several curved wooden benches, wherein the faithful sit while worshiping their enigmatic god. During services, Elan stands atop the ziggurat with her parishioners below and all about her and delivers her sermon "in the round" as it were.

By Day: Here, 1 acolyte oversees 3 beggars as they scrub the floors and windows. Elan can also be found here during the day, either delivering her weekly sermon, or talking with an acolyte. If the PCs are investigating the temple and hoping to ask questions of its leader, put Elan here, as it makes for a more dramatic setting for their conversation.

Development: Elan is elusive to say the least. If asked general questions about her temple and her use of beggars, she explains that she pulls these poor creatures from the streets, gives them food, clothes (if necessary), and a warm place to lay their blankets. If prodded further, she says that due to the large number of nobles and wealthy merchants that find their way to Endhome she often places her "children" in these wealthy strangers' employ, quite often as servants. Thus, her use of them as floor-scrubbers, mantle-dusters, and scullery maids: "Training," she explains. She is not willing to discuss her business beyond this. She is busy, she says, and must get back to important matters.

If the PCs take this direct line of questioning, Elan immediately becomes suspicious and hires a group of thugs to intimidate the PCs into dropping their investigation (see **Hired Thugs**, below).

By Night: If the PCs are in the temple at night, they are in all likelihood either breaking in to gather more information, or attempting to free the slaves and slay the slavers. Whichever is the case, **Elan** is here leading her **2 acolytes** and **Durgan Procuro** in a dark ritual to Da-Jin. Elan and her acolytes are dressed in their armor as a sign of respect to their god. How the occupants of this room react to intruders depends upon where the intruders are spotted. If they break into this chamber, Elan sounds the alarm while the acolytes and Durgan to investigate, then follows with her acolytes four rounds later. For tactics refer to **Areas 17A** and **17B**.

ACOLYTES (1–2) XP 400 hp 16 (see The Players, above)

DURGAN PROCURO

hp 21 (see The Players, above)

Area 17D: Durgan Procuro's Chamber (CR o or 1)

This small room contains a bed, a writing desk, a chair, and a fireplace. Depending on the season, Procuro has his slave **Lank** (see below) keep the fire well stoked. If not attending to business elsewhere, Durgan Procuro can be found here resting, reading, or writing.

DURGAN PROCURO XP 400 hp 21 (see The Players, above)

Treasure: In addition to a bedpan and an extra pair of boots, hidden beneath the bed (DC 10 Perception to find) is a **small, locked wooden chest** (Disable Device DC 18; Break DC 22) to which Durgan has the key. Within the chest are 75 gp, a pair of masterwork manacles and their key, a masterwork dagger, and an empty gold picture frame worth 100 gp. On the desk is a scrap of paper upon which is written the following note: *Must remind guards to refrain from beatings one week prior to shipment. Bruises are lowering sale value.*

Development: Durgan has taken on Lank as his personal servant. A scrawny man in his fifties with shoulder-length, thinning gray hair, copious facial moles, and ten missing teeth, Lank is reasonably thankful for this full-time "job." By night, Lank sleeps with the other workers, but by day he attends to any of Durgan's needs: drawing and heating him a bath, fetching his meals or cleaning his quarters. Lank has worked for Durgan for two months now and has, in this time, surmised that his fellow workers are shipped off to a destination not of their own choosing, and that once a person comes into the temple to be "saved" from a life on the street, they may not leave should they wish to resume their life on the streets, or anywhere else for that matter. If somehow encountered away from his master, and promised amnesty from reprisals for his passive role in this sordid affair, Lank is willing to divulge the above information, as his conscience is beginning to eat at him.

Area 17E: Warrior's Quarters (CR 3 during the day, CR 2 at night)

Housed in this chamber are **8 guards**. The room is sparsely furnished with eight beds and eight footlockers. It takes them 10 rounds to rouse themselves and prepare for battle if the alarm is sounded.

By Day: Elan needs more men for night duty than day, so **5 guards** are resting here during the daylight hours. Realizing that a large number of armed guards would appear suspicious, Elan instructs her men to be careful in their comings and goings from the temple during the day.

By Night: Four of the guards are on duty in the temple proper, while the other 4 guards rest here.

Treasure: A complete search of the trunks uncovers 250 cp, 195 sp, 15 gp, and a gold bracelet worth 80 gp.

GUARDS (4–5) CR 1/3 XP 135 hp 7 (see The Players, above)

Area 17F: Acolytes' Chamber (CR 1-3)

This chamber contains two beds, a nightstand, two desks, two writing tables, and a throw rug. Beneath each bed are small trunks containing assorted personal gear and the **treasure**.

By Day: The acolytes are both on duty during the day, one in Area 17C, and one in the kitchen below. If the GM so wishes, one might be resting here between duties.

By Night: Normally, the acolytes would retire here to sleep after a long day of chores. However, depending on the timing of the adventure, they

CR4

CR 1

CR 1

might also be in **Area 17C** with Elan Kanto worshiping their god. Their location, therefore, is up to the GM.

ACOLYTES (1 or 2) CR 1 XP 400 hp 16 (see The Players, above)

Treasure: The two trunks, which are unlocked, contain a total of 250 sp, 85 gp, and two *potions of cure light wounds* (CL 3rd).

Area 17G: Elan Kanto's Chambers (CR o or 4)

Elan has spared no expense in furnishing her abode. In addition to a king-sized canopy bed, there is a mahogany writing table with matching mahogany chair against the east wall, a 12 foot-long mahogany serving table resplendent with liqueurs, ports, and sherries in crystal decanters, and, on a silver serving tray, 12 crystal goblets; there is an oak table and two matching oak chairs in the center of the room; there is a 5-foot-high portrait of the Elan in a gold frame hanging on the southern wall, and a 4-foot-by-8-foot mural of a windswept graveyard hanging above the serving table.

When not attending to duties elsewhere, Elan rests here. If she has any official business, particularly pertaining to the slave trade, she does it here also.

ELAN KANTO CR 4 XP 1,200 hp 36 (see The Players, above)

Treasure: The goblets, serving tray, and decanters are worth a total of 400 gp; the portrait of Elan is worthless but its heavy (25 pounds) gold frame is not (150 gp); the graveyard mural might fetch 50 gp from an art dealer. In addition, a **secret compartment** in the wall above the fireplace (DC 25 Perception to find) contains a **small locked box** (Disable Device DC 22; Break DC 25) within which are four black pearls worth 150 gp each. The key to the box is hidden in a **loose stone** in the fireplace itself (DC 28 Perception). Lastly, there is a third **secret compartment** in the writing desk (DC 25 Perception) containing the keys to **Area 17N** and the strongbox therein.

Development: In the top drawer of Elan's desk are receipts for the sales of the slaves. She is immensely proud of her thriving business, and keeps scrupulous records of all transaction. They are listed thusly:

May: 9 total, 8 men 1 woman, 350 gp for men (43, 7 and 5 average), 56 gp for woman (concubine?). Total average per: 45, 10 and 1.

July: 8 total, 4 men, 4 women, 162 for men (40 and 5), 143 for women (35, 7, and 5). Total average per: 38, 1 and 3 — must make sure they have all their fingers!

And so on.

Area 17H: Slaves' Quarters (CR o during the day or 1/3 at night)

Each of these small chambers houses up to **4 slaves**. The rooms are simple: a bedpan, and four straw mattresses and four blankets. The doors are locked at night (Disable Device DC 18; Break DC 25).

By Day: The slaves are put to work during the day, either cleaning the temple upstairs, or tending to business beneath the temple.

By Night: The slaves are required to return to their chambers' by nightfall and are not allowed out until the guard hammers on their door. At night **1 guard** patrols this hallway during the evening hours to make sure none of the slaves attempt to break free and that they generally behave themselves.

GUARD	
XP 135	
hp 7 (see The Players, above)	

Area 17I: Kitchen (CR Varies)

All the food for the slaves, the guards, and the clerics is prepared here. **Arman Goal** (male human commoner 1, hp 2, Profession [cook] +4) is in charge of preparing the food along with **2 beggars**. There are two long tables for chopping and preparing food, a number of knives and cleavers hung on a rack on the southern wall, and a huge fireplace in which all the meals are cooked (primarily stews).

Development: Arman does not want to make trouble for himself. He's glad to have a job and if questioned says he has no idea what happens to the "poor lost souls" when they leave the church. He does not fight, only cowers and begs for mercy. Only when the temple has been cleared and Elan is dead or driven off does Arman confess that he had always suspected something foul was afoot, but, he counters, "Ain't that so all over the world?"

Area 17J: Pantry

Breads, cheeses, dried meats, flour, beer, water, cornmeal, vegetables, and fruits are all stored here on shelves and in boxes and barrels.

Area 17K: Mess Hall

The guards and clerics eat at two long wooden tables in the center of the room. The slaves eat at several smaller circular tables in the south. By day, **2 beggars** are cleaning up for the next meal; by night, this area is empty.

Area 17L: The Lesson Room

Disobedient slaves are brought here for some lessons. Elan administers these herself, usually with a whip. Except for a few bloodstains, this chamber is empty.

Area 17M: Evil Temple (CR 5)

The heavy oak door leading to this room is kept locked at all times **Locked Oak Door:** 2 in. thick; hardness 5; hp 20; Break DC 25; Disable Device DC 23.

Against the north wall is a shrine to the wicked aspect of Da-Jin: a simple black obelisk surrounded by a mosaic of intertwined black roses. The shrine is non-magical.

Perched above the **secret door** in the south on a stone ledge is a **rope golem**. This golem has been instructed to attack anyone that enters the temple other than Durgan Procuro, the acolytes, and Elan Kanto.

Secret Door: 2 in. thick; Perception DC 25.

ROPE GOLEM XP 1,600	CR 5
The Tome of Horrors Complete 340	
N Medium construct	
Init +0; Senses darkvision 60 ft., low-light vision; Perceptio	n +0

AC 17, touch 10, flat-footed 17 (+7 natural) hp 53 (6d10+20) Fort +2; Ref +2; Will +2 DR 5/adamantine and slashing; Immune construct traits, magic Weaknesses vulnerability to fire

Speed 30 ft. **Melee** 2 slams +9 (2d6+3 plus grab) **Special Attacks** strangulation (1d8+3) **Str** 17, **Dex** 10, **Con** —, **Int** —, **Wis** 11, **Cha** 1 **Base Atk** +6; **CMB** +9 (+13 to grapple); **CMD** 19

Strangulation (Ex) A rope golem deals 1d8+3 points of damage with a successful grapple check. Because the rope golem seizes the opponent by the neck, a strangled foe cannot speak or cast spells with verbal components. Immunity to Magic (Ex) A rope golem is immune to any spell or spell-like ability that allows spell resistance. In addition,

CR 1/3

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certain spells and effects function differently against the creature, as noted below. A disintegrate spell affects it normally. A rope trick or animate rope spell deals 1d6 points of damage to the rope golem per three levels of the spell caster (e.g., a 6th-level sorcerer deals 2d6 points of damage to a rope golem if it

casts rope trick or animate rope). A mending spell heals the rope golem of 2d6 points of damage. Fire-based effects and spells affect it as described in its fire vulnerability above.

Treasure: If removed (DC 20 Disable Device), a ruby in the golem's forehead is worth 200 gp.

Development: The golem's only instructions are to protect this temple and to prevent anyone other than Elan to pass through the secret door in the south. Therefore, it cannot be used in defense of the temple. The golem was a gift from an unnamed evil wizard who worships Da-Jin, or, at the GM's discretion, another evil NPC in the setting.

Area 17N: Treasure Room (CR 4)

The door to this room is both locked and trapped with a glyph of warding. Anyone opening the door without first uttering the words "Holy is the night" (or disarming the trap) is blasted by a burst of searing flames.

Locked Iron Door: 2 in. thick; hardness 10; hp 60; Break DC 28; Disable Device DC 25.

GLYPH OF WARDING TRAP	CR 4
XP 1,200	
Type magic; Perception DC 28; Disable Device DC 28	

Trigger spell; Reset none; Bypass password (Holy is the Night) Effect spell effect (glyph of warding [fire], 3d8 fire, DC 17 Reflex save half damage); multiple targets (all targets within 5 ft.)

This small room contains only a table, a chair, a locked iron strongbox (Disable Device DC 25, Break DC 30), and a ledger. The ledger keeps a record of all the temple's income and expenses. Currently, the balance reads 600/30/10. These are, in fact, the contents of the strongbox.

Treasure: In the strongbox are 600 gp, 30 sp, and 10 cp.

Development: PCs who decide to hand over this ill-gotten treasure to Father Beamus for his continued work with the poor and homeless should be given a story award of 300 XP.

The Hired Thugs (CR 4)

As noted above, Elan may decide to hire some thugs from a local gang to intimidate the PCs into ceasing their investigation. If this occurs, soon after the PCs visit either the temple or the docks for the first time and begin asking questions, an unsavory looking fellow (a thug leader) approaches them says the following, "You ought to quit asking so many questions. I don't see any good in you poking around a holy lady that's trying to rid the streets of so much filth and vermin. It's entirely likely that some folks might become so upset that you're trying to mess with this business that they might actually wish some harm on you. Do we understand one another?"

This thug is not interested in a long discussion. He does not answer any questions. If followed he is staying at a small shack in the slums (Area 11). If the PCs continue to show interest in the temple, the thugs ambush the PCs at night in the streets, preferably in the slums. The thugs are aiming to kill the PCs and steal their valuables as added payment for their services.

THUG LEADER

XP 400

Human rogue 2, warrior 1 LE Medium humanoid (human) Init +6; Perception -1

AC 17, touch 12, flat-footed 15 (+3 armor, +2 Dex, +2 shield) hp 22 (1d10+1 plus 2d8+2 plus 2) **Fort** +3; **Ref** +5; **Will** -1 **Defensive Abilities** evasion

Speed 30 ft.

Melee scimitar +5 (1d6+2/18-20) Ranged light crossbow +4 (1d8/19-20) Special Attacks rogue talents (bleeding attack +1), sneak attack +1d6

Str 14, Dex 15, Con 12, Int 8, Wis 9, Cha 11 Base Atk +2; CMB +4; CMD 16 Feats Improved Initiative, Skill Focus (Intimidate), Weapon Focus (scimitar) Skills Bluff +6, Climb +5, Diplomacy +5, Disguise +5, Intimidate +9, Sleight of Hand +4, Stealth +5 SQ trapfinding +1 Combat Gear potion of cat's grace; Other Gear studded leather armor, heavy steel shield, light crossbow, 15 crossbow bolts, scimitar, 80 gp

COMMON THUGS (4)

CR 1/3

CR1

XP 135 Human warrior 1 NE Medium humanoid (human) Init +0; Perception -1

AC 15, touch 10, flat-footed 15 (+3 armor, +2 shield) hp 7 (1d10+2) Fort +3; Ref +0; Will -1

Speed 30 ft. Melee longsword +4 (1d8+2/19-20) Ranged heavy crossbow +1 (1d10/19-20)

Str 14, Dex 11, Con 12, Int 8, Wis 8, Cha 10 Base Atk +1; CMB +3; CMD 13 Feats Power Attack, Weapon Focus (longsword) Skills Climb +3, Intimidate +4 Gear studded leather armor, heavy wooden shield, heavy crossbow, 10 crossbow bolts, longsword, 10 gp

Tactics: The gang prefers to fire on the PCs from the shadows first --the leader hopes to get two sneak attacks on the PCs before the PCs can act. Once the battle is joined the leader always attempts to sneak attack first, fight toe-to-toe second. If the leader or three thugs fall, the remaining members of the gang scatter and run.

Wilderness Around Endhome

Much of the land between Endhome and the buried city of Barakus is cultivated and civilized. The fertile riverbed has drawn many a farmer, and Endhome's disciplined guard keeps goblinoids and their ilk away from the fields and grasslands. The Penprie Forest and the Duskmoon Hills, however, are home to a number of creatures and lairs that might attract or threaten the PCs at some point in their adventures to and from Barakus. These areas are detailed below. The GM should feel free to add any lairs, or even entire dungeons, he so wishes, as both the hills and the forest could certainly accommodate more dangers without in anyway upsetting the flow of the module as written.

Encounter Area Overview

The wilderness area contains a number of significant locations that are detailed in full in this chapter but summarized briefly here:

Area A. The Home of Gilda Waynetrop (CR 3): Gilda is a halfelf druid who lives on the outskirts of the Penprie Forest with her wolf companions Rinn and Rann. Gilda may aid the PCs.

Area B. The Green Tree Bandits (CR 7): A band of highway robbers. Area C. Aranea Lair (CR 6): A small clearing with thick strands of

cobwebs dangle from the branches like wisps of hair is home to several araneas.

Area D. Gribbons (CR 5): A small creek eddies into a shallow pool near the lair of several gribbons.

Area E. Mysterious Crypt (CR 5): Hidden beneath twisting vines and fallen branches is a small and ancient crypt to a forgotten god.

Area F. The Haunted Hovel (CR 1): A rundown shack in a small clearing houses the ghost Girda.

Area G. The Buried Treasure (CR 8): Hidden beneath some dense undergrowth in this comer of the forest is a small, stone bulkhead-like structure that contains several vegepygmies and contains a strange notebook of interest to the PCs.

Area H. Entrance to the Caves: This spot marks the location of the caves above the city of Barakus. The caves are detailed in their own chapters.

Area I. Cave of the Dead (CR 9): A shrine built by the evil cleric Asgaroth haunted by undead.

Area J. Krink and Flink (CR 4): The hovel of the half-orcs Kilkarin and Flink.

Area K. Grimlock Caves (CR 6): A small but industrious tribe of grimlocks lair deep beneath the hills in a series of caves bisected by an underground river. The grimlocks are in the process of attempting to unearth an ancient and very evil statue-the statue of Keld.

Area L. The Crumbling Cave (CR 4): The cavernous lair of a firedrake and a natural trap.

Area M. The Big, Stupid Giant (CR 8): The cave home of a particularly stupid and lazy hill giant named Branbolton, and a few of his friends, located in the northeast of the Duskmoon Hills. Also the home of the goblin sorcerer Phazut.

Area N. The Dragonspire (CR 10): A red dragon named Bezzalt lives in a conical shaped peak in the Duskmoon Hills known as the Dragonspire.

Area O. The Penprie Inn and the Farmer's Rest: Two nearly identical inns both owned by Rosko Talk.

Area P. Logging Camp: This dismal area is nothing more than a collection of tents surrounding a low wooden building.

Area Q. The Painted Cave (CR 7): Hidden behind a small copse of trees is a small cave entrance leading to a small dungeon complex. This complex is only guarded by physical hazards and a curse, yet contains a

powerful weapon against the undead.

Area R. The House of Bricks (CR 7): A small stone home in the Penprie Forest surrounded by a rusted iron gate. The home contains a barghest and several other surprises.

Area S. The Wizard's Library (CR 6): Nestled at the base of the Duskmoon Hills is 50 foot-tall, spire-shaped stone tower built by the Wizard Rajick. This enigmatic structure has no apparent means of entry, but contains a magical ring.

Area T. The Black Unicorn (CR 3): In a beautiful glade in the Penprie Forest stands an enchanted fountain made of purest white stone, guarded by an evil unicorn.

Area U. The Water Caves (CR 5): A series of tidal caves that are currently home to a sea hag and a scrag, as well as a few minor creatures. If the PCs are clever they might be able to uncover a valuable map that could lead to further adventure.

Area V. Quarrian's Tower (CR 10): A ruined tower of a magic-user currently infested with gobins. The inner sanctum is still guarded by the magic-user's dragolem!

Area W. Fungus Amungus (CR 10+): A small, wet patch of forest 3 miles north of King's Road just west of the Oldrock River. The ground surrounding the wood is damp and squishy, yet the whole is not really a marsh.

Area X. Don't Go in the Tall Grass II (CR 5): The plains west of the Penprie Forest are composed of very tall grass. The grass reaches heights of six or seven feet in places, creating a maze-like feeling.

Area Y. The Abandoned Temple (CR 12, CR 14 if the hezrou is summoned): An abandoned temple lies at the edge of the Penprie Forest, along the east bank of the Oldrock River. The temple is half-buried, sinking into the shoreline of the river as it changes its course over the decades. It is obvious that nothing has lived here in a long, long time.

Area Z. Jimmy Dean's Tower (CR 6): Jimmy Dean is a reclusive, yet friendly, alchemist. If approached properly, he could become an ally to adventurers in the area.

Encounter CRs

Some areas, such as the Water Caves and the Wizard's Library, are far too challenging for low-level PCs. The GM may handle these areas in one of two ways. If he trusts his PCs are smart and cautious enough to run away when they bump up against something obviously over their heads he can simply let the chips fall where they may. If, on the other, he is concerned about an early total party kill, and the PCs have entered a location occupied by a particularly tough encounter, he should feel free to move that encounter to another location. In most cases, this won't change the encounter terribly. The GM might also want to warn his players that the wilderness is a dangerous place, and that as low-level PCs they should be careful before just wandering into any old cave.

Note On All Random Encounters

The CRs of the random encounters are set fairly low, since the PCs are assumed to begin this adventure at 1st level. The GM should feel free raise the CR of the encounters by adding more creatures once the PCs have begun to reach 4th and 5th level. Thus, if the PCs are all 5th level and are exploring the Penprie Forest and the **Random Encounter Chart** calls for 1d3 gnolls, the GM should increase this number to, say, 2d4 gnolls.

WILDERNESS AROUND ENDHOME

Farmlands, Grasslands, and Riverbed

This area is populated and by and large not particularly dangerous. PCs don't have to look far to find a farmer, merchant, or sojourner, as the roads are well traveled, the fields all well-tended. The areas outside the farmlands are generally a little less hospitable than those within the farmland: the ground here is a bit rockier and less flat and there are fewer homes.

Burned-Out Hovel: The smoldering remains of a small, one-room house. Little can be found to indicated what once lived here, or why the shelter was burned.

Farmland and Grassland Random Encounters

Encounters should be rolled for once every six hours. If the PCs are on either the King's Road or Merchants Way assume they pass at least one caravan heading to or from Endhome each day in addition to those encounters listed below. When rolling for encounters, add or subtract the following depending on the time of day and where the PCs are traveling.

Day: -5 Night: +5 Farmland: -10 On King's Road or Trader's Way: -5 West of Oldrock River and North of the Gael on River: +10 Thus, traveling on the King's Road, through farmland,

during the day would net –20.
5 ,

d%	Encounter
01–35	No encounter
36–38	Minstrels
39–42	Lost child
43–44	NPC
45–48	Campsite
49–50	Dead monster
51–52	Burned-out hovel
53–54	Hanged man
55–56	Riderless horse
57–58	2d8 gypsies
59–60	Peddler
61–65	1d4 wild dogs
66–70	1d2 wolves
71–75	1d3 giant bees
76–80	1d4 dire rats
81–85	1d4 orcs
86-90	Dire bat
91–95	1d4+1 hobgoblins
96-99	1d3 ghouls
00	Red dragon

Campsite: The party comes upon a 1 day-old campsite.

Dead Monster: Roll a d20 to determine the race: 1–5 orc, 6–8 goblin, 7–1 0 hobgoblin, 11–13 gnoll, 14–18 ogre, 19 bugbear, 20 troll (may come back to life at GM's discretion).

Dire Bat: This **large and fearsome dire bat** swoops down out of the night sky.

DIRE BAT XP 600

hp 22 (Pathfinder Roleplaying Game Bestiary, "Bat, Dire")

Dire Rats: The ubiquitous **dire rat** is always hungry, always looking for prey.

DIRE RAT XP 135

hp 5 (Pathfinder Roleplaying Game Bestiary, "Rat, Dire")

Ghouls: Having wandered down from the Duskmoon hills where they were spawned, these vile **ghouls** scavenge the countryside in search of food.

GHOULS XP 400

hp 13 (Pathfinder Roleplaying Game Bestiary, "Ghoul")

Giant Bees: The PCs have come to close to their nest, and these **warrior bees** come zooming out of the sky to drive them off.

GIANT BEES

hp 16 (Pathfinder Roleplaying Game Bestiary 2, "Giant Bee")

Gypsies: A band of **2d12 gypsies** trundle by with carts and donkeys. They invite the PCs to sit and sup with them. As a group, they have Knowledge (local and history) +10. There is a 25% chance, however, that one of the PCs has their pocket picked.

Hanged Man: Swinging eerily from a tree, no more than a few days dead. A *speak with dead* spell reveals he was lynched by an angry mob for an atrocity which, it turns out, he did not in fact commit.

Hobgoblins: Being crafty strategists, and always on the lookout for some quick plunder, the **hobgoblins** use their bows and cover for as long as possible for closing with melee. The hobgoblins should not simply charge the PCs in the open, but should have set up some kind of ambush.

HOBGOBLINS XP 200

CR 1/2

CR2

CR 1/3

CR1

CR1

hp 17 (Pathfinder Roleplaying Game Bestiary, "Hobgoblin")

Lost Child: A **waif** of no more than eight, her face streaming with tears, implores the PCs to help her find her home. She is 1d3 miles from home. The PCs can retrace her steps with a successful DC 13 Survival check.

Minstrels: A troupe of **5 minstrels** (treat as 1st-level bards and experts) offers to perform a ballad or short play for 1 gp per PC. If the PCs agree to hear it they may chat with the minstrels afterward and ask them questions about the local area (as a troupe the minstrels have Knowledge [geography, history, local, nature, and nobility] +6).

NPC: The GM may either choose a listed **NPC** or insert one of his own. **Orcs:** A small band of **orcs** just out looking for trouble. If the PCs don't look too formidable they attack, hurling javelins before closing with their greataxes.

ORC XP 135

CR 1/3

hp 6 (Pathfinder Roleplaying Game Bestiary, "Orc")

Peddler: A lone **merchant** trundles his cart along, selling his simple wares. Mostly pots, pans, and other non-adventuring gear, but, at the GM's discretion, he might have the following items for sale:

Potion of eagle's splendor	400 gp
Potion of levitation	350 gp
Wand of cure light wounds (2 charges, CL 3rd)	450 gp
3 +1 arrows	50 gp each

Red Dragon: Bezzalt, an adult red dragon (see the **Duskmoon Hills**, below) goes soaring high overhead. The PCs should be given plenty of time to hide. This is *not* intended as a combat encounter — the PCs would simply be incinerated — rather it's placed here to keep the *players* on their toes.

BEZZALT XP 38.400

CR 14

hp 212 (Pathfinder Roleplaying Game Bestiary, "Dragon, Red")

Riderless Horse: A riding horse, complete with saddle and an empty saddle bag comes running by the PCs. If the party can *speak with animals* they learn his rider was shot by some orcs a ways back. The GM is free to adlib this however he wishes.

Wild Dogs: These **hungry curs** roam the countryside in search of food. If they think the PCs have any they attempt to take it.

DOGS CR 1/3 XP 135

hp 6 (Pathfinder Roleplaying Game Bestiary, "Dog")

Wolves: If possible, the **wolves** stalk the party from a distance before pouncing.

WOLVES	CR 1
XP 400	

hp 13 (Pathfinder Roleplaying Game Bestiary, "Wolf")

Penprie Forest

This forest once covered most of the land between Gaelon River and the Duskmoon Hills, but years of timber harvesting have shrunk it somewhat of late. The perimeter of the forest is fairly safe, but deeper in the woods there are a number creatures and lairs. These are all described in detail below.

Assassin Vine: The PCs stumble upon a hungry assassin vine lying camouflaged in the underbrush.

ASSASSIN VINE

XP 800

CR 3

hp 30 (Pathfinder Roleplaying Game Bestiary, "Assassin Vine")

Campsite: A two or three day-old campsite.

Gnolls: A small **gnoll** scouting party of a large tribe that is planning to relocate.

GNOLLS CR 1 XP 400

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

Goblins: The **goblins** prefer to pepper the PCs with arrows from a distance rather and engage in straight-up combat. In fact, if their arrows are ineffectual, they might just scatter and run.

GOBLINS XP 135

hp 6 (Pathfinder Roleplaying Game Bestiary, "Goblin")

Gribbons: The **gribbons** drop down out of the trees as the PCs pass by. If they encounter significant resistance, they attempt to fly away.

Penprie Forest Random Encounters

Roll once every six hours while the PCs are within the forest, adding +10 to the die roll at night.

d%	Encounter
01–35	No encounter
36–37	Sprung trap
38–42	Obstruction
43	Swarm of bees
44–45	Rotting carcass
46–47	Totem
48–49	Campsite
50–53	Poisonous plant
54	Hollowed-out tree
55-56	Sylvan runes
57–58	Howling wolves
59–60	Strange sensation
61–65	Special
66–70	ld4 small giant spiders
71–75	1 large giant spider
76–80	1d3 gnolls
81–85	Ogre
86-90	1d6+1 goblins
91–95	1d4 gribbons
96–97	Assassin vine
98–99	Owlbear
00	2 trolls

GRIBBONS

CR 1/2

XP 200 The Tome of Horrors 4 124

NE Small monstrous humanoid Init +3; Senses darkvision 60 ft.; Perception +4

AC 15, touch 14, flat-footed 12 (+3 Dex, +1 natural, +1 size) hp 6 (1d10+1) Fort +1; Ref +5; Will +2

Speed 30 ft., fly 30 ft. (poor) Melee dagger +3 (1d3+1/19–20) or 2 claws +3 (1d3+1 plus grab) Ranged dart +5 (1d3+1) Special Attacks coordinated attack, grab (Medium)

Str 12, Dex 16, Con 13, Int 10, Wis 10, Cha 11 Base Atk +1; CMB +1 (+5 grapple); CMD 14 Feats Flyby Attack Skills Climb +5, Fly +5, Perception +4, Stealth +11 (+15 in forests); Racial Modifiers +4 Stealth in forests

Coordinated Attack (Ex) When making a combat maneuver check, a gribbon gains a +2 bonus on its CMB check for the first gribbon adjacent to it, and an additional +1 bonus on

CR 1/3

WILDERNESS AROUND ENDHOME

CMB checks for each additional adjacent gribbon.

Hollowed-Out Tree: A huge tree with a hollowed out base where creatures have lived at one time or another. Currently it is empty.

Howling Wolves: Far off in the distance. If the PCs wish to investigate they may, at the GM's discretion, be set upon by a pack of **2d8 wolves**.

Large Giant Spider: Either lurking in the underbrush in the trees above. The **spider** prefers to lead with its web before closing to bite.

LARGE GIANT SPIDER

XP 600

CR 2

N Large vermin

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

AC 14, touch 12, flat-footed 11 (+3 Dex, +2 natural, -1 size) hp 22 (4d8+4) Fort +5; Ref +4; Will +1 Immune mind-affecting effects

Speed 30 ft., climb 20 ft. Melee bite +4 (1d8+3 plus poison) Space 10 ft.; Reach 10 ft. Special Attacks poison, web (+5 ranged, DC 13, 4 hp, 8/ day)

Str 15, Dex 17, Con 12, Int —, Wis 10, Cha 2 Base Atk +3; CMB +6; CMD 19 Skills Climb +10, Perception +4, Stealth +3; Racial Modifiers +4 Perception, +4 Stealth

Poison: Bite—injury; save Fort DC 13; frequency 1/rd for 4 rds; effect 1d6 Str; cure 1 save.

Obstruction: Dense overgrowth and several fallen tree blocks the PCs' path; the PCs travel one less mile this day.

Ogre: Fearless and dumb, the **ogre** heads straight for the party as soon as he spots them, figuring he's going to get dinner and treasure all in one swing of his club.

OGRE

XP 800

hp 30 (Pathfinder Roleplaying Game Bestiary, "Ogre")

Owlbear: A fearsome opponent to be sure, the **owlbear** comes crashing out of the trees with no thought of retreat.

OWLBEAR CR 4 XP 1,200

hp 47 (Pathfinder Roleplaying Game Bestiary, "Owlbear")

Poisonous Plant: The PCs pass through some vicious, rash-inducing bushes. Each PC must succeed on a DC 14 Fort save or come down with an incredibly irritating skin rash (1 day incubation period, lasts a number of days equal to 2d4–1 Con bonus [minimum 1]). Those affected are sickened due to the distraction until the disease passes or they are healed. A successful DC 10 Perception check in combination with a successful DC 10 Knowledge (nature) or Survival check avoids the plant altogether. A successful DC 14 Heal check, or a *remove disease* spell cures the afflicted.

Rotting Carcass: The chewed, maggot infested, stinking carcass of an orc. Rest in Peace.

Small Giant Spiders: The PCs stumble upon a nest of these pesky **arachnids** that drop down from their web-coated trees as the PCs pass by.

SMALL GIANT SPIDERS CR 1/2 XP 200 hp 4 (see Area 15-7)

Special: Either Gilda Waynetrop, or the aranea. Both seek to parlay

with the PCs. See Areas A and C, respectively.

Sprung Trap: A 10-foot deep pit trap with sharpened wooden spikes. Something already set off this trap, so it is far easier to avoid than most traps.

CR 1/3

CR 3

CR 5

CR 2

SPIKED PIT TRAP XP 135

Type mechanical; Perception DC 7; Disable Device DC 15

Trigger location; Reset manual

Effect 10-ft.-deep pit (1d6 falling damage); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+2 damage each); DC 15 Reflex avoids; multiple targets (all targets in a 10-ft.-square area)

Strange Sensation: The PCs feel as if they're being followed or watched. This is only their imagination.

Sylvan Runes: Inscribed on a tree describing the temple at Area E, below.

Swarm of Bees: One PC is set upon by a swarm of nasty stinging **bees**. The bees swarm and pursue the targets of their aggression for 1d10 rounds.

BEE SWARM

XP 800

hp 31 (Pathfinder Roleplaying Game Bestiary, "Wasp, Wasp Swarm")

Totem: A successful DC 10 Knowledge (religion) check identifies this totem as goblinoid.

Trolls: These **trolls** are brothers, in fact. The PCs should be given ample opportunity to hide or run from these two fierce creatures. Again, this is meant to scare the players and keep them on their toes. Then again, if they want to fight, they may go ahead and do so.

TROLLS

XP 1.600

CR 3

hp 63 (Pathfinder Roleplaying Game Bestiary, "Troll")

Duskmoon Hills

These high, jagged hills are lightly forested and veined with small creeks that flow down into the Penprie Forest, the Oldrock River, and the Sinnar Ocean. The hills extend for nearly fifty miles west of the map's edge, and pose a considerable impediment to travelers from the northeast. A narrow road, called Fool's Pass, winds its way through the hills and, after exiting near the Oldrock River, eventually meets up with Trader's Way. Occasionally, merchants wishing to shorten their traveling time use Fool's Pass to cut as much as two weeks off their journey to Endhome. But, as the pass' name suggests, this is not always the wisest choice. In addition to Barakus, there are a number of small lairs described in full below.

Abandoned Wagon: Missing two wheels, and much of the siding stolen for firewood.

Battle Scene: The PCs come across the remains of a battle. The bodies of 2 humans and 3 orcs sprawled in various death poses. Their bodies have been stripped.

Campsite: A two or three day-old campsite on the hillside.

Cave: A small cave, just big enough for a party of four or five to squeeze into for the night (mark on map for future reference).

Dire Bats: See Farmland, Grassland, and Riverbed Random Encounters, above.

Empty Hovel: A little, empty shack in the hills: though leaky and filthy, not a bad place to rest.

Ghast: Like the ghouls, the **ghast** originates from **Area I** and is roaming the hillside in search of food.

GHAST XP 600

CE Medium undead (Pathfinder Roleplaying Game Bestiary, "Ghoul")

Duskmoon Hills Random Encounters

Roll once every hour on the following chart, adding +5 if it is after nightfall, and subtracting -5 if it the PCs are on Fool's Pass.

d%	Encounter
01–30	No encounter
31–33	Travelers
34–36	Totem
37–39	Cave
40-41	Campsite
42–44	Obstruction
45–46	Rockslide
47–49	Gravesite
50–52	Abandoned wagon
53–54	Empty hovel
55–56	Skeleton
57–58	Battle scene
59–60	Lair, inhabited
61–63	Krink and Flink
64–67	2d4 goblins
68–71	1d6+1 orcs
72–75	1d6+ 1 hobgoblins
76–77	1d3 worgs
78–79	1d3 dire bats
80-81	1d4 gnolls
82–84	1d2 ogres
85-90	1d6+1 grimlocks
92–92	Xorn
93–94	Howler
95–96	1d3 ghouls (night only)
97–98	Ghast (night only)
99	1 hill giant
00	Red dragon

Init +4; Senses darkvision 60 ft.; Perception +9 Aura stench (10 ft., DC 15, 1d6+4 minutes)

AC 18, touch 14, flat-footed 14 (+4 Dex, +4 natural) **hp** 17 (2d8+8)

Fort +4; Ref +4; Will +7; +2 vs. channeled energy Defensive Abilities channel resistance +2; Immune undead traits

Speed 30 ft.

Melee bite +5 (1d6+3 plus disease and paralysis) and 2 claws +5 (1d6+3 plus paralysis) Special Attacks disease, paralysis (1 round, DC 15)

Str 17, Dex 19, Con —, Int 17, Wis 18, Cha 18 Base Atk +1; CMB +4; CMD 18 Feats Weapon Finesse **Skills** Acrobatics +6, Climb +8, Disguise +9, Intimidate +9, Perception +9, Stealth +9, Swim +5

Disease (Su) Ghoul Fever: Bite—injury; save Fort DC 13; onset 1 day; frequency 1/day; effect 1d3 Con and 1d3 Dex damage; cure 2 consecutive saves. The save DC is Charisma-based. A humanoid who dies of ghoul fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all respects. A humanoid of 4 Hit Dice or more rises as a ghast.

Ghouls: These ghouls have wandered from Area I in search of food See Farmland, Grassland, and Riverbed Random Encounters, above. Gnolls: See Penprie Forest Random Encounters, above. Goblins: See Penprie Forest Random Encounters, above.

Gravesite: A small, simple wooden cross or stone stuck into the ground with an inscription giving the deceased's name and maybe occupation.

Grimlocks: These warriors from the small tribe of **grimlocks** in **Area K** sniff out the PCs and attack. **Note:** If the grimlocks are slain, do not deduct their numbers from those listed in encounter **Area K**.

GRIMLOCKS XP 400 The Tome of Horrors 4 125 NE Medium monstrous humanoid Init +1; Senses blindsight 40 ft., scent; Perception +9

AC 15, touch 11, flat-footed 14 (+1 Dex, +4 natural) hp 15 (2d10+4) Fort +2; Ref +4; Will +2 Immune gaze attacks, illusions, visual effects Weaknesses blindness

Speed 30 ft. **Melee** battleaxe +4 (1d8+2) or 2 slams +4 (1d4+2)

Str 15, Dex 13, Con 14, Int 10, Wis 8, Cha 6 Base Atk +2; CMB +4; CMD 15 Feats AlertnessB, Skill Focus (Perception) Skills Climb +7, Perception +9, Sense Motive +1, Stealth +6 (+14 in stony environs), Survival +4; Racial Modifiers +8 Stealth in stony environs Languages Grimlock, Undercommon

Hill Giant: Branbolton is out for a stroll. He is not particularly alert, so the PCs can easily avoid if they wish. If they don't, Branbolton is happy to squash them.

BRANBOLTON XP 3,200

CR 7

CR 3

CR1

hp 85 (Pathfinder Roleplaying Game Bestiary, "Giant, Hill")

Hobgoblins: See Farmland, Grassland, and Riverbed Random Encounters, above.

Howler: The howler uses its fearsome howl first before charging into melee.

HOWLER

XP 800

hp 37 (Pathfinder Roleplaying Game Bestiary 2, "Howler")

Krink and Flink: The **half-orc brothers** are out hunting. If they spot the PCs first, they attempt to avoid contact all together. If this is not possible, they approach the PCs with great caution (see **Area J**).

Lair, inhabited: The PCs come across a small cave that is inhabited, although its occupants are currently out and about. Roll to determine what lairs here. 1–3: 2d8 orcs; 4–5: 1d3 ogres; 5–6: 2d6 hobgoblins; 7–8: 2d4 bugbears; 9: 1 troll; 10: 1 manticore. The GM may have the occupants

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WILDERNESS AROUND ENDHOME

return whenever it is convenient.

Obstruction: Fallen rocks, cliff side, dead trees, etc. The PCs most go out of their way and lose one hour of travel.

Ogres: See Penprie Forest Random Encounters, above.

Orcs: See Farmland, Grassland, and Riverbed Random Encounters, above.

Red Dragon: Bezzalt, an adult red dragon (see the **Duskmoon Hills**) goes soaring high overhead. The PCs should be given plenty of time to hide. This is not intended as a combat encounter — the PCs would simply be incinerated — rather it's placed here to keep the players on their toes.

BEZZALT XP 38,400

CR 14

hp 212 (Pathfinder Roleplaying Game Bestiary, "Dragon, Red")

Rockslide: A flurry of rocks come tumbling down the hillside. A successful DC 14 Perception check avoids. PCs must succeed on a DC 13 Reflex save or suffer 3d6 crushing damage from the fall.

Skeleton: Non-animated; just rotting bones. Roll to determine the race. 1–2: human; 3: halfling; 4–5: dwarf; 6: elf; 7–8: orc; 9: goblin; 10: ogre.

Totems: Ancient orc or goblinoid totems.

Travelers: A group of travelers, either heading to Endhome (on Fool's Pass) or lost (off Fools Pass). The group is comprised of 2d4 1st-level commoners and experts.

Worgs: The **worgs** stalk the PCs for several hours before pouncing. If possible they wait until nighttime to attack.

WORGS CR 2 XP 600

hp 26 (Pathfinder Roleplaying Game Bestiary, "Worg")

Xorn: Somehow this **xorn** has found his way to the Material Plane and is burrowing through the hillside. He smells out precious metals on the PCs and attacks.

XORN XP 2,400

CR 6

hp 66 (Pathfinder Roleplaying Game Bestiary, "Xorn")

Wilderness Locations

Listed below are the various spots marked alphabetically on the wilderness map. Endhome and Barakus have their own maps and keys detailed separately.

Area A: The Home of Gilda Waynetrop (CR 3)

Gilda is a half-elf druid who lives on the outskirts of the Penprie Forest with her wolf companion Rinn and his mate Rann. Her parents were both farmers, and she had grown up assuming she would marry a farm boy and settle into the life of farm wifedom. Then one night she heard a wolf howling, and, dream-like, followed that sound into the woods. She never found the wolf, but, exhausted from her travels, she fell asleep in a cluster of tall oaks. When she awoke, she knew that her life lay amid the woodland creatures.

GILDA WAYNETROP XP 400
Female human druid 2
NG Medium humanoid (human

CR 1

Init +2; Perception +10

AC 16, touch 12, flat-footed 14 (+2 armor, +2 Dex, +2 shield) hp 12 (2d8) Fort +3; Ref +2; Will +6

Speed 30 ft.

Melee scimitar +2 (1d6+1/18–20) Spells Prepared (CL 2nd; melee touch +2): 1st (3/day)—cure light wounds, entangle (DC 14), obscuring mist 0 (at will)—detect poison, mending, purify food and drink (DC 13), virtue

Str 12, Dex 15, Con 10, Int 12, Wis 16, Cha 10 Base Atk +1; CMB +2; CMD 14 Feats Alertness, Scribe Scroll Skills Climb +4, Handle Animal +5, Heal +7, Knowledge (geography) +5, Knowledge (nature) +8, Perception +10, Sense Motive +5, Spellcraft +6, Survival +10 SQ nature bond abilities (Rinn, wolf), spontaneous casting, wild empathy +2, woodland stride Combat Gear scroll of calm animals, scroll of cure light wounds, scroll of detect snares and pits; Other Gear leather armor, heavy wooden shield, scimitar



WILDERNESS LOCATIONS



RINN, WOLF ANIMAL COMPANION

N Medium animal (Pathfinder Roleplaying Game Bestiary, "Wolf")

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

AC 14, touch 12, flat-footed 12 (+2 Dex, +2 natural) hp 20 (3d8+6) Fort +5; Ref +5; Will +2

Speed 50 ft. Melee bite +5 (1d6+1 plus trip)

Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6 Base Atk +2; CMB +3; CMD 15 (19 vs. trip) Feats Weapon Finesse, Weapon Focus (bite) Skills Perception +5, Stealth +6, Swim +5; Racial Modifiers +4 to survival when tracking by scent

RANN, FEMALE WOLF XP 400

CR 1

hp 13 (Pathfinder Roleplaying Game Bestiary, "Wolf")

Personality: Gilda's father was an elf, her mother human. She inherited her father's enduring patience, but also her mother's fierce temper. Thus, it takes quite a bit to anger her, but once set off, woe betide the fool who so pushed her too far.

Development: For whatever reason, this particular region is noticeably short of druids. Thus, when Gilda decided to pursue the "way of the woods" she traveled to a large neighboring forest (GM's choice) and consulted with Drimm, a male druid who served as her mentor for several years. Eventually he sent her back to Endhome to look after the Penprie Forest. This she has been doing to the best of her ability ever since, but, being only 2nd level, is somewhat limited in her effect. If the PCs are good, she is willing to give them some information about the woods. She has met the aranea in **Area C**, though she only thinks they're "rather strange elves". She is aware that there is a tribe of gribbons in the northeast. She is also aware of the Green Tree Bandits, but unsure of their exact hideout. She is willing to accompany the PCs if they are seeking to rid the forest of any of these evil neighbors. She is not interested in exploring dank caverns or underground cities however, nor in general any adventure that would take her from her beloved forest.

Gilda's Hut

Her cabin is sparsely furnished with a wooden table for eating, two chairs, a rug, and a large fireplace. The room's four windows all have heavy curtains to keep out the cold in the winter. Gilda has a simple bed piled high with blankets once the fall comes. Under her bed she keeps a trunk with spare clothing and her **treasure**.

Treasure: 100 gp, scroll of cure light wounds, scroll of entangle.

Gilda also has a reading room where she goes to bone up on her druidic knowledge. The walls are lined with bookshelves filled with tomes on nature, both flora and fauna.

Treasure: Pressed into one large book (DC 15 Perception) is a *scroll of detect snares and pits*.

Development: Should the PCs find themselves in a tight spot in or very near the Penprie Forest, Gilda could show up at an opportune time to assist either with healing or even combat.

Area B: The Green Tree Bandits (CR 7)

This band of jolly thieves started out with good intentions, hoping to redistribute some of Endhome's wealth to its less fortunate residents. They quickly devolved into an ugly band of highway robbers led by a particularly clever and resourceful bandit named **Fell Tarmick**. In the last six months the Green Tree Bandits have successfully robbed a dozen

different merchant trains heading in and out of Endhome, and are at the moment feeling rather flush.

Fell keeps their camp purposefully sparse and simple, all the better for movement. It is little more than some lean-tos, tarps stung between tree trunks, and two small tents — one for Fell, and one for his two second-incommands, **Grump Berger** and **Garland Franks**.

Fell Tarmick moves the camp every few weeks or so, but always locates it within the Penprie Forest not far from the Trader's Way. That way, the bandits can strike out at the caravans and quickly return to their camp with their ill-gotten booty. This frequent relocation has thus far kept the bandits' camp from being discovered. Currently the camp is located a few miles northwest of the Penprie Inn (at **Area B** on the **Wilderness Overview Map**).

Area BI: Fell Tarmick's Tent (CR 2)

This small tent is equipped with a simple cot, some blankets, several rugs made of thick animal hides, and a small wooden table and two chairs. There is also a small flat stone upon which stand carvings of forest animals (deer, woodchucks, squirrels, and so on). When not out with his men in the camp, Fell spends his time in here whittling.

FELL TARMICK XP 600

Male human ranger 2, rogue 1 NE Medium humanoid (human) Init +7; Perception +7

AC 16, touch 13, flat-footed 13 (+3 armor, +3 Dex) hp 24 (2d10+2 plus 1d8+1 plus 2) Fort +4; Ref +8; Will +1

Speed 30 ft.

Melee mwk longsword +5 (1d8+2/19–20), or mwk short sword +5 (1d6+2/19–20)

Ranged composite longbow +5 (1d8+2/x3) **Special Attacks** combat style (archery), favored enemy (humans +2), sneak attack +1d6

Str 14, Dex 16, Con 12, Int 10, Wis 12, Cha 10 Base Atk +2; CMB +4; CMD 17

Feats Deadly Aim, Improved Initiative, Point-Blank Shot, Precise Shot

Skills Acrobatics +8, Bluff +6 (+8 vs. humans), Climb +6, Escape Artist +9, Intimidate +6, Perception +7 (+8 to locate traps, +9 vs. humans), Sense Motive +7 (+9 vs. humans), Stealth +9, Survival +6 (+8 vs. humans, +7 to track) SQ track, trapfinding +1, wild empathy +2

Combat Gear potion of cat's grace, 2 potions of cure light wounds; **Other Gear** masterwork studded leather armor, composite longbow (Str +2), 25 arrows, masterwork longsword, masterwork short sword

Tactics: Fell has absolutely no intention of taking on several intruders alone. If the PCs somehow manage to surprise him in his tent, the bandits' leader does everything possible to escape, including tumbling past the intruders or cutting a hole in the tent. If completely cornered, he fights to the death; he knows he'll get the gallows anyway if taken to Endhome, and he'd rather meet his end in combat than at the end of a rope.

Treasure: Buried beneath the rugs (DC 15 Perception) is a small locked chest (hardness 5; hp 20; Break DC 25; Disable Device DC 22) containing what remains of the bandits' plunder, currently 330 sp, and 16 pieces of jewelry worth a total of 160 gp. The rugs themselves are worth 40 gp if cleaned up, and a masterwork lyre lies forgotten in the corner. Four kegs of fine ale (50 gallons each) lifted from a local merchant, and 2 cases of fine wine (worth 60 gp per case) are stacked in the corner.

CR 2

WILDERNESS LOCATIONS



Area B2: Grump and Garland's Tent (CR 2)

Fell's two right hand men sleep here. There's not much of value in the tent, just two bedrolls, a flagon of ale, and a tree stump being used as a surface for playing cards. Both Grump and Garland spend little time here.

GARLAND FRANKS

CR 1

XP 400 Male human bard 2 NE Medium humanoid (human) Init +2; Perception +4

AC 14, touch 12, flat-footed 12 (+2 armor, +2 Dex) hp 12 (2d8) Fort +0, Ref +5; Will +4; +4 vs. bardic performance, sonic, and language-dependent effects

Speed 30 ft.

Meleemwk rapier +3 (1d6+1/18-20)Rangedlight crossbow +3 (1d8/19-20)Special Attacksbardic performance 9 rounds/day(countersong, distraction, fascinate [DC 14], inspire courage +1)Spells Known (CL 2nd):1st (3/day)—cause fear (DC 14), sleep (DC 14), charmperson (DC 14)0 (at will)—read magic, daze (DC 13), flare (DC 13), light,dancing lights

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

Feats Iron Will, Skill Focus (Perform (string instruments)) Skills Appraise +5, Intimidate +7, Perception +4, Perform (dance) +8, Perform (oratory) +8, Perform (sing) +8, Perform (string instruments) +11, Perform (wind instruments) +8, Sense Motive +3, Sleight of Hand +6, Stealth +7

SQ bardic knowledge +1, versatile performance abilities (string instruments), well versed

Combat Gear potion of cure light wounds; **Other Gear** leather armor, light crossbow, 20 crossbow bolts, masterwork rapier

CR 1/2

GRUMP BERGER XP 200 Male dwarf fighter 1

NE Medium humanoid (dwarf) Init +0; Senses darkvision 60 ft.; Perception +0

AC 17, touch 10, flat-footed 17 (+5 armor, +2 shield) hp 14 (1d10+3 plus 1) Fort +5; Ref +0; Will +0; +2 vs. poison, spells, and spell-like abilities Defensive Abilities defensive training

Speed 20 ft. Melee dwarven waraxe +5 (1d10+3/x3) Ranged heavy crossbow +1 (1d10/19–20) Special Attacks hatred

Str 16, Dex 10, Con 16, Int 8, Wis 10, Cha 8 Base Atk +1; CMB +4; CMD 14 (18 vs. bull rush and trip) Feats Power Attack, Weapon Focus (dwarven waraxe)

Str 12, Dex 14, Con 10, Int 13, Wis 8, Cha 16

Skills Craft (weapons) +3 SQ stonecunning

Combat Gear potion of cure light wounds; **Other Gear** scale mail, heavy wooden shield, dwarven waraxe, heavy crossbow, 10 crossbow bolts, gold necklace (65 gp)

Area B3: Lean-tos and Tarps (CR 1/2-3)

The remaining **10 bandits** sleep beneath lean-tos, tarps, or, pieces of wood. Within this cover are bedrolls and the occasional spare sword or broken arrow but little else of value. At any given time **1d4+1 bandits** are resting, unarmored, within some of these areas (GM's choice).

BANDITS (10) CR 1/3 XP 135 Male or female human warrior 1 LE Medium humanoid (human) Init +1; Perception +0

AC 15, touch 11, flat-footed 14 (+2 armor, +1 Dex, +2 shield) hp 7 (1d10+1 plus 1) Fort +3; Ref +1; Will +0

Speed 30 ft. **Melee** longsword +3 (1d8+1/19–20) **Ranged** shortbow +3 (1d6/x3)

Str 13, Dex 12, Con 12, Int 8, Wis 10, Cha 8 Base Atk +1; CMB +2; CMD 13 Feats Weapon Focus (longsword), Weapon Focus (shortbow) Skills Intimidate +3, Stealth +0 Gear leather armor, heavy wooden shield, longsword, shortbow, 15 arrows

Area B4: Camp (CR varies)

This is where most of the bandits can be found — grousing, gambling, spitting, drinking, and arguing. Meals are prepared over an open fire, often some wild game hunted down by Fell or occasionally something good plundered from a merchant's caravan. The ground around the campfire is strewn with broken cutlery, bones, dried fat, and even a copper or two.

Tactics: Fell keeps **3 guards**, on look-out at all times, one at each "**G**" on the map. At the first sign of trouble the guards give a call and the rest of the camp springs into action. Fell has made it abundantly clear to his men that they are now famous highway robbers (still a bit of an exaggeration, but it keeps morale high), and as such they should expect reprisals eventually from the locals. If the alarm is sounded, every bandit grabs his bow or crossbow and positions himself by one of the trees on the perimeter of the camp, with Fell, Garland, and Grump by the campfire to give commands. The bandits prefer to use missile weapons for as long as possible, and so prefer to fire then move, fire then move, etc. Fell uses his bow first against arcane spell casters, then his Acrobatics and sneak attack in melee. If possible, Garland casts *sleep* before singing and then using his crossbow. Grump prefers hand-to-hand, and once melee is joined, he charges into combat fearlessly.

Talking to the Bandits: It's possible that the PCs might encounter the bandits and not wish to fight them. Fell does not want lose a bunch of his men in a tussle with adventurers, so he is willing to parlay for bit, explaining that they are mercenaries on their way to Endhome to get themselves hired by a rich merchant. If the PCs don't buy this, he says tough luck, that's his story and he's sticking to it. Fell is Unfriendly to most strangers, and Hostile to anyone who seems suspicious, so Diplomacy checks to deal with him are DC 20 or 25, respectively. If the PCs are evilly inclined, they might be invited to stay for a meal and even, at the GM's discretion, join the gang, though rivalry between the party members and Fell would likely soon arise.

How to Handle the Bandits

There are a number of ways to deal with the Green Tree Bandits. The first and simplest is to treat it as an encounter area in the woods for the PCs to stumble upon in their journeys. In this case, the PCs might hear about merchants on Trader's Way being ambushed by a band of well-organized and well-armed highway robbers, perhaps from one of the very merchants the bandits robbed. Another option is to have the bandits waylay the adventurers themselves. Perhaps Fell spotted them in town (see below), heard of their interest in monsters and treasures, and decided a windfall was at hand. Maybe the bandits are waiting for the PCs near where Fool's Pass leaves the Duskmoon Hills.

Lastly, the following encounter in town might occur: The PCs are resting at an inn in Endhome. A merchant comes and sits at a nearby table and orders a bottle of wine for himself. At this point, the PCs notice a man in a dark cloak get up from a table in the rear and begin making his way toward the door. Someone bumps the man in the cloak, his hood falls off, and the merchant stands up, points, and shouts, "That's him! That's the highway robber that stole my wares!" The man in the cloak is Fell Tarmick, in town to pawn some of his stolen goods and spend some money on wine and women. In the confusion he gets away (probably, unless the PCs are really quick, but as GM you should rig things so this won't happen). The PCs might then have a discussion with the merchant who explains how he was robbed. With a little asking around (DC 10 Diplomacy) the PCs discover that a number of merchants have been robbed lately and that a 500 gp reward has been issued for the head of the Green Tree Bandits leader's head (see **Adventures In Endhome**).

Area C: Aranea Lair (CR 6)

This small clearing is home to the **araneas Silvat** and **Thuss**. Their webs adorn many of the trees, and thick strands of cobwebs dangle from the branches like wisps of hair. The araneas prefer to stay to the higher branches of the trees where they can spy on intruders. If intruders *are* spotted, they change into humanoid form (elves) and investigate.

SILVAT AND THUSS, MALE AND FEMALE ARANEA CR 4 XP 1,200

hp 37 (Pathfinder Roleplaying Games Bestiary 2, "Aranea")

Tactics: Silvat and Thuss are not looking for a fight, but if attacked, Silvat casts *sleep* the first round, and Thuss casts her web at any creatures not affected by the sleep. Both aranea then attempt to use *charm person* on a fighter (preferably) whom they then use to either A) convince the rest of the party to leave them be, or B) defend them from aggressors, if the charmed PCs can be convinced to do so. The aranea use their bite attack last.

Development: Silvat and Thuss' primary objective is to be left alone. If the PCs are friendly, they are willing to divulge some of what they know about the Penprie forest (see below). They are wary to reveal their true nature, however, as most humanoids are distrustful of the spider-people. Thus they pose as husband and wife elves that have recently moved to the woods to build a home. They know the following:

1. A druid lives in the southern end of the forest. She seems quite trustworthy.

2. There are some bandits who have camp near the eastern edge of the forest.

3. There are some caves a few miles north of the Oldrock River in the Duskmoon Hills that are home to a number of creatures and were once home to a band of orcs.

The araneas actually know more about the caves and Barakus than this, however. Zeerfon, an evil aranea who had become allied with some drow in the Under Realms, lured their cousin, Risstor, away several months ago. (At the moment, Risstor serves as a guard in **Area 2-45**, and Zeerfon can be found with the drow in **Area 4-17**). Zeerfon had tried to convince Silvat and Thuss to come along as well, but they wanted nothing to do with drow.

WILDERNESS LOCATIONS

They do report, however, that Zeerfon had promised that these drow were going to gain "great power and rule over this land some day with an iron fist," and that, "they (Silvat and Thuss) were missing a great opportunity by not joining ranks with these powerful Under Realms creatures while they could." Silvat and Thuss know the drow are somewhere beneath the caves in the Duskmoon Hills. If the PCs reveal that they are headed there, and if they are good, then the aranea reveal their true nature and tell what they know. They are not interested in accompanying the PCs into the caves.

Treasure: Hidden high in the branches of one of the trees (DC 15 Perception if climbing; DC 25 from the ground) is the aranea's nest and their treasure, which consists of a masterwork breastplate, a small gold box inlaid with tiny diamonds worth 150 gp, and a scroll of identify.

Area D: Gribbons (CR 5)

A small creek, which winds through the forest and eventually empties out into the Oldrock River, eddies into a shallow pool here. High above, in the forest's tall trees, a vicious band of 8 gribbons lurk in hiding, waiting to swoop down on unsuspecting passersby.

GRIBBONS (8) CR 1/2 XP 200 hp 6 (see Penprie Forest Random Encounters)

Tactics: The gribbons survey the party while hidden above in the trees. They begin their attack with a rain of darts. Next, they drop down and attempt to grab the weakest looking characters, ganging up 3 or 4 to an opponent. If their ranks are reduced to 4 or fewer they fly off through the forest, perhaps to return later with more of their numbers.

Treasure: Hidden 15 feet up in a small hollow in a tree (DC 15 Perception) is small sack with four golden acorns worth 50 gp each.

Area E: Mysterious Crypt (CR_{3-5})

Within the dense undergrowth, hidden beneath twisting vines and fallen branches (DC 10 Perception), is a small and ancient crypt. Its walls and roof are made of mortared stone, but its door, now ajar, is made of rotting wood. Written in Sylvan above the doorway is a paean to a strange god; a successful DC 15 Knowledge (nature or religion) check reveals it is some primitive hybrid of the druidic god. The door, as noted above, is ajar; in fact, it is jammed open both by rot and the forest's verdant floor that has begun to overtake the now buried threshold. Thick vines hang from the doorway.

The thick vines are, in fact, an assassin vine, that attacks anyone or anything that comes within 20 feet of the doorway.

ASSASSIN VINE

XP 800

hp 30 (Pathfinder Roleplaying Game Bestiary, "Assassin Vine")

Hidden in a cluster of trees to the northeast of the trees is a 2-footdiameter rat hole (DC 12 Perception). The rat hole leads to a narrow passage that slopes down to Area E2. This passage's ceiling is only 2 feet high, making it difficult terrain for Small bipedal creatures (crouching only). Medium creatures must squeeze through (see the "Terrain and Obstacles" section in Chapter 8 of the Pathfinder Roleplaying Game Core Rulebook) and can only crawl at 5 ft. per round. Large creatures must squeeze and succeed on a DC 30 Escape Artist check to wiggle through. Tiny creatures or Small quadrupeds suffer no movement penalties here. Small or larger creatures fighting in this cave suffer a -2 penalty on attack and damage rolls if wielding large or reach weapons.



Once within this narrow tunnel, the PCs immediately smell the ripe odor of decaying flesh ahead.

Note: If the PCs make a lot of noise clamoring down this tunnel, they are likely to attract the attention of the dire rats in Area E3.

E1: The Crypt

Within this chamber are eight stone sarcophagi, each of whose lids have been pushed to the floor. The sarcophagi are all empty except for some bones and, in a few cases, the remains of an old rodent nest. The floor of the crypt is strewn with dirt, twigs, dried leaves, animal droppings, and a few arrowheads. Beneath all this is a mosaic of leaves and intertwined tree branches. There is an **open trapdoor** in the floor in the northeast leading to a five-foot wide chute that descends fifteen feet to Area E2. Handholds have been carved into the wall of the chute for easy travel up and down (Climb DC 5). The smell of decaying flesh wafts up from the chute.

There is no treasure in this crypt. However, there is a secret compartment (DC 20 Perception) at the rear base of the four "corner" sarcophagi. Within each compartment is a small silver plaque inscribed with a single word written in Sylvan - Northeast: Baleriff (sunset); Southeast: Caoan (sunrise); Southwest: Gelb (half-moon); Northwest: Glindarin (crescent moon).

E2: Narrow Tunnel

This 5-foot-wide passage is a mere 6 feet high; anyone using a large weapon within it suffers -4 circumstance penalty to their attack and damage rolls. The walls and ceiling are made of packed earth, and old wooden beams support the passage's roof. Although dust and pebbles trickle into the PCs' eyes as they make their way along this tunnel, the ceiling is quite stable.

An intersection of sorts occurs midway down this tunnel: two 3-footwide tunnels, one heading north then immediately west, the other sloping up to the southeast, appear to have been clawed out of the earth. Lying on the floor at this intersection are the decaying remains of two dire rats, and the half-eaten bodies of two goblins.

CR 3



Treasure: A search of the goblins' bodies (an unpleasant task, to be sure) yields 14 sp, two short swords, and a flask of stale goblin ale.

Note: If the PCs make much noise in this area they are likely to attract the attention of the dire rats in **Area E3**.

Area E3: Rat Warren (CR 5)

This cave is crowded mess of rat hair, rat dung, bones, and mud. Packed in here are **10 dire rats**, quite literally one on top of the other.

DIRE RATS (10) XP 135

CR 1/3

hp 5 (Pathfinder Roleplaying Game Bestiary, "Rat, Dire")

Tactics: Although the smell of the decaying bodies likely prevents the rats' use of their scent ability to detect the PCs' approach, any noise in **Area E2** draws their immediate attention. The rats fight fearlessly in their home. If the PCs block the passage to **Area E2**, the rats swarm right past, freely incurring attacks of opportunity in the hopes of surrounding their foes.

Area E4: Strange Door (CR 4)

The tunnel terminates in a **thick steel door**. This door is both *arcane locked* and **trapped** (see below). Inscribed on the door are the images of a rising sun, a setting sun, a half moon, and a crescent moon.

Arcane Locked Door: 2 in thick; hardness 10; hp 60; Break DC 38; Disable Device DC 20.

FIRE TRAP XP 1,600

CR 5

Type magic; Perception DC 29; Disable Device DC 29

Trigger spell; Reset none

Effect spell effect (fire trap, 10th level wizard, 1d4+10 fire, DC 16 Reflex save half damage); multiple targets (all creatures within a 5-ft. radius)

The *arcane lock* and the *firetrap* spells may both be bypassed if all four images on the door are touched while their corresponding Sylvan word is spoken (i.e. Baleriff the sunset; Caoan the sunrise, and so on). The images do not need to be touched in any particular order.

Area E5: Underground Garden

Upon opening the door in Area E4, the PCs are met with an amazing sight: growing in this underground chamber is a lush garden surrounding a running fountain. A small pear tree grows in the northeast corner, a permanent *sunlight* spell lights the area, and the smell of roses, lilacs, and dewy grass abounds. Within the fountain is a statue of man dressed in a long robe with shoulder length hair and a long, thick beard. The fountain's water spills out of the statue's cupped hands.

This little paradise was created centuries ago by the worshipers of the god described in Area E1. The garden remains in stasis, neither growing nor dying, and continues to do so into eternity unless spoiled with an *unhallow* spell (*desecrate* is not powerful enough). Time spent in this chamber can be very helpful depending on what is done.

Drinking the water of the fountain: Any good or neutral character is immediately healed 2d8+6 hp; evil characters take 2d8+6 hp of damage (DC 15 Fort save for half). Water removed from this chamber loses its healing ability. Also, this power only functions once every 24 hours on an individual (although evil characters *always* take damage).

Resting for four or more hours: Good or neutral characters are considered fully rested, whether they slept or not; evil characters suffer 1d6 Con damage, although they do not realize this until they have left the chamber.

Eating from the pear tree: Good or neutral characters have their Constitutions raised by 1 point for 48 hours; evil characters suffer 1d4 Con damage (no save). This may only be repeated once every seven days, though evil characters continue to suffer Con loss. All eaten fruit regrows in 24 hours.

Development: Gilda Waynetrop does not know about this crypt or this underground sanctuary. If the PCs either tell Gilda about the crypt or, better yet, lead her to it, she is forever indebted to them and the PCs receive a special 200 XP **story award** for their good deed.

Repopulating the crypt: It is possible that once the PCs have discovered the sanctuary they continue to return to this spot for its benefits. If this is the case, it is probably a good idea to have some new forest denizens move into the either **Area E1** or the trees surrounding the crypt. A band of **2d6 gribbons** might decide these high trees make a good nesting place, or perhaps an **ankheg** has begun to burrow its way around the crypt. Likewise, several **giant spiders** might decide to make the crypt their home, as might a couple of **ogres** or even a **troll**.

Area F: The Haunted Hovel (CR 1)

Standing in a small clearing in the forest is a rundown shack. Its walls made of rough cut lumber and its roof of moss and tree branches. Its door has long been ripped from its hinges, and the panes of its two windows shattered, leaving only tattered curtains stirred by the occasional forest breeze. A smell of rot and mold permeates the place.

The hovel is haunted by **Girda**, the ghost of the deceased wife of Klar, the half-orc vampire who now resides in **Area 3A-23** in Endhome. When Klar was transformed into a vampire, instead of draining Girda's blood so she could join in his hellish undeath, he chose to kill her in her sleep with his bare hands and then banished himself to Endhome. Girda, tormented by her terrible end, haunts this shack where she and Klar once lived. She has no wish to harm anyone.

Girda wishes to see Klar slain once and for all and thereby end his existence as a vampire. She already sent Trom, Klar's half-brother, to do just that, but that quest ended poorly (see **Area 3A-21**). If the PCs decide to investigate the hovel, she appears as a homely woman in a flowing white gown, and beseeches the PCs to help her. She tells them her sad tale and promises to lead them to a buried treasure a few miles to the east if they can help her (see **Area G**, below). If the PCs agree, she tells them that Klar resides in a place called Endhome, and that Klar's lair in particular can only be reached by men of "great courage," and that he exists beyond something called "The Gates of Fear." This is all she knows. If they succeed in killing Klar, she is true to her word and leads them to **Area G**.

GIRDA XP 400

CR 1

Female human ghost commoner 1 (Pathfinder Roleplaying Game Bestiary, "Ghost")

CG Medium undead (augmented humanoid, incorporeal) Init +1; Senses darkvision 60 ft.; Perception +9

AC 13, touch 13, flat-footed 12 (+2 deflection, +1 Dex) hp 5 (1d6+2) Fort +2; Ref +1; Will +1; +4 vs. channeled energy Defensive Abilities channel resistance +4, incorporeal, rejuvenation; Immune undead traits

Speed 30 ft., fly 30 ft. (perfect) **Special Attacks** corrupting touch **Melee** touch +1 (1d6, DC 12)

Base Atk +0; CMB +1; CMD 13

Feats Simple Weapon Proficiency (dagger), Skill Focus (Craft [weaving]), Skill Focus (Profession [cook]) Skills Craft (Weaving) +7, Fly +17, Handle Animal +6, Perception +9, Profession (cook) +8, Stealth +9, Swim +5; Racial Modifiers +8 Fly, +8 Perception, +8 Stealth

Area G: The Buried Treasure (CR 8)

Hidden beneath some dense undergrowth in this corner of the forest is a small, stone bulkhead-like structure. Though fully 10-feet-wide and 15-feet-long, it is only 1-1/2 feet high. A narrow seam runs down its center, on either side of which are small depressions usable as handholds to open it.

This area is also the home to a very small collection of vegepygmies. In all there are **6 common vegepygmies**, **1 bodyguard**, and **1 subchief**. Though not aggressive, this fierce band considers this spot in the woods their home, and does not want big folk stamping about in it.

VEGEPYGMIES, COMMON (6)	CR 1/2
XP 200	
The Tome of Horrors Complete 626	
N Small plant (fungus)	
Init +2; Senses low-light vision; Perception +7	

AC 16, touch 13, flat-footed 14 (+2 Dex, +3 natural, +1 size) **hp** 4 (1d8)

Fort +2, Ref +2, Will +0

DR 5/bludgeoning or slashing; Immune electricity, plant traits

Speed 30 ft. **Melee** 2 claws +1 (1d3) or spear +1 (1d6x3) **Ranged** spear +3 (1d6x3)

Str 11, Dex 14, Con 11, Int 6, Wis 11, Cha 10 Base Atk +0; CMB -1; CMD 11 Feats Skill Focus (Perception) Skills Perception +7, Stealth +10 (+18 in forested or swampy areas); Racial Modifiers +4 Stealth (+12 in forested or swampy areas) Gear spear

CR 3

VEGEPYGMY BODYGUARD XP 800

The Tome of Horrors Complete 626 N Small plant (fungus) Init +2; Senses low-light vision; Perception +12

AC 16, touch 13, flat-footed 14 (+2 Dex, +3 natural, +1 size) hp 37 (5d8+10 plus 5) Fort +6, Ref +3, Will +2 DR 5/bludgeoning or slashing; Immune electricity, plant traits

Speed 30 ft. **Melee** 2 claws +6 (1d3+2) or spear +7 (1d6+3 /x3) **Ranged** spear +7 (1d6+2/x3)

Str 15, Dex 14, Con 15, Int 10, Wis 13, Cha 12 Base Atk +3; CMB +4; CMD 16 Feats Skill Focus (Perception), Toughness, Weapon Focus (spear) Skills Perception +12, Stealth +18 (+26 in forested or swampy areas); Racial Modifiers +4 Stealth (+12 in forested or swampy areas) Gear spear

CR 5

VEGEPYGMY SUBCHIEF XP 1,600 The Tome of Horrors Complete 626 N Medium plant (fungus) Init +1; Senses low-light vision; Perception +13

AC 16, touch 11, flat-footed 15 (+1 Dex, +5 natural) hp 51 (6d8+18 plus 6) Fort +8, Ref +3, Will +3 DR 5/bludgeoning or slashing; Immune electricity, plant traits

Speed 30 ft. **Melee** 2 claws +8 (1d4+4) or spear +9 (1d8+6 /x3) **Ranged** spear +6 (1d8+4/x3)

Str 19, Dex 12, Con 17, Int 10, Wis 13, Cha 12 Base Atk +4; CMB +8; CMD 19 Feats Skill Focus (Perception), Toughness, Weapon Focus (spear) Skills Perception +13, Stealth +14 (+22 in forested or swampy areas); Racial Modifiers +4 Stealth (+12 in forested or

swampy areas)

Gear spear

Tactics: The vegepygmies are not looking for fight, but they defend their home if they feel it is being threatened. If they see or hear the PCs approaching, they hide in the dense undergrowth and wait to see if the PCs pass by or through their lair. If the PCs attempt to pass through the area, they rise up from the foliage, their spears clasped firmly in hand. If the PCs do not have any means to speak with plants, the vegepygmies brandish their spears menacingly and indicate as best they can that the PCs should go away. If the PCs can speak with plants, then the subchief informs them that they — the PCs — have stumbled onto the vegepygmy's home and should move away directly. Failure to do so results in an immediate attack.

If the PCs are merely traipsing through the woods and happen upon the vegepygmies, it is unlikely they notice the **bulkhead doors** (DC 30 Perception). If Girda leads the PCs here, (see **Area F**, above) a simple search of the area (DC 10 Perception) uncovers the bulkhead. The vegepygmies, however, are unwilling to let the PCs pass through their home to access the bulkhead. If the PCs can speak with plants, a successful DC 20 Diplomacy check convinces the subchief that the PCs mean no harm and only wish to explore the strange stone structure (the vegepygmies have not explored it and have to interest in it).

The Bulkhead: The stone doors of the bulkhead require a mighty DC 25 Strength check to open as they are both heavy and stuck shut from years of mold and moss. Beneath the doors is a set of stone steps descending into the darkness. The stairs terminate in a dank chamber some 30-by-40-feet wide, containing three stone sarcophagi, all of which are empty. Behind the middle sarcophagus, however, is a rotting, wooden chest containing the **treasure** and a small notebook.

Treasure: Four lengths of fine silk worth 50 gp each (though weighing 15 pounds apiece); 16 beaded necklaces worth 20 gp each; a masterwork light crossbow, a masterwork buckler, and an *arcane wand of cure light wounds* (bard CL 4th, 10 charges).

The Notebook: Dated approximately 100 years prior, it details the journeys of a band of adventurers based in Endhome. The first dozen or so pages contain nothing but gripes about fellow party members, beer prices, and rough maps of the forests and nearby hills. Eventually the author describes a trip into some nearby caves, and of discovering an entrance to "some strange, ancient, underground complex." The author goes on to describe combats with ogres and orcs and of the discovery of:

"a curious room. It appears, unlike all the other chambers in this sprawl, to be meant for some kind of powerful ritual. Something, it would seem, involving a sword." "We shall store our heavier and less valuable items here in this convenient vault and retrieve them at some later date (with Camus the bard now dead we have no use for his fine wand). Will go back to this place and attempt to discern the meaning of that room and of those pillars and orbs. Most curious. Most curious indeed. Would love to find the sword that matches that indentation in the floor."

Area H: The Caves

This spot marks the location of the caves above the city of Barakus. Fool's Pass winds directly past the old gates leading to the caves. These areas are described in full in their own chapter.

Area I: Cave of the Dead (CR 9)

Many years ago, an evil cleric named Asgaroth came to this area to build a shrine to himself and his god. He gathered about him a cluster of undead and began the construction of his temple. Unfortunately, while searching for a powerful evil relic, he was slain by a paladin named VanDoren, and thus his shrine remained incomplete.

The undead, however, remained. Asgaroth had succeeded in infusing so much evil into the place that the undead he placed here to guard it remained, ever vigilant. Over the years other undead, primarily ghouls and ghasts, have been attracted to place for its evil aura. All creatures slain anywhere in these caves eventually rise as an undead creatures themselves. Over the years, many a goblinoid, brigand, or wayfarer has met their end here only to add themselves to the undead ranks. None of the undead in these caves attacks a character carrying the *heart of darkness* (see Area 2-18 in Barakus) unless it has been *blessed*.

Area II: The Front Door

The skeletal remains of four humans and the decomposing bodies of two ogres lie sprawled in this large cave. Set back in northeastern wall is a set of **ironbound wooden doors**, both ajar. The humans and the ogres died, on separate occasions, while battling with the undead beyond the doors. They managed to stagger out to this cave and thereby save themselves the unholy torment of unending undead afterlife.

Area I2: The Totem Cavern (CR 9)

This enormous cave is dotted with no less than 17 ominous totems: 6-foot-tall wooden spikes adorned with 5 or 6 shrunken heads tethered to the posts by their hair. The cave floor is strewn with the discarded belongings of defeated explorers who arose as zombies or ghouls themselves.

The Darkness: A preternatural darkness infects this area: light sources give off only half their light, and the range of darkvision is cut in half also. Only undead can see normally in this chamber. This darkness effect is a result of the totems, which radiate a dull necromantic magic. Removing or destroying all 17 totems dispels the darkness effect. The totems have a hardness 5 and 25 hp; a successful DC 22 Strength check is necessary to yank the totems from the ground.

Guarding this cave are **17 zombies** (10 humans, 4 kobolds, and 3 ogres). The zombies are drawn to the evil in the unfinished shrine, and so huddle near the north edge of cave. They immediately become aware of the anything living that enters the cave, and stagger forward to attack.

ZOMBIES (10) XP 200

CR 1/2

The final entry, on the last page of the book, reads as follows:

WILDERNESS LOCATIONS



KOBOLD ZOMBIES (4) XP 200

CR 1/2 M

NE Small undead (Pathfinder Roleplaying Game Bestiary, "Kobold," "Zombie") Init +0; Senses darkvision 60 ft.; Perception +0

AC 14, touch 11, flat-footed 14 (+3 natural, +1 size) hp 16 (2d8 plus 3) Fort +0; Ref +0; Will +3 DR 5/slashing; Immune undead traits

Speed 30 ft. **Melee** slam +1 (1d4–1)

Str 8, Dex 11, Con —, Int —, Wis 10, Cha 10 Base Atk +1; CMB –1; CMD 9 Feats Toughness^B SQ staggered

OGRE ZOMBIES (3)

XP 800

NE Large undead (Pathfinder Roleplaying Game Bestiary, "Ogre," "Zombie") Init –2; Senses darkvision 60 ft.; Perception +0

AC 12, touch 7, flat-footed 12 (-2 Dex, +5 natural, -1 size) hp 60 (8d8 plus 8) Fort +2; Ref +0; Will +6 DR 5/slashing; Immune undead traits

Speed 40 ft.

Melee slam +11 (1d8+9) Space 10 ft.; Reach 10 ft.

Str 23, Dex 6, Con —, Int —, Wis 10, Cha 10 Base Atk +6; CMB +13; CMD 21 Feats Toughness^B SQ staggered

Tactics: The zombies attack relentlessly as long as anything living remains within the chamber. The zombies generally do not follow anyone much beyond the doors leading to **Area I1**; they certainly do not pursue beyond **Area I1**.

Development: Combat in this area draws the attention of the **ghouls** and **ghasts** in **Areas I3** and **I4**, who arrive in 2d4 rounds to investigate.

Treasure: A successful search of the cave floor (DC 20 Perception) uncovers 15 cp, 32 sp, 5 gp, 1 pp, a severed hand wearing a sapphire ring worth 120 gp, a severed ear with a gold earring worth 25 gp, and a silverplated dagger worth 20 gp. One of the Medium zombies still wears an emerald necklace worth 125 gp, and one zombie's ear is pierced with a diamond stud worth 100 gp. A suit of plate barding (that would fit a heavy warhorse) lies rusting on the floor. It could be repaired for 1/10th the cost of a new set.

Area I3: Ghoul Cave (CR 6)

The roof of this cave slopes down precipitously towards the northern end, tapering to a mere 3 feet in height by the time it reaches the northern wall. The floor is strewn with gnawed bones and human and animal hair. Currently, **7 ghouls** haunt this cave.

GHOULS (7) XP 400

CR 1

hp 13 (Pathfinder Roleplaying Game Bestiary, "Ghoul")

CR 3

CR 2

Tactics: The ghouls hungrily pounce on anything living thing that enters this cave. It is more likely, however, that they hear the PCs fighting the zombies in Area I2, in which case they proceed as a pack to investigate.

Treasure: One ghoul wears a fine gold chain (30 gp) with a magnifying glass attached to it.

Area I4: Ghast Cave (CR 5)

This cave has the telltale reek of death about it, due, of course, to the 3 ghasts lurking here. Like Area I3, this cave is strewn with bones and hair and bits of flesh

GHASTS (3) XP 600

hp 17 (see Wilderness Overview, Pathfinder Roleplaying Game Bestiary, "Ghoul")

Tactics: If the ghasts do not hear and respond to combat in Area I2, but they do hear someone approaching their cave, they hide in the shadows and spring out at the trespassers.

Treasure: Hidden beneath a pile of bones in the northeastern alcove (DC 20 Perception) is a scroll of call lightning (CL 5th) in a gold scroll case (75 gp).

Development: The ghouls and ghasts need to eat. Since not much living makes its way into these caves, they must go out in search of food. There is a 20% chance that 1 ghast or 1d3 ghouls are encountered within two miles of this cave on any given night. If slain, the GM should deduct their numbers from those listed here. However, the GM is advised to not let the ghouls and ghasts be whittled down in this fashion.

Area Is: The Heart of Darkness

The northern half of this cave is 4 feet higher than the southern half and reached by two wide, broad steps that stretch the entire diameter of the temple. There are three 10-foot-wide niches in the north. Within each niche is a small black pedestal, within which are different items:

The Eastern Niche contains a gold, half-lidded eye, about 6 inches in diameter.

The Middle Niche is empty, but there is a heart-shaped depression in the pedestal measuring about 10 inches top to bottom.

The Western Niche contains a gold, clawed hand, laying palm up.

There are a number of developments possible here:

Removing the hand or eye: Whoever does so is instantly cursed and suffers 1 point of Wisdom drain every week until the curse is removed or the hand or eye returned.

Destroying the hand or eye: Each item has hardness 10, hp 20. If destroyed, whoever delivered the final blow is *cursed* (see **Removing the** hand or eye, above), but the evil of temple is utterly dispelled. All slain undead remain slain, and the darkness in Area I2 is dispelled.

Returning the Heart of Darkness: If the heart of darkness (see Area 2-18, in Barakus) is returned to the middle pedestal unblessed (see below) this cave becomes a kind of evil focal point. All good characters present must immediately succeed at a DC 18 Will save or become chaotic evil. If a character's alignment remains intact, all good divine spells are automatically lost as if they had been cast, though once the character leaves the cave, she may pray for spells normally the following day. Further, all undead in this or any adjoining cave enjoy the benefit of an *unhallow* spell, while all good characters receive a -2 circumstance penalty to all Will saves while in the caves. Finally, evil divine spell casters who pray for spells in this chamber receive an additional 1 spell per level for that day.

The Heart is returned blessed: If the PCs return the heart of darkness having *blessed* it, all the evil effects of the cave are neutralized and the PCs share a 500 XP story award.

Blessing the *Heart of Darkness*: If the *heart* is taken to a good temple, or a site that has been *consecrated*, a *bless* spell is cast on it, and the *heart* then prayed over for 24 hours by no less than three clerics with a total of 10 levels, the *heart* becomes a *heart of light*, and may be used to nullify the evil effects of this cave (see above). With a successful DC 25 Knowledge (religion) check, a PC knows the blessing ritual.

Why is this place so tough? Because it is. Yes, if the players decide to send their 1st- or 2nd-level characters into the cave, walking over the fallen bodies of two dead ogres to do so, they might very well die. On the other hand, the zombies are slow, and if the players are smart they won't have their characters stay long once they see how badly they are outnumbered. Once they have risen to 4th or 5th level, they should be plenty tough to handle these evil caves.

Area J: Krink and Flink (CR 4)

Years ago, before the orcs were driven from the caves to the west, their chieftain mated with a human slave who bore him two sons: Krink and Flink. A good deal smarter than most of the other orcs, these two halforc twins managed to escape when the humans attacked. Unfortunately, their association with the orcs made it impossible to get along with the residents of Endhome, and they were forced to dwell together in the hills, a pair of unhappy outcasts.

KRINK

XP 600

CR 2

CR 2

Male half-orc fighter 1, rogue 2 N Medium humanoid (human, orc) Init +6; Senses darkvision 60 ft.; Perception +6

AC 17, touch 12, flat-footed 15 (+3 armor, +2 Dex, +2 shield) hp 25 (1d10+2 plus 2d8+4 plus 2) Fort +4; Ref +5; Will +0 Defensive Abilities evasion, orc ferocity

Speed 30 ft.

Melee mwk longsword +7 (1d8+3/19-20) **Ranged** longbow +4 (1d8/x3) Special Attacks rogue talents (combat trick), sneak attack +1d6

Str 16, Dex 14, Con 14, Int 10, Wis 10, Cha 7 Base Atk +2: CMB +5: CMD 17

Feats Cleave, Improved Initiative, Power Attack, Weapon Focus (longsword)

Skills Acrobatics +5, Climb +6, Escape Artist +5, Intimidate +6, Perception +6 (+7 to locate traps), Stealth +5; Racial Modifiers +2 Intimidate

SQ orc blood, trapfinding +1

Combat Gear potion of invisibility; Other Gear studded leather armor, heavy wooden shield, longbow, 25 arrows, masterwork longsword

FLINK

XP 600

Male half-orc druid 3 N Medium humanoid (human, orc) Init +1; Senses darkvision 60 ft.; Perception +7

AC 17, touch 11, flat-footed 16 (+4 armor, +1 Dex, +2 shield) hp 20 (3d8 plus 3) Fort +3; Ref +2; Will +6 Defensive Abilities orc ferocity

Speed 20 ft. Melee mwk scimitar +6 (1d6+2/18-20) **Ranged** sling +4 (1d4+2) Spells Prepared (CL 3rd; melee touch +4): 2nd—flame blade, heat metal (DC 15) 1st-cure light wounds, entangle (DC 14), obscuring mist 0 (at will)—detect magic, guidance, light, virtue

Str 15, Dex 13, Con 11, Int 8, Wis 16, Cha 10 Base Atk +2; CMB +4; CMD 15

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GRUSS, MOUNTAIN LION ANIMAL COMPANION

N Small animal (Pathfinder Roleplaying Game Bestiary, "Cat, Leopard")

Init +6; Senses low-light vision, scent; Perception +5

AC 21, touch 18, flat-footed 14 (+6 Dex, +1 dodge, +3 natural, +1 size) hp 17 (3d8+3) Fort +4; Ref +9; Will +2 Defensive Abilities evasion

Speed 50 ft. **Melee** bite +9 (1d4+1), and 2 claws +9 (1d2+1)

Str 13, Dex 22, Con 13, Int 2, Wis 12, Cha 6 Base Atk +2; CMB +2; CMD 19 (23 vs. trip) Feats Dodge, Weapon Finesse Skills Acrobatics +10 (+18 jump), Climb +5, Perception +5

To say the brothers live modestly would be an understatement. Their small square home is made of stones and mud, with a sloped roof made of mud and sticks that does a poor job of keeping the rain out in the winter. The home contains two beds, a table with two chairs, and two shelves on which are stored various mundane foodstuffs and supplies.

Tactics: If pressed into a fight (see below) Flink casts *entangle* first, while Krink uses his bow from a distance for as long as possible. Gruss never leaves Flink's side.

Development: The brothers are not evil. They are, however, deeply wounded and bitter, and highly reclusive and distrustful of strangers. If approached, they assume an aggressive posture, warning away the PCs with brandished weapons. They do not, however, *want* to fight: they have just learned that fighting is a natural consequence of meeting strangers. With a successful Diplomacy check the PCs might be able to change the brother's attitude from *unfriendly* to *indifferent* or even *friendly*; any halforc or druid attempting this Diplomacy check receives a +2 circumstance bonus to his roll.

If the brothers are indifferent: They are willing to share a bit about what they know of the local terrain: that there is a strange tower about fifteen miles to the west which seems to have no entrance. Another five miles beyond it is cave of undead, and there is a grimlock tribe about ten miles to the north. Finally, they reveal that the large cave complex to the west used to house a tribe of orcs. They are not interested in talking beyond this.

If the brothers are friendly: They invite the PCs in for a meal and share all they know, which includes all of the above plus more details about the caves and Barakus, which they investigated briefly during their curious childhood. They believe, correctly, that descendants of the tribe still reside beneath the caves (see Areas 2-54 to 2-57 in Barakus). They believe Barakus is vast and magical in nature. From time to time they travel by the old caves just to have a look, and believe that a dragon may have moved in to one of the caves. Their home is always open to the PCs as a place to rest and recuperate (Flink might even be willing to cast a healing spell or two).

The brothers and Gilda: It just so happens that Gilda Waynetrop would make an excellent companion for the brothers, and vise-versa. With Flink being a fellow druid, and Gilda a half-elf and therefore a *bit* of an outcast, and also just a generally good-hearted person, this

trio, were they ever to meet, would form a fast bond. Thus far, this has not happened. If, however, the PCs think to connect to two, a life-long friendship is formed between these three, and the brothers eventually move down out of their hillside cabin and build one near Gilda. If the PCs are instrumental in this, the party should be awarded a 150 XP story award bonus.

Area K: Grimlock Caves (CR 6)

A small but industrious tribe of grimlocks lair deep beneath the hills in a series of caves bisected by an underground river. The grimlocks make occasional forays above ground for food and valuables, and are in the process of attempting to unearth an ancient and very evil statue.

Area K1: Entrance Cave

Tucked along the hillside is a small, low cave. Its roof is only four feet high near the entrance and tapers quickly to the north where it is only 1 foot high. A narrow opening in the northwest is partially blocked by a 2-foot-high boulder. A successful DC 20 Survival check in the cave or on the rocky ground outside (DC 15 Survival) reveals several pairs of barefoot humanoids have been here within the last week.

Area K2: The Ledge Cave

The narrow passage from **Area K1** quickly widens and opens into a more spacious cave (7-foot-high ceiling). There is little of interest here except a few bones and animal droppings although with a successful DC 20 Perception check the PCs locate a broken axe head partially buried in the northeast portion of the cave.

There is a 20-foot-deep crevasse against the eastern wall of the cave. Close examination of the crevasse wall (DC 10 Perception) reveals subtle handholds descending along the southern edge of the western wall of the crevasse. Climbing down the crevasse via the handholds requires a DC 10 Climb check. The grimlocks, naturally, know to use the handholds. A 5-foot-wide tunnel connects with the base of the crevasse and winds down to the north.

Area K3: Steeply Sloping Passage (CR 1-4)

This natural tunnel slopes down at a steady and steep angle from the point at which it connects to the crevasse in **Area K2** until it terminates in **Area K4**. In all, the tunnel descends 50 feet from its southern end to its northern end. Travel down the passage is increased by 5 feet per round and travel up the passage is decreased by 5 feet per round.

There is a 20% chance that **1d3 grimlocks** are wandering to or from **Area K4** (deduct from **Area K7** if slain). If they sense the PCs before the PCs spot them, they run to warn their comrades in **Area K5**.

CR1

GRIMLOCKS (1d3)

XP 400 hp 15 (see Penprie Forest, Random Encounters)

Area K4: River Cave (CR 3)

A 7-foot-wide, 12-foot-deep subterranean river enters the cave complex via this area. The openings through which it enters and exits the cave are only a few inches taller than the current water level, and the submerged channels between caves have no headroom whatsoever. Swimming downstream is much easier (DC 10 Swim) than swimming upstream (DC 15). The grimlocks jump or swim the stream when they need to cross it.

Several species of sightless, subterranean fish travel this stream, and the grimlocks come here frequently to fish for their supper, eating their catch raw on the spot. Currently, **2 grimlocks** are perched on the northern bank of the stream looking for a meal. As soon as they become aware of intruders they race to **Area K5** to warn the grimlocks there.





GRIMLOCKS (2) XP 400

CR 1

hp 15 (see Penprie Forest, Random Encounters)

Area K5: The Excavators (CR 6)

This large cave is divided into two parts: the eastern half contains piles of dirt and rocks as well as numerous broken picks, shovels, and spades. The western half, separated from the eastern by two, 5-foot-long walls, is dominated by a 10-foot-wide, 20-foot-deep pit, in the center of which is what appears to be the top of a very large statue.

Several months ago, Agok, the grimlocks' leader, sensed that something of great power and evil lay nearby. Just as a dowser searches for water, Agok traveled the walls of the caves until he fell upon what was once the wall dividing the two portions of this cave. He announced that the grimlocks should tunnel through this spot, which they did, and found a small cave beyond it. He then commanded his troops to begin digging in the center of the cave. After a week of intermittent digging they have finally uncovered the top of the **Statue of Keld** (see below for details).

Presently **3 grimlocks** are hard at work excavating the statue, overseen by **Cloft**, Agok's lieutenant.

GRIMLOCKS (3)	CR 1
XP 400	

hp 15 (see Penprie Forest, Random Encounters)

CLOFT (RAGING) XP 600

CR 2

Male grimlock barbarian 2 (**The Tome of Horrors 4** 125, "Grimlock) 66

WILDERNESS LOCATIONS

NE Medium monstrous humanoid Init +1; Senses blindsight 40 ft., scent; Perception +10

AC 17, touch 9, flat-footed 16 (+4 armor, +1 Dex, +4 natural, -2 rage) hp 42 (2d12+8 plus 2d10+8 plus 2) Fort +7; Ref +4; Will +4 Defensive Abilities uncanny dodge; Immune gaze, visualbased, illusions

Speed 30 ft.

Melee battleaxe +9 (1d8+4/x3), or 2 slams +8 (1d4+4) **Special Attacks** rage (8 rounds/day), rage powers (powerful blow +1)

Str 19, Dex 13, Con 18, Int 10, Wis 8, Cha 6 Base Atk +4; CMB +8; CMD 17 Feats Alertness, Skill Focus (Perception), Weapon Focus (battleaxe) Skills Climb +7, Intimidate +4, Perception +10, Sense Motive

+1, Stealth +4 (+12 in stony environs), Survival +5, Swim +5;
Racial Modifiers +8 Stealth in stony environs
SQ blind, fast movement
Gear hide armor, battleaxe, gold necklace (250 gp)

Note Cloft has the following abilities when not raging: AC 19, hp 34, Fort +5, Will +2, Melee battleaxe +7 (1d8+2/ x3), or 2 slams +6 (1d4+2), Str 15, Con 14, Climb +5, Swim +3

Tactics: If the grimlocks here are warned of intruders ahead of time, Cloft sends one to **Area K7** to gather reinforcements while he remains behind with the others to make a stand, preferably in the bottleneck between **Areas K4** and **K5** where he and his troops cannot be easily surrounded. If surprised, the grimlocks gather up their battleaxes and defend themselves, calling loudly for assistance as they do so. Cloft always rages once battle is joined.

Area K6: The Low Cave

This area is little more than a crawl space: the cave roof is only 2 feet high. The grimlocks spend very little time here as a result. If the PCs are willing to scrounge around on their bellies searching this cave they might discover (DC 20 Perception) a skeletal hand in the southeast corner partially buried in the rocks. There are two rings on the hand; one gold, and one platinum. The gold ring is a *ring of swimming*; the platinum ring is a cursed *ring of clumsiness*.

K7: Living Area (CR 7)

This large cave, bisected by the stream, is cluttered the remnants of meals, axe heads, hair, and fish bones. There are a dozen or so piles of animal furs on both sides of the stream that serve as bedding for the grimlocks. The remainder of the tribe, currently **7 grimlocks**, huddle on the northern bank of the stream.

GRIMLOCKS (7) CR 1 XP 400 hp 15 (see Penprie Forest, Random Encounters)

Tactics: If the grimlocks are warned of intruders in **Area K5**, they shout to Agok in **Area K8**, and rush to assist in combat. If surprised here, they shout for Agok while attempting to hold the enemy in mouth of the passage.

K8: Agok's Cave (CR 3)

This small cave is strung with all kind of odd paraphernalia: beads, shrunken animal heads, pieces of string, bones, dried intestines. A pile of furs in the west serves as a bed. **Agok** rests in them, waiting for further

inspiration to come to him in his dream.

Agok, an adept, is a bit of a savant. Possessed of an extraordinarily high Wisdom, he has led this tiny band to these caves because of a series of dreams that told him great power could be found here. The dreams persisted until he had the vision that the great power lay "beyond the walls and beneath the ground." Thus the current excavation in Area K5.

CR 3

XP 800

Male grimlock adept 4 (**The Tome of Horrors 4** 125, "Grimlock")

NE Medium monstrous humanoid Init +1; Senses blindsight 40 ft., scent; Perception +12

AC 15, touch 11, flat-footed 14 (+1 Dex, +4 natural) hp 35 (2d10+2 plus 4d6+4 plus 4) Fort +2; Ref +5; Will +9 Immune gaze, visual-based, illusions

Speed 30 ft.

Melee battleaxe +6 (1d8+2/x3) and 2 slams +6 (1d4+2) Spells Prepared (CL 4th; melee touch +6): 2nd—bull's strength 1st—burning hands (DC 13), cause fear (DC 13), cure light wounds 0—guidance, read magic, stabilize

Str 15, Dex 13, Con 12, Int 10, Wis 14, Cha 6 Base Atk +4; CMB +6; CMD 17 Feats Alertness, Brew Potion, Combat Casting, Skill Focus (Perception) Skills Climb +7, Heal +9, Perception +12, Sense Motive +4, Spellcraft +5, Stealth +6 (+14 in stony environs), Survival +7, Swim +7; Racial Modifiers +8 Stealth in stony environs SQ blind, summon familiar (currently none) Combat Gear potion of bull's strength, potion of cure light wounds (CL 3rd); Other Gear battleaxe

Tactics: Before entering combat Agok either drinks his *potion* of bull's strength or casts bull's strength on himself, depending on whether he thinks he has an opportunity to cast bull's strength on one of his grimlock warriors (preferably Cloft). Once in combat, he saves cause fear for the largest fighter type. Agok has not bothered to summon a familiar.

Treasure: In a **secret compartment** in the wall (DC 15 Perception) are a small wooden music box (now broken) worth 40 gp if repaired, and two bars of silver worth 300 sp each. Two of the furs in the bedding are mink (worth 20 gp each), and what appears to be a musty saddle blanket is really a fine tapestry (worth 200 gp if cleaned up) used as a pillow.

The Statue of Keld

Keld was an ancient and evil god worshipped by a foul race of subterranean humanoids centuries ago that has been all but forgotten. The statue the grimlocks are in the process of unearthing stands a total of 20 feet tall and depicts a man with a huge beard and evillooking eyes and a flaming greatsword clasped in both hands. If the grimlocks succeed in fully unearthing the statue, Keld speaks to Agok in his dreams and tells him to begin gathering forces about him to help return Keld to his rightful place in the pantheon. How the GM wishes to handle this is entirely his choice. Perhaps other evil creatures from the *Cyclopean Deeps* or other parts of the world travel to see the great statue and receive its dark blessing, or perhaps the drow from Barakus learn of it and come to investigate. Given the potential power of this statue, this is a quest better handled by higher-level PCs, and thus a good hook into a new and continuing quest.



Area L: The Crumbling Cave (CR 4)

The following caves are lair to a fire drake as well as a natural trap. The GM should check the characters' total weights before this area is explored.

Area L1: Entrance

The narrow opening to the entry passage is only a 4-foot-by-4-foot hole in the hillside, and requires a successful DC 15 Perception check to be seen. If the PCs are, for some reason, specifically looking for cave openings in this area, then they find it automatically.

This cave's ceiling is only 4 feet high, making it difficult terrain for Medium bipedal creatures (crouching only). Large creatures must squeeze through (see the "Terrain and Obstacles" section in Chapter 8 of the *Pathfinder Roleplaying Game Core Rulebook*). Small creatures or Medium quadrupeds suffer no movement penalties here.

Area L2: Cave of the Crumbling Floor (CR I)

The entrance passage gives way to a wide cave. Dust and pebbles trickle from the ceiling, and the cave floor groans beneath the PC's feet as they cross it. There are also a number of holes in the floor that require a successful DC 15 Perception check for characters without lowlight vision or darkvision to notice (assuming, of course, they have an adequate light source).

This cave is a natural **trap**. The floor is quite thin, and forms a kind of natural (if unstable) bridge over another cave directly beneath it. The floor is so thin, in fact, that just walking on it might result in a creature dropping through the floor to the cave below. Refer to the following chart

to determine the chance of the floor crumbling beneath a character's feet.

CRUMBLING FLOOR TRAP XP 200

Type mechanical; Perception DC 20; Disable Device —

Trigger location; Reset none

Effect 15-ft.-deep pit (1d6 falling damage); DC 20 Reflex avoids; multiple targets (all targets in the room); Dwarves can add their stonecunning bonus to the Perception check to detect the weak floor

Crumbling Floor

Checks are made each round that the characters move in the cave.

Total Weight	Movement		
	Up to Half	Half to Full	Run
To 100 pounds	5%	20%	30%
101–130 pounds	15%	30%	40%
131–200 pounds	25%	40%	50%
200+ pounds	35%	50%	60%

The cave beneath this area is roughly the same dimensions, though with a higher ceiling (15 feet). It contains the bodies of an ogre and two orcs, on whom can be found the **treasure**.

The fire drake in **Area L3** prefers to attack in this cave rather than allow intruders into his cave (see **Area L3** for the drake's tactics).

Treasure: On the bodies of the ogre and orcs can be found 45 sp, a diamond nose stud (45 gp), and a masterwork buckler.

Area L3: Fire Drake Lair (CR 4)

A single **advanced fire drake** resides in this cave. He attacks anyone that enters, but prefers to surprise intruders in **Area L2** (See **Tactics**, below). The cave contains bones and a pile of dirt the drake uses as a bed.

ADVANCED FIRE DRAKE

CR 4

CR 1/2

XP 1,200 CE Small dragon (fire) (The Tome of Horrors Complete 239, "Drake, Fire," Pathfinder Roleplaying Game Bestiary, "Advanced")

Init +3; Senses darkvision 60 ft., low-light vision; Perception +9

AC 19, touch 14, flat-footed 16 (+3 Dex, +5 natural, +1 size) hp 38 (4d12+12) Fort +7; Ref +7; Will +6 Defensive Abilities pyrophoric blood (DC 15, 1d3 fire damage); Immune fire, paralysis, sleep Weakness vulnerability to cold

Speed 20 ft., fly 60 ft. (average) Melee bite +9 (1d6+3) and 2 claws +8 (1d4+3) Special Attacks breath weapon (20 ft. cone, 2d8 fire, DC 15 Ref half)

Str 17, Dex 17, Con 17, Int 8, Wis 15, Cha 14 Base Atk +4; CMB +6; CMD 19 (23 vs. trip) Feats Flyby Attack, Weapon Focus (bite) Skills Fly +12, Intimidate +9, Perception +9, Sense Motive +9, Stealth +14

WILDERNESS LOCATIONS

Languages Draconic

Pyrophoric Blood (Ex) A fire drake's blood is highly flammable and ignites in a burst of flame upon contact with the air. A creature that makes a successful attack with a slashing or piercing weapon (including natural weapons) against a fire drake must succeed on a Reflex save or take 1d3 points of fire damage from the splashing blood.

Tactics: The drake prefers to attack in Area L2, hovering above the floor while the PCs risk dropping through it. He uses his fireball breath at every opportunity.

Treasure: Amidst the bones (DC 12 Perception) is an arcane scroll of lightning bolt (CL 7th).

Area M: The Big, Stupid Giant (CR 8)

For the past several years a particularly stupid and lazy hill giant named Branbolton has lived in relative peace in a huge cave in the northeast of the Duskmoon Hills. Recently, a goblin sorcerer named Phazut has arrived to live with the giant and his orc lackeys. Phazut has some plans for his powerful master, plans that might eventually involve the PCs.

Area MI: Cave Entry (CR 1/3)

The entrance to Branbolton's cave is pretty hard to miss, being a gaping 30-foot-wide, 15-foot-high opening in the hillside. Branbolton fashioned this opening himself, widening one that had already existed back when this was an ogre's lair.

A single orc stands guard outside the cave day and night. Phazut has given him strict instructions not to fight, but to run and get Branbolton at the first sign of trouble.

ORC XP 135

hp 6 (Pathfinder Roleplaying Game Bestiary, "Orc")

Area M2: Main Cave (CR 8)

The ceiling of this massive cave stretches 30 feet above the cave floor, which itself is strewn with bones, dirt, offal, and assorted broken and useless junk. A large fire pit, currently unused, dominates the center of cave

Branbolton the Hill Giant spends most of his time here. He lounges against the western wall, chewing on a calf leg, while 2 orc lackeys play a game of dice in the southeastern corner.

BRANBOLTON

XP 3.200 hp 85 (Pathfinder Roleplaying Game Bestiary, "Giant, Hill")

ORCS (2) XP 135

hp 6 (Pathfinder Roleplaying Game Bestiary, "Orc")

Tactics: Neither Branbolton nor the orcs are particularly clever. At the first sign of intruders, either by warning from the guard in Area M1, or their arrival in this cave, the orcs and Branbolton grab their weapons and charge into combat. If possible, Branbolton lobs a few rocks first.



CR 1/3

CR7

CR 1/3

Otherwise, he simply wades in with his greatclub. The orcs fight as long as Branbolton remains standing.

Area M3: Water Cave

This cave contains a large, 4-foot-deep pool of water formed by an underground spring. The water is potable.

Area M4: Branbolton's Chamber

A huge pile of furs is piled in the northern corner of this cave, beside which is a massive, locked oak trunk containing Branbolton's **treasure**.

Locked Oak Trunk: hardness 5; hp 20; Break DC 25; Disable Device DC 25.

Treasure: A sack with 1,500 sp; three matching ivory statuettes of dolphins worth 60 gp each; a Small-sized fur coat in good condition (75 gp); a masterwork handaxe, and a masterwork gold flute worth 125 gp.

Area M5: Phazut's Cave (CR 3)

Unlike the other caves in the complex, this one is relatively tidy. A small, moth-eaten mattress sits in the southern corner beside a wooden box topped by two candleholders. Piled beside the mattress are several books.

Phazut has staked out this cave as his own. A recent arrival to Branbolton's crew, Phazut has plans for his stupid master. Phazut enjoys reading as well, and the books, written in Undercommon, are works of evil and low quality fiction.

PHAZUTCR 3XP 800Male goblin rogue 1, sorcerer 3 (Pathfinder Roleplaying
Game Bestiary, "Goblin")

LE Small humanoid (goblinoid) Init +7; Senses darkvision 60 ft.; Perception +6

AC 14, touch 14, flat-footed 11 (+3 Dex, +1 size) hp 20 (1d8 plus 3d6 plus 3) Fort +1; Ref +6; Will +3; +1 luck bonus during surprise round or when unaware of an attack

Speed 30 ft.

Melee short sword +1 (1d4–1/19–20) Ranged mwk light crossbow +6 (1d6/19–20) Special Attacks sneak attack +1d6 Bloodline Spell-Like Ability (CL 3rd; melee touch +1): 5/day—touch of destiny Spells Known (CL 3rd; ranged touch +5): 1st (6/day)—alarm^B, magic missile, ray of enfeeblement (DC 13), shield 0 (at will)—daze (DC 12), detect magic, flare (DC 12), read magic, resistance Bloodline Destined

Str 8, Dex 16, Con 10, Int 12, Wis 10, Cha 15 Base Atk +1; CMB –1; CMD 12

Feats Eschew Materials, Improved Initiative, Scribe Scroll Skills Acrobatics +8, Bluff +8, Diplomacy +8, Knowledge (arcana) +6, Knowledge (local) +6, Perception +6 (+7 to locate traps), Ride +7, Spellcraft +7, Stealth +11; Racial Modifiers +4 Ride, +4 Stealth

SQ fated, trapfinding +1

Combat Gear scroll of magic missile (CL 3rd), scroll of shield (CL 3rd), scroll of web (CL 4rd); **Other Gear** masterwork light crossbow, 10 crossbow bolts, short sword, broom of flying (9 hours/day)

Tactics: Phazut never begins a combat without first casting *shield* on himself, preferably from his scroll. Once in combat he uses *ray of enfeeblement* on fighters and clerics, and then burns through all his *magic missiles* and *flare* spells before using his crossbow. If there are no effective

archers in the party, he casts spells while riding his broom of flying.

Development: Branbolton is as lazy as he is stupid. He has zero ambition, and is quite happy to lounge about his cave while his orcs bring him food and generally look after him. Since his arrival, Phazut has been trying to convince the hill giant that with his might, and the goblin's brains, they could accumulate an impressive horde if they were to rob the occasional merchant or adventurer. Thus far, Branbolton is unconvinced, though it is only matter of time before the crafty goblin has his way. See **The Robber Giant**, below, for more details.

Treasure: Beneath the wooden box is a locked strongbox containing 125 gp and a *potion of water breathing*.

Locked Strongbox: hardness 8; hp 20; Break DC 23; Disable Device DC 20.

Area M6: Garbage Cave

When the orcs do get around to cleaning up Area M2 (which is infrequent enough) they throw the trash in this cave. The floor is filled with bones, animal skins, and other debris.

Area M7: Orc Cave

This large cave contains three cots, three small trunks, and a large rug (see **treasure**). This is the orcs' cave. Though cluttered with some garbage it is generally unremarkable. The trunks are all unlocked.

Treasure: The trunks contain the orcs' personal belongings, and a total of 75 cp, 12 sp, and 11 gp. The rug, however, unbeknownst to the orcs or Branbolton or Phazut, is actually a *rug of levitation* (see the **Appendix**), endowed by its creator with a permanent *magic aura*. The only clue to its value is the fact that it's in unusually good shape, *and* a small inscription on the underside in Draconic reading "Parp" (up). A successful DC 15 Perception check of the rug is necessary to locate the command word.

The Robber Giant

At some point, assuming the PCs don't find and kill him first, Phazut convinces Branbolton that a fortune is to be won by robbing merchants and adventurers. Riding his *broom of flying*, Phazut circles the nearby countryside in search of appropriate victims. His first victims, naturally, are the PCs. At some point during their trips into Endhome, he spots them entering the caves and decides they would make a good mark. He rounds up Branbolton and the orcs, and returns to the cave mouth. When the PCs emerge laden with treasure, Phazut, flanked by the giant and the orcs, informs them in Common to hand over their loot or have their skulls crushed by Branbolton. Although the GM could choose to have this encounter occur when the PCs are 4th or 5th level, it is advised that the GM insert this more early on in the campaign when the PCs are less likely to attempt to attack the hill giant. This creates a nice nemesis for the PCs that, as they get more powerful, they may seek out for revenge.

How much or how often Branbolton robs merchants is up to the GM. If you would like to further incorporate Branbolton into your campaign, have Bragger Bondhome offer a reward of 1,000 gp for the giant's head. If the GM is particularly cruel, he might decide to have Branbolton rob the PCs multiple times while they are low level, although this could seriously hamper their ability to equip themselves.

Area N: The Dragonspire (CR 10)

For hundreds of years a red dragon named Bezzalt has lived in a conical shaped peak in the Duskmoon Hills known as the Dragonspire. Although Bezzalt would love to plunder the riches of Endhome, he fears the magic of the Wizard's Academy. Therefore, when he does leave his lair to hunt, he flies north to the plains beyond the Duskmoon Hills, or east across the Sinnar Ocean. Mostly, however, he just rests in his cave, happy on his accumulated horde.

At the moment, there is only one way into the Dragonspire, and that is

WILDERNESS LOCATIONS

CR 10

through a 30-foot-wide "flue" that extends from the top of the dragon's huge cave. There is a natural, angled "lid" on top of the flue that prevents the cave from filling with rain and snow. Climbing the walls of the flue requires a successful DC 15 Climb check. On the east side of the hill surrounding the cave, however, there is a narrow passage that extends to within 20 feet or so of the Bezzalt's cave. This was an aborted effort by some dwarf miner/thieves seventy-five years ago. After 40 feet of digging they got into such an argument over how the dragon's gold might be spent that a terrible fight broke out and those dwarves that weren't killed were so badly injured that they decided to abandon the project. Some industrious PCs might be able to finish this tunnel and sneak into the cave, though this would be very, very risky indeed. The cave itself contains Bezzalt and his treasure, both of which are detailed below.

BEZZALT, MALE YOUNG RED DRAGON XP 9,600

hp 115 (Pathfinder Roleplaying Game Bestiary, "Dragon, Red")

Treasure: Piled about the cave are: 15,000 cp; 6,800 sp; 3,500 gp; 200 pp; 25 trinkets and works of art worth between 50 and 100 gp each; a suit of +1 half *plate*; a +2 *warhammer*; a *scroll of raise dead*; and a *staff of frost* (14 charges), treasure map to the giant bee lair in wilderness Area 13 of Rappan Athuk. This is quite a find, as that entrance is both well hidden and quite useful to avoid some very dangerous areas above it. The map fails to mention the bees.

This area is not described in much detail as it is assumed the PCs are unlikely to enter it once they learn what lurks within. Bezzalt is here mostly to scare the PCs (and players) from time to time and, perhaps, serve as an objective for some future adventure. Perhaps there is an additional magic item in the dragon's horde for which the PCs must quest, or perhaps, once the PCs have reached 9th level or so, the dragon gets restless and starts scorching the countryside. In any event, should the PCs be brave enough and lucky enough to sneak in and steal some of his treasure, Bezzalt does not spare any resource available to him to find and punish them.

Area O: Rosko's Inns

Positioned about a day's ride north (the Penprie Forest Inn) and west (the Farmer's Rest Inn) of Endhome, these two inns are nearly identical and are both owned by the same Endhome entrepreneur (Rosko Talk). The inns serve as a resting place for merchants and travelers heading to or from of the city. Both are large and pleasant and have many rooms (1 gp per person per night) and plenty of stable space (5 sp per mount, 8 sp per wagon), and serve 3 meals a day (4 sp per person, per meal).

Adventures: Finding Fenton (Penelope approaches the PCs and beseeches them to find her husband Fenton); The Green Tree Bandits (Fell Tarmick is spotted trying to slip out of the inn).

Area P: Logging Camp

This dismal area is nothing more than a collection of tents surrounding a low wooden building. The loggers sleep on cots in the tents, and their two bosses, Elwood Gramge and Teil Fulworth, sleep in the cabin. Every day, the loggers head north into the woods, cut a few trees, and haul them back to the camp in mule-drawn wagons and then on to Endhome where the wood is milled.

Area Q: The Painted Cave (CR 7)

Hidden behind a small copse of trees is a 4-foot-diameter cave entrance leading to a small dungeon complex. This complex is only guarded by physical hazards and a curse, yet contains a powerful weapon against the undead. The cave itself once served as a shelter for a primitive people, and was used as a burial ground and sacred ritual site. Once entered, torchlight reveals intricate stone etchings and highly detailed cave paintings depicting warfare, hunting, and even marriage rituals. No one has entered this cave for hundreds of years, as a localized landslide exposed the tunnel entrance to the outside only recently. The entrance opens into a 30-foot-long, 15-footwide cave passage, ending in a sinkhole. The sinkhole drops deep into the bowels of the earth. Warm air can be felt blowing up the hole from below. The ground inside the cave makes crunching noises when walked upon. Examination of the floor reveals that hundreds of bone fragments are mixed with the sand and gravel that make up the floor detritus.

Area Q -1: The Sinkhole (CR 2)

The sinkhole drops down over 200 feet to a small geothermal pool (Area Q-2). Climbing down the sinkhole requires a DC 15 Climb check. Strange molds and lichens of bright colors grow along the edges of the sinkhole. One patch about 50 feet down is a bright foam-textured red mold. The mold can be easily avoided by anyone on a rope. Anyone free climbing must pass through the colony to progress down. The pool is sulfur rich and gives off noxious gasses. Characters must succeed on a DC 8 Fortitude save each minute they spend in the sinkhole. Failure means the character is nauseated for as long as they remain in the pit. Anyone that is nauseated while climbing in the sinkhole must immediately succeed on another Climb check or fall into the pool below (see the "Environment, Falling" section in Chapter 13 of the Pathfinder Roleplaying Game Core Rulebook to determine how much damage characters take from falling into the water). In addition to any falling damage, characters take heat damage as described below from the boiling water. There is a 10% chance per hour that a particularly toxic batch of gas is extruded (treat as a *cloudkill* spell), affecting anyone inside the sinkhole.

Hidden along the wall 40 feet above the pool (160 feet down) is a 3-foot-diameter tunnel entrance. Due to the noxious fumes and steam, a DC 15 Perception check must be made by someone within 20 feet of the entrance to notice it. This tunnel leads to Area Q-3.

RED MOLD XP 600

CR 2

Red mold to the eye appears as soft red carpeting on whatever surface it covers. However, it is coarse to the touch and emits a slight cinnamon odor. Touching red mold stains a creature's hand red as if by permanent ink for a period of 1d2 weeks. In addition, red mold deals 1 point of temporary Dexterity damage each day thereafter unless a DC 20 Fort save is made. The Dexterity damage caused by red mold does not heal normally and must be healed using remove disease or greater magic. If a creature reaches 0 Dexterity due to this poisoning, it dies and sprouts red mold spores 2d4 days after death.

Area Q-2: The Boiling Pool The pool fills the entirety of the bottom of the sinkhole. Light projected

down the hole gives of scintillating colors of all spectrums, generating a brilliant display as it reflects and refracts off the myriad of crystalline forms present on the walls near the pool. The water in the pool is boiling (see the "Environment, Heat Dangers" section in Chapter 13 of the Pathfinder Roleplaying Game Core Rulebook for the effects of boiling water). Mineral encrustations along the bottom 20 feet of the hole are worth a great deal to an alchemist or wizard.

For every hour spent scraping and accumulating minerals, 2d6 x 10 gp of rare minerals can be harvested, some in beautiful crystalline form. If the miner has a relevant skill (such as Craft [alchemy], Knowledge [dungeoneering or nature], or Profession [miner]), he may instead make a skill check and multiply his check result by 2d6 gp. The character can take 10 on this check. Up to 3,000 gp in rare minerals can be obtained before the material is depleted.

Area Q-3: The Tiny Tunnel Once this tunnel is located, it becomes very obvious that someone took great care to decorate it. The smooth stone walls of the passage


lead back 60 feet, and every inch of them are detailed with strange runes, glyphs and pictograms. At the 40-foot mark, is a small depression in the floor of the tunnel (DC 12 Perception). Inside the depression is a flat piece of obsidian glass (worth 20 gp), carved razor-sharp along its edges.

Area Q-4: The Burial Cave (CR 7)

The tunnel opens into a small cave (40 feet in diameter), with exits to the left and right. This cave is literally filled 2 feet deep in dried bones. Humanoid bones, ursine bones, canine bones and those of unidentifiable large animals are all intermixed. Careful examination reveals that all of the skulls are missing. In the center of the room (marked "X") is a covered 20-foot-square pit. The bone density on the floor of the cave makes it very difficult to detect. The primitive trap mechanism opens if more than 50 pounds are applied to it. The pit is only 10 feet deep, but contains **12 snakes** that attack anyone who falls in. Each round spent in the pit draws attacks from 1d4+1 snakes.

PIT TRAP CR 1 XP 400 Type mechanical; Perception DC 20; Disable Device DC 20

Trigger location; Reset manual

Effect 20-ft.-deep pit (2d6 falling damage); DC 20 Reflex avoids; multiple targets (all targets in a 10-ft.-square area)

TINY VIPERS (12)

CR 1/2

XP 200

hp 3 (Pathfinder Roleplaying Game Bestiary, "Familiar, Viper")

Area Q-5: The Chamber of Skulls

The left tunnel leads to another large cavern (80 feet in diameter). There is an exit on the far wall, leading to Area Q-6. This cavern is filled with steam from a hydrothermal vent that blows up from the center of the cave through a series of cracks and fissures. The floor is very slick. Visibility is limited to 5 feet, and the steam smells of sulfur. Anyone moving around in the cave without extreme caution (basically looking at their feet) has a 10% chance per round of movement of stepping in a crack or fissure. Anyone so doing must succeed on a DC 14 Reflex save or fall 1d4–2 x 10 feet. Anyone falling 0 feet is considered to have twisted an ankle and tripped in a small crack, taking 1d6-3 damage. Anyone falling 10-20 feet has fallen into a larger crack, gotten wedged in, and takes 1d3 damage per 10 feet fallen plus 1d6 non-lethal damage per minute from the heat and steam. A successful Escape Artist check (DC equal to the feet fallen) allows the individual to attempt a DC 15 Climb check to escape the fissure.

Close examination of the walls reveals a series of over 50 cut-out recesses, each containing a skull of a human or an animal. Most of the skulls are Small to Medium in size, though one is from a saber-tooth tiger and another is from a mastodon. On the wall above the mastodon skull is some ancient writing. The writing detects as necromancy magic. A DC 25 Linguistics check or *comprehend languages* allows an individual to understand that the skulls are protected by a curse. Nothing of value can be found in the skulls; however, anyone removing a skull from this room or destroying a skull is subjected to a terrible curse.

Area Q-6: The Shaman's Grave

This small cave contains a 2-foot-by-2-foot-by-7-foot slab of pure obsidian glass (worth 5,000 gp if removed, but it weighs over 4,000 pounds). On the slab are the inanimate remains of an ancient shaman. On the body are the rotted remains of the man's clothing, a stone greataxe (see Area Q-10, below), a few dry and brittle feathers of various large birds, and a necklace of red coral, its center section carved in the shape of a cat, worth 400 gp. The axe radiates enchantment and necromancy magic if detected, but seems to have no real effect unless taken to the altar in Area O-10.

Area Q-7: The Pit of Slime (CR 4)

This tunnel runs about 50 yards in a straight line. The last 20 feet of the tunnel contains a 5-foot-deep pit, filled to the brim with green slime. An ancient log, its gnarled branches hacked off in stubs, spans the pit, resting a mere 2 inches above the slime. Despite its appearance, the dry, brittle old log can support any weight under 250 pounds. Crossing the pit requires a DC 12 Acrobatics check. Failure, well, is too terrible to comprehend...

GREEN SLIME

XP 1.200

See, Pathfinder Roleplaying Game Core Rulebook, "Environment: Slimes, Molds, and Fungi")

Area Q-8: The Crystal Cavern

Past the slime pit is a huge cavern (100 feet in diameter) full of stalactites and stalagmites of pure quartz crystals. Some of these crystals are 4-5 feet long, perfectly shaped and quite valuable (up to 100 gp). Light sources brought into the cave are amplified ten times as brightly due to the effect of the crystals and reflective walls. In the center of the cavern is a pool of water. A faint crashing sound like that of a waterfall can be heard in the distance.

The pool's sides are lined with sharp crystals. Entrance or exit from the pool requires great caution, else the individual doing so suffers minor cuts

The Curse of Animal Hostility

Type curse; Save Will DC 20 Frequency instant

The subject of this curse is treated as an enemy by all natural animals. Animals either shun or attack the individual as if they were hostile towards him. The cursed subject has a -10 penalty on Handle Animal, Ride, and wild empathy checks, and cannot come within 10 feet of any animal without incurring hostility. If the cursed subject has an animal companion, it avoids him, though it may follow at a distance, confused, rather than attacking or leaving. A remove curse spell restores the individual.

and abrasions from the volcanic glass and quartz shards that line the pool (a full round action is required to avoid 1d4 damage).

The pool itself is a clear and cold 40 degrees (see the "Environment, Cold Dangers" section in Chapter 13 of the Pathfinder Roleplaying Game Core Rulebook). This area is not connected to the geothermal hotspots that generate the ever-present steam in other portions of this complex. It is 30 feet deep, and a successful DC 15 Perception check reveals a subsurface passage leading out of it (Area Q-9). Living in the pool are numerous blind cavefish and crustaceans.

No signs of habitation are present in this cave, save for the few bats and cave insects that call this area home. In the bottom of the pool can be found (DC 20 Perception) several broken stone tools; an adze, a knife, a few needle-like implements, and an ax. A single rune is carved above the subsurface exit to this pool. A DC 25 Linguistics check indicates that the rune is a religious symbol of some sort; comprehend languages indicates only a single word: "Father".

Area Q-9: Water Passage Besides the cold water, anyone attempting to take this passage must fight the current (the water flows into, not out of the pool here). The current is strong (10 feet per round subtracted from movement upstream, 10 feet added downstream) and requires a DC 15 Swim check to move each round. Failure indicates that the individual either makes no progress (full round action) or moves downstream 10 feet (move action). Anyone trying to swim up the passage must be able to hold their breath for a minimum of 6 rounds, and thus must have a Constitution of 12+ to avoid drowning checks (as full round actions are required to make the swim due to the movement penalty), assuming all Swim checks are successful and the base movement of the individual is 30 feet. The passage is 30 feet long (underwater). Once one individual is through, a rope or similar device held on the upstream side reduces the Swim check DC to 5.

Area Q-10: The Ancient Shrine

This small 30-foot-diameter cave contains a primitively carved statue of a huge barbaric looking man holding a greataxe. A stone altar sits in front of the statue. If detected for, neither good nor evil can be found. A faint magical aura of conjuration and enchantment can be detected on the altar and statue. The stream described in Area Q-9 flows from a huge waterfall out of a hole on the far wall, creating a misty, wet atmosphere throughout the cave. Runes inscribed on the base of the statue require a DC 25 Linguistics check or comprehend languages to translate. If they can be read, they are found to be an invocation to a long lost god, known simply as "the Father". The prayers beg the Father for prowess in battle, and for aid in defeating the spirits of the dead.

If the axe from Area Q-6 is placed upon the altar and the prayer recited, the altar glows brightly and the person intoning the prayer is permanently drained of 1d6 hp (if the hp loss is restored, the axe loses all powers). The axe, however, is imbued with the power taken from the individual and becomes a +1 ghost touch greataxe. Though made of stone, it functions normally as a weapon, though it only functions for the person who created it.

CR4

Area R: The House of Bricks (CR 7)

Just north of the Penprie Forest is a small stone home surrounded by a rusted iron gate. Though this structure is quite old, it is nonetheless in good shape: the walls and roof are completely intact. The front door, however, has been rusted ajar, and the windows are all broken. In addition, all the doors inside the structure, except that leading to **Area R5**, have long since been removed from the their hinges.

Getting In: If the PCs do not wish to enter via the front door, Small characters may attempt to climb down the chimney (a DC 5 Climb check). Medium characters can climb down the chimney only if they succeed at a DC 20 Escape Artist check. Climbing through the windows is a move action.

Area R1: Living Area (CR 4)

A few remnants of the original occupant still remain in this area: a broken table pushed against the northern door, a shattered bookcase in the northeast, and some fragments of broken potion bottles here and



CR4

there. Otherwise, the place is filled with twigs, leaves, dust, and mud. Over the years denizens of the forest have wandered in here and called this old structure home. The door in the northwest is secured with an arcane lock.

Arcane-Locked Door: 2 in. thick, iron reinforced; hardness 5; hp 20; Break DC 35; Disable Device DC 20.

The house is currently the lair of a barghest. Though his statistics and tactics are listed here, this crafty predator hides (unless surprised) in a room adjacent to whichever the PCs initially enter by.

BARGHEST

XP 1,200

hp 45 (Pathfinder Roleplaying Game Bestiary, "Barghest")

Tactics: Unless surprised, the barghest is not about to engage in headto-head melee. If possible he lurks in an adjacent room and scopes out the PCs. He then casts *charm monster* on the toughest-looking fighter. He then casts dimension door to place himself outside the house and then levitate to hover above the front door. He hopes to drop down on a lone PC should he decide to wander out to investigate. Barring this he attempts to surprise a wizard or sorcerer PC either outside or in. If the PCs breach the door in the north before tangling with the barghest, he attempts to follow them at a discreet distance, attacking them when most advantageous.

Treasure: A thorough search of the refuse in the chamber (DC 20 Perception) uncovers a red-brown spinel worth 250 gp.

Area R2: Library

The west, east, and south walls of this chamber are still lined with sturdy wooden bookshelves secured to the walls with thick steel screws. The bookshelves are, however, empty except for dirt and small animal droppings. The floor, on the other hand, is strewn with the tattered remains of hundreds of books. Most of the pages have been so badly sodden with rain and moisture that the words written thereupon are entirely illegible. Every successful DC 10 Perception check uncovers a page or two of still legible writing - usually in Common (80%), though occasionally in Draconic (15%) or Elf (5%) — and all dealing with magic in some way or other.

Treasure: If a very careful search of the rotted books is made (DC 28 Perception) the PCs uncover a scrap of paper on which is written, in Common, the following:

"...moning traps seem to work well. Am most confounded by this ring. I know there is a way to incorporate teleportation into it, but I cannot figure out how yet. Will have to see if the kindly wizards of Endhome will let me into that library of theirs. Oh, if they only knew what a library old Rajick has. Must be sure the tower is secure before I leave. I think I can rig up this or that along the way to it as well. We shall see."

Area R3: Potion Room

Like the library, the west and east walls of this chamber are lined with sturdy wooden shelves secured to wall with thick screws. These shelves, however, are divided into small cubicles, perhaps three hundred in all. Most of the cubicles are empty, but a few still hold small, empty bottles. The floor of the room is littered with broken glass.

Area R4: Bedchamber

This area contains a pile of blankets in the southwest and a heap of bones in the southeast. The fireplace is filled with garbage. Otherwise, this room is empty.

The barghest is currently using this area as his bedchamber. The blankets serve as a bed; the bones are the remains of his meals.

Treasure: A search of the trash in the fireplace (DC 20 Perception) uncovers a small pouch containing six small diamonds worth 100 gp each.

Area R5: The Trapped Stairs (CR 3)

This small chamber contains only a set of spiral stairs heading down through the floor into the darkness. The stairs are trapped. Anyone stepping on the first, third, or sixth stair is struck with a violent electrical shock.

ELECTRICAL STAIR (3) CR1 XP 400

Type mechanical; Perception DC 20; Disable Device DC 15

Trigger location; Reset automatic

Effect electrical shock (1d8+1 electrical damage, DC 15 Reflex half)

The stairs descend 50 feet and terminate in a small subterranean chamber (Area R6).

Area R6: Subterranean Chamber

The spiral stairs descend to a small, roughly square chamber. The walls here appear to have been worked some, and the ceiling is supported with arched, wooden beams. There is a barrel in the northwest containing two unused sunrods.

Area R7: The Long Passage

This passage runs in a more-or-less straight line northwest for 3 1/2 miles, interspersed along the way with a few caves. Like Area R6, the tunnel (and all the chambers through which it runs) appears to have been worked, though not finished. The ceiling of the tunnel is supported with rough wooden beams and the floor is flat and fairly smooth. Travel through the tunnel is at the standard overland movement rate with sufficient light, half without.

Area R8: Resting Spot (CR 2) There is a pool of water in the eastern half of this cave, beside which is a bucket and ladle. The bucket is a quarter filled with dirt and mud, the ladle rusted. A small wooden bench sits against the western wall.

The water is thoroughly poisonous, but tastes sweet and, upon the first sip, the imbiber feels a bit refreshed. If the stuff is consumed, however, the imbiber must save against the effects of the poison. The poison can be detected for by all the normal means.

Type ingest; save Fort DC 15; onset -; frequency 1/rd. for 3 rds.; effect 1d4 Con; cure 1 save

Area R9: The Misleading Passage (CR 3)

This cave is empty. There is, however, a well-hidden secret door in the northwest (DC 25 Perception). It is securely locked, and there is no apparent keyhole. An additional successful search of the secret door (DC 25 Perception) reveals a quarter inch-wide 3 inch-deep circular slot. This is the keyhole, but due its unusual dimensions, it is nearly impossible to pick.

Locked Secret Door: 4 in. thick; hardness 8; hp 60; Break DC 28; Disable Device DC 40; Perception (door) DC 25 or (keyhole) DC 25.

There is a single, narrow passage stretching to the south, halfway along which is a trap. Anyone stepping on the shaded square is dropped ten feet into a pit filled with poison-coated spikes.

CR 3

POISON SPIKED PIT TRAP XP 800

Type mechanical; Perception DC 20; Disable Device DC 20

Trigger location; Reset manual

Effect 10-ft.-deep pit (1d6 falling damage); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+2 damage each plus greenblood oil poison); DC 20 Reflex avoids; multiple targets (all targets in a 10-ft.-square area)

The trapped passage eventually dead ends. There is a secret compartment in the north wall of the dead end (DC 20 Perception)

containing a rounded quarter inch-wide, 4 inch-long steel tool. This is the key to the **secret door** in the adjoining chamber.

Area R10: Tower Entrance (CR 7)

This square finished room contains only a small spiral staircase in the northwest. Inscribed on the floor encircling the stairs, however, are some odd runes. With a successful DC 20 Knowledge (arcana) or Spellcraft check these are identifiable as warding and summoning runes. The runes are, in fact, a **trap**. Anyone crossing over them without first uttering the name 'Rajick' summons a **Large fire elemental** at the spot marked "X" on the map. However, if the party succeeds in both a DC 28 Disable Device check *and* a Knowledge (arcana) or Spellcraft check as noted above, then they are able to determine that they must speak the trap-setters name to cross the runes safely.

SUMMON MONSTER V TRAP CR 7 XP 3,200

Type magic; Perception DC 30; Disable Device DC 30

Trigger touch; Reset automatic; Bypass password (Rajick) Effect spell effect (summon monster V, summons 1 Large fire elemental, CL 9th)

LARGE FIRE ELEMENTAL

hp 60 (Pathfinder Roleplaying Game Bestiary, "Elemental, Fire")

Area S: The Wizard's Library (CR 6)

Nestled at the base of the Duskmoon Hills is 50 foot-tall, spire-shaped stone tower. This enigmatic structure has no apparent means of entry: no doors, windows, or chimney. In fact, the only means of entry, aside from very powerful magic, is via **Area R10**, the end of a long subterranean passage that begins beneath the house of bricks (**Area R**). Attempts to breach the walls via magic are likely to fail. A crafty ward has been placed on the tower's walls making teleportation spells such as *passwall, teleport, teleport without error,* and *dimension door* misfire. Furthermore, a narrow, 5-foot-wide anti-magic field encircles the tower wherein no magic or magic items can function. Only a *wish* or *miracle* spell can penetrate the tower's powerful defenses.

The tower was built 150 years ago by the Wizard Rajick, a conjurer of significant power who worked day and night studying the arcane arts to increase wizardly knowledge. Eventually, his studies took him to a far off continent from whence he has never returned. At the time of his departure, however, he had every intention of returning to his beloved tower and library to continue his studies. Therefore, he set up a series of summoning traps to defend the tower from intruders, should they find their way to it from its secret entrance. Finally, he laid a crafty trap: He "hid" a useful magic ring on the top floor of the tower. Anyone donning the ring would be impelled by a *lesser geas* spell to seek a book called the *book of Korbus* and return it to the tower. Rajick had intended to look for the book himself upon returning, and so thought he could make use of any interlopers in his absence.

Area SI: Ground Floor

The walls of this level are covered floor-to-ceiling with bookshelves packed with books. An enormous U-shaped table upon which are set three candelabras holding *everburning candles* dominates the center of the chamber. There is an eight foot-high ladder on wheels against the southern wall, and several standing torch holders containing *everburning torches* set throughout the chamber. A set of stairs in the north sweeps upwards to the next level, and a tighter, smaller spiral staircase in the south descends to **Area R10**.

The books on this level cover a wide variety of topics, both arcane and mundane. Rajick divided the titles by subject (aberrations, arithmetic, cartography, demons, devils, dragons, etc.), and then again by title. A full



Rumors and Legends

The PCs might decide to ask around about the tower in Endhome. Refer to the following chart to determine the degree of their success.

Using Diplomacy to gather information or Knowledge (history):

DC 10

The tower has stood at its present location for well over 100 years. No one has ever been known to go in or come out. **DC 15**

A powerful wizard built the tower some time ago. No one has seen or heard from him in many years.

DC 20

The wizard who built the tower was named Rajick.

Using Diplomacy only:

DC 25

Rajick was a conjurer and a lover of books and arcane lore. In his day he was said to be one of the most powerful conjurers in the land. He was asked several times to join the Wizard's Academy but refused.

DC 30

Rajick had three estranged daughters named Jillian, Rose, and Alder.

90% of the books are written in Common, with the other 10% scribed in Draconic, Elf, Undercommon and even a few in Arthemin (an ancient form of Common). A character researching a topic gains a +4 bonus to any single Knowledge check after 1d4 hours of study. The character must have the library at his disposal to get this bonus, however, so simply studying-up isn't going to help the PC on future Knowledge checks.

With a successful DC 25 Perception check on the library's many books the PCs notice two tomes that have been book marked with yellowing strips of parchment. The first book, a history, is called *Great Persons* of the First Age, and is written in Common. The marked page describes briefly the lives of three wizards: Liefling, a half-elf who is rumored to have battled three dragons by himself; Delf, a human sorcerer who led a band of powerful adventurers into the Under Realms; and Korbus, a wildly creative and reclusive conjurer. The second book, another history also written in Common, is entitled *Wizards Who Shaped Our Time*, and the chapter marked in it is called *Korbus: The Last Great Conjurer*. Most of the chapter is dedicated to the story of his life and the author's theories of why Korbus chose to focus on conjuration magic. At the end of the chapter, however, is a passage that reads as follows:

"By the end of his career, Korbus became consumed with research on what he called simply, "the greatest spellbook." What this was exactly is unknown, but it appears he was successful. A colleague, Wentroft the Vain, an important sorcerer at the time, visited the aging wizard in his waning years. Korbus declared he had indeed located this book but that he found it ultimately unsatisfying. Korbus died shortly thereafter. The book has never been found."

Area S2: Second Floor (CR 6)

The spiral stairs from the ground floor end in a **solidly locked oak door** (2 in thick; hardness 5; hp 20; Break DC 25; Disable Device 30). This door is **trapped**. If it is opened without the word "Rose" being uttered first, a **fiendish dire ape** appears in the middle of the chamber and attacks anyone who enters. The trap may be searched for as usual, but on a DC 12 Perception check the PCs notice a small "R" engraved above the door handle. Rajick put this here as a reminder to himself.

SUMMON MONSTER IV TRAPCR 6XP 2,400Type magic; Perception DC 29; Disable Device DC 29

Trigger touch; Reset automatic; Bypass password (Rose) Effect spell effect (summon monster IV, summons 1 fiendish dire ape, CL 7th)

FIENDISH DIRE APE

NE Large animal (*Pathfinder Roleplaying Game Bestiary*, "Ape, Dire," "Fiendish") **Init** +2; **Senses** darkvision 60 ft., low-light vision, scent; **Perception** +8

AC 15, touch 11, flat-footed 13 (+2 Dex, +4 natural, -1 size) hp 30 (4d8+12) Fort +7; Ref +6; Will +4 Resist cold 5, fire 5; SR 8

Speed 30 ft., climb 30 ft. **Melee** bite +6 (1d6+4) and 2 claws +6 (1d4+4) **Space** 10 ft.; **Reach** 10 ft. **Special Attacks** rend (2 claws, 1d4+6), smite good 1/day (+4 damage)

Str 19, Dex 15, Con 16, Int 2, Wis 12, Cha 7 Base Atk +3; CMB +8; CMD 20 Feats Iron Will, Skill Focus (Perception) Skills Acrobatics +6, Climb +16, Perception +8, Stealth +2 This level is quite similar to the ground floor: bookshelves filled with books, a large table with a candelabrum, standing torch holders, and a ladder on wheels. The books here, however, are dedicated exclusively to magic. They are divided by school: Abjuration, Divination, Enchantment, etc. Conspicuously missing, however, is Conjuration.

As it turns out, these particular books are, by and large, outdated and not of particular value. Nonetheless, if a PC wishes to research a new spell with the help of these books, he gains +2 circumstance bonus on Spellcraft checks when his research is completed.

With a successful DC 25 Perception check on the books the PCs find an unfinished letter tucked into the pages of a large tome entitled *The Thought of Thought*. It reads as follows, ending abruptly and with the last line marked through:

"Dear Rose, Jillian, and Alder:

I hope this letter finds you well. I trust life with your mother is pleasant. My work continues apace, and though it is hard and frustrating at times, I believe in my heart it shall bear such fruits in the end.

But enough of my work, for it is that which has kept me so long from you. Know that in all the world there is nothing I love more than you, my three prized jewels. I am deeply sorry that my studies have prevented me from spending more with you than I have and to be a proper father, but such is the life of a greatwizard. I only hope you can accept my apologies and know that as soon as time permits I will hasten to your side and always"

Area S3: Third Floor (CR 6)

The spiral stairs from the second floor ends in a **solidly locked oak door** (2 in thick; hardness 5; hp 20; Break DC 25; Disable Device DC 30). This door is **trapped**. If it is opened without the word "Alder" being uttered first, a **fiendish lion** appears in the middle of the chamber and attacks anyone who enters. The trap may be searched for as usual, but on a DC 12 Perception check the PCs notice a small "A" engraved above the door handle. Rajick put this here as a reminder to himself.

CR 6

SUMMON MONSTER IV TRAP XP 2,400

Type magic; Perception DC 29; Disable Device DC 29

Trigger touch; Reset automatic; Bypass password (Alder) Effect spell effect (summon monster IV, summons 1 fiendish lion, CL 9th)

FIENDISH LION

N Large animal (Pathfinder Roleplaying Game Bestiary, "Lion," "Fiendish") Init +7; Senses darkvision 60 ft., low-light vision, scent;

Perception +9

AC 15, touch 12, flat-footed 12 (+3 Dex, +3 natural, -1 size) hp 32 (5d8+10) Fort +6; Ref +7; Will +2 DR 5/good; Resist cold 10, fire 10; SR 9

Speed 40 ft.

Melee bite +7 (1d8+5 plus grab) and 2 claws +7 (1d4+5) Space 10 ft.; Reach 5 ft. Special Attacks pounce, 2 rakes +7 (1d4+5), smite good 1/ day (+5 damage)

Str 21, Dex 17, Con 15, Int 2, Wis 12, Cha 6 Base Atk +3; CMB +9 (+13 grapple); CMD 22 (26 vs. trip) Feats Improved Initiative, Run, Skill Focus (Perception) Skills Acrobatics +11 (+15 jump, +15 to jump with a running start), Perception +9, Stealth +8 (+12 in undergrowth); Racial Modifiers +4 Acrobatics, +4 Stealth, +4 Stealth in undergrowth



This area is similar in all ways to the floor below it except that the books contained herein are dedicated exclusively to Conjuration. Anyone studying the texts in this chamber can retrain any one feat and replace it with Spell Focus (conjuration) (see the "Retraining" section in Chapter 3 of the *Pathfinder Roleplaying Game Ultimate Campaign*).

Area S4: Fourth Floor (CR 9) The spiral stairs from the third floor end in a solidly locked oak door

The spiral stairs from the third floor end in a **solidly locked oak door** (2 in thick; hardness 5; hp 20; Break DC 25; Disable Device DC 30). This door is **trapped**. If it is opened without the word "Jillian" being

uttered first, a **vrock** appears in the middle of the chamber and attacks anyone who enters. The trap may be searched for as usual, but on a DC 12 Perception check the PCs notice a small "J" engraved above the door handle. Rajick put this here as a reminder to himself.

SUMMON MONSTER VII TRAP XP 6,400 Type magic; Perception DC 32; Disable Device DC 32

CR 9

Trigger touch; Reset automatic; Bypass password (Jillian) Effect spell effect (summon monster VII, summons 1 vrock, CL 13th)

VROCK

hp 112 (Pathfinder Roleplaying Game Bestiary, "Demon, Vrock")

This level is different from the three below it. The roof, it turns out, is actually made of glass, albeit incredibly thick and durable (hardness 5; hp 30). A permanent image spell has been cast on the outside to make it appear to be made of bricks (DC 24 dispel magic). Anyone touching the roof immediately knows that it is glass and not brick, although they can still not see through the illusion and into the top floor of the tower. During daylight hours, the glass roof lights this room; by night everburning torches in wall scones keep the room aglow.

This room contains only one half-filled bookshelf along the southern wall, and a table and two comfortable chairs in the middle of the chamber. The books were all penned by none other than Rajick himself, and are, it turns out, maudlin tragedies, bombastic adventures, and sentimental poetry. One book, however, entitled Korbus the Great, is a fake (DC 12 Perception). The pages are all blank and have been cut out to hold a single, platinum ring. This is the ring of Rajick (see the Appendix).

What and Where is the Book of Korbus?

The book of Korbus is a book of infinite spells (or some other powerful artifact-level book, as suits your campaign).

The book's location is ultimately up to the GM. You may place it somewhere in your world, in a dungeon you have already designed, or in any other setting. It could, for instance, be a part of a huge treasure that is the finale of another adventure, or buried somewhere deep within a massive, foreboding dungeon. If the PCs have not fully explored Barakus, the book could also be hidden somewhere in that huge dungeon, perhaps even in the hands of Devron himself.

Area T: The Black Unicorn (CR 3)

In a beautiful glade in the Penprie Forest stands an enchanted fountain made of purest white stone. For hundreds of years, a unicorn guarded the fountain. A few years ago, an evil witch cast a spell on the fountain, tainting its waters with a curse causing anyone or anything drinking from it to turn to evil. The unicorn was caught unawares, and consumed the water, turning thoroughly evil. It now haunts the area, attacking any who enter its territory.

The Fountain

Even from a distance, it is obvious that something is not right about this structure. The beautiful carvings of woodland scenes and beautiful maidens are marred by the presence of the skeletal remains and bloodstained grass surrounding it. The fountain is fed by a natural spring, and water slowly gurgles up and seeps back into the ground, overflowing the 3-foot raised pool that makes up its basin. The centerpiece of the fountain is a carving of a dryad poking her head out of a tree, the water flowing from her outstretched arms.

Insects buzz and breed in the murky waters of the fountain, and the bloated body of a once-beautiful elf maiden floats in the desecrated water. Examination of her body indicates that she was impaled through her chest, though the "spear" seems quite thick for a normal weapon. A DC 15 Heal check indicates that the maiden dressed in silk has been dead for about 4 days. Nothing of value is on the body, the finery ruined by the blood and stench of decaying flesh.

The fountain itself radiates necromancy and transmutation magic, as well as evil. This seems contrary to the carvings and writings inscribed upon its lily-white stone. A DC 18 Knowledge (religion) check, reveals that the fountain appears to be consecrated to Freya, a good-aligned deity; a strange thing for an evil fountain. A DC 20 Linguistics check or a comprehend languages spell used to examine the writings indicates a series of fertility prayers to the goddess Freya are present along the paving stones lining the fountain's edge.

The fountain's waters carry a terrible curse. Anyone that drinks from the fountain must succeed on a DC 20 Will save or change alignment to darkest, psychotic chaotic evil.

The Curse of Evil

Type curse; Save Will DC 20 negates Effect alignment change to chaotic evil

The best way to provide warning of what is afoot is to have a squirrel hop down and consume some water in the party's presence. The squirrel is assumed to have 1 hp, and an AC of 14. It leaps at a random player in a frenzy immediately after drinking some of the water, attacking (for no real damage) until slain. The players notice that immediately upon drinking from the fountain, the squirrel's eyes begin to glow a dull red color. After this warning, anyone who consumes water from an evil, swampy, rotting body-containing fountain gets what they deserve.

The fountain can only be restored by cleaning it out of all the residual filth and casting *bless* and *consecrate* upon it. Once this is done, the evil curse is removed, and the fountain radiates good once again. The taint of necromancy magic is removed, and immersion in the waters acts as a *remove curse* spell (and abjuration magic can be detected). The effects of the water have no potency if removed from the fountain.

The Guardian (CR 3)

Unfortunately, unless the adventurers act swiftly, their efforts to restore the fountain may be punished by the fountain's evil guardian. It is suggested that when they arrive, the black unicorn (note that it is not really black; it is just evil, and looks just like a normal unicorn) is not present. It arrives 1d6 hours after the fountain is first discovered, and 1d2 hours after the fountain is visited again in the future. The black unicorn fights with a crazed purpose, trying to slay any that it can reach, attacking female characters in preference to males. Its dull red eyes give a clue that it is not a normal unicorn, but is cursed just as the squirrel was.

The unicorn can be saved by splashing its face and eyes with a significant quantity of water from the restored fountain. If this is done, the black unicorn must succeed on a DC 20 Will save or be restored to its original chaotic good alignment.

The objective of this side adventure is to restore the fountain and return the unicorn to its goodly ways. Alternatively, the evil unicorn can be slain and the danger removed. Any nature-oriented adventurers should be penalized for slaying a unicorn (they know better), and restoring the fountain should net twice the experience points as slaving the unicorn in any case.

BLACK UNICORN

CR 3

XP 800 CE Large magical beast (Pathfinder Roleplaying Game Bestiary, "Unicorn") Init +3; Senses darkvision 60 ft., low-light vision, scent; Perception +12 Aura magic circle against good

AC 17, touch 12, flat-footed 14 (+3 Dex, +5 natural, -1 size) hp 42 (4d10+20)

Fort +9; Ref +7; Will +6; +2 resistance vs. good Immune charm, compulsion, poison

Speed 60 ft.

Melee gore +8 (1d8+5) and 2 hooves +3 (1d4+2) Space 10 ft.; Reach 10 ft. Special Attacks powerful charge (gore, 2d8+8) Spell-Like Abilities (CL 9th; melee touch +8):

At will-detect good (as free action), flare (DC 17) 3/day—inflict light wounds 1/day—inflict moderate wounds, greater teleport (within its forest territory), contagion (DC 21)

Str 20, Dex 17, Con 21, Int 10, Wis 21, Cha 24 Base Atk +4; CMB +10; CMD 23 Feats Alertness, Skill Focus (Survival) Skills Acrobatics +8 (+20 jump), Perception +12, Sense Motive +7, Stealth +8, Survival +10; Racial Modifiers +4 Stealth, +3 survival in forests SQ magical strike, wild empathy +17

Magic Circle against Good (Su) This ability continually duplicates the effect of the spell. The black unicorn cannot suppress this ability.

Magical Strike (Ex) The black unicorn's gore attack is treated as a magic evil weapon for the purposes of damage reduction.

Wild Empathy (Su) This works like the druid's wild empathy class feature, except the black unicorn has a +6 racial bonus on the check.

Area U: The Water Caves (CR 5)

Described below are a series of tidal caves. During high tide, about half the caves full up with 12 feet of salt water. Those caves depicted on the map as water-filled are the caves affected by the tide. During low tide, except for a number of puddles and the pool in Area U2, the caves empty of water. For simplicity's sake, the caves are considered wet 12 hours of the day, and dry the other 12.

The caves are currently home to a sea hag and a scrag, as well as a few minor creatures. If the PCs are clever they might also be able to uncover a valuable map that could lead to further adventure.

The Tide: Due to the lay of the land where the caves are located, the tide comes in guite guickly. Once the first trickles of water appear, it merely a matter of 30 minutes before the entire cave is filled with water. Thus, while is impossible for the PCs to drown simply by standing too long in a chamber as the tide comes in, it is possible for them find themselves cut off while they explore otherwise dry areas. The GM may handle the tide either randomly (1-3: low tide; 4-6 high tide) or as best suits the situation.

Entrances: There are two ways into the caves. The first is via Area U10, the inlet. This 30-yard-long tunnel opens out of a small hillside that looks out on the ocean. During low tide there is a narrow, rocky beach between the hill and the surf, but at high tide the hill is entirely engulfed in water. There are also three sinkholes in the ceiling of Area U1. These can be climbed down via a rope or, during high tide, dived into by a brave PC.

Wandering Monsters. There are no wandering monsters per se, but, during high tide, it is possible that, in addition to usual harmless sea life carried in by the tide, a few more dangerous denizens of the deep might decide to explore the caves. This is left up the GM's discretion. A list of possible aquatic encounters is provided below.

Area U1: The Sinkhole Cave

The largest cave in the complex, this area sports ceilings 10 feet above sea level. When the tide is in two narrow ledges, one on the north and one on the south and both about 6 inches above water level, are the only dry ground in this cave. There are a number of rock formations of varying heights that have been carved out of the cave from the rapid coming and going of the tide. As indicated on the map, the cave floor is a total of 12 feet below the ledge. The floor itself is so uneven, however, that any character attempting to move faster than half their normal movement must succeed at an Acrobatics check (DC 12+1 for every 5 feet over half normal movement) or fall; if the check is failed by more than 5 the character has sprained an ankle and has their movement cut in half for 1d3 days (or until healed).

Wandering Monsters

	÷
1d10	Encounter
1–2	1d4 Medium sharks
3–4	1d3 sharks
5–6	1d6 squid
8	1 giant crab
9	1d3 sahuagin
10	1 crab swarm
CRAB, C XP 600 hp 19 (F Giant")	GIANT CR 2 Pathfinder Roleplaying Game Bestiary, "Crab,
CRAB S XP 1,20 hp 38 (F Crab Sv	0 Pathfinder Roleplaying Game Bestiary, "Crab,
SAHUAG XP 600	GIN CR 2 Pathfinder Roleplaying Game Bestiary,
SHARK XP 600 hp 22 (F	CR 2 Pathfinder Roleplaying Game Bestiary, "Shark")
XP 400 N Medi	MEDIUM CR 1 um animal (aquatic) (Pathfinder Roleplaying Bestiary, "Shark," "Young")
Init +7; \$	Senses blindsense 30 ft., keen scent, low-light Perception +8
hp 14 (4	touch 13, flat-footed 12 (+3 Dex, +2 natural) 4d8–4) Ref +7; Will +2
	swim 60 ft. pite +4 (1d6+1)
Base At Feats G	Dex 16, Con 9, Int 1, Wis 12, Cha 2 ik +3; CMB +4; CMD 17 reat Fortitude, Improved Initiative erception +8, Swim +9
SQUID XP 400 hp 13 (F	CR 1 Pathfinder Roleplaying Game Bestiary, "Squid")

There are three sinkholes in the roof of the cave. Anyone falling through the sinkholes when the water is out suffers 1d6 to 2d6 damage from the fall (depending on whether they hit one of the higher rock formations). Falling into the water inflicts no damage.

Much splashing about in this cave is likely to gain the attention of either the scrag from Area U2 or the sea hag from Area U3.

Area U2: Scrag Lair (CR 5) This large cave is filled with a number of tall (3 to 4 feet high) stalagmites. The roof of the cave is 4 feet above sea level. There is also a 12-foot-deep depression in the center of cave that remains water-filled



CR 5

after the tide goes out.

A scrag dwells here. During low tide, the scrag lurks in the pool; when the tide comes in, he swims out and searches the cave or ocean for food.

SCRAG XP 1,600

CE Large humanoid (aquatic, giant) (Pathfinder Roleplaying Game Bestiary, "Troll") Init +2; Senses darkvision 60 ft., low-light vision, scent; Perception +8

AC 16, touch 11, flat-footed 14 (+2 Dex, +5 natural, -1 size) hp 63 (6d8+36); regeneration 5 (acid or fire) Fort +11; Ref +4; Will +3

Speed 20 ft., swim 40 ft. **Melee** bite +8 (1d8+5) and 2 claws +8 (1d6+5) **Space** 10 ft.; **Reach** 10 ft. **Special Attacks** rend (2 claws, 1d6+7)

Str 21, Dex 14, Con 23, Int 6, Wis 9, Cha 6 Base Atk +4; CMB +10; CMD 22 Feats Intimidating Prowess, Iron Will, Skill Focus (Perception) Skills Intimidate +9, Perception +8, Swim +13 Languages Giant SQ amphibious

Tactics: The scrag prefers to attack within or from the water. His favorite tactic is to swim into **Area U1** and snag a floundering PC by the foot, drag him to the cave floor and grapple with him there until his victim drowns (see the "Environment, Water Dangers" section in Chapter 13 of the *Pathfinder Roleplaying Game Core Rulebook*). He also enjoys springing up on the ledge and dragging a helpless mage or heavily armored character into the water and drowning him. At low tide, the scrag is not interest in exploring sounds in nearby caves. If the PCs decide to explore his cave during low tide, he lurks at the bottom of the pool until some fool decides to take a swim, and then, as described above, attempts to grapple and drown them. If this tactic doesn't work, and if the PCs have some means to attack him from land *through* the water, he is not afraid to leap out of the water and attack from land.

Treasure: Hidden at the bottom of the pool in a small crevice (DC 20 Perception) are 5 pearls worth 100 gp each.

Area U3: Sea Hag Lair (CR 4) Like the passage leading into it, the ceiling of this large cave is only 6

Like the passage leading into it, the ceiling of this large cave is only 6 to 12 inches above sea level. There is an enclosed cave in the southeastern portion of this area, with a narrow opening and an 8-foot-high roof.

A sea hag has taken up residence here. She and the scrag in Area U2 have an understanding and leave one another alone. She is bitter, evil, and horrible, however, and attacks most any other living thing that violates her domain or enters the cave complex in general.

SEA HAG CR 4 XP 1,200 hp 38 (Pathfinder Roleplaying Game Bestiary, "Sea Hag")

Tactics: This sea hag is clever enough not to engage to PCs in head-tohead melee. She prefers to attack at high tide, popping out of the water to deliver an *evil eye* and permit a number of PCs to succumb to her *horrific appearance*. If none of her enemy is affected by her special attacks she dives immediately below the surface. If, on the other hand, the party is weakened by these attacks, she engages in melee with those remaining. If possible, she grabs characters weakened by her *horrific appearance* or *evil eye* and drags them to the bottom of the water in hopes drowning them. During low tide, the sea hag prefers to hide in her cave. If the PCs explore **Area U3** during low tide she springs out and surprises them from her small cave, again, hoping to gain an advantage from her special attacks.

Treasure: Stored in one corner of the enclosed cave (DC 15 Perception at low tide, 25 at high tide) is a small golden statue of a mermaid with tiny sapphires for its eyes (250 gp).

Area U4: Water Passages

All these areas have relatively low ceilings, and during high tide there is only 6 to 12 inches of headspace above the water. Therefore, travel through the areas during high tide must be accomplished underwater.

Area U5: The High Ledge Cave The ceiling of this cave is quite high, fully 25 feet above the cave floor.

The ceiling of this cave is quite high, fully 25 feet above the cave floor. The cave, however, is essentially divided into an upper and lower half. The lower half fills with 12 feet of water during high tide, and the upper half, a wide ledge that forms a bowl around the pooling water, rises 8 feet over the water level, leaving only 5 feet — less, even, in some places — between the ceiling and the floor of the ledge. Anyone falling off the ledge at low tide suffers 2d6 damage from the fall. Scaling the ledge requires a successful DC 15 Climb check (5 with a rope). The northernmost passage slopes downward at a noticeable incline before joining up with **Area U1**.

Area U6: Low Cave (CR 4)

This cave's ceiling is only 4 feet high, making it difficult terrain for Medium bipedal creatures (crouching only). Large creatures must squeeze through (see the "Terrain and Obstacles" section in Chapter 8 of the *Pathfinder Roleplaying Game Core Rulebook*). Small creatures or Medium quadrupeds suffer no movement penalties here.

A **rock reptile** hides in the rear of this cave. During low tide he creeps out and scavenges the countryside for food then returns to his cave before the tide comes in. He takes full advantage of his ambush attack.

CR4

ROCK REPTILE XP 1,200 bp 45 (Frog God Go

hp 45 (**Frog God Games The Tome of Horrors Complete**, pg. 515, "Rock Reptile")

Tactics: The rock reptile knows that it is strategically in his best interest to fight in this cave. Therefore, he does not pursue anyone into **Area U5**. There are lots of large stones in the rear of the cave behind which he can gain full cover should the PCs decide to retreat and use missile weapons.

Area U7: The Sparkling Cave

This large, two-level cave is a sight to behold. Strange mineral deposits on the walls, floor, and ceiling cause light to bounce and refract with hypnotic brilliance. Wherever light is directed it's as if hundreds of fireflies are flickering on the walls. While lovely and distracting, this effect is non-magical and not in the least bit harmful. There is a wide ledge along the eastern half of the chamber that looks down on the stalagmite ridden lower half 15 feet below. The ceiling is 6 to 8 feet above the ledge, 21 to 23 feet above the floor. There is also a kind of natural stone spiral staircase in the middle of the ledge: a tall, conical stalagmite encircled by gradually rising steps. A DC 12 Knowledge (dungeoneering or engineering) check reveals that the steps were, in fact, hand-carved, albeit crudely. Dwarves can add their stonecunning bonus to this check.

In the west, north, and northeastern corners of the lower level are set identical bowl-like rocks, about a foot in diameter, stood on end so that the interior of the "bowl" faces the wall of the ledge. The bowl's interior is heavily lined with the same mineral deposits as can be found on the cave walls. If detected for, the bowls all radiate faint transmutation magic. Before each bowls is a small flat stone. If a lit candle is placed on each stone, the wall of the ledge is illuminated with a brilliant light show and, after a moment, the image of a map can be seen. This map should be a link to future adventures.

Area U8: First Thieves' Cave

The passage from **Area U1** slopes up as it runs toward this cave. The cave itself has 8-foot-high ceilings, and a fairly level floor.

A band of thieves once made their home here many, many years ago. A few remnants of their habitation still remain: Several broken bottles, a dozen coppers spread here and there, a rusted dagger, a bit of tattered leather armor, several rotted broken boxes, and an old boot. There is a small pit in the center of the chamber that was used for campfires.

Area U9: Second Thieves' Cave (CR 3)

This area is very similar to **Area U8**: The passage from **U1** slopes upward toward this chamber, and the cave ceiling is a little higher (9 feet). There is another passage that slopes downward toward **Area U10** and eventually submerges when the tide is high. When the tide is low, there is a ledge at the end of the passage that looks 12 feet to the floor of **Area U10**.

In addition to the same sort of rubbish found in **Area U8**, there is also a large overturned wooden rowboat against the northern wall. This rowboat is still in fairly good shape and could hold 10 men comfortably. There are four rotting, but still functional, oars beside it. The rowboat, however, is lying atop a small depression in the floor that has allowed a **giant wasp** to creep underneath it. The wasp flies out and attacks anyone who disturbs him.

GIANT WASP XP 800

CR 3

hp 34 (Pathfinder Roleplaying Game Bestiary, "Wasp, Giant")

Treasure: Amid the thieves' forgotten trash is a *hat of disguise*. Being just a wet and weatherworn beret, a *detect magic* is required to single it out from all the other garbage.

Area U10: Inlet

This long, wide passage serves as inlet for the incoming tide. It is 30 yards long with a 16 foot ceiling. During high tide the water is 12 feet deep here, providing enough room to swim or even row a low boat (like the one found in **Area U9**). During low tide, this passage is fairly smooth, though it is rounded at the bottom, so there is really only about 5 feet of traversable floor space.

Area V: Quarrion's Tower (CR 10)

Note: This is a very dangerous encounter area, mainly due to the presence of the dragolem.

Years ago, the wizard Quarrion the Great had an annoying little familiar, a shocker lizard that he was always using to annoy his fellow party members. One problem with shocker lizards is that they do not live as long as wizards. Soon the little creature had become frail and weak, its age showing. Knowing it would soon die, Quarrion came up with the idea to change the creature into a small dragon using a *polymorph any object* spell. The spell worked, but the trauma of the spell caused the creature to still die of old age. Distraught, the wizard decided to turn his old friend into a construct. During some long-lost mystic ritual, he bonded the creature to his spellbook, creating a creature called a dragolem — part dragon and part construct. He named the creature Blizzard. The creature bonds itself to whoever creates or is able to claim it, and protects itself from anyone stealing the book. Well, dragons live forever (at least if they are golems), but not so little wizards, and Quarrion eventually died of old age, and the creature remains where he left it — guarding his tower.

This place is a ruined wizard's tower, currently infested by some rather tough goblins. The whole consists of an 80-foot-tall, 60-foot-square tower made of white stone, faced with decaying red marble, which is in turn overgrown with green ivy. The ivy tendrils reach up the outside of the tower as much as 40 feet up, giving the whole a strange mix of red, white and green color. It almost looks as though the ivy is some monster, hungrily engulfing the stone.

The main entrance consists of a large iron-bound door, about 10 feet up a set of stairs on the north side of the structure. Obvious marks of a battering ram or some other breach attempt scar its oak surface. The door is locked from the inside, but has no bar across it. Nine arrow slits dot the sides of the tower, with one set on each compass direction at the 20-, 40- and 60-foot marks.

The top of the tower consists of a spire-like point, and has no windows or parapets or other means of entry. The tower walls are 8 feet thick, solidly intact, and provide no means of egress. Living inside the tower is a **small tribe of goblins**. These are no normal goblins however, as one of their members can read, and is a shaman skilled in the arts of alchemy. Her natural talent, combined with finding a relatively intact alchemists laboratory here, have allowed the goblins to become extremely well-armed with semi-magical toys and brews.

The tower has 4 levels connected internally by a series of spiral staircases. The first is the storage area, and holds food (310 man days of edible rations on racks, in crates and buckets), water (6 large barrels), wine (3 casks) as well as the following:

- A crate of 10 oil flasks
- 60 torches, tied in bundles of 10 each
- 200 feet of coiled rope
- 2 hungry mules, tied up in makeshift stalls by rope leads
- A lantern
- 10 spears, 80 arrows, a longbow without a string, and a light mace
- 200 pounds of coal in a large pile
- 3 cords of firewood with an axe and splitting maul lying next to the pile

The second level of the tower is the living quarters of the goblins. It contains 8 makeshift beds, a few chamber pots, blankets and other such items, and a large brazier full of coals. A tribe of 7 goblins, 2 wolves, as well as the leader, Nodnelg, and shaman Naiviv, live here.

CR 1/3

CR1

CR 3

GOBLINS (7) XP 135

hp 6 (Pathfinder Roleplaying Game Bestiary, "Goblin") **Combat Gear** 2 flasks of alchemist's fire, 2 tanglefoot bags, 2 thunderstones, 2 smokesticks; **Other Gear** leather armor, light wooden shield, short sword, short bow, 20 arrows

WOLVES (2) XP 400

hp 13 (Pathfinder Roleplaying Game Bestiary, "Wolf")

NODNELG

XP 800 Male goblin fighter 4 (Pathfinder Roleplaying Game Bestiary,

"Goblin") NE Small humanoid (goblinoid)

Init +2; Senses darkvision 60 ft.; Perception -1

AC 20, touch 12, flat-footed 19 (+8 armor, +1 Dex, +1 size) hp 40 (4d10+8 plus 8) Fort +6; Ref +3; Will +0; +1 vs. fear Defensive Abilities bravery +1

Speed 20 ft.

Melee greataxe +8 (1d10+3/x3) Ranged shortbow +7 (1d4/x3)

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

Base Atk +4; **CMB** +5; **CMD** 17

Feats Cleave, Great Cleave, Power Attack, Toughness, Weapon Focus (greataxe)

Skills Climb +1, Handle Animal +7, Intimidate +7, Ride +4, Stealth +4, Survival +3; Racial Modifiers +4 Ride, +4 Stealth Languages Common, Goblin SQ armor training 1

Combat Gear potion of cure moderate wounds; **Other Gear** half-plate, greataxe, shortbow, 20 arrows, key to the chest of loot

Tactics: Should the goblins spot anyone outside the tower (their Perception score is -1) before they enter the tower, they pepper potential intruders with arrows and oil from the arrow slits in an attempt to make them leave.

If the PCs enter the tower, the wolves immediately raise the alarm. At this point, the goblins gather at the top of the second floor stairwell and prepare arrows, tanglefoot bags, and thunderstones for anyone coming up

the stairs. One of the normal goblins runs to get Naiviv, the shaman, from the laboratory upstairs.

The wolves and Nodnelg guard the top of the stairs, while the others continue to use missile fire down the staircase. Should all become hopeless, the goblins light the stairs on fire with alchemist's fire and escape out the arrow slits on ropes with grapnel hooks attached, using their smokesticks and tanglefoot bags to delay attackers.

In no case do the goblins retreat to the 4th level of the tower — they fear it more than death.

Treasure: The goblins keep a small chest of loot on this level. The box is **trapped**, and kept locked, and Nodnelg has the key around his neck on a leather throng. The trap consists of a flask of extremely flammable oil with a fire starting mechanism attached. Should the chest be forced open or "tossed down the stairs", it explodes (same damage), scattering coins in a 20 foot radius for 1d3 shrapnel damage.

FIRE-FLASK TRAP CR 1 XP 400

Type mechanical; Perception DC 20; Disable Device DC 20

Trigger touch; Reset none

Effect firebomb (2d6 fire damage, DC 20 Ref half); onset delay (2 rounds); multiple targets (all within 5 feet)

Inside the locked chest are:

• 440 sp, 112 gp, and 84 cp

• Two small gems; a garnet (worth 20 gp) and a beryl (worth 80 gp)

• A treasure map detailing the entrance to The Well of *Rappan Athuk*. This map indicates that ghosts and giant creatures of iron inhabit the dungeon. It also warns of giant cats with tentacles. The map is destroyed if the trap is triggered.

• A carved ivory tube containing a *scroll of remove disease*. This scroll is destroyed if the chest explodes as detailed above.

The 3rd floor of the tower contains a large, rather messy alchemist's laboratory. Various beakers, tables, tubes and small burners lie messily arranged around the room, and strange bottles of various substances lie scattered about in no apparent order. The staircase to the 4th floor is blocked by a pile of books and a tipped bookcase. The whole has a series of strange smells, as various experiments are currently in progress.

Spending most of her time here is **Naiviv**, the goblin shaman. Naiviv is quite skilled as a chemist, having mastered several secrets learned from the books she found in this old tower.

NAIVIV CR 3 XP 800 Female goblin universalist 4 (*Pathfinder Roleplaying Game Bestiary*, "Goblin") NE Small humanoid (goblinoid) Init +2; Senses darkvision 60 ft.; Perception +4

AC 14, touch 14, flat-footed 11 (+2 Dex, +1 size, +1 dodge) hp 24 (4d6+4 plus 4) Fort +2; Ref +3; Will +6

Speed 30 ft.

Melee dagger +3 (1d3/19–20) or quarterstaff +3 (1d4) Universalist Spell-Like Abilities (CL 4th; ranged melee +5): 6/day—hand of the apprentice Spells Prepared (CL 4th): 2nd—invisibility, web (DC 15, x2) 1st—cause fear (DC 14), hold portal, shield, sleep (DC 14) 0 (at will)—bleed (DC 13), daze (DC 13), detect magic, read magic

Str 10, Dex 14, Con 13, Int 16, Wis 14, Cha 6 Base Atk +2; CMB +1; CMD 14 Feats Brew Potion, Dodge, Scribe Scroll Skills Craft (alchemy) +10, Knowledge (arcana) +9, Knowledge (history) +8, Knowledge (local) +8, Knowledge (religion) +9, Perception +4, Ride +6, Spellcraft +8, Stealth +15; **Racial Modifiers** +4 Ride, +4 Stealth **Languages** Common, Draconic, Dwarven, Goblin **SQ** arcane bonds (arcane bond [quarterstaff]) **Combat Gear** potion of cure light wounds, potion of enlarge person, potion of levitate, 3 tanglefoot bags, 1 dose of black adder venom; **Other Gear** dagger, quarterstaff

Tactics: Naiviv is unlikely to be surprised unless the party does something really sneaky, and thus is usually prepared for combat. If altered to intruders before they enter the tower, she casts *hold portal* on the entrance door and retreats to her lab to retrieve her books. If the 2nd floor is breached, she turns *invisible* and quaffs her *potion of levitate* and uses it to escape through the arrow slit, taking her books with her. She then casts *web* in the staircase and entrance area from below and runs away. If somehow drawn into combat, she leads with a *sleep* spell, and then attacks with her dagger and its deadly venom. Note that Naiviv is loath to give up her lab and tower, and fights hard to keep it if at all possible. In no case does she enter the 4th level of the place.

Treasure: Besides the alchemy lab and its materials (worth 800 gp, weighs 400 pounds), the room contains the following:

• 6 books on alchemy, detailing the recipes for tanglefoot bags, thunderstones, explosive oil (alchemist's fire), and smokesticks. These books are worth 500 gp to a wizard or alchemist.

• 22 other books on various subjects — worth 2d6 gp each to the right buyer.

• A lost scroll of *dimension door* (tucked into a regular book)

• Naiviv's spellbook: 0—all; 1st—burning hands, cause fear, hold portal, magic missile, shield; 2nd—invisibility, web; 3rd—fireball.

Unlike the staircases from levels 1–3, the staircase up to the 4th level of the tower, despite being blocked by 22 large books and a bookcase, appears unused and untraveled. Cobwebs and insects, as well as a lot of dust fill the stairs.

At the top of the stairs is a trap door that opens upward. It is unlocked and untrapped, although it appears to be slightly burned and pitted. The door is spiked shut from underneath with a wooden stake. Once the stake is removed, it opens easily.

The room atop the stairs has a peaked roof, and no windows or other exits. On the far wall is what was once a fine bed but is now a musty, moldy pile of sheets and rags. The walls and floor near the trap door are scorched and pitted, and three partial goblin skeletons with crushed and blackened skulls litter the floor. Spiders and small insects crawl along the walls. In the center of the room is a pedestal of solid silver (worth 300 gp) containing a large tome.

The book is crafted with gold and silver hinges, and appears to be made of something like dragon skin. Anyone approaching the book within 5 feet is in for a nasty surprise — one that the goblins discovered the hard way. The book is truly the spellbook of the wizard that used to live here — but it is also a **dragolem**. When the book animates, it takes to the air like a folded paper dragon and attacks using its breath.

THE DRAGOLEM	CR 7
XP 3,200	
N Small construct	
Init +6; Senses dragon senses; Perception +9	

AC 19, touch 13, flat-footed 17 (+2 Dex, +6 natural, +1 size) hp 55 (7d10+10) Fort +2; Ref +4; Will +4 DR 5/adamantine; Immune acid, construct traits, dragolem immunities

Speed 40 ft., fly 150 ft. (average) Melee bite +10 (1d6+1), 2 claws +9 (1d4+1) Special Attacks breath weapons (20 ft. cone, 2d8 cold or fire, or paralysis gas, every 1d4 rounds, DC 13 Ref half [cold/ fire breath], DC 13 Fort negates [paralysis breath])

Str 13, Dex 14, Con —, Int 14, Wis 15, Cha 14

Base Atk +7; CMB +7; CMD 19 (23 vs. trip) Feats Hover, Improved Initiative, Multiattack, Weapon Focus (bite)

Skills Diplomacy +9, Fly +14, Perception +9, Spellcraft +9 Languages Auran, Common, Draconic SQ change shape (3/day; book)

Change Shape (Su) Dragolems can change form from book form to wyrmling form up to 3/day.

Immunities (Ex) A dragolem is immune to any spell or spelllike ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

• An erase spell cast on a dragolem paralyzes it for 1d6 rounds unless it succeeds on a Will save with a DC equal to 11 + spellcaster's key attribute.

• The comprehend languages spell functions as a charm monster spell when used against a dragolem.

Tactics: The dragolem flies up and attacks from the air, breathing its cold or fire breath, then its paralysis gas breath. It attacks in melee combat only against paralyzed opponents or if it cannot breathe during that combat round. It fights until slain.

Treasure: If the dragolem is destroyed, the book it was made of can be partially recovered. This particular book is inscribed with the following spells: 0—all; 1st—alarm, cause fear, disguise self, enlarge person, hold portal, mage armor, magic missile, shield; 2nd—alter self, detect thoughts, invisibility, locate object, misdirection, spider climb; 3rd—beast shape I, dispel magic, displacement, fireball, haste, wind wall; 4th—beast shape II, confusion, dimension door, elemental body I, phantasmal killer; 5th—mirage arcana, teleport; 6th—chain lighting, disintegrate, legend lore; 7th—delayed blast fireball, summon monster VII

Each spell has a 20% chance (roll once per spell) of being destroyed if the dragolem is slain. Other than the spellbook and stand, nothing of value remains in the room.

Area W: Fungus Amungus (CR 10+)

There is a small, rather wet patch of forest 3 miles north of King's Road just west of the Oldrock River. The ground surrounding the wood is damp and squishy, yet the whole is not really a marsh. Travelers near this area would not know that, however, as the buzzing insects and frogs that inhabit the area give it the look and feel (at least feel from insect bites) of being a swamp. Strange little mushrooms and black and white flowers grow in the grass on the outskirts and meadows of this place, their countless numbers at times giving a checkerboard-pattern look to it.

The forest itself is primarily composed of thick willow trees and blueberry and cranberry plants. During the summer months, assume anything that can be sustained on berries has a feast of rations waiting for them, even at the forest edge. Small game trails dot the edge, and while the whole is heavily overgrown, there are plenty of small muddy trails that can be easily traversed.

A few hundred yards from the western edge of the wood, the ground rises up out of the shallow water table to form a small hill area. This area has less willow, and even a few oak trees growing on it. The oaks tower above the willows — some reaching heights of 300 feet of more. Huge roots wrap around the rocks of these hills.

The hills themselves consist of fossil-laden limestone. Every few inches in the rock some ancient creature can be seen. Clams, trilobites, ammonites and other strange creatures, long since extinct dot the stone. If enough time is taken, whole specimens can be carefully extracted. One in ten is worth 2d6 sp at the market in Endhome.

Random Encounters

Once per hour spent here, there is a chance that a party will run into some creature. A roll of 1 on a 1d6 indicates an encounter; the GM should consult following table:

01–40	Game animal
41–60	Either a black bear (25%), a brown bear (25%), a pack of 1d4+1 wolves (40%), or 1d3 worgs (10%)
61–75	2d6 bandits
76–80	A giant forest lizard
81-85	1d3 fungus men
86-90	A giant stag
91–95	A giant funnel-web spider
96–99	A giant owl
00	A small, very young dragon

Bandits: These are normal men, wearing leather armor and carrying shortbows and hand weapons. Each carries 2d6 gp of random loot. If they gain surprise, they usually set an ambush, surrounding the party with bowmen in trees etc. If surprised, they are in camp (double loot). Camps consist of lean-tos, tents and a small fire. Use the typical Greentree Bandit stats for these bandits; they are not affiliated with that group, however.

CR 1/3

CR4

BANDITS (2–12) XP 135 hp 7 (see Area B, The Greentree Bandits)

Black Bear: These creatures seldom attack unless both parties are surprised. Loud yelling and looking scary usually (80%) drives the bear away.

BEAR, BLACKCR 3XP 800N Medium animal (Pathfinder Roleplaying Game Bestiary,
"Bear, Brown," "Young")Init +3; Senses low-light vision, scent; Perception +6

AC 17, touch 13, flat-footed 14 (+3 Dex, +4 natural) hp 32 (5d8+10) Fort +6; Ref +7; Will +2

Speed 40 ft. **Melee** bite +6 (1d4+3), 2 claws +6 (1d4+3 plus grab)

Str 17, Dex 17, Con 15, Int 2, Wis 12, Cha 6 Base Atk +3; CMB +6 (+10 grapple); CMD 19 (23 vs. trip) Feats Endurance, Run, Skill Focus (Survival) Skills Perception +6, Survival +5, Swim +12; Racial Modifiers +4 Swim

Brown bears: These creatures usually (80%) attack unless surprised. They consider anything in their territory food.

BEAR, BROWN XP 1,200

hp 42 (Pathfinder Roleplaying Game Bestiary, "Bear, Brown)

Dragon: A very young green dragon lives in these woods. If encountered it initially breathes acid, and then flies up to hide in the canopy until it can breathe again before engaging in combat. If wounded over half its hit points, the dragon flees. If surprised, the dragon is in its lair (50% chance asleep). The lair is a small overgrown thicket of trees and briars, with only one entrance

CR 6

area on the ground. Its treasure consists of 400 gp, 6 gems worth 2,000 gp total, an intact wagon containing boxes of cloth (worth 200 gp), random equipment worth 75 gp, and a *horn of unusual things* (see the **Appendix**).

VERY YOUNG GREEN DRAGON XP 2,400 LE Medium dragon (air) (Pathfinder Roleplaying Game

LE Medium dragon (air) (Pathtinder Roleplaying Game Bestiary, "Dragon, Green") Init +1; Senses dragon senses; Perception +13

AC 18, touch 11, flat-footed 17 (+1 Dex, +7 natural) hp 59 (7d12+14) Fort +7; Ref +6; Will +8 Immune acid, paralysis, sleep

Speed 40 ft., fly 150 ft. (average), swim 40 ft. Melee bite +10 (1d8+4), 2 claws +10 (1d6+3), 2 wings +5 (1d4+1) Special Attacks breath weapon (30 ft. cone, 4d6 acid, every 1d4 rds, DC 15 Reflex half)

Str 17, Dex 12, Con 15, Int 12, Wis 13, Cha 12 Base Atk +7; CMB +10; CMD 21 (25 vs. trip) Feats Alertness, Cleave, Iron Will, Power Attack Skills Fly +11, Knowledge (nature) +11, Perception +13, Sense Motive +3, Spellcraft +11, Stealth +11, Survival +11, Swim +21 Languages Common, Draconic SQ water breathing, woodland stride

Fungus men: These little guys are searching for food or patrolling (see below). If the colony is wiped out, no more are encountered.

FUNGUS MEN	CR 2
XP 600	
The Tome of Horrors 4 99	
N Small plant	
Init +2; Senses low-light vision; Perception +9	

AC 15, touch 13, flat-footed 13 (+2 Dex, +2 natural, +1 size) hp 16 each (3d8+3) Fort +4; Ref +3; Will +2 DR 5/slashing or piercing; Immune poison, plant traits, Resist cold 5

Weaknesses vulnerable to fire

Speed 20 ft. Melee slam +5 (1d3–2) Special Attacks spore cloud

Str 6, Dex 15, Con 13, Int 9, Wis 12, Cha 10 Base Atk +2; CMB +3; CMD 11 Feats Agile Maneuvers, Skill Focus (Perception), Weapon Finesse^B Skills Perception +9, Stealth +10

Spore Cloud (Ex) Once per round as a standard action, a fungus man can release a cloud of noxious spores. All living creatures within 5 ft. must make a DC 12 Fortitude save or become nauseated for 1d4+1 rounds. The save DC is Constitution-based. This is a poison effect, and once a creature successfully saves it is immune to the spore cloud of that particular fungus man for 24 hours.

Game animals: These creatures include everything from raccoons to deer. The GM is encouraged to have rustling in the bushes or some other means of entry cause panic in the party, only to reveal a bunny hopping out of a thicket.

Giant Forest Lizard: These creatures are hungry and aggressive. If fed, they depart. Once the lizard is slain, no more are encountered.

LIZARD, GIANT FOREST XP 1,600 The Tome of Horrors 4 152 N Large animal Init +6; Senses low-light vision, scent; Perception +11

AC 19, touch 11, flat-footed 17 (+2 Dex, +8 natural, -1 size) hp 68 (8d8+32) Fort +12; Ref +8; Will +3

Speed 30 ft., climb 20 ft. Melee bite +12 (2d6+9 plus poison) Space 10 ft.; Reach 5 ft.

Str 23, Dex 15, Con 19, Int 2, Wis 12, Cha 10 Base Atk +6; CMB +13; CMD 25 (29 vs. trip) Feats Great Fortitude, Improved Initiative, Skill Focus (Perception), Weapon Focus (bite) Skills Acrobatics +6 (+14 jumping), Climb +18, Perception +11, Stealth +3 (+7 in undergrowth); Racial Modifiers +8 Acrobatics when jumping, +4 Stealth in undergrowth SQ powerful leaper

Poison (Ex) Bite—injury; save DC 18 Fort; frequency 1/round for 6 rounds; effect 1d4 Dexterity damage; cure 2 saves. The save DC is Constitution-based.

Powerful Leaper (Ex) A giant forest lizard uses its Strength to modify Acrobatics checks made to jump, and it has a +8 racial bonus on Acrobatics checks made to jump.

Giant Stag: This fellow stands 12 feet tall and has an 18-point rack. He fears nothing, and stands and looks at any he sees. If harmed, he charges. If slain, he cannot be encountered again.

DIRE STAG XP 800	CR 3
The Tome of Horrors 4 63	
Init +3; Senses low-light vision, scent; Perception +12	

AC 17, touch 13, flat-footed 13 (+3 Dex, +1 dodge, +4 natural, -1 size) hp 42 (5d8+20) Fort +8; Ref +9; Will +3

Speed 40 ft. Melee gore +7 (1d8+5), 2 hooves +5 (1d6+2) Space 10 ft.; Reach 5 ft.

Str 21, Dex 17, Con 18, Int 2, Wis 15, Cha 10 Base Atk +3; CMB +9; CMD 23 (27 vs. trip) Feats Dodge, Lightning Reflexes, MultiattackB, Run Skills Perception +12, Stealth +8; Racial Modifiers +4 Perception, +4 Stealth

Giant funnel-web spider: A small nest of these exists here. A total of 4 spiders inhabit the area, feeding on small game. An encounter means the party has chanced upon their 60-foot-diameter ground web and all must succeed on a DC 15 Reflex save or become stuck. One of those stuck becomes the spiders target for its web strand.

GIANT SPIDERS (4) XP 400

hp 16 (Pathfinder Roleplaying Game Bestiary, "Spider, Giant")

Giant owl: This old and wise owl actually speaks the common tongue, and can provide sage advice to any he befriends. The owl usually is found sitting in a large tree, minding his own business. It's possible he would mistake a Small character for food but, being good-aligned, he quickly realizes his mistake and lets them go. If the players look like they are

CR 1

CR 5

CR 1

about to die in some other encounter, the GM could have the owl assist them. If ever attacked, the owl never befriends the players. Keep in mind he can be befriended, but is *not* a pet. He will not leave the area under any circumstances. If slain, treat this as no encounter.

GIANT OWL XP 1,600

hp 57 (Pathfinder Roleplaying Game Bestiary 3, "Owl, Giant")

Wolves: These pack hunters are out scavenging for a meal. If surprised, they flee immediately and come back to stalk the party.

WOLVES (2–5) XP 400

hp 13 (Pathfinder Roleplaying Game Bestiary, "Wolf")

Worgs: These evil wolves are out for a hunt. They do not flee if surprised, but regroup and attack the party.

WORGS (1–3) CR 2 XP 600

hp 26 (Pathfinder Roleplaying Game Bestiary, "Worg")

If the PCs explore the hill area, they can find a small cave entrance. The entrance leads back into a three-cave complex containing a small tribe of **11 fungus men** and a **fungus man king**. These fellows are not immediately hostile, and if approached in a non-hostile manner, do not attack. Hundreds of bats live here, providing an excellent food source for the fungus men with their guano.

The cave entrance leads down 40 feet into the earth, and water trickles down the walls creating a muddy, wet floor after the 20 foot mark. The tunnel opens into a 40 foot diameter cave with a 30 foot ceiling. Typically there are **6 of the fungus men** here. When initially encountered, one runs off to each of the two (left and right) tunnels to warn the others, while the rest start to wave and gesticulate, making signs of peace and non-aggression. If attacked, they expel spore clouds and attack in kind.

The left tunnel leads back to a small 20 foot diameter cave with a 10foot wide pool of water containing small crawfish, as well as **3 additional fungus men**. These move to the main cave 3 rounds after the party makes its initial entrance into the cave, reacting according to the player's reactions.

The right tunnel leads to a 60 foot diameter cavern containing **2** additional fungus men and the king. If the party is peaceful, the king, wearing a strange crown of flowers (a garland really) makes a grand entrance 6 rounds after the cave is first entered. He parleys with the group, making sweeping gestures. He is quite happy to meet them, but can only communicate with gestures and waves of his arms unless *speak with plants* is used. If the characters are sufficiently supplicant (bow down, etc.) the fungus men remain quite friendly with them, providing shelter and mutual defense. Successful friendship with these creatures nets experience equal to killing them.

The fungus men have no treasure.

FUNGUS MEN (11) XP 600 hp 16 (see Random Encounters Sidebox)	CR 2
FUNGUS MAN KING XP 1,200 The Tome of Horrors 4 99 Male giant fungus man N Medium plant Init +1; Senses low-light vision; Perception +12	CR 4
AC 16, touch 11, flat-footed 15 (+1 Dex, +5 natural) hp 45 (6d8+18) Fort +8; Ref +3; Will +5	

DR 5/slashing or piercing; **Immune** poison, plant traits, **Resist** cold 5

Weaknesses vulnerable to fire

Speed 20 ft. Melee slam +5 (1d4) Special Attacks spore cloud

Str 10, Dex 13, Con 17, Int 9, Wis 12, Cha 10 Base Atk +4; CMB +5; CMD 15 Feats Agile Maneuvers, Iron Will, Skill Focus (Perception), Weapon Finesse^B Skills Perception +12, Stealth +5

Spore Cloud (Ex) Once per round as a standard action, a fungus man can release a cloud of noxious spores. All living creatures within 5 ft. must make a DC 16 Fortitude save or become nauseated for 1d4+1 rounds. The save DC is Constitution-based. This is a poison effect, and once a creature successfully saves it is immune to the spore cloud of that particular fungus man for 24 hours.

Area X: Don't Go in the Tall Grass II (just because Bill loves that phrase) (CR 5)

The plains west of the Penprie Forest are composed of tall grass; very tall in fact. The grass reaches heights of six or seven feet in places, creating a maze-like feeling. Game trails and trampled areas exist, causing most non-predatory creatures to act in a vole-like fashion in their travels.

The predators, however, use these trails and a hunting ground. This site contains a small clearing, along with a few scattered haystack boulders of marbleized limestone. The clearing itself is perhaps 60 yards across, with scattered bushes and low-lying plants growing on the calcium rich rocks.

Careful examination of the stones reveals a series of bizarre hieroglyphs depicting strange animals and large trees (dinosaurs and cavemen). Nothing of apparent value is here.

This clearing is one of those aforementioned hunting grounds. A group of unusual creatures lives here, a pack of **12 podokesaurs**. These little dinosaurs stand only 1 foot high, and scurry about like so many cute puppy dogs. While cute, they are far from harmless. The pack attacks as a swarm, usually targeting one creature (the largest one) first, hoping to scare off the rest while they overcome the biggest "meal". They have no fear of anything, and attack until slain. The one exception to this is fire. If fire, even a torch, is strongly presented, the little beasts turn tail and flee into the grass. The reason for this is that they know and fear brushfires — they see any fire as a potential "apocalypse".

CR 2 CR 4	PODOKESAURS (12)CRXP 135The Tome of Horrors 4 61N Tiny animalInit +8; Senses low-light vision, scent; Perception +4	1/3
	AC 17, touch 16, flat-footed 13 (+4 Dex, +1 natural, +2 size hp 6 (1d8+2) Fort +4; Ref +6; Will +0)
al)	Speed 60 ft. Melee bite +1 (1d3–1), 2 claws +1 (1d2–1) Space 1/2 ft.; Reach 0 ft. Special Attacks pounce	
traits, Resist	Str. 8. Dex 19. Con 14. Int 2. Wis 11. Cha 5	

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Base Atk +0; CMB +2; CMD 11 Feats Improved Initiative, Run^B Skills Perception +4

Tactics: The podokesaurs swarm the largest creature, differentiating between a mounted warrior, a horse or a horseless rider. They are extremely intelligent (about like a monkey), and typically attack by having one of their number coo and scratch the ground while the rest attack with surprise from the sides and rear from the grassy edge of the clearing. Up to 8 podokesaurs can attack a man-sized creature, and up to 16 can attack a horse. They strip flesh like a school of piranha, stopping to feed and ignoring anything but attacks once they have dropped one opponent. Feeding consists of automatic hits on a downed opponent.

Once the little dinosaurs are dealt with, the area can be closely examined. Careful searching reveals that three areas are raised up, relative to the generally flat surface of the clearing. Each of these three areas hides an ancient grave. The graves are 8 feet down below the current ground surface, and lined with a red substance (ochre). Anyone digging up these graves (ok, not very nice, but these are adventurers) finds the ancient bones of cavemen. Also present in each grave are the following:

• Male bones and what appears to have once been a feather headdress linked together with pounded copper thread. Bangles along the main loop of thread each have a hole the size of a large pinfeather drilled through them, and each lozenge-shaped bangle is about 2 inches long and an inch wide. The headdress detects as magical, but has no obvious effect if donned. It is a *headdress of the birds* (see the **Appendix**).

• A male and female set of bones, along with a strange-looking skull of a large cat with huge fangs (a smilodon). Inside the smilodon skull are two uncut gemstones (amethysts) of large size, naturally shaped in the form of a man and woman. These two gems detect as magical. Should a married couple possess them and be within one mile of one another, these stones act as *luckstones*, granting +1 on all die rolls. They have no effect under any other circumstances.

• A male set of bones, scratched and gnawed as if by some large animal, along with a clay pipe, an obsidian spear point, and a flute made from a leg bone of some animal. The flute detects as magical. The flute is a *flute of hunting* (see the **Appendix**).

Area Y: The Abandoned Temple (CR 12, CR 14 if the hezrou is summoned)

Note: This area is extremely dangerous, especially if the hezrou is summoned! A group of 5th-level adventurers shouldn't have a problem, however, as most of the CR comes from a swarm of CR 1 giant frogs.

At the edge of the Penprie Forest, along the east bank of the Oldrock River lies an abandoned temple. This old structure seems to have been built of very strong stuff, albeit very decayed with time. The temple is halfburied, sinking into the shoreline of the river as it changes its course over the decades. It is obvious that nothing has lived here in a long, long time. Tracks along the river appear to be those of a large animal, possibly a pig.

The temple itself is amazingly intact, and the exterior measures 200 feet by 300 feet, and is over 40 feet high. The bottom 30 feet of the building are buried facing the river, and only 20 feet is buried facing upland. The main entrance faces upland, and is partially filled with mud and dirt, leaving only a crawl space into the building. No other unburied entrances are apparent (there is a small door under 20 feet of mud on the river side of the building). If anyone enters the crawlspace, it opens into a large open temple room, supported by a series of 36, 2-foot-diameter pillars.

Slimy, green-gray clumps of mold cling to the ceiling. The walls are adorned with an endless throng of dancing figures; contorted and repulsive. The procession ends in the inner shrine to the west, where the 10-foot-tall, bloated, frog-idol of Tsathogga squats on a huge slab of transparent lime-green crystal, flanked by two heavy, green stone candelabra. Though no candles are present in them, ancient black wax stains and clumps streak down their sides. Woe be it should anyone place and light candles in these things. The candelabra detect both as summoning magic and evil. Anyone placing lit tapers into them had best be of the faithful — two rounds after candles are lit, a **hezrou demon** appears, attacking all within the temple who do not worship the Frog God!

CR 11

CR 7

HEZROU XP 12,800

hp 145 (Pathfinder Roleplaying Game Bestiary, "Demon, Hezrou")

Fortunately, the place is mostly abandoned. Its only caretaker appears to be a **dire boar**. This dire boar grunts and paces at anyone here, looking aggressive and angry. Close examination of the boar reveals that it has hands instead of hooves on its forelegs!

This is the evil priest that serves the temple — Hormel the Wereboar, priest of Tsathogga.

HORMEL (HYBRID FORM) XP 3,200

Male human natural dire wereboar cleric of Tsathogga 7 CE Medium humanoid (human, shapechanger) (Pathfinder Roleplaying Game Bestiary 2, "Lycanthrope, Wereboar") Init +5; Senses low-light vision, scent; Perception +7 Aura Evil

AC 18, touch 12, flat-footed 17 (+1 deflection, +1 Dex, +6 natural) hp 77 (7d8+28 plus 14) Fort +9; Ref +3; Will +10

Defensive Abilities ferocity; DR 10/silver

Speed 30 ft.

Melee mwk morningstar +10 (1d8+4), gore +9 (1d8+6 plus curse of lycanthropy) Special Attacks channel negative energy 2/day (DC 14,

4d6), curse of lycanthropy

Domain Spell-Like Abilities (CL 7th; melee touch +9) 8/day—touch of chaos, touch of evil (3 rounds)

Spells Prepared (CL 7th; melee touch +9, ranged touch +6): 4th—chaos hammer (DC 19), unholy blight^D (DC 19), unholy blight (DC 19)

3rd—invisibility purge, magic circle against good $^{\scriptscriptstyle D}$, prayer, summon monster III

2nd—align weapon^D, bear's endurance, darkness, hold person (DC 17), silence (DC 17)

1st—bless, cause fear (DC 16), divine favor, doom (DC 16), magic stone, protection from good^D, protection from good 0 (at will)—detect magic, guidance, read magic, virtue **D** Domain spell; **Domains** Chaos, Evil

Str 19, Dex 12, Con 19, Int 8, Wis 20, Cha 8 Base Atk +5; CMB +9; CMD 21

Feats Alertness, Combat Casting, Improved Channel, Improved Initiative, Toughness

Skills Diplomacy +5 (+9 to change attitude vs. porcine animals), Heal +11, Intimidate +1, Knowledge (religion) +5, Perception +7, Sense Motive +7, Spellcraft +5; Racial Modifiers +4 Diplomacy to change attitude vs. porcine animals

Languages Common

SQ change forms, domains (chaos, evil), lycanthropic empathy

Gear masterwork morningstar, amulet of protection from wraiths (see the **Appendix**), ring of protection +1

HORMEL (ANIMAL FORM) XP 3,200

CR7

Male human natural dire wereboar cleric of Tsathogga 7 CE Medium humanoid (human, shapechanger) (Pathfinder Roleplaying Game Bestiary 2, "Lycanthrope, Wereboar") AC 18, touch 12, flat-footed 17 (+1 deflection, +1 Dex, +6 natural) hp 77 (7d8+42) Fort +9; Ref +3; Will +10 Defensive Abilities ferocity; DR 10/silver

Speed 40 ft.

Melee gore +4 (1d8+2 plus curse of lycanthropy) Special Attacks curse of lycanthropy

Str 19, Dex 12, Con 19, Int 8, Wis 20, Cha 8 Base Atk +5; CMB +9; CMD 21

Feats Alertness, Combat Casting, Improved Channel, Improved Initiative, Toughness

Skills Diplomacy +5 (+9 to change attitude vs. porcine animals), Heal +11, Intimidate +1, Knowledge (religion) +5, Perception +7, Sense Motive +7, Spellcraft +5; Racial Modifiers +4 Diplomacy to change attitude vs. porcine animals

Languages Common

SQ change forms, domains (chaos, evil), lycanthropic empathy

Other Gear masterwork morningstar, amulet of protection from wraiths (see the **Appendix**), ring of protection +1

Tactics: The wereboar priest attacks if anyone remains in the temple after 3 rounds. His initial action is to change into hybrid form, casting spells in a guttural tongue that may not be recognized by any who do not specifically ask about it. He casts *prayer*, then *bless*, followed by *protection from good*. Following this, he attacks hand-to-snout on the 4th round. Anyone captured or slain is fed to the frogs below.

Treasure: Besides the magic items held by the wereboar, the temple area contains the following:

• A box of 20 large black candles

• A now broken and dysfunctional silver unholy water font (worth 300 gp in materials)

• Two large gemstone eyes in the frog demon statue, consisting of uncut azurite worth 300 gp each. These require a DC 25 Disable Device check to remove without damage.

• An evil book dedicated to Tsathogga, detailing vile rituals and human sacrifice. The book would be quite valuable to a sage or evil priest — perhaps 500 gp. Destroying the book nets 250 XP. It has a cover of human skin, and is inked in blood.

• Four sides of fine cured bacon. This is wereboar bacon — anyone eating it may be afflicted with wereboar lycanthropy... or worms (see **Sidebox**).

• Bedding and blankets, a pouch containing 22 gp and 44 sp, and a suit of plate mail. The pouch also contains a letter that reads:

"Cousin, we have heard that you have betrayed our brotherhood and, relative or not, four of our brothers are coming to get you unless you repent and change your ways. Your behavior shames us all, and is vile and evil. Return to the fold before your soul is damned."

It is signed "*Odo Bristleback*". Odo runs the inn in Zelkor's Ferry, near Rappan Athuk (see *Rappan Athuk*, Wilderness Area 27, for more details). Oh, and Hormel's soul is quite already damned. Proof that Hormel was slain, if presented to Odo, gains free lodging for life to anyone in the group while in Zelkor's Ferry.

Hidden in the floor in front of the statue is a **secret trap door**. It can be detected with a successful DC 20 Perception check, and opens by pushing a pressure plate on Tsathogga's left big toe. The secret door opens into a 10 foot staircase leading to a small crypt.

Within the crypt are 4 undead creatures. At one time, a small number

Diseased Wereboar Bacon

Type disease; Save DC 7*

Onset the next full moon; Frequency on the night of every full moon or whenever the target is injured Effect target transforms into a wereboar under the GM's control until the next morning; Secondary Effect (no save) worms (target suffers 2 points of Strength and Constitution damage) *Note The DC can be increased to 10 with a successful DC 15 Craft (alchemy) check

of frog-cultists, including four under-priests, rebelled against their demonic master, forsaking their perverted ways. Alas, the revolt was short-lived and the priests were placed alive in this former ante-chamber in perpetual imprisonment. Four barred niches, too low to stand up or move comfortably, contain the corpses of the priests. They remain as **wraiths**, envious of the living. They attack immediately.

CR 5

WRAITHS (4) XP 1.600

hp 47 (Pathfinder Roleplaying Game Bestiary, "Wraith")

A small tunnel leads 200 feet out of the crypt to the west leading to the frog pits. The frog pits are a small cavern west of the crypt. The cave is 40 feet in diameter and has a 10 foot ceiling.

The chamber is a bare, simple place. Three round openings are covered with iron grilles. These are corroded and weakened by age: there is a 50% chance they break under any weight over 30 pounds. A system of winches and pulleys used to lower victims is in the same sorry state: it appears sturdy on a casual observation (sturdy enough to climb down on its chains), but a more careful study and a successful DC 10 Knowledge (engineering) check reveals the weaknesses which would send any foolhardy character down into the depths.

Anyone captured or slain by the priest is disposed of in the deep pits in this side chamber. At other times, they were thrown alive among the carnivorous giant frogs to be devoured screaming. Sustained by foul magic and the occasional sacrifice, the giant frogs live on undisturbed. The smaller specimens subsist on scraps of meat and each other; the huge, bloated elders generally hibernate and only awaken if large prey is in reach.

The pits are 50 foot deep. Since the fall is cushioned by water and mud, no damage is taken. The pits lead into a wet cavern full of slime, brackish water and the smell of vile feces and rot. Slimy eggs stick to the walls and glowing fungi provide sparse illumination. Most of the mire is only 2 feet deep and counts as difficult terrain, but there are places where it reaches 15 feet or more. Treat these places as quicksand.

Of more immediate concern are the swarms of giant frogs eager to devour anyone and anything venturing into their cavern. There are **18** killer frogs in the pits. They have no treasure.

FROGS, KILLER (18)	CR 1
XP 400	
The Tome of Horrors Complete 671	
N Small animal	
Init +1; Senses low-light vision, scent; Perception +3	

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

Speed 10 ft., swim 30 ft. **Melee** 2 claws +2 (1d4+1 plus grab), bite +2 (1d4+1) **Special Attacks** rake (2 claws +2, 1d4+1)

Str 12, Dex 13, Con 14, Int 2, Wis 9, Cha 6 Base Atk +0; CMB +0 (+4 grapple); CMD 11 (15 vs. trip)

Feats Improved Natural Attack (claw)

Skills Acrobatics +5 (+9 jumping), Perception +3, Stealth +9, Swim +12; **Racial Modifiers** +4 Acrobatics (+8 jumping), +4 Stealth

Area Z: Jimmy Dean's Tower (CR 6)

Jimmy Dean is wizard who dabbles in alchemy. He is reclusive, but friendly if approached properly. Properly implies politely and nonaggressively. Jimmy is shy, and has no real desire to meet anyone. That being said, there are several ways one could gain an audience, or even befriend this man. One way would be to politely knock on the door, and make some small offering of friendship — perhaps a fresh caught deer or a cask of ale. Another would be to have something that might interest him.

One example of this would be the books, notes and gear from the goblin tower in **Area V**. Jimmy would be more than a little bit interested in obtaining the recipes from that location. In fact, he knows of the tower and the mage Quarrion that used to inhabit it. Before he decided to explore the mysteries of alchemy, he was an apprentice of the mage. One possible scenario is for Jimmy to agree to help or brew for the characters if they retrieve Quarrion's books for him. Certainly the wise GM can come up with some method of getting Jimmy and his players interacting.

Jimmy has skills in alchemy that he can use to do various things. Examples and prices for services include:

Service	Cost*
Identify a magic item	500 gp
Identify a potion	100 gp
Cure a disease	250 gp
Cure lycanthropy	1,000 gp
Cure poison	100 gp
Create a potion	(see Pathfinder Roleplaying Game Core Rulebook)
Other	GM discretion
*These are Jimmy's prices for services rendered, and may not necessarily match suggested prices in the Pathfinder Roleplaying Game Core Rulebook.	

In any case, interaction with Jimmy should be treated as a roleplaying

opportunity, as well as a chance to gain an ally or patron.

JIMMY DEAN XP 2,400

CR 6

Male human alchemist 7 (Pathfinder Roleplaying Game Advanced Players Guide, "Alchemist") NG Medium humanoid (human) Init +0; Perception +14

AC 10, touch 10, flat-footed 10 hp 42 (7d8+7) Fort +7; Ref +6; Will +5; +4 bonus vs. poison Resist poison resistance

Speed 30 ft.

Ranged bomb +6 (4d6+4 fire), or shock bomb +6 (4d6+4 electricity)

Special Attacks bomb 11/day (4d6+4 fire or electricity, DC 17), discoveries (concentrate poison, extend potion, shock bomb)

Spells Prepared (CL 7th; melee touch +4, ranged touch +5): 3rd—fly, remove disease

2nd—alter self, barkskin, cure moderate wounds, see

invisibility

1st—comprehend languages, crafter's fortune (DC 15), cure light wounds, expeditious retreat, keen senses (DC 15)

Str 8, Dex 10, Con 12, Int 18, Wis 14, Cha 13 Base Atk +5; CMB +4; CMD 14 Feats Alertness, Brew Potion, Craft Wondrous Item, Skill Focus (Craft [alchemy]), Skill Focus (Knowledge [arcana]), Skill Focus (Spellcraft), Throw Anything Skills Appraise +9, Craft (alchemy) +17 (+24 to create alchemical items), Disable Device +4, Fly +4, Heal +11, Knowledge (arcana) +17, Knowledge (history) +11, Knowledge (nature) +14, Perception +14, Sense Motive +11, Sleight of Hand +7, Spellcraft +17, Use Magic Device +11 Languages Common, Dwarven, Elven, Gnome, Halfling SQ alchemy (+7 to create alchemical items), fast poisoning, mutagen, poison use, swift alchemy Combat Gear brooch of shielding, wand of magic missile (32

combat Gear brooch of shielding, wand of magic missile (32 charges); Other Gear cloak of resistance +1

His tower stands at the northern crossroads along Trader's Way. East of the Penprie Forest along the coast. The tower stands 80 feet tall, and is 40 feet round. It has one main entrance at its base, buttressed and protected by a small stone wall framing a 5 foot wide *arcane locked* wooden reinforced door. The door is barred from the inside. The stone of the tower is constructed of tan colored limestone blocks. Two 3-foot windows are present at the 50 foot high mark. There are no arrow slits of other entrances.

The inside of the tower consists of four levels connected by concentric wooden staircases. The first level is storage and food supplies, as well as a pony and a mule in stalls. Various tools and implements (common items) hang from pegs.

The second level of the tower is a living area and contains a couch, two chairs and several bookcases. This is also where **Maggie**, Jimmy's pet homunculus spends most of her time. Maggie typically remains hidden if the tower is aggressively invaded. She is quite shy, and only attacks if Jimmy is threatened.

CR1

MAGGIE THE HOMUNCULUS XP 400

hp 11 (Pathfinder Roleplaying Game Bestiary, "Homunculus")

The books are quite valuable. There are 60 books present on these shelves. Most are worth 2d6 gp each, however one details the formula for creating a homunculus (worth 1,000 gp) and a second is a *manual of flesh golems*. Another book is Jimmy Dean's formula book:

Formula Book: 1st—ant haul, comprehend languages, crafter's fortune, cure light wounds, disguise self, endure elements, enlarge person, expeditious retreat, identify, keen senses, reduce person; 2nd—alter self, barkskin, bear's endurance, bull's strength, cat's grace, cure moderate wounds, invisibility, see invisibility; 3rd—beast shape I, fly, remove blindness/deafness, remove curse, remove disease.

On one shelf is a locked iron box containing 1,800 gp in various coins. The third level of the tower has two windows, and is Jimmy's laboratory. In addition to the glassware, ingredients and alchemist implements present here (worth over 5,000 gp), there is a polished wooden wall case containing finished products. A total of 12 potion bottles (unmarked) sit on the shelves of the case. They include:

• 2 potions of cure moderate wounds

• 1 potion of fly

• 2 vials of strong acid (3d6 points of damage if ingested, acts as a grenade-like missile if thrown, causing 2d6 points of damage, dissolves metal)

• 2 potions of remove disease

• 1 *potion of delusion* (this is a cursed item; imbiber must succeed on a DC 15 Will save or believe he is capable of flight as per the *fly* spell)

• 1 potion of protection from energy (fire)

• 1 potion of poison

• 1 potion of gaseous form

• 1 potion of neutralize poison

The 4th level of the tower is Jimmy's living quarters. It contains a comfy bed, a chest of drawers, and various pointy hats and wizardly clothes. Of the four pointy hats, each has a coin sized buckle — one bearing the image of a cat, one bearing the image of a mouse, another with the image of a dog and the last an image of a lion. Hidden in the bedpost are *potions of gaseous form* and a magical sleeping draught, both clearly labeled. The sleeping potion causes immediate slumber (no save) for 4 hours, but the added effect of allowing spells to be rememorized immediately upon expiration of the sleep effect. The *potion of gaseous form* has 1 dose, and the sleeping potion holds 8 doses. Only a *dispel magic* can awake someone affected by the sleeping potion.

Level I: The Upper Caverns

This series of caves were once the home to a band of marauding orcs. Twenty or so years ago, the humans of Endhome finally drove the orcs out of the caves. Since that time, numerous monsters from the surrounding wilderness have made the caves their home. Presently, a band of kobolds, led by a crafty sorcerer/rogue, as well as a young black dragon, a reclusive orc barbarian, a small pack of potentially friendly ratfolk, an ogre and some human thieves lair here.

Entrances and Exits

There are four entrances to the caves. The main entrance stretches from a wide cave mouth in the southeast (**Area 1-1**). The other three entrances, two in the north and one in the east, are smaller and harder to locate, and are described in detail in **Areas 1-14**, **1-16**, and **1-30**. **Areas 1-26** and **1-36** provide the only entrances to the lower levels of the dungeon and the great forgotten city of Barakus.

Dungeon Dressing

The caverns and caves are rough-hewn and entirely unlit. Ceiling height is generally 8 to 12 feet, except in crawl spaces and certain large caverns. Nothing but orcs, goblins, ogres, and other unsavory types have ever dwelled here, and their customary refuse is everywhere: broken bottles, discarded axe handles, gnawed bones, and bits of glass crunch under foot.

The Water: Beginning in Area 1-26, a stream, fed by an underground spring that bubbles up in Area 1-24, flows through the eastern half of this dungeon. Most of it is submerged. The stream does cross a number of caves and passages, however, and where it does so it flows out of a low seam in the cave wall and through a channel cut 5 to 8 feet deep and 4 to 10 feet wide in the floor. The water moves quite swiftly, and anything dropped in it could easily be lost. The stream eventually exits this level through yet another narrow aperture just south of the passage between Areas 1-32 and 1-34.

Dungeon Society

Like the wilderness surrounding it, these caves are a dynamic environment. Where appropriate, the GM should feel free to move the monsters about from the areas where they are described. The monsters described all have their own interests and motivations, and if you treat them as more than simple impediments to acquiring treasure, the dungeon will have richer, more lifelike feel to it. For example, if the ghoul is **Area 1-3** and Grosh, the ogre in **Area 1-4**, are both slain, the ratfolk in **Areas 1-8** to **1-11** might decide to take over these larger caves. For that matter, it's possible Burg, the orc barbarian in **Area 1-5** might have decided to team up with Grosh and go after the ratfolk or the kobolds. Use your imagination.

Also, although many monsters live in relatively close proximity to one another, the sounds of nearby combat are not so extraordinary as to put them on high alert. While a neighboring creature might become curious and go to investigate, it is just as likely to choose to stay put, aware that some trouble is about, but not particularly concerned about it.

Random Encounters

Creatures are as likely to wander into the caves from the wilderness as the monsters already within it likely to wander about outside. Use your discretion however. If it doesn't make sense for a monster to have drifted into a certain area, either ignore the monster or choose a more appropriate creature. The GM should always check for a wondering monster every time the PCs enter one of the rooms designated **Area 1-22**.

Random Encounter Chart

There is a 25% chance for an encounter every hour, which should then be rolled for on the following chart. If the roll indicates a stationary encounter (like a decapitated head or a piece of equipment), and the PCs are resting or searching an area, ignore the result.

d%	Encounter
01–05	A decapitated head
06–10	Equipment
11–15	Strange sound
16-25	Normal rats
26–30	Normal bats
31–35	Battle scene
36–40	1d4 orcs
41–50	1d6+1 goblins
51–58	2d4 dire rats
59–65	2d4 kobolds (these creatures are in no way related to the other kobolds on this level.)
66–70	1 ghoul
71–80	1d4 stirges
81–85	1d2 gnolls
86-95	1 giant spider
96–98	1 choker
99–00	Zemfer

A Decapitated Head: Roll a d20 to determine the race of the head. 1–4: goblin; 5–8: orc; 9–12: human; 13–16: kobold; 17–18: hobgoblin; 19: ogre; 20 unclear (too decomposed).

Battle Scene: The PCs come across a dead hobgoblin and three dead kobolds. Their bodies have been picked clean of valuables. If this result is rolled more than once, choose different monster.

Equipment: Roll d10 once on the following chart to determine what the PCs stumble across.

 1-2: Backpack with some old adventuring supplies (coll of rope, broken lantern, some spoiled rations, torn waterskin, etc.). 3-4: Bent light steel shield (has the broken condition, can be repaired). 5: Grappling hook attached to 10 feet of rope. 	XP 200 hp 5 (Pathfinde
6: Flask of oil. 7: A dagger.	WIGHTS XP 800
8: A small pouch with 4 bow strings. 9: A pair of wearable boots.	hp 26 (Pathfind
10: A whistle on a string. Monsters: All monsters are considered hostile and attack immediately, except Zemfer. Though hostile, he is more likely to just roar and maybe	WYVERN XP 2,400 hp 73 (Pathfinde
send a line of acid the PCs way. If the PCs flee, he probably doesn't follow.	ZEMFER
BASILISK CR 5 XP 1,600	XP 3,200 hp 76 (Pathfinde
hp 52 (Pathfinder Roleplaying Game Bestiary, "Basilisk")	Young Black")
CHOKER CR 2 XP 600	Normal Bats: A darkness and races Normal Rats: A
hp 16 (Pathfinder Roleplaying Game Bestiary, "Choker")	slithering out of th
COCKATRICE CR 3 XP 800	Strange Sound else the GM can dr
hp 27 (Pathfinder Roleplaying Game Bestiary, "Cockatrice")	5
DIRE RATS CR 1/3 XP 135	Repop
hp 4 (Pathfinder Roleplaying Game Bestiary, "Rat, Dire")	the Du
ETTERCAP CR 3	
XP 800 hp 30 (Pathfinder Roleplaying Game Bestiary, "Ettercap")	The PCs are likel in Endhome. Eventu
ETTIN CR 6	the PCs growing too to Barakus, it is sugg
XP 2,400 hp 65 (Pathfinder Roleplaying Game Bestiary, "Ettin")	lairs from time to the lower levels, then the
	players on their toe
GHOULS CR 1 XP 400	to the PCs level fro 1-14, 1-19, 1-20, 1-
hp 13 (Pathfinder Roleplaying Game Bestiary, "Ghoul")	Generally speaking,
GIANT SPIDERS CR 1	before another creat
XP 400 hp 16 (Pathfinder Roleplaying Game Bestiary, "Spider, Giant")	Repopt
GNOLLS CR 1	
XP 400	2nd- and 3rd- 1d6 Mon
hp 11 (Pathfinder Roleplaying Game Bestiary, "Gnoll")	1 1d2
GOBLINS CR 1/3	2 1d2
XP 135 hp 6 (Pathfinder Roleplaying Game Bestiary, "Goblin")	3 1d4
HYDRA CR 5	4 1 co
XP 1,600	5 1d2
hp 47 (Pathfinder Roleplaying Game Bestiary, "Hydra")	6 2d4
KOBOLDS CR 1/4	4th- and 5th-
XP 100 hp 5 (Pathfinder Roleplaying Game Bestiary, "Kobold")	1d6 Mon
	1 1d6+
These creatures are in no way related to the other kobolds on this level.	2 1 ett
OGRES CR 3 XP 800	3 1 ba
hp 30 (Pathfinder Roleplaying Game Bestiary, "Ogre")	4 1 hy
	5 1 ett
ORCS CR 1/3	

hp 6 (Pathfinder Roleplaying Game Bestiary, "Orc")

XP 135

LEVEL 1: THE UPPER CAVERNS 1–2: Backpack with some old adventuring supplies (coil of rope, broken **STIRGES**

CR 1/2 er Roleplaying Game Bestiary, "Stirge")

CR 3

CR 6

CR7

p 26 (Pathfinder Roleplaying Game Bestiary, "Wight")

hp 73 (Pathfinder Roleplaying Game Bestiary, "Wyvern")

hp 76 (Pathfinder Roleplaying Game Bestiary, "Dragon, Young Black")

Normal Bats: A **small swarm** (3d6) of normal bats bursts out of the darkness and races past the PCs.

Normal Rats: A **small swarm** (2d10) of these harmless rodents come slithering out of the darkness towards the PCs.

Strange Sounds: Hooting, howling, growling, hissing, or whatever else the GM can dream up.

Repopulating the Dungeon

The PCs are likely to come through these caves frequently during their stay in Endhome. Eventually, they will probably clear out this entire level. To avoid the PCs growing too complacent as they traipse through the caves on their way to Barakus, it is suggested the GM have new monsters move into certain choice lairs from time to time. If the GM wishes to hasten the PC's exploration of the lower levels, then this option should be ignored. But if the GM likes to keep the players on their toes and doesn't mind a little extra combat, select a foe equal to the PCs level from the list below, and place them in **Areas 1-3**, **1-4**, **1-5**, **1-14**, **1-19**, **1-20**, **1-24**, **1-31**, or any cave marked **1-22** that seems appropriate. Generally speaking, an area should have been empty a minimum of two weeks before another creature moves in to claim that cave for his own.

Repopulating Chart	
2nd- ar	nd 3rd-Level PCs
1d6	Monster
1	1d2 ogres
2	1d2 giant spiders
3	1d4 ghouls
4	1 cockatrice
5	1d2 wights
6	2d4 orcs
4th- ar	nd 5th-Level PCs
1d6	Monster
1	1d6+1 ogres
2	1 ettercap
3	1 basilisk
4	1 hydra
5	1 ettin
6	1 wyvern



LEVEL 1: THE UPPER CAVERNS



The Caves

Area 1-1: The Front Doors

Lining Fool's Pass for a hundred yards on either side of the front doors are a number of old totems. Grisly images are carved on old posts, some of which are still adorned with shrunken human and animal heads.

The orcs managed to fashion a set of heavy wooden doors in the entrance to their caves. After years of neglect, these large double doors are entirely useless, dangling by rusted hinges, badly battered from the assault decades ago. The orcs' insignia, a pair of horn-like incisors beneath a boar-like snout, can still be seen on one door. Above the portal, written in Orc, are the words, "Tread not or be crushed." The orcs were never known for their wordplay.

Area 1-2: Stairs (CR 1)

A set of wide, crumbling stone steps twist upwards to the north. Pebbles, bones, and other debris litter the stairs, making progress up or down a little difficult. Hidden amid the refuse (Stealth check 21) at the spot marked "X" on the map are 3 dire rats, ready pounce on any passersby. Because of the debris, anyone attempting to travel faster than half their movement rate or fight on the steps must succeed on a DC 12 Reflex save or fall 1d4 x 10 feet down the steps, suffering 1d3 non-lethal damage per 10 feet fallen. The rats, being low-centered quadrupeds, do not suffer this penalty on the steps.

DIRE RATS (3) CR 1/3 XP 135 hp 5 (Pathfinder Roleplaying Game Bestiary, "Rat, Dire")

Treasure: The rats have recently finished devouring a goblin that crept up these stairs several weeks ago to investigate the old orc stronghold. His dismembered, skeletal remains are pushed against the west wall of the stairs, near where the rats were hidden. Beneath his carcass is a rusty masterwork dagger. He wears a gold earring worth 25 gp.

Area 1-3: Entry Cave (CR 1)

This cave's ceiling is higher than most (20 feet). The floor of the cave has been decorated with a mosaic pattern that forms a kind of rug of stones stretching to the north and east. Along the north and east walls, fifteen feet from the floor, are four natural platforms. Each is about 6 feet wide and finished with 3-foot-high walls that provide cover to anyone crouched behind them. The orcs positioned archers on the platform when the stronghold was under attack.

A ghoul currently haunts this area, hiding (taking 10 for a Stealth check of DC 17) in the alcove in the northwestern portion of the chamber. The ghoul, seeking to gain surprise, waits until a prospective victim is within 30 feet before springing from his hiding place.

GHOUL CR1 XP 400

hp 13 (Pathfinder Roleplaying Game Bestiary, "Ghoul")

Treasure: The ghoul still wears a silver bracelet inlaid with small pearls (50 gp), a remnant from its previous life. Also, a small, locked wooden box (DC 20 Disable Device) on the southernmost platform contains 28 cp, 3 potions of cure light wounds (CL 3rd), and a masterwork heavy flail.

Area 1-4: The King's Cave (CR 3)

The mosaic carpet that started in Area 1-3 continues into this large cave, and terminates in a disturbing pattern at the feet of a rough, stone throne atop a 2-foot-high stone dais. The cave is littered with bones and offal. A pile of straw and a small box of animal carcasses are tucked in the northeast corner.

The orc king used to hold court — such as it was — in this cave when the tribe was still thriving. The throne is still intact, though it has been badly chipped and scarred over the years. Grosh the ogre has taken up residence here. Since the ghoul in Area 1-3 arrived a week ago, Grosh has been unable to leave the cave complex to hunt for food. His stores are running low and he's getting a little desperate; he has begun considering tracking down a ratfolk or kobold to tide him over until the ghoul moves on.

Concerned that the ghoul might creep up on him in his sleep, Grosh has fashioned a crude trip wire trap from hair across the mouth of the western passage. Unless a successful DC 15 Perception check is made the wire is tripped and a bell attached to it above the cave entrance is sounded.

CR 3

CR —

CR 1/2

GROSH THE OGRE XP 800

hp 30 (Pathfinder Roleplaying Game Bestiary, "Ogre")

BELL TRAP XP —

Type mechanical; Perception DC 15; Disable Device DC 15

Trigger touch; Reset repair

Effect ringing bell alerts anyone in Area 1-4 that the cave threshold has been crossed

Development: With his ability to deal damage, Grosh is a potentially deadly foe for a party of 1st-level adventurers. At the GM's discretion, Grosh might, if not provoked, seek to parlay with the PCs, hoping to team up with them to destroy the ghoul. Likewise, if the PCs slay the ghoul then proceed north, Grosh might slip out of his cave immediately and then out into the wilderness to hunt for food, returning later, when the PCs are 2nd level or higher.

Area 1-5: Sanctuary (CR 2)

The mosaic floor pattern from Area 1-3 continues north into this chamber, ending in a wide square before a large, stone statue of Orcus. The orcs and their shaman once worshipped here regularly, and the 6-foot-tall statue of the Demon Lord of the Undead looks down menacingly upon all who enter. The statue is entirely non-magical, and has begun to fall into disrepair.

Burg the orc barbarian, and his 2 dogs, Teely and Vim, live here. Burg is much less concerned about the ghoul is Area 1-3 than Grosh, because his dogs warn him if the undead creature is approaching.

Burg has made the northeast portion of the cave his bedchamber. A pile of furs and straw in one corner serves as his bed, while a low, wide, smooth-topped stone holds a number of valueless personal belongings: a shrunken human head, a string of beads, a wishbone, and a pair of dice.

BURG (RAGING)

Male orc barbarian 1 (Pathfinder Roleplaying Game Bestiary, "Orc") CE Medium humanoid (orc) Init +1; Senses darkvision 60 ft.; Perception +4

AC 12, touch 9, flat-footed 11 (+3 armor, +1 Dex, -2 rage) hp 17 (1d12+5) Fort +6; Ref +1; Will +2 Defensive Abilities ferocity Weakness light sensitivity

Speed 40 ft. Melee greataxe +7 (1d12+7/x3) Ranged javelin +2 (1d6+5) Special Attacks rage (6 rounds/day)

Str 21, Dex 13, Con 18, Int 8, Wis 10, Cha 12 Base Atk +1; CMB +6; CMD 15

XP 200

Feats Weapon Focus (greataxe) Skills Climb +8, Handle Animal +5, Perception +4 SQ fast movement Gear studded leather armor, greataxe, 3 javelins

Note Burg has the following abilities when not raging: AC 14, hp 15, Fort +4, Will +0, Melee greataxe +5 (1d12+4/x3), Ranged javelin +2 (1d6+3), Str 17, Con 14, Climb +5, Swim +3

TEELY AND VIM THE DOGS (2) XP 135

CR 1/3

hp 6, combat trained (Pathfinder Roleplaying Game Bestiary, "Dog")

Tactics: If attacked, Burg sics Teely and Vim on his foes while he hurls javelins. He then rages and charges into combat, looking to defeat the strongest-looking fighter first.

Treasure: Beneath the furs in his bed is a **locked steel strongbox** (Disable Device DC 20; Break DC 25) containing a set of thieves tools and an ivory brooch worth 50 gp. Burg has not opened the box recently to examine his small treasure, but were he to do so he would make an unhappy discovery: he has lost the key. In fact, Twees filched the key (see **Area 1-20**), and hopes to find the lock to which it belongs.

Area 1-6: The Bridge Cave

The floor to the east and west of this cave drops away to a 50-footdeep crevasse. Anyone falling from the "bridge" while crossing this cave suffers 5d6 damage. There is nothing else of interest in this cave.

Area 1-7: Empty Caves

Although littered with debris, these caves are otherwise empty. The narrow passages exiting both these areas are too cramped for Grosh to pass through comfortably, so he is effectively cut off from the rest of the cave complex.

The Ratfolk Colony

A small colony of ratfolk have taken up residence in the caves and tunnels between **Areas 1-8** and **1-11**. Led by a rogue, **Vexper**, and his witch mistress **Contra**, these creatures are crafty warriors who defend their home to the last whisker. If combat is joined anywhere within these areas, ratfolk from neighboring areas investigate. The ratfolks' preferred tactic is to surround the PCs at the intersections marked "A" on the map. If intruders are spotted in any of the locations designated as **Area 1-8**, and the rest of the colony is warned, the ratfolk attempt to set up an ambush at one of the intersections.

Although these ratfolk are not evil, they are fiercely protective of their territory and try to drive off any intruders. The PCs have to proceed carefully and quietly to avoid being overwhelmed by the colony. Diplomacy is an option, however, and, if successful, the PCs can gain valuable allies in their exploration of these upper caves. The ratfolk are generally Unfriendly to intruders at first, but aren't likely to attack a well-armed band of adventurers unless they are attacked first. If the PCs parlay with the ratfolk, Vexper or Contra may ask them to help drive out the kobolds who have taken up residence in the northern end of the tunnels. The ratfolk would like to expand their territory in that direction, so removing the squatters would be of great benefit to them.

If a player is willing, the ratfolk colony could even be a source of replacements for slain characters. Rules for ratfolk characters can be found in the *Pathfinder Roleplaying Game Bestiary 3* and the *Pathfinder Roleplaying Game Advanced Race Guide*.

Area 1-8: Ratfolk Outpost (CR 1/2)

This cave is guarded at all times by **2 ratfolk**. If attacked, they let out a high whistling noise that alerts any other ratfolk within 100 feet of the trouble. They do not leave their post unless they hear combat in **Area 1-9** (see below for details).

RATFOLK (2) XP 135

hp 8 (Pathfinder Roleplaying Game Bestiary 3, "Ratfolk")

Tactics: These ratfolk's job is to alert the other ratfolk of intruders, not try and hold their position against overwhelming odds. Thus, after taking a round or two to slow down intruders, the ratfolk attempt to retreat to **Areas 1-9**, **1-10**, or **1-11** where they can join their brethren.

Area 1-9: Main Enclave (CR 4)

The colony leader, **Vexper the Rogue**, is joined here by **6 ratfolk**. They are sharing a meal of orc, who made the mistake of wandering alone into the colony. Ten crude beds of straw, dirt, and hides are spread about the floor of the cave, as well bones, and odd bits of junk.

VEXPER XP 400

Male ratfolk rogue 2 (Pathfinder Roleplaying Game Bestiary 3, "Ratfolk") N Small humanoid (ratfolk)

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

AC 15, touch 15, flat-footed 11 (+3 Dex, +1 dodge, +1 size) hp 18 (2d8+6) Fort +3; Ref +6; Will +0 Defensive Abilities evasion

Speed 20 ft. Melee mwk rapier +6 (1d4/18–20) Ranged light crossbow +5 (1d6/19–20) Special Attacks rogue talents (finesse rogue), sneak attack +1d6, swarming

Str 10, Dex 16, Con 16, Int 12, Wis 10, Cha 8 Base Atk +1; CMB +0; CMD 14

Feats Dodge, Weapon Finesse Skills Acrobatics +8 (+4 jump), Climb +5, Diplomacy +4, Disable Device +7, Escape Artist +8, Perception +7 (+8 to locate traps), Sense Motive +5, Sleight of Hand +8, Stealth +12, Swim +5; Racial Modifiers +2 Craft (alchemy), +4 Handle Animal to influence rodents, +2 Perception, +2 Use Magic Device

Languages Aklo, Common SQ trapfinding +1 Gear light crossbow, 20 crossbo

Gear light crossbow, 20 crossbow bolts, masterwork rapier, gold collar (75 gp), key to chest in Area 1-11

Swarming (Ex) Ratfolk are used to living and fighting communally, and are adept at swarming foes for their own gain and their foes' detriment. Up to two ratfolk can share the same square at the same time. If two ratfolk in the same square attack the same foe, they are considered to be flanking that foe as if they were in two opposite squares.

RATFOLK (6) XP 135

CR 1/3

hp 8 (Pathfinder Roleplaying Game Bestiary 3, "Ratfolk")

Tactics: If surprised here, Vexper sends his ratfolk forward to engage the fighters while he fires a few bolts at any spellcasters. Vexper then

CR 1/3

attempts to use Acrobatics to tumble behind his opponents to flank for a sneak attack. Otherwise, if the occupants of this area hear warning calls from nearby caves, Vexper and his minions rush to set up an ambush (see above).

Treasure: A complete search of the beds uncovers 75 cp, and 29 sp. Also, one ratfolk has lodged a ruby (50 gp) in a crack in the floor beneath his bed (DC 20 Perception). A bent silver holy symbol of Jamboor is lodged in a ceiling crack (DC 20 Perception).

Area 1-10: Ratfolk Living Area (CR 2)

This area is home to 10 ratfolk, though at the moment only **4 ratfolk** are present. The floor is covered with the usual ratfolk debris, as well as 10 beds of furs and dirt.

RATFOLK (4) CR 1/3 XP 135

hp 8 (Pathfinder Roleplaying Game Bestiary 3, "Ratfolk")

Tactics: These ratfolk prefer to seek out reinforcements rather than take on a band of adventurers by themselves. If possible, they flee to either **Area 1-9** or **1-11** to join up with one of their leaders and the other ratfolk. If they hear combat nearby, they run to investigate.

Treasure: A thorough search of the beds uncovers a large hunk of cheese, an empty clay jug (smells of whiskey), and a coil of silk rope (50 feet).

Vexper and Contra's Cave (CR 4)

Vexper and his mistress **Contra the Witch**, have claimed this cave as their own. At the moment, Contra and her familiar, **Ben**, are lounging here along with **4 ratfolk**. There is an old straw mattress in one corner covered in animal furs, on either side of which is an overturned wooden box.

CONTRA XP 400

CR 1

Female ratfolk witch 2 (Pathfinder Roleplaying Game Bestiary 3, "Ratfolk," Pathfinder Roleplaying Game Advanced Players Guide, "Witch") N Small humanoid (ratfolk) Init +2; Senses darkvision 60 ft.; Perception +2

AC 13, touch 13, flat-footed 11 (+2 Dex, +1 size) hp 13 (2d6+4) Fort +2; Ref +2; Will +3

Speed 20 ft.

Ranged dart +4 (1d3)

Special Attacks hexes (charm [DC 14], slumber [DC 14]), swarming

Spells Prepared (CL 2nd; ranged touch +4): 1st—burning hands (DC 14), charm animal (DC 14), ray of enfeeblement (DC 14) 0 (at will)—detect magic, daze (DC 13), light, read magic Patron Animals

Str 10, Dex 15, Con 15, Int 16, Wis 10, Cha 8 Base Atk +1; CMB +0; CMD 12

Feats Combat Casting

Skills Heal +5, Intimidate +4, Knowledge (arcana) +8, Knowledge (nature) +8, Perception +2, Spellcraft +8, Use Magic Device +6; Racial Modifiers +2 Craft (alchemy), +4 Handle Animal to influence rodents, +2 Perception, +2 Use Magic Device

Languages Aklo, Common, Draconic, Goblin

Combat Gear potion of cure light wounds, scroll of cause fear; **Other Gear** 8 darts, bracelet encrusted with three small opals (60 gp)

Swarming (Ex) Ratfolk are used to living and fighting communally, and are adept at swarming foes for their own gain and their foes' detriment. Up to two ratfolk can share the same square at the same time. If two ratfolk in the same square attack the same foe, they are considered to be flanking that foe as if they were in two opposite squares.

BEN, CONTRA'S FAMILIAR

N Tiny magical beast (augmented animal) (*Pathfinder Roleplaying Game Bestiary*, "Familiar, Rat") **Init** +2; **Senses** low-light vision, scent; **Perception** +1

AC 15, touch 14, flat-footed 13 (+2 Dex, +2 size, +1 natural) **hp** 6 (1d8)

Defensive Ability improved evasion Fort +2; Ref +4; Will +4

Speed 15 ft., climb 15 ft., swim 15 ft. **Melee** bite +5 (1d3–4) **Space** 2 ft.; **Reach** 0 ft.

Str 2, Dex 15, Con 11, Int 6, Wis 13, Cha 2 Base Atk +1; CMB +1; CMD 7 (11 vs. trip) Feats Weapon Finesse Skills Climb +10, Heal +3, Intimidate -2, Spellcraft +0, Stealth +18, Swim +10, Use Magic Device -2; Racial Modifiers +4 Stealth

RATFOLK (4)

XP 135 hp 8 (Pathfinder Roleplaying Game Bestiary 3, "Ratfolk")

Tactics: If surprised here, Contra instructs her ratfolk to engage the enemy while she casts spells and hurls darts from the rear. If she hears combat in any neighboring cave, she and the ratfolk go to investigate. She uses *burning hands* to allow Ben deliver a nasty attack!

Treasure: Beneath one of the overturned wooden boxes is a **small locked chest** (DC 22 Disable Device) containing 300 sp, a water clock (partially working) and a *potion of cat's grace* (CL 3rd, 1 dose).

Area 1-12: Ledge Cave

The tunnel to the south terminates in a natural ledge; twenty feet below the cave floor is scattered with loose rocks and a few animal bones. Climbing the ledge up or down without a rope requires a successful DC 20 Climb check. Anyone falling or thrown from the ledge suffers 2d6 damage from the 20-foot fall.

There is a low, narrow opening in the north. Twees has blocked this passage with a large stone, effectively making this a **concealed door** (DC 10 Perception to find). Burg has not bothered to explore this cave thoroughly enough to notice the small passage.

Area 1-13: Trapped Cave (CR 1)

This appears to be little more than an empty cave. In fact, Twees has set up **2 spiked club traps**, one at each spot marked "X" on the map. Anyone crossing either spot triggers a spring-loaded spiked club.

SPIKED CLUB TRAPS (2) XP 200

CR 1/2

CR 1/3

Type mechanical; Perception DC 20; Disable Device DC 15

Trigger location; **Reset** manual **Effect** Atk +15 melee (1d8+1/x3, spiked club)

LEVEL 1: THE UPPER CAVERNS

Area 1-14: The Pogin Gang (CR 2)

A small gang of thieves, **Heck**, **Steamer**, and **Bo Pogin**, and **Darl**, an orphaned half-orc, have made their hideout in this small cave looking out on the path that runs along the hillside. There is a campfire in the center of the cave surrounded by three fallen logs, and four bedrolls in the southern portion of the cave.

There is a 3-foot-wide chute in the southwest corner of the cave that leads to the cave below. The Pogins, fearing the caves are home to all kinds of unpleasant creatures, have thus far chosen not to investigate the chute.

HECK POGIN

CR 1/2

XP 200 Male human warrior 2 NE Medium humanoid (human) Init +0; Perception +1

AC 15, touch 10, flat-footed 15 (+3 armor, +2 shield) hp 15 (2d10+2 plus 2) Fort +4; Ref +0; Will -1

Speed 30 ft. Melee morningstar +5 (1d8+2) Ranged light crossbow +2 (1d8/19–20)

Str 14, Dex 10, Con 12, Int 10, Wis 8, Cha 8

Base Atk +2; CMB +4; CMD 14 Feats Power Attack, Weapon Focus (morningstar) Skills Climb +4, Intimidate +4, Perception +1 Languages Common Gear studded leather armor, heavy wooden shield, light crossbow, 10 crossbow bolts, morningstar

STEAMER AND BO POGIN XP 135

CR 1/3

XP 135 Male human warrior 1 NE Medium humanoid (human) Init +0; Perception +0

AC 13, touch 10, flat-footed 13 (+3 armor) hp 7 (1d10+1 plus 2) Fort +3; Ref +0; Will -1

Speed 30 ft. Melee quarterstaff +3 (1d6+3) Ranged shortbow +2 (1d6/x3)

Str 14, Dex 10, Con 12, Int 10, Wis 8, Cha 8 Base Atk +1; CMB +3; CMD 13

Feats Point-Blank Shot, Weapon Focus (shortbow) Skills Climb +5, Intimidate +3, Perception +0 Languages Common Gear studded leather armor, quarterstaff, shortbow, 20 arrows

DARL

XP 135 Male half-orc warrior 1 NE Medium humanoid (human, orc) Init +1; Senses darkvision 60 ft.; Perception –1

AC 14, touch 11, flat-footed 13 (+3 armor, +1 Dex) hp 7 (1d10+1) Fort +2; Ref +1; Will –1 Defensive Abilities orc ferocity

Speed 30 ft. Melee shortspear +5 (1d6+3) **Ranged** throwing axe +2 (1d6+3)

Str 16, Dex 12, Con 10, Int 8, Wis 8, Cha 6 Base Atk +1; CMB +4; CMD 15 Feats Weapon Focus (shortspear) Skills Intimidate +4; Racial Modifiers +2 Intimidate Languages Common, Orc SQ orc blood Gear studded leather armor, shortspear, 3 throwing axes

Tactics: The Pogin Gang is basically a cowardly bunch who prefers to prey on merchants, newlyweds, and lone travelers rather than a wellarmed group of adventurers. Thus, the Pogins' first tactic is to attempt to talk with the PCs maybe even offer them a meal. If pressed, however, they defend themselves with a volley or two of missile weapons before charging into combat.

Treasure: The Pogin Gang rarely holds onto their booty very long. At the moment, their entire stash is stored in a sack near the chute in the southwest. It contains a silk dress (30 gp), a fox fur stole (12 gp, slightly damaged), a merchant's scale and weight set, 2 cases of hard rations (40 meals), a good lock and key set, two gold earrings worth 10 gp each, and a brooch encrusted with small emeralds shaped like a tiger about to spring (150 gp). The brooch and the earrings belonged to Matilda Caper in Endhome, whom, along with her husband Teddy, the Pogins mugged two weeks ago while the couple was on their way out of the city.

Development: If the PCs attempt to parlay with the Pogins rather than attack, the robbers say they are simply a band of travelers, like the PCs, who are currently holed up in a cozy cave because they prefer the outof-doors to the filthy confines of a city. They say they have seen some kobolds scurrying about lately, and that they seem to come and go from a cluster of bushes twenty or thirty yards west down the path. They advise the PCs not to explore the caves, as they believe them to be home to dangerous creatures.

The Pogins are in fact, exiled members of the Green Tree Bandits. Fell Tarmick thought they were about the most useless bandits he had ever commanded and told them to get their lazy hides out of his sight. If the PCs get friendly with the Pogins, and particularly if they offer them spirits, Heck is likely to start bragging about his association with the Green Tree Bandits. He has no kind words to say about Fell ("a tyrant and taskmaster") or life in the Penprie Forest ("bugs, bugs, and more bugs").

Area 1-15: Sandy Cave (CR 3)

The southern portion of this cave is filled with a three-foot high pile of sand. Anyone digging in or walking over the sand upsets a nest of **8 Tiny giant spiders** that swarm out en masse as soon as their home is disturbed. Anyone succeeding on a DC 20 Perception check notices slight movement just beneath the sands' surface.

TINY GIANT SPIDERS (8)

CR 1/4

XP 100 N Tiny vermin (Pathfinder Roleplaying Game Bestiary, "Spider, Giant")

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

AC 15, touch 15, flat-footed 12 (+3 Dex, +2 size) hp 2 (1d8) Fort +2; Ref +3; Will +0 Immune mind-affecting effects

Speed 20 ft., climb 20 ft. Melee bite +5 (1d3–4 plus poison) Space 2 1/2 ft.; Reach 0 ft. Special Attacks poison, web (+5 ranged, DC 10, 1 hp, 8/ day)

Str 3, Dex 17, Con 10, Int —, Wis 10, Cha 2 Base Atk +0; CMB +1; CMD 7

CR 1/3

Feats Weapon Finesse⁸ Skills Climb +11, Perception +4, Stealth +15; Racial Modifiers +4 Perception, +4 Stealth

Poison (Ex) Bite—injury; save Fort DC 10; frequency 1/rd for 4 rds; effect 1d2 Str; cure 1 save.

Treasure: Buried in the sand (DC 30 Perception) are 3 fine pieces of amber worth 100 gp each. Note that a team effort is almost certainly required to find these gems. In all likelihood the lead PC would have to take 20 while being assisted by two or three associates.

Area 1-16: North Entrance (CR 4)

Hidden behind three trees and a large bush (DC 10 Perception) is a narrow (3 feet wide) cave entrance. The kobolds in **Areas 1-16** to **1-20** use this as their means in and out of the cave complex, slipping easily beneath the bush and into the seam in the rock.

This area contains **2 kobolds** who keep watch here at all times. Unless the PCs are somehow able move past the bushes without making any noise, the kobolds run to **Area 1-19** at the first sound of intruders, warning the kobolds in **Area 1-18** as they go. If surprised, the kobolds attempt to fire and flee rather than fight hand to hand. If they hear combat in any neighboring caves, they investigate.

KOBOLDS (2) CR 1/4 XP 100

hp 5 (Pathfinder Roleplaying Game Bestiary, "Kobold")

Trap: Twees has rigged a **falling net trap** at each spot marked "X" on the map. The kobolds know to avoid the tripwires and can move past these areas without triggering the net.

WEIGHTED NET TRAPS (2) CR 1 XP 400 Type mechanical; Perception DC 20; Disable Device DC 15

Trigger location; Reset manual

Effect Atk +12 ranged (touch, creatures struck are considered entangled); multiple targets (all creatures within a 10-ft. square)

Area 1-17: Kobold Shrine (CR 3)

These kobolds worship a crazed-looking kobold goddess named Jespegell, a stone statue of whom stands in the northeast corner of this cave. There are a half dozen small flat stones spread throughout the rest of the cave upon which kobolds can sit in quiet contemplation. Presently, **3 kobolds** are praying in unison before Jespegell to bring them good fortune and a long life (usually 25 to 30 years). If surprised, they spring to their feet and attempt to fire off a round with their crossbows before they scurry off in search of more kobolds. If they hear combat in **Areas 1-16** or **1-20**, they go to investigate.

KOBOLDS (3) XP 100

hp 5 (Pathfinder Roleplaying Game Bestiary, "Kobold")

Treasure: One of the small flat stones (DC 15 Perception) can be pushed aside revealing a shallow depression within which is a sack containing four chunks of blue quartz worth 10 gp each.

Net Trap: A **net trap** identical to those described in **Area 1-16** is positioned at the spot marked "X" in the passage south of this cave.

WEIGHTED NET TRAP CR 1 XP 400 See Area 1-16, above.

Jespegell, Goddess of Kobolds

Alignment: Lawful Evil

Domains: Artifice, Evil, Travel, Trickery Symbol: An upraised kobold hand, fingers spread Garb: Leather work apron with multiple rings, clasps, hooks, and pouches for tools Favored Weapons: Dagger Form of Worship and Holidays: No regular worship, but

prayers to her are uttered at the completion of each trap, beseeching her favor that the trap will work **Typical Worshipers:** Kobolds, trap-builders, thieves

Jespegell is the kobold god of trap-builders and thieves. It is she who inspires her people to build traps and snares, and to steal from big-folk.

Area 1-18: Firing Range (CR 4)

Twees, ever the diligent leader, has set up a small firing range here where his troops can practice their marksmanship. Standing at the western end of the cave are three four-foot high stuffed dummies. At the moment, **6 kobolds** are honing their crossbow skills.

KOBOLDS (6) XP 100

hp 5 (Pathfinder Roleplaying Game Bestiary, "Kobold")

Trap: There is a **net trap** identical to those in **Area 1-16** at the spot marked with an "**X**" on the map at the western opening to the cave.

WEIGHTED NET TRAP XP 400 CR 1

CR 1/4

See Area 1-16, above.

Area 1-19: Kobold Living Area (CR 5)

This is where the entire kobold tribe lives and eats. The cave is littered with debris, and there are small piles of dirt, rags, and furs that serve as beds. Currently **12 kobolds** are here, lounging about, sharpening their spears, playing dice, sleeping, and so on.

KOBOLDS (12) XP 100

CR 1/4

hp 5 (Pathfinder Roleplaying Game Bestiary, "Kobold")

Development: It takes two rounds for all 12 kobolds to be ready for action. Four kobolds are ready the first round, and eight more the second.

Net Trap: A **net trap** identical to those described in **Area 1-16** is positioned at the spot marked "X" in the passage south of this cave.

WEIGHTED NET TRAP XP 400 See Area 1-16, above.

CR 1

Area 1-20: Twees' Cave (CR 2)

As kobold caves go, this one is almost livable. A small straw mattress sits on the floor in the north part of the cave. The rest of the cave is clutterfree. There is a small locked chest (Twees has the key) in the southern alcove containing the **treasure**.

Twees, the rogue/sorcerer leader of the kobolds, sits on his mattress

CR 1/4

LEVEL 1: THE UPPER CAVERNS



examining a map he recently discovered by the lake in **Area 1-24**. At the first sound of trouble he tucks the map under the mattress and goes to investigate.

TWEES CR 1/2 XP 200 Male kobold rogue 1, sorcerer 1 (Pathfinder Roleplaying Game Bestiary, "Kobold") LE Small humanoid (reptilian) Init +2; Senses darkvision 60 ft.; Perception +7

AC 14, touch 13, flat-footed 12 (+2 Dex, +1 natural, +1 size) hp 14 (1d8 plus 1d6 plus 3) Fort +0; Ref +4; Will +2 Weakness light sensitivity

Speed 30 ft. Melee mwk shortspear +1 (1d4–1), or 2 claws +0 (1d3–1) Ranged light crossbow +3 (1d6/19–20) Special Attacks claws 5 rounds/day, sneak attack +1d6 Spells Known (CL 1st): 1st (4/day)—color spray (DC 13), sleep (DC 13) 0 (at will)—dancing lights, detect magic, ghost sound (DC 12), mage hand Bloodline Draconic (Black)

Str 8, Dex 14, Con 10, Int 12, Wis 10, Cha 14 Base Atk +0; CMB -2; CMD 10

Feats Eschew Materials, Toughness **Skills** Acrobatics +7, Appraise +5, Craft (traps) +7, Knowledge (arcana) +6, Knowledge (dungeoneering) +5, Perception +7 (+8 to locate traps), Sleight of Hand +7, Stealth +11; **Racial Modifiers** +2 Craft (traps), +2 Perception **Languages** Common, Draconic

SQ trapfinding +1

Combat Gear scroll of mage armor (CL 5th); **Other Gear** light crossbow, 20 crossbow bolts, masterwork shortspear, key to his treasure chest, key to Burg's chest at **Area 1-5**, map to **Areas 3b-10 to 3b-12**, silver ring (15 gp)

Locked Chest: hardness 5; hp 20; Break DC 25; Disable Device DC 20. The chest is also **trapped**.

POISON NEEDLE TRAP XP 400

CR 1

Type mechanical; Perception DC 20; Disable Device DC 20

Trigger touch; Reset repair; Bypass lock (Disable Device DC 30)

Effect Atk +10 ranged (1 hp plus greenblood oil poison)

Treasure: The chest contains 450 sp, a military dog saddle, a disguise kit, and masterwork short sword with a pearl in its pommel (the pearl is worth 50 gp).

Twees' Tactics: If attacked while alone, Twees' first choice is always to run and hide. If this is not possible, he casts *color spray* and attempts to use his *sleep* spells for as long as possible before resorting to his spear.

Development: Twees is a curious little scoundrel who enjoys poking around the caves, pilfering whatever he can. He has already lifted the key to Burg's treasure chest and a fine short sword from Zemfer's small horde. If the GM wishes, Twees might trail the party and attempt to pick *their* pockets.

Kobold Tactics

The last thing these kobolds want to do is engage in a head-to-head melee with "big folks." If their caves are invaded, and the general alarm has been sounded, Twees casts *mage armor* on himself using his scroll and then instructs his kobolds to attempt to surround the PCs and begin a hit and run campaign. In general, one group of kobolds fires a round of bolts then runs. The next round, a new group of kobolds fires another round of bolts then runs. If the PCs seem significantly damaged by a given round of the missile fire, then the kobolds don't run, but close instead with their spears to finish off the intruders. Lastly, if any of the net traps are sprung, the kobolds stand back and pepper trapped PCs with bolts for as long as the PCs remain entangled within the net.

Area 1-21: Pillar Intersection

A 4-foot-high, 2-foot-wide stalagmite stands like a natural pillar in the middle of this intersection. Close examination (DC 12 Perception) of the stalagmite reveals that it has been carved with runes, though these ancient letters have faded significantly over the years. Written in Draconic is the following prayer:

Give me the strength to stand when weak Give me the strength run when tired Give me the strength to laugh when sad Give me the strength stay when frightened Give me the strength to lay down my sword when the fighting is done.

This is the "warrior's prayer," necessary in procuring the *sword of Kell* (see **Area 4A-7**, below).

Area 1-22: Empty Caves

Although littered with bones, fur, broken arrows, bent cutlery, and similar debris, these caves are otherwise empty.

Area 1-23: Cave of the Glowing Rocks

The floor of this cave is covered in dirt and dust. Each alcove contains a large smooth rock roughly 2 feet in diameter that glows red faintly. The rocks are warm to the touch, and radiate transmutation magic.

A successful search of the cave floor (DC 12 Perception) — e.g., sweeping aside the dust and dirt — reveals a large red circle in the center of the cave. The circle radiates strong transmutation magic if detected for. A successful DC 17 Spellcraft check reveals that the functioning spell here is similar to *bear's endurance*, but is more powerful than that spell alone. The true special feature of this room can be divined with a successful DC 25 Spellcraft check. If someone kneels before each stone and lays their hands upon it while — simultaneously — another person stands on the red circle, the person standing in the circle gains a +4 enhancement to their Con for 24 hours, while the three people touching the stones suffer a -2 penalty to their Con for 24 hours. Anyone who lost Con as a result of touching the stone may not have it raised in the manner described above until 24 hours have passed, although they may choose to continue losing Con in the ritual as often as they like.

Area 1-24: The Water Cave (CR Varies)

This large cave has a 20- to 25-foot-high ceiling and is dominated by a small "lake" that is fed by an underground spring. The water, which flows down quickly to a depth of 20 feet, is cool, potable, and flows gently northeast. There are a number of points of interest throughout the cave, described below in detail.

Area 1-24A: Bones and Ledge (CR 3)

There is a 10-foot-wide, 15-foot-high ledge in this corner of the cave. Beneath the ledge is a large pile of bones; with a successful DC 20 Knowledge (nature) or Survival check reveals that these are the remains of a bear.

Climbing the cave wall to the ledge without a rope requires a successful DC 20 Climb check. In the northern corner of the ledge is small shrine. A 2-foot-tall bronze statue of a maiden holding an offering bowl sits surrounded by small, intricately carved stone flowers. Within the offering bowl is a medallion depicting a beautiful eye attached to a simple silver necklace; it is actually an *amulet of the elf-friend*. Wearing the amulet grants the wearer protection against charm and sleep (see the **Appendix**). However, if the amulet is removed by anyone with an alignment other than true neutral, the bones on the cave floor below assemble themselves into a **bear skeleton** that attacks the possessor of the amulet and anyone associated with him. If the entire party is on the ledge, the skeleton waits patiently for them to descend.

BEAR SKELETON

XP 800

NE Large undead (Pathfinder Roleplaying Game Bestiary, "Bear," "Skeleton") Init +6; Senses darkvision 60 ft., low-light vision; Perception +0

AC 18, touch 11, flat-footed 16 (+2 Dex, +7 natural, -1 size) hp 39 (6d8) Fort +2; Ref +4; Will +5 DR 5/bludgeoning; Immune cold, undead traits

Speed 40 ft. Melee bite +11 (2d6+8), and 2 claws +11 (1d8+8) Space 10 ft.; Reach 10 ft. Base Atk +4; CMB +13; CMD 25 Feats Improved Initiative^B

Area 1-24B: Fire Beetles (CR 1)

A clutch of **3 fire beetles** have made their nest in this corner of the cave. Though not looking for trouble, they are quick to defend themselves. Though they make their nest here, the fire beetles are apt to wander about **Area 1-24**, and might be encountered anywhere within the cave.

CR 1/3

CR 6

FIRE BEETLES (3)

XP 135 hp 4 (Pathfinder Roleplaying Game Bestiary, "Beetle, Fire")

Areas 1-24C, D, and E: The Islands

Each of these islands is comprised of solid rock rising out of the water like the craggy backs of a subterranean sea creature. The islands count as difficult terrain as there are few flat surfaces and the jagged rocks are slippery. Anyone attempting to move faster than half speed must succeed on a DC 15 Acrobatics check or fall into the lake, possibly to be attacked by the water mephit lurking there (see **Area 1-24G**, below).

Atop each island is a 3-inch-square iron box. The boxes are unlocked and empty, though there is a key-shaped depression in their base. Each island also has a **secret trapdoor** in its center (DC 20 Perception) opening to a chute that descends 50 feet straight down (DC 25 Climb) and leads to a 10-foot-wide passage carved from the rock.

Area 1-24F: The Secret Chapel (CR 6)

The **solid iron door** to this room is locked with three separate locks aligned vertically along the right side of the door. The door is also **trapped** (see below). Opening the door by *any* means other than the three keys sets off the trap. To open this door magically requires the use of three *knock* spells cast in succession, although, as stated above, this still sets off the trap. The keys to the door can be found in the City of Barakus in **Areas 2-27**, **2-66**, and **2-84**.

Locked Iron Door: hardness 10; hp 60; Break DC 28; Disable Device DC 35.

FIREBALL TRAP XP 2,400 Type magic; Perception DC 28; Disable Device DC 28*

Trigger touch; **Reset** automatic; **Bypass** three keys **Effect** spell effect (*fireball*, 6d6 fire damage, DC 14 Reflex half); multiple targets (all targets in a 20-ft.-radius burst)

***Note:** A successful Disable Device check *does not* disable the trap; it merely reveals that the trap cannot be disabled and that the door can *only* be opened with the proper keys.

Beyond the doors is a small chapel. Against the southern wall is a dais, atop which stands a stone statue of a man in robes, his two arms outstretched, his face raised heavenward in a blissful expression. Six stone pews carved with what appear to be the visages of sleeping men and women face the dais. Both the pews and the statue are on axis that can be rotated 360 degrees. If the statue is turned to face the southern wall and each pew is rotated to face the eastern wall, a **secret door** opens behind the statue. Though this door can be found normally (DC 25 Perception), aside from *transmute rock to mud* or similar magic there is no way to open it — including a *knock* spell — without turning the pews. Beyond the secret door is a narrow passage bending to the southwest.

Str 27, Dex 15, Con —, Int —, Wis 10, Cha 10

Secret Door: 4 in. thick; hardness 8; hp 60; Break DC 28;

CR 3

LEVEL 1: THE UPPER CAVERNS

Perception DC 25 (though see above).

Area 1-24G: Water Mephit Lair (CR 3)

The waters of this small subterranean lake have recently become the home of mischievous water mephit. Though he prefers to keep to himself, the mephit detests any land lover who violates his sanctum and is quick to punish them with his magic and breath weapon.

WATER MEPHIT

CR 3

XP 800 N Small outsider (water) Init +6; Senses darkvision 60 ft.; Perception +6

AC 17, touch 14, flat-footed 14 (+2 Dex, +1 dodge, +3 natural, +1 size) hp 19 (3d10+3); fast healing 2 Fort +2; Ref +5; Will +3 DR 5/magic

Speed 30 ft., fly 40 ft. (average), swim 30 ft. Melee +1 dagger +6 (1d3+2/19-20), or 2 claws +0 (1d3) Special Attacks breath weapon (15-foot cone, 1d8 acid, Reflex DC 13 for half, every 4 rounds) Spell-Like Abilities (CL 6th; ranged touch +6) 1/hour—acid arrow 1/day-stinking cloud (DC 15), summon (level 2, 1 mephit of the same type 25%)

Str 13, Dex 15, Con 12, Int 6, Wis 11, Cha 14 Base Atk +3; CMB +3; CMD 16 Feats Dodge, Improved Initiative Skills Bluff +8, Fly +10, Perception +6, Stealth +12, Swim +9 Languages Aquan, Common Gear +1 dagger

Tactics: The mephit prefers to attack from a distance using its acid arrow and stinking cloud abilities first, followed by its breath weapon. He would rather not leave the water where he can make use of his fast healing ability, and he never pursues his foes out of Area 1-24.

Treasure: Tucked into a corner of the submerged base of island 1-24E (DC 15 Perception with functioning underwater light source; DC 30 without) is the water mephit's small treasure: three moonstones worth 50 gp each and a +1 dagger.

Development: This mephit hates the mist demon in Area 1-26. At the GM's discretion he might offer the PCs his +1 dagger if they would kill it.

Area 1-24H: Ledge Entrance

The passage from Area 1-5 terminates here is a narrow ledge overlooking Area 1-24. Climbing from the ledge to the cave floor or viceversa without a rope requires is a DC 20 Climb check.

Area 1-25: The Key to Level 5 (CR 5)

The small hidden chamber contains only a 3-foot-high solid black stone pedestal within which rests a 2-inch-square red cube. The cube is the key to Level 5. Removing the cube, however, releases a deadly gas that quickly fills the chamber, affecting everyone within it.

POISON GAS TRAP CR 5 XP 1,600 Type mechanical; Perception DC 25; Disable Device DC 20

Trigger touch; Reset repair

Effect poison gas (as greenblood oil); never miss; onset delay (1 round); multiple targets (all creatures within a 10 ft. radius)

Area 1-26: The Misty Cave and the Door to Barakus (CR 2)

The water from Area 1-24 flows through a channel just wide enough to accommodate the stream and providing about two feet of headroom between the water's surface at the roof of the channel. Once in Area 1-26, the water eddies out into a 10-foot-deep pool before flowing northeast through a submerged passage. The cave is heavily obscured by mist, and haunted at the moment by a **mist demon** that attacks intruders at the first opportunity. See the Appendix for more complete information on the mist demon.



MIST DEMON XP 600

CR 2

LE Small outsider (evil, extraplanar, lawful) Init +2; Senses darkvision 60 ft.; Perception +6 (see the Appendix)

AC 14, touch 13, flat-footed 12 (+2 Dex, +1 natural, +1 size) hp 13 (2d10+2)

Fort +1; Ref +5; Will +4

Defensive Abilities invisible in mist, mist form; Immune critical hits

Speed 30 ft., fly 30 ft. (good) Melee 2 claws +5 (1d4+1) Spell-Like Abilities (CL 1st; ranged touch +5): 1/day—cause fear (DC 13), ray of enfeeblement (DC 13)

Str 12, Dex 14, Con 13, Int 12, Wis 12, Cha 14 Base Atk +2: CMB +2: CMD 14

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Feats Weapon Finesse Skills Bluff +7, Fly +13, Intimidate +4, Knowledge (planes) +6, Perception +6, Sense Motive +6, Stealth +11 Languages Infernal SQ create mist

Create Mist (Su) If near a body of water, a mist demon can, as a full round action, generate a cloud of mist. This vaporous cloud is similar in all ways to the spell obscuring mist except that the mist demon can see normally while within it, and it remains for as long as the mist demon wishes it to, although it can be dispelled or dispersed by the normal magical means. The mist evaporates immediately once the mist demon is slain.

Invisible in Mist (Su) While within the mist, a mist demon is considered *invisible* as per the spell. Like the spell, the mist demon becomes visible whenever it casts a spell or attacks. However, as a standard action, the mist demon may blend back into the mist at any point, becoming invisible once again. An opponent notices the invisible mist demon with a successful DC 25 Perception check.

Mist Form (Su) A mist demon can switch from its normal form to one of pure mist or back again a swift action. It can spend up to 20 rounds per day in mist form. In mist form, the mist demon acts as if under the effects of a gaseous form spell, except that it retains its natural fly speed of 30 feet (good).

Tactics: The mist demon lurks *invisible* in its mist and casts *fear* and *ray of enfeeblement* on the toughest looking fighters. Once its spells are cast, the mist demon attacks its opponents with its claws. If hurt the mist demon blends back into the mist to recuperate while invisible. It attacks again once fully healed.

Treasure: Submerged 10 feet beneath the surface of the water at the spot marked "X" on the map are the skeletal remains of a scrag still wearing a gold necklace (200 gp).

The Door to Barakus: This large, heavy oak door is ajar. Written above it in Arthemin, an ancient version of common (see side box) are the following words: *Open Thy Mind and Bring with Thee Thy Heart Truest and Kind*. The door opens to a wide smooth stone landing, beyond which are a set of stairs twisting down into the darkness.

The Language of Barakus (Arthemin)

Scattered throughout the subterranean city of Barakus are a number of messages written in an ancient form of Common. Reading it would be comparable to a modern English-speaker attempting to decipher English from the time of Chaucer. Aside from *comprehend languages*, with a successful DC 16 Linguistics check a reader is able to glean the basic meaning of a passage. A character who speaks Common as a starting language (but *not* as a bonus language or one gained through the Linguistics skill) gains a +2 bonus on this check.

If a character has been successful in deciphering the language on at least three occasions he can be assumed to have a thorough understanding of the language. This allows him to read — slowly — all passages written in this long-forgotten tongue.

Area 1-27: Mermaid Statue

Standing in a shallow, heart-shaped pool of water is a finely crafted stone statue of a mermaid holding a conch in one hand and a chain of seaweed in another. Both the statue and the water surrounding it radiate faint good evocation magic if detected for. This pool is blessed by the ancient gods of Barakus, and is under the effects of a *hallow* spell. Evil creatures have learned to avoid this area. This cave might serve as a safe place for the PCs to rest and recuperate. The *hallow* spell affects the room and the water itself, so the spell does not follow the statue if it is removed.

Area 1-28: Vargouille Lair (CR 2)

The northern portion of this cave is piled with dozens of cast-off suits of leather and studded leather armor. In all, there are 32 suits of armor, almost all useless (see **Treasure**, below). A **vargouille** lurks in the western alcove, waiting for unsuspecting passers-by to become preoccupied with the mountain of armor before swooping down and attacking.

VARGOUILLE XP 600

hp 19 (Pathfinder Roleplaying Game Bestiary, "Vargouille")

Tactics: The vargouille always uses his shriek ability first before attempting to bite or kiss his opponents.

Treasure: Two of the suits of leather armor are actually masterwork and still quite functional. A successful DC 12 Perception check is needed to pick these out from the mass of rotted armor.

Area 1-29: The Cave of the Grouchy Gnome (CR 3)

The threshold of this cave is blocked by a 4-foot-tall, **stout wooden door** ensconced in sturdy masonry. In the center of the door is a small viewing slot, and an ornate bronze plaque above the door is inscribed with a single letter in the Gnome language: "G."

Locked Door: 2 in. thick; hardness 5; hp 20; Break DC 25; Disable Device DC 25.

Grimba the Illusionist, has, for his own eccentric reasons, made this small cave his home. An industrious gnome, Grimba fashioned the door and masonry himself. The cave contains a small mattress covered with blankets and furs, a sturdy oak chest (see below), a small wooden table with one chair, another wooden table with some pots, pans, and cooking utensils, and, in the center of the room, a cooking pit with a cast iron pot suspended over it. Grimba chose this cave in part because cracks in the ceiling of the cave act as a kind of natural chimney and allow him to light fires without choking to death on the smoke.

Grimba is fully aware that of the unsavory types frequenting the nearby caves, but, in general, fears none of them (with the possible exception of Zemfer, the recently-arrived black dragon). Thus, if he hears any rustling about outside his door, he casts *ventriloquism*, making his voice appear to be coming from around the corner to the northwest of his door, and asks "Whaddya want? What ya' fussin' about my door for?" If he gets no answer, he goes to the viewing slot, slides it open and repeats his question. "I said what ya doing here? Are you deaf *and* dumb, or just belligerent?" If the PCs are polite, they might be able to speak with him.

GRIMBA

XP 800 Male gnome illusionist 4

CN Small humanoid (gnome) Init +2; Senses low-light vision; Perception +4

AC 14, touch 14, flat-footed 12 (+1 deflection, +2 Dex, +1 size) hp 28 (4d6+12) Fort +4; Ref +3; Will +4; +2 vs. illusions

Defensive Abilities defensive training

Speed 20 ft.

CR 3

LEVEL 1: THE UPPER CAVERNS

Melee +1 dagger +3 (1d3/19-20) Ranged mwk light crossbow +6 (1d6/19-20) Special Attacks hatred Illusionist Spell-Like Abilities (CL 4th; ranged touch +5): 6/day—blinding ray (1 round) Spells Prepared (CL 4th): 2nd—daze monster (DC 15), hypnotic pattern (DC 17)^B, mirror image, invisibility 1st—color spray (DC 16)^B, magic missile, shield, silent image (DC 16), ventriloquism (DC 16) 0 (at will)—detect magic, light, mage hand, mending Specialist School Illusion Opposition Schools Conjuration, Necromancy

Str 8, Dex 14, Con 16, Int 16, Wis 10, Cha 7 Base Atk +2; CMB +0; CMD 13

Feats Alertness, Scribe Scroll, Spell Focus (illusion) Skills Appraise +10, Craft (alchemy) +12, Craft (carpentry) +10, Craft (stonemasonry) +10, Knowledge (arcana) +10, Perception +4, Sense Motive +2, Spellcraft +10; Racial Modifiers +2 Craft (alchemy), +2 Perception Languages Common, Gnome, Sylvan SQ arcane bond (object [ring of protection +1] [1/day]), extended illusions (+2 rounds), illusion resistance Combat Gear potion of cure moderate wounds (CL 4th), wand of burning hands (CL 3rd); Other Gear +1 dagger, masterwork light crossbow, 20 crossbow bolts, ring of protection +1, keys to his chest and his front door

Tactics: If forced into a fight, Grimba (who generally has cast *shield* before an encounter) casts, in this order, *mirror image, daze monster, hypnotic pattern, magic missile,* and then begins using his wand. If the situation looks desperate he is quick to cast *invisibility* on himself and make a hasty retreat.

Development: If the PCs are courteous, Grimba might be willing to tell them some of what he knows about the surrounding caves. With a successful DC 15 Diplomacy Check he grants the PCs the following information:

• "Look out for the dragon that just moved in south of here. He's not the biggest I've ever seen but he's plenty mean and packs a tough bite."

• "The kobolds to the northwest are pesky and led by mischievous little squirt who fancies himself quite the pickpocket. Caught him trying to jimmy my door lock and I gave him a quick taste of my magic and sent him running the other way.

• "There's a big lug-head of an ogre living southwest of here. He doesn't bother me much, but like any other ogre, he's got a bad temper and big club."

• "I've been downstairs, to the chambers down there, but the place is lousy with orcs and goblins and such. I can't be bothered."

If asked why he's living *here*, Grimba flatly informs the PCs that it's none of their business. In fact, he was more or less booted out of his community for being such a crotchety know-it-all, and retreated to this cave to live out his life in self-pitying isolation. He is not interested in accompanying the PCs in their adventures as he assumes they too will come to dislike him, and he can't bear the idea of being rejected yet again.

Locked Chest: hardness 5; hp 15; Break DC 25; Disable Device DC 15. Grimba has cast *phantom trap* on the lock to make it appear trapped. The chest contains the **treasure**.

Treasure: Within the chest are 34 gp, 15 yards of fine cloth worth 120 gp, an hourglass, 3 thunderstones, a painting a grouchy-looking female gnome (Grimba's beloved mother) in a silver frame (the painting is worth nothing but the frame could fetch 25 gp), and Grimba's spellbook.

Area 1-30: The Back Door

This cave mouth is still guarded by two life-size stone statues of orcs dressed in spiked armor and carrying longspears. The statues are a bit



CR 7

worn and weathered from age, but otherwise in good condition.

Three stone steps descend to the cave floor, currently filled with dirt, dried leaves, twigs, and bones. This cave is otherwise empty.

Area 1-31: The Cave of Zemfer (CR 7)

About a month ago, Zemfer, a recently orphaned **young black dragon**, moved into this large (15 feet high) cave. A tidy dragon, he cleaned the place out of all the accumulated debris and lives in comparable austerity, drinking and occasionally swimming in the stream that flows through his cave. Zemfer enjoys the idea of being "the biggest kid on the block," though when he leaves his cave he prefers to hunt the countryside rather than wander the twisting tunnels of the cave complex.

ZEMFER, YOUNG BLACK DRAGON XP 3,200

hp 76 (Pathfinder Roleplaying Game Bestiary, "Dragon, Chromatic, Black")

Tactics: Zemfer does not hesitate to attack anyone in or near his cave. If he spots intruders while they are in one of the adjoining passages, he fires a line of acid down the tunnel first before charging into melee, hoping to trap his opponents where only one or two can attack at a time. If intruders enter his cave, he flies to the ceiling and uses his breath weapon, aiming for magic users and archers first. Whenever possible, he attacks then moves, attempting to move himself out of melee range.

Treasure: There are actually two treasures in this cave. The first is Zemfer's small personal stash. At the spot marked "T" on the map is a pile containing 695 cp, 425 sp, and 3 small garnets worth 25 gp each (looted from the gnolls in **Area 1-34**). Beside this, the dried head of a goblin chieftain with a diamond stud in his nose worth 250 gp (the stud, that is, not the head), a greatsword, a suit of banded armor (missing boots, and somewhat acid scarred), a dented great helm with an eagle crest, a sack containing 3 vials of alchemist's fire and a large metal shield. There is also a small **secret compartment** in the largest cave wall partition. This nook holds a silver coffer (worth 50 gp) within which are a gold cup inlaid with tiny rubies worth 80 gp, a silver comb worth 25 gp, and a *ring of resistance* +1.

Development: Obviously, no party of 1st level adventurers is going to defeat a young black dragon, though they should be allowed to die trying. This is all right. The dragon should shock and frighten them and serve as a warning that not all foes in this dungeon are going to be "level appropriate." Zemfer serves as a good goal for later adventures. By 5th level (or 4th, if they are very lucky and very well-prepared) they should be able to return to this cave and defeat the black dragon.

Area 1-32: Remains of a Meal

This cave contains only the half-eaten remains of two dire wolves Zemfer killed recently. The cave is otherwise empty.

Area 1-33: The Dragon's Apprentice (CR 1/3)

Gilby the Apprentice lives here. The cave contains only a pile of furs that serve as a bed, a few pots and pans, and a scattering of bones.

Once the shaman for the goblin chieftain whose dried, diamond-studded head now rests in **Area 1-31**, Gilby has been conscripted to help the dragon guard his treasure. To this end, Zemfer has furnished Gilby with a *wand of minor image* that the goblin has been instructed to employ — conjuring forth an image of the black dragon — should intruders venture near Zemfer's lair while he is out. Gilby is well aware that while he is quite safe in the employ the dragon, once the charges on the *wand* run out, so does his usefulness.

XP 135

Male goblin adept 1 (*Pathfinder Roleplaying Game Bestiary,* "Goblin") LE Small humanoid (goblinoid)

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

AC 12, touch 12, flat-footed 11 (+1 Dex, +1 size) hp 4 (1d6+1) Fort +0; Ref +1; Will +3

Speed 30 ft. Melee club +0 (1d4–1), or dagger +0 (1d3–1/19–20) Spells Prepared (CL 1st; melee touch +0):

Spells Prepared (CL 1st; melee touch +0): 1st—obscuring mist, sleep (DC 12) 0—ghost sound (DC 11), guidance, stabilize

Str 8, Dex 13, Con 10, Int 8, Wis 13, Cha 8 Base Atk +0; CMB -2; CMD 9 Feats Scribe Scroll Skills Ride +5, Spellcraft +3, Stealth +9; Racial Modifiers +4 Ride, +4 Stealth Languages Goblin Combat Gear scroll of cure light wounds, wand of minor image (CL 5th); Other Gear club, 3 daggers

Tactics: Gilby is a coward, and if confronted tries to talk his way out trouble (claiming he was kidnapped by the dragon) or, if this seems doomed, casts *sleep* then *obscuring mist* to mask his getaway.

Area 1-34: Rats and Carcasses (CR 3)

The bodies of four acid-scarred gnolls lay sprawled about this cave, yet more victims of Zemfer. The gnolls lived in this cave, and were caught unawares by the dragon's breath weapon. Zemfer does not care for gnoll meat, though the **6 dire rats** that have snuck in here do, and they have been having a fine meal these last few days (as the gnolls' half-eaten bodies can attest). The rats attack anyone who disturbs their grisly banquet.

DIRE RATS (6) XP 135 CR 1/3

hp 5 (Pathfinder Roleplaying Game Bestiary, "Rat, Dire")

Area 1-35: Pinned Behind Enemy Lines (CR 1)

Two days ago, **2 drow warriors** were sent as scouts by Sizret to investigate the upper levels for possible future habitation by drow. They made their way up from **Level 4** and snuck into this cave while Zemfer was out. Unfortunately, the dragon returned shortly thereafter and has not left since. With their supplies running short, the drow are considering an attack on Zemfer, but see this as a last and very desperate option.

DROW WARRIORS (2) XP 135 CR 1/3

hp 5 (Pathfinder Roleplaying Game Bestiary, "Drow")

Tactics: If attacked, the drow fire a round of poisoned bolts first, hoping render their foes unconscious before engaging in melee.

Development: Because of their situation, the drow are more interested in returning to their home on **Level 4** than in killing adventurers. Thus, if Zemfer is killed, they attempt to sneak out the cave to **Area 1-36**, from whence they initially arrived in these caves.

If the PCs are somehow able to sneak past Zemfer without fighting him, the drow might, with a successful DC 20 Diplomacy check, be talked into joining the PCs in their attack on the dragon. Being chaotic evil, however, should the drow be more or less or uninjured in the assault, and the PCs

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noticeably weakened, the dark elves are quick to betray their new allies at the first opportunity (especially once the treasure in uncovered).

Area 1-36: Orc Burial Grounds

This low-roofed cave (5 feet high) contains nine, crude stone sarcophagi, all of whose lids have been pushed aside and whose contents long since plundered by the caverns' transient occupants. These sarcophagi once housed the remains and personal effects of orc tribal leaders. The lids are inscribed with rough lettering in Orc giving the chieftain's name and primary accomplishments ("Slayer of 70 humans"; "Crusher of Droog the Mighty"; "The Unholy Liberator" etc...).

The sarcophagus marked with an "X" contains a false bottom (DC 20 Perception) that leads to a rusty metal spiral staircase descending to **Area 2-19** below. Although narrow and rickety, the staircase is stable and is one of the easiest methods of accessing the Lost City of Barakus. The drow in **Area 1-35** replaced the false bottom when they came up through here two days ago.
Level 2: The City of Barakus

With this level begins the lost city of Barakus. By far the largest of all the levels, this area is home to a wide assortment of foes, including a small tribe of goblins, a band of orcs trapped by minotaurs, and two warring bugbears and their hobgoblin henchmen. The great gates to the city can also be found on this level, although they have long been blocked by an impenetrable cave-in.

Although the passages and chambers described here were indeed once part of a great underground city, its original builders vacated it centuries and centuries ago. In the intervening years, the city has been home to numerous creatures, many of whom have altered the architecture slightly to suit their means. Thus, only a few remnants of the original society still exists. Mostly, the chambers of Barakus are crowded with the debris of centuries of monstrous habitation.

Area 2-23 is currently home to a band of goblins. It is also the "Hall of Power," where the PCs can empower the *sword of Kell* (See Activating the Sword, in Area 4A-7).

Entrances and Exits

The only two entrances to this level — aside from the impenetrable front gate — are in Areas 2-1 and 2-19. Area 2-45 provides stairs down to Level 4, Level 3A can be access from Area 2-63, and Level 3B can be reached from Area 2-83.

Dungeon Dressing

A marked contrast from the caves above, the walls, floors, and ceiling are made of six inch-square mortared stone slabs. In a number of places the walls have been knocked in and rough caves and tunnels have been dug from the earth. Unless otherwise noted, doors have hardness 5, and hp 20, Break DC 25.

Random Encounters

This level is essentially divided in half, and each half has its own set of random encounters. The northern half is comprised of **Areas 2-1** to **2-48**; the southern half is comprised of **Areas 2-49** to **2-84**. Some areas, such as **2-51**, **2-52**, **2-31**, and **2-36** have no random encounters. Common sense dictates when and where random encounters would occur. There is a 25% chance every hour that a random encounter occurs.

Note: Many of the non-monster encounters are static (like discarded equipment or a dead body) and cannot occur while the players are resting or searching an area. If a static encounter is indicated at such a time, either ignore it, or simply choose the next most appropriate moment for it to appear.

Cryptic Scrawl: Written in either, 1: Arthemin; 2: Goblin; 3: Orc; 4 Common; 5: Undercommon; 6: Elf; 7: Dwarf; 8 Abyssal, it reads something like, "Maintain the Resistance!" or, "Death Waits Beneath."

Dead Body: Roll to determine the body's race. 1–3: goblin; 4–5: orc; 6: half-orc; 7: hobgoblin; 8: drow; 9: ogre; 10: human. The body has been picked clean of all valuables.

Random Encounters Northern Half

d100	Encounter
01–05	Dead body
06-15	Discarded equipment
16-18	Strange tool
19–25	Cryptic scrawl
26-28	Мар
29–35	Odd sound
36-42	Dust shower
43–45	Slippery floor
45-60	2d4 goblins
61–70	1d6 dire rats
71–80	1d2 ghouls
81–85	1 dire bat
86-90	1d2 bugbears
91–95	1 shocker lizard
96–00	1d3 gnolls

Southern Half

d100	Encounter
01–05	Dead body
06–15	Discarded equipment
16–18	Strange tool
19–25	Cryptic scrawl
26–28	Мар
29–35	Odd sound
36-42	Dust shower
43–45	Slippery floor
46-60	1d6+1 orcs
61–70	1d6+1 hobgoblins
71–75	1d3 ghouls
76–80	1 cockatrice
81–85	1 grick
86–90	1 shadow
91–85	1d3 ogres
96–00	1 giant spider

Discarded Equipment: Roll on the following chart to see what the PCs stumble across:

1-2: Backpack with some old adventuring supplies (coil of rope, broken lantern, some spoiled rations, torn waterskin, etc.).

3-4: Broken short sword.

5: Six climbing pitons and 12 feet of rope.

6: Flask of holy water.

7: A necklace of human teeth.

8: A small pouch with 4 bow strings.

9: A pair of gauntlets.

10: A cracked hand mirror.

Dust Shower: The ancient walls suddenly let loose a shower of dust. The PCs must succeed on a DC 12 Fort save or be sickened, taken with fits of coughing and sneezing. Roll each round until the save is made. Should the PCs begin sneezing and coughing, roll once more on the encounter chart, ignoring rolls of less than 46, and adding +5 for each afflicted PC.

Map: Either on a discarded piece of paper of on the wall itself, it depicts a few nearby chambers. The GM should sketch out a quick map or any area he wishes.

Monster: All creatures are assumed to be hostile and attack without hesitation.

BUGBEARS

XP 600

hp 16 (Pathfinder Roleplaying Game Bestiary, "Bugbear")

COCKATRICE

XP 800 **hp** 27 (Pathfinder Roleplaying Game Bestiary, "Cockatrice")

DIRE BAT

XP 600

hp 22 (Pathfinder Roleplaying Game Bestiary, "Bat, Dire")

DIRE RATS

XP 135 hp 4 (Pathfinder Roleplaying Game Bestiary, "Rat, Dire")

GHOULS

XP 400

hp 13 (Pathfinder Roleplaying Game Bestiary, "Ghoul")

GIANT SPIDERS

XP 400 hp 16 (Pathfinder Roleplaying Game Bestiary, "Spider, Giant")

LARGE GIANT SPIDER

XP 600 hp 22 (see Wilderness Overview, Pathfinder Roleplaying Game Bestiary, "Spider, Giant")

CR1 GNOLLS XP 400 hp 11 (Pathfinder Roleplaying Game Bestiary, "Gnoll") CR 1/3 GOBLINS

XP 135 **hp 6** (Pathfinder Roleplaying Game Bestiary, "Goblin")

GRICK XP 800

hp 27 (Pathfinder Roleplaying Game Bestiary 2, Grick")

HOBGOBLINS CR 1/2 XP 200

hp 17 (Pathfinder Roleplaying Game Bestiary, "Hobgoblin")

OGRES CR 3 XP 800 hp 30 (Pathfinder Roleplaying Game Bestiary, "Ogre")

ORCS XP 135

CR2

CR 3

CR 2

CR 1/3

CR1

CR1

CR 2

CR 3

hp 6 (Pathfinder Roleplaying Game Bestiary, "Orc")

SHADOW XP 800

hp 19 (Pathfinder Roleplaying Game Bestiary, "Shadow")

SHOCKER LIZARD

XP 600

hp 19 (Pathfinder Roleplaying Game Bestiary, "Shocker Lizard")

Odd Sound: A screech, howl, hoot, growl, grumble, bark, or anything else the GM can dream up.

Slippery Floor: A 10-foot-by-10-foot area of the floor is coated in an odd, oily substance (treat as if affected by a grease spell cast by a 5th level sorcerer, Ref DC 13). Mark this area on your map.

Strange Tool: The PCs find an odd tool, not much larger than a screwdriver. Made of a durable metal, its purpose is unclear.

Keyed Locations

Area 2-1: Stairs to Level 1

The winding stairs from Area 1-26 terminate in a 10-foot-wide passage that stretches to the east and turns to the south where it ends abruptly in what is obviously the back of a secret door. Long ago this was a Barakus nobleman's private exit.

Area 2-2: Goblin Kings (CR 3)

Unbeknownst to its current occupants, this chamber was once the living quarters of Barakus royalty. Though badly chipped and peeling, the walls are still coated in purple paint — the color of Barakus' nobility. The two small alcoves in the north each contain a dozen cubbyhole-like niches wherein can still be found, amid the dust and cobwebs accumulated there, small shards of broken pottery.

A gang of 4 goblin thugs and their leader Breggit have made this their home. They do not appreciate intruders.

GOBLINS (4)

XP 135 **hp** 6 (Pathfinder Roleplaying Game Bestiary, "Goblin")

BREGGIT

CR 1/2

CR 1/3

XP 200 Male goblin fighter 1 (Pathfinder Roleplaying Game Bestiary, "Goblin")

LE Small humanoid (goblinoid) Init +1; Senses darkvision 60 ft.; Perception +0

AC 16, touch 12, flat-footed 15 (+3 armor, +1 Dex +1 shield, +1 size) hp 15 (1d10+1 plus 4) Fort +3; Ref +1; Will +0

Speed 30 ft. Melee short sword +4 (1d4+1/19-20) Ranged light crossbow +3 (1d6/19–20)

Str 12, Dex 13, Con 12, Int 10, Wis 11, Cha 8 Base Atk +1; CMB +1; CMD 12 Feats Toughness, Weapon Focus (short sword) Skills Climb +3, Intimidate +3, Ride +3, Stealth +7; Racial Modifiers +4 Ride, +4 Stealth

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CR 2

CR 3





Languages Goblin

Combat Gear flask of acid; **Other Gear** studded leather armor, light wooden shield, light crossbow, 12 crossbow bolts, short sword

Treasure: A sack in the northeast alcove contains 200 cp, 45 sp, three vials of holy water and a silver bracelet with the word *Grezzo* inscribed on it in Goblin worth 15 gp.

Development: Breggit is an enemy of Grezzo (see **Area 2-23**). If the PCs can somehow determine this and prove to Grezzo they have slain Breggit, Grezzo might be willing to treat them as temporary allies. The goblins are aware of the **secret door** in the north, but choose not to use it, as they are fearful of the mist demon living above.

Secret Door: 4 in. thick; hardness 8; hp 60; Break DC 28; Perception DC 20.

Area 2-3: Workrooms (CR I)

The six doors in the passage are all ajar. Each of the small chambers contains a solid stone work bench securely affixed to the wall facing the door. Above the table are small (3- to 6-inch-square) depressions that once held tiny tools. These chambers have recently become dumping grounds for the goblins living on this level, and as such are cluttered with their refuse. If a search is made of **Areas 2-3A** and **2-3B** (DC 15 Perception) some of the long-forgotten tools once used in this room can be discovered. Each instrument is made of wood and metal, finely crafted, and seems to be designed for small, intricate work. What they were used for, however, is impossible to tell.

A **Medium giant scorpion** has recently crept into **Area 2-3C**. It lurks beneath the workbench behind a pile of garbage (roll Stealth check for it) and attacks anyone who comes near. The **secret door** in this room requires a DC 20 Perception check to locate.

Secret Door: 4 in. thick; hardness 8; hp 60; Break DC 28; Perception DC 20.

MEDIUM GIANT SCORPION XP 400

N Medium vermin (Pathfinder Roleplaying Game Bestiary, "Scorpion, Giant")

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

AC 14, touch 10, flat-footed 14 (+4 natural) hp 13 (2d8+4) Fort +5; Ref +0; Will +0 Immune mind-affecting effects

Speed 40 ft. Melee 2 claws +2 (1d4+1 plus grab), and sting +2 (1d4+1 plus poison) Space 5 ft.; Reach 20 ft. Special Attacks constrict (1d4+1), poison, pounce

Str 13, Dex 10, Con 14, Int —, Wis 10, Cha 2 Base Atk +1; CMB +2 (+6 grapple); CMD 12 (20 vs. trip) Skills Climb +5, Perception +4, Stealth +4; Racial Modifiers +4 Climb, +4 Perception, +4 Stealth

Poison (Ex) Sting—injury; save Fort DC 13; frequency 1/rd for 6 rds; effect 1d3 Str; cure 1 save.

Area 2-4: Forgotten Hiding Place

This crawl space once served as a secret storage area. The narrow eastwest tunnel leads to a 4-1/2-foot-high chamber piled with the following contents: two barrels of spoiled wine; a sack of what may have once been cheese but is now just mold; some inedible dried meats; a wooden crate containing 35 normal arrows and, dispersed amongst them, 6 masterwork arrows; a crate with 15 pairs of worn boots; and 3 winter capes, still in good condition, rolled into balls and piled in a corner. Sewn into the lining of one cape (DC 18 Perception) is a pearl worth 25 gp.

Area 2-5: Sinkhole Room

In the middle of this otherwise empty room is a 4-foot-wide sinkhole. The sinkhole drops 5 feet to a rough, narrow passage in the earth. The sinkhole, tunnel, and **Area 2-6** were the product of a xorn that burrowed through here years ago. If the PCs are very noisy while exploring this area, the dire weasel from **Area 2-6** pops his head out of the sinkhole and attacks the nearest opponent. The **secret door** in the north requires a DC 20 Perception check to locate.

Secret Door: 4 in. thick; hardness 8; hp 60; Break DC 28; Break DC 25; Perception DC 20.

Area 2-6: Dire Weasel Lair (CR 3)

This cave's ceiling is only 4 feet high, making it difficult terrain for Medium bipedal creatures (crouching only). Large creatures must squeeze through (see the "Terrain and Obstacles" section in Chapter 8 of the *Pathfinder Roleplaying Game Core Rulebook*). Small creatures or Medium quadrupeds suffer no movement penalties here.

A **dire weasel** has made this cave his home, and he defends it to the death.

DIRE WEASEL

CR1

hp 22 (Pathfinder Roleplaying Game Bestiary 4, "Dire Weasel")

CR 3

Area 2-7: Secret Storage

This secret storage space has long gone unused. Currently, its only contents are four moldy, stuffed dire bears in various poses of attack. If seen in lamplight, however, they could easily be momentarily mistaken as a threat, and PCs who are apt to do so should be permitted to waste spells or arrows on these harmless experiments in taxidermy. Both secret doors in this room require DC 20 Perception checks to locate.

Secret Door: 4 in. thick; hardness 8; hp 60; Break DC 28; Perception DC 20.

Treasure: Stuffed into the mouth of one of the bears is a folded *scroll of remove disease* (CL 7th).

Area 2-8: Head Room

Four massive carved stone heads dominate this chamber. Each head is 4 feet in diameter and over 6 feet tall and depicts a human-looking face, probably male, though the visage is abstract enough to be more or less androgynous. A red diamond has been painted on the center of the floor.

Though it requires a stupendous feat of strength to do so, the heads can be rotated. Currently all the heads face east. If, with a successful DC 25 Strength check, they are all rotated to face one another (i.e. towards the closest side of the diamond), the diamond begins to glow red. Up to three characters may assist another in turning the heads. Once it is glowing, the diamond radiates faint abjuration magic if detected for. A DC 15 Spellcraft check reveals that the effect is similar to the *resistance* spell. One round later, any creature standing in the diamond only glows for 3 rounds and only grants this boon once every 24 hours. To reactivate the hexagon, each head must be turned again to face east then rotated back to center. The pentagon can hold up to 6 Medium creatures.

Area 2-9: Doors and Stairs (CR 3)

The four sets of stairs in these connected passages each descends 10 feet to a 10-foot-square landing. The ceiling, however, does not follow the

slope of the stairs. Thus, the ceiling is 10 feet high in the southwest landing, 20 feet high in the northwest and southeast landings, and 30 feet high in the northeast landing. The **secret door** in the northeast landing is normal in all respects (DC 20 Perception) except that it *begins* 20 feet above the landing floor. Thus anyone attempting to find it must have their hands free while searching to successfully locate this door.

A flock of **4 stirges** roosts in the rafters of the northernmost passage. Due to low foot traffic, these creatures are particularly hungry, and they swoop down and attack anyone passing underneath them.

STIRGES (4) XP 200

CR 1/2

hp 5 (Pathfinder Roleplaying Game Bestiary, "Stirge")

Secret Door: 4 in. thick; hardness 8; hp 60; Break DC 28; Perception DC 20.

Area 2-10: The Home of Vladoff the Mad (CR 2)

This oddly shaped, high-ceilinged (25 feet) chamber is lit by several *everburning torches* in wall sconces. The walls are adorned with frayed and dusty tapestries depicting pastoral scenes bathed in sunlight. The floor is filled with unusual debris: broken pieces of ruined idols, chairs with no legs, piles of greasy rags, suits of armor laid out carefully on the floor like fallen bodies; bags of full of broken bow strings; helmets filled with mud. The **secret door** in the northwest alcove requires a DC 20 Perception check to locate.

Secret Door: 4 in. thick; hardness 8; hp 60; Break DC 28; Perception DC 20.

In the center of the room is a 15-foot-tall, three tiered, circular ziggurat. Standing atop the ziggurat is **Vladoff**, an insane paladin/fighter.

One year ago, a group of adventurers ventured down into Barakus. With them was a valiant Paladin: Vladoff the Stern. Not long into their exploration they defeated a fierce hobgoblin that wore a pair of magical bracers. In a moment of rare carelessness, Vladoff immediately put them on, only to learn, too late, of their terrible power. Though they greatly increased his strength and durability, they also caused him to lose his mind entirely. In a fit of delusional paranoia, he slew his other party members and retreated to this chamber with their corpses. He lives here now, alone with the voices in his head that tell him to kill, kill, and kill again. He has obeyed this command with astounding diligence, and many of the other occupants of his level have learned to make themselves scarce when they hear the ravings of this fallen paladin.

VLADOFF THE MAD XP 600

CR 2

Male human fighter 1, ex-paladin 2 LG Medium humanoid (human) Init +1; Perception –3

AC 22, touch 15, flat-footed 21 (+7 armor, +4 deflection, +1 Dex) hp 35 (3d10+14) Fort +9; Ref +1; Will +4

Speed 20 ft. Melee mwk greatsword +10 (2d6+7/19–20) Ranged composite longbow +5 (1d8+4/x3)

Str 20, Dex 13, Con 18, Int 8, Wis 4, Cha 15 Base Atk +3; CMB +8; CMD 23 Feats Point-Blank Shot, Rapid Shot, Weapon Focus (greatsword), Weapon Focus (longbow) Skills Diplomacy +6, Heal +1, Intimidate +6, Knowledge (nobility) +3, Knowledge (religion) +3, Ride –1



Languages Common

Gear banded mail, composite longbow (Str +4), 30 arrows, masterwork greatsword, *Arlcon's bracers of insanity* (see the **Appendix**)

Note Vladoff has the following abilities without the bracers: AC 18, hp 29, Fort +7, Str 16, Con 14, Wis 12, masterwork greatsword +8 (2d6+4/19–20/x3), composite longbow +3 (1d8+3/x3), Climb –3, Heal +5, +1 Perception, +1 Sense Motive, –1 Survival, –3 Swim. He regains his paladin abilities once he atones.

Tactics: Once the PCs reach the spot marked "C" on the map, they begin to hear Vladoff's ravings, which go something like this: "Oh, forgive them, Freya, they are all lost. Take them to your breast and forgive them!" If the PCs approach to within 30 feet of the ziggurat, Vladoff begins firing arrows at the nearest PC, all the while imploring Freya to forgive trespassers, demons, the eaters of other people's brains, and whatever else comes into his long-rotted mind. Once the party reaches the base of the ziggurat, he drops the bow, draws his sword and dashes to the threshold of **Area 2-10A**, screaming, "You can't have them! They were innocent! Leave them be." He then fights to the death with his greatsword, determined not to let the party enter **Area 2-10A**.

If the party flees, he pursues them as far south as **Area 2-5** but no further north than **Area 2-9** (assuming the PCs have somehow learned about the secret door there and can access it quickly).

Areas 2-10A and 2-10B contain the treasure.

Development: If the PCs are somehow able to subdue Vladoff and think to remove the bracers, upon awakening the madman is no longer mad. He is, however, quite confused, and, upon learning of his heinous recent history, nearly suicidal with grief. The ex-paladin is now badly in need of an *atonement* spell, and begs the party to aid him to this end, "lest he hurl himself upon his sword." If the PCs are successful in freeing Vladoff from his curse, award them 1-1/2 times the XP they would have received for slaying this poor fellow.

Area 2-10A: Memorial

Vladoff keeps the bodies of his three slain comrades here. Arranged against the north, west, and east walls are the still-dressed skeletal remains of Agetha, a female wizard in a rotted robe, Pombi, a male dwarf cleric in chainmail, and Frist, a human ranger in tattered leather armor. Vladoff has laid their belongings at their feet. These include: a masterwork dagger, two light crossbows, a composite short bow (Str +1), a masterwork longsword, a heavy mace, and a heavy steel shield.

Area 2-10B: Relics of the Past

Once cursed, Vladoff stripped himself of all unnecessary worldly goods and dumped them here. Piled about this area are two winter cloaks, a pair of winter boots, 2 vials of antitoxin, a sunrod, a healer's kit, and gold pendant depicting the goddess Freya (worth 45 gp).

Area 2-11: Asgaroth's Children (CR 3)

Lying just beyond the secret door from **Area 2-10** at the spot marked "X" on the map are the decomposed, skeletal remains of what was once a hobgoblin. The passage and chamber beyond the secret door are unlit.

Years ago, Asgaroth, the evil cleric described in Area I in the Wilderness, discovered Area 2-12 and placed special guards here to protect it. Using a ritual similar to that in Area I2, he placed several totems in this area which enacted a permanent *animate dead* spell that activates on the area once per week. Thus, anyone slain within the shaded area comes back to life as a zombie (or, in the case of the hobgoblin, should he be moved, a skeleton) and like the creatures that slew him, is charged with guarding the chamber

against intruders. A number of curious souls have met their end here, and at the moment there are **5** zombies standing around the chamber.

CR 1/2

CR 2

ZOMBIES (5) XP 200

hp 12 (Pathfinder Roleplaying Game Bestiary, "Zombie")

Tactics: The zombies attack as soon as intruders turn the corner south of the chamber. They do not pursue beyond the secret door, choosing instead to return to the room.

Development: If the slain zombies are left in the shaded area their bodies are *animated* again in 2d6 rounds. The only way to prevent this is to destroy the bodies with fire or acid, drag the carcasses out of the shaded area, or destroy or remove the totems. Each totem has a hardness 5, and 20 hp. Pulling the totems from the floor, however, requires a mighty DC 28 Strength check.

Area 2-12: The Unholy Pool

The walls of this chamber are painted a pale blue and have been inscribed in Abyssal (see below). In the center of the floor is a 30-footdeep pool filled with cool and murky water surrounded by three low stone benches.

At the bottom of the pool, on the southern wall, is a 2-1/2-foot-square grate through which the pool is fed water. The grate leads to a channel that leads to the body of water in **Area 2-13**. Removing the grate requires a successful DC 18 Strength check or Disable Device check (DC 15 with proper light source, DC 25 without). Once the grate is removed characters may swim through the channel to **Area 2-13** (a DC 10 Swim check, underwater). However, much movement here attracts the attention of the giant leech in **Area 2-13**, which swims forward and attacks.

The writing on the walls describes a ceremony whereby a cleric of an evil deity may turn the waters of the pool unholy without having to use the *curse water* spell.

Area 2-13: Water Cave (CR 2)

This cave is dominated by a 30-foot-deep body of water fed from a stream that flows to the Oldrock River. Not much headroom exists between the water's surface and the cave's ceiling: only three feet in the center of the cave, and 2 feet at its edges. The banks of the water are made of loose dirt and are quite muddy.

This area is home to a **giant leech**. Always quick to defend its territory, it attacks intruders without fear or hesitation.

GIANT LEECH XP 600

hp 19 (Pathfinder Roleplaying Game Bestiary, "Leech, Giant")

Treasure: Hidden in the mud at the spot marked "**T**" on the map is a +1 quarterstaff (DC 15 Perception) and a gold ring with a sapphire inset worth 100 gp (DC 25 Perception).

Development: PCs wishing to swim the 5 mile channel to the Oldrock River may do so, but they must possess means to breathe underwater.

Area 2-14: Small Church

Though it is unclear from its present state, this chamber was once a small chapel to a long-forgotten god. Against the north and south walls are small, 4-foot-high daises upon which is written in Arthemin, "Low and Behold the Might of the Master." Sometime ago, however, this room was the scene of a horrific execution, and the headless skeletal bodies of the victims (six in all) are still splayed about the chamber's floor. The walls and ceiling are smeared with dried blood.

The secret chamber in the east (DC 20 Perception) contains the treasure

Treasure: Hung on the wall in the secret chamber is the executioner's blade. This is a +2 keen battleaxe (see the Appendix) with a terrible curse.

Area 2-15: Hall of Mirrors

Spaced every 10 feet along this long, 20-foot-wide corridor are two facing panes of highly polished metal plates. The polish is good enough to give off a dull, if somewhat warped, reflection.

There are 3 secret doors, each located behind the mirrors (DC 20 Perception). The doors and their adjoining passageways are the same dimension as the mirrors (3 feet-high and 2 feet wide), and start two feet off the ground.

Secret Doors: 2 in. thick; hardness 5; hp 20; Break DC 25; Perception DC 20.

Area 2-16: Small Crypt (CR 3)

The narrow crawl space opens up into a low chamber. This cave's ceiling is only 3 feet high, making it difficult terrain for Medium bipedal creatures (crouching only). Large creatures must squeeze through (see the "Terrain and Obstacles" section in Chapter 8 of the Pathfinder Roleplaying Game Core Rulebook). Small creatures or Medium quadrupeds suffer no movement penalties here.

In the center of the floor is a 2-foot-wide, 7-foot-long pane of very thick glass, beneath which can be seen the preserved body of a man in purple robes holding a bejeweled longsword across his chest. With a successful DC 15 Perception check, the PCs notice a fine mist swirling about the body.

The only way to access this unusual sarcophagus is to shatter the glass, which is extremely thick and resilient (hardness 8; hp 30; Break DC 28). Once broken, however, the noxious gas surrounding the body is released, affecting everyone in the chamber.

CR 3 POISON GAS TRAP XP 800 Type mechanical; Perception DC 12, to notice the mist;

Disable Device n/a*

Trigger touch; Reset none

Effect cloud of poison gas (as greenblood oil); never miss; onset delay (1 round); multiple targets (all targets within a 10 ft. radius)

*This trap cannot effectively be disabled. If the coffin is opened in any way, the gas is released.

Treasure: The bejeweled sword, if pulled from the corpse's death grip, is a masterwork longsword that, because of the gems in its pommel, is worth 900 gp.

Area 2-17: Visitors From Above (CR 3)

This crawl space winds east and eventually ends at an impassable cavein.

There are three small openings in the ceiling of this passageway. Unless the players specifically state they are examining the ceiling, these openings are only noticed with a successful DC 15 Perception check. The openings lead to the lair of 4 giant centipedes.

This cave's ceiling is only 2 feet high, making it difficult terrain for Small bipedal creatures (crouching only). Medium creatures must squeeze through (see the "Terrain and Obstacles" section in Chapter 8 of the Pathfinder Roleplaying Game Core Rulebook) and can only crawl at 5 ft. per round. Large creatures must squeeze and succeed on a DC 30 Escape Artist check to wiggle through. Tiny creatures or Small quadrupeds suffer no movement penalties here. Small or larger creatures fighting in this cave

suffer a -2 penalty on attack and damage rolls if wielding large or reach weapons.

CR 1/2

CR 2

GIANT CENTIPEDES (4) XP 200

hp 5 (Pathfinder Roleplaying Game Bestiary, "Centipede, Giant")

Tactics: If possible, the centipedes wait until the party fills the passage beneath before dropping down from all four holes simultaneously. If only one PC investigates the passage, then the centipedes gladly gang up on him. If anyone attempts to investigate the openings, the centipedes attack immediately.

Treasure: The centipedes' cave is scattered with the remains of their various victims. In addition to bones, bits of rotted armor, and even a hunk of rotting flesh, tucked in the northeast corner (DC 15 Perception) is a gem pouch containing 50 sp of silver nuggets.

Area 2-18: Empty Crypt (CR 4)

This room is similar to Area 2-16 except that the glass of the sarcophagus has been shattered and the remains plundered. There is however, a secret compartment in the interior of the sarcophagus (DC 25 Perception). The compartment is trapped and contains a brass heart, about 10 inches from top to bottom. This is the heart of darkness (see Area 15, in the Wilderness chapter).

GLYPH OF WARDING TRAP CR4 XP 1,200 Type magic; Perception DC 28; Disable Device DC 28

Trigger spell; Reset none

Effect spell effect (glyph of warding [searing light], Atk +10 ranged touch, 5d8 damage [10d6 or 10d8 if undead], CL 10th)

Area 2-19: Hall of Mausoleums (CR 2)

This enormous chamber contains 25 mausoleums. The mausoleums are made of stone with abstract, ornamental carvings along their doorways, and contain only an empty sarcophagus - these crypts were all plundered long ago. Currently, a ghast, drawn to this place by its feel of death, haunts this chamber. Making full use of the mausoleums, the ghast waits for the proper moment to spring out and surprise the PCs. As they approach the mausoleum marked "A," the PCs can see a narrow metal spiral staircase that ascends to the ceiling of this cave. This leads to Area 1-36, above.

GHAST XP 600

hp 17 (see Wilderness Overview, Pathfinder Roleplaying Game Bestiary, "Ghoul")

Treasure: The ghast keeps the loot plundered from his victims in the mausoleum marked "T". Piled in one corner is a set of masterwork studded leather armor, a masterwork short sword, and a backpack containing two weeks' worth of spoiled rations, a vial of holy water, a set of thieves tools, 50 feet of hemp rope, a grappling hook, and a small wooden box containing 25 gp and a potion of cat's grace.

Area 2-20: Goblin Lookout (CR 2)

Both doors to this room can be barred from their southern sides to keep intruders from reaching Areas 2-20 and 2-22. The chamber contains a small wooden table, four small stools, and a wooden box with 30 arrows. The northern alcoves each of have two arrow slits that provide improved cover to anyone firing out of them into the corridor to the north.

THE LOST CITY OF BARAKUS This area is manned at all times by 4 goblins. There is a long inscription of the set of the set

GOBLINS (4) XP 135

hp 6 (Pathfinder Roleplaying Game Bestiary, "Goblin")

Tactics: The northern door is left ajar so the goblins can hear anyone approaching from the north. Should they hear anything (like the door just north of them opening), they immediately close and bolt the northern door (hardness 5; hp 20; Break DC 25) and run to the arrow slits in the northern alcoves. From here they determine if the intruders are a threat. The PCs may attempt to Bluff their way past these guards, but they are going to have to think quickly. In general, unless the PCs are disguised to look like goblins, assign an automatic -5 penalty to any Bluff attempt. If the goblin guards determine the PCs are a threat, they begin firing at them through the arrow slits. If the PCs appear to be making headway with the door, the goblins retreat to Area 2-21, bolting the southern door to Area 2-20 behind them as they go (hardness 5; hp 20; Break DC 25). If the northern door to Area 2-20 is breached the goblins fire on the PCs from the arrow slits in Areas 2-21. If it appears the PCs are going to break down the southern door, the goblins, if possible, send four of their number to hold off the intruders while the rest head south for reinforcements.

Area 2-21: Guard Rooms (CR 1)

These chambers each contain a small table with two stools. There are two arrow slits in the northern part of each chamber that provides improved cover for anyone firing into **Area 2-20**. Each room contains **2** goblins.

GOBLINS (2) XP 135 hp 6 (Pathfinder Roleplaying Game Bestiary, "Goblin")

Tactics: The goblins in this room respond to instructions from the goblins in **Area 2-20**. However, should intruders reach **Area 2-20** and a combat ensues there, one goblin remains in each chamber to fire on the PCs while the other two race to **Area 2-22** for reinforcements.

Area 2-22: Goblin Guard Post (CR 2)

Standing guard are **4 goblins**, spotting for trouble in **Area 2-20**. If attacked, three of the goblins remain to hold off the intruders, while one runs to **Area 2-23** for reinforcements. If the goblins in **Areas 2-20** and **2-21** are trying to hold off the PCs in the passage to the north, these goblins run to assist their brethren there.

GOBLINS (4) CR 1/3 XP 135 hp 6 (Pathfinder Roleplaying Game Bestiary, "Goblin")

Area 2-23: The Hall of Power (CR 8)

This great hall is truly an inspiring sight. The ceiling stretches 30 feet into the air, and the walls are painted with swirls of red and purple. On the west, south, and east walls are large, 4-foot-high stone daises upon which are 8-foot-high silver metal posts topped by a black sphere about 9 inches in diameter. Each metal post has a small geometrically shaped depression of different shape about six inches from its base: the western post has a triangle indentation; the southern post has a rectangular indentation; and the eastern post has a circular indentation. In the center of the floor is a large, circular red metal plate. There is a sword-shaped depression in its center, exactly the size of a greatsword.

There is a long inscription along the northern wall written in Arthemin. Dusk and soot cover all the walls, however, and the lettering has been obscured by filth (DC 15 Perception). The inscription says the following:

"Take that which is not there Follow the warm way Say thee the prayer And the sword is yours"

CR 1/3

This refers to Level 4A and is the only clue to navigating that very difficult level.

If the PCs possess all three flames they may activate the *sword of Kell* in this great hall. At the moment, however, this area home to **25 goblins** and their **priest leader**, **Grezzo**. The place is piled with their belongings: dozens of dull or broken swords, bedrolls, pieces of armor, feces, pools of urine, bones, and so on. This filthy mob lounges about, fighting, arguing, and generally making a mess.



GOBLINS (25) XP 135

CR 1/3

hp 6 (Pathfinder Roleplaying Game Bestiary, "Goblin")

GREZZO XP 800 CR 3

Male goblin cleric (Orcus) 4 (Pathfinder Roleplaying Game Bestiary, "Goblin") NE Small humanoid (goblinoid)

Init +2; Senses darkvision 60 ft.; Perception +4 Aura evil

+1 size) hp 29 (4d8+8) Fort +5; Ref +3; Will +6

Speed 20 ft.

Melee +1 heavy mace +5 (1d6+1) Ranged light crossbow +6 (1d6/19–20) Special Attacks channel energy 5/day (2d6, DC 12), destructive smite 5/day (+2) Domain Spell-Like Abilities (CL 4): 5/day—touch of evil Spells Prepared (CL 4th; melee touch +6): 2nd—align weapon^D, bull's strength, hold person (DC 14), inflict moderate wounds (DC 14) 1st—bane (DC 13), cause fear (DC 13), doom (DC 13), protection from good^D, shield of faith 0 (at will)—detect magic, guidance, resistance, stabilize D Domain spells Domains Destruction, Evil

Str 10, Dex 14, Con 12, Int 10, Wis 15, Cha 10 Base Atk +3; CMB +2; CMD 14 Feats Brew Potion, Extra Channel

Skills Diplomacy +4, Intimidate +3, Knowledge (religion) +5, Perception +4, Ride +1, Stealth +5; **Racial Modifiers** +4 Ride, +4 Stealth

Languages Goblin

Combat Gear potion of bear's endurance (CL 4th), potion of cure moderate wounds (CL 4th), scroll of hold person; **Other Gear** breastplate, light wooden shield, +1 heavy mace, light crossbow, 15 crossbow bolts, key to **Area 2-25**

Tactics: The goblins are not in a state of readiness. Assume it takes a total of 5 rounds for all 25 goblins to find their weapons and get ready for combat — 5 goblins per round. Once ready for combat, Grezzo urges them to swarm their opponents, which they gladly do as long as he is standing. They make full use of their numbers, charging past fighters to engage spellcasters and archers in melee.

If possible Grezzo casts the following spells before entering combat: *bull's strength, shield of faith,* and *protection from good.* If it looks as though it's going to be a tough battle, he also downs his *potion of bear's endurance.* Once in combat he prefers to hurl *hold person* (both from his memorized spells and his scroll) and *inflict moderate wounds* before wading in with his mace.

Treasure: Lying forgotten amid the considerable trash cluttering the floor (DC 20 Perception) are 2 large gold hoop earrings worth 50 gp each. In the north corner is a spyglass (DC 25 Perception to locate).

Area 2-24: Gamers (CR 3)

Engaged in a knife throwing contest here are **6 goblins**. They are attempting to hit a piece of wood with a red circle painted on it leaning against the northern wall of this otherwise empty room. If they hear prolonged combat in **Area 2-23** (more than five rounds), they go to investigate. Otherwise they remain here, enjoying their game.

GOBLINS (6) CR 1/3 XP 135 hp 6; add Ranged dagger +3 (1d4–1/19–20) (Pathfinder Roleplaying Game Bestiary, "Goblin")

Treasure: The winnings for the game are piled in the northwest corner and consists of 48 cp and 79 sp.

Area 2-25: Grezzo's Chamber (CR I)

The walls of this chamber have been painted with crude images of Orcus ruling over his minions and defiling the good. Against the western wall are a small wooden bed and an iron side table upon which is a shrunken human head. There is also a small writing table and chair against the eastern wall. On the table are four sheets of vellum and a quill pen and ink. The vellum is blank, but Grezzo plans to use them to scribe scrolls sometime in the near future.

Beneath the bed (DC 12 Perception) is a **trapped** unlocked wooden chest containing the **treasure**.

POISON NEEDLE TRAP CR 1 XP 400 Type mechanical; Perception DC 20; Disable Device DC 20

Trigger touch; **Reset** repair; **Bypass** lock (Disable Device DC 30) **Effect** Atk +10 ranged (1d4, needles plus greenblood oil)

Treasure: Within the chest is a gold picture frame worth 75 gp, a string of pearls (200 gp), six silver rings (15 gp each), and 12 pairs of silver earrings (10 gp each [pair]).

Area 2-26: Kissel's Chamber

A small cot stands against the west wall, beside which are an overturned barrel and a trunk. This is Kissel's chamber (see Area 2-34).

Treasure: There is nothing much of interest here, although the trunk contains 3 masterwork daggers and Kissel's **spellbook**.

Spellbook: 0—all; 1st—cause fear, chill touch, magic missile, protection from good, ray of enfeeblement.

Area 2-27: Well Room

Standing in the center of this room is a stone well. Several rusted metal pails, a rusted pickaxe, and three broken clubs lay in one corner. The shaft of the well descends 30 feet and can be scaled with a successful DC 20 Climb check. There is 7 feet of standing water at the bottom of well, sunken in which (DC 15 Perception) is a simple brass key that opens the top lock to the door in **Area 1-24F**. There is also a **secret door** 12 feet up on the eastern wall of the well shaft (DC 20 Perception).

Secret Door: 4 in. thick; hardness 8; hp 60; Break DC 28; Perception DC 20.

Area 2-28: Collapsed Tunnel (CR 3)

This narrow tunnel is filled with crumbled rocks and stones, and is difficult terrain. Anyone attempting to move faster than half speed must succeed on a DC 13 Acrobatics check or fall, suffering 1d4 points of nonlethal damage from the sharp rocks littering the floor. Currently, **6 dire rats** are hidden amid the debris. They spring out and attack once the PCs are near.

DIRE RATS (6) XP 135

CR 1/3

hp 5 (Pathfinder Roleplaying Game Bestiary, "Rat, Dire")

Area 2-29: Empty Room

Like the passage west of it, the floor of this room is littered with chunks of broken rocks. Both doors are jammed shut (DC 20 Break). Otherwise, the room is empty.

Area 2-30: Collapsed Room

The southern half of this room has collapsed and is completely impassable.

Area 2-31: The Haunted Halls

These chambers and halls were once a sanctuary of some kind. Empty sconces line the walls, and dust and cobwebs collect in every corner. **Basil, a ghost**, haunts these halls. He flies out of his lair in **Area 2-32** as soon as he senses anything living violating his sanctum.

Area A: Scattered about this area are numerous broken chests, trunks, and coffers. They are all empty.

Area B: This area is littered with chunks of broken stone tablets. All the tablets are inscribed with Arthemin runes. With an impressive DC 30 Intelligence check a character could assemble the various pieces (assuming, of course, they can read Arthemin) into two pages of a spell book containing the arcane spells *confusion* and *mislead*.

Area C: Shattered glass covers the floor of this area.

Area 2-32: Basil's Lair (CR 5)

Basil prefers his small, tidy sanctuary to the mess in Area 2-31. This chamber contains only a **locked**, **trapped**, **chest**, and three tapestries depicting a tall tower against a night sky, a boat on a stormy ocean, and horse grazing in a field. The tapestries have no particular meaning; Basil just likes how they look.

BASIL XP 800

CR 3

Male human ghost sorcerer 2 (Pathfinder Roleplaying Game Bestiary, "Ghost")

NE Medium undead (augmented humanoid, incorporeal) Init +6; Senses darkvision 60 ft.; Perception +8

AC 17, touch 17, flat-footed 15 (+5 deflection, +2 Dex) hp 21 (2d6+12)

Fort +5; Ref +2; Will +3; +4 vs. channeled energy Defensive Abilities channel resistance +4, incorporeal, rejuvenation; Immune undead traits

Speed fly 30 ft. (perfect) Melee incorporeal touch +3 (3d6) Special Attacks corrupting touch (3d6, DC 16) Bloodline Spell-Like Abilities (CL 2nd; melee touch +3): 8/day—grave touch (1 round) Spells Known (CL 2nd; ranged touch +3): 1st (6/day)—magic missile, sleep (DC 16) 0 (at will)—dancing lights, ghost sound (DC 15), mage hand, ray of frost, read magic Bloodline Undead

Str —, Dex 14, Con —, Int 14, Wis 10, Cha 20 Base Atk +1; CMB +3; CMD 18

Feats Eschew Materials, Improved Initiative, Scribe Scroll **Skills** Fly +18, Intimidate +10, Knowledge (arcana) +7, Knowledge (religion) +7, Perception +8, Sense Motive +5, Spellcraft +7, Stealth +10; **Racial Modifiers** +8 Fly, +8 Perception, +8 Stealth

Chest: hardness 5; hp 30; Break DC 25; Disable Device DC 20.

MAGIC MISSILE TRAP XP 600

Type magic; **Perception** DC 26; **Disable Device** DC 26

Trigger touch; Reset none

Effect spell effect (magic missile, 1d4+1 [x3], CL 5th); never miss; multiple targets (up to 3)

Tactics: Basil is more interested in scaring off intruders than killing

them. Thus, he sneaks up on the party while they are investigating **Areas 2-31A**, **B**, and **C**, and uses his *mage hand* first, hurling small objects around the room. If this fails to drive away the intruders, he employs his *ghost sound* to create typical ghostly noises: rattling chains, disembodied laughter, and so on. If this too fails, he resorts to his attacks spells, using multiple *sleep* spells first, and then *magic missiles*.

Treasure: Within the chest are a bronze statue of a goat worth 65 gp, 3 gold bracelets worth 15 gp each, a set of masterwork sculptor's tools, a *scroll of true strike*, and a *ring of jumping*. Beside the chest on the floor are a masterwork light crossbow and a quiver of 11 masterwork silver bolts.

Area 2-33: Kings and Queens

The north, south, and east walls of this chamber are lined with life-size statues of kings (northern area of the chamber) and queens (southern part of the chamber) facing one another. The statues, 40 in all, are in a sorry state: some have been broken in half, other are missing arms, noses, or heads. There is nothing particularly magical or interesting about these statues, though a close examination of the lettering (in Arthemin) at the base of each statue might, with a successful DC 16 Intelligence check, reveal that each king is facing his queen, and vice-versa.

The eastern door is ajar, and the northern and southern doors are closed.

Area 2-34: The Great Hall (CR 4)

This huge chamber has 30-foot-high ceilings. The most startling characteristic, at the moment, however, is the massive cave-in blocking the north and eastern parts of the room. Both these cave-ins are impassable. The debris in the east blocks a one mile-long tunnel that used to exit out the eastern side of the hill but since its collapse has been subsumed into the earth. That entrance simply no longer exists. With much work (20 man hours), the debris in the north can be tunneled through and **Area 2-37** accessed.

At the moment, **Kissel**, a goblin necromancer, and her 6 goblin assistants are vainly trying to dig their way through the debris in the north. This was Grezzo's plan, not Kissel's, and both the wizard and her henchmen are not particularly interested in the assignment. One of the goblins stands guard at the western entrance to the chamber.

GOBLINS (6)

CR 1/3

XP 135 hp 6 (Pathfinder Roleplaying Game Bestiary, "Goblin")

KISSEL

XP 200

CR 1/2

Female goblin necromancer 1 (Pathfinder Roleplaying Game Bestiary, "Goblin") LE Small humanoid (goblinoid) Init +2; Senses darkvision 60 ft.; Perception +0

AC 13, touch 13, flat-footed 11 (+2 Dex, +1 size) hp 7 (1d6+1) Fort +0; Ref +2; Will +2

Speed 30 ft. Melee dagger +0 (1d3-1/19-20) Ranged mwk light crossbow +4 (1d6/19-20) Necromancer Spell-Like Abilities (CL 1st; melee touch +0): 5/day—grave touch (1 round) Spells Prepared (CL 1st; ranged touch +3): 1st—cause fear (DC 14), ray of enfeeblement (DC 14), ray of enfeeblement (DC 14)^B 0 (at will)—detect magic, mage hand, read magic Specialist School Necromancy Opposition Schools

CR 2

Conjuration, Illusion

Str 8, Dex 14, Con 10, Int 15, Wis 11, Cha 8 Base Atk +0; CMB -2; CMD 10 Feats Command Undead (5/day, DC 9), Scribe Scroll, Spell Focus (necromancy) Skills Knowledge (arcana) +6, Knowledge (dungeoneering) +6, Knowledge (engineering) +6, Ride +6, Spellcraft +6, Stealth +10; Racial Modifiers +4 Ride, +4 Stealth Languages Common, Goblin SQ arcane bond (object [dagger] [1/day]) Combat Gear scroll (magic missile, protection from good);

Other Gear dagger, masterwork light crossbow, 10 crossbow bolts

Tactics: If intruded upon, Kissel sends the goblin warriors forward to engage the PCs in melee while she stands back and casts spells, preferring to cast *ray of enfeeblement* first at the strongest looking fighter. She is not in the least bit opposed to using her *scroll* and does so at the first sign of trouble. Finally, Kissel is quite good with her crossbow, and uses it once her spells are depleted.

Area 2-35: Iron Doors (CR 5)

Both these huge, iron double doors are locked and trapped.

Iron Double Doors: hardness 10; hp 60; Break DC 30; Disable Device DC 28.

LIGHTNING BOLT TRAP CR 5 XP 1,600 Type magic; Perception DC 28; Disable Device DC 28

Trigger touch; Reset automatic

Effect spell effect (*lightning bolt*, 5d6 electricity, DC 14 Reflex half, CL 5th); multiple targets (all targets in a 30 ft. line)

Area 2-36: The Arm of Gromm (CR 9)

Six thick stone pillars line this massive hall, whose ceiling stretches 20 feet into the air and whose walls are painted with images of churning clouds above a deserted battlefield. At the far end of the hall stands a 15-foot-tall tapered cone, with a set of narrow stairs ascending its steep northern face and atop which can be seen a beautifully crafted mace. Flanking the tower, dressed in red ceremonial robes, are **2 flesh golems**, which move forward and attack as soon as intruders enter this sacred chamber (although see below).

FLESH GOLEMS (2)

XP 3,200

CR 7

hp 79 (Pathfinder Roleplaying Game Bestiary, "Golem, Flesh")

Tactics: The flesh golems were put here centuries ago to guard the *arm* of Gromm (see below). They are, of course, far too powerful for a party of low-level adventurers. If the players are smart, they have plenty of time to close the doors to this chamber and run (the golems to do not pursue anyone outside of this chamber unless they have taken the *arm of* Gromm). If the party attempts to sneak the mace out, the mace acts like a homing beacon and the golems pursue it relentlessly, never resting, across hill and field, through hamlets and cities, until they are killed or the mace is returned.

Only someone wearing the *heart of Gromm* (see Area 3B-12, below), is allowed to pass the golems and retrieve the *arm of Gromm*.

Treasure: Lying at the top of the cone tower is the *arm of Gromm* (see the **Appendix**).

Area 2-37: Buried Chamber

This area is choked with dust and dirt from the cave in. The northern and eastern walls are inscribed in Arthemin lettering giving general details on how to activate the power source. If the dust is cleaned from the walls and — assuming the PCs can read the script — a successful DC 20 Intelligence check is made, the PCs learn the following: All three "torches" must be lit simultaneously, after which the *sword of Kell* may be activated. The *sword of Kell* stays active as long as all three torches remain lit or until "he who will not die" is slain. The inscription also mentions a "terrible stone," and that it might be used to destroy this as well, but that in so doing the sword would certainly be destroyed.

Area 2-38: Blocked Passage

This north-south corridor is completely blocked by a cave in.

Area 2-39: Wight Lair (CR 3)

The door to this area is jammed shut with a chair (DC 25 Break). A **wight** has made these four small, connected chambers its home. This area had once been the home of some goblins, and their crude sayings are still scrawled on the walls. Broken and dilapidated Small-sized furniture litter the place, as well as shards of broken pottery, glass, and bits of broken leather armor.

CR 3

CR 1/3

WIGHT XP 800

hp 26 (Pathfinder Roleplaying Game Bestiary, "Wight")

Tactics: If the PCs are able sneak into this area without making any noise, the wight can be found in either **Area A**, **B**, or **C**. If, on the other hand, the PCs make noise trying to break the door down, the wight hides around the corner in **Area B**, and springs out at the PCs once they begin to investigate **Area A**.

Treasure: Searching through the rubble uncovers the following:

Area A: An intact ceramic mug engraved with images of unicorns worth 15 gp (DC 12 Perception)

Area B: Two masterwork daggers and a masterwork buckler (DC 10 Perception)

Area C: Two doses of antitoxin (DC 15 Perception).

In addition, **Area D** (a secret door, DC 20 Perception) contains two cots against the eastern wall upon each of which is a human skeleton dressed in rotting robes. One skeleton still wears a gold ring with a large ruby worth 350 gp.

Secret Door: 4 in. thick; hardness 8; hp 60; Break DC 28; Perception DC 20.

Area 2-40: Crypt (CR 4)

This long chamber contains four massive stone pillars inscribed in Arthemin lettering. If able to decipher this writing, the PCs soon learn that this area was a burial ground of some sort. They probably learn this soon enough, however, as **8 skeletons** are lurking in the small **secret chambers** (DC 25 Perception). They burst from their hiding places soon after the crypt has been entered and attack.

SKELETONS (8) XP 135

hp 4 (Pathfinder Roleplaying Game Bestiary, "Skeleton")

Treasure: Each secret chamber contains a small "grave", actually a 6-foot-long, 2-foot-wide, 4-foot-deep depression in the stone floor. The southwestern most grave has a **secret compartment** (DC 22 Perception) within which is a gold vase inscribed with dragons worth 120 gp.

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Area 2-41: Drow Guards (CR 1)

This is area is guarded carefully by **2 drow warriors**. One keeps an eye on the passage to the northeast at all times, and both listen carefully for any sounds in the wide east-west passage to the north.

DROW (2) CR 1/3 XP 135 hp 5 (Pathfinder Roleplaying Game Bestiary, "Drow")

Tactics: At the first sign of intruders, the drow fire their hand crossbows and then, if possible, cast *darkness*. They then begin to call for reinforcements from **Areas 2-42** and **2-43**. The drow from **Area 2-42** arrives in 3 rounds, while the drow from **Area 2-43** arrive in 5 rounds.

Area 2-42: Refuse Room (CR 1/3)

A number empty barrels and boxes litter this small chamber, as well as several sacks containing moldy flour. Presently, a **drow warrior** is poking through the junk in search of anything valuable.

DROW XP 135

hp 5 (Pathfinder Roleplaying Game Bestiary, "Drow")

Area 2-43: Recon Team (CR 5)

A group of drow, led by Karna the Wizard and Faybon the

Rogue, have been sent by Sizret to arrange a deal with the aranea in **Area 2-45**, and to trap this area against intruders. In addition to the team leaders, **2 drow warriors** are also camped here, aiding in the trap setting. The western door is bolted shut. Both doors have been rigged with a **poison dart trap** (see below). The drow have not had time yet to construct a bolt for the southern door. If one of the drow from **Areas 2-41** or **2-42** wishes to enter this chamber they must knock twice and say, "The Queen of Spiders has cast her web," at which point one of the drow here disarms the trap and unlocks the door.

DROW (2) XP 135

CR 1/3

CR 1

hp 5 (Pathfinder Roleplaying Game Bestiary, "Drow")

KARNA XP 400

Female drow universalist 2 (Pathfinder Roleplaying Game Bestiary, "Drow")

CE Medium humanoid (elf)

Init +2; **Senses** darkvision 120 ft., low-light vision; **Perception** +5

AC 12, touch 12, flat-footed 10 (+2 Dex) hp 14 (2d6 plus 5) Fort +0; Ref +2; Will +4; +2 vs. enchantments Immune magic sleep; Resist elven immunities; SR 8 Weakness light blindness

Speed 30 ft. Melee quarterstaff +0 (1d6–1) Ranged hand crossbow +3 (1d4/19–20 plus poison)

120

CR 1/3

Special Attacks hand of the apprentice 6/day (+4) Spell-Like Abilities (CL 2nd): 1/day—dancing lights, darkness, faerie fire Spells Prepared (CL 2nd; ranged touch +3): 1st—mage armor, magic missile, ray of enfeeblement (DC 14) 0 (at will)—detect magic, mending, read magic, resistance

Str 8, Dex 14, Con 10, Int 16, Wis 12, Cha 12 Base Atk +1; CMB +0; CMD 12

Feats Scribe Scroll, Toughness

Skills Craft (alchemy) +8, Intimidate +3, Knowledge (arcana) +8, Perception +5, Spellcraft +8; Racial Modifiers +2 Perception

SQ poison use

Combat Gear scroll of magic missile, sleep and hold portal; **Other Gear** hand crossbow, 10 poisoned crossbow bolts (drow poison), quarterstaff

FAYBON XP 400

CR 1

Female drow rogue 2 (Pathfinder Roleplaying Game Bestiary, "Drow")

CE Medium humanoid (elf)

Init +4; Senses darkvision 120 ft., low-light vision; Perception +8

AC 17, touch 14, flat-footed 13 (+3 armor, +4 Dex) hp 14 (2d8 plus 2) Fort +0; Ref +7; Will +1; +2 vs. enchantments Defensive Abilities evasion; Immune magic sleep; Resist elven immunities; SR 8 Weakness light blindness

Speed 30 ft. Melee mwk short sword +6 (1d6/19–20) Ranged hand crossbow +5 (1d4/19–20 plus poison)

Special Attacks rogue talents (bleeding attack +1), sneak attack +1d6 Spell-Like Abilities (CL 2nd): 1/day—dancing lights, darkness, faerie fire

Str 10, Dex 18, Con 11, Int 12, Wis 12, Cha 14 Base Atk +1; CMB +1; CMD 15

Feats Weapon Finesse

Skills Acrobatics +9, Climb +4, Craft (traps) +6, Diplomacy +7, Disable Device +10, Intimidate +7, Perception +8 (+9 to locate traps), Sense Motive +6, Sleight of Hand +8, Stealth +9; **Racial Modifiers** +2 Perception

SQ poison use, trapfinding +1

Combat Gear potion of cat's grace, potion of cure light wounds; **Other Gear** masterwork studded leather armor, hand crossbow, 10 poisoned crossbow bolts (drow poison), masterwork short sword, masterwork thieves' tools, thick silver necklace (75 gp)

Tactics: If possible, all 4 drow fire a round of crossbow bolts first. Karna then instructs the warriors to engage the enemy while she casts spells (both prepared and from her scrolls) and Faybon uses her Acrobatics skill to gain a flanking position for a sneak attack.

Locked Wooden Door: hardness 5; hp 20; Break DC 25; Disable Device n/a (bolted from the other side).

POISON DART TRAP

Type mechanical; Perception DC 20; Disable Device DC 20

Trigger location; **Reset** manual; **Bypass** hidden switch on the un-trapped side (DC 25 Perception) **Effect** Atk +12 ranged (1d4 [x1d6], plus drow poison); multiple targets (up to 6) **Note:** Only one side of each door is trapped. The western door is trapped from the western side, and the southern door is trapped from the northern side. Both traps can be disarmed by throwing a hidden switch on their un-trapped side.

Area 2-44: Store Room

Areas 2-41 to 2-44 once contained a lot of useless trash accumulated over the years. The drow tossed most of it in here. Strewn about the floor are filthy rags, old bones, broken glass, shattered furniture, torn books, cracked skulls, a box of buttons, a bag of leather straps, and a three kegs of foul rum.

Area 2-45: Guardian at the Gates (CR 4)

The east and west portions of this room are covered floor-to-ceiling filled with thick spider webs. The floor is littered with humanoid skulls and bones.

Sizret commissioned **Risstor the aranea**, to guard this chamber and the stairs to the south of it that lead to **Level 4**. Recently, Risstor has been having to stave off too many goblins and orcs and is considering abandoning her post. The drow sent some emissaries (see **Area 2-43**) to calm the aranea, placate her with a few baubles, and set some traps in the room to the north to make Risstor's job a little easier. They also installed a bolt on her side of the door. Risstor keeps the bolt thrown at all times and only opens the door if it is struck three times and the password "Gilfnet" is given.

Note: Anyone entering the webbed areas in this room must succeed on a DC 15 Ref save or be stuck within the webs as per the *web* spell.

RISSTOR XP 1,200

CR 4

hp 37 (Pathfinder Roleplaying Game Bestiary 2, "Aranea") Spells Known (CL 5th; ranged touch +8):

2nd (5/day)—glitterdust (DC 15), scorching ray

1st (7/day)—cause fear (DC 14), mage armor, magic missile, true strike

0 (at will)—detect magic, flare (DC 13), mending, resistance, ray of frost, read magic

Locked Wooden Door: hardness 5; hp 20; Break DC 25; Disable Device N/A (bolted from the other side).

Tactics: Risstor hides within her webs (Stealth +5 due to the webs). If the door is opened by force she immediately casts her web at the first intruders, followed by *glitterdust* and *cause fear*, and, if possible several *magic missiles*. She prefers to cast *true strike* before attempting to bite her opponents.

It is possible to negotiate with Risstor. Since she is nothing more than a mercenary, she can be bribed to let the PCs pass into the drow compound below. This requires a fairly hefty sum, however, since once she has accepted the bribe her job as gate guardian is effectively over. Only gold or valuables worth 1,500 gp would suffice. If the PCs are willing to pay this, she takes their money and leaves the dungeon, never to be seen or heard from again.

Treasure: Hidden within the webs (DC 20 Perception) is a pouch with 4 jaspers worth 50 gp each (the drow's payment), and a suit of Small half-plate.

Stairs: These stone steps twist down into the darkness for some 200 yards, until they emerge in **Area 4-1**, below.

Area 2-46: Lookout (CR 1/2)

A pair of orc brothers have set up an ambush here in the hopes of lining their pockets with goblin coins. **Garrick, an orc**, waits here and spies through a peephole (which requires a DC 25 Perception to notice)

CR 2

CR 1/2

at anyone passing down the northwest to southeast passage. Once some victims are spotted he runs to **Area 2-47**, and alerts his brother.

GARRICK XP 200

Male orc fighter 1 (Pathfinder Roleplaying Game Bestiary, "Orc") NE Medium humanoid (orc) Init +2; Senses darkvision 60 ft.; Perception +1

AC 18, touch 12, flat-footed 16 (+6 armor, +2 Dex) hp 13 (1d10+2 plus 1) Fort +4; Ref +2; Will +1 Defensive Abilities ferocity Weakness light sensitivity

Speed 20 ft. **Melee** greatsword +5 (2d6+4/19-20) **Ranged** longbow +3 (1d8/x3)

Str 17, Dex 14, Con 14, Int 8, Wis 12, Cha 6 Base Atk +1; CMB +4; CMD 16 Feats Point-Blank Shot, Weapon Focus (greatsword) Skills Intimidate +2 Languages Common, Orc Gear breastplate, greatsword, longbow, 25 arrows, silver medallion (25 gp)

The **secret door** leading to this area requires a DC 20 Perception check to locate.

Secret Door: 4 in. thick; hardness 8; hp 60; Break DC 28; Perception DC 20.

Area 2-47: Firing Range (CR 1/2)

Braam, the second orc robber waits here for word from his brother in Area 2-46.

BRAAM

CR 1/2

XP 200 Male orc fighter 1 (Pathfinder Roleplaying Game Bestiary, "Orc") NE Medium humanoid (orc) Init +2; Senses darkvision 60 ft.; Perception +1

AC 20, touch 12, flat-footed 18 (+6 armor, +2 Dex, +2 shield) hp 13 (1d10+2 plus 1) Fort +4; Ref +2; Will +1 Defensive Abilities ferocity Weakness light sensitivity

Speed 20 ft. **Melee** battleaxe +5 (1d8+3/x3) **Ranged** longbow +3 (1d8/x3)

Str 17, Dex 14, Con 14, Int 8, Wis 12, Cha 6 Base Atk +1; CMB +4; CMD 16 Feats Point-Blank Shot, Weapon Focus (battleaxe) Skills Intimidate +2 Gear breastplate, heavy wooden shield, battleaxe, longbow, 25 arrows

Tactics: Once the party has entered Area 2-48, the brothers begin firing on them from their arrow slits, enjoying the benefit of improved cover. If the PCs enter this chamber via Area 2-49, Braam begins firing and on his own and calls for his brother in Area 2-46, who arrives in 2 rounds. The orcs prefer to avoid melee, and run if faced with melee combat and outnumbered by two to one or more. **Treasure:** This small chamber contains a box with 10 extra arrows, two stools, and 5-gallon jug of mead. In a **secret niche** in the southern wall (DC 20 Perception) is a pouch containing 135 sp, an ivory drinking horn (15 gp), a small silver mirror, 2 suits of noble's clothes, a bullseye lantern, a blank wizard's spellbook, and a small diamond worth 75 gp.

Area 2-48: The Arcane-Locked Door

The floor of this chamber is littered with dust, broken rocks, a discarded helmet, and about half-dozen broken arrow shafts. The door in the south has been sealed with an *arcane lock*. If the PCs stay long in this room (ten minutes or more), and the orcs in **Area 2-49** have not been slain, the PCs hear banging against the other side of the door as if someone or something were trying to break it down.

Arcane Locked door: hardness 5; hp 20; Break DC 35; Disable Device DC 20.

The secret door leading to Area 2-47 requires a DC 20 Perception check to locate.

Secret Door: 4 in. thick; hardness 8; hp 60; Break DC 28; Perception DC 20.

Area 2-49: Forward Scouts (CR 2)

This large chamber looks to have been a kind of library at one point. The walls of both the main chamber and its two ancillary chambers are lined with sturdy wooden bookshelves. Whatever books may have once been stored here, however, are long gone, and the shelves are filled instead with dust, rat droppings, finger bones, broken bottles, and cobwebs. A narrow portion of the southern wall has been demolished and leads to a rough passage twisting to the south.

Having recently discovered the passage from Area 2-58, Thrad sent a team of 3 orc warriors led by Servik the rogue to investigate what lay beyond. Unfortunately, they encountered the *arcane-locked* door leading to Area 2-48 and have been unable thus far to breach it.

CR 1/3

CR1

ORCS (3)

XP 135

hp 6 (Pathfinder Roleplaying Game Bestiary, "Orc")

SERVIK XP 400

Male orc rogue 2 (Pathfinder Roleplaying Game Bestiary, "Orc") CE Medium humanoid (orc) Init +2; Senses darkvision 60 ft.; Perception +4

AC 15, touch 13, flat-footed 12 (+2 armor, +2 Dex, +1 dodge) hp 16 (2d8+2 plus 2) Fort +1; Ref +5; Will –1 Defensive Abilities evasion, ferocity Weakness light sensitivity

Speed 30 ft.

Melee mwk short sword +4 (1d6+2/19–20) Ranged light crossbow +3 (1d8/19–20) Special Attacks rogue talents (combat trick), sneak attack +1d6

Str 14, Dex 14, Con 12, Int 10, Wis 8, Cha 8 Base Atk +1; CMB +3; CMD 16 Feats Dodge, Mobility Skills Acrobatics +7, Climb +7, Disable Device +8, Intimidate +4, Perception +4 (+5 to locate traps), Sense Motive +4,

Stealth +7, Use Magic Device +4 Languages Common, Orc SQ trapfinding +1 Combat Gear potion of cure light wounds; Other Gear leather armor, light crossbow, 20 crossbow bolts, masterwork short sword, gold ring (75 gp)

Tactics: While the orc warriors prefer to just charge straight into combat, Servik uses his Acrobatics skill to gain a flanking position and deliver a sneak attack.

Treasure: A secret compartment in the bookshelves in Area A (DC 22 Perception) contains a *scroll* of *mirror image* and *levitate* (both CL 3rd). Beneath a loose stone in the floor in Area B (DC 18 Perception) is a small, locked iron box (DC 15 Disable Device) containing 2 *potions of bull's strength* (CL 3rd) and an *elixir of death* ward (see the Appendix).

Area 2-50: Goblin Guards (CR 1)

There is a pile of crumpled parchment in the northeast corner of this room, two stools in the center, and 3 javelins leaning against the western wall. The southern double doors are bolted shut.

Bolted Double Doors: hardness 5; hp 20; Break DC 25; Disable Device n/a.

Grezzo stationed **3 goblins** here to keep a lookout for the orcs to the south. The southern door is kept bolted at all times. If the goblin guards hear commotion in **Area 2-23**, they run to assist. Combat here draws the immediate attention of Grezzo who arrives in three rounds with 10 goblins. If there is sustained combat here, all the goblins from **Area 2-23** arrive to assist in another 8 rounds.

GOBLINS (3) XP 135 hp 6 (Pathfinder Roleplaying Game Bestiary, "Goblin")

Treasure: Most of the parchment in the northeast is blank. One sheet, however, is an *arcane scroll of protection from evil*.

Area 2-51: Hall of Words (CR 5)

The outer walls of this wide hall are inscribed in Arthemin lettering. If deciphered, the lettering tells the tale of a great wizard named Devron who thrived among the Barakusites for fifty years until there was a great falling out and he became "one who does not die." According to the wall tableau, for this heinous crime Devron was imprisoned "deep beneath Barakus." The tableau goes on to describe how the key to the prison was hidden beneath the "three islands" and that a key was given to the high priest of each island should a "champion ever be chosen."

The wall facing the door to **Area 2-50** has also been inscribed with Arthemin lettering. It reads as follows:

"Pass now if thou art a guardian strong Pass now if thou art a keeper of the sword Pass now if thou art a warrior fearless For he who waits fears nothing and knows only death Pass now if though speakest the word that all men wish to know"

If the word "fearless" is intoned while facing the **secret door**, the wall upon which it is written dissolves revealing a 5-foot-wide opening to **Area 2-52**.

There are **3 traps** in this hall. The northern two, a pair of **poison bolt traps** were set by the goblins, while the southern trap, a **spiked pit trap**, was set by the orcs.

POISON BOLT TRAPS (2)	CR 1
XP 400	

Type mechanical; Perception DC 20; Disable Device DC 20

Trigger location; Reset manual

Effect Atk +10 ranged (1d8/19–20, crossbow bolt plus greenblood oil); A trip wire has been strung across the floor. The crossbow bolts are fired from the northern wall.

SPIKED PIT TRAP XP 600

Type mechanical; Perception DC 20; Disable Device DC 20

Trigger location; Reset manual

Effect 10-ft.-deep pit (1d6 falling damage); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+2 damage each); DC 20 Reflex avoids; multiple targets (all targets in a 10-ft.-square area)

Area 2-52: The First Flame

In the center of this chamber is a 3-foot-high stone pedestal atop which is a small triangular indention. Within the indentation is a brass triangle. If this triangle is inserted in the western post in **Area 2-23**, that post's sphere is "lit" (see **Activating the Sword**, in **Area 4A-7**).

Area 2-53: Orc Guards (CR 3)

The four vestibules in this chamber each contain the remains of what was once a life-sized statue of man; now all that is left of the statues are their bases and the statues' booted feet. The rest of the room is cluttered with broken javelins, axe heads, bent daggers, teeth, bones, and bits of shattered glass.

The northern door is locked, and a large rock has been pushed against the southern door (DC 25 Break). Standing guard here at all times are **6 orcs**, watching out for the goblins from the north and the minotaur in the south.

ORCS (6) XP 135

hp 6 (Pathfinder Roleplaying Game Bestiary, "Orc")

Locked Double Doors: hardness 5; hp 20; Break DC 25; Disable Device DC 20

Treasure: This used to be one of the orcs' common areas. Unbeknownst to its current residents, a piece of amber worth 120 gp lies hidden amongst the rubble (DC 20 Perception).

Area 2-54: The Sparkling Cave (CR 2)

If the party is lighting its way by torches or lanterns they are greeted by an awesome sight upon entering this cave. The floor is covered with about a dozen stalagmites, all of which, including the walls and ceiling, are covered in a kind of glistening crystal that reflects light back in a dazzling multicolored display. Presently, only **4 orcs** are lounging here. They run to alert the others in **Area 2-55** if attacked.

ORCS (4) XP 135

CR 1/3

CR2

hp 6 (Pathfinder Roleplaying Game Bestiary, "Orc")

Treasure: Close inspection of the crystals reveals that they are laced with the colors of the rainbow. These rainbow gems are valuable if successfully harvested. With a successful DC 15 Profession (miner) check, 3d6 gems worth 1d0 gp each can be harvested in an hour, assuming the PCs have the correct tools. Without the correct tools or skills, however,

there is only a 25% chance every hour of successfully harvesting 2d4 gems worth 1d6 gp each.

Area 2-55: Orc Common Area (CR 6)

This large cave is filled with heaps of rags and bones, piles of broken boxes and empty chests, discarded javelins, and unused armor. Orcs and their trash are everywhere.

The orcs used to inhabit the chambers south of **Area 2-53**. Unfortunately, some minotaurs moved in recently, killing many of the tribe, and driving the rest into these caves. The orcs managed to kill one of the minotaurs, but the remaining two are sufficiently intimidating to the orcs that Thrad, the orcs' leader, does not wish to risk an assault on either the minotaurs or the goblins to the north. Thus, for the moment anyway, the orcs are trapped, and they are not happy about it.

Resting in this cave are 15 orcs and Thrad.

ORCS (15) CR 1/3 XP 135 hp 6 (Pathfinder Paleplaving Game Bestian, "Orc")

hp 6 (Pathfinder Roleplaying Game Bestiary, "Orc")

THRAD XP 400

CR 1

Male orc ranger 2 (Pathfinder Roleplaying Game Bestiary, "Orc") LE Medium humanoid (orc) Init +2; Senses darkvision 60 ft.; Perception +6

AC 15, touch 12, flat-footed 13 (+3 armor, +2 Dex) hp 21 (2d10+4 plus 2) Fort +5; Ref +5; Will +1 Defensive Abilities ferocity Weakness light sensitivity

Speed 30 ft.

Melee mwk battleaxe +7 (1d8+3/x3), or mwk battleaxe +5 (1d8+3/x3) and+1 handaxe +4 (1d6+2/x3) **Ranged** composite shortbow +4 (1d6+2/x3) **Special Attacks** combat style (two-weapon combat), favored enemy (humans +2)

Str 16, Dex 14, Con 14, Int 10, Wis 12, Cha 6 Base Atk +2; CMB +5; CMD 17

Feats Two-weapon Fighting, tWeapon Focus (battleaxe) Skills Climb +7, Handle Animal +3, Perception +6 (+8 vs. humans), Ride +6, Stealth +6, Survival +6 (+8 vs. humans, +7 to track) Languages Common, Orc SQ track, wild empathy +0 Gear studded leather armor, +1 handaxe, composite shortbow (Str +2), 20 arrows, masterwork battleaxe

Tactics: The orcs are trapped, and so fight ruthlessly and to the death if invaded. If things are going poorly, Thrad whistles for Fang, who arrives in 2 rounds from **Area 2-56**.

Treasure: If a complete search is made of the junk (DC 20 Perception) the PCs find 23 sp, 5 gp, 2 pp, a flute, a pouch of caltrops (10), and a sack full of soap (15 pounds).

Area 2-56: Treasure Room (CR 2)

Thrad's small treasure trove is kept here, stored in tin boxes piled neatly against the eastern wall. Thrad befriended a **worg**, whom he has paid to guard the treasure against all intruders, including other orcs.

FANG, MALE WORGCR 2XP 600hp 37 (Pathfinder Roleplaying Game Bestiary, "Worg")

Treasure: The boxes, which are unlocked, contain 3,500 cp, 1,650 sp, 45 gp, a statue of a maiden petting a lamb made of solid gold (200 gp) and 10 small gems worth 20 gp each. A silvered suit of chainmail (worth 300 gp) is propped against the wall, still containing the bones of its previous elvish owner. A composite bow (Str +3) hangs from a nail on the wall.

Area 2-58: Orc Guards (CR I)

Thrad keeps **2 orcs** here as lookouts at all times. This area was apparently once a bedroom. An iron four-poster bed still stands against southern wall fastened tightly to the floor with thick screws. The mattress and curtains were looted long ago, but the bed is otherwise intact. A broken table has been pushed against the door in the west (DC 15 Break). The **secret door** in the east requires a DC 20 Perception check to locate.

ORCS (2)

XP 135

hp 6 (Pathfinder Roleplaying Game Bestiary, "Orc")

Secret Door: 4 in. thick; hardness 8; hp 60; Break DC 28; Perception DC 20.

Tactics: If attacked, the orcs hurl a volley of javelins and then dash for the passage to the north, where they can fight against one opponent at a time while they call for help from the occupants of **Area 2-55**. They investigate the sounds of combat in **Area 2-55** if it lasts longer than five rounds.

Area 2-59: Closet

This was once a walk-in closet for the occupants of **Area 2-58**, though there is nothing here now to suggest this. A 5-foot-wide portion of the eastern wall has been torn apart revealing a narrow, rough passage that stretches to the east.

Area 2-60: Minotaur Lair (CR 4)

This area still bears the unmistakable stamp of orc habitation. Strewn everywhere are broken javelins, jawbones, splintered axe handles, dented pots and pans, and dung. The walls and floors are also splattered with relatively fresh blood, particularly in the eastern passages. Area 2-60B contains the bodies of 12 orcs and a minotaur, all stiffened with rigor mortis and covered with flies and vermin.

Perhaps this series of connected chambers and passages seemed sufficiently maze-like to allow the minotaurs to feel at home. One minotaur rests in Area 2-60A, while the other investigates Area 2-61.

MINOTAUR XP 1,200

CR4

CR 1/3

hp 45 (Pathfinder Roleplaying Game Bestiary, "Minotaur")

Tactics: The minotaurs are unlikely to be caught unawares. If the minotaur in **Area 2-60A** hears the door to **Area 2-53** opening, or any noise in the surrounding passages and chambers, he goes immediately to investigate. If he spots intruders, he charges the nearest opponent with his sharp horns, and then begins hacking away with this greataxe.

Treasure: In the northeast corner of **Area 2-60A** is a sack containing 100 sp, a bucket, a set of manacles (no key), 2 tanglefoot bags, and a dozen small silver trinkets worth a total of 250 gp.

Area 2-61: Cave with Pool (CR 4)

This natural cave is filled with stalagmites and stalactites. A small pool of water, fed be a steady drip from above, fills the northwest corner of the cave.

A second **minotaur** is investigating this cave for anything interesting. If he hears combat in **Area 2-60** he goes to investigate.

MINOTAUR XP 1,200

hp 45 (Pathfinder Roleplaying Game Bestiary, "Minotaur")

Treasure: Lying in the bottom of the pool (DC 22 Perception) is a severed goblin finger, upon which is a *ring of protection* +1.

Area 2-62: Guard Rooms

These two small facing rooms used to house the guards to the gates to **Level 3A**. Both rooms still contain wooden weapon racks affixed to the wall with iron bolts. The rooms are otherwise empty.

In the middle of the hallway, directly between the two chambers and facing **Area 2-63**, is an extremely lifelike statue of an orc, his battleaxe raised above his head as if he were about to strike. Apparently he never got the chance.

Area 2-63: The Gates to Level 3A (CR 3)

A set of double iron gates stand ajar in the middle of the eastern wall. Written in Arthemin above the gates are the words, "Fear Not."

A **cockatrice** moved into this chamber recently. It lurks in the northeast corner, and attacks intruders immediately.

COCKATRICE CR 3 XP 800 hp 27 (Pathfinder Poleplaving Game Bestian, "Cockatrice")

hp 27 (Pathfinder Roleplaying Game Bestiary, "Cockatrice")

Area 2-64: Preparation Chamber

A set of **wide double doors** opens into this room from the north, while a **solid, iron door** bars the way in the south. The room is empty and unremarkable except for three words inscribed in Draconic above the southern door: *Vershaw, Kazip*, and *Florn*.

Area 2-65: Teleportation Rooms (CR 2)

This large, oddly-shaped room contains an experiment carried out by the wizards of Barakus before the city fell. The magicians were working on devising a means of easy, long-distance travel via teleportation operated by a command word. Because the experiment was incomplete before Barakus fell, the magic functions randomly.

On the floor here are eight 20-foot-by-20-foot squares pained orange. If detected for, the squares radiate faint conjuration (teleportation) magic. Anyone standing in the square and uttering the word *"Vershaw"* is immediately teleported randomly to one of the other eight lettered areas. To determine where the teleported character ends up, roll 1d8 and consult the following chart.

d8	Destination
1	Area A
2	Area B
3	Area C
4	Area D
5	Area E
6	Area F
7	Area G
8	Area H

CR 4

If the result would place the character in the same room as he started, add one to the die roll, with a 9 counting as **Area A**.

Anyone standing in the square and uttering the word "*Kazip*" is instantly teleported to **Area 2-64**. Anyone uttering the word "*Florn*" is teleported to **Area 3B-6**.

Only *one* character may be teleported at a time. If more than one character is standing in the square, then only the character actually speaking the command word is teleported; if the characters utter the command word simultaneously, then the first character to step into the square is teleported. If all the character stepped into the square simultaneously *and* utter the word simultaneously, then determine randomly which character gets teleported.

The secret door in to Area 2-66 requires a DC 25 Perception check to locate.

Secret Door: 4 in. thick; hardness 8; hp 60; Break DC 28; Perception DC 25.

Area 2-66: The Jailor's Room

Lurking in this room is the **Jailor**, **a ghast** who, as a jailor in life, has retained the instruments of his trade. He claimed this room as his own long ago, and attacks anyone who enters. He also sneaks north or south to investigate any noises in **Areas F** and **G**.

A simple wooden slat bed stands against the eastern wall. On the north wall, hung on three spikes, are a cat-o-nine-tails, a pair of masterwork manacles, and a large key ring packed with keys. The key ring has a total of 25 keys on it, of all different shapes and sizes. One of the keys is to the set of masterwork manacles (still quite functional), another is the second key to the door in **Area 1-24F**.

CR 2

THE JAILOR XP 600 hp 17 (see Wilderness Overview, Pathfinder Roleplaying

Game Bestiary, "Ghoul")

Area 2-67: Hall of Pillars

Fifteen massive, 10-foot-thick stone pillars line this long hall. The chamber has no eastern wall: the floor simply ends at the edge of a 40-foot-deep crevasse. A 10-foot-wide, natural stone bridge stretches into the darkness from the center of the eastern part of the hall. The roof of the cavern east of the hall extends 30 feet into the inky blankness (and 70 feet from the cavern floor).

Area 2-68: The Bridge (CR 2)

This long bridge slopes slightly downward toward its edges making its surface somewhat rounded. Anyone attempting to run or fight on the bridge must succeed on a DC 12 Acrobatics check or fall to the cave floor below, suffering 4d6 damage upon impact; a successful DC 15 Reflex save by a character adjacent to the character falling allows the falling character to be grabbed and steadied. Clinging to the underside of the middle of the bridge is a Large giant spider.

LARGE GIANT SPIDER CR 2 XP 600 hp 22 (see Wilderness Overview, Pathfinder Roleplaying Game Bestiary, "Spider, Giant")

Tactics: The spider prefers to ambush its prey from behind. Thus, if more than one character crosses the bridge together, it waits until it feels the entire group passes over it before climbing out from its hiding spot and surprising the rearmost character on the bridge.

Area 2-69: The River Cavern

A 10-foot-deep river flows north to south through this massive

cavern, entering and exiting the cave through low holes in the walls. The floor of the cavern is rough, damp, and strewn with rocks, making footing treacherous. Anyone attempting to run or fight in this cave must succeed on a DC 10 Acrobatics check each round or fall. There are a number of points of interest in this area, all detailed below.

Area 2-69A: Fenton and Clox (CR 4)

A dozen pointed sticks and spear heads have been implanted in the rocky earth at the mouth of the cave, points angled outward. Anyone attempting to hurry through these spikes must succeed on a DC 15 Acrobatics check or suffer 1d6 piercing damage. Otherwise, the spears can be navigated successfully at half speed.

Fenton Barmey, a mad sorcerer who stands over 6 feet tall with long, thinning blond hair, and Clox, his befriended grimlock, live here. Fenton was driven mad a year ago by the *stone of madness* in Area 3B-18 and stumbled upon this cave after fleeing blindly into the darkness. He was attacked by Clox, but managed to cow the grimlock by defending himself with magic. Since then, the two have struck up an unusual partnership. Clox now accepts Fenton Barmey as his master, a powerful if strange-looking grimlock wielding great magic.



Neither are particularly good housekeepers, and the place is cluttered with piles of papers, as well as a number of fish bones and fish scales — Fenton and Clox live off the foul, subterranean fish that inhabit the stream outside their cave.

CLOX THE GRIMLOCK XP 400 hp 15 (see Panprie Forest, Random Encounters)	CR 1
FENTON BARMEY XP 600 Male human sorcerer 3 CE Medium humanoid (human) Init +2; Perception +3	CR 2
AC 12, touch 12, flat-footed 10 (+2 Dex)	

AC 12, touch 12, tlat-tooted 10 (+2 Dex hp 19 (3d6+3 plus 3) Fort +4; Ref +3; Will +4

Speed 30 ft.

Melee morningstar +0 (1d8–1) Ranged light crossbow +3 (1d8/19–20) Spells Known (CL 3rd; ranged touch +3): 1st (6/day)—cause fear (DC 14), identify, magic missile, ray of enfeeblement (DC 14) 0 (at will)—detect magic, light, mage hand, message, read magic Bloodline Arcane

Str 8, Dex 14, Con 12, Int 10, Wis 12, Cha 17 Base Atk +1; CMB +0; CMD 12

Feats Eschew Materials, Great Fortitude, Scribe Scroll, Toughness

Skills Intimidate +7, Knowledge (arcana) +6, Knowledge (history) +6, Perception +3, Spellcraft +5, Use Magic Device +7

Languages Common

SQ arcane bond (object [ring] [1/day]), metamagic adept **Combat Gear** 2 scrolls of magic missile (CL 3rd), wand of shield (CL 5th); **Other Gear** light crossbow, 15 crossbow bolts, morningstar, gold signet ring (75 gp)

Tactics: Both Fenton and Clox are sufficiently paranoid of their surroundings that they are likely to hear anyone descending into the cavern. They do not, however, go looking for a fight. Instead, Clox hides just inside the cave mouth, and Fenton waits at the rear of the cave until intruders are spotted. Once spotted, he uses his wand to cast *shield* on himself, casts *ray of enfeeblement* at the strongest looking fighter, and then *cause fear* at the next most threatening looking opponent. He then launches as many *magic missiles* as he can. Clox does not attack anyone outside the cave unless Fenton goes down, at which point he goes into a grief-stricken rage and charges the nearest assailant.

Note: Fenton and Clox fear the dragon that once lived in **Area 2-69B**, and are unaware that he has recently passed away. Therefore, they are unwilling to venture further south than the bridge.

Treasure: The scraps of paper piled about the cave are "notes" Fenton has made to himself about the numerous conspirators plotting against him. Within these notes, however, are several references to "sad Penelope," and "she who knows his mind still." Aside from this, there is a small teak box (worth 20 gp) in one corner of the cave containing 425 sp and a *potion of spider climb*.

Development: If Fenton his is cured via a *remove disease* spell, his alignment switches to chaotic good and, if he is still alive, Clox no longer recognizes him as a "fellow" grimlock or his master. Once cured, Fenton returns to Endhome and attempts to reassemble his life. He seeks to reacquaint himself with his wife Penelope, who has been pining for him these many years (see **Finding Fenton**, in **Adventures in Endhome**).

Area 2-69B: The Dead Dragon

Curled in a heap in the western corner of the cave is the body of a young red dragon. He does not stir when the cave is entered. This is because he is quite dead. He ate a large mouthful of the poisonous mushrooms in Area 2-69C and did not recover. A few of the dried-out mushrooms are scattered near him. Whatever treasure he had has been plundered.

Area 2-69C: Fungus Garden

A large patch of poisonous mushrooms grow here. If ingested, they are highly toxic (as wolfsbane). They spoil within 12 hours if picked. However, if handled properly, they can, interestingly enough, be made into a powerful antitoxin. A successful DC 20 Knowledge (nature or dungeoneering) check allows a character to know the deadly nature of the plant. A successful DC 15 Craft (alchemy) check allows the character to know value of the fungus. Alchemists gladly pay 10 gp per pound of mushrooms harvested. The patch contains 2d6 pounds of harvestable mushrooms.

Area 2-69D: The Buried Cup

The floor of this cave is soft and muddy. Lying half-buried at the southern end of the chamber (DC 20 Perception) is a gold cup encrusted with tiny emeralds worth 200 gp. This is cup over which Arbin and Gramb have been arguing (See The Disagreeable Bugbears, below).

Area 2-70: A Shocking Pillar (CR 3)

Standing in the center of this room is a wide stone pillar covered in unrecognizable runes. Anyone stepping within 5 feet of the pillar receives a violent electrical shock every other round. The pillar does not radiate magic, as its effect is purely mechanical. A successful DC 25 Knowledge (engineering) check alerts a character to the pillar's defensive powers. (It is essentially a Van de Graff generator powered by the running water in Area 2-69. The wizards of Barakus were technical geniuses as well as arcane ones.)

CR 3 SHOCKING PILLAR XP 800 Type mechanical; Perception DC 15; Disable Device special (see Area 2-71)

Trigger proximity; Reset automatic

Effect electrical shock (2d4 electricity damage); never miss; multiple targets (anyone within 5 ft. of the pillar)

There are three secret compartments in the pillar. The first (DC 20 Perception) contains a potion of cure serious wounds (CL 5th); the second (DC 25 Perception) contains 4 +1 arrows; the third (DC 30 Perception) contains a +1 shortspear.

Note: A PC only finds all three secret compartments with a Perception roll of 30 or higher. A roll of 25–29 only finds the potion and the arrows; a roll of 20-24 only finds the potion.

Area 2-71: Deactivation Mechanisms

Each alcove along this passage has a small secret compartment in its northern wall (DC 25 Perception). Within each compartment are two buttons: A) a red and blue button; B) a yellow and a red button; C) a green and a red button. If the blue, yellow, and green buttons are pressed, the electrical protection in around the pillar in Area 2-70 is turned off for 5 minutes. The protection is deactivated if only the blue, yellow, and green buttons are pushed. If at any time a red button is pushed, the series is "reset." Thus, if the PCs push the blue, then the yellow, and then a red button, they must go back and push the blue again and so on without pressing another red. Also, if the PCs leave the door to Area 2-70 ajar, they hear a faint humming coming from the chamber once the correct pattern of buttons has been pushed.

The Disagreeable Bugbears

Areas 2-72 to 2-80 comprise the lair of two bugbear brothers and their hobgoblin lackeys. At the moment the two brothers, Arbin and Gramb, are in the midst of a months-long disagreement over a gold cup which both feels the other has appropriated (it is, in fact, lost and buried in Area 2-69D). The argument has not yet come to blows, but the two brothers have retreated to their separate ends of the complex and refuse to speak to one another. The hobgoblins that serve the bugbears have been split as well, and have been made to wear different color headbands (red for Arbin and blue for Gramb) to denote whom they serve. The hobgoblins, led by Kersh, a warrior, have been doing their best to mend the relationship between the brothers, feeling, rightly, that the group is stronger with the brothers working together than apart.

Area 2-72: Hobgoblin Lookout (CR 1/2)

The walls of this small chamber have been scrawled with hobgoblin graffiti, much of it foul.

Standing guard here at all times is a **hobgoblin**, wearing a red headband. He makes no attempt to hold off intruders, but runs instead through the eastern door to warn the hobgoblins in Area 2-73 and 2-74.

HOBGOBLIN XP 200

hp 17 (Pathfinder Roleplaying Game Bestiary, "Hobgoblin")

Area 2-73: Hobgoblin Commons (CR I)

This chamber contains three small wooden stools, and a worn round wooden table, upon which rests three empty earthen mugs and a dull dagger.

Resting here are 2 hobgoblins, one wearing a red headband, the other blue. If intruders are spotted coming from the east, both run to warn their respective bugbear. If intruders are coming from the south, the hobgoblin wearing the red headband runs to warn Arbin while the hobgoblin wearing the blue headband rushes south to aid in the combat.

Note: Combat here draws the attention of the hobgoblins in Area 2-77.

HOBGOBLINS (2) XP 200

hp 17 (Pathfinder Roleplaying Game Bestiary, "Hobgoblin")

Area 2-74: Kitchen (CR 3)

A large fireplace, whose chimney exits through the chamber's ceiling, sits in the middle of the eastern wall. There is a large rectangular wooden table in the middle of the room, its surface covered in dried blood and animal bones. Several cleavers and cooking knives hang on the north wall.

CR 1/2

CR 1/2

Kersh oversees **3 hobgoblins** as they prepare the day's meal. All wear red headbands. If intruders are spotted in the northern portion of the complex, all four hobgoblins rush to assist. If word reaches Kersh that there are intruders in the southern portion of the complex, he runs to Arbin and convinces him to assist (see **Area 2-76**, below). If surprised here, the hobgoblins defend themselves while calling for aide from neighboring areas.

HOBGOBLINS (3)

CR 1/2

XP 200

hp 17 (Pathfinder Roleplaying Game Bestiary, "Hobgoblin")

KERSH

CR 1/2

XP 200 Male hobgoblin warrior 2 (Pathfinder Roleplaying Game Bestiary, "Hobgoblin") LE Medium humanoid (goblinoid) Init +1; Senses darkvision 60 ft.; Perception +1

AC 16, touch 11, flat-footed 15 (+5 armor, +1 Dex) hp 20 (2d10+4 plus 5) Fort +5; Ref +1; Will +0

Speed 20 ft. **Melee** mwk longsword +4 (1d8+1/19–20) **Ranged** shortbow +3 (1d6/x3)

Str 12, Dex 13, Con 14, Int 10, Wis 11, Cha 11 Base Atk +2; CMB +3; CMD 14 Feats Toughness Skills Climb +1, Intimidate +4, Perception +1, Stealth +5; Racial Modifiers +4 Stealth Languages Common, Goblin Combat Gear potion of cure light wounds; Other Gear scale mail, masterwork longsword, shortbow, 15 arrows

Area 2-75: Hobgoblin Guards (CR 1)

Arbin insists on posting **2 hobgoblin** guards in this area at all times, believing his brother might attempt to surprise him in his sleep. Both hobgoblins wear red headbands. If the hobgoblins hear commotion in any of the surrounding chambers one alerts Arbin while the other goes into investigate.

HOBGOBLINS (2)

CR 1/2

XP 200 hp 17 (Pathfinder Roleplaying Game Bestiary, "Hobgoblin")

Area 2-76: Arbin's Chambers (CR 2)

A huge pile of furs lies against the northern wall. The eastern and western walls are decorated with dried humanoid heads and strips of red cloth. **Arbin** rests here in his bed of furs.

ARBIN

CR 2

XP 600 Male bugbear fighter 1 (Pathfinder Roleplaying Game Bestiary, "Bugbear") CE Medium humanoid (goblinoid) Init +1; Senses darkvision 60 ft., scent; Perception +5

AC 19, touch 11, flat-footed 18 (+5 armor, +1 Dex, +3 natural) hp 27 (1d10+2 plus 3d8+6 plus 1) Fort +5; Ref +4; Will +1

Speed 20 ft.

Melee spiked chain +7 (2d4+4) Ranged heavy crossbow +4 (1d10/19–20)

Str 16, Dex 12, Con 14, Int 10, Wis 10, Cha 9 Base Atk +3; CMB +6; CMD 17 Feats Exotic Weapon Proficiency (spiked chain), Power Attack, Weapon Focus (spiked chain) Skills Climb +4, Intimidate +8, Perception +5, Stealth +6; Racial Modifiers +4 Intimidate, +4 Stealth Languages Common, Goblin Gear scale mail, heavy crossbow, 15 crossbow bolts, spiked chain, key to strongbox

Tactics: If Arbin hears any disturbance nearby, he rushes immediately to investigate, believing his brother has launched an assault against his hobgoblins. In combat, Arbin enjoys tripping or disarming his opponents with his chain.

Development: If the PCs are attacking the southern portion of the complex, and Kersh is aware of the intrusion, he rushes here to persuade Arbin to assist his brother and his brother's troops. It takes 10 rounds for Kersh to convince Arbin that it is in his best interest to aid his brother, after which Arbin and Kersh gather up all the hobgoblins in the northern part of the complex and head south in search of intruders.

Treasure: Buried within the bed of furs (DC 18 Perception) is a **small**, **locked iron strongbox** (DC 20 Disable Device) containing 3 large quartz crystals (10 gp each), a harp made of gold and silver inlaid wood (300 gp), and a tiny jeweled scepter worth 100 gp.

Area 2-77: Hobgoblin Common Room (CR 3)

This room is cluttered with bedrolls made of rotted blankets and old furs, the discarded remains of meals, several broken javelins, and a dented helmet.

Currently, 4 hobgoblins wearing blue headbands lounge here.

HOBGOBLINS (4) XP 200

CR 1/2

hp 17 (Pathfinder Roleplaying Game Bestiary, "Hobgoblin")

Tactics: If they hear commotion in Area 2-73 one runs to warn Gramb in Area 2-79. If they hear the sounds of combat in Area 2-78, they run immediately to assist. If attacked, they defend themselves, shouting loudly for backup.

Treasure: If a complete search of the area is made (DC 15 Perception) the PCs uncover the following: 122 cp, 12 sp, and a vial of holy water.

Area 2-78: Hobgoblin Lookouts (CR 1)

Gramb posts **2 hobgoblins** here at all times to keep an eye on **Area 2-72**. Both wear blue headbands. Gramb has instructed these hobgoblins to warn him of any intruders, and both hobgoblins do just that at the first sign of trouble.

HOBGOBLINS (2)

CR 1/2

hp 17 (Pathfinder Roleplaying Game Bestiary, "Hobgoblin")

Area 2-79: Gramb's Chambers (CR 2)

An old straw mattress rests against the northern wall, beside which stands a massive oak trunk. The floor of this room is covered in shards of broken bone. **Gramb** resides here, fussing over his collection (see below).

CR 2

GRAMB (RAGING) XP 600

Male bugbear barbarian 1 (Pathfinder Roleplaying Game Bestiary, "Bugbear") CE Medium humanoid (goblinoid) Init +2; Senses darkvision 60 ft., scent; Perception +5

AC 16, touch 10, flat-footed 14 (+3 armor, +2 Dex, +3 natural, -2 rage) hp 32 (1d12+3 plus 3d8+9 plus 1) Fort +6; Ref +5; Will +3

Speed 40 ft. Melee greatclub +9 (1d10+7) Ranged javelin +5 (1d6+5) Special Attacks rage (5 rounds/day)

Str 20, Dex 14, Con 17, Int 10, Wis 10, Cha 9 Base Atk +3; CMB +8; CMD 18 Feats Power Attack, Weapon Focus (greatclub) Skills Acrobatics +6 (+10 jump), Climb +9, Intimidate +8, Perception +5, Stealth +10; Racial Modifiers +4 Intimidate, +4 Stealth Languages Common, Goblin SQ fast movement Gear studded leather armor, greatclub, 3 javelins, key to trunk

Note Gramb has the following abilities when not raging: AC 18, hp 24, Fort +4, Will +1, Melee greatclub +7 (1d10+4), Ranged javelin +5 (1d6+3), Str 16, Con 17, Climb +7, Swim +2

Tactics: Gramb becomes enraged and attacks any intruders immediately. If he hears any disturbance outside his chamber he rushes to assist, believing his brother is launching an assault.

Development: If word reaches him that the northern portion of the complex is being attacked, Gramb deliberates for 12 rounds before gathering his forces and heading north to investigate.

Treasure: Gramb collects skulls. There are 40 skulls of various humanoid species stacked in this room. His **locked oak trunk** (DC 20 Disable Device) contains the skulls of 5 of his enemies: his prized possessions. There is also a **secret compartment** in the base of the trunk (DC 22 Perception) containing 6 sardonyx stones worth 50 gp each.

Area 2-80: Hobgoblin Guards (CR 1)

Standing guard here at all times are **2** hobgoblins wearing blue headbands. If attacked from the south they flee through the door in the north to warn Gramb and the other hobgoblins. They investigate any sounds of combat to the north.

HOBGOBLINS (2) XP 200

CR 1/2

hp 17 (Pathfinder Roleplaying Game Bestiary, "Hobgoblin")

Area 2-81: Trapped Door (CR 2)

Upon opening this door, a *magic missile* spell is fired at the nearest characters.

MAGIC MISSILE TRAP

CR 2

XP 600 Type magic; Perception DC 26; Disable Device DC 26

Trigger spell; **Reset** none **Effect** spell effect (*magic missile*, 1d4+1 [x3], CL 5th); never miss; multiple targets (up to 3)

Area 2-82: Mummy's Chamber (CR 6)

The northern door to this chamber is locked (DC 22 Disable Device) and **trapped**. If opened, a 10-foot-deep, spiked pit trap opens in the shaded area just north of the door.

Note: If the door is opened from the south, the pit trap is technically sprung, but does not open until at least 25 pounds of pressure is placed on the shaded area.

SPIKED PIT TRAP XP 600

CR 2

Type mechanical; Perception DC 20; Disable Device DC 20

Trigger location; Reset manual

Effect 10-ft.-deep pit (1d6 falling damage); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+2 damage each); DC 20 Reflex avoids; multiple targets (all targets in a 10-ft.-square area)

In the center of this room, sitting atop a stone dais, is an ivory sarcophagus. The sarcophagus's lid is massive, and requires a successful DC 17 Strength check to open. It contains the **treasure**.

A **mummy** waits in the **secret alcove** in the south (DC 20 Perception). It staggers out as soon as the casket or the secret door is opened. If the characters flee the mummy does not pursue; it simply reseals the casket or closes the secret door, and returns to its place.

Secret Door: 4 in. thick; hardness 8; hp 60; Break DC 28; Perception DC 20.



CR 5

MUMMY XP 1,600

hp 60 (Pathfinder Roleplaying Game Bestiary, "Mummy")

Treasure: Within the casket is a small ivory box (worth 20 gp) containing *dust of illusion* and a velvet sack containing 200 gp.

Area 2-83: Entrance to Level 3B (CR 7)

The western door to this chamber is locked (DC 22 Disable Device) and **trapped**. Anyone touching the handle while opening it receives a violent electric shock.

ELECTRIC SHOCK TRAPCR 5XP 1,600Type magical; Perception DC 22; Disable Device DC 22

Trigger touch; Reset automatic

Effect electric shock (2d8+2 electricity damage, DC 20 Ref for half)

In the center of this chamber is another stone dais topped by a heavy ivory sarcophagus. Removing the lid requires a successful DC 18 Strength check. The sarcophagus contains the **treasure**.

A **tough mummy** hides in the **secret alcove** in the north (DC 25 Perception). It stumbles out and attacks should anyone open the

sarcophagus, the southern door, or the secret door. As with the other mummy, if the characters flee the tough mummy does not pursue; it simply reseals the sarcophagus or closes the doors, and returns to its place.

CR 5

TOUGH MUMMY

XP 1,600

hp 88 (Pathfinder Roleplaying Game Bestiary, "Mummy")

Treasure: The mummy wears a gold death mask worth 400 gp. There is also a **secret compartment** (DC 20 Perception) within the casket that contains a *wand of cure moderate wounds* (CL 5th, 7 charges).

The southern door has been sealed with an *arcane lock* spell. Aside from the normal means, this lock may be bypassed by uttering the word *"Thilflass"*.

Arcane Locked Door: hardness 5; hp 20; Break DC 35; Disable Device DC 20.

Beyond the southern door is a spiral staircase descending to Area 3B-1, below.

Area 2-84: Relics Room

This chamber is filled with earthen vases painted with images of lovely pastoral scenes. There are close to a hundred of these vases, some as tall as five feet, some only six inches. Written on the bottom of each vase in the word "*Thilflass*." Lying at the bottom of the largest vase is the third and final key to Area 1-24F (DC 23 Perception to locate).

Level 3A: The Chamber of Fear and Entrance to the Hall of the Sword

These halls served as a testing ground of sorts for heroes who might someday wield the *sword of Kell* against Devron. It is also, at the moment, the home to Klar, the half-orc vampire, and Kabbal Sharn, the mad fallen cleric of Freya who has sworn to slay him. This is an important level in this dungeon as it houses the second flame to the as well as the entrances to the Hall of the Sword (Level 4A), and the resting place of the *shield of Kell* (Level 4B).

Level Name Note: It should be noted that Level 3 is split into "3A" and "3B." There is no "3."

Entrances/Exits

There is but one entrance to this level: The Gates of Fear, Area 3A-1, which can be accessed via the locked gate in Area 2-63. The only other exit is the gate to Level 4A and Level 4B in Area 3A-16.

Dungeon Dressing

The walls and floors are made of smooth mortared stone. Except for **Areas 3A-16** and **3A-17**, the level is unlit. All doors, except where noted, are iron-reinforced wood (hardness 5; hp 20; Break DC 25).

Wandering Monsters

There are no wandering monsters on this level per se. However, the PCs might encounter Klar in any of the un-warded areas (see Area 3A-23 for detail), and it is possible Kabbal Sharn might wander from his temple.

Keyed Locations Area 3A-1: The Gates of Fear

The winding stairs from Level 2 terminate in a wide smooth stone landing that faces a set of open iron gates. Cryptic runes are carved on the wall above the gates and the floor before the gates. A successful DC 18 Knowledge (arcana) check reveals these runes to be both abjuring and necromantic in nature.

The builders of this level made a small miscalculation. This first area was meant as testing ground to help filter out undesirable candidates. They did not assume at the time that evil creatures would be seeking to inhabit these halls, and so only good or neutral creatures attempting to cross the threshold of the gates must succeed on a DC 16 Will save or refuse to pass into **Area 3A-2**. Evil creatures may pass through without worry (although, if you have an evil party, you might want to change this). Once a character has failed his save he may not attempt to cross the threshold of these gates unless 24 hours

has passed or a *remove fear* or similar spell has been cast on him. Because of this small quirk, a number of evil creatures have made this level their home.

Area 3A-2: Hall of Fear

Six niches line the east and west walls of this long hall. Within each niche is a stone platform upon which is a single unlit candle. The candles are of varying height, with the shortest being in the northwest and the tallest being in the southeast (the second tallest in the in east, the next tallest the northeast, and so on). The **secret door** in the south requires a DC 22 Perception check to locate.

Secret Door: 4 in. thick; hardness 8; hp 60; Break DC 28; Perception DC 22.

The Hall of Fear

Once a good or neutral character has entered the shaded area, he begins to experience a growing sense of doubt and unease. Every round he remains within the shaded area he must succeed on a DC 12 Will save or grow increasingly panicked. The effects are as follows:

1 failed saving throw: Unease. -1 to all Will saves.

2 failed saving throws: Doubt. -2 to all Will saves, and -1 to all other Wisdom and Intelligence based skills.

3 failed saving throws: Fear. -2 to all Will saves, and -2 to all other Wisdom and Intelligence based skills. Must succeed on a concentration check (DC 12 + spell level) to cast a spell.

4 failed saving throws: Panic. Character must immediately succeed at another DC 15 Will save or run from the area and refuse to return. Even if the character succeeds at the second saving throw he continues to suffer a -3 to all Will saves and Wisdom and Intelligence based skills, and must succeed on a concentration check (DC 14 + spell level) to cast a spell.

5 failed saving throws: Terror. Character is frozen in horror. The character cannot willingly move until a *remove fear* spell has been cast on him or the candles have been lit (see below). However, even once the terror has faded the character continues to suffer a -1 to all Will saves for the next 24 hours.

6 failed saving throws: Death from fear.

To counter the effects of the hall, all 6 candles must be lit in order from the shortest to the tallest. Lighting a candle is a full round action. Once all six candles have been lit, the good characters may proceed through the hall normally (though see above). The candles burn for 6 hours and then must be relit. The candles are magical and do not melt.



Area 3A-3: A Fork in the Road (CR 2)

There is a **well-hidden secret door** at this four-way intersection (DC 25 Perception) behind which lurks a **werewolf** in his hybrid form. The lycanthrope peers through a tiny peephole (which itself requires a DC 30 Perception check to notice), waiting for victims to pass by. Once the party has passed the intersection, he slips from the secret chamber and stalks the characters at a distance, seeking to gain a surprise attack.

Secret Door: 4 in. thick; hardness 8; hp 60; Break DC 28; Perception DC 25.

WEREWOLF XP 600

hp 19 (Pathfinder Roleplaying Game Bestiary, "Lycanthrope, Werewolf")

Tactics: With his superior speed, the werewolf prefers to hit and run. Thus he attempts to strike by surprise, attack a round or two, and then flees, hoping to reach his hiding place before the PCs can catch him. He then retreats further to **Area 3A-4** where he drinks one of the *potions of*

CR 2

LEVEL 3A: THE CHAMBER OF FEAR AND ENTRANCE TO THE HALL OF THE SWORD

cure light wounds there and then sets out to stalk the PCs once again.

Area 3A-4: Werewolf Lair

A bed of rags and straw sits in the northeast corner of this chamber, beside which is a small trunk. The chamber is otherwise empty.

Treasure: Within the trunk are 78 sp, 5 gp, a locked gauntlet, a clay tankard which rattles when shaken (inside its base is a 50 gp sapphire that can be found by breaking it open), 3 flasks of lamp oil, a tinderbox and 3 *potions cure light wounds*.

Area 3A-5: Empty Room

Except for a few empty wooden boxes and a legless chair, this chamber is empty. The western door, however, has two cloves of garlic nailed to it.

Area 3A-6: Empty Room

Except for a few rats and piles of dung here and there, this room is empty. The southern door has a string of garlic nailed to it.

Area 3A-7: Thurba and His Three Orcs (CR 4)

There are three bedrolls along the west wall of this chamber, and a small wooden box in the southeast corner. Wooden holy symbols and polished pieces of metal line the walls. An odor of garlic pervades the whole area. An empty doorframe stands in the middle of the southern wall. This chamber is the residence of **Thurba the ogre** and his **3 orc henchmen**. Being terrified of Klar the vampire, they spend most of their time holed up in the stuffy confines of these chambers protected by the holy symbols, mirrors and garlic on the north and east doors.

THURBA THE OGRE XP 800

hp 30 (Pathfinder Roleplaying Game Bestiary, "Ogre")

ORCS (3) XP 135 hp 6 (Pathfinder Roleplaying Game Bestiary, "Orc")

Tactics: These four monsters are quite skittish. Klar likes to come to their door from time to time and scratch on it and whisper their names. Thus, should anyone come through either door, they immediately run to **Area 3A-8**, and block the north-south passage with the table there. They hurl their missile weapons first from behind the cover of the table.

Treasure: The wooden box is unlocked and contains 18 sp, 3 gp, three uncut topaz gems (25 gp each) and six garlic cloves.

Area 3A-8: Thurba's Chambers

There is a 6-foot-long wooden table in the middle of this room, and a large straw mattress against the western wall. Thurba sleeps here but spends most of his time in **Area 3A-7** with the orcs.

Treasure: A secret compartment in the southern wall (DC 18 Perception) contains a tiny gold figurine of a mermaid (55 gp) and a deep green spinel worth 100 gp.

Areas 3A-9a-3A-9c: Doors to the Chamber of Fear

All three of these doors are essentially identical: They are made of solid

iron, with a handle on the right side and a small square depression in the center. The doors are solidly locked, and may not be opened or breached even by magical means. The "lock" is in the fact the small square depression in the center of the door. Each door has a slightly different sized depression, and their corresponding tiles are distributed throughout this level. Once the correct tile has been placed in its door that door is considered "unlocked," though it cannot be opened. Only when all three doors are unlocked do the doors to the **Chamber of Fear** fully unlock, and even then only the last door into which a key was inserted.

Note: If a door is unlocked and then the tile is removed, that door is once again considered locked.

Area 3A-10: Garbage Pit (CR 4)

The stink of this room wafts all the way to the four-way intersection east of it. This room is comprised of a 5-foot-deep pit filled with all manner of refuse, and a narrow, 5-foot-wide ledge ringing the pit. The ledge is slick with moisture and anyone attempting to cross it must succeed on a DC 5 Acrobatics check or fall into the pit of garbage. An **otyugh** lives amid the trash. He begins the encounter submerged in the garbage (Stealth check 20, assuming it took 10 to hide), then quickly surfaces once the chamber has been entered. The northern door is locked (DC 20 Disable Device).

OTYUGH XP 1,200

hp 39 (Pathfinder Roleplaying Game Bestiary, "Otyugh")

CR4

CR 3

CR 3

Tactics: The otyugh has no desire to leave the trash pit. Once the PCs are on the ledge he moves to within 15 feet of his prey and attempts to pull one or two into the pit with him.

Area 3A-11: Armory (CR 3)

This area used to store suits of chainmail and dozens of longswords and short swords. No more. A **rust monster** moved in here recently and discovered this banquet and set to work. Now all that remains are empty weapon racks, and piles and piles of rust. The northern door is locked (DC 20 Disable Device).

RUST MONSTER XP 800

CR 3

hp 27 (Pathfinder Roleplaying Game Bestiary, "Rust Monster")

Tactics: With the weapons and armor spent, the rust monster pursues the PCs as long as their metal equipment remains un-rusted.

Area 3A-12: Dungeon (CR 3)

Seven small empty cells line this foul hall. The barred door to each cell is stands ajar. A **shadow** haunts this dungeon, a past victim of torture. He slides between the cells and corridor, seeking to surprise the PCs.

SHADOW XP 800

hp 19 (Pathfinder Roleplaying Game Bestiary, "Shadow")

Area 3A-13: Jailor's Quarters (CR 3)

A small wooden desk and chair stand in the south west corner. Hanging from a nail above the desk is a large key ring holding nine keys, one of which is to the **secret door** in **Area 3A-14**, another to the iron gates in **Area 3A-15**. A cot stands against the eastern wall.

Another shadow haunts this chamber. He hides in the shadows

of the northeast corner, and springs out at the first PC to enter the room.

SHADOW CR 3 XP 800

hp 19 (Pathfinder Roleplaying Game Bestiary, "Shadow")

Treasure: Beneath the cot is a small chest containing a masterwork whip, a set of masterwork manacles, three smokesticks, and two thunderstones. Within a **secret compartment** in the desk (DC 18 Perception) is a small, flat, black square made of some unknown alloy. This is the tile to the door in **Area 3A-9A**.

Area 3A-14: Locked, Trapped Secret Door (CR 3)

This well-hidden secret door (DC 25 Perception) is both locked and trapped. The keyhole, however, is even better hidden than the door itself (DC 28 Perception). If, in searching for a secret door, the searching PC rolls a 28 or higher, then he finds both the secret door and its keyhole. If he rolls less than a 28 he finds only the secret door and must succeed on an additional Perception check to find the keyhole. Opening the door sets off a *burning hands* trap.

Locked Secret Door: 4 in. thick; hardness 8; hp 60; Break DC 28; Disable Device DC 25.

BURNING HANDS TRAPCXP 800Type magic; Perception DC 26; Disable Device DC 26

Trigger touch; Reset automatic

Effect spell effect (*burning hands,* 2d4 fire damage, DC 11 Reflex half); multiple targets (all targets in a 15-ft. cone)

Area 3A-15: Gates to the Hall of the Sword (CR 5)

This chamber is shrouded in an inky darkness — as the PCs round the corner from the short set of stairs to the north it is as if they are walking into a void (assuming the **fear guard** heard the PCs coming and has already cast *darkness*). Only a successful DC 19 *dispel magic* or *daylight* spell counters this effect. A fear guard hovers in the blackness, warding off all intruders seeking to pass through the iron gates in the west. It begins casting spells as soon as PCs enter the darkened area.

FEAR GUARDCR 5XP 1,600The Tome of Horrors Complete 277CE Medium undead (incorporeal)Init +6; Senses darkvision 60 ft., see in darkness; Perception +10Aura fear aura (20 ft., DC 17)

AC 17, touch 17, flat-footed 14 (+4 deflection, +2 Dex, +1 dodge) hp 51 (6d8+24) Fort +6; Ref +4; Will +6 Defensive Abilities channel resistance +2, incorporeal; Immune undead traits Weaknesses daylight vulnerability

Speed fly 30 ft. (good) Melee incorporeal touch +7 (1d3 Wis damage) Special Attacks create spawn Spell-like Abilities (CL 8th): At will—darkness, ray of enfeeblement (DC 15) 2/day—deeper darkness

Str —, Dex 15, Con —, Int 10, Wis 12, Cha 18
Base Atk +4; CMB +6; CMD 20 (can't be tripped)
Feats Dodge, Improved Initiative, Weapon Focus (incorporeal touch)
Skills Fly +15, Perception +10, Sense Motive +10, Stealth +10 (+18 in dim light and darkness); Racial Modifiers Stealth +8 in dim light and darkness

Create Spawn (Su) Any living creature reduced to Wisdom 0 by a fear guard is slain and becomes a fear guard under the control of its killer in 1d6 rounds.

Daylight Vulnerability (Ex) A fear guard exposed to natural sunlight (not merely bright light) suffers 2d6 points of damage per round of exposure and is slowed (as the spell).

Tactics: The fear guard casts *cause fear* first on any PCs not frightened off by its fear ability. It then casts *ray of enfeeblement* on any fighters still willing to fight, and then begins using its touch attack. It does not pursue characters that flee this area.

The Iron Gates: hardness 10; hp 60; Break DC 28; Disable Device DC 30.

A 10-foot-wide smooth stone passage stretches beyond the iron gates and winds eastward for several miles before arriving **Area 4A-1**.

CR3 Area 3A-16: Converted Temple

The large temple is lit by a half dozen *everburning torches* in wall sconces. Three long stone pews face a raised stone dais in the southern wall, atop which is a kind of makeshift altar to Freya constructed form bits of cloth and spear handles and strips of leather. The floor of the chamber has been swept clean, and the walls are scrawled with portions of prayers to the Goddess of Fertility.

Should the PCs make any noise upon entering this area, the southern door behind the dais bursts open and **Kabbal Sharn** steps out brandishing his holy symbol of Freya. If not attacked immediately, he stares at the PCs as if he recognizes them, and then lowers his holy symbol and bellows, "At last! Reinforcements!"

Note: Because **Areas 3A-16** and **3A-17** are now technically Kabbal Sharn's home, Klar cannot enter those areas unless invited to do so by Kabbal. Thus far, Kabbal has not done so.

Area 3A-17: Rectory (CR 4)

This modest chamber contains a wood frame bed against the southern wall and a sturdy wooden box against the west wall upon which sits several crude stone carvings that vaguely resemble holy symbols of Freya.

This is the home of Kabbal Sharn, the fallen priest of Freya. Years ago, he and his party ventured into Barakus and came upon the *stone of madness* on Level 3B. Though his will was great, Kabbal eventually succumbed to the *stone's* power, and in his delusional state he committed many heinous acts for which he lost his priesthood. He was able to escape the Halls of Madness, however, and retreated here. Not long afterward, Klar arrived on this level, and Kabbal became Kabbal Sharn, Vampire Hunter. Thus far, unfortunately, his diseased mind has kept him too distracted to actually hunt down the vampire in his lair. So he waits in his converted temple, fending off orcs and goblins, and waiting for Freya to send him a message as to why she has stripped him of his clerical powers. Being mad, he still considers himself a priest of Freya, only without spells.

KABBAL SHARN

CR4

XP 1,200 Male human ex-cleric 3 (Freya), warrior 3 CG Medium humanoid (human)

LEVEL 3A: THE CHAMBER OF FEAR AND ENTRANCE TO THE HALL OF THE SWORD Init +5; Perception +4

AC 20, touch 11, flat-footed 19 (+9 armor, +1 Dex) hp 48 (3d10+6 plus 3d8+6 plus 3) Fort +8; Ref +3; Will +6

Speed 20 ft. **Melee** +1 quarterstaff +10 (1d6+5)

Str 16, Dex 12, Con 14, Int 8, Wis 15, Cha 12 Base Atk +5; CMB +8; CMD 19 Feats Improved Initiative, Scribe Scroll, Weapon Focus (longsword), Weapon Focus (quarterstaff) Skills Diplomacy +6, Heal +7, Intimidate +6, Perception +4,

Sense Motive +7, Spellcraft +4

Languages Common

Gear full plate, +1 quarterstaff, decanter of endless water, wooden holy symbol (Freya), 12 days of trail rations, wooden stake

Development: Kabbal Sharn believes the PCs are reinforcements sent by Freya to help him slay Klar. Once they arrive he scolds them for their tardiness then encourages them to follow him through the northern door. He explains that there is a vampire nearby and that they must slay him immediately. If they decide to follow him, he makes it about as far as **Area 3A-25** before he turns to one of the PCs suddenly and says, "Renmark! What's happened to you? You've changed. Why, he's gotten to you. The vampire's gotten to all of you! You're all tainted!" He then pulls out his holy symbol and backs away, cursing them and calling on Freya for strength, and retreats to **Area 3A-16**. If the PCs attempt to follow him into the converted temple, he attacks them with his quarterstaff, fighting until dead.

Like all mad NPCs in this dungeon, Kabbal Sharn can be cured with a *remove disease* spell. If cured, asks to be led out of the dungeon, after which he returns to Endhome and spends a month atoning for his sins. Once his period of atonement is over, his clerical powers are reinstated. PCs should be awarded full XP for curing Kabbal Sharn.

Area 3A-18: Storeroom

Kabbal threw all the garbage that had collected in Area 3A-16 in here. There are boxes of rusted armor, bent cutlery, and shards of broken glass. A successful search of the refuse (DC 18 Perception) uncovers a masterwork rapier, a pair of gold earrings worth 125 gp, and a spellbook containing the following spells:

0—all; 1st—alarm, charm person, hold portal, identify, mage armor, magic missile, mount, true strike; 2nd—arcane lock, detect thoughts, protection from arrows, see invisibility, spider climb; 3rd—daylight, halt undead, keen edge.

The secret door requires a DC 25 Perception check to locate. Secret Door: 4 in. thick; hardness 8; hp 60; Break DC 28; Perception DC 25.

Area 3A-19: The Sprung Trap and the Tempting Statue (CR 5-11)

As the PCs round the corner they are greeted by a grisly sight: a human skeleton impaled on four spikes. The spikes obviously sprang up through the floor and are in fact a sprung trap. The skeleton still wears a suit of leather armor and a short sword in a belt sheath.

Within the room is a raised stone dais topped by a stone statue of an eightarmed goddess. A successful DC 22 Knowledge (religion) check reveals this to be the goddess Kringa, an ancient and long-forgotten deity of temptation. A successful DC 28 Knowledge check (religion) reveals that Kringa was a primitive goddess worshiped in particular by young women seeking suitors. Each hand has a small pearl embedded in it. Removing each pearl requires a successful DC 20 Disable Device check. Removing a pearl also springs a **trap**.



SHOCK TRAPS (8) XP 1,600

CR 5

Type magical; Perception DC 22; Disable Device DC 22

Trigger touch; Reset automatic

Effect electric shock (2d8+2 electricity damage, DC 20 Ref for half); each pearl is trapped and must be searched for and disabled separately.

Treasure: The pearls are worth 25 gp each. The skeleton has leather armor, a short sword, a small belt pouch within which are 5 pp and a small, flat, black tile. This is the tile to the door in **Area 3A-9b**.

Area 3A-20: A Little Carnage

The door to this room is ajar, and through it can be heard the sound of buzzing flies. Within the chamber are the bodies of three dead gnolls, all badly clawed and scratched. With a successful DC 15 Heal check

closer examination reveals their bodies appear to have lost most of their blood. They were slain by Klar's worgs, and their bodies, once drained of blood, were dumped here. The room also contains sacks and sacks of dirt. Beneath some of these sacks is a **trapdoor** (DC 18 Perception) leading to **Area 3A-21**.

Area 3A-21: Buried Alive

This low antechamber is 10 feet below **Area 3A-20**. The roof is only 6 feet high, and the floor is made of loose dirt. Lying in the northeast corner is the body of a half-orc dressed in chainmail. This is Trom, Klar's half-brother who had come here hoping to slay him. He had little hope of doing so alone, and when he fled and hid in this small cellar, Klar simply piled some sacks of dirt on the trapdoor and let him starve to death.

Treasure: Trom wears masterwork chainmail, and carries a masterwork longsword and a composite longbow (Str +3). In his quiver are 5 + 1 *arrows* and 20 normal arrows.

Area 3A-22: Kennels (CR 3 each)

Each of these chambers is filled with dried bones and heaps of raw meat. Klar stations an **advanced worg** at each location. Should intruders enter the area, the worg growls loudly and then attacks.

ADVANCED WORG XP 800

CR 3

Advanced worg (Pathfinder Roleplaying Game Bestiary, "Worg," "Advanced") NE Medium magical beast Init +4; Senses darkvision 60 ft., low-light vision, scent; Perception +13

AC 18, touch 14, flat-footed 14 (+4 Dex, +4 natural) hp 34 (4d10+12) Fort +7; Ref +8; Will +5

Speed 50 ft. **Melee** bite +9 (1d6+7)

Str 21, Dex 19, Con 17, Int 10, Wis 18, Cha 14 Base Atk +4; CMB +9; CMD 23 (27 vs. trip) Feats Run, Skill Focus (Perception) Skills Intimidate +6, Perception +13, Stealth +11, Survival +7; Racial Modifiers +2 Perception, +2 Stealth, +2 Survival

Development: If Klar hears combat in either of these areas (-10 to his Perception check due to distance and a door), he gathers up his remaining worg (assuming it still lives) and arrives in 3 rounds.

Area 3A-23: Klar's Chambers (CR 6)

Unlike your typical vampire, Klar, a half-orc fighter, hasn't the appreciation of life's finer things. This chamber is sparsely furnished: a round wooden table with three wooden chairs in the center of the room, a chest of drawers against the eastern wall, and a rack of weapons against the western wall in the southern corner. When not resting in his coffin in Area 3A-24, or patrolling the level for new victims, Klar rests here.

KLAR XP 2,400

Male half-orc vampire fighter 5 (Pathfinder Roleplaying Game Bestiary, "Vampire") CE Medium undead (augmented humanoid) **Init** +6; **Senses** darkvision 60 ft.; **Perception** +14

AC 23, touch 13, flat-footed 20 (+4 armor, +2 Dex, +1 dodge, +6 natural)

hp 52 (5d10+10 plus 10); fast healing 5

Fort +6; Ref +5; Will +4; +1 vs. fear, +4 vs. channeled energy Defensive Abilities bravery +1, channel resistance +4, orc ferocity; DR 10/magic and silver; Immune undead traits; Resist cold 10, electricity 10 Weakness vampire weaknesses

Speed 30 ft.

Melee +1 longsword +12 (1d8+8/19–20), or slam +9 (1d4+6 plus energy drain)

Special Attacks blood drain (1d4 Con), children of the night, create spawn, dominate (DC 14), energy drain (2 levels, DC 14), weapon training abilities (heavy blades +1)

Str 19, Dex 14, Con —, Int 12, Wis 12, Cha 14 Base Atk +5; CMB +9; CMD 22

Feats Alertness^B, Cleave, Combat Reflexes^B, Dodge^B, Great Cleave, Improved Initiative^B, Iron Will, Lightning Reflexes^B, Power Attack, Toughness^B, Weapon Focus (longsword), Weapon Specialization (longsword)

Skills Bluff +10, Climb +10, Intimidate +12, Perception +14, Sense Motive +11, Stealth +10, Survival +8; Racial Modifiers +8 Bluff, +2 Intimidate, +8 Perception, +8 Sense Motive, +8 Stealth Languages Common, Orc

SQ armor training 1, change shape (dire bat or wolf, beast shape II), gaseous form, orc blood, shadowless, spider climb **Gear** +1 studded leather armor, +1 longsword, key to chest in **Area 3A-24**

Tactics: Although possessed of many special abilities, Klar still enjoys carving up his enemies with his longsword. Thus, when he encounters the PCs he makes one or two attempts to dominate and then alternates between attacking with his longsword and his slam.

Treasure: The weapon rack contains a halberd, a bastard sword, a greatsword, a short sword, and a dagger, all of which are masterwork. Behind the weapon rack (DC 25 Perception) is the **secret door**. The drawers also contain a note (DC 15 Perception) written in Common, which reads as follows:

Klar:

We have considered your offer and may indeed come join you there in the dark halls of Barakus. Life here is getting cramped and dull and we need a change of pace. We will communicate further at some point.

— T. P.

Secret Door: 4 in. thick; hardness 8; hp 60; Break DC 28; Perception DC 25.

Development: Klar fears no one and nothing on this level, though wards put up by the orcs and ogre in **Area 3A-7** prevent him from having complete access to all the level's chambers. Therefore, except for **Area 3A-15**, the PCs might encounter him anywhere else on this level. In fact, he enjoys wandering the halls and scaring the orcs and ogre and glaring into Kabbal's temple. Klar also has the third and final tile to the **Chamber of Fear**. He knows it goes to one of the doors, and he would very much like to find the other two tiles and find out what lies beyond **Area 3A-9B**.

Area 3A-24: Klar's Casket

This small chamber contains only a black casket and an **iron chest**. The casket contains dirt from Klar's homeland. He retreats here in gaseous form if reduced to 0 hp. The chest is locked (DC 25 Disable Device) and contains the treasure.

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CR 6

LEVEL 3A: THE CHAMBER OF FEAR AND ENTRANCE TO THE HALL OF THE SWORD

Treasure: The chest contains 750 gp, 4 gold figurines of an elf, a dryad, sprite, and a pixie, each worth 125 gp, and, in a **secret compartment** (DC 20 Perception) the tile to **Area 3A-9C**.

Area 3A-25: The Pool and the Mirrors of Courage

In the center of this chamber is a 3-foot-high, 10-foot-wide stone pool filled with water. A **secret compartment** on the outside of the pool (DC 20 Perception) contains a small gold cup. A 3-foot-square silver framed mirror hangs in the center of the south, west, and eastern walls. Looking into the mirrors and drinking from the pool with the gold cup have the following affects:

Drinking from the cup: The character feels a sickness and must succeed on a DC 15 Fort save or suffer 1d4+1 Con damage. Even if the character succeeds at the saving throw he still suffers 1 point of Con damage.

Looking in to the western mirror: The character sees himself as extremely elderly, crippled and bent. A dread fear runs through him and he must succeed on a DC 15 Will save or suffer 1d4+1 Str damage. Even if he succeeds at his save he still suffers 1 point of Str damage.

Looking into the southern Mirror: The character sees himself on his deathbed as life is slipping from him. He must succeed on a DC 15 Will save or suffer 1d4 Dex damage. Even if he succeeds at the save he still suffers 1 point of Dex damage.

Looking into the eastern mirror: The character sees himself as he is now, only is acutely aware of all of flaws, foibles, and peccadilloes. He must succeed on a DC 15 Will save or suffer 1d4+1 Int damage. Even if he succeeds at the Will save he still suffers 1 point of Int damage.

If a character performs all four tasks, in any order, he is immediately cured of all lost ability points and gains +5 to all fear saves for the next 48 hours.

Area 3A-26: The Chamber of Fear and the Second Flame (CR 5)

This large triangular chamber contains a 20-foot-tall, four-tiered ziggurat. Atop the ziggurat is a pedestal, resting within which is a small brass circle. If the circle is inserted in the eastern post in Area 2-23, that pillar's sphere is "lit" (see Activating the Sword in Area 4A-7).

None of the above is visible when the characters first enter, however, as the chamber is guarded by another **fear guard**, who has blanketed this room in its impenetrable *darkness*. When the characters open the door, it is as if they are staring into a void. If the characters had an easy time with the other fear guard, add the advanced template (*Pathfinder Roleplaying Game Bestiary*, "Advanced") to this one (making it CR 6) or add another fear guard (making this encounter CR 7).

CR 5

FEAR GUARD XP 1,600 hp 39 (see Area 3A-15)

Tactics: The fear guard casts *cause fear* first on any PCs not frightened off by its fear ability. It then casts *ray of enfeeblement* on any fighters still willing to fight, and then begins using its touch attack. It does not pursue characters that flee this area.

Level 3B: The Halls of Madness and the Gates to Level 5

When the elders of Barakus trapped Devron in his dungeon on Level 5, the crafty old lich still had a few tricks up his sleeve. At great cost in personal power, Devron summoned forth the *stone of madness*, a large, egg-shaped rock that slowly drives mad all those that come close to it. The stone would eventually be the downfall of Barakus. The elders of Barakus did manage, before they fell prey to it completely, to empower the *sword of Kell* such that it could destroy the stone, although it was never used to do so. The stone's power has weakened somewhat over the centuries, and now its effects only extend to this level.

Standard Features

Except for the northern portion on the level, which is comprised of three natural caves and their connecting tunnels, this level is made from smooth cut stone. Except for the caves, it is also lit. *Everburning torches* in wall scones cast a dim, shadowy light throughout this level.

Entrances/Exits

The spiral staircase in Area 3B-1 ascends to Area 2-83; the twisting tunnel in Area 3B-7 winds down to Area 4-24.

Wandering Monsters

There are no wandering monsters on this level. If the GM wishes, he may have one of the monsters or mad NPCs decide to his leave lair (except the stone guardians in **Area 3B-18**).

The Zones of Madness

There are three "zones of madness" on this level, indicated with gradually more darkly shaded areas. PCs are required to succeed on a Will save when they first enter this level, and when the PCs move to a new, "higher" madness zone or begin to grow mad. The power of stone increases the closer one is to the stone, so the DCs for the zones are 11 for the first zone, 13 for the 2nd zone, and 15 for the third zone.

The Effects of Madness

Once a character has failed his saving throw he is considered "infected" with the madness disease. At this point, the character must immediately attempt a second Will save with a DC equal to 11 plus the zone in which he failed his Will save. Infected characters feel a little odd, edgy, not entirely

Paranoia

Type insanity; Save Will DC varies (see The Effects of Madness)

Onset immediate

Effect -4 penalty on Will saves and Charisma-based skill checks; cannot receive benefit from or attempt the Aid Another action; cannot willingly accept aid (including healing) from another creature unless he succeeds on a Will save against his insanity's DC Cure remove disease or similar magic

See the "Sanity and Madness, Paranoia" section in Chapter 8 of the Pathfinder Roleplaying Game GameMastery Guide.

The paranoid character is convinced that the world and all that dwell within it are out to get him. Paranoid characters are typically argumentative or introverted. As with an infected PC, the GM should take the fully mad PC's player aside and inform him of his circumstance, and, hopefully, entrust him to roleplay the disease appropriately.

The GM may choose something upon which the character can obsess, such as:

A Demon: The mad character believes a demon is hunting him. Other PCs and NPCs are viewed as agents of the demon and must be destroyed.

A Possession: The mad character believes everyone, particularly the other PCs, want a belonging of his. This item could be his most powerful magical item or something trivial like a comb or his boots. Whichever it is, he does not feel comfortable in the company of others, as they could steal this item at any time.

A Location: The mad character believes he must guard a location. This could be a room at an in, a cave, or a location in the dungeon. If the character went fully mad on Level 3B itself, then he most certainly would decide that he must defend a room on that level.

Another PC: The mad character believes one of the other PCs are out to get him and secretly begins plotting his downfall. Should he succeed in slaying that PC he then concludes that another PC was secretly aiding the first and so on.

themselves. There are, however, no real adverse effects at this stage of the disease. The GM should tell the player privately how his character is feeling, and inform him that his character does not feel any pressing need to share this information with his comrades. The PC must continue to make madness Will saves equal to 11 plus the zone in which he failed his

THE HALLS OF MADNESS AND THE GATES TO LEVEL 5



Will save once a day for as long as he is infected or until he becomes fully mad. A character that misses a madness Will save is considered "fully mad." This madness is characterized by obsessive paranoia. Characters who become mad are extremely distrustful and easily moved to violence.

If All the Characters Become Mad

Obviously, if all or most of the characters become mad the game could quickly devolve into an unplayable chaos. To prevent this, postpone the onset of the madness somewhat, or have it occur gradually, giving the PCs time to realize something is wrong with them and to seek a remedy.

Keyed Locations

Area 3B-1: Stairs from Level 2 and Lair of the Mad Troglodyte (CR 3)

A spiral stone staircase terminates in the southwest corner of this chamber. Strange, crude symbols have been painted on the walls and floor in black. The room is filled with odd debris: small stone pedestals broken

off their bases, bent picture frames, animal skins and bones. Two of the pedestals are being used to block the north and east doors (DC 20 Break from the "outside").

Thrassit, a mad troglodyte fighter holes up here. He hears anyone descending the staircase and hides behind it, springing out and attacking the invaders once they reach the bottom. He likewise attacks anyone attempting to break open the doors to his room.

THRASSIT XP 800

CR 3 TEELO

Male troglodyte fighter 3 (Pathfinder Roleplaying Game Bestiary, "Troglodyte") CE Medium humanoid (reptilian) Init –1; Senses darkvision 90 ft.; Perception +1 Aura stench (30 ft., DC 13, 10 rounds)

AC 21, touch 9, flat-footed 21 (+6 armor, -1 Dex, +6 natural) hp 38 (3d10+6 plus 2d8+4 plus 3) Fort +10; Ref +2; Will +3; +1 vs. fear Defensive Abilities bravery +1

Speed 30 ft.

Melee mwk greatsword +8 (2d6+3/19–20), or bite +6 (1d4+2), and 2 claws +6 (1d4+2)

Str 14, Dex 9, Con 14, Int 8, Wis 10, Cha 10 Base Atk +4; CMB +6; CMD 15 Feats Great Fortitude, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (greatsword) Skills Climb +2, Perception +1, Stealth +1 (+5 in rocky areas), Survival +4; Racial Modifiers +4 Stealth, +4 Stealth in rocky

areas

Languages Draconic

SQ armor training 1

Combat Gear 2 potions of cure light wounds (CL 3rd); **Other Gear** chainmail, masterwork greatsword

Treasure: Hidden amid the clutter (DC 15 Perception) is a shriveled, severed human leg, around which is a gold ankle bracelet worth 75 gp.

Area 3B-2: Battle Scene

There are a dozen recessed niches in the walls of this small chamber, within each of which rests a humanoid skull. There is also a wooden bucket in northeast filled with urine, and a bucket in the northwest filled with blood.

Two dwarves dressed in chainmail lay sprawled on the floor, dried blood staining the floor around their bodies. They appear to have been dead for quite some time.

Treasure: The bodies have been looted of everything except their chainmail (badly damaged from whatever killed them; the armor has the broken condition and can be repaired) and a dagger in one dwarf's belt.

Area 3B-3: Teelo the Cutthroat (CR 3)

This area is lit with two hooded lanterns suspended from the ceiling by thick twine. A bedroll sits against the north wall, and several boxes filled with rags, old boots, and rusted daggers line the eastern wall. The floor is covered in writing, all in common. The author appears to be obsessed with someone named Kiva, and talks a lot of "proof," and "the last straw" and "Kiva's evil plans."

The author is, in fact, **Teelo**, a halfing rogue, who hides in this secret chamber waiting to ambush passersby. Kiva is Teelo's halfbrother, who lives just north in Area 3B-4. Teelo believes Kiva is possessed of tremendous power and lives in constant fear of him. He has constructed three peepholes (DC 25 Perception to notice) through which he keeps a watch for Kiva or other strangers. Teelo assumes all strangers are in league with Kiva, though he does not perceive of them as all-powerful. Thus, when anyone passes his chamber, he quietly sneaks out the **secret door** and follows them, waiting for the appropriate moment to strike.

Secret Door: 4 in. thick; hardness 8; hp 60; Break DC 28; Perception DC 25.

CR 3

XP 800 Male halfling rogue 4 CE Small humanoid (halfling) Init +4; Perception +10

AC 19, touch 16, flat-footed 14 (+3 armor, +4 Dex, +1 dodge, +1 size)

hp 33 (4d8+8 plus 4)

Fort +3; Ref +8; Will +2; +2 vs. fear, +1 vs. traps Defensive Abilities evasion, trap sense, uncanny dodge

Speed 20 ft.

Melee mwk short sword +10 (1d4+1/19–20), or dagger +8 (1d3+1/19–20)

Special Attacks rogue talents (combat trick, finesse rogue), sneak attack +2d6

Str 12, Dex 18, Con 14, Int 14, Wis 12, Cha 8 Base Atk +3; CMB +3; CMD 18

Feats Dodge, Mobility, Weapon Finesse, Weapon Focus (short sword)

Skills Acrobatics +13 (+9 jump), Bluff +6, Climb +10, Disable Device +13, Escape Artist +11, Perception +10 (+12 to locate traps), Sense Motive +8, Sleight of Hand +11, Stealth +15, Use Magic Device +6; Racial Modifiers +2 Acrobatics, +2 Climb, +2 Perception

Languages Common, Halfling

SQ fearless, trapfinding +2

Combat Gear ring of invisibility; **Other Gear** masterwork studded leather armor, 4 daggers, masterwork short sword

Tactics: Using his *ring of invisibility* and moving silently, Teelo follows the PCs at a discreet distance before pouncing. He delivers one sneak attack, fights for one more round, then activates his ring and slips away. He continues to pursue the PCs using this hit-and-run tactic until slain, cured of his disease, or the PCs enter Kiva's quarters.

Development: If, through his peephole, Teelo witnesses the PCs slay Kiva, he concludes that they are his saviors and begs to accompany them. For a short time, he is their loyal, if somewhat peculiar companion. After a few days however, he begins to view the PCs differently, asking why they stole all his pies, and did they try to cut his hair in the middle of the night and so on. After a week, he concludes that they are in still in league with Kiva and that what he witnessed earlier was only an ornate ruse to trick him out of his hiding place, and, if allowed to continue accompanying them, he attacks them at the first opportunity.

Area 3B-4: Kiva the Prophet (CR 2)

The walls of this chamber are draped in what appear to be bed sheets that have been covered in a hasty scrawl describing the inevitable demise of the halfling race due to a chronic 'shortness' of breath (the author puts the word shortness in quotes). There is a straw mat in the northeast corner, and a box of dried meats beside it.

Kiva, a halfling monk, lives here. Perhaps because of his monkish discipline, the madness infecting him is not as severe, or at least as violent in its manifestation, as the other victims on this level. Kiva believes himself a seer, and in his opinion the future does not look good. All the good races, particularly the halfling race, are doomed for one reason or another. If the PCs enter his chamber, he merely rises from his mat where

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he spends most of his days meditating, and says, quite calmly, "I am sorry, my children, that you have come for my help, for there is nothing I can do for you."

Secret Door: 4 in. thick; hardness 8; hp 60; Break DC 28; Perception DC 25.

KIVA

CR 2

XP 600 Male halfling monk 3 LN Small humanoid (halfling) Init +3; Perception +11

AC 18, touch 18, flat-footed 14 (+3 Dex, +1 dodge, +1 size, +3 Wis) hp 23 (3d8+3 plus 3) Fort +5; Ref +7; Will +7; +2 vs. enchantment spells and effects, +2 vs. fear **Defensive Abilities** evasion

Speed 30 ft. Melee mwk nunchaku +6 (1d4+2), or unarmed strike +5 (1d4+2)Special Attacks flurry of blows +1/+1, stunning fist 3/day (DC 14)

Str 14, Dex 16, Con 12, Int 10, Wis 16, Cha 9 Base Atk +2; CMB +4; CMD 20 Feats Deflect Arrows, Dodge, Improved Unarmed Strike,

Mobility, Stunning Fist, Throw Anything

Skills Acrobatics +11, Climb +8, Escape Artist +9, Perception +11, Stealth +12; Racial Modifiers +2 Acrobatics, +2 Climb, +2 Perception

Languages Common, Halfling

SQ AC bonus, fast movement, fearless, maneuver training Gear masterwork nunchaku, cloak of resistance +1

Tactics: Kiva does not want to fight, but if forced to (see below), he uses all three of his stunning attacks first, before attacking with his nunchaku.

Development: Kiva believes that, in addition to prophesying, he has been brought to this part of Barakus to guard the secret door to Area 3B-5. If the PCs enter his chamber, receive the bad news that they are doomed and move on, he remains peaceful. If, however, they take so much as one step toward the southwest, he springs from his mat, positions himself in front of the secret door and declares, "No, you fools! Don't do it. Do not let them out! It will be the end of us all!" He gives little explanation beyond this, saying that the PCs are "not ready for the terrible truth that awaits them beyond this door." If they insist on investigating what lays beyond the secret door, he attacks them "for the good of all the planet." Kiva is unaware of Teelo's obsessions with him. If asked, he says he believes his half-brother is already dead.

Area 3B-5: Toy Maker's Workshop

Against the southern wall is a long wooden bench, atop which are dozens of small wooden toys, as well as some springs, bolts, and numerous small metal tools similar to those found in Area 2-3. Each toy (goblins, faeries, dogs, etc.) has a little screw in its back, which, if turned, causes it to walk for about a minute. There are fourteen toys in all.

Area 3B-6: The Illustrated Floor

The floor of this large and oddly shaped room is covered in crude drawings. Each drawing is a different attempt to render the stone of madness. There are thirteen drawings in all.

Anyone uttering the word "Florn" in Area 2-65 is teleported to the center of this chamber.



Area 3B-6A: The Cave of the Stone Giant and His Treasure (CR 8)

Squatting motionless in the northwest corner of this large cave ("G" on the map) is a stone giant. Near the center of the cave are two lidless trunks ("T" on the map) in which can be seen mounds of sparkling gold. The floor of the room is scattered with bones.

CR8

CR 3

STONE GIANT XP 4.800

hp 102 (Pathfinder Roleplaying Game Bestiary, "Giant, Stone")

Tactics: The madness has had an odd effect on this stone giant, making him more or less docile unless someone attempts to meddle with his treasure. Thus, he sits motionless in his corner of the cave, possibly unnoticed (DC 18 Perception), until someone approaches within five feet of his treasure, at which point he rises and grabs a rock. He does not throw the rock immediately, however. Instead he waits to see if the interlopers draw any closer to his gold. If they do, he attacks until they are dead. If the PCs merely pass through this room and leave his treasure alone, he leaves them be as well. Greedy PCs deserve the unfairness of this encounter's CR!

Treasure: Each chest contains 1,000 gp.

Area 3B-7: Allip's Cave (CR 3)

This dark cave appears at first glance to be empty. In actuality, an allip is hiding near the northern passage (DC 18 Perception). He rushes from the darkness and attacks all intruders.

ALLIP XP 800

hp 26 (Pathfinder Roleplaying Game Bestiary 3, "Allip")

Treasure: Buried in the northwest corner (DC 22 Perception) is a wand of hold portal (3 charges, CL 1st), and a spellbook containing

the following spells: 0—all; 1st—alarm, hold portal, mage armor, magic missile, identify, jump, sleep; 2nd—fog cloud, summon swarm.

The northern passage stretches downward for several hundred yards before arriving at **Area 4-24**.

Area 3B-8: The Mad Drow (CR I)

This area consists of one large chamber and three small antechambers, containing **3 drow**. The large central chamber contains the bodies of four dead orcs, their bodies stuck with hand crossbow bolts. As soon as this area is entered, one drow appears in the doorway of each adjoined antechamber and attacks. The drow all fire a round with their hand crossbows first, then close with their short swords. If the PCs are using light sources, one drow casts *darkness*.

DROW (3) CR 1/3 XP 135 hp 5 (Pathfinder Roleplaying Game Bestiary, "Drow")

Treasure: Each of the drow's separate antechambers is littered with papers scrawled upon in Undercommon. Most of it is paranoid gibberish, full of worry that the homeland will soon be blasted with "death-light," but several pages in **Area C** talk of "Sizret" and of "her terminal curiosity regarding the queer little square."

In the corner of **Area A** is a small sack with 120 sp and 18 gp. **Area B** has a similar sack containing a set of masterwork thieves' tools and a 1-pound ingot of adamantine (enough to craft a dagger, worth 1,500 gp). **Area C** has no treasure.

Area 3B-9: One Tough Orc (CR 3)

A statue roughly shaped like Orcus and made from bits of armor, pieces of broken furniture and bones has been erected in the middle of this chamber. Discarded or unused materials similar to those in the statue lay scattered at the statue's feet. This artwork was the result of months of loving toil by **Fraam, a mad orc fighter**. Fraam rests in the northwestern alcove. He peers around the corner should he hear anyone enter the chamber. If intruders show any signs of disturbing his creation, he charges from his hiding spot and attacks.

FRAAM XP 800

Male orc fighter 4 (Pathfinder Roleplaying Game Bestiary, "Orc") CE Medium humanoid (orc) Init +5; Senses darkvision 60 ft.; Perception +0

AC 18, touch 11, flat-footed 17 (+7 armor, +1 Dex) hp 42 (4d10+8 plus 8) Fort +6; Ref +2; Will +1; +1 vs. fear Defensive Abilities bravery +1, ferocity Weakness light sensitivity

Speed 20 ft. **Melee** mwk greataxe +10 (1d12+8/x3)

Str 18, Dex 12, Con 14, Int 8, Wis 10, Cha 8 Base Atk +4; CMB +8; CMD 19

Feats Improved Initiative, Power Attack, Toughness, Weapon Focus (greataxe), Weapon Specialization (greataxe) Skills Intimidate +6 Languages Common, Orc SQ armor training 1 Gear banded mail, masterwork greataxe

Treasure: In the northern alcove is a bedroll, beneath which (DC 10 Perception to locate) is a suit of +1 leather armor.

Area 3B-10: The Forgotten Trap (CR 2)

The walls of this room are filled with what appear to be technical illustrations depicting large and elaborate machines. The designs are filled with arrows and letters and obscure notes. The illustrations are quite vague however, and it is impossible to tell what exactly the creator was intending. A successful DC 15 Knowledge (engineering) check reveals that the designer was, in fact, designing nothing. These are just unconnected notes on machines that could never be built. The room appears otherwise empty.

In the middle of the room is hidden a 10-foot-by-10-foot **secret trapdoor** (DC 15 Perception). A 5-foot-wide ring surrounding the trapdoor, however, is **trapped**. Should more than 20 pounds of pressure be placed on any part of the shaded area in the center of the chamber, a spike drives up through the floor, impaling the victim from below.

SPIKE TRAPCR 2XP 600Type mechanical; Perception DC 20; Disable Device DC 20

Trigger location; Reset manual Effect: Atk +15 melee (2d6+2/18–20, iron spike)

The **trapdoor** is locked (DC 15 Disable Device) and leads to a 20-footby-20-foot chamber 12 feet below **Area 3B-10**. The floor of this second chamber is of loose dirt, and there is an unlocked chest against one wall.

Treasure: The chest contains 260 cp and an iron crown inlaid with tiny gems worth 35 gp. Buried in the dirt floor opposite the chest (DC 22 Perception) is an ivory scroll case containing 4 *divine scrolls*: 1st—*detect evil, magic weapon*; 2nd—*summon monster I* (CL 2nd), *barkskin* (CL 3rd); 3rd—*cure moderate wounds* (CL 3rd); 4th—*invisibility purge, prayer, water breathing* (all CL 5th).

Area 3B-11: Locked Room

Both doors to this room are bolted from the inside (hardness 5; hp 20; Break DC 25). Sitting on a stool in the northeast corner is a skeleton in studded leather armor with a battleaxe across what used to be its lap. This poor fool, utterly paranoid, locked himself in here until he starved to death. In his mind, he was guarding the **secret door** (DC 20 Perception) behind him.

Secret Door: 4 in. thick; hardness 8; hp 60; Break DC 28; Perception DC 20.

Treasure: The battleaxe is masterwork. Otherwise, there is nothing of value in this room. The studded leather is moldy, infested with boring beetles, and cannot be repaired.

Area 3B-12: The Three Amulets (CR 7)

The threshold to this small chamber is rigged with a deadly pit trap.

CR7

POISONED SPIKED PIT TRAP XP 3,200

Type mechanical; Perception DC 20; Disable Device DC 20 $\,$

Trigger location; Reset automatic

Effect 20-ft.-deep pit (2d6 falling damage); pit spikes (Atk +12 melee, 1d4 spikes per target for 1d6+5 damage each plus poison [black adder venom]); DC 20 Reflex avoids; multiple targets (all targets in a 10-ft.-square area)

Standing against the southern wall are three stone statues of warriors.

CR 3

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Each warrior clasps a halberd in both hands, is dressed in full plate, and, upon closer examination, is wearing a medallion. The westernmost statue's medallion bears the image of a lightning bolt; the center statue's medallion shows a shining sun; the easternmost statue's medallion shows an open eye. Inscribed in Arthemin on the wall behind the statues (DC 12 Perception) are the words: Lotus. Gortus. Tjool. If the word Lotus is uttered, the westernmost statue's medallion "animates;" that is, it turns from stone to gold and silver and can be removed from the statues neck. Likewise, if the word Gortus is uttered, the center statue's medallion can be removed, and if the word *Tjool* is uttered the easternmost statue's amulet can be removed. The amulets are as follows:

Lightning Amulet: The *heart of Gromm* (see the **Appendix**)

Shining Sun Amulet: Amulet of protection against madness (see the Appendix)

Open Eye Amulet: Medallion of thought projection

Area 3B-13: The Rune Room

The walls and floor of this area have been covered in odd runes. Anyone succeeding on a DC 15 Knowledge (arcana) or Spellcraft check notices that the runes seem to be more or less warding in nature but are improperly drawn; it is as if whoever inscribed these runes had seen them once long ago and then attempted by memory to recreate them. The runes, as such, are totally harmless and ineffective. If the characters make any amount of noise here they gain the attention of Festuss in Area 3B-14.

Area 3B-14: Festuss the Mad Conjurer (CR 4)

A bedroll rests against the eastern wall, along with several sacks, a backpack, and an everburning torch. This small chamber is the home of Festuss, a mad conjurer. Festuss believes a demon named Grime is hunting for him, and is suspicious that the PCs might be agents sent to destroy him (see Development, below).

FESTUSS XP 1.200 Male human conjurer 5 CE Medium humanoid (human) Init +6; Perception +9

AC 13, touch 12, flat-footed 11 (+1 armor, +2 Dex) hp 30 (5d6+5 plus 5) Fort +2; Ref +3; Will +5

Speed 30 ft.

Necromancy

Melee +1 quarterstaff +3 (1d6+1) Ranged light crossbow +4 (1d8/19–20), or acid dart +4 touch (1d6+2 acid)Conjurer Spell-Like Abilities (CL 5th; ranged touch +4): 7/day—acid dart (1d6+2) Spells Prepared (CL 5th; ranged touch +4): 3rd—hold person (DC 17), stinking cloud (DC 18)^B, summon monster III 2nd—acid arrow, glitterdust (DC 17)^B, invisibility, summon monster II 1st-mage armor, magic missile (x2), obscuring mist^B, summon monster I 0 (at will)—detect magic, light, ray of frost, read magic Specialist School Conjuration Opposition Schools Abjuration,

Str 10, Dex 14, Con 13, Int 18, Wis 12, Cha 8 Base Atk +2; CMB +2; CMD 14

Feats Augment Summoning, Craft Wondrous Item, Improved Initiative, Scribe Scroll, Skill Focus (Perception), Spell Focus

(conjuration)

Skills Appraise +12, Knowledge (arcana) +12, Knowledge (dungeoneering) +12, Knowledge (planes) +12, Perception +9, Spellcraft +12, Stealth +7 SQ arcane bond (object [+1 guarterstaff] [1/day]), summoner's charm (+2 rounds) Gear +1 quarterstaff, light crossbow, 15 crossbow bolts, bracers of armor +1

Tactics: As soon as the Festuss becomes aware of the PCs he casts mage armor. If he determines the PCs are a threat, he casts invisibility, and retreats to a safe distance where he can summon a celestial dire badger and a celestial eagle. Once in combat he uses glitterdust and stinking cloud first, followed by his other offensive spells.

Development: Festuss does not immediately attack the PCs. If they manage to surprise him, then he assumes they are agents of Grime and attacks (see above). If he hears them in Area 3B-13, he casts mage armor and investigates. He is highly suspicious, but he does not expect Grime to send a group of adventurers to slay him. Thus he immediately begins questioning the PCs, asking who sent them, and do they know "the demon Grime," and where are they from, and how did they know he was here. If the PCs answer his questions promptly and honestly and then move on, he returns to Area 3B-14. If however, the PCs are sluggish in their responses, or begin asking too many questions of him, or attempt to enter Area 3B-14, he assumes they are hostile (see above.)

If cured of his illness, he returns to Endhome and, after taking a few months to recover, attempts to resume what had been a very promising career as an adventuring wizard. He could be talked into joining the PCs.

Treasure: In addition to his personal gear and spellbook, the backpack contains all the valuable bits of an alchemist's lab (250 gp worth), 42 sp, some winter clothes, and 6 tinder twigs. The sacks contain rations (2) months' worth).

Spellbook: 0—all; 1st—*charm person, grease, identify, mage armor,* magic missile, mount, obscuring mist, sleep, summon monster I; 2ndacid arrow, continual flame, fog cloud, glitterdust, invisibility, mirror image, summon monster II, web; 3rd—fireball, flame arrow, hold person, sleet storm, stinking cloud, summon monster III.

CR4 Area 3B-15: Madness Makes Strange Bedfellows (CR 4)

This large and oddly shaped room is home to Vorban, a dwarf fighter, and Pale, an elf fighter. How these two react to the PCs depends upon which door the PCs enter from (see Development, below).

CR 2

VORBAN

XP 600

Male dwarf fighter 3 LE Medium humanoid (dwarf) Init +1; Senses darkvision 60 ft.; Perception +0

AC 20, touch 11, flat-footed 19 (+7 armor, +1 Dex, +2 shield) hp 36 (3d10+12 plus 3) Fort +7; Ref +2; Will +1; +1 vs. fear, +2 vs. poison, spells, and spell-like abilities Defensive Abilities bravery +1

Speed 20 ft. Melee +1 dwarven waraxe +8 (1d10+4/x3) Ranged heavy crossbow +4 (1d10/19-20) Special Attacks hatred

Str 16, Dex 12, Con 18, Int 10, Wis 10, Cha 6 Base Atk +3; CMB +6; CMD 17 (21 vs. bull rush and trip) Feats Cleave, Power Attack, Step Up, Weapon Focus (dwarven waraxe) Skills Craft (armor) +4, Craft (weapons) +4, Intimidate +3, Survival +5
Languages Common, Dwarven SQ armor training 1, stonecunning Gear banded mail, heavy steel shield, +1 dwarven waraxe, heavy crossbow, 15 crossbow bolts, key to large chest in Area 3B-16

PALE

CR 1

XP 400 Male elf fighter 2 LE Medium humanoid (elf) Init +4; Senses low-light vision; Perception +4

AC 18, touch 14, flat-footed 14 (+4 armor, +4 Dex) hp 17 (2d10 plus 2) Fort +3; Ref +4; Will +0; +1 vs. fear, +2 vs. enchantments Defensive Abilities bravery +1; Immune magic sleep; Resist elven immunities

Speed 30 ft. **Melee** mwk longsword +5 (1d8+2/19–20) **Ranged** composite longbow +7 (1d8+2/x3)

Str 14, Dex 18, Con 10, Int 12, Wis 10, Cha 10

Base Atk +2; CMB +4; CMD 18 Feats Point-Blank Shot, Precise Shot, Weapon Focus (longbow)

Skills Craft (bows) +6, Perception +4, Survival +5; Racial Modifiers +2 Perception

Languages Common, Elven

SQ elven magic

Gear chain shirt, composite longbow (Str +2), 20 +1 arrows, masterwork longsword, key to strongbox in **Area 3B-16**

Tactics: In combat, Vorban engages the toughest looking PC in melee while Pale attempts to stay back and pepper any spellcasters with arrows.

Development: These two believe they have been stationed here to guard the door to **Area 3B-18**. Therefore, if the room is entered from the southern door, Vorban and Pale, their weapons drawn, stride up to the PCs and the dwarf informs them that they must turn back. He says they have "come too far" and that "The Mother (the *stone of madness*) must be left to rest." Pale nods his head in agreement. They cannot be talked out of this position, and if the PCs attempt to go past the guardians, Vorban and Pale attack.

If the PCs enter this chamber via the northern door Vorban and Pale rush up to them eagerly, and Vorban exclaims, "Excellent. You have come!" He and Pale believe the PCs are reinforcements sent by "The Mother." If the PCs do not agree to stand guard with the dwarf and the elf, Vorban declares, "What? What were you doing with the Mother? Have you defiled her? Interlopers! Bandits! Explain yourselves now or die." Here the PCs *might* be able to explain their way out of a combat. Either roleplay this encounter, remembering that Vorban and Pale are immensely paranoid and protective of The Mother, or let the PCs attempt a DC 20 Diplomacy check. If the PCs are not successful in convincing the Vorban and Pale they meant and did no harm to the Mother, the dwarf and the elf attack. If cured of their disease, Vorban and Pale return to Endhome to rest. The **secret door** in the northeast requires a DC 25 Perception check to locate.

Secret Door: 4 in. thick; hardness 8; hp 60; Break DC 28; Perception DC 25.

Area 3B-16: The Guardians' Storage Room

This small chamber contains two sacks of rations (2 months' worth) a **large locked chest** (DC 20 Disable Device) and a **locked strongbox** (DC 25 Disable Device). The chest and the strongbox contain the **treasure**.

Treasure: The chest contains a gold urn with the word "Grandma"

etched onto it in Common worth 110 gp and filled with human ashes, and a collection of rare dried insects on pins (worth 100 gp to the right buyer). The strongbox contains 125 gp and six gems worth 25 gp each.

Area 3B-17: Cave of the Cloaker (CR 5)

The floor of this large cave is rocky and uneven, making it difficult terrain. Anyone attempt to move faster than half their movement rate must succeed on a DC 15 Acrobatics check or fall. There are several bodies sprawled in the center of the cave. Two are male elves, and one is a female human. All three are dressed in leather armor, and appear to have been dead for several weeks. For more details on their belongings see **treasure**, below.

A **cloaker** lurks in the northeast, and attacks as the PCs are making their way across the cave.

CR 5

CR 2

CLOAKER

XP 1,600

hp 51 (Pathfinder Roleplaying Game Bestiary, "Cloaker")

Tactics: The cloaker prefers to fly to the top of the cave and use his moan ability to cause fear and nausea. Once it feels it has sufficiently weakened the party, it dives down and uses its tail slap and moan alternatively. It also uses its shadow shift ability in melee.

Treasure: On the bodies are the following: a long sword, two masterwork short swords, 3 suits of masterwork leather armor, a belt pouch (on the human) containing 2 thunderstones, and in one of the elves' backpacks, a *potion of cure critical wounds* (CL 7th).

Area 3B-18: The Stone of Madness and the Gate to Level 5 (CR 6)

Rising out of the floor of this huge, 20-foot-high chamber is a 12-foottall, 30-foot-wide rock that appears to have grown out of the earth. Broken masonry from the paved floor is scattered at the foot of the stone. Standing before the rock are **3 stone guardians** dressed in plate armor and armed with greatswords. These doomed creatures attack all non-mad PCs who enter the chamber.

STONE GUARDIANS (3)

XP 600 Male human fighter 3 CE Medium humanoid (human) Init +6; Perception +5

AC 21, touch 12, flat-footed 19 (+9 armor, +2 Dex) hp 30 (3d10+9) Fort +5; Ref +3; Will +1; +1 vs. fear Defensive Abilities bravery +1; Immune mind-affecting effects Weakness madness

Speed 20 ft. **Melee** mwk greatsword +8 (2d6+4/19–20)

Str 16, Dex 14, Con 14, Int 8, Wis 10, Cha 10 Base Atk +3; CMB +6; CMD 18 Feats Alertness, Cleave, Improved Initiative, Power Attack, Weapon Focus (greatsword) Skills Intimidate +6, Perception +5, Sense Motive +2 Languages Common SQ armor training 1, life support Gear full plate, masterwork greatsword

Life Support (Su) Stone guardians, though technically

THE HALLS OF MADNESS AND THE GATES TO LEVEL 5



still living, do not need to eat, drink, or sleep. They are sustained instead by the stone of madness. They heal at twice the normal rate while within 10 feet of the stone. **Madness (Ex)** As with all creatures affected by the stone of madness, the stone guardians can be cured with a remove disease spell.

The Stone of Madness

This huge black rock seems to pulse slightly and gives off a low hum. Anyone touching the stone must succeed on a DC 18 Will save or become a stone guardian (see above). All stone guardians remain in this chamber and defend the *stone of madness* until dead or cured of their disease.

Note: Touching the stone with a sword or similar inanimate object does not incur a saving throw; touching it with a gloved hand, however, does.

Destroying the Stone: The *stone of madness* has hardness 20, hp 250. It is immune to all spells and spell-like abilities. However, a single blow from the empowered *sword of Kell* destroys both the sword and the stone completely. Destroying the stone gains the PCs 3,000 XP story bonus.

The Gates to Level 5: The gates are actually one solid, iron portal with neither a handle nor hinges. In the middle of the door is a single square depression. If the cube from Area 1-25 is inserted in the depression, the door slides into the ceiling revealing a set of wide of stone stairs curving downwards to the south. Aside from the cube, there is no way to open this gate.

Level 4: The Drow and the Ghoul

This level was designed to hold the brass rectangle to light the third and final torch in **Area 2-23**, as a well as a special chamber to create an arsenal of magical greatswords. The level, however, was never completed, and except for a few areas, the passages and chambers remain rough and unfinished.

Several occupants have to come to this level. First, a group of drow, led by a powerful priestess, was sent here by their superiors in the Under Realms to scout out the dungeon as a possible location for a stronghold. Once they arrived they discovered the brass rectangle and Sizret, their leader, began to surmise that something powerful was afoot. Unfortunately, she soon had several visitors to contend with. Thelkor, a ghoul lord, then arrived with his ghoul and ghast cohorts and stole the rectangle. Next, a hydra moved up from the Under Realms, effectively blocking a return to the Drow's home.

Currently, the drow are stuck, trying to decide if they should attack the hydra or ghouls first, and worried that either strike might weaken them too much to take on the other. Thelkor the ghoul lord, it should be noted, also possess the *helm of power*.

Standard Features

Most of the areas are semi-natural caves; that is, the builders of the city took some already existing caves and began reshaping them to their needs. Thus, the caverns and caves have uniformity and precision that most similar areas would not. In addition, there are a few areas that were finished with mortared stones. Except where noted, all areas are unlit.

Entrances/Exits

The stairs in **Area 4-1** leads to up to **Area 2-63**. The winding passage in **Area 4-4** descends several hundred yards to the Under Realms. And finally, **Area 4-24** winds up to **Area 3B-7**.

Wandering Monsters

This is not a level conducive to wandering monsters. Given the current set of circumstances (e.g. the entrance to the Under Realms blocked by a hydra) it is unlikely anything is going to wander onto the level except the PCs. If the GM would like an encounter, he should choose monsters from those described in the listed areas. Most areas describe where and how the monsters therein might move about.

Keyed Locations Area 4-1: Spider Lair (CR 5)

This large cave is choked with spider webs, the southern portion so much so that the passage to **Area 4-2** is totally obscured. The floor is strewn with the bones of animals and humanoids alike.

A **Huge giant spider** lurks in the spider webs, ready to attack anyone or anything that enters.

HUGE GIANT SPIDER XP 1,600

N Huge vermin (Pathfinder Roleplaying Game Bestiary, "Spider, Giant")

Init +3; Senses darkvision 60 ft., tremorsense 60 ft.; Perception +4

AC 14, touch 11, flat-footed 11 (+3 Dex, +3 natural, -2 size) hp 52 (8d8+16) Fort +8; Ref +5; Will +2 Immune mind-affecting effects

Speed 30 ft., climb 20 ft.
Melee bite +8 (2d6+6 plus poison)
Space 15 ft.; Reach 15 ft.
Special Attacks poison, web (+7 ranged, DC 16, 8 hp, 8/ day)

Str 19, Dex 17, Con 14, Int —, Wis 10, Cha 2 Base Atk +6; CMB +12; CMD 25 Skills Climb +12, Perception +4, Stealth –1; Racial Modifiers +4 Perception, +4 Stealth

Poison (Ex) Bite—injury; save Fort DC 16; frequency 1/rd for 4 rds; effect 1d8 Str; cure 1 save.

Tactics: The spider prefers to cast its web first then close in on its entrapped prey and attack with its bite.

Development: The drow, with the help of the aranea in **Area 4-17**, have befriended this enormous arachnid and are therefore left alone by it and are free to pass in and out of this chamber.

Area 4-2: Spider Nest (CR 4)

The passage between **Areas 4-1** and **4-2** are filled with the spider's sticky webs. Attempting to navigate this passage without destroying the webs results in a character being stuck in the sturdy strands (as per *web* spell). If the PCs do destroy the webs, upon reaching the threshold of **Area 4-2** they are set upon by **6 Small giant spiders** (the babies), which have been waiting here for their mother to return with fresh meat.

SMALL GIANT SPIDERS (6) XP 200

CR 1/2

CR 5

hp 4 (see **Area 15-7**, Pathfinder Roleplaying Game Bestiary, "Spider, Giant")

Area 4-3: The Pool and the Statue

In the center of this cave is a 40-foot-wide, 25-foot-deep pool of water surrounded by a low, brick wall. In the center of which stands a life-size statue of a maiden with long hair, a flowing gown, and a sea shell cupped in both hands. The statue is supported on a thick stone base that descends to the bottom of the pool. The statue is that of an ancient neutral good

LEVEL 4: THE DROW AND THE GHOUL



water goddess worshipped by a small number of the citizens of Barakus. Her name, Gallinda, is written in Arthemin on her right wrist (DC 12 Perception to find if examining closely). Anyone submersing themselves in the pool and saying a heartfelt prayer to this goddess is *blessed* as per the spell and gains the ability to breathe under water for 24 hours. In addition, the entire area is considered *hallowed*, as per the spell.

A powerful ward protects the statue. Anyone attempting to harm the goddess automatically receives 1-1/2 times the amount hp inflicted on the statue. Should anyone be willing to endure the damage necessary to fully destroy the statue, it has a hardness 10, hp 50. When calculating damage done to a character, ignore the statue's hardness. Thus, if a character strikes the statue for 12 hp, even though the statue only takes 2 hp after factoring in its hardness, the character takes 18 hp (12 x 1.5).

Development: This statue particularly irritates the drow. They would love nothing more than to figure a way to destroy it, but have thus far been unable to do so. Sizret would also like to see the *hallowed* effect removed, and is awaiting an answer from her superiors as to whether a high level priestess is going to be arriving soon to aid in this.

Area 4-4: Hydra Lair (CR 6)

A **seven-headed hydra** found its way to this cave from the Under Realms. Out of curiosity it started squeezing up through the cave and soon found that it couldn't back out — it had to keep forging ahead. Now it's stuck in this room and is as yet still unwilling to try the uncomfortable journey back home. And it's getting very hungry...

This is yet another bother to the Drow, who lost several guards when the hydra arrived and are, at the moment anyway, cut off from reinforcements. Though capable of slaying the hydra if all their forces were mustered, Sizret is concerned she would lose too many warriors in the process and is currently weighing her options (see **Area 4-5**, below).

If the adventurers choose to expolore the tunnels from which the hydra came they will wander through hundreds of miles of winding passageways which will eventually lead to Hex AE-46 of *Cyclopean Deeps Volume 1*.

SEVEN-HEADED HYDRA XP 2,400

CR 6

N Huge magical beast (Pathfinder Roleplaying Game Bestiary, "Hydra") Init +1; Senses darkvision 60 ft., low-light vision, scent; Perception +12

AC 17, touch 9, flat-footed 16 (+1 Dex, +8 natural, –2 size) hp 66 (7d10+28); fast healing 7 Fort +9; Ref +8; Will +4

Speed 20 ft., swim 20 ft. Melee 7 bites +9 (1d8+3) Space 15 ft.; Reach 10 ft. Special Attacks pounce

Str 17, Dex 12, Con 18, Int 2, Wis 11, Cha 9 Base Atk +7; CMB +12; CMD 23 (can't be tripped) Feats Combat Reflexes, Iron Will, Lightning Reflexes, Weapon Focus (bite) Skills Perception +12, Swim +11; Racial Modifiers +2 Perception SQ hydra traits, regenerate head

Fast Healing (Ex) A hydra's fast healing ability is equal to its current number of heads (minimum fast healing 5). This fast healing applies only to damage inflicted on the hydra's body.

Hydra Traits (Ex) A hydra can be killed by severing all of its heads or slaying its body. Any attack that is not an attempt to sever a head affects the body, including area attacks or attacks that cause piercing or bludgeoning damage. To sever a head, an opponent must make a sunder attempt with a slashing weapon targeting a head.



A head is considered a separate weapon with hardness 0 and hit points equal to the hydra's HD. To sever a head, an opponent must inflict enough damage to reduce the head's hit points to 0 or less. Severing a head deals damage to the hydra's body equal to the hydra's current HD. A hydra can't attack with a severed head, but takes no other penalties.

Regenerate Head (Ex) When a hydra's head is destroyed, two heads regrow in 1d4 rounds. A hydra cannot have more than twice its original number of heads at any one time. To prevent new heads from growing, at least 5 points of acid or fire damage must be dealt to the stump (a touch attack to hit) before they appear. Acid or fire damage from area attacks can affect stumps and the body simultaneously. A hydra doesn't die from losing its heads until all are cut off and the stumps seared by acid or fire.

Treasure: The bodies of four partially eaten drow are piled in the northern corner of the cave. On their remains can be found 3 masterwork short swords, a +1 short sword, four chain shirts, 4 hand crossbows, 35 bolts still coated in drow poison, and 4 potions of cure moderate wounds (CL 3rd).

Area 4-5: Drow Spy (CR 2)

Crouched in this small cave is **Izora**, **a drow rogue**. Izora's job is to listen for any activity in **Area 4-3**, then act according to her instructions (see **Development**, below).

IZORA XP 600

Female drow rogue 3 (Pathfinder Roleplaying Game

CR 2

LEVEL 4: THE DROW AND THE GHOUL

Bestiary, "Drow") CE Medium humanoid (elf) Init +4; Senses darkvision 120 ft., low-light vision; Perception +9

AC 18, touch 15, flat-footed 13 (+3 armor, +4 Dex, +1 dodge) hp 20 (3d8 plus 3) Fort +1; Ref +7; Will +2; +2 vs. enchantments, +1 vs. traps Defensive Abilities evasion, trap sense; Immune magic

- sleep; **Resist** elven immunities; **SR** 9
- Weakness light blindness

teardrop pearl (80 gp)

Speed 30 ft.

Melee mwk short sword +7 (1d6+1/19-20) Ranged hand crossbow +6 (1d4/19-20 plus poison) Special Attacks rogue talents (finesse rogue), sneak attack +2d6 Spell-Like Abilities (CL 3rd):

1/day—dancing lights, darkness, faerie fire

Str 12, Dex 18, Con 10, Int 14, Wis 12, Cha 10 Base Atk +2; CMB +3; CMD 18

Feats Dodge, Mobility, Weapon Finesse Skills Acrobatics +10, Bluff +6, Climb +7, Disable Device +11, Escape Artist +10, Intimidate +6, Perception +9 (+10 to locate traps), Sense Motive +7, Stealth +10, Use Magic Device +6; Racial Modifiers +2 Perception Languages Elven, Undercommon SQ poison use, trapfinding +1 Combat Gear potion of cure light wounds (CL 3rd), potion of invisibility (2nd); Other Gear +1 leather armor, hand crossbow, 10 poisoned crossbow bolts (drow poison), masterwork short sword, dust of illusion, gold necklace with

Tactics: Izora is not about to take on a group of adventurers singlehandedly, and so unless surprised here Izora always attempts to run rather than engage in melee. If forced to defend herself, she attempts to keep her distance for as long as possible, hoping to put many of her adversaries to sleep with her poisoned bolts. More than likely she just quaffs her *potion of invisibility*, and sneaks away. If she hears combat in any nearby caves where she knows drow are currently stationed, she investigates.

Development: Sizret knows creatures sometimes wander down from the upper levels. Therefore she has instructed Izora to be on the lookout for anyone or anything that might be powerful enough to consider taking on the hydra. A party of adventurers, of course, fits this description. As soon as she spots the PCs in **Area 4-3**, she uses her *dust of illusion*, changing her appearance to that of a female human. She then approaches the PCs and explains that she is the last remaining member of an adventuring party that was wiped out by a hydra in **Area 4-4**. She says that the hydra is hurt and should be easy prey, and has a nice treasure, all of which the PCs can keep. She only wishes to avenge her comrades' death and retrieve their valuables.

If the PCs buy the story, she accompanies them to the cave of the hydra, and, once the combat has begun, downs her *potion of invisibility* and watches the melee from a safe distance. Whatever the outcome, be it the death of the PCs or the hydra, Izora races back to Sizret once the combat is over and reports the results to her.

If the PCs are suspicious or reluctant, Izora bids them goodbye and heads toward **Area 4-1**. Before she gets there, however, she drinks a *potion of invisibility* and, if possible, goes to warn Darlorn is **Area 4-6** who is then dispatched to warn Sizret. Izora than attempts to tail the PCs for as long as possible, waiting for just the right moment to spring from the shadows and sneak attack one of their numbers (preferably an arcane spellcaster).

Area 4-6: Lookout (CR I)

Hidden in the shadows 20 feet or so from the mouth to **Area 4-3** is **Darlorn, a drow rogue**. Darlorn's only job is to warn Sizret of any activity in **Area 4-3** (see **Development**, below).

DARLORN XP 400

Male drow rogue 2 (Pathfinder Roleplaying Game Bestiary, "Drow")

CE Medium humanoid (elf) Init +3; Senses darkvision 120 ft., low-light vision; Perception +8

AC 16, touch 14, flat-footed 12 (+2 armor, +3 Dex, +1 dodge) hp 14 (2d8 plus 2)

Fort +0; Ref +6; Will +1; +2 vs. enchantments Defensive Abilities evasion; Immune magic sleep; Resist elven immunities; SR 8 Weakness light blindness

Speed 30 ft.

Melee mwk short sword +3 (1d6+1/19–20) Ranged hand crossbow +4 (1d4/19–20 plus poison) Special Attacks rogue talents (bleeding attack +1), sneak attack +1d6

Spell-Like Abilities (CL 2nd): 1/day—dancing lights, darkness, faerie fire

Str 12, Dex 16, Con 10, Int 12, Wis 12, Cha 12 Base Atk +1; CMB +2; CMD 16

Feats Dodge

Skills Bluff +6, Diplomacy +6, Disable Device +9, Escape Artist +8, Intimidate +6, Perception +8 (+9 to locate traps), Sense Motive +6, Stealth +8, Use Magic Device +6; Racial Modifiers +2 Perception

Languages Drow Sign Language, Elven, Undercommon SQ poison use, trapfinding +1

Combat Gear potion of cure light wounds (CL 3rd), potion of invisibility; **Other Gear** leather armor, hand crossbow, 10 poisoned crossbow bolts (drow poison), masterwork short sword

Tactics: If surprised, Darlorn immediately quaffs his *potion of invisibility* and attempts to escape to **Area 4-15** and warn Sizret. If he hears combat in any nearby caves where knows drow are currently stationed, he goes to investigate.

Development: Darlorn has been instructed to warn Sizret of any activity in **Area 4-3**. As soon as he spots the PCs therein, he stealthily makes his way back to **Area 4-16** and informs his leader of what he has seen.

Area 4-7: Empty Cave

There is a small pool of water in the northeast of this chamber, fed from small cracks in the cave wall. Otherwise, there is nothing of interest here.

Area 4-8: Drow Guard Post (CR 2)

Sizret has stationed **3 drow fighters** here. They investigate any sounds of combat in any of the nearby caves. If attacked, they fire a round or two of poisoned bolts before closing with their short swords.

DROW FIGHTERS (3) XP 200

CR 1/2

Drow fighter 1 (Pathfinder Roleplaying Game Bestiary, "Drow") CE Medium humanoid (elf)

Init +6; Senses darkvision 120 ft., low-light vision; Perception +2

AC 18, touch 12, flat-footed 16 (+4 armor, +2 Dex, +2 shield) hp 12 (1d10+1 plus 1) Fort +3; Ref +2; Will +0; +2 vs. enchantments

Immune magic sleep; Resist elven immunities; SR 7 Weakness light blindness

Speed 30 ft.

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Melee mwk short sword +5 (1d6+2/19–20) Ranged hand crossbow +3 (1d4/19–20 plus poison) Spell-Like Abilities (CL 1st): 1/day—dancing lights, darkness, faerie fire

Str 14, Dex 14, Con 12, Int 10, Wis 10, Cha 11 Base Atk +1; CMB +3; CMD 15 Feats Improved Initiative, Weapon Focus (short sword) Skills Intimidate +4, Perception +2, Survival +4; Racial Modifiers +2 Perception Languages Elven, Undercommon

SQ poison use

Gear chain shirt, heavy steel shield, hand crossbow, 15 poisoned crossbow bolts (drow poison), masterwork short sword

Area 4-9: Storage (CR 4)

Various goods are stored in this small side cave. In a half dozen crates and boxes are 6 hand crossbows, 110 bolts, 6 doses of drow poison (75 gp per dose), 2 chain shirts, 3 masterwork short swords, and pounds of dried rations. There is also a **small locked chest** in one corner (hardness 5; hp 20; Break DC 25; Disable Device DC 20) that contains only 100 cp. Sizret put it here and **trapped** it to teach a lesson to any of her men who might decide to take something that doesn't belong to them.

GLYPH OF WARDING TRAP
XP 1,200

Type magic; Perception DC 28; Disable Device DC 28

Trigger spell; Reset none

Effect spell effect (glyph of warding [cold], 3d8 cold, DC 15 Ref half, CL 6th); multiple targets (all targets within 5 ft.)

Area 4-10: Fighters' Quarters (CR 3)

This cave contains a dozen cots, beside each of which is a small trunk. A long flat rock has been pushed to the center of the cave, around which are 6 stools. There is a barrel of drinking water in the southern portion of the cave with several pewter mugs by it.

This area houses a dozen drow fighters. Currently only **4 drow fighters** are present — the rest are on duty elsewhere.

DROW FIGHTERS (4)

CR 1/2

CR 4

XP 200 hp 12 (see Area 4-8, Pathfinder Roleplaying Game Bestiary, "Drow")

Treasure: The trunks contain only the drow fighter's personal belongings. One, however, has a false bottom (DC 20 Perception) holding a jade brooch worth 200 gp.

Area 4-11: Guard Post (CR 3)

Stationed here are **4 drow fighters**, keeping an ear out to the north and awaiting any instructions from Sizret.

DROW FIGHTERS (4)

XP 200

CR 1/2

hp 12 (see Area 4-8, Pathfinder Roleplaying Game Bestiary, "Drow")

Area 4-12: Lieutenants' Chambers (CR 1/2)

Karna and Faybon, the leaders of the recon team sent to negotiate with

Risstor (see Level 2, Area 2-43), sleep here. There are two cots and two trunks, as well as a wooden door supported by two stones that serves as a tabletop.

At the moment, **1 drow fighter** lounges in this cave eating a piece of dried fruit. He investigates the sounds of combat in **Area 4-15**, and calls for help if attacked.

DROW FIGHTER CR 1/2 XP 200 hp 12 (see Area 4-8, Pathfinder Roleplaying Game Bestiary, "Drow")

Treasure: The trunks contain only the wizard's and rogue's personal belongings. Hidden in a small hole in the northeast (DC 22 Perception) are a *potion of cat's grace* (CL 3rd) and a *scroll of protection from law*.

Development: It is possible the drow on **Level 2** survive an attack by the PCs. If this occurs, those remaining return to this level: Karna and Faybon to this room, the warriors to **Area 4-13**.

Area 4-13: Warrior Chambers (CR 3)

This cave contains 14 cots and trunks, a box of dried meats, and a barrel of drinking water. Currently, **4 drow** rest here awaiting orders from Sizret. They investigate any sounds of combat in **Areas 4-12** or **4-15**.

CR 1/2

CR 3

DROW FIGHTERS (4) XP 200

hp 12 (see **Area 4-8**, Pathfinder Roleplaying Game Bestiary, "Drow")

Area 4-14: Solass' Chambers (CR 3)

This is one of the handful of rooms on this level with finished walls, floor, and ceiling. There are empty sconces on the walls, and two candelabras light the room. There is also a cot piled with furs beside which is a locked chest. Sizret's second in command **Solass, a drow wizard**, considers herself quite the artist, and her sketches, all self-portraits, adorn the walls. Though possessed of darkvision, Solass finds it easier to render by candlelight.

SOLASS XP 800

Female drow wizard 4 (Pathfinder Roleplaying Game Bestiary, "Drow") CE Medium humanoid (elf) Init +2; Senses darkvision 120 ft., low-light vision; Perception +7

AC 12, touch 12, flat-footed 10 (+2 Dex) hp 24 (4d6 plus 8) Fort +1); Ref +3; Will +5; +2 vs. enchantments; +2 luck vs. poison from spiders Immune magic sleep; Resist elven immunities; SR 10 Weakness light blindness

Speed 30 ft. Melee +1 dagger +3 (1d4+1/19–20) Ranged hand crossbow +4 (1d4/19–20 plus poison) Special Attacks hand of the apprentice 6/day (+4) Spell-Like Abilities (CL 4th): 1/day—dancing lights, darkness, faerie fire Spells Prepared (CL 4th; ranged touch +4): 2nd—invisibility, mirror image, scare (DC 15) 1st—color spray (DC 14),mage armor, magic missile, ray of enfeeblement (DC 14) 0 (at will)—detect magic, flare (DC 13), open/close (DC 13),

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LEVEL 4: THE DROW AND THE GHOUL

Str 10, Dex 14, Con 10, Int 17, Wis 12, Cha 12 Base Atk +2; CMB +2; CMD 14 Feats Brew Potion, Scribe Scroll, Toughness

Skills Craft (alchemy) +8, Craft (painting) +8, Knowledge (arcana) +10, Knowledge (dungeoneering) +10, Perception +7, Spellcraft +10; Racial Modifiers +2 Perception Languages Abyssal, Draconic, Drow Sign Language, Elven,

Undercommon

SQ arcane bond (Tholl, scarlet spider), poison use Combat Gear potion of cat's grace (CL 4th), potion of cure moderate wounds, scroll of levitate, scroll of magic missile (CL 3rd); Other Gear +1 dagger, hand crossbow, 10 poisoned crossbow bolts (drow poison), cloak of arachnida

THOLL, SOLASS' FAMILIAR XP —

CR —

N Tiny magical beast (augmented vermin) (Pathfinder Roleplaying Game Ultimate Magic, "Scarlet Spider") Init +5; Senses darkvision 60 ft.; Perception +8

AC 20, touch 17, flat-footed 15 (+5 Dex, +3 natural, +2 size) **hp** 12 (1d8+3) **Fort** +2: **Rof** +4: Will +4

Fort +2; Ref +6; Will +4 Defensive Abilities improved evasion, Immune mindaffecting effects

Speed 30 ft. Melee bite +9 (1d3–4 plus poison) Space 2 1/2 ft.; Reach 0 ft. Special Attacks poison

Str 3, Dex 21, Con 10, Int 7, Wis 10, Cha 2 Base Atk +2; CMB +5; CMD 11 (23 vs. trip) Feats Toughness, Weapon Finesse^B Skills Acrobatics +13, Climb +13, Perception +8, Spellcraft +2, Stealth +18; Racial Modifiers +8 Acrobatics, +8 Climb, +4 Perception, +4 Stealth

Poison (Ex) Bite—Injury; save Fort DC 10; frequency 1/rd for 4 rds; effect 1 Str; cure 1 save.

Tactics: More than likely, Solass joins a fight already in progress elsewhere. If this is the case, she prepares herself by quaffing her *potion of cat's grace* and casting *mage armor*. Once in combat, she casts *mirror image* and then stands back and uses her offensive spells and her crossbow. If surprised here, she attempts to cast *web* from the *cloak of arachnida* first followed by *invisibility*, after which she seeks to slip out and find reinforcements.

Treasure: Within the **locked chest** (hardness 5; hp 25; Break DC 25; Disable Device DC 20) are 4 fine silk robes (worth 20 gp each), a pair of cashmere gloves inlaid with small gems (50 gp), four sets of gold and silver earrings worth 25 gp per set, and Solass' **spellbook**.

Spellbook: 0—all; 1st—burning hands, cause fear, color spray, detect secret doors, expeditious retreat, identify, mage armor, magic missile, ray of enfeeblement, sleep; 2nd—acid arrow, arcane lock, bull's strength, glitterdust, invisibility, mirror image, scare, summon monster II.

Area 4-15: Altar Room (CR 4)

In the center of this large chamber is a brass 10-foot high, four-tiered ziggurat. Atop this altar is a small pedestal within which is a small, rectangular indentation. The southern door has been wedged shut with spikes and is also sealed with an *arcane lock*.

Arcane Locked Double Doors: hardness 8; hp 60; Break DC 38; Disable Device DC 20.

Sizret has stationed **5 drow fighters** here. They watch the door to the south closely, searching for any attempts to breach it.

DROW FIGHTERS (4) XP 200

hp 12 (see **Area 4-8**, Pathfinder Roleplaying Game Bestiary, "Drow")

Tactics: Though instructed to guard this area closely, combat in any nearby area still draws the fighters' and warriors' attention, though one warrior is always left behind to watch the door. If attacked here, these guards call for Sizret and Solass, who, if still alive, arrive in 1d3 rounds.

Development: If the PCs attempt to enter this chamber via the southern door, it is quite possible they could parlay their way past the guards with a successful Bluff check, though the guards receive an automatic +5 circumstance bonus to their Sense Motive check. If an attempt to break down the door is made, one warrior immediately runs first for Sizret and then for Solass then hustles to **Area 4-10** to gather up the fighters stationed there. It takes a total of 10 rounds for Sizret, Solass, and the drow fighter reinforcements to arrive. At this time, if the PCs have not broken down the door, Solass calls out, in Abyssal, the following, "Thelkor, you cannot defeat us. We are too many. Let us negotiate instead."

However this encounter is handled henceforth is up to the GM and the PCs. If the PCs attempt to parlay with Sizret, the drow priestess might offer to let them pass through the doors if they agree to A) hand over the flame, and B) are willing to fight the hydra. If they report they have slain Thelkor and his henchmen, Sizret might offer to let them pass simply for the price of the flame. Of course, the drow are not to be trusted, and are themselves completely untrusting. If they allow let the PCs enter this area they show them to the exit immediately and tell them never to return. If the PCs agree to fight the hydra, well, the drow are certainly not above ambushing the PCs once they have been weakened by a fight with the hydra.

Area 4-16: Sizret's Chamber (CR 7)

Dark images of drow struggling against the forces of good adorn these walls. A small wooden bed piled with furs sits in one corner, and two large trunks in another. A 2-foot-high ebony statuette of the Spider Goddess stands in the middle of the room surrounded by the husks of small insects. **Sizret, a drow cleric** resides here, praying to her evil goddess and planning her attack on Thelkor and the hydra.

SIZRET XP 1,600

Female drow cleric (Spider-Goddess) 6 (Pathfinder Roleplaying Game Bestiary, "Drow") CE Medium humanoid (elf)

Init +2; **Senses** darkvision 120 ft., low-light vision; **Perception** +7

Aura evil

AC 22, touch 13, flat-footed 20 (+7 armor, +1 deflection, +2 Dex, +2 shield) **hp** 42 (6d8 plus 12)

Fort +5; Ref +4, Will +9; +2 vs. enchantments Immune magic sleep; Resist elven immunities; SR 12 Weakness light blindness

Speed 20 ft.

Melee +1 heavy mace +6 (1d8+2) Ranged mwk hand crossbow +7 (1d4/19–20 plus poison) Special Attacks channel negative energy 4/day (3d6, DC 14)

Spell-Like Abilities (CL 6th):

1/day—dancing lights, darkness, faerie fire

Domain Spell-Like Abilities (CL 6th; melee touch +5): 7/day—copycat, touch of evil

Spells Prepared (CL 6th; melee touch +5, ranged touch +6): 3rd—cure serious wounds, invisibility purge, magic circle against good^D, searing light 2nd—bull's strength, cure moderate wounds, hold person

CR 5

(DC 16), inflict moderate wounds (DC 16), invisibility^D 1st—cause fear (DC 15), cure light wounds, doom (DC 15), protection from good^D, shield of faith 0 (at will)—detect magic, guidance, read magic, virtue **D** Domain spells **Domains** Evil, Trickery

Str 13, Dex 14, Con 10, Int 10, Wis 18, Cha 12 Base Atk +4; CMB +5; CMD 18

Feats Brew Potion, Scribe Scroll, Toughness Skills Bluff +6, Diplomacy +5, Heal +8, Intimidate +3, Perception +7, Sense Motive +9, Spellcraft +5, Stealth +0; Racial Modifiers +2 Perception Languages Elven, Undercommon SQ poison use

Combat Gear bead of force, potion of bear's endurance (CL 5th), potion of cure serious wounds (CL 6th); **Other Gear** +1 chainmail, heavy wooden shield, +1 heavy mace, masterwork hand crossbow, 15 poisoned crossbow bolts (drow poison), ring of protection +1

Both **large trunks** are locked (hardness 5; hp 20; Break DC 25; Disable Device DC 20). One contains only basic personal belongings; the other is **trapped** and contains the **treasure**.

GLYPH OF WARDING TRAP CR 4 XP 1,200 Type magic; Perception DC 28; Disable Device DC 28

Trigger spell; Reset none

Effect spell effect (glyph of warding [electricity], 3d8 electricity, DC 15 Ref half, CL 6th); multiple targets (all targets within 5 ft.)

Tactics: In combat, Sizret prefers to cast *bull's strength, shield of faith,* and either *protection from good* or *magic circle against good* (depending on how many allies are nearby at the time of casting) in that order. Once in melee, she casts *doom* at the toughest looking fighter, followed by *searing light* at an arcane spellcaster. Though capable of defending herself, if surprised here she would rather cast *invisibility* and sneak away in search of comrades than take on a band of well-armed adventurers alone.

Treasure: A small oak box lined with velvet containing 35 tiny diamonds each worth 15 gp; a pouch with 35 pp; a suit of masterwork chainmail; a masterwork heavy mace; and a *scroll of flame strike* (CL 9th). In a silver scroll case (8 gp) there is also the following note, written in Undercommon:

Sizret:

I received your missive in good time. Do not despair — help is on the way. We shall fortify this area then move onto the rest of this location. You have done good work. Do I see a promotion in your future? Please be sure to scout out as much of the other levels as possible. Helsass has indicated that this might be earmarked for our next great city!

—Tiernant

Development: Helsass and Tiernant are Sizret's two immediate superiors. The drow are indeed interested in Barakus as a possible location for a future stronghold or even a mighty city. How you choose to handle this is entirely up to you. If the PCs wipe out this small contingent then perhaps the drow's plans are scuttled. On the other hand, drow are notoriously determined when they see something they want, and it is just as likely these troops would be replaced by more — and even tougher — reinforcements.

Area 4-17: Aranea Cave (CR 6)

This large cavern is dominated a long pool of water that bubbles up from an underground stream. The water is entirely potable and used by drow for cooking and drinking. The floor of the cave is littered with a number of bones, and cobwebs hang from every corner.

Zeerfon, an aranea and special ally of the drow, lairs here, along with her 4 pet Small giant spiders. Zeerfon prefers to go about in hybrid form (a drow) outside this area, but changes back to her spider form in her lair. While in the cave, she can usually be found in the southwest corner. She ignores drow, but attacks anyone or anything else. Her pets roam freely about the cave. Like Zeerfon, they attack anyone other than a drow.

ZEERFON, FEMALE ARANEA XP 1,200

hp 37 (Pathfinder Roleplaying Games Bestiary 2, "Aranea") **Spells Known** (CL 5th; ranged touch +8):

CR4

2nd (5/day)—acid arrow, web (DC 15)

1st (7/day)—magic missile, ray of enfeeblement (DC 14), shield, true strike

0 (at will)—acid splash, daze (DC 13), detect magic, flare (DC 13), ghost sound (DC 13), read magic

SMALL GIANT SPIDERS (4) CR 1/2 XP 200

hp 4 (see **Area 15-7**, Pathfinder Roleplaying Game Bestiary, "Spider, Giant")

Tactics: Zeerfon is a crafty opponent, and not about to charge into combat when outnumbered. She sends her pet spiders into combat first and sets back to cast webs and spells. If possible, she prefers to cast *true strike* before attempting to bite her victims.

Treasure: Hidden beneath a rock at the spot marked "T" on the map (DC 15 Perception) is an onyx armband worth 300 gp and a suit of masterwork full plate. Also at the bottom of the 8-foot-deep pool of water is a *wand of charm person* (CL 5th, 18 charges). Locating the *wand* requires a successful DC 25 Perception check, though whomever is doing the searching needs both a submersible light source and the ability to breathe underwater. Neither the drow nor Zeerfon know of the *wand*.

Development: Zeerfon is merely an ally of the drow, not a soldier in their ranks. There is only a 50% chance she joins a combat in **Area 4-15**, though if combat in any nearby cave does occur, she goes on alert and is very difficult to surprise thereafter. She might also be encountered outside her cave, perhaps in council with Sizret. In this case, she always travels with two of her pet spiders.

Area 4-18: Hall of Swords (CR 5)

This chamber is dominated by two distinct features: 24 bronze greatswords that appear to be embedded in the walls, points facing upward, about 4 feet off the ground, and a large stone slab with the perfect indentation of a greatsword in its center. Currently, there are also **4 ghouls** here, commanded by Thelkor to both watch the door to the north and attempt to tunnel through the northeast wall into **Area 4-16**. So far they have made very little headway in their tunneling. The ghouls attack anyone or anything living that entering this area.

The **double doors** to the north are wedged shut and *arcane locked* (see **Area 4-15** above for stats)

GHOULS (4) CR 1 XP 400 hp 13 (Pathfinder Roleplaying Game Bestiary, "Ghoul")

The Swords and the Stone: If the *sword of Kell* has been activated and is brought to this room and laid in the stone, the embedded greatswords change from brass to iron and can be removed. For the next 24 hours, each activated greatsword functions as a +1 undead bane greatsword. Once 24 hours has passed, the magical properties disappear and the swords become bronze once again. If returned to this chamber and placed back in their slots in the wall, the swords once again meld into the masonry. Otherwise, they dissolve 48 hours after activation.

Area 4-19: Ghast Lookout (CR 2)

A **ghast** has been stationed here to keep an eye on both the passage to the south and the room to the north. At the first sign of combat or commotion in either area, the ghast immediately runs to **Area 4-20** to alert Thelkor.

GHAST

XP 600

CR 2

CR 1

hp 17 (see Wilderness Overview, Pathfinder Roleplaying Game Bestiary, "Ghoul")

Area 4-20: Lair of the Ghoul Lord (CR 8)

Macabre debris dangles from the ceiling of this large cave — skulls, shin bones, eyeballs, entrails — all suspended, upon closer examination, by entwined strands of hair. A makeshift throne has been erected in the northeast: an old wooden chair with a red cushion seat, its seatback festooned with skulls and demonic etchings sitting atop a large smooth stone. Seated in the throne is the **ghoul lord Thelkor** attended by **4 ghouls**, one of whom stands guard at the spot marked "A" on the map.

GHOULS (4) XP 400

hp 13 (Pathfinder Roleplaying Game Bestiary, "Ghoul")

THELKOR THE GHOUL LORD XP 2,400

CE Medium undead (**The Tome of Horrors Complete** 748, "Undead Lord") **Init** +3; **Senses** darkvision 60 ft.; **Perception** +10 **Aura** desecration aura

AC 19, touch 13, flat-footed 16 (+3 Dex, +6 natural) hp 42 (5d8+20)

Fort +5; Ref +4; Will +7; +4 vs. channeled energy Defensive Abilities channel resistance +4; DR 5/magic; Immune undead traits

Speed 30 ft.

Melee bite +6 (1d6+3 plus disease and paralysis), and 2 claws +6 (1d6+3 plus paralysis)

Special Attacks create spawn, disease, paralysis (1d4+1 elves are immune, DC 16) Spell-Like Abilities (CL 5th):

1/day—darkness, fear (DC 18), summon undead (7 HD)

Str 17, Dex 17, Con —, Int 15, Wis 16, Cha 18 Base Atk +3; CMB +6; CMD 19 Feats Cleave, Command Undead (7/day, DC 16), Power Attack, Weapon Finesse

Skills Acrobatics +8, Climb +11, Intimidate +12, Knowledge (arcana) +8, Knowledge (religion) +9, Perception +10, Stealth +8, Swim +5



Languages Common; undead telepathy 100 ft. Gear the helm of power (see the Appendix)

Command Undead (Ex) Undead lords Command Undead as the feat, even if they do not meet the prerequisites for it. Thelkor may only command ghouls and ghasts.

Create Spawn (Su) A creature slain by Thelkor rises in 1d4 minutes as a ghoul (or ghast, if it has 4 or more HD). Spawn are under Thelkor's control.

Desecration Aura (Su) Thelkor constantly projects an aura in a 20-foot radius that functions as a permanent desecrate spell. Undead within the area (including the undead lord) gain a +1 profane bonus to attack rolls, damage rolls, and saves. In addition, all channel checks made in the area suffer a –3 profane penalty. Summoned or created undead that appear in the area gain +1 hit points per HD.

Disease (Su) Ghoul Fever: Bite-injury; save Fort DC 16; onset 1 day; frequency 1/day; effect 1d3 Con and 1d3 Dex damage; cure 2 consecutive saves. The save DC is Charisma-based. A humanoid who dies of ghoul fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other abouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all respects. A humanoid of 4 Hit Dice or more rises as a ghast.

Summon Undead (Sp) Once per day, Thelkor can summon a total number of HD worth of ghouls or ghasts equal to his HD x 1-1/2. Thelkor cannot summon an undead creature that has more HD than he does.

Undead Telepathy (Su) Thelkor can communicate telepathically with any other undead within 100 feet, including mindless undead such as zombies and skeletons.

Tactics: Thelkor is absolutely fearless. At the first sign of intruders he sends his ghouls forward to engage the aggressors while he stays back and casts spells and, if necessary, summon more ghouls. Once in combat he heads straight for the toughest-looking fighter. Once he has paralyzed one victim he moves on to the next, hoping to immobilize the entire party then slay them in this paralytic state.

If, on the other hand, Thelkor is warned that intruders are about, he gathers up all his ghouls and ghasts and goes looking for the PCs, hoping to swarm over them with his forces.

Treasure: Beneath the chair is a locked iron box (hardness 10; hp 30; Break DC 25; Disable Device DC 28). Thelkor carries the key in a small pouch on his belt. It contains 1,600 sp, 250 gp, 14 gems worth 100 gp each, and a wand of fog cloud (CL 5th, 9 charges), and a red, brass rectangle. This is the third and final flame. If it is inserted into the southern post in Area 2-23, that post's sphere is "lit" (see Activating the Stone). Thelkor also wears Devron's helm of power.

Development: Thelkor arrived here, summoned accidentally by Devron, and stole the rectangle from Sizret then proceeded to set up his throne in this area. Once Sizret realized what had happened and who (or what, more accurately) was responsible, she locked the door between Areas 4-15 and 4-18. Thelkor does not care that he cannot get into Area 4-15, really; he's just happy he has something that Sizret wants (he detests drow). He has also allied himself with the Abyssal orcs who reside in Area 4-23. This is a loose allegiance to say the least, but, so far anyway, an amicable one. It's actually the orcs who wish to breach to the doors to Area 4-15 and eventually make their way down to the Under Realms (see Area 4-23 for details). Neither Thelkor nor the orcs have much interest in exploring Level 3B.

Area 4-21: Dead Adventurers

Heaped in the northern corner of this small cave are the bodies of two humans: One dressed in chainmail and carrying a quarterstaff, the other dressed in leather armor with a rapier at his side. These two unfortunate fellows, along with three other party members, perished at the hands of

ghouls. The ghouls ate the other three, but Thelkor instructed his minions to leave these bodies be as he wished to add them to his ranks once they have risen. In two days they become ghouls. If the PCs cast bless on the bodies, however, they can prevent this from occurring, in which case the party should receive a 300 XP bonus.

Treasure: The two corpses have a suit of chainmail, a masterwork quarterstaff, +1 leather armor, and a +1 rapier.

Area 4-22: Tunneling Ghouls (CR 5)

At Thelkor's instructions, 4 ghouls are busy widening this cave. Thelkor has a vague notion to turn this level into a palace of sorts, and so feels it necessary to adjust the architecture somehow. The ghouls attack intruders immediately.

GHOULS (4)

XP 400

CR1

CR 1

hp 13 (Pathfinder Roleplaying Game Bestiary, "Ghoul")

Area 4-23: Lonesome Orcs (CR 4)

If viewed with a natural light source, this cave appears somehow darker than the others. This is in fact due to the walls having been smeared with blood (which lessens the reflective quality of the rock) by its current occupants: Griebalm, an Abyssal orc warrior, his 2 Abyssal orc warrior henchmen, and a howler. In addition to the blood, there are several demonic murals hung on the walls. The murals, painted on large, 6-foot-by-8-foot canvasses, are of exceptional quality but depict disturbing images. Finally, there are three bags that appear to be full in the eastern corner of the cave.

GRIEBALM XP 400

Male fiendish orc fighter 1, warrior 2 (Pathfinder Roleplaying Game Bestiary, "Orc," "Fiendish") CE Medium humanoid (orc) Init +2; Senses darkvision 60 ft.; Perception +3

AC 20, touch 11, flat-footed 19 (+9 armor, +1 Dex) hp 25 (3d10+3 plus 1) Fort +6; Ref +2; Will +0 Defensive Abilities ferocity; Resist cold 5, fire 5; SR 6 Weakness light sensitivity

Speed 20 ft.

Melee mwk orc double axe +7 (1d8+4/x3) Ranged javelin +5 (1d6+3) Special Attacks smite good 1/day (+3 damage)

Str 17, Dex 15, Con 13, Int 10, Wis 10, Cha 8 Base Atk +3; CMB +6; CMD 17 Feats Cleave, Power Attack, Two-weapon Fighting Skills Intimidate +5, Perception +3 Languages Common, Orc Combat Gear 2 potions of bull's strength; Other Gear full plate, 3 javelins, masterwork orc double axe

FIENDISH ORCS (2) XP 200

Male fiendish orc warrior 2 (Pathfinder Roleplaying Game Bestiary, "Orc," "Fiendish") CE Medium humanoid (orc) Init +0; Senses darkvision 60 ft.; Perception -2

AC 17, touch 10, flat-footed 17 (+7 armor) hp 15 (2d10+4)

LEVEL 4: THE DROW AND THE GHOUL

Fort +4; Ref +0; Will -2 Defensive Abilities ferocity; Resist cold 5, fire 5; SR 5 Weakness light sensitivity

Speed 20 ft. Melee mwk greataxe +7 (1d12+4/x3) Ranged javelin +2 (1d6+3) Special Attacks smite good 1/day (+2 to damage)

Str 17, Dex 11, Con 12, Int 8, Wis 7, Cha 6 Base Atk +2; CMB +5; CMD 15 Feats Weapon Focus (greataxe) Skills Intimidate +3 Gear splint mail, 3 javelins, masterwork greataxe

HOWLER

XP 300

CR 3

hp 37 (Pathfinder Roleplaying Game Bestiary 3, "Howler")

Tactics: The orcs sic the howler on any trespassers who enter the cave while they stand back and hurl a volley or two of javelins. The orcs then close in for melee and fight to the death.

Treasure: If an interested buyer could be found for the macabre paintings, the murals (3 in all) could fetch between 200–400 gp each. The bags (which weigh 10 pounds each) each contain hundreds of tiny crystals that appear to be little more than slivers of broken glass. Indeed they are far more useful than that. If they are melted down and then applied to a

suit of metal armor, the armor (and its wearer) gains fire resistance 2 and cold resistance 2. The crystalline coating adds 5 pounds to the armor's weight. A PC recognizes the crystals with a successful DC 20 Knowledge (arcana) check or DC 22 Knowledge (nature) check. Anyone with the Craft Magic Arms and Armor feat gains an additional +2 bonus to his knowledge skill check. Each bag contains enough crystals to coat a single suit of Medium armor. A merchant who recognizes the crystals for what they are pays 1,250 gp per bag.

Development: These orcs are merchants of sorts, on their way to a large city in the Under Realms to sell both the paintings and the crystals. They got sidetracked in Barakus and are now stuck here. While they have a loose alliance with the Thelkor, they are not about to come to his rescue. In fact, if he dies, they are quick to seek the brass rectangle they know Sizret wants and use it to pass through **Area 4-15** and to the Under Realms. If the PCs slay Thelkor, Griebalm might try to negotiate for the rectangle. Or, if the PCs have already slain most of the drow and the door to **Area 4-15** is already open, the orcs might just head out without paying the PCs any further attention. Then again, an adventuring party weakened by several tough combats might supply them some interesting plunder to sell along with their current stash.

Area 4-24: Entrance to Level 3B

The passage twists and slopes upward for several hundred yards before arriving at **Area 3B-7**.

Level 4A: The Hall of the Sword

When the wizards and clerics of Barakus created the *sword of Kell*, they wanted to be sure it did not fall into the wrong hands. Thus, this level was constructed. With enough foreknowledge, the sword can be obtained with no difficulty or danger. The level was designed, however, to punish those seeking to steal the sword.

Standard Features

All the rooms are made from cut, mortared stone, and are lit by *everburning torches* in wall sconces. Unless otherwise noted, the doors have hardness 5, hp 20, Break DC 25.

Entrances/Exits

The only entrance to this level is the twisting passageway from **Area 3A-15** that terminates in **Area 4A-1**.

Wandering Monsters

There are no wandering monsters on this level.

Keyed Locations Area 4A-1: Choices, Choices (CR 3)

The sloping passage from **Area 3A-15** terminates in a large rectangular chamber. All five doors are ironbound and securely locked (hardness 5; hp 20; Break DC 25; Disable Device DC 25). Written above the threshold on the eastern wall in Arthemin are the words:

"Leave ye now if you do not know the way."

The northern door is **trapped**. Anyone picking the lock or breaking down the door triggers a *magic missile* **trap**. There is nothing but a blank wall beyond the trapped door. However, a successful search of the wall (DC 20 Perception) reveals a small depression, within which is a brass plate with a diagram. This diagram shows the pattern one must follow on the checkerboard floor in Area 4A-6 (see Area 4-6 on the Hall of **the Sword Map**). The secret door requires a DC 22 Perception check to locate.

MAGIC MISSILE TRAPCR 3XP 800Type magic; Perception DC 26; Disable Device DC 26

Trigger spell; Reset automatic

Effect spell effect (*magic missile*, 1d4+1 [x3], CL 5th); never miss; multiple targets (up to 3)

Secret Door: 4 in. thick; hardness 8; hp 60; Break DC 28; Perception DC 22.

Area 4A-2: The Falling Floor (CR 5)

This room appears to be empty except for some wall sconces. Anyone examining the floor notices that it is covered with an odd, oily substance. The door in the west is unlocked.

Should more than 50 pounds of pressure be placed on the darkly shaded area of the floor, the entire lightly shaded area of the floor suddenly drops down at a 75-degree angle. Anyone anywhere on the shaded area must succeed on a DC 20 Reflex save to avoid sliding down the slick floor into a wide pit filled with sharpened spikes.

Note: Only those characters within reach of a wall or the eastern portion of the room are allowed this saving throw. Those in the middle of the floor have nothing to grab onto. Characters clinging to the wall must still somehow climb to safety. A failed DC 20 Climb check results in the character tumbling down the incline into the pit.

FALLING FLOOR PIT TRAP XP 1,600

Type mechanical; Perception DC 20; Disable Device DC 20

Trigger location; Reset manual

Effect 20 ft. deep (2d6 falling damage); pit spikes (Atk +10 melee, 2d4 spikes per target for 1d6+1/18–20 each); DC 20 Reflex avoids; multiple targets

The door in the west leads to a blank wall.

Area 4A-3: The Golem Door (CR 7)

This simple east-west passage ends in a **locked wooden door** (hardness 5; hp 20; Break DC 25; Disable Device DC 20). The door is fake, but opening it produces a **flesh golem** via a concealed elevator at the spot marked "G" on the map. The golem attacks the nearest character immediately and fights until slain.

FLESH GOLEM

XP 3,200

CR 7

CR 5

hp 79 (Pathfinder Roleplaying Game Bestiary, "Golem, Flesh")

Area 4A-4: The Ape Room (CR II)

This empty room contains only four doors. Close examination of the room (DC 15 Perception), however, reveals 1-foot-wide metal seams down the center of each wall. This entire room is **trapped**. Should any of the doors (all of which are fake) be touched, iron walls spring from the seams and slam together in the center of the room, effectively creating four, 20-foot-by-20-foot rooms. Anyone standing in the exact

LEVEL 4A: THE HALL OF THE SWORD

center of the chamber suffers 8d6 damage and is pinned. As soon as the walls have slammed shut, **4 fiendish dire apes**, one at each "A", appear and attack the nearest PC. The metal walls remain closed for 5 rounds, after which they slide back into the stone walls. Characters earn XP for both traps by defeating the first one, regardless if the second one is also sprung.

Note: Touching the doors once the walls have receded causes them to shut again, though no more dire apes are summoned.

SLAMMING WALLS TRAP CR 7 XP 3,200 Type mechanical; Perception DC 30; Disable Device DC —

Trigger touch; Reset automatic

Effect crushing iron walls (8d6 crushing damage, Reflex DC 15 avoids); multiple targets; triggers summon monster IV traps

SUMMON MONSTER IV TRAPS (4)CR 6XP 2,400Type magic; Perception DC 29; Disable Device DC 29

Trigger spell; Reset automatic

Effect spell effect (summon monster IV, summons 1 fiendish dire ape, CL 7th)

FIENDISH DIRE APES (4)

hp 30 (see Area S2, Pathfinder Roleplaying Game Bestiary, "Ape, Dire," "Fiendish")

Area 4A-5: The Trapped Hall (CR 9)

At the spot marked "**T**" on the map is a 10-foot-by-10-foot pressure plate. As soon as 50 pounds or more of pressure is placed on the plate, a 20-foot-wide **trapdoor** in the shaded area of the corridor opens. The trapdoor is actually two 10-foot-by-10-foot trapdoors, one hinged on the east and the other on the west. Anyone standing in the shaded area is dropped 10 feet to a 20-foot-wide metal ramp that slopes down at a 75-degree angle for 30 feet. Characters are allowed a Reflex save to see if they can grab hold of the wall or floor in the passage. Those who fail their save tumble down the ramp and then drop down another 20 feet into a 15-foot-by-40-foot chamber. As soon the trapdoor above has been sprung, a **deadly gas** is released in this chamber, filling the entire room in one round. The gas dissipates after 20 rounds.

The trapdoor in the passage remains open as long 50 pounds of pressure remains on the pressure plate. Should this pressure be removed, the doors slam shut. Anyone still dangling from the floor or wall when the doors close suffers 4d6 damage and is pinned by the two sides of the trapdoor. A character may avoid this consequence by letting go (DC 15 Ref save), though he is then dropped down to the ramp and on into the gas-filled chamber.

TRAPDOOR	CR 3
XP 800	
Type mechanical; Perception DC 20; Disable Device D	C 20

Trigger location; **Reset** automatic **Effect** 30 ft. deep pit (3d6 falling damage); DC 20 Reflex avoids; multiple targets

POISON GAS TRAP XP 4,800 Type mechanical; Perception DC NA; Disable Device NA

Trigger location; Reset repair Effect poison gas (burnt othur fumes); never miss; onset delay (1 round)



Area 4A-6: The Checkerboard Hall (CR 8)

This wide hallway ends in a set of locked, brass, double doors. Carved into the wall flanking the doors are a pair of tall, stern looking warriors, each dressed in full ceremonial plate armor and carrying a greatsword. The double doors (4 in. thick; hardness 10; hp 120), cannot be picked or opened with a knock spell, although a dispel magic (DC 25) unlocks the doors for 3 rounds. The floor of this hall is painted in a black and gray checkerboard.

If the checkerboard is traversed in the pattern shown on the map, the hall can be crossed safely, and once a character steps on the final square, the doors unlock. When a character steps on a correct square in the correct order, he feels a soft heat emanating from that square. Should a character step on a square other one of those indicated in the pattern, or step on a square in the pattern but not in the correct order, he receives a violent electrical shock. A character must step on all the correct squares in the correct order to open the doors. Once the doors have been opened the trap is deactivated for 48 hours.

ELECTRIFIED FLOOR TRAP CR8 XP 4.800

Type mechanical; Perception DC NA; Disable Device NA

Trigger location; Reset automatic

Effect electric shock (4d4 electrical damage; DC 17 Fort save half)

Area 4A-7: The Sword Hall (CR 12)

The double doors from Area 4A-6 open into an absolutely massive hall. The ceiling of the chamber is domed and arches 40 feet above the floor. Running through the center of the room is a 20-foot-wide red carpet. To either side of the carpet are a number of suspiciously life-like statues of warriors armed with halberds (W) and composite longbows (A).

At the end of the carpet is a stone platform, upon which is the sword of Kell. Written across the platform in Arthemin are the following words, "Speak ye the prayer and slay he who will not die."

If a character speaks the warrior's prayer (see Area 1-23) in its entirety he may remove the sword of Kell without incident. If, on the other hand, he so much as touches the sword without first saying the prayer, the statues, actually 12 statue guardians, animate and attack. Six statue guardians are armed with halberd-like reach weapons, whilst the other six have bows. The weapons are integrated into the structure of the statue guardians and cannot be removed. A statue guardian is a basic, animated statue created to guard a location or item. Typically, the guardians are programmed to animate when a specific trigger has been thrown, be it a holy item touched, or a threshold crossed.

WARRIOR STATUE GUARDIANS (6) XP 1.200

CR4

N Medium construct (Pathfinder Roleplaying Game Bestiary, Pathfinder Roleplaying Game Ultimate Magic, "Animated Object")

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

AC 15, touch 10, flat-footed 15 (+5 natural) hp 36 (3d10+20) **Fort** +1; **Ref** +1; **Will** -4 Defensive Abilities hardness 8; Immune construct traits

Speed 30 ft.

Melee slam +5 (1d8+3) Space 5 ft.; Reach 10 ft.

Str 14, Dex 10, Con —, Int —, Wis 1, Cha 1 Base Atk +3; CMB +5; CMD 15 SQ construction points (3 CP; stone 1 CP, exceptional reach 1 CP, improved attack 1 CP)

ARCHER STATUE GUARDIANS (6) CR4 XP 1,200

N Medium construct (Pathfinder Roleplaying Game Bestiary, Pathfinder Roleplaying Game Ultimate Magic, "Animated Object")

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

AC 15, touch 10, flat-footed 15 (+5 natural) hp 36 (3d10+20) Fort +1; Ref +1; Will -4 Defensive Abilities hardness 8; Immune construct traits

Speed 30 ft. Ranged longbow +3 (1d8)

Str 14, Dex 10, Con —, Int —, Wis 1, Cha 1 Base Atk +3; CMB +5; CMD 15 SQ construction points (4 CP; stone 1 CP, improved attack 1 CP, ranged attack 2 CP)

Tactics: The statue guardians' goal is to prevent the character with the sword from leaving the hall. The archers begin firing while the warriors immediately charge the sword carrier and attempt surround him or form a wall in front of him. The stone guardians ignore all other characters in the hall until the sword carrier leaves or is slain, at which point they begin attacking other characters. Should another character pick up the sword once the initial sword carrier has fallen, all the remaining stone guardians direct their attacks on him. The sword guardians do not leave this chamber.

Activating the Sword

The sword of Kell is a +1 greatsword. However, if it is taken to Area 2-23 and placed in the depression in the metal circle when all three posts are "lit," it is transformed into +3 undead bane greatsword. While the sword is empowered, its wielder is immune to a lich's paralyzing touch and ignores a lich's DR. The activated sword may also be used to destroy the stone of madness on Level **3B** (it ignores the *stone*'s hardness), but doing so also destroys the sword. The sword remains empowered only as long as all the posts in Area 2-23 remain lit, or until Devron is slain. Upon Devron's destruction it reverts to a +1 greatsword.

Note: If the empowered sword is removed from the city that is brought anywhere other than Levels 2, 3A, 3B, 4, 4A, 4B, or 5, before Devron is slain, it loses all its powers and must be reactivated.

THE SWORD OF KELL

Aura strong abjuration; CL 15th Slot none; Price 2,350 gp; Weight 8 lbs.

CONSTRUCTION

Unknown. The means by which the wizards of Barakus created the sword of Kell and the means to empower it have been lost to time.

Level 4B: The Hall of the Shield, or the "Riddle of the Shield"

Sealed within this hidden level is a defensive shield of great power. It was through use of this mighty item that Devron was defeated. The shield was hidden away to prevent it being stolen, and guarded so that only the bravest, wisest and most knowledgeable could retrieve it. A series of puzzles and riddles await our intrepid adventurers on this level.

Standard Features

All the rooms are made from cut, mortared stone, and are lit by permanent *continual light* torches set in wall sconces.

Entrances/Exits

The only entrance to this level is the twisting passageway from **Area 3A-15** that terminates in **Area 4B-1**.

Wandering Monsters

No wandering monsters are on this level.

Keyed Locations

Area 4B-1: It's Puzzling

The sloping passage from **Area 3A-15** terminates in a large, 100-foot-by-75-foot rectangular chamber. This room has four doors, one marked with a star, one with a moon, one with a skull and one with a crown. Each symbol on each door is movable centrally and can be rotated to be upright or upside down. In either of these positions, it *"clicks"* into position and locks. When the chamber is first entered, all are in the upright position. The four doors are all magically and mechanically locked (with large, centrally located, iron rods and *arcane locks*). Moving the symbols to the upside-down position releases the *arcane locks* and retracts the iron rods, allowing the door to be opened. They cannot be opened otherwise unless *knocked* and physically destroyed. Destruction of the doors automatically triggers the **traps** behind them.

In the center of the floor is a diagram with the 4 various symbols (star, moon, skull, crown) inscribed on it, and one blank spot in the lower left-hand quarter.

In order to solve the puzzle, the symbol of the skull must be turned upside down until it clicks into position, and all other symbols left alone (or returned to their original, upright position). This unlocks the skull door and allows access to **Area 4B-2**. The puzzle solution is that the upsidedown skull always is present to the left of the right-side-up star. Any other solution is wrong.



You Chose Poorly . . . (CR 16+ for poor choosers . . .)

Incorrect puzzle solutions unlock the first door that has a symbol turned upside down. Each has a trap-like effect:

1. If the crown door is pulled open, it reveals a 10-foot-by-10-foot stone in the room beyond. Two rounds after the door is opened, a *fireball* emanates from the room, exploding in the center of **Area 4B-1** for 6d6 points of damage to all within the chamber.

FIREBALL TRAP CR 6 XP 2,400 Type magical; Perception n/a; Disable Device n/a

Trigger location; Reset automatic

Effect spell effect (fireball, 6d6 fire damage, DC 14 Ref half); onset delay (2 rounds); multiple targets (all within a 20 ft. radius)

2. If the star door is pulled open, it reveals an illusory chamber beyond, seemingly 100 feet by 100 feet. If the (real) room is entered, the first to enter the room is crushed by a stone block sliding down from above. This trap can be detected, and possibly disarmed, if one can think of a

way to stop a huge stone block. Anyone crushed takes 20d10 points of damage. The stone then slides back up when the door is closed, resetting the mechanism.

FALLING BLOCK TRAP	CR 16
XP 76,800	
Type mechanical; Perception DC 20; Disable	Device DC 20

Trigger location; Reset automatic

Effect Atk +15 melee (20d10); multiple targets (all targets in a 10-ft. square)

3. If the moon door is opened, it reveals a 10-foot-by-10-foot chamber with a bas-relief grinning moon face on the far wall. This moon face begins breathing out a cloud of toxic gas (similar to a *cloudkill* spell). The cloud is 30 feet in diameter and moves 20 feet per round randomly after the first round, when it moves outward from the face. The gas dissipates 1d3 rounds after the door is reset.

CLOUDKILL TRAP	CR 7
XP 3,200	
Type magical; Perception n/a; Disable Device n/a	

Trigger location; **Reset** automatic **Effect** spell effect (*cloudkill*, DC 17 Fort partial); multiple targets (all within a 20 ft. radius)

Area 4B-2: Voodoo Child (CR 6)

This rectangular room is 50 feet by 70 feet, and is seemingly constructed of white, seamless plaster walls with no exits. Hidden behind the plaster are two doors, one to **Area 4B-3** and one to **Areas 4B-4**, **5** and **6**. These doors are unlocked, but cannot be accessed unless the plaster is broken away from them. The only problem with that plan is that also encased in the plaster are the bodies of **4 juju zombies**.

The zombies are encased in the plaster. If it is broken, they animate and attack. Note that the zombies spend the first round breaking themselves out of the walls, so the PCs gain a full round of actions before combat is joined.

JUJU ZOMBIES (4)CR 3XP 800The Tome of Horrors Complete 750Male human juju zombie fighter 3

NE Medium undead (augmented humanoid) Init +7; Senses darkvision 60 ft.; Perception +2

AC 22, touch 13, flat-footed 19 (+6 armor, +3 Dex, +3 natural) hp 28 (3d10+18 plus 6)

Fort +5; Ref +4; Will +1

Defensive Abilities channel resistance +4; **DR** 5/magic and slashing; **Immune** cold, electricity, *magic missile*, undead traits; **Resist** fire 10

Speed 30 ft.

Melee longsword +9 (1d8+5/19-20) or slam +8 (1d6+7)

Str 20, Dex 16, Con —, Int 4, Wis 10, Cha 14

Base Atk +3; CMB +8 (+10 sunder); CMD 21 (23 vs. sunder)Feats Alertness, Cleave^B, Improved Initiative^B, ImprovedSunder^B, Power Attack^B, Toughness^B, Weapon Focus(longsword)Skills Acrobatics +0, Climb +13, Perception +2, Ride +0,Sense Motive +2; Racial Modifiers +8 ClimbLanguages CommonSQ armor training 1

Gear chainmail, longsword

Tactics: Treat the juju zombies sort of like the zombies in the movie *The Mummy*. These guys leap and hop around with tremendous speed and agility. They climb walls like spiders, and shriek and howl while fighting. The zombies should not prove too tough an adversary for anyone who has accessed this level; however, their intimidation factor can be played up well.

They tend to gang tackle one opponent rather than splitting up. Hence, all attack the same opponent if possible. Otherwise, they are zombies...

Area 4B-3: Gordian's Not

This room is diamond-shaped and measures 100 feet on each side of the diamond. The walls are constructed of red mud brick, cemented together with white mortar. In the center of the room is a 12-foot-long statue of a sphinx that weighs 18,000 lbs. Careful examination of the statue reveals that it wears a necklace — carved into the stone. On the necklace are three sockets — as if gems once present in the necklace are missing.

If the three objects found in **Areas 4B-4** to **6** are placed in the sockets, the sphinx statue slides back 10 feet to reveal the final riddle:

<i>"A lonely wanderer, wounded with iron, I am smitten with war-blades, sated with strife,</i>
Worn with the sword-edge; I have seen many battles, Much
hazardous fighting, oft without hope
Of comforts or help in the carnage of war Ere I perish and fall
in the fighting of men.
The leavings of hammers, the handiwork of smiths, Batter and
bite me, hard-edged and sharp;
The brunt of the battle I am doomed to endure. In all the folk-
stead no leech could I find
With wort or simple to heal my wounds; But day and night with
the deadly blows
The marks of the war-blades double and deepen."

The answer to this riddle is, of course, "*shield*." If this is spoken, a *phase door* appears on the floor and leads to **Area 4B-7**. The door remains open for 1 full day.

Area 4B-4: Honey Works Better than Vinegar

This rectangular room is 100 feet by 50 feet and is composed of brown stone streaked with black. In the center of the room is a small, metal castle set in the floor. The castle has 5 small alcoves on each tower — exactly the same size as a soldier model as described below. In 180 small niches in the walls are toy soldiers of various colors, all carrying spears. Striped soldiers of various combinations of 2 colors each: red, yellow, green, black, white, grey, blue, orange and purple are present. Hence, there are red/blue striped soldiers, orange/purple striped soldiers, yellow/black striped soldiers, yellow/red striped soldiers, etc., in all combinations. There are 5 soldiers of each color for a total of 180 soldiers. A riddle on the floor reads:

"Thousands lay up gold within this house, but no man made it. Spears past counting guard this house, but no man wards it."

The answer, of course, is a "*beehive*." The correct procedure is to place the 5 yellow-and-black soldiers into the castle niches (because they look like bees).

If this is done, a clockwork mechanism rotates the central tower to the right, opening the castle gate. A queen model comes out of the gate (like a cuckoo clock), bearing a small carved red gem in the shape of



a crown. This is one of the activation objects for the sphinx statue in Area 4B-3.

Any incorrect placement of 5 soldiers results in the central tower firing a single *magic missile* at a random player (for 1d4+1 points of damage). If the castle is damaged (attacked), it shoots 1d6 *magic missiles* each round, hitting random targets.

Area 4B-5: Fishbowl (CR 7)

This rectangular room is crafted of bluish colored, smooth stone. The walls and floors are covered with symbols and carvings of hundreds of animals and plants. Small holes line the edges of the room's floor. Unless spiked open, the door closes by itself and seals with an *arcane lock* 6 rounds after the room is first entered. The door is made of solid stone and is 6 inches thick. Once the door is sealed, water slowly begins to seep through the holes to fill the room. After 20 minutes, the room fills completely, drowning anyone within. After 2 days, the water drains, and the door unlocks again.

FISHBOWL TRAP C XP 3,200 Type mechanical; Perception 25; Disable Device 25

Trigger location; Reset automatic; Bypass fish icon Effect room fills with water in 20 minutes

Inscribed upon the floor is the following riddle:

"My house is not quiet, I am not loud; But for us the gods fashioned our fate together.

- *I am the swifter, at times the stronger, My house more enduring, longer to last.*
- At times I rest; my dwelling still runs; Within it I lodge as long as I live.

Should we two be severed, my death is sure."

The answer, of course, is "*fish*." Once the door closes, the icons on the walls detach and become loose. At this point, one can push them (like a button). If the fish icon (one of the hundreds that can be found) is pushed, the water drains and the door unlocks. This also has the effect of releasing a small stone pillar in the center of the "O" in the word "*gods*." This pillar raises 3 feet. If examined, it is found to have a hollow spot within it, 2 feet below the top. In this hollow is a blue, star-shaped gemstone. This is one of the activation objects for the sphinx statue in **Area 4B-3**.

CR7 Area 4B-6: Candle in the Wind

This rectangular room is 100 feet by 50 feet, with walls of red stone, cemented by white mortar. A blacksmith's forge lies against the far wall, seemingly unused. Blacksmith tools, including a hammer, tongs, a bellows, a jug of water (sealed with wax), a large chunk of unwrought iron, a ceramic container of coal and an anvil lie next to it. In the center of the forge is a moon-shaped gemstone sitting on a small stand. Next to

it is a hole about 2 inches across. A force field (similar to a *wall of force*) surrounds the gemstone, making it impossible to touch the stone. The only thing that passes through the force field is air. On the base of the forge is inscribed the following riddle:

"I pass before the sun and make no shadow."

The answer, of course, is "*wind*." If the PCs use the bellows to blow the gemstone off its perch and into the adjacent hole, it rolls down the hole and lands in front of the forge. This is one of the activation objects for the sphinx statue in **Area 4B-3**.

Area 4B-7: The Shield Hall (CR 7)

This 100-foot-by-100-foot square room is lit as are the rest of the rooms on this level, only with a much brighter blue light. The *phase door* from **Area 4B-3** opens on the west wall of the room. The room itself has smooth walls of polished white stone, and is filled with 2 inches of water. The water is clean and clear, without even a trace of silt. In the center of the room is a dais raised 2 feet above the rest of the room. The dais burns floor to ceiling with a 20-foot-diameter pillar of magical fire. The fire is extremely hot (10d6 points of damage per round from passing through, 2d6 points of damage for a quick touch). The fire is hot enough to melt steel or nearly anything else placed within it. In the center of the fire, seemingly untouched by the heat and flame, is a silver shield (that is far too hot to touch). Twenty feet in front of the dais is a large, 4-foot-tall silver font, empty of water. The fire, shield and font all detect as magical. Inscribed on the front of the font are magical runes. *Read magic* reveals the following text:

"Summon forth the raging man of water, and speak his name then die, Aquis."

If the font is filled and the name "*Aquis*" is spoken, the font spews forth a hostile **huge water elemental**.

CR7

HUGE WATER ELEMENTAL XP 3,200

hp 95 (Pathfinder Roleplaying Game Bestiary, "Elemental, "Water").

Tactics: The elemental attacks immediately, attempting to slay all in the room. The trick here is to draw the elemental into the column of flame (it is enraged, and takes the closest straight line right at the closest opponent). Striking the column of flame does 12d6 points of damage to the elemental and extinguishes the flame, allowing access to the shield.

Once the column of flame is gone, the shield can be accessed. The shield is the *Shield of Kell*. The elemental doesn't pursue anyone out of the chamber, and returns to its home plane once the *Shield* has been claimed.

The Shield of Kell

Aura faint abjuration; CL 5th Slot shield; Price 7,170 gp; Weight 15 lbs.

This +2 heavy steel shield is similar to a dragonslayer's shield (see the Pathfinder Roleplaying Game Ultimate Equipment). The wearer of this shield gains a +2 bonus on Reflex saves against effects that originate or burst from a point outside his own square, as though he had cover. It does not protect against spread effects. This bonus does not stack with that granted by actual cover or give cover to any creature other than the wearer. In addition, the shield grants its wielder a +2 morale bonus on Will saves against a lich's fear aura ability. These bonuses are doubled against Devron the lich.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, remove fear, shield of faith; **Cost** 3,670 gp

Level 5: Devron's Prison

Here then, is Devron's infamous prison. Years ago, when the wizards of Barakus discovered what Devron was up to, they imprisoned the lich in this powerful prison. Strong magics placed upon the prison prevented the lich from using his magic to escape it. Locked away in his prison, Devron summoned several undead creatures that he employed as servants, and, should the need ever arise, guards. Next, at great expense of personal power, he summoned forth the *stone of madness*, which proved to be the great city's undoing. Centuries have passed, and the lich, his power now greatly diminished, waits for some unwitting adventurers to free him from his prison.

However, before he was imprisoned, Devron created the *helm of power* (see Area 4-20). With the *helm* he can return to his full stature as a 13th-level lich necromancer. The *Helm* is very tricky, however, and presents itself to an unsuspecting wearer as a protective device with some important information about locating Devron.

Standard Features

The caves here are all hewn from the natural rock. Anyone with an appropriate Knowledge skill notices that the walls, while rough, were obviously man-made.

The following spells do not function on this level: *clairvoyance*, *dimension door, discern location, ethereal jaunt, etherealness, move earth, passwall, plane shift, scrying, teleport, teleport without error, teleportation circle*, and *transmute rock to mud*. Note that if you are using sources other than just the *Pathfinder Roleplaying Game Core Rulebook*, all other spells that would allow one to teleport, phase through, or otherwise bypass or view beyond the prison's walls do not function.

Wandering Monsters

There are no wandering monsters on this level.

Keyed Locations Area 5-1: The Warding Gate

The stairs from **Area 3B-18** terminate in a wide, natural stone passage. At the east end of the passage is an ornately carved stone arch. Within the arch shimmers an opaque curtain of scintillating lights — reds, blues, and greens — oscillating hypnotically. Close examination of the arch reveals faded lettering in Arthemin that reads the following:

Pass ye only of purest intent. Darkness for those within and without awaits transgressors.

No creature of evil alignment can pass through this curtain (as per a neutral good *forbiddance* spell, CL 18th, DC 22 Will save for half). Any undead creature that so much as touches the curtain is utterly destroyed, with no saving throw. Non-evil creatures that attempt to pass through the curtain hear a voice in their heads asking the following questions:

"Have you the sword?"

The correct answer is "yes."

"How many torches have you lit?"

The correct answer is "3."

"Who do you seek?"

The correct answers are: "He Who Does Not Die," or "Devron", or "The Lich."

If any question is answered incorrectly the character is hurled back from the curtain. Characters may try again to pass through but if they fail three times, they are never again able to pass through the curtain; they are simply repelled without hearing the questions.

When a non-evil character attempts to leave **Area 5-1**, the portal asks one question:

"Is he dead?"

If the character answers yes, the portal is forevermore turned off. If he answers no, he may leave, but the portal remains on.

Note: Spells such as *teleport, dimension door, passwall* and so on are utterly ineffective to bypass this portal.

Area 5-2: The Cliff Cave (CR 8)

At the east end of this cave is a high cliff that drops 50 feet to the cave below (**Area 5-3**). The **secret door** on the southwest is extremely difficult to locate (DC 28 Perception) and also **trapped** (see below).

Devron has stationed **2 wights** here to guard the entrance. They hide, one in each of the northern alcoves, and spring out at anyone who passes through the curtain.

Note: The PCs may not be able to pass through the curtain simultaneously, as some might not answer the question correctly. If this is the case, the wights take full advantage of the PCs' lesser numbers and attempt to subdue their opponents before reinforcements arrive.

WIGHTS (2) XP 800

CR 3

CR 6

hp 26 (Pathfinder Roleplaying Game Bestiary, "Wight")

ICE STORM TRAP XP 2,400

Type magic; Perception DC 29; Disable Device DC 29

Trigger touch; Reset automatic

Effect spell effect (*ice storm*, 3d6 bludgeoning and 2d6 cold, CL 7th); multiple targets (all within 40-foot cylinder)

Area 5-3: The Ghast Warren (CR 8)

This huge cave's ceiling is over 120 feet high. Bisecting the cave is a pool of water that bubbles up from an underground spring. The water flows south through a 10-foot-wide opening in the cave wall and continues



through a narrow channel and then into Area 5-4. The water is 25 feet deep at its center and 10- to 12-feet-deep where it flows south. A small island of rock rises out of the center of the pool.

A total of **8 ghasts** prowl this cave; three on the east side of the cave, and five on the west. They attack anything that enters this area and are particularly swift to pounce on characters attempting to scale down the cliff face.

Note: They are likely to hear the sounds of combat in **Area 5-2**. If this is the case, they quickly hide against the walls to make the cave appear empty.

GHASTS (8) CR 2 XP 600 hp 17 (see Wilderness Overview, Pathfinder Roleplaying

Game Bestiary, "Ghoul")

Swimming in the River: Attempting to swim from Area 5-3 to Area 5-4 via the underground river requires a successful DC 10 Swim check. There is very little headroom in the channel between the caves, and the water is certainly deep enough for a character to drown. Remember to have the characters make a Swim check every round. If a character is drowning, he is still carried downstream at a rate of 5 feet per round by the current. Once in the large pool in Area 5-4, the current no longer carries him southward.

Note: Swimming upstream from **Area 5-4** to **Area 5-3** is harder (DC 15 Swim).

LEVEL 5: DEVRON'S PRISON

The Island: There is not a single smooth surface on this jagged rock formation, and it counts as difficult terrain. Anyone attempting to cross the island faster than 1/4 their normal movement rate or fighting must succeed at an Acrobatics check (DC 15, +1 per five feet over the minimum movement rate at which the character is attempting to travel) or fall, suffering 1d6 non-lethal damage from the rocks. Anyone failing their Acrobatics check by more than 8 is assumed to be tumbling down the rocks toward the water. At this point an additional DC 12 Reflex save must be made to avoid falling into the current.

The Secret Door: High up on the southern wall (40 feet) is a **secret door** (DC 25 Perception). Devron has carved tiny peepholes out of the door through which he can observe the proceedings below. (See **Area 5-7** below for details)

Secret Door: 4 in. thick; hardness 8; hp 60; Break DC 28; Perception DC 25.

Area 5-4: The Cave of the Impostor (CR 4)

This cave is similar in many ways to **Area 5-3**: its ceiling arches 55 feet into the darkness, and a large pool of water, fed by a channel through the north wall, stands in the eastern half of the cave. The water of the pool flows gently southward where it feeds into a submerged stream.

If the PCs arrive in this cave via the channel from **Area 5-3** they are greeted by what appears to be **pale-looking, male elf** who immediately runs to them and falls to his knees and begins thanking them profusely for saving his hopeless life.

This elf, who calls himself Thelstram, is, in fact, an **impostor**, summoned by Devron to enact a plan whereby he — Devron — might finally escape his prison of many centuries. See the **Appendix** for more complete information on the impostor.

IMPOSTOR

CR 4

XP 1,200 CE Medium undead (shapechanger) Init +6; Senses darkvision 60 ft.; Perception +10

AC 16, touch 12, flat-footed 14 (+2 Dex, +4 natural) hp 45 (6d8+18) Fort +5; Ref +4; Will +6; +0 vs. channeled energy Immune divination spells, undead traits

Speed 30 ft. Melee 2 slams +8 (1d6+4) Spell-Like Abilities (CL 9th): Constant—detect thoughts (DC 15) At will—detect secret doors, hold portal, invisibility, knock 1/day—charm person (DC 14), levitate, suggestion (DC 16)

Str 18, Dex 14, Con —, Int 15, Wis 12, Cha 16 Base Atk +4; CMB +8; CMD 20 Feats Blind-Fight, Improved Initiative, Skill Focus (Bluff) Skills Bluff +22, Diplomacy +9, Intimidate +12, Perception +10, Sense Motive +10, Stealth +11 Languages Common SQ change shape (alter self), mimicry, perfect copy

Mimicry (Ex) An impostor is proficient in all weapons, armor, and shields. In addition, an impostor can use any spell trigger or spell completion item as if the spells were on its spell list. Its caster level is equal to its racial Hit Dice. **Perfect Copy (Su)** When an impostor uses change shape, it can assume the appearance of specific individuals.

Combat: The impostor is under strict orders from Devron *not* to harm any good-aligned characters that find their way into this cave. At some point, however, he might be called upon to defend Devron, at which point he makes full use of his *invisibility, charm person,* and *suggestion* abilities before pulling out his short sword.

Development: As noted above, the impostor is posing as a male elf named Thelstram. His story goes that several years ago he and a band of adventurers found their way down to this level of Barakus and, after much struggle, found and killed Devron. Unfortunately, the battle was so fierce, only he remained standing. When he attempted to leave the cave, he discovered more ghasts had arisen in **Area 5-3** and he fled back to this cave. He has survived all these years on fish and water from the stream. With the help of the PCs he hopes to make it back to the surface once again.

Remember, the impostor's *detect thoughts* ability makes him an adroit liar, and he adjusts his story subtly to what the party knows to make it more believable. If they ask for proof, he takes them to **Area 5-5** and shows them the graves of his old party members (complete with skeletons) and what he claims to be Devron's remains. His goal is to get the characters to turn off the portal. If the party is still suspicious but willing to help him leave, he attempts to use his *suggestion* ability on a party member, commanding him to tell the portal Devron is dead.

Treasure: To make him appear more believable, Devron gave the impostor a pouch with 100 pp and four gems worth 200 gp each.

Secret Door: The eastern secret door is similar in all ways to that in Area 5-3 (see that area for stats). The secret door leading to Area 5-5 requires a DC 25 Perception check to locate.

Secret Door: 4 in. thick; hardness 8; hp 60; Break DC 28; Perception DC 25.

Area 5-5: Battleground and Gravesite

Against the northern wall of this large cave is an 8-foot-high dais, atop which is a dilapidated throne. The walls around the throne are scorched black, as if by some combustible magic. Below the dais are four raised mounds, with a shield stuck in one, an axe stuck in another, a quarterstaff stuck in another, and a bastard sword stuck in the last. All the weapons and the shield are masterwork. Lying across the throne is a tattered red robe.

Development: If the PCs want the impostor to verify his story he takes them to this cave. Here he explains that the robe was worn by Devron, and that he dug all four graves himself. He refuses to dig up his friends' remains to further verify his story, though if the PCs go ahead and do it themselves, they do in fact discover skeletons there (supplied by Devron to make the story more believable).

Area 5-6: The Mist of the Dead (CR 3)

This cave is filled with a thick, foul-smelling vapor. Anyone attempting to pass through it is affected as if by a *stinking cloud* spell (DC 18 Fort save). Undead can pass through this area without being affected.

Note: If Devron hears the PCs in this area, he races forward to attack them as they leave the mist, seeking to take full advantage of their weakened state.

Area 5-7: Devron's Cave (CR 8-14)

Devron, a lich necromancer, spends most of his time in this cave. There is a chair and a table against one wall, and two large chests against the southern wall. Otherwise, the cave is empty.

DEVRON XP 4.800

CR (effectively) 8

Male human lich necromancer 13 (effectively 7) (Pathfinder Roleplaying Game Bestiary, "Lich") CE Medium undead (augmented humanoid)

The Weakened Devron

At full strength, Devron is a 13th-level necromancer lich. However, the ritual he used to call forth the *stone of madness* weakened him severely. In effect, Devron has 6 negative levels, which decreases his power immensely. He is, for most combat purposes, only 7th level. He has fewer hit points, none of his higher-level spells, and penalties to all of his saving throws and skills. Although undead are immune to energy drain, this is a special penalty brought about by the massive loss of power he suffered after summoning the *stone*. Of course, if he regains his *helm of power*, he loses the 6 negative levels and is fully restored for as long as he wears the *helm*.

Init +6; Senses darkvision 60 ft.; Perception +17 Aura fear aura (DC 19, 7 rds.)

AC 19, touch 14, flat-footed 17 (+2 deflection, +2 Dex, +5 natural)

hp 83 (13d6+65); penalized by negative levels

Fort +1; Ref +0; Will +6; +4 vs. channeled energy Defensive Abilities channel resistance +4, rejuvenation; DR 15/ bludgeoning and magic; Immune cold, electricity, polymorph, undead traits

Speed 30 ft.

Melee +1 quarterstaff +8/+3 (1d6+2), or touch +7 (1d8+6, plus paralysis DC 19)

Special Attacks paralyzing touch

Necromancer Spell-Like Abilities (effectively CL 7th; melee touch +1):

10/day—grave touch (3 rounds)

Spells Prepared (effectively CL 7th; melee touch +1, ranged touch +2):

4th—animate dead, enervation, fear (DC 22)^B, scrying (DC 21), stoneskin, wall of fire

3rd—dispel magic, fly, fireball (DC 21), haste, lightning bolt (DC 21), slow (DC 20), vampiric touch^B

2nd—blindness/deafness (DC 20), ghoul touch (DC 20)^B, invisibility (x2), mirror image, see invisibility, spectral hand 1st—chill touch (DC 19), expeditious retreat, magic missile (x2), ray of enfeeblement (DC 19)^B, shield, shocking grasp 0 (at will)—detect magic, disrupt undead, ghost sound (DC 17), read magic

Specialist School Necromancy **Opposition Schools** Conjuration, Enchantment

Str 12, Dex 14, Con —, Int 24, Wis 14, Cha 16 Base Atk +6; CMB +1; CMD 15

Feats Brew Potion, Combat Casting, Command Undead (10/day, DC 19), Craft Staff, Craft Wand, Craft Wondrous Item, Improved Initiative, Iron Will, Scribe Scroll, Spell Focus (evocation), Spell Focus (necromancy), Toughness Skills Acrobatics –4, Appraise +14, Bluff +7, Climb –5, Craft (alchemy) +14, Diplomacy –3, Disguise –3, Escape Artist –4, Fly –4, Heal –4, Intimidate +10, Knowledge (arcana) +17, Knowledge (history) +14, Knowledge (planes) +14, Knowledge (religion) +14, Perception +17, Ride –4, Sense Motive +17, Spellcraft +14, Stealth +14, Survival –4, Swim –5; Racial Modifiers +8 Perception, +8 Sense Motive, +8 Stealth

Languages Abyssal, Aklo, Common, Daemonic, Draconic, Infernal, Orc, Undercommon

SQ arcane bond (object [+1 quarterstaff] [1/day]), life sight **Combat Gear** scroll of ice storm (CL 7th), scroll of invisibility, scroll of magic missile (CL 7th), scroll of scare, wand of lightning bolt (19 charges); **Other Gear** +1 quarterstaff, ring of protection +2, headband of intelligence +2 (keyed to Knowledge [arcana]), plain metal wristband (phylactery)



Tactics: Because Devron is likely to know in advance when he might have to face the PCs, he prefers to enter combat with the following spells already cast (in this order): *shield, expeditious retreat, spectral hand, haste,* and *mirror image*. If possible, Devron waits until just before entering combat to cast *haste* and *mirror image*. Once in combat, Devron prefers to lead with his *wall of fire,* and *fear,* followed by *fireball* and *enervation.* He does not hesitate to use his wand and scrolls, and reserves his *invisibility* spell and scroll to bid a retreat should defeat seem imminent.

Development: Devron watches the PCs through the spy holes in the three secret doors leading to **Areas 5-3**, **5-4**, and **5-5**. It is unlikely, therefore, that he is going to be surprised in his lair. If the PCs take the impostor's bait and turn off the portal, he hustles through the secret door in **Area 5-2**, thanks the PCs for releasing him, and, with the help of the impostor, attacks the PCs. He focuses all his magic on the PCs with the *sword of Kell* and the Helm. If the PC with the helm drops, Devron abandon's all other actions to get the helm. Should he get and don the helmet, the PCs are in very deep trouble indeed (see **The Restored Devron**, below).

Treasure: The chests, which are unlocked and not trapped (Devron has no one to protect his treasure from) contain 10,000 sp, 1,500 gp, 10 gems worth 25 gp each, *a folding boat*, +2 *light crossbow* and his **spellbook**.

The Phylactery: Devron's armband contains several strips of vellum with magical writing upon them. Remember, if the phylactery is not destroyed, Devron rises again. Rest assured, once restored to un-life he does everything in his power to seek his helm and vengeance.

The Restored Devron

Should Devron be able to don the *helm of power* he instantly gains back all the power he lost in creating the *stone of madness*. He is transformed into a 13th level necromancer, the statistics for which are listed below. Note, any spells he has already cast are still considered cast (and the remaining duration, if any, does not change), any damage he has taken still applies.

DEVRON XP 38,400

CR 14

Male human lich necromancer 13 (Pathfinder Roleplaying Game Bestiary, "Lich") CE Medium undead (augmented humanoid)

Init +6; Senses darkvision 60 ft.; Perception +23 Aura fear aura (DC 19)

AC 19, touch 14, flat-footed 17 (+2 deflection, +2 Dex, +5 natural) hp 113 (13d6+65) Fort +7; Ref +6; Will +12; +4 vs. channeled energy

Defensive Abilities channel resistance +4, rejuvenation; **DR** 15/bludgeoning and magic; **Immune** cold, electricity, polymorph, undead traits

Speed 30 ft.

Melee +1 quarterstaff +8/+3 (1d6+2), or +7 touch (1d8+6, plus paralysis DC 19) Special Attacks paralyzing touch

Necromancer Spell-Like Abilities (CL 13th; melee touch +7): 10/day—grave touch (6 rounds) Spells Prepared (CL 13th; melee touch +7, ranged touch +8): 7th—delayed blast fireball (DC 25), finger of death (x2) (DC 25)^B

6th—circle of death (DC 24)⁸, disintegrate (DC 22), globe of invulnerability, greater dispel magic

5th—cone of cold (DC 23), cone of cold (DC 23), magic jar (DC 23), passwall, waves of fatigue^B

4th—animate dead, enervation^B, fear (DC 22), scrying (DC 21), stoneskin, wall of fire

3rd—dispel magic, fireball (DC 21), fly, haste, lightning bolt (DC 21), slow (DC 20), vampiric touch⁸

2nd—blindness/deafness (DC 20), ghoul touch (DC 20)^B, invisibility (x2), mirror image, see invisibility, spectral hand 1st—chill touch (DC 19), expeditious retreat, magic missile (x2), ray of enfeeblement (DC 19)^B, shield, shocking grasp 0 (at will)—detect magic, disrupt undead, ghost sound (DC 17), read magic

Specialist School Necromancy Opposition Schools Conjuration, Enchantment

Str 12, Dex 14, Con —, Int 24, Wis 14, Cha 16 Base Atk +6; CMB +7; CMD 21

Feats Brew Potion, Combat Casting, Command Undead (10/day, DC 19), Craft Staff, Craft Wand, Craft Wondrous Item, Improved Initiative, Iron Will, Scribe Scroll, Spell Focus (evocation), Spell Focus (necromancy), Toughness Skills Appraise +19, Bluff +13, Craft (alchemy) +20, Intimidate +16, Knowledge (arcana) +23, Knowledge (history) +20, Knowledge (planes) +20, Knowledge (religion) +20, Perception +23, Sense Motive +23, Spellcraft +20, Stealth +20; Racial Modifiers +8 Perception, +8 Sense Motive, +8 Stealth

Languages Abyssal, Aklo, Common, Daemonic, Draconic, Infernal, Orc, Undercommon

SQ arcane bond (object [+1 quarterstaff] [1/day]), life sight Combat Gear scroll of ice storm (CL 7th), scroll of invisibility, scroll of magic missile (CL 7th), scroll of scare, wand of lightning bolt (19 charges); Other Gear +1 quarterstaff, ring of protection +2, headband of intelligence +2 (keyed to Knowledge [arcana]), plain metal wristband (phylactery) Spellbook: 0—all; 1st—alarm, burning hands, cause fear, chill touch, color spray, comprehend languages, expeditious retreat, identify, mage armor, magic missile, ray of enfeeblement, shield, shocking grasp; 2nd-acid arrow, arcane lock, blindness/deafness, darkness, ahoul touch, invisibility, knock, levitate, mirror image, protection from arrows, rope trick, scare, see invisibility, spectral hand; 3rd—dispel magic, fireball, fly, gentle repose, halt undead, haste, lightning bolt, slow, stinking cloud, vampiric touch; 4th—animate dead, contagion, dimension door, enervation, fear, ice storm, lesser globe of invulnerability, scrying, stoneskin, wall of fire; 5th—cloudkill, cone of cold, dominate person, magic jar, passwall, permanency, teleport, waves of fatigue; 6th—circle of death, chain lightning, contingency, disintegrate, globe of invulnerability, greater dispel magic; 7th—control undead, delayed blast fireball, finger of death, phase door.

Appendix: New Magic Items and Monsters

New Magic Items

Amulet of Protection Against Madness

Aura moderate abjuration; CL 6th Slot neck; Price 3,000 gp; Weight —

DESCRIPTION

Upon donning this amulet, the wearer is immune to any madness-inducing magic, including those affects caused by the stone of madness.

CONSTRUCTION

Requirements Craft Wondrous Item, protection from chaos; **Cost** 1,500 gp

Amulet of Protection from Wraiths

Aura moderate conjuration and necromancy; CL 9th Slot neck; Price 5,000 gp; Weight —

DESCRIPTION

This cursed amulet allows the wearer to withstand the attacks of and bypass the defenses of wraiths. The bearer is immune to a wraith's energy drain attack, and any weapon wielded by the bearer inflicts normal damage to a wraith. Wraiths can sense such an amulet, and are attracted the bearer, seeking to attack any companions he may have in preference to any other potential victims. Undead facing a cleric wearing such an amulet gain a -2 sacred penalty on saves versus energy channeling and turn or control undead attempts.

CONSTRUCTION

Requirements Craft Wondrous Item, death ward, plane shift; **Cost** 2,500 gp

Amulet of the Elf-Friend

Aura faint abjuration; CL 3rd Slot neck; Price 500 gp; Weight —

DESCRIPTION

The wearer of this simple necklace is immune to magic sleep effects and gets a +2 saving throw bonus against enchantment spells and effects as if the wearer were an elf. Worn by an elf, the amulet has no effect.

CONSTRUCTION

Requirements Craft Wondrous Item, creator must be an elf

or half-elf; **Cost** 250 gp

Arlcon's Bracers of Insanity

Aura strong transmutation; CL 14th Slot wrists; Price 40,000 gp; Weight 1 lb.

DESCRIPTION

These arm bands, forged by the evil wizard Arlcon centuries ago to torment his nemesis, Jazard the Bold, grant the wearer the following bonuses: +4 Strength, +4 Constitution, and a +4 deflection bonus to AC. It also lowers the wearer's effective Wisdom by -8 except when calculating Will saves, in which case the bonus remains unchanged. Once the bracers are donned, the wearer immediately goes insane, attacking anyone and anything in sight. The wearer's alignment also shifts to chaotic evil. Only a *remove curse* allows the victim to remove the bracers and restores the victim's original alignment.

CONSTRUCTION

Requirements Create Wondrous Item, bull's strength, endurance, mage armor, bestow curse; **Cost** 20,000 gp

The Arm of Gromm

Aura strong evocation; CL 14th Slot none; Price 19,312 gp; Weight 9 lbs.

DESCRIPTION

This +2 heavy mace is rumored to have been crafted by a mighty thunder god to strike down his foes. The mace deals an additional 1d6 lightning damage to undead creatures. In addition, once per day the wielder may cast lightning bolt as per a 5th level sorcerer with a Reflex save DC 16.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, lightning bolt; **Cost** 9,812 gp

Elixir of Death Ward

Aura moderate necromancy; CL 7th Slot none; Price 1,400 gp; Weight —

DESCRIPTION

This elixir staves off the effects of death magic. The imbiber gains a +4 morale bonus on saves against all death spells and magical death effects. The subject is granted a save to negate such effects even if one is not normally allowed. The subject is immune to energy drain and any negative energy effects, including channeled negative energy, for 7 minutes.

This potion does not remove negative levels that the subject has already gained, but it does remove the

penalties from negative levels for 7 minutes.

CONSTRUCTION

Requirements Craft Wondrous Item, death ward; Cost 700 gp

Executioner's Blade

Aura moderate evocation; CL 10th Slot none; Price 21,050 gp; Weight 6 lbs.

DESCRIPTION

Anyone who uses this +2 keen battleaxe to kill a living creature immediately begins hearing the baleful cries for mercy of its many victims. These wails continue even after the combat has ended and for a certain duration thereafter. If the blade is used to kill only once, the cries subside after three days; if the axe is used twice, the cries do not subside for three weeks; and if the blade is used three times, the cries do not subside for an entire year. This curse does not affect the wielder if the axe is used to destroy mindless creatures, constructs, oozes, outsiders, or undead. Only the wielder of the executioner's blade can hear the screams.

A welder of the executioner's blade hearing the cries takes a -4 penalty on hearing-based Perception checks and must succeed on a DC 20 Fortitude save each day in order to get proper sleep. On a failed save, the character becomes fatigued from sleep deprivation; on a second consecutive failed save, he becomes exhausted. Only a full 8 hours of sleep removes the fatigue and exhaustion (naturally, requiring a successful Fort save to complete). While hearing the screams, a spellcaster who prepares spells must succeed on a DC 20 concentration check in order to do so. Only a *heal, remove curse, atonement, wish,* or *miracle* spell removes the curse, and then only if the axe is never wielded again.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, bestow curse, caster level 6th; **Cost** 10, 625 gp

Flute of Hunting

Aura moderate conjuration; CL 5th Slot none; Price 9,000 gp; Weight —

DESCRIPTION

This magical flute is carved of bone and inscribed with runes and pictograms of various animals. Three times per day, if played by someone with at least 1 rank in Perform (wind instruments), the flute attracts normal animals. This has the effect of tripling chances of encountering game animals in rural areas, but has the unfortunate side effect of also attracting predators. For purposes of determining what animals are encountered, use the following table:

1d100	Effect
01–50	summon nature's ally I table
51-85	summon nature's ally II table
85–100	summon nature's ally III table

If used in a city, results can be disastrous, as rats, dogs, cats and even horses might show up and follow a character around, causing difficulties with their owners think the party are thieves. That, and hundreds of rats attracted to a characters location could cause other problems. Note that this item merely summons, and does not charm or otherwise control or allow communication with the animals.

CONSTRUCTION

Requirements Craft Wondrous Item, summon nature's ally III; **Cost** 4,250 gp

Headdress of the Birds

Aura faint divination; CL 1st Slot head; Price 1,250 gp; Weight 11b.

DESCRIPTION

This ancient headdress is made of copper, and consists of a single loop of copper wire allowing the wearer to communicate with natural avian creatures as if a speak with animals spell had been cast upon them. The type of birds that can be communicated with depends of the feathers present in the lozenge-shaped bangles that hang from the loop. If the feathers of a bird (eagle, owl, hawk, etc.) are placed within it, the wearer gains the ability to speak with each type of bird represented. This effect extends to certain monsters (e.g. cockatrices, rocs, etc.) as long as a feather is present in a bangle.

CONSTRUCTION

Requirements Craft Wondrous Item, speak with animals; **Cost** 625 gp

The Heart of Gromm

Aura moderate abjuration; CL 8th Slot neck; Price 12,000 gp; Weight —

DESCRIPTION

The wearer of this silver medallion inscribed with a lightning bolt on a gold chain gains energy resistance (electricity) 10. He may remove the *arm of Gromm* from its resting place in the Lost City of Barakus without being attacked by the guardian flesh golems.

CONSTRUCTION

Requirements Craft Wondrous Item, resist energy, must be a worshiper of the ancient god Gromm; **Cost** 6,000 gp

Horn of Unusual Things

Aura moderate enchantment; CL 9th Slot head; Price 10,000 gp; Weight 3lbs.

DESCRIPTION

This horn resembles the horn of a bull, freshly scorched on one end as if by a fire. It is engraved with carved spirals and loops. Twice per day, this horn can be blown with the effect of causing unusual things to happen within a 100 foot radius. For example, carnivores lose their taste for meat and become vegetarians, herbivores become ravenously hungry for meat, fires give off cold flames and ice gives off heat, plants grow at night and go dormant by day, good creatures become cross and cruel and evil creatures become warm and kind. A DC 15 Will save avoids this effect. Effects last for 24 hours, and should not be taken as too extreme. The GM is encouraged to make this create "weird" effects, not radically alter the game.

CONSTRUCTION

Requirements Craft Wondrous Item, *confusion*, creator must be a transmutation specialist wizard; **Cost** 5,000 gp

The Helm of Power

Aura strong abjuration [false] and divination; CL 15th Slot head; Price —; Weight 1 lb.

DESCRIPTION

This is a simple iron helmet encrusted with a few rubies. If worn by anyone other than Devron the Lich, the wearer learns the following:

• Devron is imprisoned just beyond the stone of madness.

• A special sword, kept on its own level, is needed to reach him.

• The helm protects the wearer from Devron's magic. This last piece of information is false. However, the only way to learn this is by casting a discern lies on the wearer of the helm itself. The helm is also warded against the spell detect evil. Only a legend lore or analyze dweomer reveals the full nature of the helm: If Devron wears the helm, his full power is restored (see **Restored Devron**, in **Area 5-7**). Thus the helm is of little value to anyone but Devron.

Note: This information is only given to good characters, since evil characters cannot free him. Thus, Thelkor has no idea of the helm's power.

CONSTRUCTION

Unknown. The means by which Devron created the *helm* of power have been lost to time.

Incense of Clear Air

Aura faint abjuration; **CL** 3rd **Slot** none; **Price** 75 gp; **Weight** 1/2 lb.

DESCRIPTION

When burned, this plain-looking incense eliminates all unpleasant or harmful odors within a 20 foot radius and provides a +2 bonus on Fortitude saves to resist odor-based attacks such as the *stinking cloud* spell or a monster's stench aura. One stick of incense burns for 48 hours.

CONSTRUCTION

Requirements Craft Wondrous Item, resistance; Cost 37.5 gp

The Ring of Rajick

Aura strong conjuration; CL 13th Slot ring; Price 20,000 gp; Weight —

DESCRIPTION

This plain platinum band appears to be a standard *ring of wizardry I*, and indeed it functions as such. It has, however, two additional features, both of which become known to the wearer once it is donned. As a standard action the wearer may *teleport without error* back to the top floor of the Wizard's Library (**Area S4**). Furthermore, and most importantly, the wearer is affected by a *lesser* geas spell to seek out the book of Korbus and return it to the tower. Since Rajick knew the basic location of the book, he imbued the ring with this information, which is then made known telepathically to the wearer. Until the book is returned the ring is considered *cursed* and cannot be removed except by the normal magical means. Once the book is returned the geas is lifted and the *teleport* power is lost, though the ring continues to function as a *ring of wizardry I*.

CONSTRUCTION

Requirements Forge Ring, limited wish, greater teleport,

lesser geas; Cost 10,000 gp

Ring of Redemption

Aura strong abjuration; CL 15th Slot ring; Price 100,000 gp; Weight —

DESCRIPTION

This very special gold band was forged specifically for the Governor of Endhome. Designed to give maximum protection in moments of crisis, upon uttering the command words "redeem Endhome" the ring activates and grants the wearer a +10 deflection bonus to AC for exactly 1 hour. The ring can only be activated once in a 24-hour period. The ring has, thus far, been handed down from one Governor to the next, though it is possible some retiring Governor might "forget" to hand it over to his successor.

CONSTRUCTION

Requirements Forge Ring, shield of faith; Cost 50,000 gp

Rug of Levitation

Aura moderate transmutation; CL 7th Slot none; Price 12,000 gp; Weight —

DESCRIPTION

This rug is similar in all way to a 5-foot-by-5-foot carpet of flying except mimics the arcane spell levitation.

CONSTRUCTION

Requirements Craft Wondrous Item, levitation; Cost 6,000 gp

The Shield of Kell

Aura faint abjuration; CL 5th Slot shield; Price 7,170 gp; Weight 15 lbs.

This +2 heavy steel shield is similar to a dragonslayer's shield. The wearer of this shield gains a +2 bonus on Reflex saves against effects that originate or burst from a point outside his own square, as though he had cover. It does not protect against spread effects. This bonus does not stack with that granted by actual cover or give cover to any creature other than the wearer. In addition, the shield grants its wielder a +2 morale bonus on Will saves against a lich's fear aura ability. These bonuses are doubled against Devron the lich.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, remove fear, shield of faith; **Cost** 3,670 gp

The Sword of Kell

Aura strong abjuration; CL 15th Slot none; Price —; Weight 8 lbs.

The sword of Kell is a +1 greatsword. However, if it is taken to **Area 2-23** and placed in the depression in the metal circle when all three posts are "lit," it is transformed into +3 undead bane greatsword. While the sword is empowered, its wielder is immune to a lich's paralyzing touch and ignores a lich's DR. The activated sword may also be used to destroy the stone of madness on **Level 3B** (it ignores the stone's hardness), but doing so also destroys the sword. The

APPENDIX: NEW MAGIC ITEMS AND MONSTERS

sword remains empowered only as long as all the posts in Area 2-23 remain lit, or until Devron is slain. Upon Devron's destruction it reverts to a + 1 greatsword.

Note: If the empowered sword is removed from the city that is brought anywhere other than Levels 2, 3A, 3B, 4, 4A, or 5, before Devron is slain, it loses all its powers and must be reactivated.

CONSTRUCTION

Unknown. The means by which the wizards of Barakus created the sword of Kell and the means to empower it have been lost to time.

New Monsters

Dragolem

This creature appears as a small silver wyrmling when unfolded from its normal book form.

DRAGOLEM

CR7

XP 3,200 N Small construct Init +6; Senses dragon senses; Perception +9

AC 19, touch 13, flat-footed 17 (+2 Dex, +6 natural, +1 size) hp 55 (7d10+10)

Fort +2; Ref +4; Will +4

DR 5/adamantine; Immune acid, construct traits, dragolem immunities

Speed 40 ft., fly 150 ft. (average) Melee bite +10 (1d6+1), 2 claws +9 (1d4+1) Special Attacks breath weapons (20 ft. cone, 2d8 cold or fire, or paralysis gas, every 1d4 rounds, DC 13 Ref half [cold/ fire breath], DC 13 Fort negates [paralysis breath])

Str 13, Dex 14, Con —, Int 14, Wis 15, Cha 14 Base Atk +7; CMB +7; CMD 19 (23 vs. trip) Feats Hover, Improved Initiative, Multiattack, Weapon Focus (bite) Skills Diplomacy +9, Fly +14, Perception +9, Spellcraft +9 Languages Auran, Common, Draconic

SQ change shape (3/day; book)

Change Shape (Su) Dragolems can change form from book form to wyrmling form up to 3/day.

Immunities (Ex) A dragolem is immune to any spell or spelllike ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

• An erase spell cast on a dragolem paralyzes it for 1d6 rounds unless it succeeds on a Will save with a DC equal to 11 + spellcaster's key attribute.

 The comprehend languages spell functions as a charm monster spell when used against a dragolem.

Years ago, the wizard Quarrion the Great had an annoying little familiar, a shocker lizard that he was always using to annoy his fellow party members. One problem with shocker lizards, is they do not live as long as wizards. Soon the little creature had become frail and weak, its age showing. Knowing it would soon die, he came up with the idea to change the creature into a small dragon using a *polymorph any object* spell. The spell worked, but the trauma of the spell caused the creature to still die of old age. Distraught, the wizard decided to turn his old friend into a construct. During some long-lost mystic ritual, he bonded the creature to his spellbook, creating a creature called a dragolem — part dragon and part construct. He named the creature Blizzard.

The creature bonds itself to whoever creates or is able to claim it, and protects itself from anyone stealing the book. Well, dragons live forever (at least if they are golems), but not so little wizards, and Quarrion eventually died of old age, and the creature remains where he left it - guarding his tower.

When the book animates, it takes to the air like a folded paper dragon and attacks using its breath.

Impostor

The man's features suddenly become sunken and sallow, his face melting into a mass of decayed flesh and yellowed bone.

CR4

IMPOSTOR

XP 1,200

CE Medium undead (shapechanger)

AC 16, touch 12, flat-footed 14 (+2 Dex, +4 natural) hp 45 (6d8+18) Fort +5; Ref +4; Will +6 Immune divination spells, undead traits

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

Speed 30 ft.

Melee 2 slams +8 (1d6+4) Spell-Like Abilities (CL 9th): Constant—detect thoughts (DC 15) At will-detect secret doors, hold portal, invisibility, knock 1/day—charm person (DC 14), levitate, suggestion (DC 16)

Str 18, Dex 14, Con —, Int 15, Wis 12, Cha 16 Base Atk +4; CMB +8; CMD 20

Feats Blind-Fight, Improved Initiative, Skill Focus (Bluff) Skills Bluff +22, Diplomacy +9, Intimidate +12, Perception +10, Sense Motive +10, Stealth +11 Languages Common **SQ** change shape (alter self), mimicry, perfect copy

Environment any land or underground Organization solitary or pair **Treasure** standard

Mimicry (Ex) An impostor is proficient in all weapons, armor, and shields. In addition, an impostor can use any spell trigger or spell completion item as if the spells were on its spell list. Its caster level is equal to its racial Hit Dice. Perfect Copy (Su) When an impostor uses change shape, it can assume the appearance of specific individuals.

Impostors are undead doppelgangers. In their true form they look a bit like ghouls or ghasts. They are rarely seen in their true form, for like the doppelganger they can assume any humanoid form they wish. Their favorite ploy is to slay an innocent traveler, wait several months or even a year so his loved ones assume him dead, and then return to his victim's home in the victim's form. Once "home," the impostor ingratiates himself to his new family before slaving all of them, usually in their sleep. Why impostors do this, it is uncertain; all that is certain is many a terrifying tale has been told about sailors returning home to their wives and families, only to have the wives and family go missing sometime after.

Impostors rarely attack anyone in straight-up melee. Although tremendously strong and capable of dealing great damage with their fists, impostors prefer to prey on the unsuspecting, and so usually use their magic to escape combat with well-armed opponents.

Mist Demon

This evil creature is a small being comprised of mist. It stands about four feet-tall, and has a more or less human shape, though with a terribly hooked nose and long, sharp claws.

MIST DEMON

XP 600 LE Small outsider (evil, extraplanar, lawful) Init +2; Senses darkvision 60 ft.; Perception +6

AC 14, touch 13, flat-footed 12 (+2 Dex, +1 natural, +1 size) hp 13 (2d10+2) Fort +1; Ref +5; Will +4 Defensive Abilities invisible in mist, mist form; Immune critical hits

Speed 30 ft., fly 30 ft. (good) **Melee** 2 claws +5 (1d4+1) **Spell-Like Abilities** (CL 1st; ranged touch +5): 1/day—cause fear (DC 13), ray of enfeeblement (DC 13)

Str 12, Dex 14, Con 13, Int 12, Wis 12, Cha 14 Base Atk +2; CMB +2; CMD 14 Feats Weapon Finesse Skills Bluff +7, Fly +13, Intimidate +4, Knowledge (planes) +6, Perception +6, Sense Motive +6, Stealth +11 Languages Infernal SQ create mist

Environment Any evil aligned plane, or any land or underground Organization solitary, gang (2d4) Treasure standard

Create Mist (Su) If near a body of water, a mist demon can, as a full round action, generate a cloud of mist. This vaporous cloud is similar in all ways to the spell obscuring mist except that the mist demon can see normally while within it, and it remains for as long as the mist demon wishes it to, although it can be dispelled or dispersed by the normal magical means. The mist evaporates immediately once the mist demon is slain.

Invisible in Mist (Su) While within the mist, a mist demon is considered *invisible* as per the spell. Like the spell, the mist demon becomes visible whenever it casts a spell or attacks. However, as a standard action, the mist demon may blend back into the mist at any point, becoming invisible once again. An opponent notices the invisible mist demon with a successful DC 25 Perception check.

Mist Form (Su) A mist demon can switch from its normal form to one of pure mist or back again a swift action. It can spend up to 20 rounds per day in mist form. In mist form, the mist demon acts as if under the effects of a gaseous form spell, except that it retains its natural fly speed of 30 feet (good).

Mist demons make their homes in swamps, moors, or subterranean settings where a body of water is available. Using its create mist ability, a mist demon on the Material Plane generates a low fog in which it thrives. Fiercely territorial, the mist demons attack all intruders on sight.

Occasionally, a powerful evil wizard or cleric can tame one or two of these creatures well enough that they are willing to act as servants. By and large, however, mist demons are independent. Although they are called mist demons, these creatures are not actual demons.

A mist demon fights using a combination of its spells and claws. It takes full advantage of its invisibility, darting in and out of the mist to surprise its foes.

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BARAKUS

The ENnie Award Winning Adventure Returns!

Centuries ago, a race of humans built an elaborate underground city beneath the Duskmoon Hills called Barakus. These were a magic-loving people, and for hundreds of years they dwelled peacefully in their subterranean home, delving into the arcane arts. Eventually, however, one of their number, a necromancer named Devron, rose to great power and transformed himself into a lich. The wizards of Barakus banded together, and after a great struggle, banished him to a prison far below the city. Before his banishment, however, Devron forged the helm of power, which he could eventually use restore his power.

The Lost City of Barakus, designed to take characters from 1st to 6th level (or higher), is as much of a campaign setting as an adventure. Detailed within these pages is the great, bustling metropolis of Endhome, the Penprie Forest and Duskmoon Hills located north of that city, and, finally, the huge dungeon that is the Lost City of Barakus. Within all these areas are many adventures, NPCs, and locations for the party to explore, interact with and conquer. How and in what order the party chooses to take on the various challenges before them is entirely yours (the GM's) and the players' choice.



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