

DEADLY D • E • L • V • E • S



REIGN OF RUIN

by Richard Moore

PATHFINDER
ROLEPLAYING GAME COMPATIBLE

DEADLY D • E • L • V • E • S

REIGN OF RUIN

7th-Level Adventure



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Book References

ACG	Pathfinder Roleplaying Game: Advanced Class Guide	B(1-4)	Pathfinder Roleplaying Game Bestiary (1-4)
APG	Pathfinder Roleplaying Game: Advanced Player's Guide	NPCC	Pathfinder Roleplaying Game: NPC Codex
ARG	Pathfinder Roleplaying Game: Advanced Race Guide	UC	Pathfinder Roleplaying Game: Ultimate Combat
		UE	Pathfinder Roleplaying Game: Ultimate Equipment
		UM	Pathfinder Roleplaying Game: Ultimate Magic
		ABPF	Advanced Bestiary (Pathfinder Edition)

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Introduction

Reign Of Ruin is designed for compatibility with the *Pathfinder Roleplaying Game*, and is intended to challenge a group of four or five 7th-level adventurers. Using the medium XP advancement pace described in the core rules, most groups will reach 8th level shortly after entering Floor D of the Temple of Ixtupi; groups of four who explore the temple thoroughly will almost certainly be 9th level by the time they have reached the final confrontation with Nyrionaxys II in her lair, while groups of five may still be a bit short of the 9th level mark after completing the adventure. Most of the encounters herein are weighted towards the more challenging end of the difficulty spectrum, especially those included after the midpoint of the adventure.

Background

Once a sprawling nation of agrarian hunter-gatherers spread across a vast wilderness of forests and plains, the country of Greenacre prospered beneath the rule of its high druid and his acolytes. However, Greenacre fell to draconic rule an eon ago by human reckoning, and a few generations have passed since that point even by a dragon's marking of time. The fearsome dragon queen of Greenacre was Nyrionaxys, a female black wyrm who organized several tribes of lizardfolk from a distant land into a conquering army. This frenzied horde of lizardfolk, the Ixtupi, believed the great black wyrm to be a herald of the evil water deity Tlaloc, come to lead them to dominance over the warmbloods.

Under the great wyrm's leadership, the lizards grew braver and more bloodthirsty, and their great

numbers easily conquered the peaceful human denizens of Greenacre. One by one, Nyrionaxys slew the other indigenous dragons of Greenacre, then slaughtered the guardian druids of the ancient human temple at the forest's heart. Devoid of its former masters, she converted the temple into her lair, where the lizardfolk of the Ixtupi tribe served at her command as slaves and enforcers. She then twisted the woods and fields of Greenacre with her foul magicks, causing fertile farmlands and rivers to become fallow salt marshes and swamps. Greenacre was no more—all that remained of that proud civilization were the Crannogfolk, a broken people who built settlements of thatch and reed across the befouled waters of the Great Swamp.

The remaining humans who survived the desolation of their lands retreated to the outskirts of the swamp that now devoured their once-pristine hills and forests, offering tribute to the great dragon and suffering unspeakable cruelties at the hands of her saurian sentries. Overcome with fear of the lizardfolk, they spoke even of their old temple only in terrified whispers as a place of death and despair. A foul creature of unfathomable lust and greed, Nyrionaxys also bred with numerous beasts within her domain, yielding enduring bloodlines of horrid half-dragon hybrids that served as guardians of her lands and proxies of her will.

It was not until many years later, at the prompting of several outside agents and emissaries of the great dragon's enemies, that Nyrionaxys' Crannogfolk subjects began to revolt against their lizardfolk masters. The Ixtupi were caught unaware as several settlements near the swamps dispatched their draconic overlords and quietly prepared for war, and several of the dragon's mightiest spawn

were dispatched by the rebels in rapid succession. Panicked, Nyrionaxys pleaded with the god Tlaloc for aid against her enemies. Tlaloc bid Nyrionaxys to retreat into the depths of the temple to hibernate with her precious clutch of unhatched pure-blood children. There she would slumber, while her lizard slaves brought her sustenance and her enemies eliminated one another in the world outside her lair. Tlaloc assured Nyrionaxys that he would awaken her when the time was right, and she could then reclaim her lands without fear of reprisals from meddling foreigners. The great black dragon heeded her master's advice and prepared for a long slumber. Prior to her sleep, Nyrionaxys instructed her followers to wait for Tlaloc's call—a time when all beings with the blood of dragons coursing through their veins, including her foul half-dragon progeny, would feel compelled to strike out at their hated warmblood foes.

In the end, though, Nyrionaxys underestimated the perseverance of the warmbloods in their crusade for independence from the draconic tyrants. An elite party of Crannogfolk freedom fighters, aided by warriors from neighboring lands, stormed the Great Swamp and cut through the lizardfolk hordes. The heroes hunted down the sleeping Nyrionaxys in the lair beneath the Temple of Ixtupi and slew her as she dreamt of her triumphant re-emergence, crushing her entire clutch of eggs in the process (or so they thought). They severed the great wyrm's head and paraded it back to the Crannog Towns, leaving her massive body behind to rot and decay deep beneath the earth.

The people of the Crannogs had, perhaps, won their independence a bit too easily. With the great black wyrm gone, the lizardfolk were quickly cowed by the coalition formed between the foreign heroes and the indigenous Crannogfolk, although the Temple of Ixtupi and surrounding lands were never fully reclaimed from the lizards. The two human nations who planned the rebellion brokered an agreement stating that the Crannogfolk would hand over a large percentage of their able-bodied citizens, and all children born for the next year, to be trained by the foreigners as conscripts in their army. In return, the Crannogs would keep their independence, remaining free to govern themselves as they wished. These simple people chose the path which governs least, for better or for worse, allowing each town bordering the Great Swamp to function independently.

In the interceding years, the humans worked to tame the swamps and marshes that Nyrionaxys' enchantments had begat across the land, beating back the lizard hordes and slowly clearing hard-won safe passages through the swamps. In time, they

also profited from breeding domestic buffalo for labor and meat, in addition to farming rice, wheat, and barley. What was once a savage and desolate frontier around the wetlands eventually became a thriving network of independent towns and villages, policed by the Stormhammers, a group of rangers founded from the first generation of the Crannogfolk to return from their service to the foreigners after repaying their debt with their servitude, bringing with them both the military training and the culture engrained in them by their masters. Yet the land around the Temple of Ixtupi remains as cursed as it ever was, and even today no sane traveler dares to wander within even a league of the temple grounds.

Another faction also emerged during this time: a splinter clan of the Ixtupi tribe that did not believe the propaganda of their holy men. If Nyrionaxys truly cared for the lizards, they argued, she would have stayed to fight by their side instead of falling into torpor. Her retreat from the world, and subsequent death at the hands of the warmbloods, was the bitter fruit of the dragon's cowardice—and a blight on the lizards' faith in Tlaloc. These heretic lizardfolk carved out their own small territory in the western reaches of the Great Swamp, and swore their allegiance to Qucumatz, the Rainbow Serpent. These lizardfolk call themselves the Tsiikil. The Tsiikil are highly reclusive and do not have much contact with outsiders. They fight a constant war against the Ixtupi just to survive, and they doubt that the dracophobic humans of the Crannogs would trust them enough to consider an alliance against their common enemy.

Today, the Ixtupi lizardfolk stir once again near the temple grounds, for their priests guard a great secret: not all of Nyrionaxys' purebred spawn were destroyed by the warmbloods during that raid so long ago. A single egg survived the invaders' wrath, overlooked in their rush to claim shares of the wyrm's treasure. Hatched a few decades after her mother's death, the Ixtupi raised the hatchling as the final vestige of their mistress's legacy. This young adult wyrm has been taught from birth that she is the reincarnation of her mighty mother, and she is convinced that her progenitor's lost queendom is her birthright. This one surviving offspring has even taken the name of Nyrionaxys, both in zealous observance of her bloodline's destiny and as a means of striking fear into the warmbloods' hearts when she rises to heed the call of Tlaloc. Like her mother before her, the young Nyrionaxys II is a highly superstitious dragon, and hopes to lure a group of virtuous heroes back to her lair to feed upon both their bodies and their souls as part of a blasphemous ritual—an act which, Tlaloc has assured her, will bind her dead brethren to her

spirit (see area E3 of the temple for more details) and strengthen her for the coming war against the warmbloods.

Reign of Ruin

The adventurers become involved in Nyrionaxys' foul plot to retake the Crannogs and bind her spirit to her dead broodmates when a mortally wounded Stormhammer Ranger collapses near the locale or encampment where they are resting. He manages to deliver a brief message before collapsing to the ground dead before them: "Northam has been razed. None survived. Send reinforcements immediately."

If this does not provoke them to investigate Northam, they may also cross paths with a group of traveling merchants who repeat rumors that the town of Northam has been decimated by the Ixtupi lizardfolk. The merchants explain that Northam is the site of a great mead hall built by the same generation of Crannogfolk who killed the great wrym Nyrionaxys, whose name means Bringer of Ruin. The warriors who killed her brought her head back to Northam after their victory, where they flayed it down to bone and horn and mounted it upon the wall of their great mead hall as a reminder of their ultimate triumph over the evil dragon. The merchants speculate that perhaps the Ixtupi are preparing for war, and attacked the village to reclaim their ancient queen's remains and exact their revenge upon the descendants of her killers.

Northam

The major settlements of Greenacre retain an inherently rustic look, and Northam is no exception. Most of the buildings on the crannogs are elaborate reed and wood structures, cut and lashed by skilled builders and, in the larger towns such as this one, modified and reinforced by engineers and mages. Yet here the thatched buildings sag mournfully, crushed or collapsed in the evident melee that has recently occurred. An entire pen full of water buffalo has been slaughtered, and large bites of the choicest cuts of meat on the beasts have been ripped from their carcasses. Collapsed portions of docks float listlessly upon the water as more corpses—or parts of them, at least—bob among the wreckage. The smell of blood, fire, and rot hangs heavily over the town, and carrion birds swarm the bodies of the fallen, gorging on bloated, sun-ripened flesh. Although the crannogs and docks are in ruins, an old two-story brick church and the walls of a stone longhouse still stand on the northern shoreline. In the center of the village, a message post dotted with burned paper notices is strung with the gutted bodies of four guardsmen in armor, their spears driven through their torsos, pinning them to the wooden pole. Strange writing is singed into the ground beneath the pole, as if someone had formed the letters by pouring acid onto the grassy earth.

A DC 19 Linguistics check allows an adventurer to decipher the writing: it is a dialect of the Draconic language, and it reads, "Beware The Blackener Of Bright Waters, For She Is Come Again." Adventurers who are fluent in Draconic receive a +2 bonus on this check.

In the ruins of the town of Northam, the adventurers find scores of mutilated bodies, some of which have had the flesh mysteriously melted from their bodies, as if from a torrent of caustic acid rather than raw flame. A few lizardfolk bodies are also scattered throughout the town, but their numbers are scarce compared to the devastating number of human casualties. Investigating the lizardfolk corpses yields evidence of their collusion with Nyrionaxys and the cult of Tlaloc: they carry serpentine, wooden totems decorated with black dragon scales and gory bits of carrion (most of it human bone and offal). Additionally, where the few well-armed town guards have fallen, traces of black scales can be found (chipped away from the hides of the stormwyts during the battle).

The great mead hall stands out among the smoldering ruins despite the massive damage it sustained in the attack, its great stone walls mostly still intact, save for a few sections that have been melted away or knocked in by brute force. Inside, a large mounting plate adorns the southern wall; although it once held the skull of Nyrionaxys I, it is now bare except for the mutilated corpses of several Northam residents which are impaled upon the great iron spikes that once cradled the great wrym's skull. A tactical map left behind in the rubble clearly shows Northam, scratched through viciously with charcoal and blood, and the town of Mistlewy to the west is also circled, indicating that this is the Ixtupi's next target.

A single survivor remains in Northam, crouched in the cellar of the now-ruined church—a farmer named Alphius. This farmer, if treated by the adventurers with care, can tell them what little he saw of the battle before he fled in terror: a score of Ixtupi savages riding wyverns swooped down from the skies and began attacking people. There were also winged lizardfolk who flew alongside the wyverns, and they led the assault on the mead hall. Once the winged lizardfolk breached the walls, a black dragon the size of a full-grown ogre descended from behind a storm cloud, ripping through what few warriors were left standing. The dragon seized the skull of the great wrym Nyrionaxys, then took to the sky again, disappearing from sight. He also knows that the Ixtupi retreated southward into the swamps to regroup after the fight, having watched them leave from a hidden vestibule in the exterior walls of the church.

Mistlevy (CR 9)

The reed-and-wood architecture common among the villages of the Crannogfolk is evident here, as in all of the settlements surrounding the Great Swamp. The sight of intact houses and businesses, and mostly content citizens, is a welcome change from the carnage you witnessed in Northam. Still, the villagers seem on edge; word of the Ixtupi attack on a larger town has no doubt reached the ears of Mistlevy's gossipers, and you notice more than a few people looking nervously toward the sky or the horizon as they go about their business. It is obvious that the center of commerce and activity in Mistlevy is the waterfront market, a small collection of crannogs and shanties housing shops and traders, as well as offering amenities such as private steam baths and boat rentals. In the center of the marketplace stands a great crannog connected to the docks by three wide walkways. A burned wooden sign over the thatched roof reads "The Meadmire Tavern". A group of four armored human men and women wearing longbows and warhammers and sporting tabards stitched with the symbol of a hammerhead mounted upon a bolt of lightning are entering the tavern as you arrive.

Give the adventurers time to rest and re-equip themselves when they arrive in Mistlevy if you wish; the village carries most any mundane piece of equipment adventurers may need, and various traveling merchants may have a few magic items for

sale as well, if you want to be especially generous. When you're ready to proceed, read aloud the following text.

Suddenly, the midday sky darkens as a stream of shadows flows over Mistlevy. Above the village, you see four black-scaled wyverns carrying savage spear-wielding lizardfolk on their backs; two bulky, winged forms fly alongside them. A pair of the wyverns lands on the docks connecting the many crannogs, their riders poised to menace the unarmed humans who are fishing or passing by. The other two keep to the air, releasing foul jets of acid from their gullets. A few seconds later, the corrosive spittle crackles ominously with residual traces of electricity, igniting any flammable material it touches. The Ixtupi savages leap from the backs of their mounts and spread out to terrorize the villagers.

Mistlevy is under attack by the Ixtupi—and you are its only hope.

There are a total of eight lizardfolk savages in the raiding party, as well as four stormwyts and two half-dragon lizardman brutes. However, the Stormhammer Guards in the tavern will emerge to fight alongside the adventurers, making the fight a bit more even but still quite tough. The raiders rout once six of the savages, two of the stormwyts, or one of the brutes fall in combat (whichever of the three happens first). The remaining forces then



retreat a short distance away—for those were their orders.

IXTUPI SAVAGES (8) CR 1

XP 400 each

Lizardfolk ^{B1}

hp 11

STORMWYTS (4) CR 4

XP 1,200 each

hp 42 (see page 10)

IXTUPI DRAGONBLOOD BRUTES (2) CR 6

XP 2,400 each

hp 50 (see page 8)

STORMHAMMER GUARDS (4) CR 4

XP 1,200 each

Noble crusaders ^{NPC}

hp 41

Nyrionaxys has gorged on fishermen and water buffalo for a few days now, and is spoiling for a good fight. She waits several miles from the village, content to let her minions do the grunt work, but she orders them to alert her immediately if they encounter any significant resistance, which the adventurers should certainly constitute. Once alerted to the presence of the heroes, the dragon seeks them out, flying directly to Mistleve to engage them. She concentrates her ire on the Stormhammers (although it is best to leave at least one alive to act as an information resource for the adventurers as discussed below), but doesn't hesitate to attack the adventurers if they make a nuisance of themselves. The dragon is sizing these heroes up to see if they would make appropriate sacrifices for her blood ritual.

NYRIONAXYS II CR 11

XP 12,800

Female young adult black dragon cavalier ^{APG 2}
(standard bearer ^{UC}) (see page 32)

hp 151

Morale Nyrionaxys retreats to the Temple of Ixtupi after a few rounds of combat, breaking away from the battle immediately if reduced to 75 hp or less.

The inclusion of Nyrionaxys in this encounter is meant to showcase the wyrm and give the adventurers an idea of what they are up against. If they don't get the hint after this encounter that they need to destroy this monster before it murders every last warmblood in the Great Swamp, feel free to create more villages along the shoreline of the swamp and have Nyrionaxys attack those locales too.

After the fight has concluded, the surviving Stormhammer Rangers thank the adventurers for their assistance and tell them that they have received reliable reports of more dragon attacks occurring further to the south, close to the Temple of Ixtupi. The Stormhammers can also recount the legends of the original Nyrionaxys, and her destruction at the hands of their ancestors, as well as tales of the mythic hero Artos, who slew four great beasts to make the lands of Greenacre safe for the ancient druids and their followers to settle (see area C for more information on Artos and the four beasts).

Into The Swamp (CR 9)

Nyrionaxys can be easily followed back into the Great Swamp, since she flies directly toward the Temple of Ixtupi when she departs from Mistleve. However, the marshes teem with dangerous wildlife, so if you wish to include random encounters during the journey to the Temple, roll on the Random Monster Table.

At some point, as the adventurers pursue the dragon into the swamp, they accidentally run headlong into a battle between the Ixtupi and their bitter rivals for territory in the Great Swamp, the good-hearted Tsiikil lizardfolk. The adventurers might initially mistake the Tsiikil for allies of the black dragon, but careful observation hints that these lizardfolk are different from the others they have encountered in a few ways: they carry different, less sinister totems of religious significance (serpentine-shaped woodcarvings decorated with multicolored feathers), and no half-dragons or stormwyts fight alongside them.

TSIIKIL WARRIORS (8) CR 1

XP 400 each

Lizardfolk ^{B1}

hp 11

Random Monster Table

1d10	Monster (Quantity)	Stat Location
1	Befouled Water Elemental (1)	Page 12
2	Ogre Spiders (1d2)	B3
3	Dragon Toads (1d3)	Page 26
4	Ixtupi Savages (6) B1 (lizardfolk) / Page 21 & Sorcerers (2)	
5	Piranha Swarms (1d3+1)	Page 33
6	Stormwyts (3)	Page 10
7	Lizardfolk Mud Zombies (1d8+5)	Page 14
8	Ochre Jelly (1d4)	B1
9	Giant Mosquitoes (1d3)	B2
10	Dire Crocodile (1)	B1

IXTUPI SAVAGES (8)

CR 1

XP 400 each

Lizardfolk ^{B1}

hp 11

IXTUPI SORCERESSES (3)

CR 5

XP 1,600 each

hp 45 (see page 21)

IXTUPI WARPRIEST (1)

CR 5

XP 1,600 each

hp 33 (see page 13)

STORMWYT (1)

CR 4

XP 1,200 each

hp 42 (see page 10)

If the adventurers attempt to parley with the Tsiikil, the lizardfolk are receptive to negotiations, especially if the adventurers helped them defeat their Ixtupi attackers. The Tsiikil can easily point out the safest route toward the Temple of Ixtupi, and will offer aid and shelter if the adventurers wish to rest among the Tsiikil for the night. They may even share stories of their people's friendship with the ancient humans of Greenacre and their gift to the high druid of the temple in centuries past (the lost rainbow scepter found in Area D3 of the temple). If the adventurers try to convince the Tsiikil to accompany them to the temple and fight against the Ixtupi, the lizardfolk will assent and offer four warriors (use stats for lizardman savages), but only with an extraordinary diplomatic performance (Diplomacy DC 26). Otherwise, they apologize for their inability to help, explaining that they cannot relinquish the vigil on the border of their territory against the Ixtupi unless the dragon is slain.

Once the adventurers arrive at the Temple of Ixtupi, they must break through the defending legions of the temple grounds and make their way into the depths of Nyrionaxys' lair within the temple itself, braving the horrors of the Ixtupi cultists' traps and guardians to reach the dragon's sanctum below.

The Temple of Ixtupi

Nyrionaxys' lair is a great stone temple built by the primordial human denizens of Greenacre. Centuries ago, the lizardfolk tribes faithful to her rule exterminated the humans within the temple and claimed it for their own. The presence of the wyrm caused the land to grow foul and fell; she commanded her slaves to dig a great moat around the base of the temple, and then called heavy rains

to fill the moat to a depth of several hundred feet. Her lair is on the very bottom floor of the temple, accessible only by descending through the upper levels, or by way of a submerged tunnel in the foundation of the structure.

A1. The Rope Bridge (CR 8)

Ahead of you, the sodden earth drops off suddenly, as if repelled by some unnatural force. Below, murky water churns ominously, and the scarce light beaming through the treetops occasionally illuminates dark shapes swimming in the moor. Two massive wooden poles driven into the side of the ravine anchor a primitive but well-made rope bridge lined with wooden slats which connects the land upon which you stand to the massive mound of earth some 600 feet away. Two massive winged lizardfolk flank the far end of the bridge, cleaning their talons and conversing sparsely in a sibilant reptilian tongue.

MONSTERS: Two Ixtupi dragonblood brutes guard the bridge to the trilithon mound where the temple entrance waits. The two Ixtupi brutes may make a Perception check each round on their initiative count (base DC 0, modified by the applicable distance) to notice the adventurers' approach. Enterprising and daring adventurers may attempt to climb across the chasm beneath the bridge (Climb DC 20), using the step slats as a horizontal ladder. This raises the base DC for the lizardfolk to notice their approach to 10.

Once alerted to the adventurers' presence, the dragonblood brutes warn their comrades on the mound of the intruders and advance across the bridge to attack, flying to surround advancing adventurers. However, since they are far away from their allies and angry outbursts are common among the Ixtupi, it requires a DC 20 Perception check for the Ixtupi savages and stormwytts patrolling area A2 to even realize that something is amiss. An adventurer who takes any actions other than movement on the bridge must make a DC 12 Acrobatics check each round to keep their balance on the rope bridge or risk falling into the water 100 feet below, suffering 2d3 non-lethal damage and 6d6 lethal damage.

IXTUPI DRAGONBLOOD BRUTES (2)

This lizardman stands a full head taller than his savage brethren, his scales a deep, near-black green and his eyes a bright crimson red. Leathery wings spanning eight feet rise from his shoulders, and his facial structure is noticeably more primal and draconic than the rest of the Ixtupi.

IXTUPI DRAGONBLOOD BRUTE

CR 6

XP 2,400

Half-black dragon lizardfolk fighter 3 (two-handed fighter ^{APG})

NE Medium dragon

Init +0; **Senses** darkvision 60 feet, low-light vision; Perception +3

DEFENSE

AC 19, touch 10, flat-footed 19 (+9 natural)

hp 50 (2d8+3d10+20)

Fort +10, **Ref** +1, **Will** +1

Immune acid, sleep, paralysis

OFFENSE

Speed 30 ft., fly 60 ft. (average), swim 15 ft.

Melee longspear +10 (1d8+10/x3)

Ranged javelin +4 (1d6+5)

Special Attacks breath weapon (1/day; 60-ft. line, DC 16, 5d6 acid)

TACTICS

Before Combat The Ixtupi dragonblood brute takes wing and prepares to use Flyby Attack in conjunction with other brutes to gain an outflank bonus.

During Combat The Ixtupi attempts to sunder shields and armor, power attacking anyone with light or broken armor first when possible.

Morale Dragonblood brutes fight to the death in defense of their dragon queen.

STATISTICS

Str 21, **Dex** 10, **Con** 19, **Int** 11, **Wis** 10, **Cha** 12

Base Atk +4; **CMB** +9 (+12 sunder); **CMD** 19 (+22 vs. sunder)

Feats Flyby Attack, Improved Sunder, Outflank, Power Attack, Weapon Focus (longspear)

Skills Acrobatics +7, Climb +11, Fly +6, Perception +3, Survival +6, Swim +19; Racial Modifiers +4 Acrobatics, +8 Swim

Languages Draconic

SQ hold breath, overhead chop, shattering strike

Gear spear, 4 javelins

SPECIAL ABILITIES

Hold Breath (Ex) An Ixtupi dragonblood brute can hold its breath for a number of rounds equal to 4 times its Constitution score before it risks drowning.

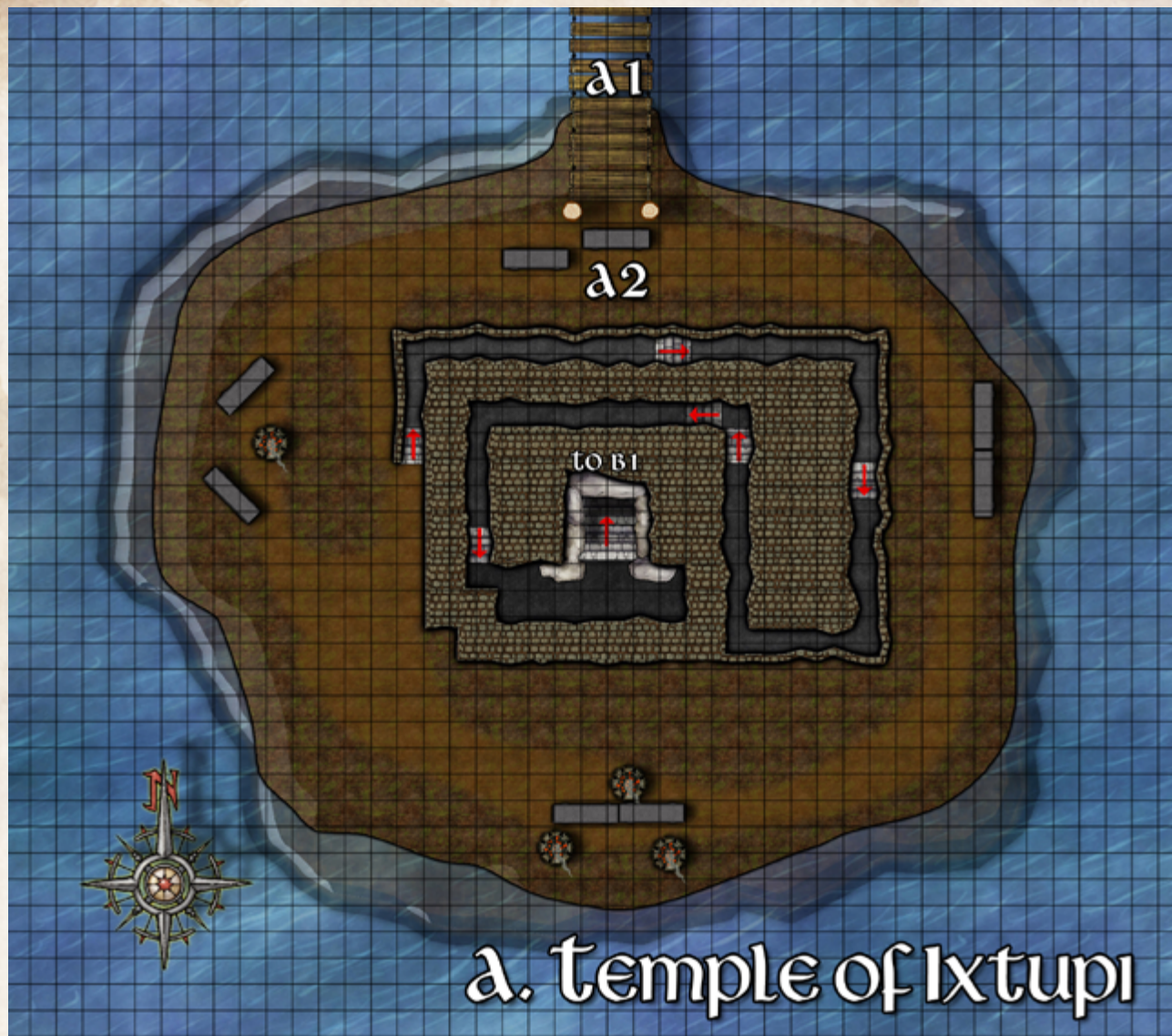
A2. The Garden of Sun and Rain (CR 9 to 12)

The opposite side of the bridge ends at a pair of massive trilithons as tall as an ogre. The plateaued top of the mound is marked at the

four cardinal points with more trilithons in varied arrangements—the ones nearest you are unadorned, but to the west you spot a stone pool nestled between two smaller stone formations. A trio of braziers burns before more standing stones far to the south. On the east end of the mound, hundreds of chimes and bells hang from a hulking dolmen larger than even the ones immediately before you, tinkling gently in the wind. The ground in the center of the mound is furrowed with graduated trenches dotted with crude stone stairs that lead down into the earth.

Once a sacred place of worship where the ancient druids of Greenacre paid homage to the elements and worked their most powerful magic, the Garden of Sun and Rain nevertheless succumbed to the taint with which the original Nyrionaxys poisoned all of her domain. The dragon used the trilithons to focus her own power in her foul sorcerous workings throughout her reign of ruin, and centuries of dark magic have now permanently altered the nature of the magic contained within the standing stones. The young Nyrionaxys is careful never to station her sorcerers here, for the Garden holds a curse: the use of any elemental magic within its boundaries causes a befouled elemental spirit—its existence as





a child of nature forever tormented by the intrusion of evil in this place of power—to form and attack the caster relentlessly.

MONSTERS: Five Ixtupi savages patrol the Garden, each mounted on a stormwyth. The Ixtupi savages order their mounts to keep to the air in combat, swooping low to deliver melee attacks only when their stormwyths have exhausted their alkaline breath. Should the adventurers attempt to storm the warrens leading down to the temple entrance, the lizardfolk fly down into the tunnels to cut off the intruders' advance. They fight to the death to prevent anyone from breaching the entrance to the temple.

Additionally, if any adventurer uses a spell, magic item, or magic weapon which deals energy damage, one of the four trilithons produces a befouled elemental spirit which manifests near the trilithon and moves to target that adventurer, engaging any other creatures that interfere. The damage types which trigger this occurrence are as follows: acid—

earth elemental, from the northern trilithon; cold—water elemental, from the western trilithon; fire—fire elemental, from the southern trilithon; electricity or sonic—air elemental, from the eastern trilithon. Each trilithon can only produce one such elemental per day. Each elemental so spawned beyond the first one raises the effective CR of this encounter by 1.

IXTUPI SAVAGES (5)

CR 1

XP 400 each

Lizardfolk ^{B1}

hp 11

STORMWYTHS (5)

The creature resembles a wyvern without a stinger, but black-scaled and red-eyed. A pronounced horned ridge shades its brow, and its bat-like wings flap with the calm intensity of an apex predator on the hunt as it glides through the air.

STORMWYT

CR 4

XP 1,200

NE Large dragon (aquatic, water)

Init +6; **Senses** darkvision 60 ft.; low-light vision; scent; Perception +7

DEFENSE

AC 18, touch 12, flat-footed 15 (+3 Dex, +6 natural, –1 size)

hp 42 (4d12+16)

Fort +6, **Ref** +7, **Will** +4

Immune paralysis, sleep; **Resist** acid 20

OFFENSE

Speed 20 ft., fly 60 ft. (average), swim 30 ft.

Melee bite +8 (2d6+5), tail slap +3 (1d6+2)

Space 10 ft., **Reach** 10 ft.

Special Attacks alkaline mucus, pounce

STATISTICS

Str 21, **Dex** 14, **Con** 19, **Int** 8, **Wis** 10, **Cha** 9

Base Atk +4; **CMB** +10; **CMD** 22

Feats Improved Initiative, Power Attack

Skills Fly +8, Intimidate +6, Perception +7, Stealth +6, Survival +7, Swim +13

Languages Draconic

SQ amphibious, speed surge

ECOLOGY

Environment temperate swamps

Organization solitary, pair, or rampage (3-12)

Treasure standard

SPECIAL ABILITIES

Alkaline Mucus (Su) As a standard action, a stormwyt can spit a ball of alkaline mucus that explodes in a 5-foot-radius spread. This attack has a range of 50 feet, deals 2d8 points of acid damage, and entangles creatures in the area. A DC 16 Reflex save halves the damage and negates the entangle effect. An entangled creature takes 1d4 points of electricity damage each round on its turn, and may attempt a new saving throw at the end of its turn every round to escape the entanglement and end the electricity damage. Once a stormwyt spits mucus, it cannot do so again for 1d6 rounds. The save DC is Constitution-based.

Speed Surge (Ex) Three times per day as a swift action, a stormwyt can draw on its draconic heritage for a boost of strength and speed that allows it to take an additional move action that round.

BEFOULED AIR SPIRIT

A noxious funnel of dust, debris, tumbleweeds, and stinking swamp air swirls toward you.

BEFOULED AIR SPIRIT

CR 6

XP 2,400

Unholy ^{ABPF} large air elemental

NE Large outsider (air, elemental, evil, extraplanar)

Init +13; **Senses** darkvision 120 ft.; Perception +16

Aura awful presence

DEFENSE

AC 23, touch 19, flat-footed 13 (+9 Dex, +1 dodge, +4 natural, –1 size)

hp 76 (8d10+32)

Fort +10, **Ref** +15, **Will** +3

Defensive Abilities air mastery, negative energy affinity, positive energy protection; **DR** 5/—;

Immune elemental traits

OFFENSE

Speed fly 110 ft. (perfect)

Melee 2 slams +16 (1d8+6 plus 1d6 negative energy damage)

Space 10 ft., **Reach** 10 ft.

Special Attacks whirlwind (DC 18, 10–40 ft.)

Spell-Like Ability (CL 8th; concentration +10)
Constant—*protection from good*

STATISTICS

Str 22, **Dex** 29, **Con** 18, **Int** 6, **Wis** 13, **Cha** 15

Base Atk +8; **CMB** +15; **CMD** 33

Feats Combat Reflexes, Dodge, Flyby Attack, Improved Initiative, Mobility, Weapon Finesse

Skills Acrobatics +17, Escape Artist +17, Fly +23, Knowledge (planes) +5, Perception +16, Stealth +13

Languages Auran

ECOLOGY

Environment any (Plane of Air)

Organization solitary, pair, or gang (3-8)

Treasure none

SPECIAL ABILITIES

Air Mastery (Ex) Airborne creatures take a –1 penalty on attack and damage rolls against a befouled air spirit.

Awful Presence (Su) Every non-evil creature within 30 ft. of the befouled air spirit automatically takes a –1 penalty on all attack rolls, checks, and saves. Awful presence is a mind-affecting fear effect.

Positive Energy Protection (Su) The befouled air spirit receives a +4 profane bonus to saving throw checks against positive energy damage, such as *cure* spells and channeled positive energy. If the save is successful the positive energy attack deals no damage to the befouled air spirit. If the positive energy damage was dealt by a melee attack, the attacker takes 2d6 points of negative energy damage.

BEFOULED EARTH SPIRIT

Fallow, salty mud and craggy rock congeal into a vaguely humanoid form, hulking and formidable.

BEFOULED EARTH SPIRIT

CR 6

XP 2,400

Unholy ^{ABPF} large earth elemental

NE Large outsider (earth, elemental, evil, extraplanar)

Init +1; **Senses** darkvision 120 ft., tremorsense 60 ft.; Perception +16

Aura awful presence

DEFENSE

AC 20, touch 10, flat-footed 18 (+1 Dex, +10 natural, -1 size)

hp 76 (8d10+32)

Fort +10, **Ref** +3, **Will** +7

Defensive Abilities negative energy affinity, positive energy protection; **DR** 5/—; **Immune** elemental traits

OFFENSE

Speed 30 ft., burrow 30 ft., earth glide

Melee 2 slams +16 (2d6+9 plus 1d6 negative energy damage)

Space 10 ft., **Reach** 10 ft.

Special Attacks earth mastery

Spell-Like Ability (CL 8th; concentration +10)
Constant—*protection from good*

STATISTICS

Str 28, **Dex** 12, **Con** 19, **Int** 6, **Wis** 13, **Cha** 15

Base Atk +8; **CMB** +18; **CMD** 27

Feats Cleave, Greater Bull Rush, Improved Bull Rush, Improved Overrun, Power Attack

Skills Appraise +6, Climb +17, Knowledge (dungeoneering) +3, Knowledge (planes) +6, Perception +16, Stealth +7

Languages Terran

ECOLOGY

Environment any (Plane of Earth)

Organization solitary, pair, or gang (3-8)

Treasure none

SPECIAL ABILITIES

Awful Presence (Su) Every non-evil creature within 30 ft. of the befouled earth spirit takes a -1 penalty on all attack rolls, checks, and saves. Awful presence is a mind-affecting fear effect.

Earth Glide (Ex) A burrowing befouled earth spirit can pass through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. If protected against fire damage, it can even glide through lava. Its burrowing leaves behind no tunnel or hole, nor does it create any

ripple or other sign of its presence. A move earth spell cast on an area containing a burrowing befouled earth spirit flings the spirit back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

Earth Mastery (Ex) A befouled earth spirit gains a +1 bonus on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the spirit takes a -4 penalty on attack and damage rolls. These modifiers apply to bull rush and overrun maneuvers, whether the spirit is initiating or resisting these kinds of attacks. (These modifiers are not included in the statistics block.)

Positive Energy Protection (Su) The befouled earth spirit receives a +4 profane bonus to saving throw checks against positive energy damage, such as *cure* spells and channeled positive energy. If the save is successful the positive energy attack deals no damage to the befouled earth spirit. If the positive energy damage was dealt by a melee attack, the the attacker takes 2d6 points of negative energy damage.

BEFOULED FIRE SPIRIT

The flame morphs into a grinning maw of fiery teeth, billowing smoke that smells of a funeral pyre.

BEFOULED FIRE SPIRIT

CR 6

XP 2,400

Unholy ^{ABPF} large fire elemental

NE Large outsider (elemental, evil, extraplanar, fire)

Init +11; **Senses** darkvision 120 ft.; Perception +16

Aura awful presence

DEFENSE

AC 21, touch 17, flat-footed 13 (+7 Dex, +1 dodge, +4 natural, -1 size)

hp 68 (8d10+24)

Fort +9, **Ref** +13, **Will** +5

Defensive Abilities negative energy affinity, positive energy protection; **DR** 5/—; **Immune** elemental traits, fire

Weaknesses vulnerability to cold

OFFENSE

Speed 60 ft.

Melee 2 slams +14 (1d8+4 plus burn and 1d6 negative energy damage)

Space 10 ft., **Reach** 10 ft.

Special Attacks burn (1d8, DC 16)

Spell-Like Ability (CL 8th; concentration +10)
Constant—*protection from good*

STATISTICS

Str 18, **Dex** 25, **Con** 16, **Int** 6, **Wis** 13, **Cha** 15

Base Atk +8; **CMB** +13; **CMD** 29

Feats Dodge, Improved Initiative, Iron Will, Mobility, Spring Attack, Weapon Finesse

Skills Acrobatics +16, Climb +11, Escape Artist +14, Intimidate +11, Knowledge (planes) +5, Perception +16

Languages Ignan

ECOLOGY

Environment any (Plane of Fire)

Organization solitary, pair, or gang (3-8)

Treasure none

SPECIAL ABILITIES

Awful Presence (Su) Every non-evil creature within 30 ft. of the befouled fire spirit takes a –1 penalty on all attack rolls, checks, and saves. Awful presence is a mind-affecting fear effect.

Burn (Ex) A befouled fire spirit deals fire damage in addition to damage dealt on a successful hit in melee. Those affected by the burn ability must also succeed on a Reflex save or catch fire, taking the listed damage for an additional 1d4 rounds at the start of its turn. A burning creature can attempt a new save as a full-round action. Dropping and rolling on the ground grants a +4 bonus on this save. Creatures that hit a burning creature with natural weapons or unarmed attacks take fire damage as though hit by the burning creature and must make a Reflex save to avoid catching on fire.

Positive Energy Protection (Su) The befouled fire spirit receives a +4 profane bonus to saving throw checks against positive energy damage, such as *cure* spells and channeled positive energy. If the save is successful the positive energy attack deals no damage to the befouled fire spirit. If the positive energy damage was dealt by a melee attack, the the attacker takes 2d6 points of negative energy damage.

BEFOULED WATER SPIRIT

A stomach-churning excrement-tinged odor fills your nostrils as this living tide of sewage draws near.

BEFOULED WATER SPIRIT

CR 6

XP 2,400

Unholy ^{ABPF} large water elemental

NE Large outsider (elemental, evil, extraplanar, water)

Init +4; **Senses** darkvision 120 ft.; Perception +14

Aura awful presence

DEFENSE

AC 20, touch 14, flat-footed 15 (+4 Dex, +1 dodge, +6 natural, –1 size)

hp 76 (8d10+32)

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

Designers' Notes

We made a number of modifications to the unholy template, making it quicker to use in your game. These modifications include:

- The die roll on the positive energy protection ability was changed to a static +4 bonus to saving throws.
- Protection from good ability is now the *protection from good* spell-like ability.
- Unholy body is now the universal monster ability negative energy affinity.
- The damage from profane attacks is now listed in the attack itself.

Defensive Abilities negative energy affinity; **DR** 5/—; **Immune** elemental traits

OFFENSE

Speed 30 ft., swim 100 ft.

Melee 2 slams +14 (1d8+7 plus 1d6 negative energy damage)

Space 10 ft., **Reach** 10 ft.

Special Attacks drench, vortex (DC 19, 10-40 ft.), water mastery

Spell-Like Ability (CL 8th; concentration +10)
Constant—*protection from good*

STATISTICS

Str 24, **Dex** 18, **Con** 19, **Int** 6, **Wis** 13, **Cha** 15

Base Atk +8; **CMB** +16; **CMD** 29

Feats Cleave, Dodge, Great Cleave, Power Attack

Skills Acrobatics +11, Escape Artist +13, Knowledge (planes) +5, Perception +14, Stealth +7, Swim +26

Languages Aquan

ECOLOGY

Environment any (Plane of Water)

Organization solitary, pair, or gang (3-8)

Treasure none

SPECIAL ABILITIES

Awful Presence (Su) Every non-evil creature within 30 ft. of the befouled water spirit takes a –1 penalty on all attack rolls, checks, and saves. Awful presence is a mind-affecting fear effect.

Drench (Ex) A befouled water spirit's touch puts out non-magical flames of Large size or smaller. The creature can dispel magical fire it touches as *dispel magic* with a caster level of 8.

Positive Energy Protection (Su) The befouled water spirit receives a +4 profane bonus to saving throw checks against positive energy damage, such as *cure* spells and channeled positive energy. If the save is successful the positive energy attack deals no damage to the befouled water spirit. If the positive energy damage was

dealt by a melee attack, the the attacker takes 2d6 points of negative energy damage.

Vortex (Su) A befouled water spirit can create a whirlpool as a standard action, at will. This ability functions identically to the whirlwind special attack, but can only form underwater and cannot leave the water.

Water Mastery (Ex) A befouled water spirit gains a +1 bonus on attack and damage rolls if both it and its opponent are touching water. If the opponent or the spirit is touching the ground, the spirit takes a -4 penalty on attack and damage rolls. These modifiers apply to bull rush and overrun maneuvers, whether the spirit is initiating or resisting these kinds of attacks.

DEVELOPMENT: Should the adventurers survive breaching the temple and manage to clear the area of all Ixtupi and dragonkin, they may wish to ritually purify the Garden of Sun and Rain, restoring Greenacre's ancient standing stones to their former glory. Finding the means to do so could be a story told over the course of an entire new adventure, and is beyond the scope of this module.

B1. Desecrated Shrine (CR 9)

At the bottom of the trilithon-framed steps is a long chamber with a single exit. The walls are dotted with curved stone alcoves containing vaguely humanoid forms wrapped in thick layers of hardened mud. Four 10-foot-long carved stone biers rest in the quadrants of the room; the remains of various small creatures sit atop the slabs.

Once the resting place of honored heroes of the ancient humans, their remains have long been vacated from these biers and replaced with foul totems and blood sacrifices to the Ixtupi lizardfolk's own adopted deity, Nyrionaxys herself.

MONSTERS: Two Ixtupi warpriests tend this area, fastidiously performing their dark rituals even through the sounds of combat above. Many of the stone alcoves contain lizardfolk mud zombies. Every round that a non-lizardman or non-dragon occupies this chamber, two mud zombies burst forth from the alcoves to attack. There are a total of eight mud zombies present. The priests aid them as well as they can, engaging with poorly-armored foes and channeling negative energy to heal their undead minions on their turns.

IXTUPI WARPRIESTS (2)

This Ixtupi lizardman wears a golden medallion representative of his deity, held around his neck by a necklace of vine and moss. Elaborate red silk robes embroidered with the silhouettes of black dragons drape his form. He clutches a finely crafted spear carved with runes which are traced in layers of dried blood.

IXTUPI WARPRIEST

CR 5

XP 1,600

Male lizardfolk ^{ARG} warpriest ^{ACG} 6

NE Medium humanoid (reptilian)

Init +4; Senses Perception +5

DEFENSE

AC 25, touch 13, flat-footed 25 (+7 armor, +3 deflection, +3 shield, +2 natural)

hp 33 (6d8+6)

Fort +6, Ref +4, Will +6

OFFENSE

Speed 20 ft., swim 30 ft.

Melee mwk spear +13 (1d8+9)

Special Attacks blessings 6/day (acid strike, unholy strike), channel negative energy (2d6, DC 14), fervor (4/day, 2d6), sacred weapon (1d8/+1)

Warpriest Spells Prepared (CL 6th, concentration +7)

2nd—*cure moderate wounds*, *dread bolt* ^{UM} (DC 13), *weapon of awe* ^{APG}

1st—*cure light wounds* (2), *divine favor*, *entropic shield*, *shield of faith*

0 (at will)—*bleed* (DC 11), *detect magic*, *guidance*, *light*, *resistance*

Blessings Earth, Evil

TACTICS

Before Combat The warpriest drinks his *potion of bull's strength*, then casts *divine favor*, *shield of faith*, and *weapon of awe* as time permits (already included in stats), and activates sacred weapon and blessings on his spear.

During Combat The warpriest casts *dread bolt* or uses his *scroll of unholy blight* on creatures that



are within line of sight but out of melee range. In melee, he uses Channel Smite and Vital Strike to his best advantage. During any round in which he is brought below 16 hp, he uses fervor to cast a cure spell on himself as a swift action.

Morale The Ixtupi warpriest is fanatically devoted to Nyrionaxys and will fight to the death in her service.

STATISTICS

Str 20, **Dex** 11, **Con** 12, **Int** 9, **Wis** 12, **Cha** 8

Base Atk +4; **CMB** +9; **CMD** 19

Feats Channel Smite, Improved Initiative, Lightning Reflexes, Shield Focus, Vital Strike, Weapon Focus (spear)

Skills Perception +5, Sense Motive +5, Swim +11; Racial Modifiers +8 Swim

Languages Draconic

Gear masterwork spear, +1 heavy steel shield, banded mail, *potion of bull's strength*, *scroll of unholy blight*, 500 gp in assorted gems and coins

LIZARDFOLK MUD ZOMBIES (8)

Layers of mud crack and flake as the desiccated body of this lizardman moves inside its hardened burial shell, lumbering toward you and loosing an unsettling hissing moan that shreds through its dry lungs and vocal cords.

LIZARDFOLK MUD ZOMBIE CR 1

XP 400

NE Medium undead

Init -1; **Senses** darkvision 60 ft., Perception +0

DEFENSE

AC 16, touch 9, flat-footed 16 (-1 Dex, +7 natural)
hp 13 (3d8)

Fort +1, **Ref** +0, **Will** +3

Defensive Abilities undead traits; **DR** 5/piercing

Weaknesses brittle

OFFENSE

Speed 30 ft., swim 15 ft.

Melee slam +4 (1d6+2)

STATISTICS

Str 15, **Dex** 8, **Con** —, **Int** —, **Wis** 10, **Cha** 10

Base Atk +2; **CMB** +4; **CMD** 13

SQ dust cloud, staggered

ECOLOGY

Environment any swamps or underground

Organization any

Treasure none

SPECIAL ABILITIES

Brittle (Ex) When first damaged by a bludgeoning weapon, a lizardfolk mud zombie's natural armor bonus is reduced by 2.

Dust Cloud (Ex) Whenever a lizardfolk mud zombie takes bludgeoning, force, slashing, or sonic damage, a cloud of dust kicks up around it. Any adjacent creatures must immediately succeed on a DC 11 Fortitude save or be sickened for 1d3 rounds.

TREASURE: Among the rotting sacrifices scattered atop the stone biers, the Ixtupi fanatics have also left behind a potion of cure serious wounds. Additionally, up to 8 uncut onyx gemstones, each worth 75 gp, can be harvested from the remains of the mud zombies—they are embedded in their hollow eyes.

B2. The Skull Passageway (CR 9)

This 10-foot-wide hallway leads both east and west, curving out of sight on both ends. Thousands of grinning skulls interspersed with crude mortar dot the walls.

HAUNT: When any living being enters this hallway, the skulls in the wall spring to life and snap mindlessly at any nearby creature.

SNAPPING SKULLS

CR 8

XP 4,800

CE haunt (10-ft. by 40-ft. area along the northern and southern walls of the hallway between area B1 and area B2)

Caster Level 9th

Notice Perception DC 10 (to notice skulls reaching out from the walls and snapping their jaws shut repeatedly)

hp 36; **Trigger** proximity; **Reset** automatic (1 hour)

Effect This hallway ossuary, once the resting place of the honored dead of ancient Greenacre, is now overpacked with the skulls of men and women slaughtered by Nyrionaxys and the Ixtupi. The restless dead reach out mindlessly, their jaws strong enough to rend flesh from skin as they bite and gnaw at living creatures who pass through this hallway. This haunt manifests the effect of a *mass inflict light wounds spell* (1d8+9 negative energy damage, Will DC 17 half) each round on up to 9 targets in the hallway.

Destruction Purifying the fountain in the eastern wing of area B2 (see below) of the temple lifts the curse from the skull passageway, forever quieting the souls of the dead.

FEATURE: The eastern hallway connecting to this passageway houses a white marble fountain filled with foul, stagnant water. The surface of the marble is covered in ancient carvings and archaic Common; a DC 20 Knowledge (history) reveals that the carvings depict the epic saga of a holy warrior named Artos.

REIGN OF RUIN

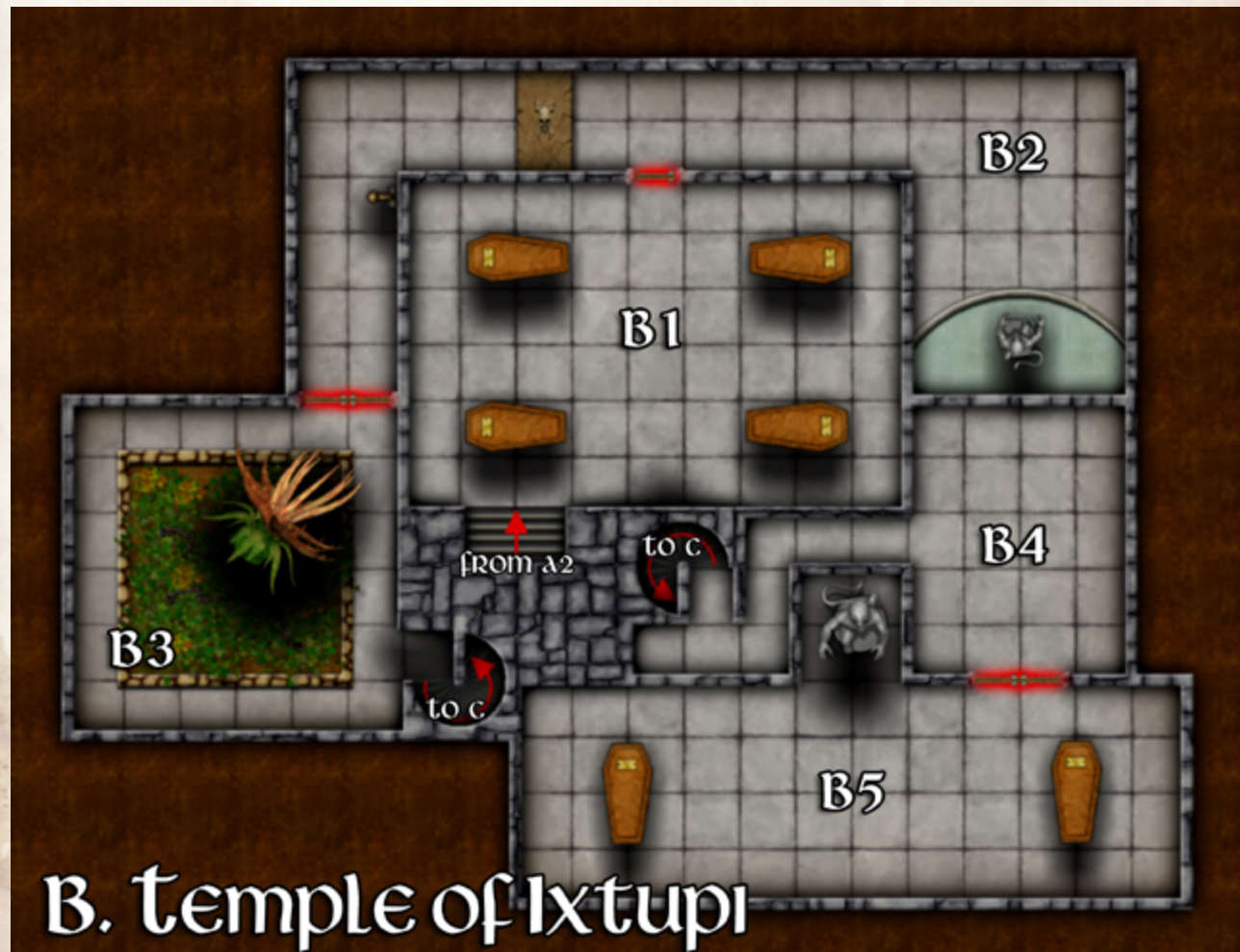
Additionally, with a successful DC 24 Knowledge (arcana) or Knowledge (religion) check, an adventurer can recall a short ritual (taking 1d4 minutes to perform) that can purify the fountain, but it requires the use of specific magical herbs to do so. Once purified, drinking from the fountain will bestow one of the following restorative effects: benefit from the effects of a *cure serious wounds* spell, or remove mummy rot as though *remove curse* and *remove disease* had been cast on them in rapid succession. Although the water remains permanently pure and safe for drinking after the ritual is performed, an adventurer can only benefit from the restorative properties of drinking from the fountain once per day. If the water is bottled and removed from the fountain's immediate vicinity, it loses all restorative properties. Purifying the fountain also disables the snapping skulls haunt in the passageway.

MONSTER/TRAP: A kobold slave named Pekdak stands in the northwest corner of the skull passageway. Most likely already alerted by the sounds of combat in B1, he hatches a plot to lure the adventurers into greater peril. Pekdak has rigged a large stone block in the ceiling to fall at a certain location when a human-sized or larger creature steps on weight-triggered sinking flagstones in the

floor. Pekdak himself is not heavy enough to trigger the trap, and can arm or disarm the falling block with the push of a lever mounted on the inner wall of the western hallway (which he promptly does as soon as he hears fighting in the desecrated shrine). Pekdak taunts the adventurers in broken Common, then throws a flask of alchemist's fire at the closest one of them and runs into the western hallway, retreating to the pillar mosaic chamber to shout a warning to another kobold slave, Kipyra, who waits at the top of the stairs leading down to area D1. Pekdak then returns to the hallway to see if the intruders made it past his block trap, throwing more alchemist's fire and luring them into the reach of the giant flytrap in area B3. (**NOTE:** Because Pekdak is most likely to be encountered alongside the dire flytrap, his XP total is figured into the XP and CR totals for encounter area B3, although his stats are printed here since this is where he first appears.)

PEKDAK, KOBOLD SLAVE

The dragon hired ingenious kobold engineers to design her traps. The minions those engineers left behind to maintain them, though... well, someone has to be from the shallow end of the gene pool.



PEKDAK AND KIPYA, KOBOLD SLAVES CR 6

XP 2,400

Male and female kobold ^{ARG} rogue 7

LE Small humanoid (reptilian)

Init +3; **Senses** darkvision 60 ft.; Perception +11

DEFENSE

AC 19, touch 14, flat-footed 16 (+4 armor, +3 Dex, +1 natural, +1 size)

hp 35 (7d8)

Fort +2, **Ref** +8, **Will** +1

Defensive Abilities evasion, trap sense +2, uncanny dodge

Weaknesses light sensitivity

OFFENSE

Speed 30 ft.

Melee +1 *shortsword* +10 (1d4–2)

Ranged alchemist's fire +10 (1d6 fire plus splash)

Special Attacks sneak attack +4d6

TACTICS

Before Combat The kobold slaves use Stealth to hide around corners or behind obstacles, throwing flasks of alchemist's fire at any creature that comes within 30 feet.

During Combat The kobold slaves maneuver to flank with allies and deal sneak attack damage whenever possible, using their fast getaway talent after strikes to get out of harm's way. If no allies are present, they stick to throwing alchemist's fire.

Morale If reduced to less than 17 hp with no healing potions remaining, they flee toward Nyronaxys' lair to warn their mistress, alarming any other creatures in their path.

STATISTICS

Str 7, **Dex** 16, **Con** 10, **Int** 10, **Wis** 9, **Cha** 8

Base Atk +5; **CMB** +2; **CMD** 15

Feats Deadly Aim, Far Shot, Point Blank Shot, Precise Shot, Throw Anything, Weapon Finesse

Skills Acrobatics +13, Bluff +9, Climb +8, Craft (trapmaking) +12, Escape Artist +13, Perception +11, Sense Motive +9, Stealth +17; **Racial**

Modifiers +2 Craft (trapmaking), +2 Perception

Languages Draconic

SQ rogue talents (combat trick, fast getaway ^{APG}, finesse rogue), trapfinding +3

Gear 10 flasks of alchemist's fire, +1 *shortsword*, +1 *studded leather armor*, *potions of resist energy* (2, acid 10), *potion of cure moderate wounds*, 65 gp

FALLING BLOCK TRAP

CR 7

XP 3,200

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

EFFECTS

Trigger location; **Reset** manual

Effect Atk +15 melee (5-ft. x 10-ft. stone block; 6d6) multiple targets (all targets in a 5-ft by 10-ft square)

In addition to possibly damaging the poor sap who falls for this trap, the fallen stone block also cuts off the passageway into the western hallway. The block can be pushed into the northwestern corner of the hallway to reopen the passageway; doing so requires the combined effort of two adventurers and four successful DC 18 Strength checks by either of them.

B3. The Herb Garden (CR 8)

Shafts in the ceiling allow precious sunlight to beam into this chamber, illuminating a raised stone terrace wall surrounding a rich reservoir of soil filled with lush plants and herbs. Though obviously tended, the garden seems functional rather than ornamental in nature. A dense cluster of thorny vines and spiny knob-shaped growths occupies the center of the garden. A spiral staircase is visible to the southeast.

Monster: The spiny vine-like plant is actually a dormant dire flytrap. It waits patiently for potential prey to draw near enough for it to feed. The flytrap has been well-trained by the Ixtupi not to attack lizardfolk or kobolds who pass through the garden, but has no such reservations about rampaging adventurers.

DIRE FLYTRAP

This huge cluster of vines eats large creatures for breakfast.

DIRE FLYTRAP

CR 6

XP 2,400

N Huge plant

Init +4; **Senses** blindsense 60 ft.; Perception +14

DEFENSE

AC 18, touch 7, flat-footed 18 (–1 Dex, +11 natural, –2 size)

hp 76 (9d8+36)

Fort +10, **Ref** +2, **Will** +5

Immune electricity, plant traits

OFFENSE

Speed 10 ft.

Melee 4 slams +14 (2d6+7 plus grab), bite +8 (2d6+3)

Space 15 ft., **Reach** 40 ft. (10 ft. with bite)

Special Attacks swallow whole (2d6+4 acid and bludgeoning, AC 15, 7 hp)

STATISTICS

Str 25, **Dex** 8, **Con** 19, **Int** 1, **Wis** 14, **Cha** 6
Base Atk +6; **CMB** +6 (+10 grapple); **CMD** 16 (can't be tripped)

Feats Improved Initiative, Improved Natural Armor, Improved Natural Attack (slam), Power Attack, Weapon Focus (slam)

Skills Perception +14

ECOLOGY

Environment temperate forests, hills, plains, and rivers

Organization solitary

Treasure normal

TREASURE: An adventurer who successfully deduced the ritual process for purifying the fountain in area B2, either by examining the carvings on the fountain or finding the ritual engravings in area D3, immediately realizes that the herb garden here contains all the ingredients needed to perform the ritual. Of course, the flytrap vigorously attacks anything trying to collect the herbs from its bed, so they'll likely need to deal with that threat first.

B4. Tomb Antechamber (CR 9)

The short, narrow hallway ends in a small rectangular chamber lit by dozens of black wax candles which rest in carved marble alcoves along the opposite wall. Each candle is nestled into the vacant brainpan of a reptilian skull. A set of double doors to the south leads out of the chamber.

TRAP/MONSTERS: The flagstone in the last 5-foot square of the narrow hallway leading into the chamber is carved with a draconic sigil that roughly translates to "The Dark Shall Devour All" (DC 24 Linguistics check). Stepping on this sigil causes a sudden gust of wind to rush through the room and blow out the candles, which plunges the room into darkness and releases a group of 3 hungry wraiths that evoke a vaguely reptilian shape. The Ixtupi wraiths relentlessly attack any creature in the chamber, even pursuing them out of this area.

IXTUPI WARRIOR SPIRITS (4) CR 5

XP 1,600 each

Wraith ^{B1}

hp 47

B5. Ixtupi Clerics' Tomb (CR 9)

Rounded stone alcoves line the walls of this room. Each alcove is occupied by a mud-covered humanoid form. A recessed area in the northern portion of the room houses a lustrous hematite statue of a summer fey. Two stone sarcophagi dominate the center of the tomb.

MONSTERS: As in area B1, lizardfolk mud zombies animate and attack while any non-lizardman or non-dragon creature is present here; each round, four zombies emerge from their alcoves. There are 8 total mud zombies in this area.

The two stone sarcophagi are sealed shut, and each requires a DC 20 Strength check to open. Opening either sarcophagus awakens the Ixtupi mummy within. Failure still awakens the mummy, and it bashes out of its tomb in 1d3 rounds to attack the intruders, chasing them relentlessly. The mummies will not pursue anyone past the stairs leading down to area C, however.

LIZARDFOLK MUD ZOMBIES (8) CR 1

XP 400 each

hp 13 (see page 14)

IXTUPI MUMMY SENTINELS (2) CR 6

XP 2,400 each

Advanced mummy ^{B1}

hp 76

FEATURE/DEVELOPMENT: The hematite statue depicts a beautiful faerie with a wicked smile who coyly holds a white crystal sphere before her face, as if proffering the item to whomever would take it. The sphere can easily be removed from the statue's hand; it may be used in area D3 to disarm the tomb sentinel golems and open the tomb of the high druid of ancient Greenacre.

TREASURE: Aside from the hematite statue, the only things of value here are the 8 uncut onyx gemstones embedded in the eye sockets of the mud zombies, each worth 75 gp.

C. Mosaic Pillar Chamber (CR 11)

This massive circular chamber stretches 50 feet from ceiling to floor. Two dilapidated wooden staircases line the southwest and northeast walls of the chamber. The most impressive feature of the room by far is the gargantuan pillar in the center of the room. Mosaic tiles arranged in the shapes of fanciful beasts wrap around the cylindrical column; toward the base of the pillar, another mosaic of an armored warrior bearing a greatsword stands at the ready as if preparing to fight the great beasts that surround him. The sound of water gently lapping at the base of the column echoes up through the chamber.

Long ago, the faithful of ancient Greenacre traversed this huge chamber using the staircases, which are now very precarious due to centuries of moisture rot. This bothers the Ixtupi little, for they possess the inherent climbing ability to scale the walls of the chamber with ease. The bottom 5 feet of the mosaic chamber is filled with murky water.

TRAPS: To make traversing the mosaic pillar chamber even more treacherous for intruders, Nyrionaxys' engineers also trapped portions of the staircases and the submerged floor. Areas marked T_B are trapped with scything blades that glide out of the wall when a creature steps onto the marked area. Areas marked T_P are rigged to collapse when a creature weighing more than 75 pounds steps onto the marked area, dumping them into the stagnant waters below. Areas marked T_S are trapped with retracted spikes that spring up and impale anyone stepping on them. Each of these trapped areas is marked with general warning glyphs on the adjacent wall signifying danger in the draconic tongue; a DC 24 Linguistics check can decipher their meaning.

COLLAPSING FLOOR CR 2

XP 600

Type mechanical; Perception DC 20; Disable Device DC 25

EFFECTS

Trigger location; Reset repair

Effect 30-foot fall (3d6); multiple targets (all creatures in 10 ft. area); DC 15 Reflex save avoids

RETRACTED STAIR SPIKES CR 2

XP 600

Type mechanical; Perception DC 20; Disable Device DC 20

EFFECTS

Trigger touch; Reset manual

Effect Atk +10 melee (2d6+3 piercing)

WALL SCYTHE TRAP CR 2

XP 600

Type mechanical; Perception DC 20; Disable Device DC 15

EFFECTS

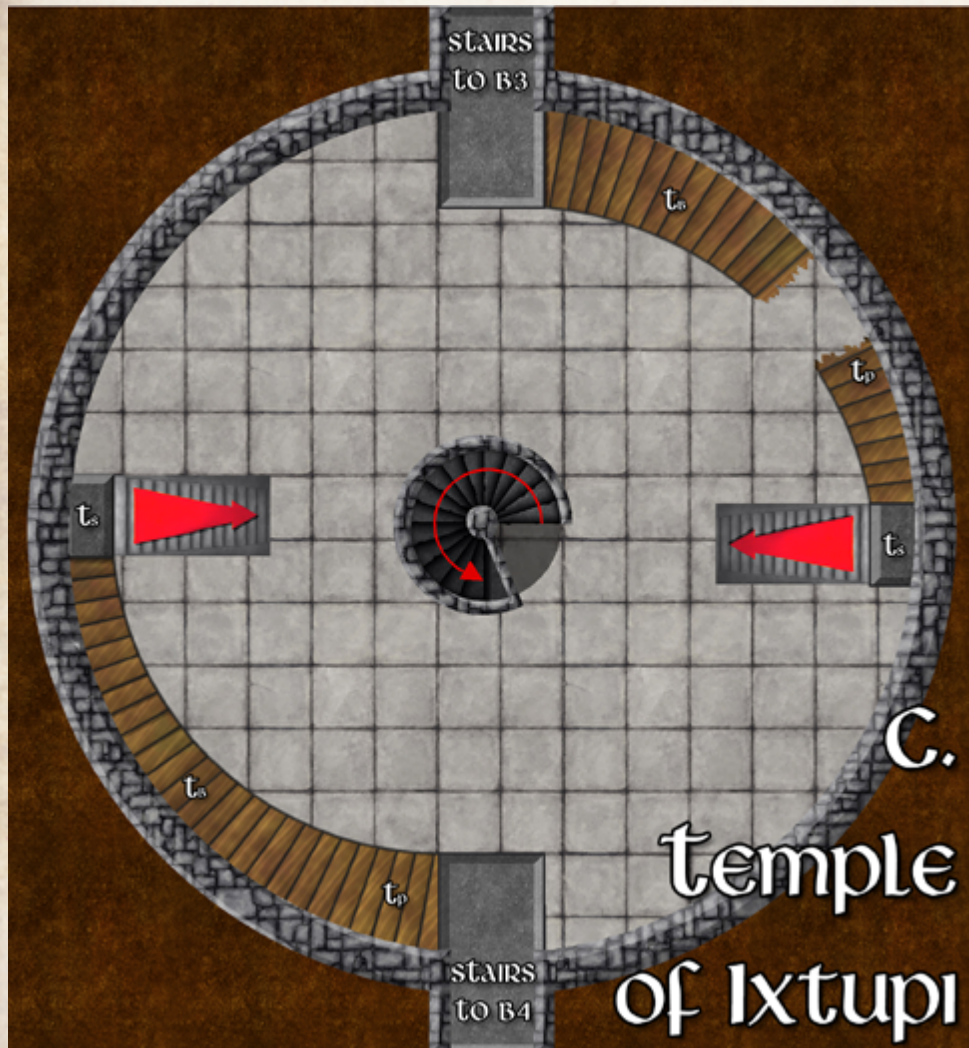
Trigger location; Reset automatic (1 round)

Effect Atk +15 melee (2d4+6/x4 slashing)

FEATURES/MONSTERS: The warrior depicted in the mosaic is none other than Artos, the hero whose

saga is told in brief through the carvings on the fountain in the eastern hallway of area B2. According to legend, Artos slew four great monsters during his crusade to settle Greenacre: the Caorthannach, a wily green-scaled firedrake; the Glatisant, a half-snake, half-lion beast; the Sluagh, a vile crow spirit from the Hells; and Tethra, a balor prince from the pits of the Abyss itself. Years ago, the original Nyrionaxys laid an enchantment upon the mosaic pillar that would bring facsimiles of these legendary creatures to life if an intruder should happen to wander through her abode without knowing how to bypass the chamber safely.

Every 1d3 rounds, so long as any non-dragon, half dragon, or kobold occupies Area C, one of the mosaic monsters



REIGN OF RUIN

emerges into existence from the pillar's surface and attacks the intruder. Once a mosaic monster is slain, it shatters into thousands of tiles, never to reappear again, although a faint outline of its form remains etched into the column.

CAORTHANNACH

CR 4

XP 1,200

Young flame drake ^{B2}
hp 45

GLATISANT

The second highest quarter of the pillar depicts a wondrous mix of snake and lion—a fanged reptilian head framed by a shock of tawny hair, its physique resembling that of a great cat covered in the ridged scales of a viper.

GLATISANT

CR 6

XP 2,400

NE Large magical beast

Init +7; **Senses** darkvision 60 ft., low-light vision, scent; **Perception** +13

DEFENSE

AC 19, touch 12, flat-footed 16 (+3 Dex, +7 natural, -1 size)

hp 68 (8d10+24)

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

Defensive Abilities evasion; **Immune** poison; **SR** 17

OFFENSE

Speed 40 ft.

Melee bite +12 (1d8+5 plus poison), 2 claws +12 (1d6+5 plus grab)

Space 10 ft., **Reach** 10 ft.

Special Attacks pounce, rake (2 claws +12, 1d6+5)

STATISTICS

Str 20, **Dex** 16, **Con** 16, **Int** 3, **Wis** 14, **Cha** 10

Base Atk +8; **CMB** +14 (+18 grapple); **CMD** 27

Feats Ability Focus (poison), Improved Initiative, Run, Vital Strike

Skills Acrobatics +16, Climb +18, **Perception** +13;

Racial Modifiers +8 Acrobatics, +8 Climb, +4 **Perception**

Languages Terran (cannot speak)

ECOLOGY

Environment temperate or warm plains and swamps

Organization solitary, pair, or nest (3-8)

Treasure none

SPECIAL ABILITIES

Poison (Ex) Bite—injury; **save** Fort DC 19; **frequency** 1/round for 6 rounds; **effect** 1d4 Con; **cure** 2 consecutive saves

SLUAGH

The tiled image of hundreds of crows flocked together, forming the shape of one enormous crow that stands as a single creature, haunts the second lowest quarter of the pillar.

SLUAGH

CR 5

XP 1,600

LE Tiny undead (swarm)

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

DEFENSE

AC 18, touch 18, flat-footed 15 (+3 deflection, +3 Dex, +2 size)

hp 52 (7d8+21)

Fort +3, **Ref** +5, **Will** +8

Defensive Abilities channel resistance +2, swarm traits; **Immune** undead traits

OFFENSE

Speed 10 ft., fly 40 ft. (good)

Melee swarm (2d6 plus distraction)

Ranged soulblight +10 (1d4 bleed and 1d3 Cha drain)

Space 10 ft., **Reach** 0 ft.

Special Attacks distraction (DC 16)

Spell-Like Abilities (CL 10th, concentration +13) 1/day—*mass pain strike* ^{APG} (DC 18)

STATISTICS

Str 2, **Dex** 16, **Con** —, **Int** 10, **Wis** 12, **Cha** 17

Base Atk +5; **CMB** -1; **CMD** 11

Feats Improved Initiative, Iron Will, Quicken Spell-Like Ability (*mass pain strike*), Wingover

Skills Fly +14, Intimidate +12, Knowledge (religion) +9, **Perception** +10, Spellcraft +9

Languages Infernal

SQ life siphon

ECOLOGY

Environment any underground or Hell

Organization solitary

Treasure none

SPECIAL ABILITIES

Life Siphon (Su) Whenever a living creature takes swarm damage from a sluagh, the sluagh gains temporary hit points equal to the amount of damage dealt.

Swarm A sluagh's swarm attack counts as a magical attack for the purposes of overcoming damage reduction.

Soulblight (Su) Once per round as a standard action, a sluagh can send forth a single member of its swarm to attack a creature within 40 feet with its wickedly sharp magical beak. This functions as a ranged touch attack which does not provoke

an attack of opportunity. On a successful hit, the target suffers 1d4 bleed damage and must also make a DC 16 Will save or suffer 1d3 points of Charisma drain. The save DC is Charisma-based.

TETHRA

The bottom quarter of the pillar bears the horrifying visage of a great demon with one eye in the front of its head and one in the back, reaching upward with a clawed hand to grab at the image of the armored warrior above it.

TETHRA

CR 7

XP 3,200

CE Large outsider (chaotic, demon, evil, extraplanar)

Init +3; **Senses** darkvision 60 ft.; Perception +9

DEFENSE

AC 19, touch 12, flat-footed 16 (+3 Dex, +7 natural, -1 size)

hp 67 (9d10+18)

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

Defensive Abilities improved uncanny dodge; **DR** 5/cold iron and good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10

OFFENSE

Speed 40 ft., fly 80 ft. (good)

Melee +1 *flaming longsword* +11/+6 (2d6+5 plus 1d6 fire), +1 *shock whip* +11/+6 (1d4+5 plus 1d6 electricity and entangle), or 2 slams +10 (1d10+4)

Space 10 ft., **Reach** 10 ft. (20 ft. with whip)

Spell-Like Abilities (CL 9th, concentration +13)
3/day—*invisibility purge*, *dimension door*
1/day—*displacement*, *summon* (level 4, 1d3+1 demon, dretch ^{B1}100%)

STATISTICS

Str 18, **Dex** 17, **Con** 14, **Int** 10, **Wis** 10, **Cha** 18

Base Atk +9; **CMB** +14; **CMD** 27

Feats Combat Reflexes, Critical Focus, Double Slice, Improved Two-Weapon Fighting, Two-Weapon Fighting

Skills Bluff +13, Fly +14, Intimidate +13, Knowledge (history) +9, Knowledge (planes) +9, Knowledge (religion) +9, Perception +9, Sense Motive +9, Stealth +13

Languages Abyssal, Celestial, Draconic; *telepathy* 100 ft.

SQ whip mastery

ECOLOGY

Environment any (Abyss or underground)

Organization solitary

Treasure standard (+1 *flaming longsword*, +1 *shock whip*, other treasure)

SPECIAL ABILITIES

Entangle (Ex) If Tethra strikes a Medium or smaller foe with its whip, he can immediately attempt a grapple check without provoking an attack of opportunity. If Tethra wins the check, he draws the foe into an adjacent square. The foe gains the grappled condition, but Tethra does not.

Whip Mastery (Ex) Tethra treats a whip as a light weapon for the purposes of two-weapon fighting, and can inflict lethal damage on a foe regardless of the foe's armor.

Additionally, the stagnant water that fills the bottom 5 feet of the chamber is the home of a ravenously hungry giant crystal ooze. Its body is thinly dispersed across the surface of the water, so it is indistinguishable from normal algae for all intents and purposes. However, if any creature enters the water, the ooze gathers itself together and reforms into its normal size and shape nearby that creature's location (which takes a full round), attacking any potential food relentlessly.

GIANT CRYSTAL OOZE

CR 5

XP 1,600

Giant crystal ooze ^{B1}

hp 58

SECRET DOOR: The southeast quarter of the mosaic pillar hides a secret sliding stone door some 10 feet above the room's floor (5 feet above the water line). This door leads to a spiral staircase that winds downwards into area D1. Inside the pillar, the kobold slave Kipyra views the room through two small peepholes in the door. Her instructions are to run downstairs and sound the alarm if Pekdak reports intruders from above, or to open the door and lower a wooden plank that connects the secret door to the eastern staircase's stone landing if Ixtupi raiders are returning from the upper levels (the Ixtupi know that the water is infested with a bog scum and avoid it at all costs). When closed, this door can only be spotted with a DC 27 Perception check, but the DC drops to 19 if Tethra is slain (his mosaic covers the outline of the door).

KIPYRA, KOBOLD SLAVE

CR 6

XP 2,400

hp 35 (see page 16)

TREASURE: If all four mosaic monsters are slain, the mosaic of Artos animates and approaches the adventurers. The knight removes its helmet, revealing that the legends of the Stormhammer Rangers misrecorded one crucial fact now lost to the mists of time: Artos, the champion of Greenacre, was a woman. She praises them for their bravery and prowess, gifting to them her greatsword and helmet before disappearing in a similar fashion

as the monsters. *Artos' blade* is a +2 *defending guardian*^{UE} greatsword, and her helmet is a *stormlord's helm*^{UE}.

D1. Lower Temple Sanctuary (CR 10 or 11)

This large cathedral-like chamber is illuminated by torches set into wall sconces every 10 feet along the ochre-stained walls. Defaced carvings and mosaics, relics of the ancient druids of Greenacre, are covered in tribal designs and profane draconic hieroglyphs. At the west end of the room, a set of stairs leads up onto a raised altar area adorned by flaming braziers and a stone block encrusted with dried blood. Four massive black snakes lie in coils in the lower sanctuary, their eyes gleaming lifelessly in the torchlight.

The snakes are actually statues carved from obsidian and ivory, but are remarkably lifelike in appearance; realizing that they are not alive requires either a DC 27 Perception check or interaction with one, such as attacking a statue.

MONSTERS: A congregation of Ixtupi are gathered here paying tribute to their vile mistress, the reborn dragon Nyrionaxys, who will usher in a new reign of ruin across the Great Swamp. The warpriest is hard at work attempting to activate his *relic of unholy devotion* in hopes of summoning a demonic consort to please Nyrionaxys II. Fortuitously enough for the Ixtupi, the adventurers would make excellent sacrifices to such a demon.

IXTUPI SAVAGES (4) CR 1

XP 400 each
Lizardfolk^{B1}
hp 11

IXTUPI SORCERESS (4)

This Ixtupi is covered in bright war paint outlining intricate magical glyphs upon its green scales. She hisses viciously and forms a ball with her digits, her talons pulling a bolt of acid from thin air as she trains her eyes on you.

IXTUPI SORCERESS CR 5

XP 1,600
Female lizardfolk^{ARG} sorcerer 6
NE Medium humanoid (reptilian)
Init +1; **Senses** Perception –1

DEFENSE

AC 21, touch 11, flat-footed 20 (+4 armor, +1 Dex, +2 natural, +4 shield)
hp 45 (6d6+24) plus 1d10+6 temporary
Fort +5, **Ref** +3, **Will** +4
DR 10/magic vs. ranged weapons (max 60 damage reduced); **Resist** acid 10

OFFENSE

Speed 30 ft., swim 30 ft.
Melee mwk spear +4 (1d8)
Ranged ranged touch +4 (by spell)
Sorcerer Spell-Like Abilities (CL 6th, concentration +8)
5/day—*elemental ray* (1d6+3 acid)
Sorcerer Spells Known (CL 6th, concentration +8)
3rd (3/day)—*fireball* (acid, DC 15)
2nd (6/day)—*false life*, *protection from arrows*, *scorching ray* (acid)
1st (7/day)—*burning hands* (acid, DC 13), *mage armor*, *magic missile* (acid), *shield*, *vanish*^{APG}
0 (at will)—*acid splash*, *bleed* (DC 12), *daze* (DC 12), *detect magic*, *flare* (DC 12), resistance, *touch of fatigue* (DC 12)
Bloodline elemental (earth)

TACTICS

Before Combat The Ixtupi sorceress drinks her *potion of bear's endurance* and casts *mage armor*, *false life*, *shield*, and *protection from arrows* (already included in stats), then waits for a target to come within range of her spells. If she has extra time to waste, she also uses her *wand of vitriolic mist*.

During Combat The sorceress blasts enemy clusters with acidic *fireballs*, or uses *vanish* to reposition and hurl ray attacks at any enemies engaged with its allies. If engaged in melee, she activates her *war paint* to scare away her attackers. Should she manage to wound an enemy with her spear, she *vanishes* and activates her *anatomy doll* on the target she hit.

Morale The Ixtupi sorceress is fanatically devoted to Nyrionaxys and will fight to the death in her service.

STATISTICS

Str 10, **Dex** 12, **Con** 16, **Int** 11, **Wis** 9, **Cha** 14
Base Atk +3; **CMB** +3; **CMD** 14
Feats Eschew Materials, Point Blank Shot, Precise Shot, Toughness
Skills Appraise +7, Spellcraft +7, Use Magic Device +9; **Racial Modifiers** +8 Swim
Languages Draconic
Gear masterwork spear, *anatomy doll*^{UE}, *potion of bear's endurance*, *wand of vitriolic mist*^{UM} (3 charges), *war paint of the terrible visage*^{APG}

IXTUPI WARPRIEST CR 5

XP 1,600 each
hp 33 (see page 13)
Additional Gear *scroll of summon monster V*

DEVELOPMENT: If Kipyra the kobold slave was alerted to the adventurers' presence in area C, either

by their own deeds or by Pekdak, she proceeds to this chamber to inform the Ixtupi sorcerers and their retinue of guards that intruders have breached the upper levels of the temple. She then scampers through the open secret door in the northwest portion of area D1, closing the door behind her, and runs to warn Nyrionaxys in turn, who then responds as described in the sidebar on her tactical procedures within the temple (see area E4).

Meanwhile, the Ixtupi prepare to mount an offense, with the sorceresses using their spells to target adventurers from afar while the savages engage them in melee. The Ixtupi warpriest begins a ritual incantation over the bloodstained altar with the intent of summoning an incubus (via his *scroll of summon monster V*) to aid his underlings. This ritual takes 3 rounds to complete (see the description of the *relic of unholy devotion* in the sidebar for more information). (**NOTE:** The addition of the incubus to this encounter raises the CR from 10 to 11, should the warpriest succeed in summoning it.)

INCUBUS

CR 6

XP 2,400

Incubus demon ^{B3}

hp 76

TREASURE: The altar on the dais holds a *relic of unholy devotion* (see sidebar), which the Ixtupi warpriest uses to bolster the abilities of his summoned incubus.

SECRET DOOR: The door in the northwest portion of the altar area can be found with a DC 28 Perception check, but opening it is a bit trickier. The secret is in the snake statues in the sanctuary area, which are mounted on movable blocks that turn in a circle when pushed; a successful DC 20 Perception or Knowledge (engineering) check is required to notice this. If each of the four statues is rotated so that the heads of the snakes face the altar, the audible grinding of stone on stone is heard echoing throughout the chamber, and the door opens.

D2. Charnel Pit (CR 10)

The overwhelming stench of rotting flesh assaults your olfactory senses as you enter this room. A pit filled to the brim with human bodies festers in the center of the chamber. On one side of the charnel, a lizardman priest chants vile prayers to forgotten gods. As his fevered incantations increase in pitch and intensity, several of the bodies atop the pile twitch and lurch, moving in a horrid simulacrum of life as they rise to their feet and walk over the other corpses, their lifeless eyes fixed upon the room's entrances.

The Ixtupi collect the bodies of fallen humanoids that they slay during raids and dump them here.

Some are consumed as food, but most are used as zombie fodder to reinforce the temple grounds (their last batch was destroyed during a recent attack by the Tsiikil lizardfolk, so they are hard at work creating new ones when the adventurers enter the room). Assume that the pit contains enough bodies to create a dozen human zombies before their supply is exhausted.

MONSTERS: An Ixtupi high priest and two dragonblood brutes guard this chamber. They

New Magic Item

RELIC OF UNHOLY DEVOTION

Aura faint abjuration, necromancy, and transmutation; **CL** 5th

Slot none; **Price** 3,000 gp; **Weight** 2 lbs.

DESCRIPTION

This idol resembles a horned, winged fiend with ruby eyes and obsidian talons, immaculately sculpted from black and gray marble. Once per day, a spellcaster can use the relic as a focus component for a *summon monster* spell used to summon a creature with the daemon, demon, or devil subtype. Doing so increases the casting time of the spell to three rounds; the caster may make a DC 17 concentration in each round of casting. For each such successful concentration check, the summoned monster gains the next additional ability listed below when it manifests on the Material Plane. If the caster fails a Concentration check but succeeds in a following round, these bonuses are granted in the order presented (so if the caster fails their first two concentration checks but succeeds on the third check, for example, only the 1st Round benefits are conferred to the summoned creature).

1st Round: Gains a +3 bonus on attack rolls to confirm critical hits with its primary weapon (natural or otherwise).

2nd Round: Gains 10 temporary hit points.

3rd Round: Gains a +2 deflection bonus to AC and a +2 resistance bonus on all saves. The next 5 creatures that strike the creature with a melee attack are stunned for 1 round (Will DC 14 negates).

CONSTRUCTION

Requirements Craft Wondrous Item, *false life*, *greater stunning barrier* ^{ACG}, *unerring weapon* ^{UC}, creator must worship an evil deity; **Cost** 1,500 gp

zealously fight to the death, hissing draconic curses as they raise zombies to fight with them and hack away at intruders.

IXTUPI HIGH PRIEST

Although wearing the same golden medallion and red robes as the other Ixtupi priests you have encountered, this lizardman clutches grisly carrion totems and wields a wicked-looking ceremonial dagger.

IXTUPI HIGH PRIEST

CR 8

XP 4,800

Male lizardfolk ^{ARG} cleric 8

NE Medium humanoid (reptilian)

Init -1; Senses Perception +8

DEFENSE

AC 20, touch 11, flat-footed 20 (+7 armor, -1 Dex, +2 deflection, +2 natural)

hp 71 (8d8+32)

Fort +9, Ref +1, Will +10

Resist acid 10

OFFENSE

Speed 20 ft., swim 30 ft.

Melee +2 dagger +10 (1d4+4)

Ranged ranged touch +5 (damage by spell)

Special Attacks channel negative energy (7/day, 4d6, DC 16), whispering evil (8 rounds/day, DC 18)

Domain Spell Like Abilities (CL 8th, concentration +11)

7/day—acid dart (1d6+4), touch of evil (4 rounds)

Cleric Spells Prepared (CL 8, concentration +11)

4th—poison (DC 19), spit venom ^{UM} (DC 18), unholy blight ^D (DC 18)

3rd—animate dead (2), invisibility purge, summon monster III, vampiric touch ^D

2nd—align weapon ^D, desecrate (already cast), enemy's heart ^{ARG}, hold person (2, DC 16)

1st—bane (DC 15), divine favor, doom (2, DC 16), entropic shield, magic stone ^D

0 (at will)—bleed (DC 15), detect magic, guidance, read magic

D Domain Spells; Domains Evil (Daemon), Earth

TACTICS

Before Combat If alerted to the presence of intruders, the Ixtupi high priest drinks his *potion of shield of faith*, casts *animate dead* to raise the zombies from the pit (he can raise and control all 12 bodies with a single casting since he has already *desecrated* the charnel pit), and summons a fiendish crocodile.

During Combat The high priest uses whispering evil to fascinate creatures while his minions attack. He channels negative energy or casts *dread bolts*

from his wand whenever able, steering clear of combat and drinking *cure* potions as needed. He attempts to cast *hold person* on anyone who threatens him in melee, and targets helpless enemies with *enemy's heart*.

Morale The high priest is a fanatic, but a realistic one. If his minions are defeated, or if he drops below 20 hp, he flees to find reinforcements.

STATISTICS

Str 14, Dex 8, Con 16, Int 10, Wis 18, Cha 14

Base Atk +6; CMB +8; CMD 17

Feats Combat Casting, Extra Channel, Selective Channeling, Spell Focus (necromancy)

Skills Knowledge (religion) +7, Perception +8, Sense Motive +11, Spellcraft +7, Swim +7; Racial Modifiers +8 Swim

Languages Draconic

Gear wand of dread bolt ^{UM}, +2 dagger, ring of protection +2, brooch of shielding, +1 breastplate, headband of inspired wisdom +2, potions of cure serious wounds (3), potion of shield of faith +5, golden unholy symbol (worth 1,200 gp)

IXTUPI DRAGONBLOOD BRUTES (2) CR 6

XP 2,400 each

hp 50 (see page 8)

SECRET DOORS: An obvious door is set in the wall of the northmost area of the pit chamber. It is a one-way passage from the southeast corner of area D4 and cannot be opened from this side without a magical key—the high priest's golden holy symbol is enchanted to open the passage from this side when touched to the door. A much more subtle hidden door (DC 30 Perception check to spot) is set in the corresponding wall to the south, and leads to area D3.

D3. High Druid's Tomb (CR 12)

A twisting, narrow hallway ends in a chamber shaped similarly to the great sanctuary, with stairs rising to a dais upon which sits a single, unmarred sarcophagus of white marble flanked by braziers that burn with white flame. Four crystal statues of warriors from ancient Greenacre flank the path to the stairs, two on either side. The flame's pure light refracts through the statues, creating a prismatic wash of rainbows on the walls and floors.

MONSTERS: The Ixtupi lizardfolk have never found the door leading into this chamber, where the high druid who oversaw the creation of the temple is interred. His remains are guarded by four tomb sentinel golems, who animate and attack any creature that moves adjacent to the steps leading up to the sarcophagus.

TOMB SENTINEL GOLEMS (4)

CR 8

XP 4,800 each

Glass golem ^{B2}

hp 96

FEATURES: The lid of the sarcophagus is carved with runes of elemental symbolism and wards against evil, and in the very center of the stone lid is a half-spherical depression. Astute adventurers who collected the crystal sphere in area B5 quickly realize that the depression is sized to fit the sphere (Perception or Appraise DC 12). Placing the sphere in the depression causes the tomb sentinel golems to cease their aggression and return to their starting places on either side of the tomb chamber.

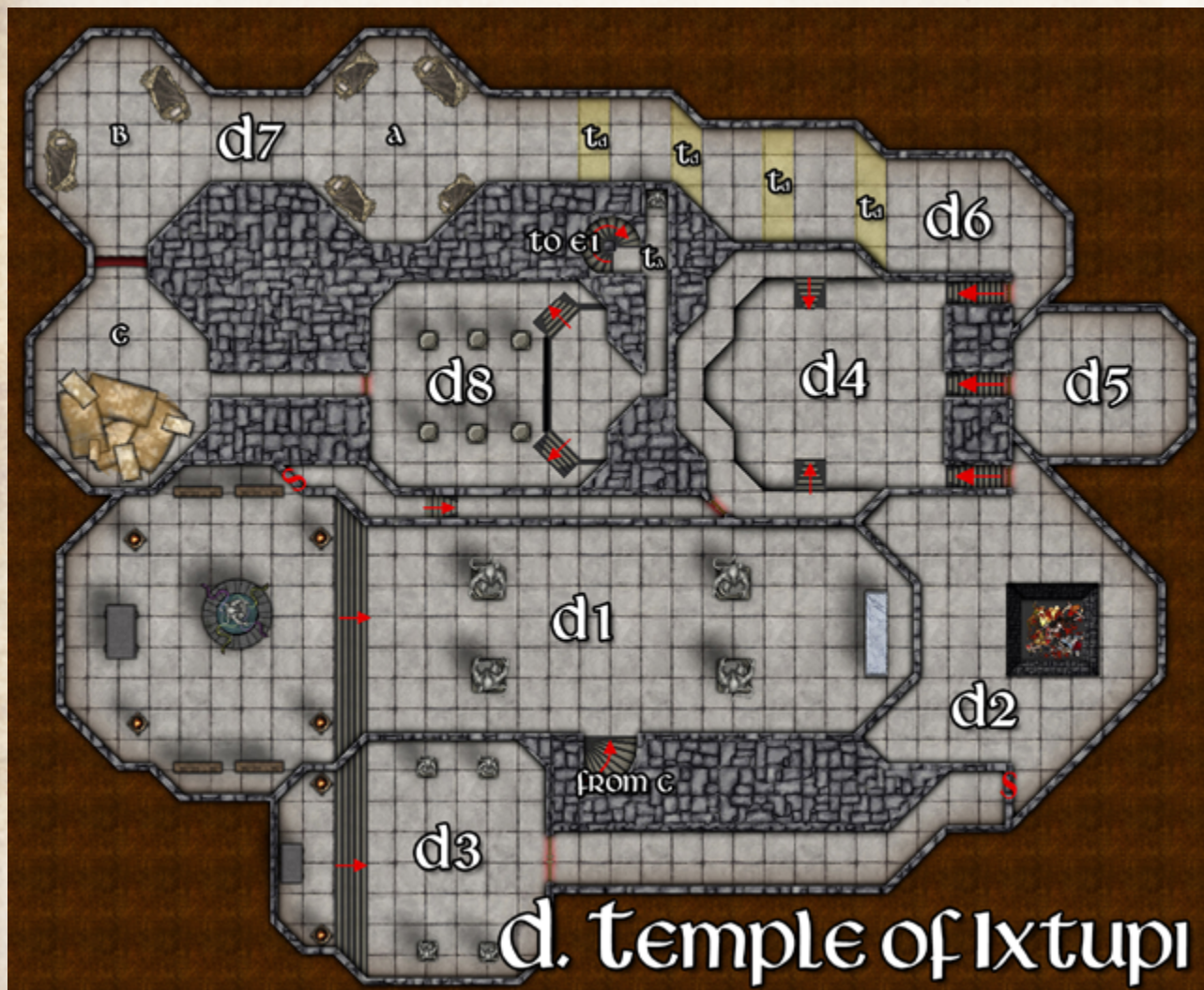
Additionally, any adventurer who studies the carvings on the sarcophagus can make a DC 24 Knowledge (arcana) or Knowledge (religion) check to realize that they are very similar to those found on the befouled fountain in area B2, but these carvings fully describe the sanctification ritual that reactivates the fountain's restorative properties. This is the complete ritual formula for purifying the fountain, so

if the adventurers did not deduce that information on their own, they can obtain it more easily here, but they will still need the herbs from area B3 to complete the ritual (which requires destroying the guardian flytrap, if they haven't done so already).

TREASURE: Inside the high druid's sarcophagus, swaddled in his dusty robes, is the most valuable remaining treasure of the ancient people of Greenacre—the *rainbow sceptre*. A gift to the human priesthood from a neighboring tribe of lizardfolk who followed Qucumatz, the Rainbow Serpent, it became a symbol of the office of the high druid. The *sceptre* was never passed on to the deceased high druid's successor; the high druid interred here died shortly before Nyrioraxys I conquered the temple, and all of his priests went into battle against the great wyrm's hordes, leaving the *sceptre* entombed with their fallen master and out of the hands of the Ixtupi.

D4. Elite Guards' Post (CR 10)

The eastern portion of this room is sunken to a depth of ten feet below you, connected to the



balcony on the western side by a pair of stone stairs to the north and south. The floor in the sunken area is a stark, bleached white, contrasting sharply with the ochre-colored walls. Three doors are set in the eastern wall. Four armored and armed half-dragon brutes stand guard here: two on the balcony, and two in the sunken area.

MONSTERS/OBSTACLE: The dragonblood brutes in this chamber are the first line of defense protecting Nyrionaxys' lair from intruders, and they take their job very seriously. As soon as the adventurers enter this area, one of the brutes on the balcony throws a lever which causes the lower portion of the room to instantly flood with highly corrosive acid to a depth of about a foot, dealing 1d6 acid damage per round to any creature standing in the bottom portion of the chamber; additionally, the air is choked with acidic fumes (Fort DC 13 or 1 Con damage each round). The brutes, being half-black dragon themselves, are immune to both of these effects. The dragonblood brutes will attempt to reposition adventurers so as to drop them into the acid pool. An adventurer seeking a way to drain the acid out of the room can make a DC 24 Perception or DC 20 Knowledge (engineering) check; success indicates that he or she notices a second partially-submerged lever built into the floor of the room. Once activated, the acid drains out of the room in 3 rounds, but the adventurer must reach into the depths of acid to activate the drain, taking 4d6 acid damage in the process.

IXTUPI DRAGONBLOOD BRUTES (2) CR 6

XP 2,400 each
hp 50 (see page 8)

D5. Storage

The walls of this modest chamber are lined with crates, pots, and racks. Many are marked as containing foodstuffs and bear the brands of several prominent merchant guilds. The racks contain weapons of varying styles and sizes, none of which seem to have seen much use.

This area is used to store the spoils of the Ixtupi tribe's raids on nearby humanoid settlements. Nearly any sort of mundane equipment can be found here with 1d6 rounds' worth of searching, but nearby monsters alerted to the adventurers' presence by the sounds of combat may storm in to investigate while they plunder through the Ixtupis' stock. This is also a point at which Nyrionaxys may make a quick strike at the party, retreating immediately to let them simmer in their own panic and fear (see the sidebar on the dragon's tactical procedures within the temple under area E4 for additional information).

TREASURE: Although most of the contents of the stock room are mundane supplies, a careful search of the room (DC 29 Perception skill check) reveals a hidden pouch of ancient platinum coins worth 1,000 gp and a quiver containing 10 +1 lesser *designating* ^{UE} *arrows*.

D6. Trapped Hallway (CR 10)

The hallway doubles back on itself from the entrance, its awkward shape made all the more bizarre by the green mosaic tiles and pigments used to color the walls and floors. Shafts of yellow light beam through the walls, crisscrossing the hallway leading back to the west. The hallway seems to slant noticeably downward as it runs from east to west.

This hallway is lined with kobold-engineered traps: spring-loaded, light-activated murder holes loaded with poison darts that automatically fire

New Magic Item

RAINBOW SCEPTRE

Aura moderate conjuration (healing) and abjuration; **CL** 11th
Slot none; **Price** 42,000 gp; **Weight** 5 lbs.

DESCRIPTION

This staff of gold is molded in the shape of a couatl and decorated with beads, feathers, and gems of every size, shape, and color imaginable. It radiates a shifting prismatic light when evil dragons, half-dragons, or lizardmen are within 100 feet, intensifying in brightness as they draw nearer. Nearby dragonflies are drawn to the *rainbow sceptre* and will often perch upon its tip. It can be wielded in combat as a +2 *dragonbane quarterstaff*; on a critical hit, the target also suffers the effects of a *color spray* spell (CL 11th, DC 16).

The *rainbow sceptre* allows use of the following spells:

- *detect evil* (1 charge)
- *jump* (1 charge)
- *cure moderate wounds* (2 charges)
- *resist energy* (2 charges)
- *remove curse* (3 charges)
- *remove disease* (3 charges)

CONSTRUCTION

Requirements Craft Staff, Craft Magic Arms and Armor, *color spray*, *cure moderate wounds*, *detect evil*, *jump*, *remove curse*, *remove disease*, *resist energy*, *summon monster I*;
Cost 21,000 gp

whenever a creature moves in front of the holes and breaks one of the light beams (marked T_D on the map). A concealed lever on the diagonally-slanted southern wall just inside the hallway deactivates the traps, sealing the murder holes, while another lever just outside of area D7-A reactivates them. (The traps are set about four feet above ground level, so Kipyra doesn't set them off if she runs through here to warn the dragon of intruders. The same goes for any halflings and gnomes in the party, too, of course.)

Whenever the door from area D4 is opened, an illusion activates about 12 seconds later showing the following events: the door to D4 slams shut and audibly locks (Disable Device DC 25 to open), and the easternmost wall of the hallway slides upward, revealing a gigantic boulder nearly as wide as the corridor that rolls rapidly into the inclined hallway. This illusion provides impetus for the adventurers to run headlong into the poison dart traps lining the hallway. Any adventurer not affected by the illusion may attempt to warn his comrades, giving them a chance to disbelieve the highly-convincing illusion.

ROLLING BOULDER ILLUSION CR 4

XP 1,200

Type magical; **Perception** DC 25; **Disable Device** DC 27

EFFECTS

Trigger location; **Reset** automatic (5 minutes);

Bypass concealed lever

Effect *mage hand* (door shuts and locks, Disable Device DC 25 to open), *minor image* (20-foot wide boulder moves 20 feet/round, Will DC 18 disbelieves)

POISON DART TRAPS (4) CR 6

XP 3,200

Type mechanical; **Perception** DC 15; **Disable Device** DC 15

EFFECTS

Trigger location; **Reset** automatic (immediate)

Effect Atk +20 ranged (poison dart; 1d3 plus deathblade poison)

D7. Living Quarters (CR 11)

Loud, sibilant growling echoes down the hall from up ahead. A short series of steps leads up to an octagonal room lined with heaps of straw and molded fabric. Lizardfolk sit or stand near the piles, casting bones in games of chance or wrestling for sport.

Although most of the Ixtupi tribe makes their beds in the swamps above, the select few chosen

to guard the temple sleep either here or in the sanctuary (area D1). Their loud, violent cavorting prevents them from hearing the sounds of combat in other areas of the temple, so they are most likely taken off guard when the adventurers first enter this area. (If Kipyra the kobold slave managed to escape the adventurers' ire and run below to alert Nyrrionaxys, she ran right through this area chattering unintelligibly and the Ixtupi took no notice of her, assuming that the dragon has summoned the pathetic wretch to perform some demeaning task in her lair.)

MONSTERS (Room A): Four Ixtupi lizardman savages and their pet, a half-dragon bog toad named Hopsey, inhabit this filth-ridden chamber lined with beds of fur and reed. Two of the Ixtupi are wrestling while the other two egg them on, each of them munching on raw buffalo haunches and clenching sacks of mushrooms and plant buds which are valued by the Ixtupi for their intoxicating qualities (and also happen to be their ante for the wrestling wager). Occasionally, one of the savages tosses a half-eaten bone or lump of gristle to Hopsey, who eagerly gobbles it up. The savages are either drunk or deep in the throes of mushroom intoxication, and Hopsey is incredibly dense and stupid even for a half-dragon, so they likely don't notice the adventurers approaching at all.

IXTUPI SAVAGES (4) CR 1

XP 400 each

Lizardfolk ^{B1}

hp 11

HOPSEY, DRAGON TOAD

Despite its draconic heritage, this thing isn't much smarter than your average bullfrog—but what it lacks in brains, it makes up for with brute strength and raw nastiness.

DRAGON TOAD CR 3

XP 800

Half-black dragon giant frog

N Medium dragon

Init +1; **Senses** darkvision 60 ft., low-light vision, scent; **Perception** +3

DEFENSE

AC 16, touch 11, flat-footed 15 (+1 Dex, +5 natural)
hp 21 (2d8+12)

Fort +9, **Ref** +6, **Will** –1

Immune acid, sleep, paralysis

OFFENSE

Speed 30 ft., fly 60 ft. (average), swim 30 ft.

Melee 2 claws +7 (1d4+6), bite +7 (1d6+6 plus grab) or tongue +7 touch (grab)

Space 5 ft., **Reach** 5 ft. (15 ft. with tongue)
Special Attacks breath weapon (1/day, 60-ft. line, DC 17, 2d6 acid), pull (tongue, 5 feet), swallow whole (1d4 bludgeoning damage, AC 12, 2 hp), tongue

STATISTICS

Str 23, **Dex** 13, **Con** 22, **Int** 3, **Wis** 8, **Cha** 8
Base Atk +1; **CMB** +7 (+11 grapple); **CMD** 18 (22 vs. overrun, trip)
Feats Lightning Reflexes
Skills Acrobatics +9 (+13 jumping), Perception +3, Stealth +5, Swim +14; **Racial Modifiers** +4 Acrobatics (+8 jumping), +4 Stealth
Languages Draconic

ECOLOGY

Environment temperate or warm marshes and aquatic
Organization solitary, pair, or army (3-8)
Treasure none

SPECIAL ABILITIES

Tongue (Ex) A dragon toad's tongue is a primary attack with a 15-foot reach. A dragon toad's tongue deals no damage on a hit, but can be used to grab. A dragon toad does not gain the grappled condition while using its tongue in this manner.

MONSTERS (Room B): A lizardman priest and a lizardman sorcerer are throwing dice on a rickety table in the northeast corner of the room as they pass a bottle of rotgut grain alcohol between them. They're facing the wall as they throw, and accustomed to their rowdy neighbors beating each other until they're all bloody and screaming, so there's only a 25% chance each round that they notice any fighting that occurs in Room A unless someone does something unusual like casting a spell or setting off an explosion; however, loud conversation in Common will definitely get their attention if the adventurers are too chatty while they fight. Once alerted, the priest moves to keep as many allied lizardfolk as possible nearby him to impart combat bonuses while the sorcerer withdraws to the entryway of Room C and starts hurling spells at intruders.

IXTUPI SORCERESS CR 5

XP 1,600 each
hp 45 (see page 21)

IXTUPI WARPRIEST CR 5

XP 1,600 each
hp 33 (see page 13)

MONSTERS (Room C): A curtain is drawn over the entrance to this room, and the smell of lizard

musk hangs heavy in the air. On top of an immense pile of rotting, mildewed mattresses and pillows, four female Ixtupi concubines attend the needs of an especially large and well-muscled male half-dragon lizardman brute, feeding and caressing him; this male is the strongest of Nyrionaxys' brutes, the warlord H'seriseth. Their chances of noticing trouble in the adjoining room are calculated similarly to those of the inhabitants of Room B (25% chance unless otherwise alerted). If attacked or alerted, H'seriseth throws his concubines off him and springs toward any intruders, grabbing his massive stone axe from the floor near the bedding and picking the biggest, most well-armored adventurer to attack relentlessly. His four concubines cower in Room C if fighting breaks out, but they will mob any adventurer that dares to part the curtain and enter the warlord's room.

IXTUPI SAVAGES (4) CR 1

XP 400 each
Lizardfolk ^{B1}
hp 11

H'SERISETH

This half-dragon brute is larger by far than any of the other Ixtupi lizardfolk you have seen until now. The gilding on his horns and breast scales that no other Ixtupi sports plainly marks him as a leader among his own kind. He casually hefts a stone axe taller than a full-grown human in his left hand, and you get the distinct impression he'd like to bury it in your cranium just for the fun of it.

H'SERISETH CR 8

XP 2,400
Half-black dragon lizardfolk fighter 5 (two-handed fighter ^{APG})
NE Medium dragon
Init +0; **Senses** darkvision 60 feet, low-light vision; Perception +3

DEFENSE

AC 22, touch 10, flat-footed 22 (+3 armor, +9 natural)
hp 76 (2d8+5d10+35)
Fort +11, **Ref** +1, **Will** +1
Immune acid, sleep, paralysis

OFFENSE

Speed 30 ft., fly 60 ft. (average), swim 15 ft.
Melee +1 *impact greataxe* +14/+9 (3d6+14/x3)
Ranged javelin +6/+1 (1d6+5)
Special Attacks breath weapon (1/day; 60-ft. line, DC 16, 5d6 acid)

TACTICS

Before Combat H'Serisseth grabs his greataxe and prepares to fell any who stand against him.

During Combat The warlord of the Ixtupi uses Vital Strike and Power Attack whenever possible, only changing his strategy if he is unable to hit something twice in a row (resorting briefly to sundering) or if two opponents are lined up to be cleaved.

Morale H'Serisseth would rather die than accept defeat at the hands of a warmblood.

STATISTICS

Str 21, Dex 10, Con 20, Int 11, Wis 10, Cha 12
Base Atk +6; CMB +11 (+12 bull rush, +14 sunder);
CMD 21 (+24 vs. sunder)
Feats Cleave, Flyby Attack, Improved Sunder, Power Attack, Vital Strike, Weapon Focus (greataxe), Weapon Specialization (greataxe)
Skills Acrobatics +11, Climb +11, Fly +6, Perception +3, Survival +6, Swim +19; **Racial Modifiers** +4 Acrobatics, +8 Swim
Languages Draconic
SQ hold breath, overhead chop, shattering strike, weapon training (two-handed weapons)
Gear +1 *impact* greataxe, masterwork wooden armor, 4 javelins

SPECIAL ABILITIES

Hold Breath (Ex) An Ixtupi dragonblood brute can hold its breath for a number of rounds equal to 4 times its Constitution score before it risks drowning.

TREASURE: The plant buds and mushrooms belonging to the wrestling lizardfolk in Room A are quite potent and would fetch as much as 500 gp to a black market trader who deals in drugs and poisons. The gambling lizardfolk in Room B left 250 gp on the table where they were throwing dice. A hidden compartment behind a loose brick in Room B (visible to anyone who succeeds on a DC 31 Perception check) holds a *ring of x-ray vision* left there long ago by an apprentice druid who lived in these chambers before the reign of Nyrionaxys I.

D8. Orsephia's Lair (CR 11)

Beyond the three pairs of stone pillars supporting the high ceilings of this room, elaborate hieroglyphs of inlaid silver decorate an obsidian stage that rises 15 feet above ground level on the east side of the chamber. Atop the stage, on a massive pile of silk throw pillows, sits a creature with the face of a beautiful, scarlet-eyed drow elf female, the forequarters of a black panther, and the hindquarters, wings, and tail of a black dragon. It gazes down at you bemusedly, yawning and beckoning you nearer with the casual claw-bearing flex of a feline paw.

FEATURE: The ceiling of this chamber is 30 feet high. It is supported by the six columns on the map, but the columns are old and precarious. Any time a creature attacks a target adjacent to a column and misses on a melee attack by 5 or more, the attack hits the column instead. The affected column cracks and crumbles, dealing 1d12+3 damage to any nearby creatures as it falls (Reflex DC 18 negates). If all six columns collapse, the entire room west of the stage's front edge caves in, dealing 4d12+12 damage to all creatures in the collapsed portion of the room.

MONSTER: Although sphinxes cannot typically reproduce, Tlaloc's divine intervention allowed the original Nyrionaxys to capture and violate the androsphinx guardian of the high druid's tomb, yielding an offspring of great strength and wit: the half-dragon gynosphinx Orsephia. Maddeningly calm and loquacious, Orsephia does not receive many visitors; the Ixtupi priests who traverse her chamber with her mistress's permission are poor conversationalists indeed. She's quite likely to chat with the adventurers just to get news of the outside world and hear a voice other than her own, or the inelegant hissing of the Ixtupi, for a change.

Orsephia knows that the younger Nyrionaxys desires the blood of strong, cunning heroes to use in her ritual to bind her broodmates' spirits to her own essence, and so she seeks to test the wits of any who dare to pass through her room and into the dragon's lair below. The sphinx poses three riddles to any who seek to pass, and only three correct answers will force her to yield. If the adventurers cannot guess, or guess incorrectly, an answer to a riddle, Orsephia sighs, shakes her head, and says, "You are not the ones. I appreciate the brief pleasure of your company, but it is time you left this place before your deaths find you." With that, she curls into a ball and feigns sleep. At the first sign of aggression from any of the adventurers, Orsephia attacks with her full fury.

ORSEPHIA

Imagine a great cat with the cruel countenance of a drow and the temper of a dragon, then make it a madcap genius. We promise you that Orsephia is worse.

ORSEPHIA

CR 10

XP 9,600

Half-black dragon gynosphinx

N Large dragon

Init +5; Senses darkvision 60 ft., low-light vision; Perception +27

DEFENSE

AC 25, touch 10, flat-footed 24 (+1 Dex, +15 natural, -1 size)

REIGN OF RUIN

hp 138 (12d10+72)
Fort +14, **Ref** +9, **Will** +10
Immune acid, sleep, paralysis

OFFENSE

Speed 40 ft., fly 80 ft. (average)
Melee 2 claws +21 (2d6+10/19-20), bite +21 (1d8+10)
Space 10 ft., **Reach** 5 ft.
Special Attacks breath weapon (1/day, 60-ft. line, DC 22, 12d6 acid), pounce, rake (2 claws +17, 2d6+6)
Spell-Like Abilities (CL 12th, concentration +16)
 Constant—*comprehend languages*, *detect magic*, *read magic*, *see invisibility*
 3/day—*clairaudience/clairvoyance*
 1/day—*dispel magic*, *locate object*, *remove curse*, *legend lore*
 1/week—any one of the following: *symbol of fear* (DC 21), *symbol of pain* (DC 20), *symbol of persuasion* (DC 21), *symbol of sleep* (DC 20), *symbol of stunning* (DC 22); all symbols last for 1 week maximum

STATISTICS

Str 30, **Dex** 13, **Con** 22, **Int** 20, **Wis** 19, **Cha** 21
Base Atk +12; **CMB** +23; **CMD** 34 (38 vs. trip)
Feats Alertness, Combat Casting, Hover, Improved Critical (claw), Improved Initiative, Iron Will
Skills Bluff +21, Diplomacy +21, Fly +17, Intimidate +21, Knowledge (arcana) +16, Knowledge (history) +16, Perception +27, Sense Motive +25, Spellcraft +19
Languages Common, Draconic, Sphinx

ECOLOGY

Environment temperate swamps and dungeons
Organization solitary
Treasure statues of gold, jade, and onyx depicting great dragons and cunning sphinxes of legend, collectively worth 7,500 gp

Although GMs are encouraged to insert their own riddles (or mechanics for solving them) as appropriate to the acumen and tastes of their players, the three following riddles will serve just fine if your preparation time does not allow for custom additions.

"Under pressure is the only way I work,
 And by myself is the only way I'm hurt."

ANSWER: A diamond.

"A natural state, I'm sought by all.
 Go without me, and you shall fall.

You do me when you spend,
 And use me when you eat to no end."

ANSWER: Balance.

"We hurt without moving.
 We poison without touching.

We bear the truth and the lies.
 We are not to be judged by our size."
ANSWER: Words.

TRAP: The hallway behind Orsephia's throne ends in an alcove occupied by an 8-foot tall obsidian statue of a black dragon, its maw open in a sign of aggression and its wings laid flat across its back. The area immediately in front of the stairwell down to E1 holds the trigger for an acid spray trap (T_A). Written in Draconic on this area of the floor is the following missive: "Kneel in supplication ye accursed wretches, and worship at the talons of Nyrionaxys, the Blackener of Bright Waters and the Bringer of Ruin."

ACID SPRAYER TRAP

CR 7

XP 3,200

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

EFFECTS

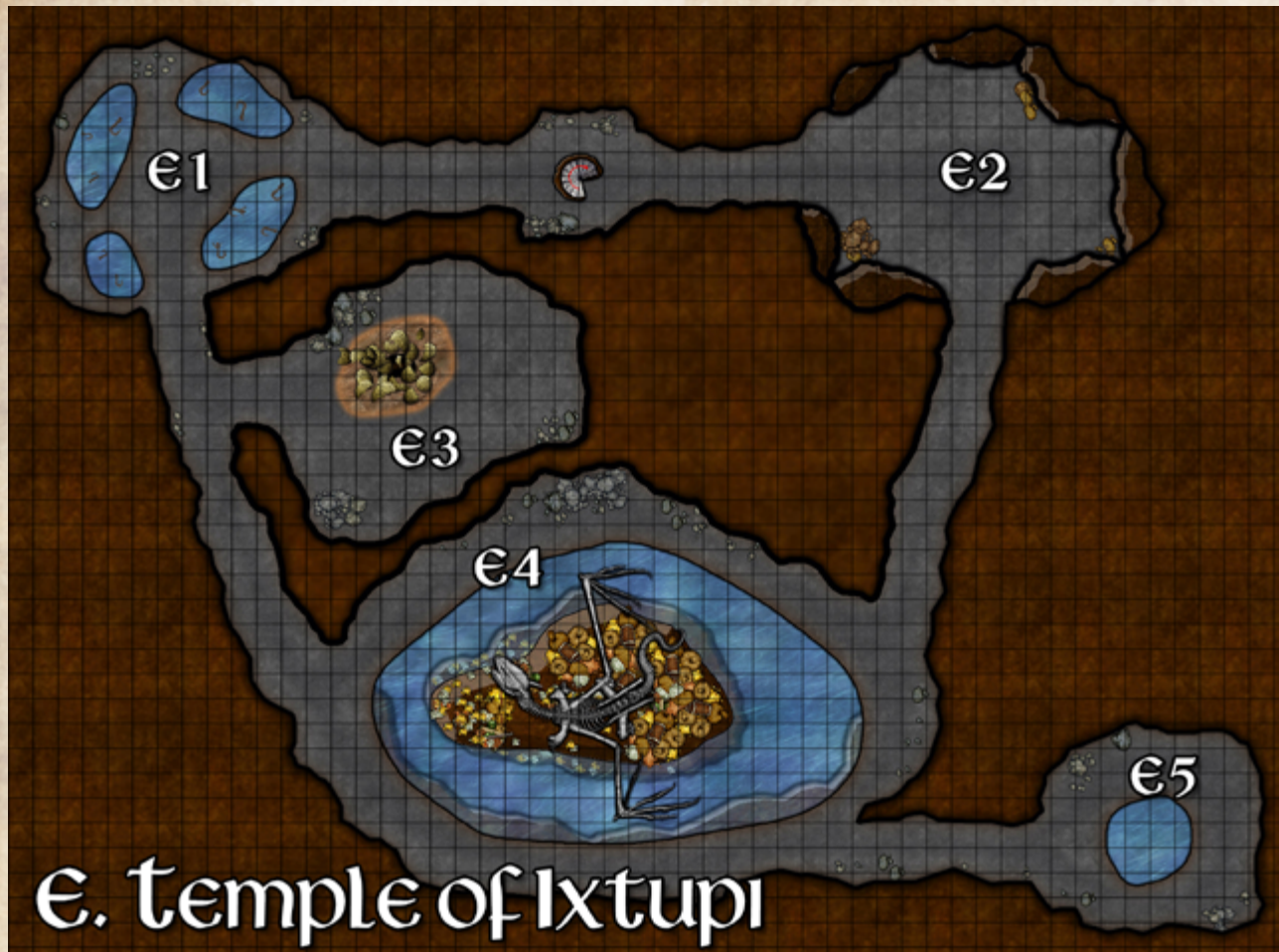
Trigger location; **Reset** automatic (1 minute)
Effect 30-foot line (6d6 acid); multiple targets (all creatures along 30-ft. line); DC 20 Reflex save half
Special A creature who kneels during the round prior to the trap being triggered takes no damage from this effect, including the triggering creature if it kneels when entering the trigger square.

E1. The Abattoir (CR 10)

The overwhelming stench of rot and death hangs heavy within this cave. Nearly a score of thick hemp ropes are suspended from the ceilings some ten feet apart from one another, and masses of nigh-unidentifiable gore—are those flayed and dressed carcasses?—dangle five feet or so off the floor from massive hooks which are tied to each length of hemp. Pools of brackish water lie beneath the hooks, and yet more dismembered flesh bobs on the surface of the pools.

Nyrionaxys uses this area to store captured live prey for later consumption, hanging her victims head-first on great meat hooks, cutting them down after a few days of agony (or, more likely, decomposition) to let them pickle in the caustic brine before devouring their rancid corpses. Although several hooks bear the remains of water buffalo poached from human settlements and large fish or reptiles the dragon caught in the swamps, just as many are clearly identifiable as humanoid.

If the adventurers spend more than 2 rounds here, something horrific occurs: one of the impaled victims calls out to them in anguish, begging for their help. This tortured soul is a human male named Braegan, a member of the Stormhammer Rangers. Nyrionaxys took him from the village of Northam in



the aftermath of her recent raid on that settlement and brought him here for her amusement. If the adventurers can manage to get Braegan off the hook and apply some sort of healing magic to him, he will likely survive, but he is still in no condition to fight Nyrionaxys or her minions. The dragon has bragged about her plans for the heroes to Braegan during the long, pain-filled hours she has spent torturing him here, and he can inform them of her plot to sacrifice them in a rite designed to bind her spirit to those of her dead broodmates.

MONSTERS: Should the adventurers attempt to rescue Braegan or otherwise disturb the carrion stored in the abattoir, four servitor kytons that Nyrionaxys has bound to this chamber materialize, one at each entrance to the cave, and ready themselves to attack the intruders.

KYTONS (4)

CR 6

XP 2,400 each

Kyton ^{B1}

hp 60

OBSTACLES: The pools of brackish water beneath the meat hooks are 5 feet deep, and highly caustic. Anyone stepping into the pools takes 1d6 acid

damage every round that they remain in the water. If pinned beneath the water, a creature takes 4d6 damage.

TREASURE: If rescued and healed, Braegan gives the adventurers his +1 *bashing heavy mithral shield*.

E2. Stormwyt Eyrie (CR 10)

An odor akin to bird droppings or bat guano permeates the air of this tall vertical cave, which reaches nearly 60 feet in height and is pitted with alcoves and ridged with ledges at various elevations. The earth here is damp and pliable. A draft of salty marsh air blows down from above you, and the cave roars with the echoing sound of rushing water.

Like the rest of floor E, this area is mostly below the exterior water level, except for the top 15 feet of the eyrie, through which sunlight pours during the day. The stormwyts use the large holes at the top of the eyrie to enter and exit the dungeon, eschewing the man-made routes in and out of the temple.

MONSTERS: Six stormwyts perch upon the various platforms here, resting and watching the cave floor for rats, snakes, and lizards to eat. The adventurers will do just as well for their tastes, though.

STORMWYTS (6)

CR 4

XP 1,200 each

hp 42 (see page 10)

E3. The Nursery (CR 9)

The ground here is littered with shattered fragments of thousands and thousands of eggs. Judging by the varying sizes, shapes, and colors of the egg shells, a multitude of species have spawned here over the centuries. Pieces of the largest egg shells jut upward from the ground like concave tombstones, dotting the floor haphazardly.

A DC 25 Knowledge (arcana) check reveals that although the eggs display a stunning variation in parentage of the species birthed, every egg shell here is at least partially draconic in origin. The original Nyrionaxys laid the eggs of all her foul offspring, pure-blooded or otherwise, in this cave. Her daughter has not yet taken any mates (much to the chagrin of her Ixtupi worshipers), so no fresh or intact eggs are present. The room hides a darker presence, though: the vengeful spirits of Nyrionaxys II's brood mates who were crushed by the heroes that slew the great wyrm so long ago. The hatchling brood spirits ravenously attack any creature other than their sister that dares to trespass here, following them out of the area and even up to other floors of the dungeon out of their zeal for vengeance against the warmbloods.

HATCHLING BROOD SPIRITS (4)

An unnatural aura surrounds this not-quite-dragon-shaped flurry of shadows, the faint echoes of skittering eggshells shattering on stone accompanying their movements. These are things that should not be, you feel deep down inside—hungry entities of death scrambling for the precious scraps of life denied them by dragonslayers when they were yet unborn.

HATCHLING BROOD SPIRIT

CR 5

XP 1,600 each

Black dragon wyrmling ghost

CE Tiny undead (incorporeal)

Init +3; Senses dragon senses; Perception +17

DEFENSES

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

hp 22 (4d8+4)

Fort +5, Ref +7, Will +4

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

OFFENSE

Speed fly 100 ft. (perfect)

Melee corrupting touch +7 (5d6; Fort DC 13 half)

Space 2.5 ft., Reach 5 ft.

Morale The brood spirits cannot pursue foes beyond the confines of the temple. They can only be permanently banished if Nyrionaxys is killed and this chamber is then re-sanctified in a joint ceremony overseen by a human and a lizardfolk divine caster, both good-aligned.

STATISTICS

Str —, Dex 16, Con —, Int 8, Wis 11, Cha 12

Base Atk +4; CMB +7; CMD 18

Feats Alertness, Skill Focus (Stealth)

Skills Fly +22, Intimidate +6, Perception +17, Stealth +29; Racial Modifiers +8 Perception, +8 Stealth

Languages Draconic

ECOLOGY

Environment any underground

Organization solitary or brood (2-7)

Treasure none

E4. Nyrionaxys II's Lair (CR 11)

This cavern stretches nearly a hundred feet across from its east end to its west. A ring of stagnant water surrounds a sizable hill of treasure—gold, silver, and brightly colored gems glitter in the wan light of billions of patches of phosphorescent fungus growing on the cave walls. More unsettling details emerge as well—lumps of marrow, gore, and gristle, masticated and rotting in the near-dark before you, and hundreds of tiny black shapes darting beneath the rippling moat encircling the treasure. Atop the pile of wealth rests the skeleton of a long-decayed behemoth—a great wyrm nearly half the cavern's length in size. A large depression is visible in the mound of coins piled in the skeleton's ribcage, where one might expect to see a beating heart.

Only one species of creature could call such a place as this home: a black dragon.

Nyrionaxys II, the only surviving daughter of the slain dragon queen of ancient Greenacre, sleeps, eats, and schemes here while curled atop the pile of treasure (her current location largely depends on you, though—see the sidebar “Thinking Like A Black Dragon” below).

OBSTACLES: The water ringing the skeleton and the treasure pile is 10 feet deep and highly acidic. Anyone stepping into the water takes 2d6 acid damage every round that they remain in it; if fully submerged, they take 8d6 acid damage. Nyrionaxys, of course, is immune to this effect. Additionally, the skeleton of Nyrionaxys I is as tall as 10 feet in some spots (mainly the horns and the peak of the

spine), allowing both the adventurers and the dragon to climb, jump, or fly onto these points for tactical purposes or dramatic flair. GMs should take a liberal approach to player narrations of dodging behind a thighbone or ducking beneath enormous ribs to take cover from blows or surprise the dragon, but give Nyrionaxys the same liberties when you roleplay her.

MONSTERS: By now, the adventurers have likely run into Nyrionaxys at least twice (see the sidebar below on the dragon's tactical procedures for additional details on how to run Nyrionaxys within the confines of the temple), so they should expect a hard and dangerous fight. Nyrionaxys uses the terrain here to her best advantage, moving between the flows of acidic water to lure foes into the caustic, piranha-infested moat, or retreating atop the peaks of the skeleton's bones to unleash her acid breath. She may even dive beneath the water to drop out of sight of the adventurers, granting her concealment while she is submerged.

NYRIONAXYS II

She is death on the night wind, the daughter of ruin, sole heir to her mother's cruel reign. Her jaws can crush steel like a child crushes paper, and her talons are sharp enough to cleave through scale mail like butter. Her breath melts flesh and devours screams before they can even be born in a man's throat. Beneath her wings roil currents of carrion and decay, which only serves to stoke your fear and awe as you gaze upon this fully grown black dragon.

NYRIONAXYS II

CR 11

XP 12,800

Female young adult black dragon cavalier ^{APG} 2
(standard bearer ^{UC})

CE Large dragon (water)

Init +5; **Senses** dragon senses; **Perception** +21

DEFENSE

AC 25, touch 10, flat-footed 24 (+1 Dex, +15 natural, -1 size)

hp 151 (12d12+2d10+58)

Fort +15, **Ref** +9, **Will** +10

DR 5/magic; **Immune** acid, paralysis, sleep; **SR** 21

OFFENSE

Speed 60 ft., fly 200 ft. (poor), swim 60 ft.

Melee bite +20 (2d6+9), 2 claws +19 (1d8+6), 2 wings +14 (1d6+3), tail slap +14 (1d8+9)

Space 10 ft.; **Reach** 5 ft. (10 ft. with bite)

Special Attacks banner (+2 fear saves/+1 attacks), breath weapon (80-ft. line, DC 21, 10d6 acid), challenge (+2 damage, free bull rush or trip during full attack, 1/day)

Spell Like Abilities (CL 12th; concentration +13)
At will—*darkness* (50-ft. radius)

Sorcerer Spells Known (CL 1st; concentration +2)

1st—*alarm*, *obscuring mist*

0 (at will)—*detect magic*, *mending*, *message*, *read magic*

TACTICS

Before Combat Nyrionaxys casts *darkness* and uses her superior stealth to lie in wait and catch the adventurers off-guard at the worst possible moment. She can also claim the entirety of the temple as her location for the purpose of her keeper ability (from order of the seal).

During Combat The dragon issues a challenge to whichever adventurer she considers the most formidable and engages it in melee, breaking off if multiple adventurers gang up on her. She uses her flight to her best advantage, circling the adventurers so as to maximize the devastation she can inflict with her breath weapon. If accompanied by intelligent allies, she grants them Precise Strike via her tactician ability and spurs them to charge so as to benefit from her banner ability, flanking with them after they are positioned.

Morale Although vain and confident, Nyrionaxys is no fool. If reduced to less than 37 hit points, she flies away or uses her *wand of beast shape II* to change forms and slip away unnoticed, using her escape tunnel in area E5 to reach the swamps if need be.

STATISTICS

Str 23, **Dex** 12, **Con** 19, **Int** 12, **Wis** 15, **Cha** 12

Base Atk +14; **CMB** +21; **CMD** 32 (36 vs. trip)

Feats Alertness, Improved Initiative, Improved Vital Strike, Power Attack, Precise Strike, Skill Focus (Stealth), Vital Strike, Weapon Focus (bite)

Skills Disable Device +9, Fly +10, Handle Animal +13, Intimidate +16, Knowledge (arcana) +17, Linguistics +8, Perception +21, Stealth +18, Swim +29; **Racial Modifiers** +8 Swim

Languages Abyssal, Aquan, Common, Draconic, Infernal, Sphinx

SQ order of the seal (keeper) ^{UC}, speak with reptiles, swamp stride, tactician (1/day, 4 rounds, standard action), water breathing

Gear *wand of alter self* (30 charges), *wand of beast shape II* (20 charges), banner (unholy symbol of Tlaloc)

PIRANHA SWARMS (4)

If your players aren't afraid of the water yet, they will be by the time this encounter is over.

PIRANHA SWARM

CR 2

XP 600

N Tiny animal

Init +7; **Senses** low-light vision, scent; **Perception** +10

DEFENSE

AC 15, touch 15, flat-footed 12 (+3 Dex, +2 size)
hp 14 (4d8-4)
Fort +3, **Ref** +7, **Will** +2
Defensive Abilities swarm traits; **Immune** acid

OFFENSE

Speed swim 30 ft.
Melee swarm (1d6 plus 1 bleed)
Space 10 ft., **Reach** 0 ft.
Special Attacks distraction (DC 11)

STATISTICS

Str 4, **Dex** 16, **Con** 8, **Int** 1, **Wis** 12, **Cha** 5
Base Atk +3; **CMB** —; **CMD** —
Feats Alertness, Improved Initiative
Skills Perception +9, Swim +5; **Racial Modifiers**
Swim +8

ECOLOGY

Environment temperate or warm aquatic
Organization solitary, pair, school (3-5 swarms), or
plague (6-10 swarms)
Treasure none

SPECIAL ABILITIES

Scent (Ex) A piranha swarm can smell a warm-blooded creature in the water up to 100 ft away and fresh blood in the water up to 300 ft away.

TREASURE: The vast majority of Nyrionaxys' monetary treasure is copper pieces, since they're a plentiful currency that offers a nice cushioning layer of bulk to her lair. As a result, there is about 10,000 gp worth of coinage in the treasure hoard, but most of it is heavy, low-value copper. Only the top layer is gold and silver, so there is roughly 2,000 gp and

20,000 sp. That leaves 600,000 cp for players to plunder as they see fit. Finding a means of moving all this treasure could well be the focus of another adventure.

Additionally, scouring through the pile of wealth (DC 24 Perception check to sift through the mound of coinage) nets the following discoveries with each successful search:

- A crude stone goblet of obvious dwarven make which is completely unremarkable and seemingly nonmagical... until its owner has a really bad day, at which point it removes itself from the container in which it is stored, fills itself to the brim with fine dwarven lager, and hovers expectantly in front of its owner until he or she drinks from it. Henceforth, the goblet can be commanded to fill itself once per day. The lager instantly relieves the drinker of the fatigued condition if he or she is currently affected by it.
- A necklace strung with five 1-inch-diameter pearls painted with red and gold designs. When a pearl is pulled from the necklace and hurled to the ground, it functions as a smoke pellet with a 5-round duration.
- A fully-illustrated codex of trap schematics written in crude Draconic script, obviously penned by a kobold engineer. Some of the traps are stunningly complex in nature. The book takes 1d3+1 days to read from start to finish, and grants anyone who reads it in its entirety a permanent +1 insight bonus to Craft (traps) checks and Perception and Disable Device checks made to find and disarm traps.
- A book of foul necromantic rites written by Putrefect Brasmis, a lich arcanist who disappeared from the world many centuries ago.



Thinking Like A Black Dragon

Nyrionaxys is a paragon specimen of her kind: cunning, malicious, and spiteful. Completely self-serving and obsessed with amassing power through bloody warfare and dark sorcery, she's easily convinced after one encounter with the adventurers that they are the heroes she requires to complete her binding ritual... or at least, some of them are. Others might not be as worthy, and she'll have no qualms about culling the adventurers she perceives to be the weakest in a cruel and horrific manner so as to demoralize and enrage their compatriots. If made aware of the adventurers' intrusion into her lair, whether by noticing them following her through the Great Swamp, staking out entrances to the temple, or receiving word from Pekdak and Kipyra that humans have breached the upper floors, Nyrionaxys seeks to goad the adventurers into striking out at her hastily. She wants them to be angry and off-guard, to rush into the depths of her lair without resting or preparing for the battle, so that she can more easily overtake them and sacrifice them to the Three Dragons. With that in mind, consider incorporating the following ideas into the adventure:

- Many small tunnels connect the various floors and rooms of the Temple of Ixtupi, most too small even for a kobold or halfling to traverse—but perfectly sized for a Tiny lizard, which the dragon can turn into with her wand. In most cases, assume that Nyrionaxys can reach the adventurers' position within 5 rounds of in-game time (the sole exception to this is area D3, which neither the dragon nor the Ixtupi even know to exist).
- Have the dragon show up during an encounter for long enough to lash out at a few adventurers with her claws and bite, or use her acid breath on a few of them, before using her *wand of beast shape II* and scampering away. She may also join an ongoing battle and spur on her Ixtupi underlings with her banner and tactician abilities, especially if they are already in flanking position with multiple adventurers.
- If possible, don't allow Nyrionaxys to change forms where the heroes can see her do it, as

that may prompt them to smash every little creature they see for the rest of the adventure (although this added layer of paranoia can be fun and useful for GMs as well, if tipping the dragon's hand becomes unavoidable at some point.) Areas B2, D1, and D7 are ideal locations for her to use this ability and then run around a corner or behind a large object to hide and change shape, seemingly vanishing into thin air.

- If you want to get really cheeky, have Nyrionaxys use her *wand of alter self* to change into human form and play the part of a damsel in distress who's been captured by the Ixtupi for a sacrificial rite. She isn't the greatest liar, but if the adventurers don't think to use their Sense Motive skills, she can glean a lot of useful information about them and then direct them into an ambush by seeding misinformation about the dungeon's denizens and layout.
- Once the adventurers are on floor E, all bets are off. Nyrionaxys will not sit comfortably on her pile of treasure waiting for heroes to just walk up to her and issue a challenge—she'll move around the various areas near her lair at will, joining in on other combats at the worst possible times or subtly alerting other denizens to their presence, perhaps by tumbling a few rocks in area E2 to stir the stormwyts, whispering to her foul undead brethren in area E3, or—if combat is going particularly poorly for the dragon—warning Unectus of their coming before she retreats to the swamps through area E5.
- It's probably best to give the adventurers ample opportunity to vanquish Nyrionaxys even if she leads them on a chase outside the temple boundaries. Don't deliberately try to rob them of victory by having her escape too easily, but do make any chase exciting and action-packed. On the other hand, if the dragon does manage to escape the adventurers with her life, Nyrionaxys could make for a great recurring villain—one who can bring much trouble and anguish into the adventurers' lives as their adventuring career progresses.

This book contains the details of the ritual for which Nyrionaxys plans to use the adventurers as sacrifices to absorb her broodmates' essences. It also contains 1d4+2 5th-level sorcerer/wizard spells of the necromancy school (choose these randomly or assign them as you see fit).

- A +1 *dragonbane spear* whose head is inscribed with druidic runes, taken from the descendants of some of the hunters who slew Nyrionaxys I.
- A bag containing eight expertly cut gems of various types, each worth 625 gp, which Nyrionaxys stole from a group of dwarven merchants she slaughtered. However, one of the

gems is cursed, and every night at midnight a dwarf-shaped advanced wraith manifests itself from the bauble, attacking any nearby creatures. This effect can be permanently dispelled with a *remove curse* cast at CL 13th or higher.

E5. The Submerged Tunnel (CR 11)

This small cave is roughly 35 feet in diameter in any direction. Its lone feature is a 15-foot-wide hole dropping down into the earth. The sound of water slapping against stone rings off the cave walls.

Nyrionaxys uses this submerged tunnel to enter and exit her lair without passing through the upper levels of the temple or being sighted flying above the trilithons. Adventurers who decide to stake out the great mound instead of storming the temple directly will certainly notice the dragon using this entrance—even if she notices observers, she plays coy and dives in and out of the marsh surrounding the mound. Nyrionaxys is highly amused by the thought of adventurers breaching her lair through this tunnel, for she has placed one of her most powerful guardians here to intercept them: the half-dragon anaconda Unectus, one of her mother's favored offspring. The anaconda is nearly as cruel and powerful as Nyrionaxys herself, and savagely attacks anything that tries to swim through the tunnel. To make matters worse, four piranha swarms flit around the moat, and ill-prepared adventurers swimming the waters make easy targets for their ravenous appetites, although they seldom attack larger creatures en masse unless there is blood in the water from another fight—such as the adventurers battling Unectus.

PIRANHA SWARMS (4)

CR 2

XP 600 each

hp 14 (see page 33)

UNECTUS, HALF-DRAGON ANACONDA

The snake is immense beyond belief, a thing from a nightmare, its sinuous form covered in black scales with a crest of oversized horn-like scales over its glazed red reptilian eyes. The dragon-snake coils as if to strike, its acidic breath befouling the water as its wickedly fanged maw parts hungrily.

UNECTUS

CR 9

XP 6,400

Fiendish half-black dragon giant constrictor snake

NE Huge dragon

Init +6; **Senses** darkvision 60 ft., low-light vision;

Perception +12

DEFENSE

AC 20, touch 9, flat-footed 19 (+1 Dex, +11 natural, –2 size)

hp 94 (7d8+63)

Fort +15, **Ref** +6, **Will** +3

DR 5/good; **Immune** acid, sleep, paralysis; **Resist** cold 10, fire 10; **SR** 14

OFFENSE

Speed 20 ft., climb 20 ft., fly 40 ft. (average), swim 20 ft.

Melee 2 claws +16 (1d8+13), bite +16 (2d6+13 plus grab)

Space 15 ft., **Reach** 10 ft.

Special Attacks breath weapon (1/day, 60-ft. line, DC 21, 7d6 acid), constrict (2d6+13), smite good (1/day, +7)

STATISTICS

Str 37, **Dex** 13, **Con** 26, **Int** 3, **Wis** 12, **Cha** 4

Base Atk +5; **CMB** +20 (+24 grapple); **CMD** 31

Feats Great Fortitude, Improved Initiative, Skill Focus (Perception), Toughness

Skills Acrobatics +14, Climb +21, Fly +7, Perception +12, Stealth +8, Swim +21; **Racial Modifiers** +4 Perception, +4 Stealth, +8 Acrobatics

Languages Draconic

ECOLOGY

Environment warm forests, swamps, and fresh water

Organization solitary or nest (2-6)

Treasure none

Concluding The Adventure

If the adventurers manage to defeat Nyrionaxys, the Crannogfolk owe them a great debt, and bringing back proof of the wyrm's destruction will certainly result in them being treated like heroes. The Stormhammer Rangers will certainly venerate the adventurers and attempt to recruit them into their order. The Tsiikil are likewise grateful that the reign of Nyrionaxys has finally ended, and the good lizardfolk will emerge from their homes in the swamp to broker peace with the humans.

The Stormhammers and the Tsiikil may decide to band together to retake the temple and its surrounding lands back from the Ixtupi, whose numbers remain significant despite the death of their queen. In time, efforts to restore and resanctify the temple might well cause the fetid marshes to dry up and restore at least a portion of the Great Swamp to the beauty it once exhibited before Greenacre was conquered by Nyrionaxys I. This could well be the focus of an adventure arc.

But what if the adventurers don't win? What happens then? That all depends on the sort of story

you wish to tell, of course. Perhaps the dragon takes them prisoner and begins a lengthy preparation for her binding ritual, giving them a chance to escape or rally. Or maybe not. Maybe they were fated to die here, and Nyrionaxys fulfills her promised destiny by becoming the new dragon queen of the Crannogs. You may decide to advance the timeline of your world by a few decades or even centuries, during which time Nyrionaxys has all but destroyed human society once more, perhaps even ascending to become a true divine herald of Tlaloc. In such a desolate world, you may wish to have the adventurers play descendants of the heroes who died in the dragon's lair and continue the struggle between their bloodline and that of Nyrionaxys.

Appendix

NEW ZOMBIE VARIANT: MUD ZOMBIE (CR +0)

Mud zombies are carefully preserved in layers of hardened salt marsh clay, preserving their natural toughness and making them less susceptible to slashing damage.

CREATING A MUD ZOMBIE

If the creator casts *gentle repose* in addition to casting *animate dead* on corpses encased in hardened saltwater mud, he may create mud zombies.

Armor Class A mud zombie adds the natural armor bonus normally assigned to a zombie according to its size category (+1 Small, +2 Medium, +3 Large) to the natural armor of the base creature.

Defensive Abilities A mud zombie gains DR 5/piercing in lieu of DR 5/slashing.

Weaknesses A mud zombie gains the following weakness.

Brittle (Ex) When first damaged by a bludgeoning weapon, a mud zombie's natural armor bonus is reduced by the amount normally assigned to a zombie according to its size category (+1 Small, +2 Medium, +3 Large).

Feats A mud zombie does not gain the Toughness feat as a normal zombie does.

Special Qualities A mud zombie gains the following special quality.

Dust Cloud (Ex) Whenever a mud zombie takes bludgeoning, force, slashing, or sonic damage, a cloud of dust kicks up around it. Any adjacent creatures must immediately succeed on a Fortitude save (DC 10 + 1/2 the mud zombie's Hit Dice) or be sickened for 1d3 rounds.

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