



Whisper House

BY TOM PHILLIPS

PATHFINDER
ROLEPLAYING GAME COMPATIBLE



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While sailing downriver through deep and ancient forest lands, a riverboat captain asks the PCs to go ashore to search for an overdue foraging party. As dusk begins to fall, the PCs find clues that suggest the foraging party was ambushed and abducted. After surviving a similar ambush, the PCs track their quarry through the darkening woods to a backwoods community of inbred degenerate wood-folk. The PCs soon discover the inbred folk are the progeny of a small clan of witches and are infused with the essence of a malevolent entity from beyond time and space. Hoping to rescue the still-missing members of the foraging party, the PCs investigate a nearby hilltop manor, where they must face the deranged descendants of a corrupted noble bloodline, unspeakable horrors from realms of pure madness, and a dreadful whispering entity that dwells in the boggy catacombs beneath the crumbling manor.

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The following superscript notations are used to denote references to official *Pathfinder Roleplaying Game* rulebooks:

ACG = *Pathfinder Roleplaying Game Advanced Class Guide*

AP⁴⁷ = Issue #47 of the official *Pathfinder* series of adventure paths.

AP¹¹³ = Issue #113 of the official *Pathfinder* series of adventure paths.

APG = *Pathfinder Roleplaying Game Advanced Player's Guide*

ARG = *Pathfinder Roleplaying Game Advanced Race Guide*

B¹ = *Pathfinder Roleplaying Game Bestiary*

B² = *Pathfinder Roleplaying Game Bestiary 2*

B³ = *Pathfinder Roleplaying Game Bestiary 3*

B⁴ = *Pathfinder Roleplaying Game Bestiary 4*

B⁵ = *Pathfinder Roleplaying Game Bestiary 5*

DEP = Softcover primer to the Far Eastern empires of the official *Pathfinder* campaign setting.

HA = *Pathfinder Roleplaying Game Horror Adventures*

ISR = Hardcover guide to the races of the inner sea region of the official *Pathfinder* campaign setting.

MC = *Pathfinder Roleplaying Game Monster Codex*

OA = *Pathfinder Roleplaying Game Occult Adventures*

UC = *Pathfinder Roleplaying Game Ultimate Combat*

UE = *Pathfinder Roleplaying Game Ultimate Equipment*

UM = *Pathfinder Roleplaying Game Ultimate Magic*

VC = *Pathfinder Roleplaying Game Villain Codex*



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SPECIAL ELECTRONIC FEATURES

We've hyperlinked this product internally from the Table of Contents and externally with links to the official [Pathfinder Reference Document](#) as well as [d20PFSRD](#). If it is in the core rulebook, we generally didn't link to it unless the rule is an obscure one. The point is not to supersede the game books, but rather to help support you, the player, in accessing the rules, especially those from newer books or that you may not have memorized.

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INTRODUCTION

Whisper House is a *Pathfinder Roleplaying Game* adventure for 4–6 8th-level characters. It is an excellent complement to the official “*Mythos Adventure Path*,” as a supplemental adventure to the third adventure in that series, though it also can be used as a standalone adventure.

ADVENTURE SUMMARY

While sailing downriver through a region of forest wilderness, the boat’s captain asks the PCs to venture ashore and track down a missing foraging party. After a violent confrontation with a pair of degenerate hunters, the PCs quickly discover the foraging party was ambushed and abducted by an evil clan of deformed wood-folk. Following the trail of the foraging party’s abductors, the PCs discover a ramshackle village populated by this degenerate folk and possibly stage a daring rescue of one or two of the missing crewmembers. Additional clues lead the PCs to a nearby manor house, delapidated and overgrown with mold and thick vines, where the remaining two missing crewmembers were taken. Investigating the ancient manor, the PCs find the decrepit mansion is still very much inhabited and is now the lair of a pair of powerful witches, one of whom claims direct lineage to an outer-god of the Elder Mythos. Braving the supernatural and mind-bending horrors within and below Labauve Manor, the PCs must rescue the last two crewmembers before the unfortunate sailors meet unimaginably grim fates.

ADVANCEMENT TRACK

- The PCs should begin *Whisper House* as 8th-level characters.
- The PCs should be at least mid-way to 9th-level by the end of the adventure.

PART 1: THE HORROR IN THE WOODS

The PCs are sailing down the Sellinar River through an enormous forest wilderness aboard a riverboat skippered by Captain Skylar, a veteran halfling riverboat captain. This adventure can begin at any point after the PCs enter the great forest. By this time, it is assumed that the PCs have spent a significant amount of time aboard the riverboat and are well-acquainted with the ship, the captain, and the crew.

EVENT 1: THE CAPTAIN’S PLEA

This event takes place on the deck of the riverboat, at sunset. Read or paraphrase the following:

As the sun descends to the west and disappears behind the trees, the riverboat bobs lazily as it sits at anchor in the small

sheltered cove. Though sunset is still an hour away, the light here in the depths of the forest is already cast in soft shadows. The weather today was mild and the river offered very few impediments. After making excellent progress, Captain Skylar—the riverboat’s doughty halfling master—ordered the crew to steer the boat into the small cove a few hours ago, so a foraging party could go ashore and hopefully add some wild game to the boat’s usually meagre evening meal. As the boat sits at anchor in the middle of the tree-shrouded cove, the captain approaches. Her face is creased with concern.

“Friends”, she says. “We have a problem and I need your help.” Her tone is serious. She pauses a moment to scan the cove’s tree-lined shore before continuing.

“You probably saw the four members of the crew go ashore a couple of hours ago—the foraging party? Well, they’ve not returned, and they were supposed to be back aboard before sundown. Since you’re the most capable, I want to ask you to go ashore and retrieve them. Will you help?”

Development: Here are answers to some questions the PCs might have for Captain Skylar.

Who is missing? “A foraging party led by my first mate and good friend Delrah Krieves. She brought three of the crew with her—all good, loyal sailors: the red-haired brothers Joffen and Jerren, and Sarum, the bald old sailor with the gimp leg.”

Why did they go ashore? “Delrah is an experienced hunter, so I didn’t think twice when she asked to go ashore this afternoon to find some game. But I told her to be back before sunset, and she hasn’t shown up.”

When did they go ashore? “They went ashore about two hours ago.”

Are they armed? “Yes, they went ashore armed. These lands aren’t tamed by any means. Each of them had a light crossbow, a hand axe, and a dagger, but none wore armor.”

Captain Skylar doesn’t initially offer the PCs payment for retrieving the missing crew, hoping that the friendship they’ve developed is enough of an enticement. However, if pressed, she offers the PCs 100 gp each for safely returning Delrah and her party to the boat. A successful DC 22 Diplomacy check gets the captain to increase this reward to 400 gp each. However, the captain does not carry this much gold aboard her ship. The PCs will receive payment 24 hours after arriving at the riverboat’s final destination city in the distant south.

KNOWLEDGE (GEOGRAPHY, HISTORY, OR NATURE)

CHECKS

The PCs might have heard something about this part of the great forest. Allow each of the PCs a single Knowledge (geography, history, or nature) check to remember some facts.

15+ This vast stretch of forest is largely uninhabited and home to various monsters, wild fey, and dangerous folk living outside the rule of law.

20+ For the past few decades, this stretch of forest has developed a reputation for being haunted. Overly superstitious riverboat captains refuse to land here.

25+ Five years ago, a keelboat called the *River Raven* and her entire crew vanished near here without a trace.

FINDING THE SHORE PARTY

After the PCs agree to go ashore and retrieve the missing foraging party, Captain Skylar maneuvers the riverboat to within a few feet of the shore, careful not to run aground in the soft mud. The captain then offers a last bit of advice before the PCs leave the boat and wade through three feet of water to reach dry land. The small cove is bisected by a wide, slow-moving creek a few dozen yards from where the captain intends to drop off the PCs. She tells the PCs that Delrah intended to follow the creek a half mile or so inland, so it's probably best if they do the same. She then wishes the PCs luck.

After the PCs reach the shore, they can attempt to track the missing foraging party. The ground around the edge of the creek is muddy in places, so picking up the foraging party's trail requires a successful DC 9 Survival check. If the PCs successfully locate the foraging party's tracks, have them attempt a separate DC 15 Survival check after they follow the creek for a quarter of a mile. If this check is successful, the PCs identify another set of tracks belonging to seven Medium-sized humanoids. If the PC making the tracking check beats the DC by 5 or more, the PC can deduce the individuals that made the second set of tracks were trying to follow the foraging party.

The foraging party did not wander away from the creek, so if the PCs continue to follow it they will reach the clearing where the foraging party was ambushed and abducted about a half mile from where they first came ashore (see Event 2: Ambush at the Abduction Site below).

THE CREEK

The creek the PCs are following is slow-moving (Swim DC 11) and murky, as it carries a great deal of muddy sediment from the great Sellinar River. The creek is not particularly deep (averaging 8 to 10 feet deep at its center), and averages 30 to 40 feet across in most places. Trees grow to the creek's edge, with some of the longer tree limbs often dipping into or hanging precariously over the water. Fish, snakes, and water fowl are common, and a local variety of dark brown crawfish grows to lengths of nearly a foot.

EVENT 2: AMBUSH AT THE ABDUCTION SITE (CR 9)

After the PCs follow the creek for half a mile, they reach the site where the foraging party was attacked and abducted by a party of degenerate hunters. If the PCs successfully located and followed the foraging party's tracks, they automatically find the abduction site. Otherwise, the PCs will need a suc-

cessful DC 14 Perception or Survival check to spot the clues listed below.

If the PCs find the abduction site, read the following:

The woods clear slightly here, forming a small dell barely 50 feet in diameter bordered by the creek on its southern side. Several arrows protrude from the trunk of a nearby oak and a single crossbow bolt protrudes from the ground a few feet from the creek's edge. Additionally, a discarded light crossbow lies half-buried in the mud next to the creek, a bolt still locked into firing position.

PCs examining the light crossbow can immediately identify it as one of the crossbows from Captain Skylar's weapons locker aboard their riverboat, as the weapon is branded with the boat's name. The light crossbow and bolt are both in excellent condition. Several minutes of investigation reveal a total of eight arrows and three crossbow bolts, protruding from the ground or in the trunks of nearby trees. A PC that succeeds at a DC 20 Survival check can deduce that the foraging party was ambushed here a little less than two hours ago by a group of at least seven Medium-sized humanoids.

Creatures: The degenerate hunters that ambushed and abducted the foraging party hail from a nearby village, located two miles to the east. These cannibalistic folk sometimes prey upon river travelers, and keep a watchful eye for lightly armed boats that sail through this stretch of the Sellinar River. Indeed, it was this folk who waylaid and slaughtered the entire crew of a keelboat called the *River Raven* five years ago (as mentioned in the Knowledge Checks section of Event 1: The Captain's Plea).

A party of these degenerate hunters caught sight of Captain Skylar's ship when it anchored inside the small cove. Though not strong enough to take on the riverboat in a direct assault, the hunters were delighted when Delrah Krieves and her foraging party waded ashore to do some hunting. After stalking the foraging party for a half mile along the winding creek, the degenerate hunters mounted an ambush. Delrah and her companions were taken completely by surprise. However, instead of killing the foragers, the degenerate hunters subdued them and five of the hunters returned to the village with their catch.

However, two of the hunters decided to remain here, hoping to add the members of any would-be rescuers sent from the river boat to their village's larder. The hunters are twin brothers, though they look nothing alike. "Grinner" is tall, lanky, and completely hairless. He is also masochistic and has a bad habit of absently chewing on his lips and fingers—he ate away his lips long ago, so now his mouth of huge square teeth constantly looks like a rictus grin. The lad called "Pretty Please" is of average build, though he has a pronounced belly and a squash-shaped purple tumor bulging from the left side of his head. His face often bears a dumbfounded expression and the only words he has ever been able to utter is the phrase "pretty please", which he whispers, murmurs, or shouts incessantly.



GRINNER AND PRETTY PLEASE

CR 7

XP 3,200

Male human blood of Yog-Sothoth (see Appendix) **ranger** 7

CE Medium aberration (augmented human)

Init +6; **Senses** Perception +11; lowlight vision

DEFENSE

AC 16, touch 13, flat-footed 13 (+3 armor, +2 Dex, +1 dodge)**hp** 78 (7d10+39)**Fort** +9, **Ref** +7, **Will** +3; +4 vs. mind-affecting effects**Immune** disease; **Resist** cold 5, fire 5

OFFENSE

Speed 30 ft.**Melee** heavy mace +10/+5 (1d8+3) or dagger +10/+5 (1d4+3/19–20)**Ranged** masterwork composite longbow +10/+5 (1d8+3/x3)**Special Attacks** combat style (archery), favored enemies (fey +2, humans +4), stench (DC 17)**Ranger Spells Prepared** (CL 4th; concentration +5)1st—*entangle* (DC 12), *gravity bow*^{APG}

TACTICS

Before Combat The hunters hide in the woods near the clearing's edge, about 50 feet away from the creek. As soon as they spot the PCs, they each drink their *potion of haste* and cast *gravity bow*.**During Combat** The hunters begin by firing arrows at the PCs using their Manyshot feat. They target any humans present first. Next, they both cast *entangle* and cover the entire clearing in the spell's area of effect. Preferring to use their bows, the brothers continue to pepper the PCs with arrows unless they are engaged in melee. If either brother is attacked in melee, the other hunter drops his bow, draws his mace, and joins the fray. As soon as a PC approaches within 30 feet, the hunters use a swift action to intensify their terrible stench and continue to maintain the intense stench for the next 7 rounds.**Morale** If one of the hunters is killed, his brother tries to drink his *potion of invisibility* and escape. He takes a long route through the woods to try and shake off pursuers and makes his way back to the village four hours later.

STATISTICS

Str 16, **Dex** 14, **Con** 19, **Int** 8, **Wis** 13, **Cha** 6**Base Atk** +7; **CMB** +10; **CMD** 22**Feats** Dodge, Endurance, Improved Initiative, Manyshot, **Pack Attack**^{UC}, Point-Blank Shot, Precise Shot, Rapid Shot, Toughness^B**Skills** Climb +12, Intimidate +10, Knowledge (nature) +9, Perception +11, Stealth +15, Survival +11, Swim +6; **Racial Modifiers** +4 Intimidate, +4 Stealth**Languages** Aklo, Common**SQ** favored terrain (forest +2), hunter's bond (companions), track +3, wild empathy +6, woodland stride**Combat Gear** *potion of cure moderate wounds* (2), *potion of haste*, *potion of invisibility*; **Other Gear** hide shirt, dagger, masterwork composite longbow (+3 Str), heavy mace

SPECIAL ABILITIES

Stench (Su) A blood of Yog-Sothoth always exudes an unpleasant musky scent. As a swift action, the blood of Yog-Sothoth can intensify this scent, causing it to become sickening. All living creatures within 30 feet must succeed at a DC 17 Fortitude save or become **sickened** for 1 round. The blood of Yog-Sothoth can exude this sickening stench for 7 rounds each day, but these rounds need not be consecutive. Each round the blood of Yog-Sothoth wishes to maintain the stench, it must use a swift action to do so. The stench is a poison effect. A blood of Yog-Sothoth is immune to the stench of another blood of Yog-Sothoth.**Development:** Grinner and Pretty Please are loyal to their kin and have a strong hatred of outsiders. If captured and interrogated, they only respond to intimidation. Though Pretty Please is incapable of speaking coherently, a successful DC 18 Intimidate check persuades Grinner to answer two questions. After answering two questions the PCs will need another successful Intimidate check, though the DC increases by 4 for each additional check. Here are a few possible responses to questions the PCs might have:**Who are you?** (Grinner offers their names.) "Me and my brothers and sisters live in a village near here."



Where is your village? “Two miles from here. Just follow the creek. But just so you know, I have a lot of brothers and sisters. You’ll probably end up on a spit over the fire pit. Best you just fall on your sword right here and now.”

Why did you attack us? “We get tired of eating fish, ducks, and crawdads. Nothin’ personal, but we prefer the long pork when we can get it.”

Did you attack our companions (the foraging party)? “Yeah. They’re gone. Best you forget about them.”

Where are they? “My brothers and sisters took them back to the village a couple hours ago.”

What’s going to happen to them? “Oh, we’ll get to eat one or two of the men-folk. Another will probably go to the Pit. Papa Nalakai will probably want the woman.”

Who is Nalakai? “Nalakai is our papa. He lives in the big house with Grandpappy. We don’t get to see them much anymore ‘cause we’re not allowed in the big house.”

What is the Pit? “That’s where papa’s brother lives. It’s at the big house.”

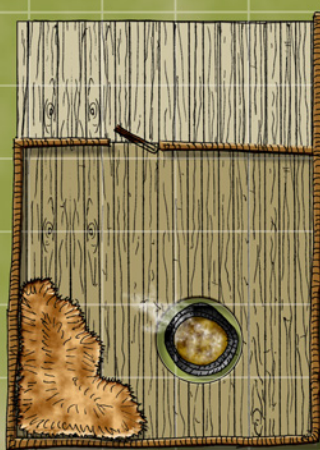
Where is the big house? “A mile past the village. Just follow the cart path.”

After dealing with the degenerate hunters, the PCs can continue to track the five hunters that abducted the foraging party back to their village. Picking up the hunting party’s trail requires a successful DC 8 Survival check to find tracks. If the PCs fail to find the hunters’ tracks, they can simply continue to follow the creek. The village lies next to the creek two miles away.

A. THE VILLAGE

As the PCs near the village, they pass dozens of crude fetishes made of bones, twigs, twine, and humanoid scalps, either hanging from or nailed to trees. The village itself lies next to the muddy creek and is almost entirely covered by the thick foliage of a grove of ancient oak trees. Even at mid-day, only a dim amount of natural light reaches the ground here. The village itself consists of simple hovels made of mud, twigs, and thatching. Two of the hovels (areas A1 and A2) are slightly larger than the others. Next to the creek is a gathering area

Witch's Hovel



surrounded by five tall standing stones (area A3). Moss and patches of dark fungus grow over almost everything.

The villagers living here have the tainted blood of Yog-Sothoth running through their veins, for they all share the same paternal sire: a child of Yog-Sothoth named Nalakai Labauve. The villagers revere and dread “Papa Nalakai”, though most of them haven’t seen him in years, for Nalakai rarely leaves Labauve Manor. In Nalakai’s absence, the village is ruled by his eldest daughter, the witch Veunice Labauve (area A1) backed by the village hunters. Veunice does very little actual governing and prefers to act as an advisor and healer, while the hunters enforce the village’s few rules and handle security. The degenerate folk living here are usually brooding and indolent, preferring to remain inside their hovels. This mood swiftly shifts at sundown however, when the entire community gathers at the standing stones (area A3) for their nightly celebrations.

Read the following when the PCs first lay eyes on the tiny settlement:

The source of the musky fetid odor that has filled the air for the past few minutes slowly comes into view. Nestled beneath the boughs of dozens of massive oak trees, a grimy village squats next to the slow-moving muddy creek. The settlement consists of nearly a dozen primitive-looking huts, constructed from tree branches, mud, and thatching. Mold and long strands of moss grows over everything: the hovels, the nearby trees, and even large patches of the ground.

Development: Since it is likely after sundown when the PCs arrive, the residents of the village have probably gathered around the standing stones for their nightly bacchanalia (see area A3). During these nightly celebrations, the hovels marked R are empty.

R. RESIDENCES

Instead of normal doors, the entrance to these nine primitive-looking hovels is blocked by a mangy animal hide. Each of the hovels contains reed sleeping mats, a dirt floor, and various worthless personal items. Each of the hovels is home to three degenerate villagers (a CR 6 encounter), though between the hours of dusk and midnight all of these villagers are at area A3.

A1. WITCH’S HOVEL (CR 10)

Slightly taller than most of the other structures, this hovel has a small covered front porch and an actual wooden door. Hundreds of fetishes, carved from bone or made of sewn together twigs, hang from the porch’s ceiling clinking and clattering in the breeze. The entire hovel is covered with patches of thick green mold.

Trap: Veunice doesn’t take kindly to unannounced visitors, even if the visitors are her own half-brothers and half-sisters. Hidden among the various bone and wicker fetishes hanging from the porch’s ceiling, is a cleverly disguised wooden board to which is affixed a rack of sharpened deer antlers coated with a deadly poison Veunice brews using the venom of a local variety of tree viper. Anyone attempting to open the door without activating its hidden bypass switch, triggers the trap. The bypass switch requires a DC 22 Perception check to locate.

SPIKED BOARD TRAP

CR 5

XP 1,600

Type mechanical; **Perception** DC 20 (hidden bypass switch DC 22); **Disable Device** DC 22

EFFECTS

Trigger touch; **Reset** manual

Effect Board embedded with bone shards (+20 melee, 3d6+8 plus tree viper poison); multiple targets (all creatures in two 5-foot squares in front of the door).

TREE VIPER POISON

Type poison, injury; **Save** Fortitude DC 16

Onset immediate; **Frequency** 1/round for 6 rounds

Effect 1d2 Con damage, creature paralyzed until damage is healed; **Cure** 2 saves

The hovel contains a pile of sleeping furs (Veunice and her siblings sleep together in a tangled pile), several wicker sitting mats, a shallow grated fire pit holding a cauldron of bubbling stew, and dozens of fetishes, bones, animal skulls, and other unidentifiable trinkets hanging from the ceiling. The cauldron contains a stew made of rabbit meat, crawfish, and local herbs and is surprisingly good. A shelf holding a dozen liquid-filled bottles lines one of the hovel’s walls.

Creatures: This hovel belongs to Veunice, an accomplished witch and the closest thing the community has to a village elder. She is Nalakai Labauve's oldest offspring, and has earned a position of reverence and respect among her younger brothers and sisters. Nalakai and her grandfather Zevediah Labauve taught Veunice many secrets before sending her away from the manor decades ago.

Veunice is 6-1/2 feet tall and very lean, with long stringy red hair, deeply inset black eyes, and long black fingernails. Veunice wears a tattered deerskin cloak under which she wears her prized possession, a parting gift from her father, Nalakai Labauve: a *corset of dire witchcraft*. Though almost normal-looking compared to many of her siblings, Veunice bears a bizarre physical abnormality on the palm of her left hand: a twisted, half-formed face with two blind eyes and a tiny lipless mouth with five stunted teeth. This hideous malformation is actually semi-sentient and functions as the **tumor familiar**^{UM} alchemist ability, though the tumor cannot detach itself from Veunice's body. The weird malformation is also Veunice's familiar. When not drooling and whispering incoherently, Veunice's tumor familiar speaks from time to time with a soft, croaking voice. It has an Intelligence score of 11 and can speak and understand only Aklo. It otherwise functions as a witch's familiar.

Veunice shares her hovel with three other creatures. Two of her siblings, "Cinder" (named for the blister-like black tumors on her face and arms) and "Slow-job" (a slow-witted hunchback that walks crab-like with a sideways gait) attend her at all times and act as her bodyguards and occasional paramours. The third creature is an alien entity introduced to her by her mi-go allies (see Development below): a brain ooze called N'glo-N'glorug. N'glo-N'glorug has learned how to turn its psychic noise ability on and off (as a swift action), and has become Veunice's closest friend and confidant.

VEUNICE LABAUVE

CR 7

XP 3,200

Female human blood of Yog-Sothoth **witch**^{APG} 7

CE Medium aberration (augmented human)

Init +2; **Senses** Perception +2; lowlight vision

DEFENSE

AC 16, touch 12, flat-footed 14 (+4 armor, +2 Dex)

hp 69 (7d6+42)

Fort +8, **Ref** +4, **Will** +7; +4 vs. mind-affecting effects

Immune disease; **Resist** cold 5, fire 5

OFFENSE

Speed 30 ft.

Melee masterwork cold iron sickle +6 (1d6+2)

Special Attacks hexes (**cackle**, **cauldron**, **evil eye**, **flight**, **slumber**)

Bloodline Spell-Like Abilities

6/day—**acidic ray** (1d6+2 acid)

Witch Spell-Like Abilities (CL 7th; concentration +12)

At will—**feather fall** (self only), **fly** (self only)

1/day—**levitate** (self only)

Witch Spells Prepared (CL 7th; concentration +11)

4th—**dimension door**, **phantasmal killer** (DC 18)

3rd—**bestow curse** (DC 17), **contact entity II**, **lightning bolt** (DC 17)

2nd—**blindness/deafness** (DC 16), **hold person** (DC 16), **see invisibility**, **vomit swarm**

1st—**burning hands** (DC 15), **charm person** (DC 15), **command** (DC 15), **cure light wounds**, **ear-piercing scream** (DC 15), **obscuring mist**

o (at will)—**detect magic**, **detect poison**, **light**, **message**

Patron Insanity

TACTICS

Before Combat Veunice as used her *corset of dire witchcraft* to enhance her evil eye hex (+2 caster level). If Veunice is aware of the PCs, she draws forth her *bead of force* and readies an action to throw it at the first PC she sees.

During Combat Veunice throws her *bead of force* at the closest PC. She then casts *hold person*, *phantasmal killer*, *blindness/deafness* (to blind a PC), and *ear-piercing scream*, each targeting a different PC if possible. She only casts *lightning bolt* and *vomit swarm* if she is alone in her hovel with the PCs or is outside.

Morale If reduced to 20 hit points or less, Veunice casts *dimension door* and teleports 680 feet south of her hovel, placing her across the creek and well into the woods. She then casts *contact entity II* to contact her mi-go allies (see Development below for details).

STATISTICS

Str 14, **Dex** 14, **Con**

18, **Int** 18, **Wis** 14, **Cha** 12

Base Atk +3; **CMB** +5; **CMD** 17

Feats **Aberrant Tumor**, **Brew Potion**, **Eldritch Heritage** (Aberrant bloodline), **Extra Hex**, **Great Fortitude**, **Skill Focus** (Knowledge [dungeoneering]), **Toughness**[B]

Skills Craft (alchemy) +19, Heal +12, Intimidate +11, Knowledge (arcana) +15, Knowledge (dungeoneering) +12, Knowledge (nature) +15, Knowledge (planes) +15, Spellcraft +15, Stealth +6, Swim +6, Use Magic Device +13; **Racial Modifiers** +4 Intimidate, +4 Stealth

Languages Aklo, Common, Draconic, Elven, Mi-go, Sylvan

SQ witch's familiar (aberrant tumor)

Combat Gear *bead of force*, *potion of cure serious wounds* (2); **Other Gear** masterwork cold iron sickle, *corset of dire witchcraft*^{UE}



SPECIAL ABILITIES

Stench (Su) A blood of Yog-Sothoth always exudes an unpleasant musky scent. As a swift action, Veunice can intensify this scent, causing it to become sickening. All living creatures within 30 feet must succeed at a DC 17 Fortitude save or become **sickened** for 1 round. The blood of Yog-Sothoth can exude this sickening stench for 7 rounds per day, but these rounds need not be consecutive. Each round the blood of Yog-Sothoth wishes to maintain the stench, it must use a swift action to do so. The stench is a poison effect. A blood of Yog-Sothoth is immune to the stench of another blood of Yog-Sothoth.

N'GLO-N'GLORUG

CR 7

XP 3,200

Brain ooze^{B2}

NE Tiny ooze

Init +6; **Senses** blindsight 60 ft.; Perception +11

Aura psychic noise (10 ft., DC 19)

DEFENSE

AC 23, touch 19, flat-footed 18 (+4 armor, +4 Dex, +1 dodge, +2 insight, +2 size)

hp 75 (10d8+30)

Fort +6, **Ref** +9, **Will** +6

Defensive Abilities evasion, prescience; **Immune** ooze traits

OFFENSE

Speed 5 ft., fly 60 ft. (good)

Melee 2 tentacles +13 touch (1d6 electricity plus neural pulse)

Space 2-1/2 feet; **Reach** 0 ft.

Spell-Like Abilities (CL 10th; concentration +14)

Constant—*detect thoughts*, *mage armor*

At will—*charm monster* (DC 18), *dominate animal* (DC 17), *dominate person* (DC 19)

3/day—*dispel magic*, *modify memory* (DC 18)

TACTICS

Before Combat N'glo-N'glorug casts *mage armor* on itself each day.

During Combat N'glo-N'glorug takes to the air and positions itself next to Veunice. It casts *dominate person* on the first PC it sees that is not entrapped by Veunice's *bead of force* and orders the PC to go stand with his or her face in the corner. It then moves into melee to support Cinder and Slow-job and attacks any remaining PCs.

Morale If reduced to 10 hit points or less, N'glo-N'glorug abandons Veunice and flees. It does not return.

STATISTICS

Str 4, **Dex** 19, **Con** 16, **Int** 15, **Wis** 12, **Cha** 19

Base Atk +7; **CMB** +9; **CMD** 22 (can't be tripped)

Feats **Defensive Combat Training**, **Dodge**, **Iron Will**, **Mobility**, **Weapon Finesse**

Skills Bluff +10, Diplomacy +5, Fly +23, Perception +11, Sense Motive +11, Stealth +15

Languages Aklo (cannot speak); telepathy 100 ft.

SPECIAL ABILITIES

Neural Pulse (Su) Creatures hit by a brain ooze's tentacle must succeed at a DC 18 Fortitude save or take 1d6 points of Intelligence damage and be **staggered** for 1d4 rounds. Each time a brain ooze causes Intelligence damage, it gains 5 temporary hit points. The save DC is Constitution-based.

Prescience (Su) Limited precognitive abilities grant a brain ooze a +2 insight bonus on initiative checks, on Reflex saves, and to its Armor Class. Brain oozes are never surprised or flat-footed.

Psychic Noise (Su) The discordant psychic noise emitted by a brain ooze **dazes** nearby creatures for 1d4 rounds. When a creature begins its turn within the aura, it must succeed at a DC 19 Will save to negate this effect. Whether or not the save is successful, that creature cannot be affected again by the same brain ooze's psychic noise for 24 hours. An affected creature may attempt a new save to shake off the effect at the end of each of its turns. This is a mind-affecting effect. The save DC is Charisma-based.

CINDER AND SLOW-JOB

CR 3

XP 800

Male and female human blood of Yog-Sothoth **warrior** 4

CE Medium aberration (augmented humanoid)

Init +1; **Senses** Perception +3; lowlight vision

DEFENSE

AC 14, touch 11, flat-footed 13 (+3 armor, +1 Dex)

hp 43 (4d10+16)

Fort +7, **Ref** +2, **Will** +2; +4 vs. mind-affecting effects

Immune disease; **Resist** cold 5, fire 5

OFFENSE

Speed 30 ft.

Melee club +7 (1d6+2) or dagger +6 (1d4+2/19–20)

TACTICS

During Combat Extremely protective of their older sister, Cinder and Slow-job position themselves between the PCs and Veunice. They focus their attacks on any PCs that tries to engage Veunice in melee.

Morale While Veunice lives, Cinder and Slow-job fight to the death. If Veunice falls, Cinder and Slow-job try to flee.

STATISTICS

Str 15, **Dex** 12, **Con** 17, **Int** 7, **Wis** 12, **Cha** 4

Base Atk +4; **CMB** +6; **CMD** 17

Feats **Alertness**, **Bludgeoner**, **Toughness^B**, **Weapon Focus** (shortspear)

Skills Climb +6, Intimidate +8, Perception +3, Sense Motive +3, Stealth +4, Swim +6; **Racial Modifiers** +4 Intimidate, +4 Stealth

Languages Aklo, Common

Other Gear hide shirt, dagger, club

SPECIAL ABILITIES

Stench (Su) A blood of Yog-Sothoth always exudes an unpleasant musky scent. As a swift action, the blood of Yog-Sothoth can intensify this scent, causing it to become sickening. All living

creatures within 30 feet must succeed at a DC 15 Fortitude save or become **sickened** for 1 round. The blood of Yog-Sothoth can exude this sickening stench for 4 rounds each day, but these rounds need not be consecutive. Each round the blood of Yog-Sothoth wishes to maintain the stench, it must use a swift action to do so. The stench is a poison effect. A blood of Yog-Sothoth is immune to the stench of another blood of Yog-Sothoth.

Development: If Veunice is forced to flee (see Tactics above), she makes her way across the creek and deeper into the woods. She then casts *contact entity II* and contacts her mi-go allies who maintain a mining colony several dozen miles away. For reasons beyond human understanding, the mi-go value their alliance with Veunice and quickly send a group of mi-go to her aid. These creatures arrive in two hours. They join Veunice in the woods and begin searching for the PCs. Eager for revenge, Veunice and her mi-go allies will even track the PCs to Labauve Manor or back to their riverboat if necessary.

MI-GO (4)

CR 6

XP 2,400

NE Medium plant

Init +5; **Senses** blindsight 30 ft., lowlight vision; **Perception** +12

DEFENSE

AC 20, touch 16, flat-footed 14 (+5 Dex, +1 dodge, +4 natural)

hp 66 (7d8+35)

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

DR 5/slashing; **Immune** cold, **plant traits**; **Resist** electricity 10, fire 10

OFFENSE

Speed 30 ft., fly 50 ft. (good)

Melee 4 claws +10 (1d4+3 plus grab)

Special Attacks evisceration, **grab**, **sneak attack** +2d6

STATISTICS

Str 16, **Dex** 20, **Con** 21, **Int** 25, **Wis** 14, **Cha** 15

Base Atk +5; **CMB** +8 (+12 grapple); **CMD** 24 (32 vs. trip)

Feats **Combat Reflexes**, **Deceitful**, **Dodge**, **Weapon Finesse**

Skills Bluff +18, Disable Device +12, Disguise +18, Fly +9, Heal +9, Knowledge (arcana, geography) +14, Perception +12, Spellcraft +14, Stealth +15; **Racial**

Modifiers +4 Bluff, +4 Disguise

Languages Aklo, Common, Mi-Go

SQ deceptive, **item creation**, **no breath**, starflight

SPECIAL ABILITIES

Deceptive (Ex) A mi-go is a master of deception. It gains a +4 racial bonus on Bluff and Disguise checks. Bluff and Disguise are always class skills for a mi-go.

Evisceration (Ex) A mi-go's claws are capable of swiftly and painfully performing surgical operations upon helpless creatures or those it has grappled. When a mi-go makes a successful grapple check, in addition to any other effects caused by a successful grapple, it deals sneak attack damage to the victim. A creature that takes this damage

must succeed at a DC 18 Fortitude save or take 1d4 points of ability damage from the invasive surgery (the type of ability damage dealt is chosen by the mi-go at the time the evisceration occurs). The save DC is Dexterity-based.

Item Creation (Ex) A mi-go possesses the ability to create strange items that blur the line between magic and technology, given time and resources. This ability allows a mi-go to ignore all of the Item Creation feat requirements and spellcasting requirements for creating a magic item; the resulting item is always mi-go technology. A mi-go can use the Heal skill to craft mi-go technology. When a mi-go uses this ability to craft an item, it must use a larger amount of strange ingredients and expendable resources—this effectively doubles the gp cost to create the item.

Starflight (Su) A mi-go can survive in the void of outer space. It flies through space at incredible speeds. Although exact travel times vary, a trip within a single solar system normally takes 3d20 months, while a trip beyond normally takes 3d20 years (or more, at the GM's discretion)—provided the mi-go knows the way to its destination.



Treasure: PCs investigating the inside of the hovel that succeed at a DC 20 Perception check notice that the dirt floor in one part of the hovel is disturbed, as if something was buried there. Indeed, buried three feet under the soil here is an oak captain's chest containing 318 gp, two amethysts worth 200 gp each, a vial containing two doses of *stone salve*, and another vial containing three doses of tree viper poison (see Trap above).

The 12 bottles on the shelf hold the following magical potions: *cure light wounds* (x5), *cure moderate wounds* (x2), *cure serious wounds*, *haste*, *invisibility*, and *lesser restoration* (x2). Finally, the cauldron containing the rabbit stew is a *cauldron of brewing*^{UE}.

A2. HUNTERS' SHACK

Reeking of sweat, urine, and spoiled meat, this structure is the largest building in the village. Beyond the structure's simple, animal hide door, is a large single room with an open sleeping loft along the back wall. A knotted rope provides access to the loft (Climb check DC 5) ten feet overhead. A rack of 13 spears lines one of the walls and a wooden trap door is set into the floor near the back of the hovel. The trapdoor is locked with an average lock (Disable Device DC 25) leads to a hand-dug earthen bolt hole, eight feet deep and five feet wide. The key to the lock hangs from the rack of spears in clear view.

Creatures: This dingy building serves as a barracks for the village's seven hunters. The hunters hold a position of authority in the village and are responsible for hunting game and defending the village from threats. When the PCs arrive, the hunters are not here—the PC's were ambushed by two of them earlier in the adventure (see Event 2: Ambush at the Abduction Site), while three of the hunters can be found in area A3 and the other two at area B3. The only creature here is Joffen, one of the missing members of the foraging party. Blindfolded, gagged, and currently unconscious, Joffen lies in a crumpled heap inside the bolt-hole.

JOFFEN CR 1

XP 400

Male human **expert** 3

NG Medium humanoid (human)

Init +2; Senses Perception +9

DEFENSE

AC 13, touch 13, flat-footed 10 (+2 Dex, +1 dodge)

hp 20 (3d8+3)—currently 9 hp

Fort +1, Ref +3, Will +4

OFFENSE

Speed 30 ft.

STATISTICS

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

Base Atk +2; CMB +2; CMD 15

Feats **Alertness**, **Dodge**, **Skill Focus** (Profession [sailor])

Skills Climb +5, Craft (carpentry) +4, Knowledge (local) +6, Knowledge (nature) +4, Perception +9, Profession (sailor) +10, Sense Motive +3, Survival +7, Swim +6

Languages Common



Development: If the PCs rescue Joffen, he wakes easily. The PCs find him bruised and battered (and currently at 9 hit points), but in otherwise fair condition. He can tell the PCs that he shared the bolt-hole with his shipmate Sarum for about a half hour before the villagers carried the old man away. He does not know what's become of Delrah Krieves or his brother Jerren, though he did overhear the hunters talking about taking them to someone named "Papa Nalakai". If freed, Joffen asks for the PCs to heal him before he picks a spear from the hunters' weapons rack and demands that the PCs follow him to rescue his brother and the other missing crew members. If the PCs allow Joffen to join them, the young man proves to be a brave companion. However, he is very emotional and has a reckless disregard for the PCs' and his own personal safety and tends to make poor tactical decisions.

Treasure: If the PCs disturb any of the animal skins and blankets in the loft, they easily locate a wooden chest buried beneath them. Aside from dozens of polished bones, antler fragments, and animal claws, is 88 gp, a silver and jade necklace worth 100 gp, two *potions of cure moderate wounds*, and a *gauntlet of rust* that still contains the rotting, wormy hand of its previous owner.

A3. THE STANDING STONES (CR 11)

GM Note: Although this encounter appears quite deadly, and on paper should be a CR 14 encounter, most of the creatures encountered here are cowardly and do not pose a serious challenge to a party of 8th-level adventurers. GMs should read this encounter carefully and take note of the combat strategies and morale implications affecting the various combatants.

Surrounded by a circle of five tall, deeply weathered standing stones, a great bonfire blazes here, illuminating the area and sending smoke and sparks high into the air. Bellowing shouts, ear-piercing shrieks, and maniacal laughter emanates from the crowd of humanoids surrounding the bonfire. Amid the frenzied dancing, raucous chants, and lewd acts, comes the shrill screams of someone in mortal agony.

Placed here centuries ago by a now-vanished tribe of reclusive elves, five 15-foot tall menhirs of dull black stone encircle a 10-foot diameter bonfire of stacked wood and underbrush. Seating in the form of tree stumps, large rocks, and fallen logs surround the bonfire. During the day, this area is quiet and empty. However, each evening at sundown the normally quiet, slothful villagers gather here to eat, bellow prayers to Yog-Sothoth, and revel with wild abandon. These gatherings are obscene, raucous affairs that often involve the abuse and sacrifice of animals and sentient beings. The event lasts from sundown to just after midnight, and usually concludes with an orgiastic tangle not meant for sane eyes.

Creatures: Most of the residents of the village attend these ghastly evening feasts, excluding Veunice and her companions (see area A1), who find them childish and distasteful. On the evening the PCs arrive, the gathering includes the 27 villagers (all the occupants of the buildings marked R) and three hunters (the occupants of area A2)—however, GMs should deduct any creatures the PCs have already killed.

Though this is nearly a CR 14 encounter, the PCs have several things working in their favor. Most obviously, the attendees are distracted. All of the attendees take a –10 penalty to Perception checks made to see or hear the PCs. Additionally, though the blood of Yog-Sothoth have lowlight vision they cannot see in the dark; their vision is restricted to a 60-foot radius around the bonfire. Finally, the villagers are so engrossed with the proceedings they are very slow to react. If the PCs attack, the PCs automatically surprise them. Additionally, because the degenerate villagers rely so heavily on the hunters for protection and guidance, they remain flat-footed and unmoving for an additional two full rounds after the surprise round before they move to support Digger, Nom-nom, and Twitchy.

Sarum, one of the missing members of the foraging party, is here as well (see Development below). When the PCs first arrive, several of the villagers begin to skin the old sailor alive. They begin with his toes and feet and they make a game of seeing who can strip the longest shreds of skin from the wailing man's convulsing body. If the PCs do nothing to stop this torture, the villagers finish stripping most of Sarum's skin in 5 minutes. Immediately after skinning him, the villagers run Sarum through from end to end with a sharp wooden pole, effectively spitting him. This drops Sarum to –1 hit points and renders him unconscious. The villagers then spend the next two minutes applying various herbs and spices to Sarum before placing him over the fire pit to cook him.

DIGGER, NOM-NOM, AND TWITCHY

CR 7

XP 3,200

Female and male human blood of Yog-Sothoth (see Appendix) ranger 7
CE Medium aberration (augmented human)

Init +6; **Senses** Perception +11; lowlight vision

DEFENSE

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

hp 78 (7d10+39)

Fort +9, **Ref** +7, **Will** +3; +4 vs. mind-affecting effects

Immune disease; **Resist** cold 5, fire 5

OFFENSE

Speed 30 ft.

Melee heavy mace +10/+5 (1d8+3) or dagger +10/+5 (1d4+3/19–20)

Ranged masterwork composite longbow +10/+5 (1d8+3/x3)

Special Attacks combat style (archery), favored enemies (fey +2, humans +4), stench (DC 17)

Ranger Spells Prepared (CL 4th; concentration +5)

1st—*entangle* (DC 12), *gravity bow*

TACTICS

During Combat The hunters begin by drinking their potions of *haste*. If outdoors, the hunters first cast *gravity bow* and prefer to attack the PCs with their bows from a distance. Otherwise, they draw their maces and fight ferociously.

Morale If two of the hunters are killed, the survivor tries to drink their *potion of invisibility* and escape. The hunter then tries to warn Veunice (area A1). If Veunice is dead, the hunter flees to Labauve Manor (area B) to warn Nalakai Labauve.

STATISTICS

Str 16, **Dex** 14, **Con** 19, **Int** 8, **Wis** 13, **Cha** 6

Base Atk +7; **CMB** +10; **CMD** 22

Feats Dodge, Endurance, Improved Initiative, Manyshot, Pack Attack, Point-Blank Shot, Precise Shot, Rapid Shot, Toughness^B

Skills Climb +12, Intimidate +10, Knowledge (nature) +9, Perception +11, Stealth +15, Survival +11, Swim +6; **Racial Modifiers** +4 Intimidate, +4 Stealth

Languages Aklo, Common

SQ favored terrain (forest +2), hunter's bond (companions), track +3, wild empathy +6, woodland stride

Combat Gear *potion of cure moderate wounds* (2), *potion of haste*, *potion of invisibility*; **Other Gear** hide shirt, dagger, masterwork composite longbow (+3 Str), heavy mace

SPECIAL ABILITIES

Stench (Su) A blood of Yog-Sothoth always exudes an unpleasant musky scent. As a swift action, the blood of Yog-Sothoth can intensify this scent, causing it to become sickening. All living creatures within 30 feet must succeed at a DC 17 Fortitude save or become **sickened** for 1 round. The blood of Yog-Sothoth can exude this sickening stench for 7 rounds each day, but these rounds need not be consecutive. Each round the blood of Yog-Sothoth wishes to maintain the stench, it must use a swift action to do so. The stench is a poison effect. A blood of Yog-Sothoth is immune to the stench of another blood of Yog-Sothoth.

DEGENERATE VILLAGERS (27)

CR 3

XP 800

Male and female human blood of Yog-Sothoth warrior 2

CE Medium aberration (augmented human)

Init +1; Senses Perception +3; lowlight vision

DEFENSE

AC 14, touch 11, flat-footed 13 (+3 armor, +1 Dex)

hp 22 (2d10+7)

Fort +4, Ref +1, Will +3; +4 vs. mind-affecting effects

Immune disease; Resist cold 5, fire 5

OFFENSE

Speed 30 ft.

Melee club +4 (1d6+2) or dagger +4 (1d4+2/19–20)

Special Attacks stench (DC 15)

TACTICS

During Combat The degenerate villagers are engrossed with the proceedings and slow to react. The PCs automatically surprise them. Additionally, the degenerate villagers are a cowardly lot and depend on the hunters for leadership and protection. They hesitate for an additional two full rounds before they move to support Digger, Nom-nom, and Twitchy. The villages attack in groups of three or more and try to take up flanking positions.

Morale Any villager reduced to 5 hit points or less flees the battle. If all three of the hunters are killed or if half of the villagers are killed or driven off, the surviving villagers scatter and flee into the woods. After sleeping fitfully in the woods, the survivors make their way to Labauve Manor (area B) around mid-day the next day to seek the guidance and protection of their father, Nalakai Labauve.

STATISTICS

Str 12, Dex 12, Con 14, Int 7, Wis 12, Cha 4

Base Atk +2; CMB +4; CMD 15

Feats Alertness, Iron Will, Toughness [B], Weapon Focus (club)

Skills Climb +5, Intimidate +6, Perception +3, Sense Motive +3, Stealth +4, Swim +6; Racial Modifiers +4 Intimidate, +4 Stealth

Languages Aklo, Common

Other Gear hide shirt, dagger, club

SPECIAL ABILITIES

Stench (Su) A blood of Yog-Sothoth always exudes an unpleasant musky scent. As a swift action, a blood of Yog-Sothoth can intensify this scent, causing it to become sickening. All living creatures within 30 feet must succeed at a DC 13 Fortitude save or become **sickened** for 1 round. The blood of Yog-Sothoth can exude this sickening stench for 4 rounds each day, but these rounds need not be consecutive. Each round the blood of Yog-Sothoth wishes to maintain the stench, it must use a swift action to do so. The stench is a poison effect. A blood of Yog-Sothoth is immune to the stench of another blood of Yog-Sothoth.



SARUM

CR 1

XP 400

Old male human **expert** 3

NG Medium humanoid (human)

Init +2; Senses Perception +9

DEFENSE

AC 13, touch 13, flat-footed 10 (+2 Dex, +1 dodge)

hp 20 (3d8+3)

Fort +1, Ref +3, Will +4

OFFENSE

Speed 20 ft.

STATISTICS

Str 11, Dex 14, Con 11, Int 10, Wis 12, Cha 10

Base Atk +2; CMB +2; CMD 15

Feats Alertness, Dodge, Skill Focus (Profession [sailor])

Skills Climb +5, Craft (carpentry) +4, Knowledge (local) +6, Knowledge (nature) +4, Perception +9, Profession (sailor) +10, Sense Motive +3, Survival +7, Swim +6

Languages Common

SQ gimp leg

SPECIAL ABILITIES

Gimp Leg (Ex) Sarum has an old knee injury that never healed properly. His walking speed is reduced by 10 feet and he cannot run.

Development: If rescued, Sarum wants to return to the boat immediately and has no qualms about making his way through the woods by himself if necessary. The old man is traumatized and has no wish to help rescue his missing comrades.

A4. THE SKULL POLE

A 12-foot tall wooden post is set into the ground in this intersection. Adorned with various primitive fetishes and the skulls of dozens of animals and humanoids, the pole serves as a source of pride for the degenerate community.



A5. COVERED BRIDGE

A rickety, leaning covered wooden bridge spans the creek here. Though many of the bridge's timbers have fallen away and dozens of large holes mar its roof, the bridge is perfectly safe for the PCs to traverse on foot.

PART 2: LABAUVE MANOR

Forty years ago, idealistic and ultra-violent revolutionary mobs overran the nation bordering the great forest's northern edge. Fearing for his family's safety, a wealthy aristocrat named Zevediah Labauve gathered his kin, a few trusted retainers, and as much wealth as they could carry and fled south into the woodlands. Like his father and grandfather, and indeed all of the Labauve patriarchs going back six generations, Zevediah was a secret devotee of the outer-god, Yog-Sothoth. Additionally, the Labauves nurtured a centuries-old alliance with a race of enigmatic alien creatures called the mi-go. In exchange for helping fulfill the mi-gos' infrequent and often violent and incomprehensible demands, the Labauves received payment in the form of mineral wealth, protection, and esoteric knowledge. The Labauves put all of these resources to good use, especially the gifts of esoteric knowledge—for six generations, the Labauves have produced a long line of powerful witches.

Leaving their revolution-scarred homeland behind, and aided by their mi-go allies, the Labauves eventually settled in an abandoned manor house hidden in the middle of the great forest. Once used as a summer home by a family of nobles from a nation far to the south, the house was abandoned nearly a century earlier when the entire family mysteriously disappeared. Exploring the catacombs below the manor, Zevediah and his kin discovered a hidden shrine to Yog-Sothoth. Other clues in the house, combined with careful interrogations of the mi-go and other enigmatic beings, revealed that the previous noble family was abducted by the mi-go and taken to some terrible fate among the stars.

Zevediah vowed not to let the same fate befall he and his kin. In his madness, he believed that in order to protect his family he needed to form a stronger bond with Yog-Sothoth. With the help of his adult sons (all talented witches), Zevediah consulted with various entities from the depths of time and space and studied ancient texts that had been in the Labauve family for generations as well as a number of tomes the Labauves had recently found in the crumbling manor's library. Zevediah soon settled on a plan.

Gathering his family about him, the old witch led them through a complicated ritual that called forth a portion of Yog-Sothoth's physical body into this world resulting in a

TIMELINE

What follows is a timeline of important events related to the Labauve family and the ruined manor in which they dwell.

| YEARS AGO | Event |
|-----------|--|
| 190 | Whately Aethelstar loses favor with his mi-go allies resulting in the slaughter of his entire family. Aethelstar Manor (eventually claimed and renamed by the Labauves) lies abandoned for 150 years. |
| 150 | Ezekian Labauve (Zevediah Labauve's great-great-great grandfather) forms a pact with the mi-go. |
| 98 | Zevediah Labauve is born. |
| 40 | Murderous revolutionaries overrun the Labauves' homeland. Counseled by their mi-go allies, Zevediah Labauve leads his family and a few trusted servants south into the great forest, where they take up residence (and quickly restore) the ruins of Aethelstar Manor (renamed Labauve Manor). |
| 35 | Zevediah calls forth Yog-Sothoth, which results in the death of most of his family and servants. Yog-Sothoth plants its seed within Chalamae Labauve. |
| 34 | Chalamae gives birth to Nalakai Labauve and his nameless brother. Chalamae perishes during the ordeal. |
| 24 | At only 10 years old, Nalakai reaches adulthood. He begins taking excursions into neighboring lands to abduct women. |
| 23 | Veunice Labauve is born. For the next 13 years, Nalakai sires dozens of additional children. Only one of his "wives", Lucetta, survives these terrible births. |
| 17 | After serving as a nursemaid to Nalakai's offspring for 6 years, Lucetta's madness finally takes its toll and she takes her own life. |
| 15 | By this time, Nalakai's brother has grown so large it cannot leave the catacombs beneath Labauve Manor. |
| 11 | With Labauve Manor nearly overrun with Nalakai's degenerate bastards (most of them approaching adulthood), Nalakai and Zevediah evict them from the main house. Veunice and her siblings establish a village a few miles from Labauve Manor. |
| 8 | By this time, Zevediah Labauve is completely bedridden. |
| 5 | The degenerate villagers capture the entire crew of the <i>River Raven</i> . |

night of surreal, otherworldly horror. Only Zevediah recalls what happened that evening, for when the sun rose the next day most of the old witch's family, including his wife, his adult sons and their families, and all of the family servants were dead. Only his adult daughter Chalamae survived the carnage, though her mind was irrevocably shattered. Worse, her body was permeated with Yog-Sothoth's alien seed.

Thirteen agonizing months later, Chalamae died giving birth to twin sons: Nalakai Labauve, a twisted child of Yog-Sothoth, and Nalakai's nameless brother, a monstrous spawn of Yog-Sothoth. In his madness, Zevediah, now the sole surviving member of his family, saw these births as a sign of Yog-Sothoth's favor. He nurtured both of his grandchildren and raised them as if they were his own offspring. Nalakai proved to be a quick study and by the time he reached adulthood at 10 years of age, he had already surpassed Zevediah in his knowledge and talent

as a witch. Zevediah cared for Nalakai's brother as well, though the creature quickly grew to monstrous proportions and was forced to live in the dank catacombs beneath the manor.

Soon after reaching adulthood, Nalakai disguised himself with magic and spent several years travelling the lands bordering the great forest. During his travels, he learned much about civilized society and indulged in various earthly vices with an almost reckless abandon. Perhaps driven by his alien sire's need to spread its filth throughout the mortal world, Nalakai began abducting young women and imprisoning them at Labauve Manor. Soon the halls of the old manor house began to ring with the sound of children's laughter and the patter of little feet, some of which were cloven like their father's.

In time, Nalakai's offspring numbered in the dozens, and like their father they reached adulthood very quickly. Though

THE MOLD

Mold runs rampant throughout Labauve Manor and doubly so in the catacombs below the house. Spotty patches of mold cover many of the manor's interior walls, almost everything made of wood (particularly the interior doors, any paneled walls, and wooden floor boards), and any remaining furniture, rugs, and bedding. Unsurprisingly, this mold is toxic and has filled the manor with spores that carry a potentially lethal respiratory disease. PCs remaining in the manor for more than 10 minutes must succeed at a DC 14 Fortitude save to resist the disease. PCs that succeed at the initial Fortitude save must attempt another save for each 60-minute period they remain inside the manor. If a PC makes two successful Fortitude saves to resist being infected, he or she is permanently immune to the disease. All of the manor's current residents have developed immunity to this disease.

MOLD SICKNESS

Type disease, inhaled; **Save** Fortitude DC 14

Onset 1 day; **Frequency** 1/day

Effect 1 Con damage; **Cure** 2 consecutive saves

and demented, all of them grew strong and utterly devoted to Yog-Sothoth. Eventually, with the manor nearly overrun with his sons and daughters, Nalakai and old Zevediah forced his adult offspring out of the house. Led by their wise sister Veunice Labauve, the sons and daughters of Nalakai established a small village a few miles from the manor house.

FEATURES OF THE MANOR AND THE GROUNDS

Labauve Manor is a two-story mansion built of light gray mortared stone. Thick patches of green and brown moss and long strands of sickly brown and green ivy cover many of the walls and most of the sagging slate roof. Unless noted otherwise, all the manor's windows are boarded up with old wooden planks (hardness 5, hp 12; Break DC 14). Exterior doors are made of thick wood and are in surprisingly good condition (hardness 5, hp 40; Break DC 22); however, the interior doors are of much lighter construction and most are nearly rotted through (hardness 3, hp 10; Break DC 8). Interior walls are covered with crumbling plaster or moldy paneling. The ground floor and upper story both have wooden floors that slightly sag in many places and creak alarmingly. (Creatures in contact with the floor take a –4 penalty to all Stealth checks.) The ceilings are 10 feet high unless otherwise stated.

The steep hill on which Labauve Manor sits rises 60 feet above the forest floor and clears all the treetops within a quarter mile by a dozen feet. The hillside grounds are unkempt and cluttered with weeds and patches of tall brown grass. The relatively flat crown of the hill extends for some 30 yards from the house before it angles off precipitously. The narrow cart path leading up to the house is steep and winds around the hill four times before terminating in front of areas **B1** and **B5**. Rutted and overgrown with weeds in many places, the path has not seen regular use in decades.

APPROACHING LABAUVE MANOR

The path from the village sees irregular use at best and is little more than a muddy, overgrown trail, blocked in places by old fallen trees and shallow meandering streams. The soft mud along the path preserves tracks well, so a DC 8 Survival check made within a half-mile of the house finds several sets of unshod humanoid tracks heading toward it, including one set of tracks that is obviously larger than the others. The smaller humanoid tracks are fresh (made within the last few hours), but they overlap so much that the number of creatures present is difficult to determine—at least two, possibly as many as six. A DC 12 Knowledge (local) check identifies the humanoid tracks as belonging to the degenerate villagers, while a DC 18 Knowledge (local) check identifies the large tracks as belonging to an ettin. The humanoid tracks all enter the house at the main entrance (area **B1**). The larger ettin tracks go to the carriage house (area **B5**).

Read the following when the PCs first lay eyes on Labauve Manor:

At once imperious and slouching, a two-story manor of light gray stone squats atop a steep hill here. Patches of mold, grass-like fungus, and dark green ivy cover over almost every angle and partially conceal the sagging roof and all the upper story windows. A muddy cart path winds its way up the hillside, twisting between dead trees and knee-high patches of prickly weeds.

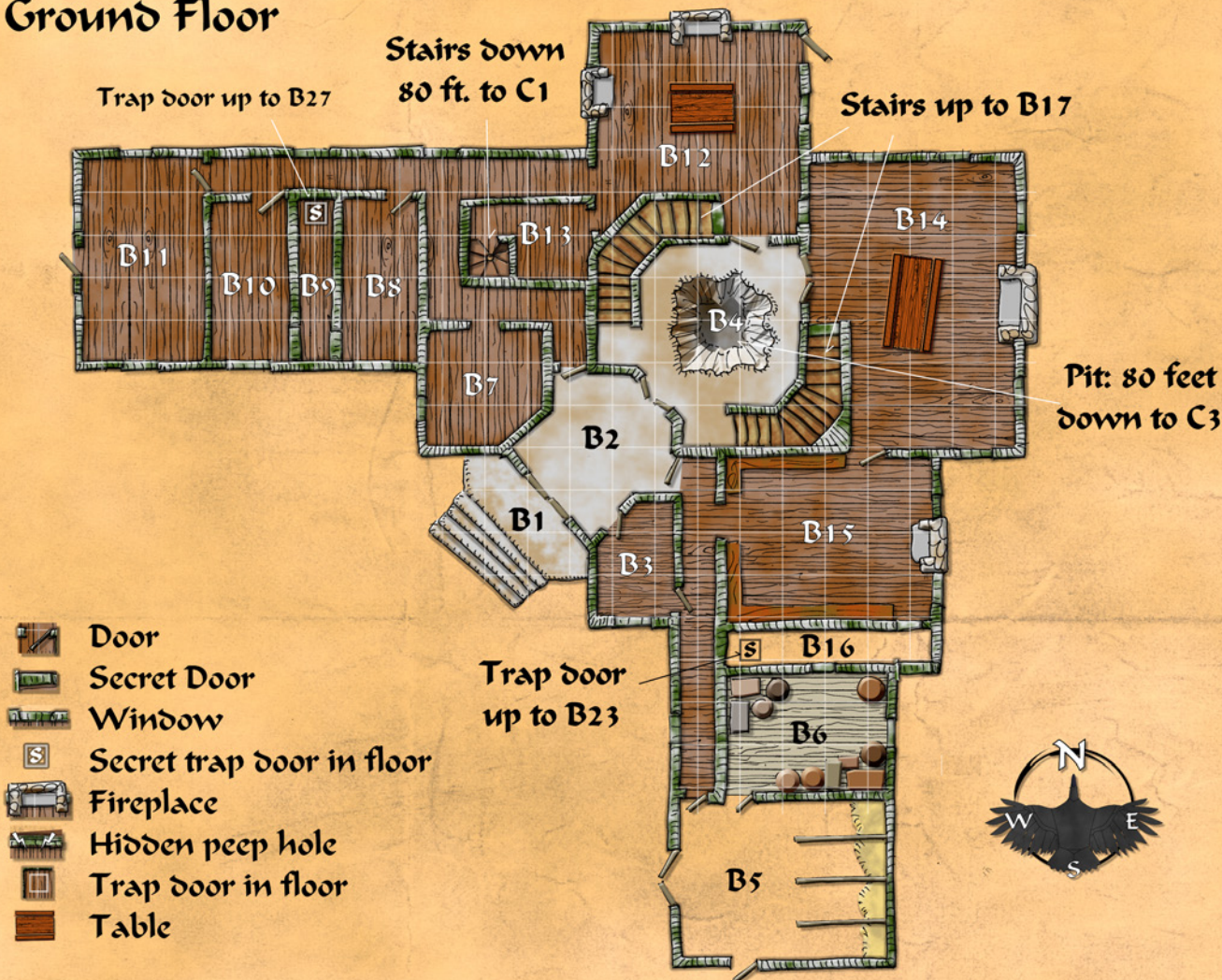
B1. MAIN ENTRANCE

A small stone portico supports a short, covered stair leading to the front doors of the manor house. Lichen-covered statues of noble hunting hounds stand upon stone pediments flanking the entrance. A brass bell attached to a leather pull-cord hangs to the right of the doors.

The two entry doors are each locked with a separate good quality lock (Disable Device DC 30). Both locks must be unlocked for both doors to open. Nalakai keeps the keys to the locks on his silver key ring, which is always in his possession.

The weathered front doors are slightly swollen with age and are covered with small patches of mold. The doors require a bit of effort to open (a successful DC 9 Strength check) and creak alarmingly when opened. Unless the PCs take steps to silence the doors, the occupants of areas **B3** and **B4** are alerted when the PCs open the doors.

Labauve Manor Ground Floor



B2. FOYER

Beyond the outer doors is a small foyer devoid of furniture. A worn and muddy mold-covered rug carpets the foyer's floor.

The old rug is thoroughly covered in mud where those who entered the house wiped their feet before proceeding. PCs that succeed at a DC 14 Survival check notice that the most recent set of muddy footprints lead to the door leading into area B3.

B3. CLOAK ROOM (CR 9)

The walls of this room contain empty racks and hooks once used to hold cloaks and footwear. A pile of muddy blankets and a large clay jug sit in one corner.

This small room is used as a sleeping area for any of Nalakai's children from the nearby village that need a place to sleep for the night. The muddy blankets belong to the room's current occupants, as does the nearly empty jug of average quality ale.

Creatures: Two degenerate hunters, "Biter" and "Toad", both the children of Nalakai Labauve, huddle in this room half-inebriated. Having recently delivered the captives Delrah Krieves and Jerren to their father, the two hunters are spending the night in this room before heading back to the village in the morning. Biter has a long, dog-like snout and a mouth full of tiny shark-like teeth. Her arms are quite long, and hang well past her knees. Toad is short, squat and hairy. He earned his name with his misshapen, bulbous head, thick green lips, and deep croaking voice.

BITER AND TOAD**CR 7****XP 3,200**Female and male human blood of Yog-Sothoth (see Appendix)
ranger 7

CE Medium aberration (augmented human)

Init +4; **Senses** Perception +9; lowlight vision**DEFENSE****AC** 16, touch 13, flat-footed 13 (+3 armor, +2 Dex, +1 dodge)
hp 78 (7d10+39)**Fort** +8, **Ref** +5, **Will** +1; +4 vs. mind-affecting effects**Immune** disease; **Resist** cold 5, fire 5**Weakness** sickened**OFFENSE****Speed** 30 ft.**Melee** heavy mace +10/+5 (1d8+3) or dagger +10/+5 (1d4+3/19–20)**Ranged** masterwork composite longbow +10/+5 (1d8+3/x3)**Special Attacks** combat style (archery), favored enemies (fey +2, humans +4), stench (DC 17)**Ranger Spells Prepared** (CL 4th; concentration +3)1st—*entangle* (DC 12), *gravity bow***TACTICS****Before Combat** As soon as they become aware of the PCs, they each drink their *potion of haste*.**During Combat** While inside the manor house, the hunters fight with their heavy maces. They fight side by side at all times, and make use of their Pack Attack feat when possible. As soon as a PC approaches within 30 feet, the hunters use a swift action to intensify their terrible stench and continue to maintain the intense stench for the next 7 rounds.**Morale** If one of the hunters is killed, the other tries to drink a *potion of invisibility* and retreats to area **B5** to alert Squama. If encountered there, the hunter fights to the death.**STATISTICS****Str** 16, **Dex** 14, **Con** 19, **Int** 8, **Wis** 13, **Cha** 6**Base Atk** +7; **CMB** +10; **CMD** 22**Feats** Dodge, Endurance, Improved Initiative, Manyshot, Pack Attack, Point-Blank Shot, Precise Shot, Rapid Shot, Toughness^B**Skills** Climb +10, Intimidate +8, Knowledge (nature) +7, Perception +9, Stealth +13, Survival +9, Swim +4; **Racial Modifiers** +4 Intimidate, +4 Stealth**Languages** Aklo, Common**SQ** favored terrain (forest +2), hunter's bond (companions), track +3, wild empathy +6, woodland stride**Combat Gear** *potion of cure moderate wounds* (2), *potion of haste*, *potion of invisibility*; **Other Gear** hide shirt, dagger, masterwork composite longbow (+3 Str), heavy mace**SPECIAL ABILITIES****Sickened (Ex)** Both hunters are intoxicated and have the sickened condition. The stat block above has been updated to reflect this.**Stench (Su)** A blood of Yog-Sothoth always exudes an unpleasant musky scent. As a swift action, the blood of Yog-Sothoth can

intensify this scent, causing it to become sickening. All living creatures within 30 feet must succeed at a DC 17 Fortitude save or become sickened for 1 round. The blood of Yog-Sothoth can exude this sickening stench for 7 rounds each day, but these rounds need not be consecutive. Each round the blood of Yog-Sothoth wishes to maintain the stench, it must use a swift action to do so. The stench is a poison effect. A blood of Yog-Sothoth is immune to the stench of another blood of Yog-Sothoth.

B4. THE PIT OF WHISPERS (CR 9)

Once covered with elegant white ceramic tiles, the floor of this high-ceilinged hall is now marred by a gaping 10-foot diameter pit that descends into echoing darkness. Dangling over the pit by a thick black chain is an ornate and sadistic-looking spiked iron cage. A chorus of distant, sibilant whispers resonates from the depths of the pit, as does a faint violet luminescence.

The pit descends 80 feet to area **C3**. The spiked cage hanging over the pit is attached to a thick black chain that is in turn affixed to an iron ring in the ceiling 25 feet above, directly over the pit. A coiled pile of slackened chain (150 feet in total length) sits on the edge of the pit near the doors leading into area **B12**. There is no pulley system or other visible mechanism to raise or lower the cage—which is a clue that the spiked cage is not what it seems.

The incomprehensible echoing whispers emanate from the creature in area **C5** and the faint violet glow emanates from the luminescent fungi growing in area **C3**.

A cleverly hidden peep-hole located on the west wall about 20 feet above the floor (spotted with a successful DC 40 Perception check) allows the occupants of area **B29** to spy on this hall. If loud combat breaks out in this chamber, the yangethe inhabiting area **B29** hears it and peers through the peep-hole two rounds after combat begins. The yangethe merely observes the PCs at this point, content to remain in area **B29** and wait for the PCs to come to it. Alien and uncaring, the yangethe does not bother to warn any of the manor's current residents if it spots intruders.

Creature: The spiked cage is a dangerous construct called a urannag. Constructed with the aid of the Labauves' mi-go allies, the urannag was designed using mi-go technology instead of relying on tapping into Abyssal energies, so it does not have the extraplanar subtype. Smaller, yet stronger and much more agile than a standard urannag, the mi-go designed the construct with the temperament of a sly, murderous assassin. The mi-go also increased its DR and gave the creature the ability to heal itself (fast healing 5).

The urannag has served as a guardian in this hall for the past 20 years and is familiar with all the house's current inhabitants. If any unescorted strangers enter the hall, the urannag waits until they approach within 10 feet of the pit before launching its attack.

URANNAG

CR 9

XP 6,400

Unique **rogue creature**^{MC} urannag

CE Large construct

Init +8; Senses **tremorsense** 60 ft.; Perception +18

DEFENSE

AC 25, touch 13, flat-footed 21 (+4 Dex, +12 natural, -1 size)

hp 90 (11d10+30); **fast healing** 5

Fort +5, Ref +9, Will +5

Defensive Abilities **evasion**, **improved uncanny dodge**; **DR** 10/adamantine; **Immune** **construct traits**, gaze attacks, visual effects and illusions, sight-based attacks; **SR** 19

Weaknesses exposed mechanisms, living trap

OFFENSE

Speed 30 ft.

Melee 3 claws +18 (1d6+7 plus **entrap**)

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

Special Attacks **engage**, **entrap** (DC 15, 1d10 rounds, hardness 10, hp 10), **sneak attack** +5d6 plus 5 **bleed**

TACTICS

Before Combat Though barely sentient, the construct is crafty and attempts to remain perfectly still hoping the PCs take it for a normal—though certainly creepy-looking—iron cage. The urannag makes an opposed Stealth check vs. the PCs' Knowledge (engineering) check or Perception check to try and fool the PCs. PCs that fail this check are surprised.

During Combat Once a PC approaches within 10 feet, the urannag lurches forward, and tries to entrap and encage a victim. It focuses all its attacks on one PC at a time, moving on to the next PC only after its victim is reduced to a gory pile of shredded flesh. It is still bound to the chains attached to the iron ring in the wall, but has enough slack to move 120 feet from the pit. It pursues fleeing PCs relentlessly, to the extent that its chains allow. If the PCs move more than 120 feet from the pit, the urannag must succeed at a DC 25 Strength check to snap its chains and free itself (a full-round action that does not provoke an attack of opportunity) so it can continue its pursuit.

Morale The urannag fights to the death.

STATISTICS

Str 25, **Dex** 19, **Con** —, **Int** 2, **Wis** 15, **Cha** 2

Base Atk +11; **CMB** +19; **CMD** 33 (can't be tripped)

Feats **Great Fortitude**, **Improved Initiative**, **Lightning Reflexes**, **Skill Focus** (Perception), **Skill Focus** (Stealth), **Weapon Focus** (claw)

Skills **Acrobatics** +4 (–4 to jump), **Perception** +18, **Stealth** +17 (+29 in shallow water); **Racial Modifiers** +8 Perception, +8 Stealth, +12 Stealth in shallow water

SPECIAL ABILITIES

Encage (Ex) As a swift action, an urannag can encage a creature that shares its space and is not aware of it or a helpless creature it has **entrapped**. The target treats the urannag's space as difficult terrain, and cannot move out of that space unless it

succeeds at a DC 22 Reflex save. Each round a creature remains encaged, it takes 2d6 points of slashing damage. A creature can try to escape by attempting a combat maneuver check or Escape Artist check (DC 33) as a full-round action, or it can try to smash through a cage wall. These walls have an Armor Class of 22, hardness 10, and 22 hit points. A wall with a hole smashed in it automatically repairs itself. The save DC is Strength-based.

Exposed Mechanisms (Ex) Although an urannag is a construct, it can be damaged and harmed by the same methods used to disarm and disable traps. A DC 20 Disable Device check can be attempted against an urannag as a full-round action that provokes an attack of opportunity. On a successful check, the urannag takes damage equal to 3d6 + the character's total ranks in Disable Device and it must make a DC 16 Fortitude save to avoid being **staggered** for 1 round (the damage bypasses the urannag's damage reduction).

Living Trap (Ex) Defensive abilities that apply to traps (such as trap sense) apply against an urannag's attacks.

Treasure: PCs searching the western set of stairs that succeed at a DC 20 Perception check locate a small secret compartment set into the first step. The padded compartment is small and holds a *wand of lightning bolt* (CL 9) with 7 charges and a *wand of cure moderate wounds* (CL 9) with 11 charges. This is one of several caches the paranoid Labaues have scattered about the manor.

B5. CARRIAGE HOUSE (CR 10)

If Squama is present (see Creature below), the double doors leading into the carriage house are rigged with a makeshift alarm system (see below for details). Additionally, the smaller door on the south wall is nailed shut and must be broken down or forced open (hardness 5, hp 40; Break DC 22).

A set of double doors open into a wide carriage house. A dusty, cobwebbed rack running the length of the north wall holds an array of hammers, saws, and other tools. Four long-vacant horse stalls occupy the far end of the room.

The ettin, Squama, has used the carriage house as her private quarters ever since she pledged herself to Nalakai's service ten years ago. When she is present, she rigs the interiors handles of the double doors on the west wall with a simple alarm made of rope and glass bottles filled with small stones. If the alarm is not disabled before the doors are opened, the bottles rattle loud enough to awaken and alert Squama. If the PCs specify they are only opening the doors an inch or two, or are opening the doors slowly and cautiously, let the PC opening the door attempt a DC 14 Perception check to notice the improvised alarm system. A successful DC 14 Disable Device check quietly disarms it. Assuming Squama is present, if the PCs quietly bypass the alarm or enter through either of the doors in the north wall, Squama is sleeping.

The tools on the wooden rack see little use, and are of average quality. They include enough tools to comprise a set of artisan's tools to support the crafts of carpentry and stonemasonry.

Creature: Squama, an exceptionally rare ettin with both a female and a male head, dwells in the carriage house. She is completely devoted to Nalakai, whom she reveres as a divine prophet. Squama can be found here 75% of the time, sleeping on a large pile of blankets and animal hides in the northernmost stall. If Squama is not present, she is either out hunting (70% chance) or patrolling the ground floor of the manor house (30% chance). If out hunting or on guard patrol, Squama returns 3d6 rounds after the PCs first enter here.

Squama's female head grew tired of her male head's crude and often misogynist jabbering long ago, so she rendered her male head mute by burning out his tongue; she then sewed up his charred mouth with thick black thread to further muffle his objections. Since these corrective measures were taken, the male head has remained completely submissive to Squama's female half.

SQUAMA

CR 10

XP 9,600

Ettin slayer^{ACG} 4

CE Large humanoid (giant)

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

DEFENSE

AC 19, touch 8, flat-footed 19 (+3 armor, -1 Dex, +8 natural, -1 size)
hp 132 (10d8+4d10+60)

Fort +15, Ref +6, Will +6

OFFENSE

Speed 40 ft.

Melee masterwork battleaxe +18/+13/+8 (2d6+7/x3) and masterwork scizore +18 (2d8+7)

Ranged javelin +9 (1d8+7) and javelin +9 (1d8+7)

Space 10 ft.; Reach 10 ft.

Special Attacks sneak attack +1d6, studied target +1 (1st, move action)

TACTICS

Before Combat If alerted to the PCs' presence (perhaps by triggering her improvised alarm system), Squama hides in the dark recesses of one of the horse stalls and readies two javelins.

During Combat Squama begins combat by throwing two javelins before readying her scizore and drawing her battle axe. She focuses all of her attacks on one PC at a time, targeting the largest, strongest-looking PCs first. She uses her Power Attack feat on all melee attacks.

Morale Squama fights to the death.

STATISTICS

Str 24, Dex 8, Con 19, Int 8, Wis 10, Cha 11

Base Atk +11; CMB +19 (+23 overrun); CMD 28 (30 vs. overrun)

Feats Cleave, Improved Initiative, Improved Overrun, Iron Will, Power Attack, Quick Draw, Skill Focus (Stealth)

Skills Acrobatics -1 (+3 to jump), Handle Animal +8, Perception +12, Stealth +17, Survival +10; Racial Modifiers +4 Perception

Languages Ettin

SQ slayer talents (fast stealth, surprise attack), superior two-weapon fighting, track +2

Other Gear masterwork hide shirt, masterwork battleaxe, masterwork scizore, javelins (8)

SPECIAL ABILITIES

Superior Two-Weapon Fighting (Ex) Squama fights with a melee or ranged weapon in each hand. Because each of her two heads controls an arm, Squama does not take a penalty on attack or damage rolls for attacking with two weapons.

Treasure: Hidden under Squama's bedding in the northernmost stall is an old wooden trunk containing five blood-stained backpacks taken from dead adventurers. Two of the packs are masterwork backpacks that are filled with gold and silver coins (490 sp and 199 gp). Another of the packs is a *handy haversack* that contains a deluxe dungeoneering kit, two *ever-burning torches*, and a small cedar jewelry box (worth 20 gp) holding various pieces of jewelry worth a total of 1,000 gp and a string of nine freshwater pearls worth 50 gp each. Another backpack contains a gore-stained *druid's vestment* and three masterwork daggers. The last pack reeks of rotting meat and contains three worm-ridden, slightly gnawed human heads. Each of the heads' eye sockets and mouths are sewn shut with thick black thread. Inside the sewn-up mouth of one of the heads is a small blue-green gemstone (a *water elemental gem*).

B6. STORAGE ROOM

This room holds dozens of barrels, clay jugs, old crates, and sacks of food stores. While some of the containers are obviously old and are covered with years of dust and mold, others appear quite new.

About half of the provisions here have rotted away to uselessness. The serviceable provisions include three dozen sacks of only slightly moldy grain, nine barrels of average quality wine, four crates of various, well-preserved cheeses, and 17 clay jugs of unremarkable ale. The secret door on the north wall is found with a successful DC 20 Perception check.

Treasure: A successful DC 15 Perception check turns up a forgotten cask of fine brandy (worth 200 gp) wedged behind several crates in the southeast corner of the room.

B7. BUTLER'S ROOM

This small bedroom contains dusty, mold-covered furniture including a small bed, a badly leaning writing desk and chair, and a small curio cabinet containing dusty ceramic vases, and other trinkets. Several patches of mold mar the walls and floor.

This room was last used 35 years ago, when Labauve Manor's last butler, a fastidious old man named Kothrik Mern, died along with the rest of the house staff when Zevediah Labauve called forth Yog-Sothoth. None of the current items in the curio cabinet are of any real value, aside from a small scrimshaw box (worth 150 gp) containing a silver scarab brooch on a thin silver chain (a *scarab of death*, deliberately left here by Nalakai Labauve).

B8. BEDROOM

This room was Nalakai Labauve's childhood bedroom, though no one has stepped foot in here for years. The secret door on the west wall is found with a successful DC 20 Perception check.

B9. SECRET HALLWAY

The secret doors connecting to areas B8 and B10 are poorly hidden from within this secret hallway and are each found with a successful DC 10 Perception check.

The long walls of this narrow secret hallway are lined with dusty, cobweb-covered cubby holes. A pile of moldy wood lies on the floor at the northern end of the hall—the remains of an old wooden ladder that once provided easy access to the trap door in the ceiling (10 feet overhead). The trap door in the ceiling leads to area B27, however Zevediah Labauve's bed is currently sitting on top of the trap door. To open the trap door, a PC must force the door open and forcibly move the heavy oak bed aside. This requires a successful DC 26 Strength check, and automatically alerts Zevediah Labauve to the presence of intruders.

Treasure: Anyone searching the cubby holes that succeeds at a DC 15 Perception check notices a dusty leather scroll case tucked into one of the cobweb-filled cubby holes. The case contains a scroll of *summon monster II* (CL 6) and a scroll of *vermin shape I* (CL 8). Tied to the scroll case by a length of black ribbon is a small brass key that unlocks both of the secret doors that link areas C1 and C4.

B10. THE RESONATOR (CR 8)

The door to this room is locked with a good quality lock (Disable Device DC 30). The key was lost years ago. The door, however, is covered with mold and obviously rotting in places (hardness 4, hit points 18, Break DC 14).

This small room is devoid of furniture. A strange mechanical device resembling a slightly curved 4-foot tall podium made of dull gray steel is bolted to the floor in the southwest corner of the room. The podium-like device is capped by a 5-inch thick slab of shimmering white crystal, studded with various brass switches, dials, and knobs. Dust and cobwebs cover the strange contraption.

This bedroom was converted into a work space years ago. The secret door on the east wall is found with a successful DC 20 Perception check.

Hazard: The strange contraption is one of Zevediah Labauve's long-abandoned projects. Dubbed the "Resonator", Zevediah built the machine nearly 25 years ago with the assistance of a group of mi-go scientists. Originally designed to tear rifts in the fabric of reality and open windows into other dimensions, the device was abandoned after its initial activation opened a doorway instead of a mere viewing portal. Through this doorway emerged a terrible swarm of ravenous flying eel-things that consumed three of Zevediah's mi-go allies. During the chaos, Zevediah managed to disable the device before he and the surviving mi-go fled the room. Zevediah then locked the door behind him. Unfortunately,

Zevediah was unable to completely shut down the machine and it now rests in a "standby" mode. If a living creature weighing more than 20 pounds moves within five feet of the resonator, the machine suddenly activates. The machine's crystal top bathes the room in a cascade of unearthly colors and a far-away thrumming noise causes the room's walls, floor, and ceiling to vibrate disturbingly.

A successful DC 24 Disable Device check disables the resonator for 1 round. Thereafter, the resonator returns to "standby" mode. A successful DC 30 check destroys it. The machine can also be physically destroyed. It has hardness 10, 90 hit points, and a Break DC of 30.

Creatures: Two rounds after the machine first thrums to life, a swarm of otherworldly eel-things emerges from the room's ceiling. These creatures only partially exist in this reality, and their glimmering, writhing forms constantly wink in and out of existence. The mindless horrors are ravenous and immediately move to consume the closest PC. They cannot move more than 30 feet from the resonator, for now (but see Development below).

EEL-THING SWARM

CR 8

XP 4,800

N Diminutive vermin (extraplanar, swarm)

Init +10; Senses darkvision 60 ft., lifesense 60 ft.; Perception +4

DEFENSE

AC 21, touch 21, flat-footed 14 (+6 Dex, +1 dodge, +4 size)

hp 90 (12d8+36)

Fort +10, Ref +10, Will +7

Defensive Abilities reality shift; DR 10/magic; Immune swarm traits, weapon damage

Weakness sunlight antipathy

OFFENSE

Speed 5 ft., fly 40 ft. (good)

Melee swarm (3d6 plus distraction and poison)

Space 10 ft.; Reach 0 ft.

Special Attacks distraction (DC 18)

STATISTICS

Str 1, Dex 22, Con 14, Int 2, Wis 13, Cha 9

Base Atk +9; CMB —; CMD —

Feats Ability Focus (poison), Dodge, Improved Initiative, Iron Will, Skill Focus (Perception), Toughness

Skills Fly +25, Perception +4, Stealth +24

SQ no breath

SPECIAL ABILITIES

Poison (Ex) Swarm—injury; save Fort DC 20; frequency 1/round for 6 rounds; effect 2 Dex and 2 Wis; cure 2 saves.

Reality Shift (Su) The eel-things only partially exist in this reality and constantly wink in and out of existence. Physical attacks against the eel-things have a 50% miss chance, and the Blind-Fight feat doesn't help opponents. The eel-things take only half damage from area attacks. Although the eel-things are

only partially visible, they are not considered invisible and targets retain their Dexterity bonus to AC against their attacks. This effect does not allow the eel-things to move through solid objects, nor does it hinder their attacks in any way.

Sunlight Antipathy (Ex) The eel-things hail from a terrible starless other-realm. If exposed to direct sunlight (but not a *daylight* spell effect), they are immediately **staggered**, cannot attack, and take 3d6 points of damage each round.

Development: If the PCs fail to deactivate the resonator, its field of influence slowly grows and eventually extends beyond this room. Each hour the machine remains active, the shimmering cascade of otherworldly colors radiates outward another 5 feet, up to a maximum of 2,000 feet (eventually enveloping the entire manor and catacombs). Each hour the resonator remains active, there is a 50% chance that another voracious eel-thing swarm emerges into this reality. There is an unlimited number of eel-thing swarms, though the creatures can only linger within the resonator's field of influence.

Treasure: The resonator's crystal slab weighs 30 pounds and is worth 2,000 gp. The PCs can remove it from the device with a successful DC 17 Disable Device check. Failing the check causes the crystal to shatter into worthless tiny pieces.

B11. LIVING ROOM

This living room is empty save for the tattered remains of two mold-covered couches. The exterior door on the west wall is unlocked.

B12. KITCHEN

This spacious kitchen features two large fieldstone fireplaces, a sturdy oak table for preparing food, and shelves holding pots and pans, utensils, and other cooking implements. Most of these items are covered with a thick layer of dust and cobwebs. This has seen very little use in the past few years, as the few living residents remaining rely on the magical cauldron in area B14 for their meals.

The exterior door on the east wall is unlocked.

B13. PANTRY

The wooden shelves in this low-ceilinged pantry are almost bare, and contain only two bulging sacks and a dozen or so glass jars sealed with cork lids. Dust and cobwebs cover everything and are especially thick near the pantry's back wall.

The ceiling here is a bit lower (it's about 6 feet high) than the other rooms in the manor. The two bulging sacks each contain two dozen thoroughly rotten potatoes. The unmarked, dust-covered jars contain either honey or various fruit preserves (apple, strawberry, and blueberry). Though quite old, the jars were well-sealed, so the contents are still edible and quite delicious.

The spiral staircase leading down to area C1 is tucked behind a wall full of shelves and is almost completely obscured by a thick curtain of dusty cobwebs. The stairway is difficult to spot unless the PCs enter the pantry and move to within

five feet of it. PCs standing further away can spot the stairs with a successful DC 15 Perception check and they automatically see it if they move to within five feet of them. The stairs are narrow (barely five feet in diameter) and are carved from the hill's stone foundation. They descend for 80 feet before reaching area C1. When the PCs descend the stairs and reach the mid-way point, they clearly notice a stale, musty odor that grows stronger as they get closer to area C1. This odor emanates from the mold and mildew in that chamber as well as the slime molds infesting the chamber.

Treasure: One of the unmarked jars in the pantry is a jar of *restorative ointment* mistakenly left here long ago.

B14. GATHERING HALL (CR 5)

The dominant feature of this large, dark gathering hall is a massive fieldstone fireplace, 12 feet long and tall enough for an adult human to stand upright inside. The fireplace is empty except for a collection of thick, dusty cobwebs that obscure most of the hearth. Mounted on the wall above the fireplace is a heavy steel shield bearing a family crest. Though slightly notched and battered from obvious use, the shield depicts a crossed sword and axe over a lion's head surrounded by black roses and underscored by the family name, "Labauve".

A large wooden banquet table straddled by two long sits in the middle of the hall. Large enough to seat a dozen individuals, the dusty table is notched and scored with age. As if left in a place of honor, a large black iron cauldron rests atop the table.

When Zevediah Labauve brought his family here four decades ago, this gathering hall was a popular gathering place for meals and entertainment for the family and their servants. Now, however, this dusty, cobweb-covered hall receives few visitors. The ratling familiars Black Kreziah (see area B24) and Svaesha (see area B27) each visit here a couple of hours before sundown each day to fetch meals for their masters. Nalakai Labauve (area B24) and Squama (area B5) also meet here once a week to discuss security matters and current events in the region. Their last such meeting was three days ago.

A PC studying the family crest that succeeds at a DC 25 Knowledge (nobility) check recalls that the Labauves were an ancient and wealthy noble line known for their secrecy and for dabbling in the arcane arts. The entire Labauve family vanished 40 years ago, and were assumed to have been executed by revolutionaries.

Like most of the other windows in the manor, the five windows in the gathering hall are boarded up. The cobwebs in the fireplace are quite thick. They obscure most of the hearth and completely obscure any attempt to view more than a few inches up the chimney flue. The webs are home to scores of tiny harmless black and red spiders. If the webs are disturbed, the spiders boil out of the chimney in a frantic rush and take 1 round to scatter throughout the hall. They pose no physical threat to the PCs.

PCs that move within 5 feet of the fireplace detect a pungent rotting odor emanating from the chimney flue (see the Creature below for the source of this foul smell). The chimney ascends 20 feet to an empty bedroom (area **B19**) on the second floor and rises another 15 feet before reaching the manor's roof. Though the fireplace's hearth is 6-1/2 feet tall, the chimney flue quickly narrows to a 3-foot square shaft, which is just large enough for a Medium-sized creature to climb while squeezing. A successful DC 12 Climb check is needed to reach area **B19** and another successful DC 12 Climb check is needed to reach the roof.

Creature: Lurking inside the chimney, about 5 feet up the flue, is a foul ooze-like undead horror that resembles a jumble of melted bones floating amid an oozing brown and yellow slurry that reeks of rotten meat. Animated by Nalakai Labauve, the undigested swarm was placed here to serve as a guardian for the magical cauldron kept in the hall (see Treasure below).

UNDIGESTED SWARM

CR 5

XP 1,600

NE Tiny undead (swarm)

Init +3; **Senses** darkvision 60 ft.; Perception +8

DEFENSE

AC 17, touch 16, flat-footed 13 (+3 Dex, +1 dodge, +1 natural, +2 size)

hp 54 (12d8)

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

Defensive Abilities **amorphous**, **swarm traits**; **Immune** **undead traits**; **Resist** acid 10

OFFENSE

Speed 30 ft., climb 20 ft., swim 20 ft.

Melee swarm (3d6 plus digest and **distraction**)

Space 10 ft.; **Reach** 0 ft.

Special Attacks digest, **distraction** (DC 16)

TACTICS

Before Combat The undigested swarm is sentient and quite cunning. Once it detects intruders, it waits inside the chimney flue for a PC to step inside the chimney to inspect it before attacking. If no such opportunity presents itself, the creature gushes forth to attack if the PCs touch the cauldron or when the PCs attempt to leave the hall. When the undigested swarm exits the chimney flue, it absorbs any remaining spider webs blocking the hearth.

During Combat The undigested swarm attacks relentlessly and tries to capture as many PCs as possible inside its space each round.

Morale The undigested swarm fights until destroyed.

STATISTICS

Str 4, **Dex** 16, **Con** —, **Int** 3, **Wis** 9, **Cha** 11

Base Atk +9; **CMB** —; **CMD** —

Feats Dodge, Improved Iron Will, Iron Will, Lightning Reflexes,

Mobility, Skill Focus (Perception)

Skills Climb +14, Perception +8, Stealth +17, Swim +14

Languages Common (can't speak)

SPECIAL ABILITIES

Digest (Ex) A target that takes swarm damage from an undigested swarm is covered in acidic slime and must succeed at a DC 16 Reflex save or take 2d6 points of acid damage for 1d4 rounds at the start of its turn. An affected creature can make a new save as a full-round action. Washing off the acid grants a +4 bonus on this save. The save DC is Constitution-based.

Treasure: The shield mounted above the fireplace bearing the Labauve family crest is a forgotten *lion's shield*, last used in battle some three centuries ago. The cauldron is a *cauldron of plenty*^{UE}, and has been the primary source of food for the living inhabitants of the manor for nearly 15 years (except for the occasional rabbit or deer brought down by Squama). The cauldron has already been used to create food today, and it remains about half-full of a cool, but still hearty beef stew. The cauldron has not been used to create a *heroes' feast* in several years, so that ability is currently available.



B15. LIBRARY (CR 3)

Three of the walls of this large dark-paneled library have built-in bookshelves that extend from the floor to the ceiling that are crammed with mold-covered books. One wall is devoid of shelves and is instead dominated by a fieldstone fireplace flanked by two boarded up windows. The floor is covered with a thick burgundy carpet that is marred by the ever-present mold that infests the manor, as well as numerous other stains and burn-marks. Four padded easy chairs—also covered with mold—are set in the middle of the room with a low wooden table set between them. A stack of six books sits atop the table next to a green crystal ashtray, a small wooden box carved and painted to resemble a sleeping black cat, and a pipe stand holding a single scrimshaw pipe.

A small brass birdcage also sits atop the wooden table. Though empty, the floor of the cage contains a few animal droppings and a small dish of cloudy water.

This library sees occasional use by Nalakai Labauve, who comes here to read occasionally during the evenings. Nalakai left the six books stacked on the central table (see Treasure below) when he was here the night before the PCs arrived at the manor. The birdcage is locked with a good quality lock (Disable Device DC 30). Nalakai keeps the key to the birdcage on his silver key ring, which he always carries on his person. Though the birdcage appears empty, it actually contains an imprisoned pipefox that is invisible when the PCs enter the room (see Creature below).

The secret door on the south wall is very well concealed and only found with a successful DC 30 Perception check.

Creature: A pipefox named Chotho is trapped inside the birdcage and has been Nalakai Labauve's prisoner for three years. Chotho is a slightly gifted pipefox; in place of the *vanish* spell-like ability, Chotho can cast *invisibility* at will in addition to his other spell-like abilities. Chotho has been kept in a state of constant terror since his capture and he is now exceptionally paranoid. As soon as he detects the PCs, the pipefox casts *invisibility* on himself and continues to cast *invisibility* on himself while the PCs remain in the room, hoping they fail to notice him. If Chotho's *invisibility* spell ends while the PCs are still in the library, allow each of the PCs in the room a chance to briefly spot the creature (with a successful DC 15 Perception check) as Chotho tries to cast *invisibility* on himself again. PCs that state they are constantly watching the birdcage (and performing no other action) automatically spot the pipefox. See Chotho's **Tactics** in the stat block below for additional information.

CHOTHO

CR 3

XP 600

Male unique pipefox⁸⁴

N Diminutive magical beast

Init +7; **Senses** darkvision 60 ft., low-light vision; Perception +5

DEFENSE

AC 17, touch 17, flat-footed 13 (+3 Dex, +4 size)

hp 13 (3d10-3)

Fort +2, **Ref** +6, **Will** +1

OFFENSE

Speed 30 ft., **climb** 20 ft.

Melee bite +10 (1d2-5)

Space 1 ft.; **Reach** 0 ft.

Spell-Like Abilities (CL 3rd; concentration +5)

Constant—*comprehend languages*

3/day—*augury*, *vanish*^{APG}

1/day—*detect thoughts* (DC 14), *divination*, *greater invisibility* (self only)

TACTICS

During Combat If a PC opens the birdcage, Chotho makes a single bite attack at the PC that opened it before he tries to flee. Chotho also tries to bite any PC that pokes a hand inside the birdcage.

Morale Unless made Friendly or Helpful (see Development below), Chotho attempts to flee at the first opportunity.

STATISTICS

Str 1, **Dex** 16, **Con** 9, **Int** 14, **Wis** 11, **Cha** 14

Base Atk +3; **CMB** +2; **CMD** 8

Feats Improved Initiative, Weapon Finesse

Skills Climb +7, Knowledge (arcana) +5, Knowledge (religion) +5, Perception +5, Sense Motive +2, Stealth +19

Languages Common, Draconic; *comprehend languages*

SQ *compression*

Development: Chotho is terrified and his starting attitude is Unfriendly. If the PCs try to engage the pipefox in conversation and are obviously not aggressive toward him, they can attempt to change his attitude with a successful Diplomacy check. If the PCs attempt to use Intimidate instead, the pipefox automatically remains Unfriendly and he resists all future attempts to change his attitude. If made Friendly (with a successful DC 27 Diplomacy check), Chotho offers to answer any questions if the PCs promise to let him go. If the PCs honor the agreement, Chotho answers the PCs' questions and then shows them how to open the secret door in the south wall and points out the two magical books mixed among the other books on the library shelves (see Treasure below) before he departs. If Chotho is made Helpful (with a successful DC 32 Diplomacy check), Chotho also offers to accompany and assist the PCs for as long as they remain in the region. Alternately, at the GM's discretion, Chotho may bond with a 7th-level or higher spell-caster with the Improved Familiar feat.

If Chotho agrees to answer questions, Chotho can impart any of the following information to the PCs. However, the pipefox stills suffers from his ordeal and is withdrawn and pathologically cautious. He only provides information in response to direct questioning.

- Three years ago, Chotho and his mate Atissi were captured in the woods nearby by two ratlings named Black Kreziah and Svaesha. The ratlings ate Atissi and presented Chotho to Nalakai Labauve as a gift.
- Chotho knows both ratlings can cast spells and he believes they are probably sorcerers.
- Chotho can describe Nalakai Labauve and refers to him as the “Dark Master”. Chotho believes Nalakai is a powerful wizard.
- Trapped in this library for three years, knows nothing of the manor’s layout outside of the library.
- Chotho knows that Nalakai’s father lives somewhere upstairs and his brother lives somewhere “below”.
- Chotho knows that Nalakai has another servant named Squama, but does not know what kind of creature Squama is.

Treasure: Most of the 400-odd books in the library are so infested with mold they have rotted away to illegibility and worthlessness. However, 82 of the books are still in good condition and can each fetch 5d10 gp to a book collector or library willing to buy them. The six books stacked on the central table are all in much better condition. These books cover various arcane subjects, from spellcrafting theory to the biographies of several ancient and powerful witches. Each of these books are worth 100 gp to a book collector or library willing to buy them. Additionally, tucked among the moldy books on the shelves are two magical tomes: a *book of extended summoning*^{UE} and a *manual of war*^{UE}.

The green crystal ashtray is surprisingly heavy (10 pounds) and is worth 200 gp. The scrimshaw pipe is worth 100 gp. The cat-shaped wooden box is worth 100 gp and contains a bulging pouch of pipeweed worth 20 gp, 13 tindertwigs, and a *bookplate of recall*^{UE} bearing an imprint of the Labauve family crest.

B16. SECRET HALLWAY

This narrow secret hallway is similar to area **B9**. The long walls are lined with dusty, cobweb-covered cubby holes. A wooden ladder is set against the far eastern wall and provides access to the trap door in the ceiling (10 feet overhead). The trap door in the ceiling leads to a small secret bolt-hole on the second floor (area **B23**).

The secret doors connecting to areas **B6** and **B15** are poorly hidden from within the secret hallway and are each found with a successful DC 10 Perception check. However, the secret door leading to the outside is very difficult to spot from both sides and requires a successful DC 30 Perception check to spot from either side. The Labauves never discovered this last secret door, so none of the current inhabitants of the manor are aware of it.

B17. UPPER LANDING AND PORTRAIT GALLERY

The two sets of curved, ascending stairs converge at a landing that overlooks the entry hall and the whispering pit below. Mounted along the walls extending away from the landing are painted portraits that each depict dark-haired men with hard, soulless eyes and tired faces, all bearing an obvious family resemblance.

The stairs ascending from area **B4** rise 20 feet to this landing. The portraits mounted on the wall all depict patriarchs of the Labauve family, 12 in all. The most recent painting (a successful DC 15 Appraise check identifies the portrait as roughly 40 years old) depicts a middle-aged Zevediah Labauve. The Zevediah in the painting is a strongly-built bearded man of middle age—far from the withered wreck of a man residing in area **B27**.

Treasure: Though all the paintings were rendered by exceptional artists, only the portrait depicting Zevediah has been spared the ravages of time and the manor’s pervasive mold, and thus still retains its original value (it’s worth 500 gp).

B18. EMPTY BEDROOM

The only furnishings in this dusty bedroom are a pair of wooden-framed beds pushed against the east wall, each supporting a moldy bare mattress. One of the mattresses is almost entirely covered with old bloodstains.

Nalakai Labauve used this room as a prison for dozens of young women he abducted from farmsteads and villages bordering the great forest. He courted these women in his own twisted way and referred to them as his “wives”, though all of them were held here against their will and were frequently compelled to do Nalakai’s bidding through magic. Eventually, all but one (Lucretta; see area **B21**) perished during childbirth. The room was last used 18 years ago and has remained empty since.

B19. OVERGROWN BEDROOM (CR 6)

This room has a fieldstone fireplace set into its northwest corner, but no other furnishings. A single window is set into the east wall. Once boarded up like many of the other windows in the manor, the boards seem to have been pushed aside by a rampant growth of thick vines and sickly brown ivy that now lies in the tangled heap under the window and in the southeast corner of the room. A small brass box sits inside the otherwise empty fireplace hearth.

The fireplace hearth has a 2-foot tall fieldstone wall set three feet inside it that divides the hearth from the chimney flue that descends 20 feet to area **B14** and ascends 15 feet to the roof. (See area **B14** for more details on the chimney.)

Creature: Kept by Nalakai Labauve as a pet and frequently nourished with the blood of animals and sentient beings, an assassin vine dwells in this abandoned bedroom. Though the creature leaves the room via the open window once a month for several days in search of prey in the nearby woods, it spends the majority of its time here and is present when the PCs arrive at the manor.

Labauve Manor

2nd floor

Stairs up to B29





Trap door down to B9

Stairs down to B4



Attic

B30

-  Door
-  Secret Door
-  Window
-  Secret trap door in floor
-  Fireplace
-  Hidden peep hole
-  Trap door in floor



ADVANCED ASSASSIN VINE**CR 6****XP 2,400****N** Large plant**Init** +2; **Senses** *blindsight* 30 ft., low-light vision; **Perception** +1**DEFENSE****AC** 19, touch 11, flat-footed 19 (+2 Dex, +8 natural, -1 size)**hp** 57 (6d8+30)**Fort** +9, **Ref** +3, **Will** +2**Immune** electricity, *plant traits*; **Resist** cold 10 and fire 10**OFFENSE****Speed** 5 ft.**Melee** slam +12 (1d8+9 plus *grab*)**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** *constrict* (1d8+9), entangle**TACTICS**

Before Combat The assassin vine lurks within the tangled thicket of vines and ivy piled in the southeast corner of the room, using its camouflage ability to hide amongst the foliage.

During Combat Though mindless and ravenous, the assassin vine is a cunning predator. It waits until at least three PCs enter the room before it launches its attack. First, it animates all of the vines in the room to try and *entangle* any PC in the room. Then, it targets the largest, strongest-looking PC and ignores any other creatures present. Nalakai has used various negative reinforcement strategies to compel the assassin vine never to venture into the manor beyond this room. Therefore, it does not pursue the PCs if they retreat back into the manor.

Morale The assassin vine fights until destroyed.

STATISTICS**Str** 24, **Dex** 14, **Con** 20, **Int** —, **Wis** 13, **Cha** 9**Base Atk** +5; **CMB** +13 (+17 grapple); **CMD** 25 (can't be tripped)**SQ** camouflage**SPECIAL ABILITIES**

Camouflage (Ex) Since an assassin vine looks like a normal plant when at rest, a DC 20 Perception check is required to notice it before it attacks for the first time. Anyone with ranks in Survival or Knowledge (nature) can use either of those skills instead of Perception to notice the plant.

Entangle (Su) An assassin vine can, as a free action, cause plants within 30 feet of it to animate and grasp at foes. This ability is otherwise similar to *entangle* (CL 4th, DC 14). The save DC is Wisdom-based.

Treasure: The brass box sitting inside the fireplace hearth was placed there as a lure by Nalakai Labauve. It is unlocked and contains a single copper piece.

B20. COLD SPOT (CR 5)

This dark stretch of hallway suddenly feels abnormally cold and drafty.

Haunt: One of Nalakai Labauve's "wives", a tenacious young miller's daughter name Talrae Soravasti, nearly succeeded in murdering him by knifing the child of Yog-Sothoth in his sleep. Though she was able to land several knife-blows that scarred him for life, Nalakai recovered and quickly subdued the desperate woman. Furious at what he deemed her betrayal, Nalakai bound and gagged her and then sealed her alive inside the manor walls by plastering her inside a small niche in the manor's stonework between this hallway and the stairs in area **B4**. Talrae died several agonizing days later of thirst. After her death, the intensity of her ordeal resulted in the creation of a deadly haunt. After being injured by the haunt years ago, Nalakai (and all of the manor's current inhabitants) now avoids this stretch of hall.

PCs tapping on or otherwise searching the wall here can detect a slightly discolored area of plaster and a hollow space behind it with a successful DC 14 Knowledge (engineering) or Perception check. The plastered wall can be hacked away (hardness 4, 10 hit points, break DC 15) to reveal Talrae's partially mummified, moldy remains.

COLD SPOT**CR 5****XP 1,600****CE** *haunt*^{GMG} (5 ft. by 25 ft. hallway)**Caster Level** 5th**Notice** Perception DC 20 (to hear the sound of muffled sobs and moans)**hp** 10; **Trigger** proximity (a living creature enters the middle square in the hallway); **Reset** 1 day

Effect When this haunt is triggered, the 25-foot section of the hall suddenly becomes supernaturally cold accompanied by the low, barely audible moaning of a woman in mortal pain. All creatures in the 25-foot section of hallway take 4d6 points of cold damage and gain 2 temporary *negative levels*. A successful DC 16 Fortitude save cuts the cold damage by half and negates the negative levels. This is a negative energy effect.

Destruction The body of Talrae entombed behind the walls must be extracted and either burned or given a proper burial.

Treasure: Though Talrae gnawed away all the fingers on her right hand to sate her terrible hunger, her left hand remains unscarred. A platinum and emerald ring (worth 1,600 gp) is still attached to her desiccated left ring finger.

B21. LUCETTA'S BEDROOM (CR 7)

The door to this room is locked with a good quality lock (Disable Device DC 30). Nalakai keeps the key to the lock on his silver key ring, which is always in his possession.

Though most of the furniture is gone and the rose-colored paint on the walls is faded with age, it is obvious that this

room was once a woman's bedchamber. A small, but ornately carved wooden bedframe rests against the east wall, its feather mattress covered with dust and dark mold. The window above the bed is boarded shut and the vines outside are unusually thick, allowing no light to enter the room. The fieldstone fireplace in the southeast corner looks empty, except for a few dangling cobweb wisps.

This bedchamber belonged to Lucretta, Nalakai Labauve's last "wife", though it has remained ignored and abandoned since her suicide 17 years ago. The chimney flue rises 15 feet to the manor's roof. Unlike the chimney in area **B14**, this chimney's flue is very narrow and just large enough for a Tiny-sized creature to climb while squeezing. A successful DC 12 Climb check is needed to reach the roof. The secret door in the back of the fireplace's hearth (connecting to area **B22**) is found with a successful DC 20 Perception check.

Creature: Nalakai's last "wife" was a nobleman's daughter named Lucretta Haraksos. Though Lucretta entered Labauve Manor a quiet, kind, and well-mannered young lady, her years living with Nalakai and his unwholesome progeny took their toll. By the time she gave birth to she and Nalakai's first child, and despite months of prolonged physical and emotional abuse, Lucretta had developed a strong emotional tie to Nalakai—a form of capture bonding. This bond strengthened even more with time, until Lucretta believed

she was truly in love with Nalakai. Within a few years, she quietly murdered the few remaining "wives" Nalakai kept at the manor and solidified her position as the lady of the manor. She bore three more children for her inhuman husband and spent many years rearing them and tending to Nalakai's other offspring. Shortly after the birth of her fourth child, Nalakai abducted another young woman and brought her to the manor. Overwhelmed with feelings of anger and betrayal, Lucretta murdered the girl by tossing her into the pit in area **B4** and then hung herself in this bedroom. A year later, on the eve of her suicide, Lucretta's troubled spirit manifested as a cruel and hateful spectre.

When the PCs enter the room, Lucretta's hateful spectre sits on her bed, combing her hair with an incorporeal silver comb (identical to the real comb hidden in her mattress) as she stares idly in the direction of the boarded up window. Lucretta looks like a twisted version of how she appeared in life. Tall, lean, and willowy, and dressed in a tattered white dress, Lucretta's long ghost-white hair whips around her head like a tangle of writhing serpents. Her shrunken face is no longer beautiful and her eyes and mouth are hollow black sockets. She is also almost completely silent; she never speaks nor does she utter any sort of noise. Her physical movements are also strangely muted and hollow-sounding, as if she was a mere echo of her former self. Though her spirit continues to haunt this room, Lucretta has found she cannot leave here. Additionally, by some weird twist of cosmic fate, Nalakai and the other manor inhabitants remain completely unaware of her undead existence. They are unable to detect her presence; Nalakai and the others can't see her or hear her and Lucretta ceases to exist when any of them enter or peer into the room. Lucretta is different from traditional spectres in that she does not have the ability to create spawn. However, her incorporeal touch attack is much more damaging than that of a standard spectre. Completely filled with self-loathing and bearing a burning hatred of all living creatures, Lucretta attacks the PCs on sight.



LUCRETТА

CR 7

XP 3,200

Variant **spectre**

LE Medium undead (incorporeal)

Init +7; **Senses** darkvision 60 ft.; Perception +17

Aura **unnatural aura** (30 ft.)

DEFENSE

AC 15, touch 15, flat-footed 12 (+2 deflection, +3 Dex)

hp 52 (8d8+16)

Fort +4, **Ref** +5, **Will** +9

Defensive Abilities **incorporeal**, **channel resistance** +2

Weaknesses resurrection vulnerability, sunlight powerlessness

OFFENSE

Speed fly 80 ft. (perfect)

Melee incorporeal touch +10 (2d6 plus **energy drain**)

Special Attacks **energy drain** (2 levels, DC 16)

TACTICS

During Combat Eager to slay every creature that dares to enter her domain, Lucretta attacks savagely and moves from one opponent to the next, always attacking a different PC each round even if she must provoke attacks of opportunity when doing so.

Morale Lucretta fights until destroyed.

STATISTICS

Str —, **Dex** 16, **Con** —, **Int** 14, **Wis** 16, **Cha** 15

Base Atk +6; **CMB** +6; **CMD** 21

Feats *Blind-Fight*, *Improved Initiative*, *Skill Focus* (Perception), *Weapon Focus* (touch)

Skills Fly +11, Intimidate +13, Knowledge (history) +10, Knowledge (religion) +13, Perception +17, Stealth +14, Survival +11

Languages Common

SPECIAL ABILITIES

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

Sunlight Powerlessness (Ex) Lucretta is powerless in natural sunlight (not merely a *daylight* spell) and flees from it. If Lucretta is caught in sunlight, she cannot attack and is staggered.

Unnatural Aura (Su) Animals, whether wild or domesticated, can sense Lucretta's unnatural presence at a distance of 30 feet. They do not willingly approach nearer than that and panic if forced to do so unless a master succeeds at a DC 25 Handle Animal, Ride, or wild empathy check. A panicked animal remains so as long as it is within 30 feet of Lucretta.

Treasure: In the last few years of her life, Lucretta developed an impulsive need to steal small items. Over the years she collected quite a trove of valuables and minor magic items, pilfered from various rooms in the manor. Though Nalakai reclaimed most of these items after her death, he never checked Lucretta's mattress. PCs searching the bed that succeed at a DC 15 Perception check, locate her secret treasure stash bulging from beneath the old feather mattress. A quick cut with a slashing weapon or tool reveals the following items: a pouch holding 36 gp, a necklace of small malachite, onyx, and white crystal beads worth 100 gp, a silver comb shaped like a fox with ruby eyes worth 1,000 gp, and a *potion of haste*.

B22. NALAKAI'S BEDROOM (CR 6)

The door to this room is locked with a superior quality lock (Disable Device DC 40). Nalakai keeps the key to the lock on his silver key ring, which is always in his possession. Note that Black Kreziah (see **Creature** below) uses his *dimension door* spell-like ability to teleport in and out of this room, since he does not have a key to the lock.

The walls and ceiling of this room have been painted jet black and the floor is lined with polished black tiles. Unlike

the other rooms in the manor, this one is reasonably clean and almost completely lacking the ubiquitous mold. An empty fieldstone fireplace sits in one corner, in front of which sits a small pile of blankets. On either side of the boarded up window on the south wall stand an extravagantly carved secretary cabinet and a large oak chest secured with a brass padlock.

This is Nalakai Labauve's bedroom, though it does not contain a bed. Indeed, Nalakai does not sleep like most humanoids. Instead, when weariness takes him, the son of Yog-Sothoth comes to this room and sits cross-legged on the floor in the middle of the room as he enters a meditative state and offers prayers to his unearthly father, the outer god Yog-Sothoth. The room is thus sparsely furnished. The most striking piece of furniture is the exquisitely crafted secretary cabinet made of oak and cherry wood. The cabinet is a single, heavy (it weighs 800 pounds) piece of furniture that features a base of three wide drawers topped by a desk with a hinged desktop surface, which is in turn topped by a bookcase containing a pair of wooden doors. A carving on the doors depicts an army of elven spear-men facing off against an enormous green dragon.

The chimney flue rises 15 feet to the manor's roof. Unlike the chimney in area **B14**, this chimney's flue is very narrow and just large enough for a Tiny-sized creature to climb while squeezing. A successful DC 12 Climb check is needed to reach the roof. The secret door in the back of the fireplace's hearth (connecting to area **B21**) is found with a successful DC 20 Perception check.

Creature: Unless he has already been summoned by his master, Nalakai Labauve (see Nalakai's tactics in area **B24**), the ratling Black Kreziah is napping on the pile of blankets in front of the empty fireplace. The irritable ratling is notoriously indolent and has the napping habits of a housecat, sleeping more than 16 hours each day. Like his master, Black Kreziah is a witch, though the ratling has the mirror witch archetype (*Pathfinder Roleplaying Game: Villain Codex*). Instead of forming a bond with a familiar, Black Kreziah communes with his otherworldly patron through a small mirror fragment he keeps on a silver necklace around his neck.

BLACK KREZIAH

CR 6

XP 2,400

Ratling^{B4} witch (mirror witch^{VC}) 5

CE Tiny magical beast

Init +2; **Senses** darkvision 60 ft., *detect magic*, low-light vision; Perception +6

DEFENSE

AC 16, touch 15, flat-footed 13 (+2 Dex, +1 dodge, +1 natural, +2 size)

hp 46 (5d6+3d10+13)

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

Defensive Abilities *evasion*; Immune disease, poison

OFFENSE

Speed 30 ft., burrow 10 ft., climb 20 ft., swim 30 ft.

Melee bite +5 (1d3–2 plus **bleed**)

Space 2–1/2 ft.; **Reach** 0 ft.

Special Attacks **bleed** (1), hexes (**cackle**, **charm**, **evil eye**), **sneak attack** +1d6

Spell-Like Abilities (CL 6th; concentration +7)

Constant—**detect magic**, **read magic**, **speak with animals** (rodents only), **spider climb**, **tongues**

3/day—**cause fear** (DC 12), **dimension door**, **invisibility** (self only)

1/day—**summon swarm** (rat swarm only)

1/week—**commune** (6 questions)

Witch (Mirror Witch) Spells Prepared (CL 5th; concentration +6)

3rd—**stinking cloud** (DC 14)

2nd—**cure moderate wounds**, **twisted space**^{UC} (DC 13)

1st—**mage armor**, **obscuring mist**, **ray of enfeeblement** (DC 12), **unseen servant**

0 (at will)—**daze** (DC 11), **light**, **mending**, **message**

Patron Space

TACTICS

Before Combat If Black Kreziah is alerted to the PCs' presence and awakens in time, he casts **mage armor** and positions himself on the far side of the room opposite the entry door.

During Combat If alone and outnumbered, Black Kreziah casts **stinking cloud** or **obscuring mist** to cover his retreat and then uses his **invisibility** spell-like ability followed by **dimension door** to teleport to area **B24** to warn Nalakai. If unable to flee via dimension door, Black Kreziah makes for the fireplace and tries to scurry up the chimney to escape.

If the PCs encounter Black Kreziah alongside Nalakai (likely in area **B24** or **B29**), the ratling fights with a surprising ferocity. He begins combat by drinking his **potion of cat's grace** before using his **summon swarm** spell-like ability. He then uses his **lightning bolt** scroll and begins targeting the PCs with his **evil eye** hex. He follows that up by casting **twisted space**, **ray of enfeeblement**, and **cause fear**. If he exhausts all of his offensive spells, Black Kreziah reluctantly enters melee, but only while Nalakai is still alive.

Morale If encountered alone, Black Kreziah is cowardly and does his best to avoid combat. However, if the ratling is encountered alongside Nalakai Labauve, he defends his master to the death. If Nalakai is killed, the ratling tries to flee or begs for mercy if he's prevented from escaping.

STATISTICS

Str 6, **Dex** 15, **Con** 13, **Int** 13, **Wis** 10, **Cha** 13

Base Atk +5; **CMB** +5; **CMD** 14 (18 vs. trip)

Feats **Combat Casting**, **Dimensional Agility**, **Dodge**, **Mobility**

Skills **Acrobatics** +6, **Climb** +10, **Diplomacy** +3, **Knowledge** (arcana) +8, **Knowledge** (planes) +12, **Perception** +6, **Spellcraft** +5, **Stealth** +20, **Swim** +10

Languages Aklo, Common; **speak with animals** (rodents only), **tongues**

SQ patron mirror, scroll use

Combat Gear **potion of cat's grace**, **potion of levitate**, **scroll of lightning bolt** (CL 8), **wand of cure light wounds** (41 charges);

Other Gear bandoleer, **cloak of resistance** +1, eyepatch, silver necklace with mirror fragment (worth 15 gp)

SPECIAL ABILITIES

Scroll Use (Ex) A ratling can cast spells from any magic scroll as if it had the spell on its spell list.

Treasure: A search of the secretary cabinet's drawers turns up an abacus, three jars of **liquid ice**^{UE}, a disguise kit with 4 uses remaining, a full healer's kit, a small steel mirror, a masterwork dagger, and a folded sheet of parchment bearing a woman's portrait rendered in charcoal with the phrase "Lucretta, my beloved" scrawled beneath it in the Common tongue. (If the PCs encounter the spectre in area **B21**, they easily recognize the woman in the portrait as Lucretta.) A PC searching the secretary cabinet that succeeds at a DC 30 Perception check, locates a hidden button that releases and extends a cleverly hidden strongbox drawer when pressed.

The strongbox is locked with a superior quality lock (Disable Device DC 40; Nalakai keeps the key to the lock on his silver key ring, which is always in his possession) and contains a velvet pouch holding 49 pp, two bloodstones (worth 50 gp each), two garnets (worth 100 gp each), and a deep purple sapphire (worth 500 gp).

The large oak chest is locked with a good quality lock (Disable Device DC 30; Nalakai keeps the key to the lock on his silver key ring, which is always in his possession) and contains Nalakai's wardrobe: various items of clothing and several pairs of shoes and boots. Hidden under the clothes is Nalakai's personal treasure: a small sack holding 478 sp and 208 gp, three **potions of cure serious wounds**, and a leather scroll case containing three scrolls (**dimension door**, **dispel magic**, and **summon monster III**; all CL 8).



B23. BOLT-HOLE

This secret storage area has a low (5-foot high) ceiling. The bolt-hole has gone unused for 35 years, so the magic items the Labaues stored here years ago are still present (see Treasure below). The secret door leading into the bolt-hole is very well concealed and only found with a successful DC 30 Perception check. A trap door connecting to area B16 is set into the middle of the floor.

Note that secret door is automatically visible to anyone inside the bolt-hole.

Treasure: The back wall of the bolt-hole has a single wooden shelf that holds two *potions of cure moderate wounds*, two *potions of lesser restoration*, and a *wand of dispel magic* with 3 charges left.

B24. STUDY (CR 11)

The door to this room is locked with a good quality lock (Disable Device DC 30). Nalakai keeps the key to the lock on his silver key ring, which is always in his possession.

This large, odd-shaped room is equally an academic's study and an alchemist's laboratory. A long, acid-scored oak worktable full of complicated alchemical equipment, glassware, and miscellaneous tools is set against the slanted northeast wall. Next to the table, set into the north wall, is an empty fieldstone fireplace, above which hangs the head of a wyvern affixed to a heavy wooden plate. Dozens of smaller examples of taxidermy adorn the other walls of the room, all of them covered with several decades of dust, cobwebs, and mold. A large desk and padded chair sit against the slanted southwest wall opposite the worktable. Set beneath two boarded up windows, the desk is cluttered with various papers, books, and notebooks. Half-buried under the books and papers is a small lacquered black box.

This large, yet still cluttered room serves as Nalakai Labauve's private study and laboratory. The room reeks from a combination of Nalakai's awful-smelling musk and various alchemical reagents bubbling on the worktable. Though these smells are not toxic, they do burn the PCs' eyes and irritate their sinuses. The desk against the slanted southwest wall is old but of sturdy construction. PCs examining the desk that succeed at a DC 12 Perception check notice some strange words and symbols scratched into the desk's top. Any creature fluent in Aklo that studies the scratchings immediately realizes the markings form the following phrase in the Aklo language (a successful DC 22 Linguistics check comes to the same conclusion): "Past, present, future, all are one in Yog-Sothoth." This phrase is needed to bypass the magical trap in area C4.

The secret door leading area B25 is very well concealed and only found with a successful DC 30 Perception check. Note that even though the fireplace in this room shares a flue with the fireplace in area B26, the connection on this side of the fireplace is made through a thin vent in the stonework

three feet up the chimney that is barely large enough for a Tiny-sized creature to squeeze through.

Creature: Nalakai Labauve lurks here. The child of Yog-Sothoth is the true master of Labauve Manor, and has been for the past eight years, since Zevediah Labauve became bed-bound (see area B27). Nalakai is extremely tall and lean (6'10", 200 pounds). His face is long and goatish and he can almost pass for human from the neck up. However, most of his body is grotesque and is obviously aberrant in nature. Nalakai's pale torso and upper legs are scaly and covered with dozens of small black tumors. Below his knees, his legs resemble that of a goat, complete with a pair of hairy, goatish hooves. Nalakai also has two additional body features that are unmistakably monstrous: a tail—a long, scarlet serpentine thing with a fanged, sucker-shaped mouth at its tip—and a writhing mass of black and violet tentacles that protrude from his belly. Nalakai's few remaining teeth are a putrid yellow-brown, and his greasy salt and pepper hair is a tousled mess. His utter lack of hygiene is overshadowed by the terrible musky odor he exudes (see the Stench special ability in his stat block), which completely inundates his filth-encrusted cloak and under-clothes. Nalakai is calm, cruel, calculating, and utterly devoted to his true sire, the outer god, Yog-Sothoth. Nalakai is also exceedingly paranoid and cautious, especially in his dealings with the PCs.

Nalakai met with his children Biter and Toad (see area B3) when they delivered the captives Delrah Krieves and Jerren to the manor several hours ago. Nalakai interrogated the captives, but quickly grew bored with them when he realized they were little more than common sailors. Nalakai decided to keep Delrah for himself and delivered her to his yangethe ally in area B29 for safekeeping. Nalakai then delivered Jerren to his brother in area C5 and then returned here to resume working on his spell scroll, trusting security matters to his children and the ettin Squama. When the PCs arrive, the son of Yog-Sothoth is seated at the desk, having just finished creating a spell scroll (see Treasure below).

NALAKAI LABAUVE

CR 11

XP 12,800

Male child of Yog-Sothoth^{AP113} **witch**^{APG} 11

CE Medium aberration (augmented human)

Init +6; **Senses** Perception +9; **all-around vision**, low-light vision

DEFENSE

AC 18, touch 13, flat-footed 16 (+2 Dex, +5 armor, +1 insight)

hp 105 (11d8+55)

Fort +9, **Ref** +9, **Will** +13; +4 vs. mind-affecting effects

Immune disease, poison; **Resist** cold 10, fire 10; **SR** 22

Weaknesses loathed

OFFENSE

Speed 30 ft.

Melee tail mouth bite +9 (1d6+4)

Special Attacks hexes (**agony**, **beast eye**, **disguise**, **evil eye**, **flight**, **major healing**)

Spell-Like Abilities (CL 11th; concentration +18)

3/day—*comprehend languages*, *detect thoughts*, *hypnotism*

1/day—*invisibility*

1/week—*contact entity I*^{HA}, *contact entity II*^{HA}, *contact entity III*^{HA}

Witch Spell-Like Abilities (CL 11th; concentration +18)

At will—*feather fall* (self only), *fly* (self only, 11 minutes/ day)

1/day—*levitate* (self only)

Witch Spells Prepared (CL 11th; concentration +18)

6th—*wither limb*^{HA} (DC 23)

5th—*baleful polymorph* (DC 22), *dominate person* (DC 22),
feeblemind (DC 22)

4th—*dimension door* (2), *enervation*, *greater false life*^{UM}

3rd—*bestow curse* (DC 20), *call the void*^{DEP} (DC 20), *dispel magic* (2), *fleshwarping swarm*^{ISR}

2nd—*blindness/deafness* (2, DC 19), *burning gaze*^{APG} (DC 19),
hold person (DC 19), *vomit swarm*^{APG}

1st—*command* (2, DC 18), *ear-piercing scream*^{UM} (2, DC 18),
mage armor, *obscuring mist*

o (at will)—*detect magic*, *guidance*, *light*, *read magic*

Patron Dimensions

TACTICS

Before Combat When he first becomes aware of the PCs (perhaps the PCs make excessive noise or Nalakai is warned by Black Kreziah), Nalakai casts *greater false life* on himself. If Nalakai believes combat with the PCs is imminent, he drinks his *potion of heroism* and *potion of invisibility* and uses his *scroll of monster summoning VI* to summon 1d3 *babau demons* to defend him.

During Combat Nalakai intensifies his stench ability whenever he engages the PCs in combat. During his first encounter with the PCs, Nalakai only fights until he suffers 30 or more points of damage. Then he casts *dimension door* and teleports to area C5 to warn his brother and heal himself. He then makes his way to his bedroom (area B22) to collect Black Kreziah and collect the potions and the spell scrolls in his treasure chest, before tracking down and engaging the PCs in battle a second time. In his second encounter with the PCs, Nalakai begins by casting *dominate person* at a PC wearing the heaviest armor and commands the PC to defend him. Nalakai wants to make short work of the PCs, so he then alternates between casting his highest-level offensive spells available and targeting a PC with one of his hexes (making use of his Split Hex feat when feasible). Nalakai disdains physical combat, but will attack

with his tail if he believes he can do so without risking too much injury to himself.

Morale If reduced to 30 hit points or less, Nalakai casts *dimension door* again and flees to the attic (area B29). There, he heals himself and waits for the PCs with his yangethe ally. If the yangethe is destroyed and Nalakai is reduced to 10 hit points or less, Nalakai pleads for mercy and offers to free his two captives (Delrah in area B29 and Jerren in area C5). However, he keeps his brother's existence a secret and once he leads the PCs to area C5, he turns on them and fights to the death alongside his monstrous brother.

STATISTICS

Str 18, **Dex** 14, **Con** 18, **Int** 24, **Wis** 14, **Cha** 12

Base Atk +5; **CMB** +9; **CMD** 21

Feats *Combat Casting*, *Improved Familiar*, *Improved Initiative*, *Improved Iron Will*, *Iron Will*, *Lightning Reflexes*, *Split Hex*, *Toughness*

Skills *Craft* (alchemy) +21, *Disguise* +9, *Fly* +11, *Heal* +10, *Intimidate* +8, *Knowledge* (arcana) +25, *Knowledge* (history) +11, *Knowledge* (nature) +12, *Knowledge* (planes) +21, *Perception* +9, *Spellcraft* +25, *Swim* +9, *Use Magic Device* +14; **Racial Modifiers** *Disguise* +8, *Knowledge* (arcana) +4, *Spellcraft* +4

Languages Abyssal, Aklo, Common, Elven, Ettin, Mi-go

SQ witch's familiar (ratling named Black Kreziah)

Combat Gear *potion of cure moderate wounds*, *potion of heroism* (2), *potion of invisibility* (2), *scroll of summon monster VI* (CL 11);

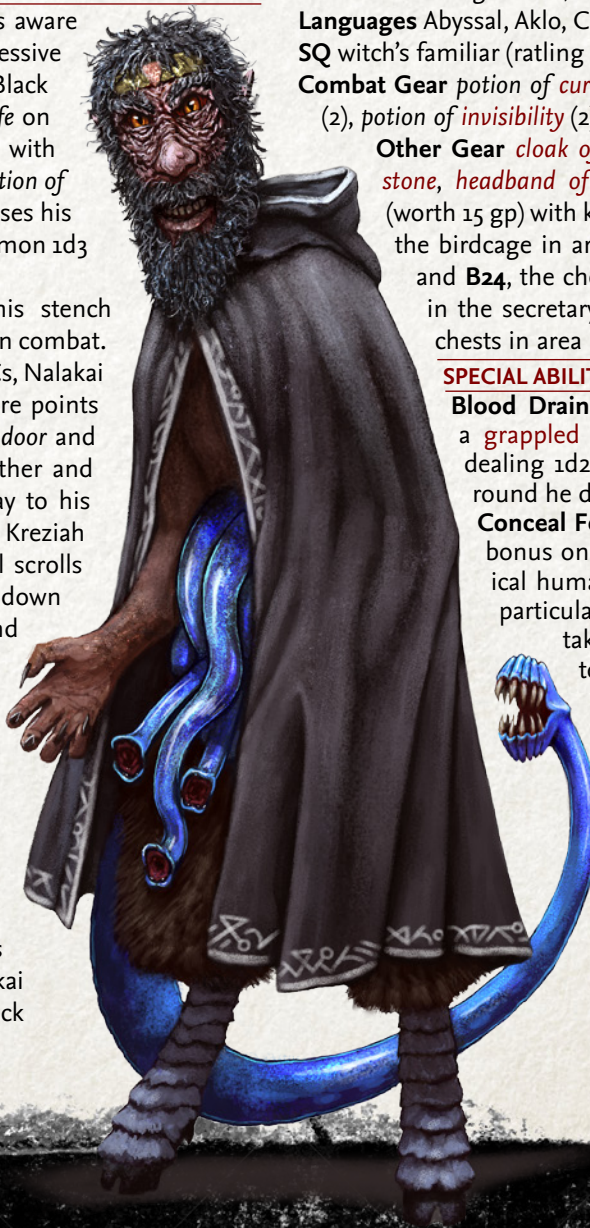
Other Gear *cloak of resistance* +2, *dusty rose prism ioun stone*, *headband of vast intelligence* +2, silver key ring (worth 15 gp) with keys to the two entry doors in area B1, the birdcage in area B15, the doors to areas B21, B22, and B24, the chest in area B22, the secret strongbox in the secretary cabinet in area B22, and the three chests in area B25

SPECIAL ABILITIES

Blood Drain (Ex) Nalakai can drain blood from a *grappled* or *helpless* foe via his tail mouth, dealing 1d2 points of Constitution damage per round he does so.

Conceal Features (Ex) Nalakai gains a +8 racial bonus on checks to disguise himself as a typical human (although he always appears as a particularly sizable member of that race) if he takes the time to don clothing or armor to hide his monstrous qualities. When he does so, he loses access to all-around vision and can't make his tail attack.

Loathed (Su) Children of Yog-Sothoth are loathed by animals and psychopomps. Both types of creatures gain a +4 bonus on Perception checks and Sense Motive checks against Nalakai, and receive a +2 morale bonus on attack rolls and weapon damage rolls against him.



Magic Savant (Ex) Nalakai's intrinsic understanding of magic allows him to modify the concentration checks and save DCs of his racial spell-like abilities that are normally affected by Charisma to be modified instead by his Intelligence modifier. This doesn't affect actual spellcasting ability, such as that granted by sorcerer levels.

Stench (Su) Nalakai always exudes an unpleasant scent. As a swift action, he can intensify this scent, causing it to become truly nauseating. All living creatures within 30 feet must succeed at a DC 19 Fortitude save or become **nauseated** for 1 round. Nalakai can exude this nauseating stench for 11 rounds per day, but these rounds need not be consecutive. Each round Nalakai wishes to maintain the stench, he must use a swift action to do so. The stench is a poison effect.

Treasure: The various equipment on the alchemy worktable includes a complete **alchemist's lab**, an **astrolabe**, a set of **surgeon's tools**, two sets of **artisan's tools** (one for carpentry and one for glass-making), a platinum cauldron (worth 1,500 gp), a **potion of *mage armor***, a **potion of *protection from good***, and a **potion of *water breathing***.

The spell scroll Nalakai just finished is a ***greater false life*** scroll (CL 11). The papers and notebooks piled on the desk are Nalakai's mostly uninteresting notes and observations on various subjects, ranging from various alchemy and necromancy projects to the habits of local fauna. However, one of the notebooks—identified with a successful DC 20 Knowledge (arcana) or Spellcraft check—offers some interesting and rather innovative insights into the art of spellcasting and necromancy that is worth 400 gp to a library or private collector. The ebony box on the desk is worth 150 gp and contains a fine dark violet powder, which is actually four doses of ***dust of darkness***.

Anyone examining the wyvern head that succeeds at a DC 20 Perception check notices a cobweb-covered ***potion of haste*** hidden just inside the dead beast's mouth.

B25. TREASURE CACHE (CR 6)

The floor of this small windowless storage room is covered with a dingy, burgundy carpet. Three oak chests sit in the southwest corner.

The Labauves transformed this small sitting room into a secret storage closet shortly after they settled here. The three iron-bound oak treasure chests sitting in the room's southwest corner hold what remains of the Labauve family fortune (see Treasure below). The chests have been nailed to the floor and are difficult to move (Break DC 22).

The secret doors leading to areas **B24** and **B26** are not hidden from this side and are equivalent to ordinary doors.

Trap: The three chests sit atop a thin metal pressure plate hidden under the burgundy carpet. A creature weighing more than 40 pounds that is in contact with the floor and approaches within two feet of the chest steps on the pressure plate and triggers the **Trap** (see below).

BARRAGE OF POISONED NEEDLES

CR 6

XP 2,400

Type mechanical; Perception DC 25; Disable Device DC 25

EFFECTS

Trigger location; Reset manual

Effect A barrage of tiny poison-coated needles fills the entire room; Atk +15 ranged (3d6 points of piercing damage) plus **purple worm poison** (injury; save Fort DC 24; frequency 1/round for 6 rounds; effect 1d3 Str damage; cure 2 consecutive saves); multiple targets (all targets in area **B25**)

Treasure: All three of the chests are locked with good quality locks (Disable Device DC 30). Nalakai keeps the keys to the locks on his silver key ring, which is always in his possession. See below for the contents of each chest.

- **Chest #1:** 744 gp, 91 pp, and a pouch holding four amethysts (worth 50 gp each), two aquamarines (worth 100 gp each), a nearly flawless emerald (worth 2,000 gp), and 88 humanoid teeth of various disturbing shapes and sizes (these are Nalakai's children's baby teeth).
- **Chest #2:** A broken **+3 *shortsword*** (sword blade only, missing its pommel), a **+2 *hand axe***, and a small wooden case holding three wands (a ***wand of remove disease*** with 22 charges, a ***wand of consecrate*** with 12 charges, and a ***wand of spell immunity*** with 4 charges), and a mummified human hand wearing a jade ring (a ***ring of improved swimming***).
- **Chest #3:** A ***potion of aid***, two ***potions of bull's strength***, a ***potion of burrow***, four ***potions of lesser restoration***, and a leather scroll case holding two spell scrolls: ***breath of life*** (CL 10) and ***dimension door*** (CL 8).

B26. RATLING NURSERY (CR 6)

This large room is furnished to resemble a large nursery dormitory. Eight wooden cradles line the west wall and a wooden rack containing soiled swaddling linens and other smallclothes sits against the west wall. The floors are dirty and the walls are covered with splotches of the manor's ever-present mold. Several animal carcasses hang from a leather cord attached to a spike embedded in the wall next to the fireplace on the south wall. In addition to the pungent scent of rotting animal remains, the room contains a distinct **bestial musk**.

This room once served as a nursery for Nalakai Labauve's degenerate offspring, though the last toddlers reared here left the manor 11 years ago. A few years after that, the ratlings arrived claimed the nursery as their private domain. The cradles are old, yet free of mold. The ratlings have lined them

THE LABAUVES AND THE MI-GO

The Labauve family and the enigmatic mi-go have a long and complicated relationship. One hundred and fifty years ago, when Ezekian Labauve (Zevediah Labauve's great-great-great grandfather) was the family patriarch, the noble family found itself engaged in a desperate campaign of intrigue and assassination. After a particularly brutal sequence of events and hostile machinations, the Labauves suddenly found themselves without allies as they faced the combined wrath of four very powerful noble families intent on their destruction. Unwilling to allow his line to suffer the humiliation of extermination, Ezekian—a powerful witch and secretly a devotee of Yog-Sothoth—used forbidden knowledge to contact beings from the dark places between the stars where true madness dwells. His entreaties were heard and a group of mi-go appeared before him and offered their aid. Ezekian made a supernatural pact with the alien creatures, forever binding his bloodline to their service. Exactly what befell the four rival noble houses is not clear; however, within a few days the adult males of all four houses died under a bizarre array of mysterious and often violent circumstances or vanished completely. In short order, Ezekian Labauve's political power advanced precipitously as did his family's wealth.

The Labauves continued quietly serving the mi-go for generations, often helping them conduct strange experiments or using the family's wealth and influence to help the mi-go collect rare ingredients to further the aliens' enigmatic agenda. In return, the mi-go provided the family with wealth, protected them from their enemies, and shared arcane secrets best kept hidden from sane men.

Zevediah Labauve continued the family tradition when he became patriarch, and it was the mi-go who helped spirit the Labauves away from their ancestral lands when the murderous revolutionary mobs descended on them with torch and spear. Zevediah's devotion to the mi-go reached both its pinnacle and its end on the night he uttered secret words the mi-go had given him to summon the outer-god Yog-Sothoth. In the weeks and months following that horrific event—an event that left only he and his daughter Chalamae among the living—Zevediah's growing bitterness toward his mi-go masters festered. Though he greeted the birth of his twin grandsons with joy and praised Yog-Sothoth for his blessings, Zevediah still blamed the mi-go for the loss of the rest of his family. Zevediah raised both of his sons to revere Yog-Sothoth, however he planted within them both an abhorrence for the treacherous mi-go, even while he continued to serve them.

Eventually, Zevediah's body failed him and Nalakai Labauve became the family patriarch. Nalakai was a quick study and proved more adept at witchcraft than his human grandsire. Having dedicated his life to restoring the family and ridding the family of the mi-go forever, Nalakai delved deeply into forbidden texts and learned about the myriad other beings that inhabited the dark places of the universe. Three days before the PCs arrived at Labauve Manor, Nalakai finally put his plan into motion and summoned a terrible yangethe (see area B29) to aid him. The yangethe have been warring against the mi-go for millennia, and promised to bring more of its kind to the world to help Nalakai eliminate their mutual enemy. To cement this new partnership, Nalakai captured one of his former mi-go allies and delivered it to the yangethe.

The mi-go, however, are not fools. Constantly observing the Labauves, the mi-go were aware of the family's shift in loyalty for years. To protect themselves and to continue their pact with the Labauve bloodline, the mi-go contacted Veunice Labauve (area A1) shortly after Zevediah and Nalakai expelled Veunice and her siblings from Labauve Manor. The mi-go convinced Veunice to renew the Labauve pact with them and in return the mi-go pledged themselves to her. Veunice has secretly nurtured this relationship, and quietly longs for the day when she and her siblings can return to their birthplace.

with filthy rags and animal hides, which they use as bedding. The swaddling linens and smallclothes hanging from the wooden rack are encrusted with ancient stains best left to the imagination.

The secret door leading area **B25** is very well concealed and only found with a successful DC 30 Perception check. The fireplace's chimney flue is just large enough for a Small-sized creature to climb while squeezing. A successful DC 12 Climb check is needed to reach the roof (see area **B30**). Even though the fireplace shares a flue with the fireplace in area **B24**, the connection to that fireplace is a thin vent located three feet up the chimney that is barely large enough for a Tiny-sized creature to squeeze through.

Creatures: Five young adult ratlings—the shamelessly incestuous offspring of the ratling familiars Black Kreziah (area **B19**) and Svaesha (area **B27**)—dwell here. Even more lazy than their indolent sire, these creatures rarely leave this grimy room. The ratlings spend most of their time sleeping, waking only long enough to rut or gnaw on the squirrel and rabbit carcasses hanging near the fireplace.

RATLINGS (5)

CR 2

XP 600

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CE Tiny magical beast

Init +2; **Senses** darkvision 60 ft., *detect magic*, low-light vision; Perception +6

DEFENSE

AC 16, touch 15, flat-footed 13 (+2 Dex, +1 dodge, +1 natural, +2 size)

hp 19 (3d10+3)

Fort +4, **Ref** +5, **Will** +1

Defensive Abilities *evasion*; **Immune** disease, poison

OFFENSE

Speed 30 ft., burrow 10 ft., climb 20 ft., swim 30 ft.

Melee bite +3 (1d3–2 plus *bleed* 1)

Space 2-1/2 ft.; **Reach** 0 ft.

Special Attacks *sneak attack* +1d6

Spell-Like Abilities (CL 6th; concentration +7)

Constant—*detect magic*, *read magic*, *speak with animals* (rodents only), *spider climb*, *tongues*

3/day—*cause fear* (DC 12), *dimension door*, *invisibility* (self only)

1/day—*summon swarm* (rat swarm only)

TACTICS

Before Combat If the ratlings are somehow alerted to the PCs' presence and have time to prepare, they each cast *invisibility*. They then wait until the PCs enter the room and silently observe them for 2 rounds. Next, they cast *dimension door* and teleport to a pre-determined location several hundred feet north of the manor. After formulating a plan of attack, the ratlings cast both *invisibility* and *dimension door* again and return to the room to attack the PCs.

During Combat When they finally mount their attack, each of the ratlings summon their rat swarms and order them to overwhelm the PCs. The ratlings then join the fray, hoping the swarms of rats distract the PCs from focusing on them. Three of the ratlings have spell scrolls (see Combat Gear below), which they use immediately after summoning their rat swarms.

Morale Utterly craven, the ratlings flee via *dimension door* if reduced to 5 hit points or less. If prevented from fleeing, they beg for mercy and make hollow promises, relying on Bluff checks to share false information with the PCs. If spared, they flee into the woods at the first opportunity and do not return.

STATISTICS

Str 6, **Dex** 15, **Con** 13, **Int** 12, **Wis** 10, **Cha** 13

Base Atk +3; **CMB** +3; **CMD** 12 (16 vs. trip)

Feats Dodge, Mobility

Skills Climb +6, Knowledge (planes) +4, Perception +6, Stealth +16, Swim +6

Languages Aklo; *speak with animals* (rodents only), *tongues*
SQ scroll use

Combat Gear Three of the ratlings carry spell scrolls, each with a single spell inscribed on it: *prayer* (CL 6), *ray of exhaustion* (CL 6), and *unshakable chill*^{UM} (CL 7)

SPECIAL ABILITIES

Scroll Use (Ex) A ratling can cast spells from any magic scroll as if it had the spell on its spell list.

Treasure: Svaesha and Black Kreziah do not allow their offspring to hoard wealth, nor are the young ratlings particularly interested in doing so. However, a successful DC 20 Perception check reveals a masterwork dagger and a *neutralize poison* scroll (CL 9) hidden within the bedding of one of the cradles.

B27. ZEVEDIAH'S BEDROOM (CR 8)

The only furniture in this large bedroom is an enormous bed set against the middle of the north wall. Constructed of heavy oak, the bed is easily large enough to sleep four adult humans. Opposite the bed, in the middle of the south wall, is a large fieldstone fireplace. The entire room is inundated with the mingled scents of fungal rot, bestial musk, bodily waste, and sickness.

Underneath Zevediah's bed is a cleverly hidden secret door (discovered with a DC 30 Perception check, but only after the bed is pushed aside). The trap door in the floor leads to area **B9**, however Zevediah Labauve's solid oak bed is very heavy and requires a successful DC 26 Strength check to move.

Mold has seeped through the seams of the secret door leading to the attic stairs (which leads up to areas **B29** and **B30**), creating a vague outline on the wall which makes it much easier to detect than the other secret doors in the manor. It can be found with a successful DC 12 Perception check.

Creatures: Zevediah Labauve and his ratling familiar Svaesha huddle together on the bed. Svaesha tenderly cradles her master's head as she spoon-feeds him cold stew from a wooden bowl. Though still a powerful witch, Zevediah's mind is wracked with dementia and his body is sickly and frail. He has no obvious weapons or equipment and wears only a soiled and tattered sleeping gown—his glamered *witching gown*. His dementia and venerable and sickly weaknesses effectively lower Zevediah's CR to 6.

ZEVEDIAH LABAUVE

CR 6

XP 2,400

Male human *witch*^{APG} 10

CE Medium humanoid (human)

Init -3; Senses Perception +12

DEFENSE

AC 7, touch 7, flat-footed 7 (-3 Dex)

hp 32 (10d6-5)

Fort +4, Ref +4, Will +15

Weaknesses dementia, venerable and sickly

OFFENSE

Speed 0 ft.

Special Attacks hexes (*agony*, *cackle*, *evil eye*, *flight*, *slumber*, *weather control*)

Witch Spell-Like Abilities (CL 10th; concentration +15)

At will—*feather fall* (self only), *fly* (self only, 10 minutes/ day)

1/day—*levitate* (self only)

Witch Spells Prepared (CL 10th; concentration +15)

5th—*major curse*^{UM} (DC 20), *dominate person* (DC 20), *waves of fatigue*

4th—*arcane eye*, *enervation*, *greater false life*^{UM}, *phantasmal killer* (DC 19)

3rd—*dispel magic*, *lightning bolt* (DC 18), *suggestion* (DC 18), *summon monster III*

2nd—*cure moderate wounds* (2), *hold person* (DC 17), *see invisibility*, *vomit swarm*^{APG}

1st—*ear-piercing scream*^{UM} (2, DC 16), *mage armor*, *ray of enfeeblement* (DC 16), *summon monster I*, *unseen servant*

o (at will)—*detect magic*, *light*, *read magic*, *touch of fatigue* (DC 15)

Patron Dimensions

TACTICS

Before Combat If he has time to prepare, Zevediah casts *mage armor* and *greater false life* on himself. If he becomes aware of the PCs well ahead of time, Zevediah casts *arcane eye* and attempts to track down and observe them.

During Combat Zevediah awkwardly takes to the air using his *fly* spell-like ability (looking much like a rag-doll suspended in mid-air) and casts *summon monster III* to summon 1d3 *wolves* to attack the PCs. The venerable witch has neither the patience nor the stamina to indulge in combat, so he seeks to use his highest-level offensive spells first.

Morale Zevediah is arrogant and hateful to the end and has longed for a release from his pathetic existence. He fights to the death, laughing maniacally.

STATISTICS

Str 3, Dex 5, Con 4, Int 20, Wis 14, Cha 16

Base Atk +5; CMB +1; CMD 8

Feats *Combat Casting*, *Improved Familiar*, *Iron Will*, *Quicken Spell*, *Spell Focus* (conjunction), *Toughness*

Skills Bluff +7, Diplomacy +16, Heal +10, Intimidate +7, Knowledge (arcana) +18, Knowledge (history) +13, Knowledge (nobility) +11, Knowledge (planes) +18, Perception +12, Sense Motive +7, Spellcraft +18, Swim +0, Use Magic Device +16

Languages Abyssal, Aklo, Common, Draconic, Elven, Sylvan

SQ witch's familiar (ratling named Svaesha)

Other Gear *witching gown*^{AP47} (currently contains a *phantasmal killer* [DC 19] spell attached to the gown's *spite* effect)

SPECIAL ABILITIES

Dementia (Ex) In addition to his advanced age and physical deterioration, Zevediah suffers from acute dementia. He has trouble speaking and remembering things, especially when under stress. During combat, Zevediah has a 30% chance to miscast and lose any spell with a verbal component that he tries to cast. This effect does not affect any spells Zevediah casts before combat or out of combat, nor does it affect any of his spell-like abilities.

Venerable and Sickly (Ex) Zevediah is 98 years old and has been on his death bed for eight years. He cannot stand or walk without the use of magic (he typically uses his flight hex if he needs to move) and his physical stats (Str, Dex, and Con) have been dramatically reduced.



SVAESHA**CR 6****XP 2,400**Female **ratling**^{B4} **oracle**^{APG} 5

CE Tiny magical beast

Init +2; **Senses** darkvision 60 ft., **detect magic**, low-light vision; Perception +8**DEFENSE****AC** 16, touch 15, flat-footed 13 (+2 Dex, +1 dodge, +1 natural, +2 size)**hp** 52 (5d8+3d10+13)**Fort** +8, **Ref** +9, **Will** +10; +4 vs. disease**Defensive Abilities** **evasion**; **Immune** disease, poison, sickened**OFFENSE****Speed** 30 ft., burrow 10 ft., climb 20 ft., swim 30 ft.**Melee** bite +6 (1d3–2 plus **bleed** 1)**Space** 2–1/2 ft.; **Reach** 0 ft.**Special Attacks** **bleed** (1), **sneak attack** +1d6**Spell-Like Abilities** (CL 6th; concentration +8)Constant—**detect magic**, **read magic**, **speak with animals** (rodents only), **spider climb**, **tongues**3/day—**cause fear** (DC 13), **dimension door**, **invisibility** (self only)1/day—**summon swarm** (rat swarm only)1/week—**commune** (6 questions, CL 12th)**Oracle Spells Known** (CL 5th; concentration +7)2nd (5/day)—**cure moderate wounds**, **dust of twilight**^{UM} (DC 14), **silence** (DC 14), **summon monster II**1st (7/day)—**cure light wounds** (2), **entropic shield**, **murderous command**^{UM} (DC 13), **obscuring mist**, **shield of faith**0 (at will)—**bleed** (DC 12), **create water**, **guidance**, **light**, **mending**, **spark** (DC 12)**Mystery** Dark Tapestry**TACTICS****Before Combat** If Svaesha has time to prepare for combat she casts **shield of faith** on Zevediah, then **entropic shield** on herself, then activates her cloak of shadows oracle revelation.**During Combat** Svaesha opens combat by summoning her rat swarm and then casting **summon monster II** to summon a **small air elemental** to attack the PCs. She then casts **silence** and tries to trap as many obvious spellcasters in the spell's area of effect as possible. Next, the ratling targets the PCs with her interstellar void oracle revelation, then casts **dust of twilight** followed by **murderous command** against the PC wearing the heaviest armor.**Morale** Svaesha fights to the death as long as Zevediah lives. If Zevediah is killed, Svaesha casts **dimension door** and flees to area **B22**. If Black Kreziah is there, she enlists his aid in tracking down and taking revenge against the PCs. If Black Kreziah is dead or missing, she makes her way to area **C5** and fights to the death alongside Nalakai's brother.**STATISTICS****Str** 6, **Dex** 15, **Con** 13, **Int** 12, **Wis** 10, **Cha** 14**Base Atk** +6; **CMB** +6; **CMD** 15 (19 vs. trip)**Feats** **Dodge**, **Extra Revelation**, **Iron Will**, **Mobility****Skills** Acrobatics +10, Bluff –2, Climb +10, Diplomacy –2, Disguise –2, Heal +10, Knowledge (planes) +8, Knowledge (religion) +8, Perception +8, Spellcraft +8, Stealth +18, Swim +10**Languages** Aklo, Common; **speak with animals** (rodents only), **tongues****SQ** oracle's curse (**wasting**), **revelations** (cloak of darkness, gift of madness, interstellar void), scroll use**Other Gear** **cloak of resistance** +3**SPECIAL ABILITIES****Scroll Use (Ex)** A ratling can cast spells from any magic scroll as if it had the spell on its spell list.**Treasure:** Nalakai absconded with all of Zevediah's riches long ago, adding the bulk of it to the treasure cache in area **B25**. However, the wily old witch was able to hide a few items from his son. Tucked between the bed's headboard and mattress is a small leather bag containing 33 gp, a thumbnail-sized topaz (worth 500 gp), and a 4-inch diameter sphere of icy-cold black glass (an **eye of the void**).**B28. BALCONY**This balcony and covered porch provides a commanding view of the woods to the west of the manor. Two rotting wooden chairs sit under the covered section of the porch flanking a wooden table that has collapsed into a small pile of wreckage from age and rot. The door leading into area **B27** is unlocked.**B29. ATTIC (CR 9+)**

Ivy and sickly green-brown vines fill the fill this large attic, having forced their way through the two boarded up windows on the north wall and the single boarded up window on the south wall. The foliage covers the entire floor and is mixed with moldy soil obviously brought here from some purpose.

The splayed and partially dissected body of a strange creature rests atop

a table against the west wall. The creature has a bulbous fungoid lump for a head, spiny insectoid wings, and a tangle of spiky, clawed legs. Though pinioned to the table with dozens of long steel spikes, the creature's body occasionally twitches and shudders convulsively.

A dead, leafless tree squats in the southeast corner, its twisted branches resembling the claws of some nightmare beast.

The attic ceiling rises 15 feet overhead. The vines snake up the walls and wind around the exposed beams above, coating every surface of this space with a carpet of sickly green and brown leaves. The floor is covered with a rich, loamy soil, though it too is marred by patches of mold and strange fungal growths.

A small sliding panel on the east wall hides a peep-hole that allows anyone peering through it to view the contents of area B4.

Creatures: The attic is currently the lair of a yangethe, an alien monstrosity from beyond the stars that vaguely resembles a tree, albeit one with sharp claws and tentacles sprouting from its body. The creature squats in the southeast corner of the room. Unless the PCs have somehow surprised it, the yangethe has used its *tree shape* spell-like ability to take the form of a dead tree. Having grown tired with the mi-go meddling in his family's affairs, Nalakai Labauve recently made contact with the yangethe—a bitter foe of the nearby mi-go colony on this world—and forged an alliance with it, hoping the powerful creature would enlist others of its kind to eliminate the mi-go (see the **The Labauves and the Mi-go** sidebar on page 33 for additional insight into their complicated relationship). To cement this new alliance, Nalakai lured a mi-go to the manor three days ago, subdued the creature, and delivered it to the yangethe. The

yangethe has been dissecting the mi-go to study its anatomy. Though it's been cut open and several of its internal organs have been removed, the mi-go still lives. However, the mi-go is currently unconscious, at 1 hit point, and has taken 8 points of Charisma drain from the yangethe's feeding tentacles attack. If healed, the mi-go awakens immediately and quickly assesses the situation. See the Development section below for its actions.

Delrah Krieves is here as well. The young woman sits shackled to the wall in the southeast corner of the room, her body hidden from view by the yangethe's bulky form. When the PCs make their presence known, she stands and stretches so she can peer around the yangethe to shout warnings that the "tree" in front of her is not what it seems. See the yangethe's Tactics for additional details.

It's likely that Nalakai Labauve is here, having teleported here from area B24 when he first encountered the PCs. If the child of Yog-Sothoth is present, he remains adjacent to the yangethe and fights alongside his new ally as described in his stat block.

YANGETHE

CR 9

XP 6,400

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CE Large aberration

Init +4; Senses blindsense 120 ft., darkvision 60 ft.; Perception +19

DEFENSE

AC 23, touch 13, flat-footed 19 (+4 Dex, +10 natural, -1 size)

hp 115 (11d8+66)

Fort +9, Ref +9, Will +12

DR 10/slashing or piercing; Immune cold, fear, mind-affecting effects; SR 20

OFFENSE

Speed 40 ft.

Melee 2 claws +14 (1d6+7), 4 tentacles +13 (1d6+3 plus grab)

Space 10 ft.; Reach 10 ft.

Special Attacks feeding tentacles, psychic blast

Spell-Like Abilities (CL 10th; concentration +13)

Constant—*air walk*

At will—*darkness*, *telekinesis* (DC 18), *tree shape*

Psychic Magic^{OA} (CL 10th; concentration +13)

20 PE—*control summoned creature* (4 PE, DC 17), *demand* (8 PE, DC 21), *fear* (4 PE, DC 17), *quicken true strike* (1 PE)

TACTICS

Before Combat If the



yangethe has time to prepare, it uses its *tree shape* spell-like ability to assume the form of a dead tree. It waits until it is either attacked or a PCs moves within 10 feet of it.

During Combat The yangethe begins combat by using its psychic blast ability. It then tries to grapple the closest PC so it can use its feeding tentacles attack on them. The yangethe prefers to focus all its attacks on one PC at a time and moves as little as possible so it can make full attacks. Whenever possible, it casts *quicken true strike* to aid its melee attacks. If attacked from further than 15 feet away, the yangethe casts *telekinesis* and tries to batter the PCs against the manor's hard stone walls using the spell's violent thrust option. When the yangethe moves, it shambles five feet into the air (using *air walk*) and floats with unnatural grace.

Morale Because the yangethe recently used its *interplanetary teleport* spell to journey to this world in response to Nalakai's summons, this spell is not available to it. Knowing that it probably can't escape the PCs, the yangethe fights to the death.

STATISTICS

Str 24, **Dex** 18, **Con** 22, **Int** 17, **Wis** 21, **Cha** 17

Base Atk +8; **CMB** +16 (+20 grapple); **CMD** 30 (can't be tripped)

Feats **Combat Casting**, **Combat Expertise**, **Lightning Reflexes**, **Multiattack**, **Quicken Spell-Like Ability** (true strike), **Weapon Focus** (tentacles)

Skills Knowledge (arcana, geography) +14, Knowledge (engineering) +17, Perception +19, Sense Motive +16, Spellcraft +17, Use Magic Device +14

Languages Aklo; **telepathy** 60 ft.

SQ no breath

SPECIAL ABILITIES

Feeding Tentacles (Su) As a standard action, a yangethe can use its mouth tentacles to feed on a **helpless** creature or a creature it is currently **grappling**. In this case, if the yangethe hits with a melee touch attack, the feeding tentacles wrap around the target's body and riddle it with thousands of tiny filaments that siphon away the victim's emotions. This attack deals 1d4 points of **Charisma drain**. The yangethe heals 5 points of damage for every point of Charisma it drains in this manner. As long as a creature continues to suffer any of this Charisma drain, each time it attempts to sleep, it is affected by a **nightmare** spell (CL 10th, DC 20) and has terrifying dreams wherein the experience of being fed upon by the yangethe takes on greater and greater levels of horror. All effects from the feeding tentacles are mind-affecting effects.

Psychic Blast (Su) Once per day as a standard action, a yangethe can emit a blast of psychic energy from its mind in a 30-foot-radius burst centered on itself. All creatures in this area take 6d6 points of nonlethal damage from the intense pain and are **confused** for 1d6 rounds. A successful DC 18 Will save halves the damage and negates the confusion. This is a mind-affecting effect. The save DC is Charisma-based.

MI-GO (4)

CR 6

XP 2,400

NE Medium plant

Init +5; **Senses** blindsight 30 ft., lowlight vision; **Perception** +12

DEFENSE

AC 20, touch 16, flat-footed 14 (+5 Dex, +1 dodge, +4 natural)

hp 66 (7d8+35) – currently 1 hp

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

DR 5/slashing; **Immune** cold, **plant traits**; **Resist** electricity 10, fire 10

OFFENSE

Speed 30 ft., fly 50 ft. (good)

Melee 4 claws +10 (1d4+3 plus grab)

Special Attacks evisceration, **grab**, **sneak attack** +2d6

STATISTICS

Str 16, **Dex** 20, **Con** 21, **Int** 25, **Wis** 14, **Cha** 15 (currently 7)

Base Atk +5; **CMB** +8 (+12 grapple); **CMD** 24 (32 vs. trip)

Feats **Combat Reflexes**, **Deceitful**, **Dodge**, **Weapon Finesse**

Skills Bluff +14, Disable Device +12, Disguise +14, Fly +9, Heal +9, Knowledge (arcana, geography) +14, Perception +12, Spellcraft +14, Stealth +15; **Racial Modifiers** +4 Bluff, +4 Disguise

Languages Aklo, Common, Mi-Go

SQ deceptive, **item creation**, **no breath**, starflight

SPECIAL ABILITIES

Deceptive (Ex) A mi-go is a master of deception. It gains a +4 racial bonus on Bluff and Disguise checks. Bluff and Disguise are always class skills for a mi-go.

Evisceration (Ex) A mi-go's claws are capable of swiftly and painfully performing surgical operations upon helpless creatures or those it has grappled. When a mi-go makes a successful grapple check, in addition to any other effects caused by a successful grapple, it deals sneak attack damage to the victim. A creature that takes this damage must succeed at a DC 18 Fortitude save or take 1d4 points of ability damage from the invasive surgery (the type of ability damage dealt is chosen by the mi-go at the time the evisceration occurs). The save DC is Dexterity-based.

Item Creation (Ex) A mi-go possesses the ability to create strange items that blur the line between magic and technology, given time and resources. This ability allows a mi-go to ignore all of the Item Creation feat requirements and spellcasting requirements for creating a magic item; the resulting item is always mi-go technology. A mi-go can use the Heal skill to craft mi-go technology. When a mi-go uses this ability to craft an item, it must use a larger amount of strange ingredients and expendable resources—this effectively doubles the gp cost to create the item.

Starflight (Su) A mi-go can survive in the void of outer space. It flies through space at incredible speeds. Although exact travel times vary, a trip within a single solar system normally takes 3d20 months, while a trip beyond normally takes 3d20 years (or more, at the GM's discretion)—provided the mi-go knows the way to its destination.

DELRAH KRIEVES**CR 2****XP 600**

Female human expert 2/warrior 2

CN Medium humanoid (human)

Init +1; **Senses** Perception +0**DEFENSE****AC** 12, touch 12, flat-footed 10 (+2 Dex)**hp** 24 (2d8+2d10+4) – currently 8**Fort** +4, **Ref** +2, **Will** +5**OFFENSE****Speed** 30 ft.**Melee** fist +4 (1d3+1 nonlethal)**STATISTICS****Str** 12, **Dex** 14, **Con** 13, **Int** 11, **Wis** 10, **Cha** 12 (was 15)**Base Atk** +3; **CMB** +5; **CMD** 16**Feats** Iron Will, Persuasive, Point-Blank Shot**Skills** Climb +8, Diplomacy +10, Disable Device +5, Intimidate +10, Knowledge (local) +7, Profession (sailor) +7**Languages** Common**SQ** fed upon**SPECIAL ABILITIES**

Fed Upon (Su) The yangethe used its feeding tentacle attack on Delrah, who sustained 3 points of Charisma drain. Until this damage is healed, Delrah will continue to suffer from nightmares as described in the yangethe's feeding tentacles specialty ability.

Development: If the PCs heal the mi-go (even as little as 1 hit point), the creature stirs to life and quickly assesses the situation. If the yangethe still lives, the obviously terrified mi-go attempts to flee out of one of the partially boarded up, vine-choked windows. It then heads for its colony and returns 24 hours later with seven additional mi-go allies to systematically kill every living creature in the manor (including the PCs). If the yangethe is dead, the mi-go attempts to cautiously parlay with the PCs. If the PCs seem amenable to bargaining with the alien creature, the mi-go speaks to them in its halting, buzzing voice and promises to reward them with a useful item of mi-go technology if they spare it and promise to kill Nalakai Labauve and his nameless brother "who dwells in the catacombs below." The mi-go then regurgitates a small flute-like instrument made from a curious icy-cold metal covered with tiny pulsating gray and violet fungal growths. When played, the flute creates an unpleasant surreal-sounding trilling and creates an effect that allows the creature sounding it to briefly telepathically contact the mi-go. The mi-go instructs the PCs to play the flute only after they succeed in killing the Labauves and then wait for it to return in one hour. It also warns the PCs that the flute can only be sounded once before it rots away to uselessness. True to its word, the mi-go returns exactly one hour after the PCs sound the flute and provides the PCs with a *mist projector* with 5 charges remaining once they prove Nalakai and his brother are dead. If the PCs play the flute before killing the Labauve brothers, the mi-go returns when the flute is sounded but immediately tries to flee when it discovers that the Labauves still live. It then returns to the manor 24 hours later

with seven additional mi-go allies to hunt down and punish the treacherous PCs.

If Delrah Krieves is rescued, she immediately questions the PCs about her missing companions (Joffen, Jerren, and Sarum), as she feels responsible for leading them into the arms of the degenerate hunters. Overall, though she's been through quite an ordeal and has suffered Charisma drain from the yangethe's feeding tentacles attack, Delrah has fared quite well emotionally and she is adamant about helping the PCs recover her missing companions if they have not yet done so.

Treasure: Spread across the table is a set of masterwork *surgeon's tools* and the key to Delrah's shackles. The shackles binding Delrah Krieves are also of masterwork quality.

B30. WIDOW'S WALK (CR 3)

The attic stairs continue past area **B29**, ascending another 20 feet to a narrow (4-feet wide, 5-1/2 feet high), 15-foot long corridor that extends to the southeast. The narrow corridor terminates at a set of three steps that provide easy access to an unlocked trapdoor in the roof. Beyond the trapdoor is a widow's walk.

A small raised wooden platform, mostly obscured by the manor's pitched roof and the thick growths of ivy, green-brown vines, and patches of mold, is attached to the roof here.

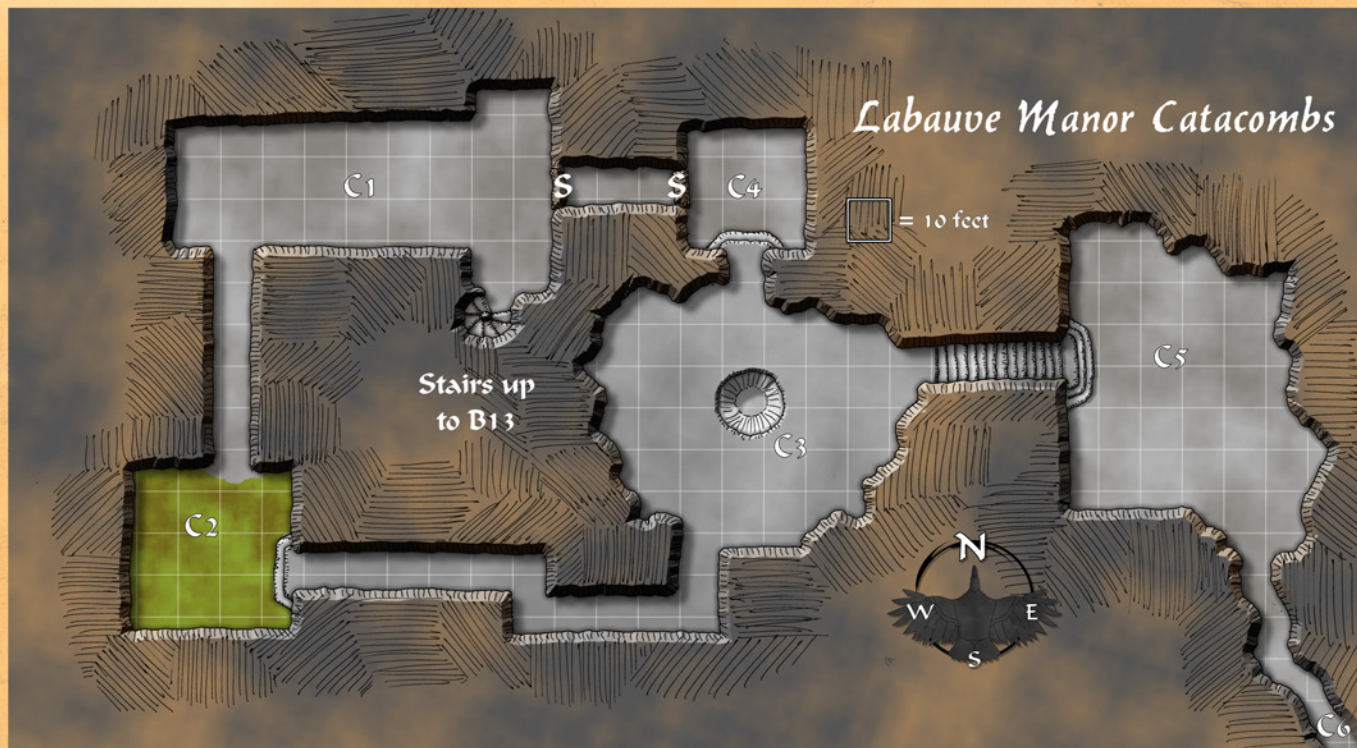
Due to the ivy and the angle of the manor's roof, this small wooden platform is difficult to spot from below (a successful DC 17 Perception check spots it). The widow's walk measures 5-feet wide by 15 feet long and surrounds the chimney that rises from areas **B24** and **B26**. As noted in area **B26**, the chimney flue is just large enough for a Tiny-sized creature to climb while squeezing. A successful DC 12 Climb check is needed to reach area **B26**.

Creature: The foliage around the platform is thick with ravenous mosquitos, specially bred and nurtured by Nalakai Labauve. Having grown accustomed to dining on humanoid blood, the blood-hungry mosquitos converge on the PCs 1d4+1 rounds after they emerge onto the window's walk.

MOSQUITO SWARM**CR 3****XP 800**

N Diminutive vermin (swarm)

Init +1; **Senses** darkvision 60 ft.; Perception +9**DEFENSE****AC** 15, touch 15, flat-footed 14 (+1 Dex, +4 size)**hp** 31 (7d8)**Fort** +5, **Ref** +3, **Will** +3**Defensive Abilities** *swarm* traits; **Immune** mind-affecting effects, weapon damage**OFFENSE****Speed** 5 ft., fly 40 ft. (good)**Melee** *swarm* (2d6 plus *disease* and *bleed*)**Space** 10 ft.; **Reach** 5 ft.**Special Attacks** *bleed* (1d6), *disease* (malaria, DC 13), *distraction* (DC 13)**STATISTICS****Str** 1, **Dex** 13, **Con** 10, **Int** —, **Wis** 12, **Cha** 9**Base Atk** +5; **CMB** —; **CMD** —**Skills** Fly +11, Perception +9; **Racial Modifiers** Perception +8



PART 3: THE PIT OF WHISPERS

Beneath the manor lie several hidden passageways and an underground shrine dedicated to the outer-god, Yog-Sothoth. These catacombs and the shrine were created by the Athelstars, a noble family from a nation south of the great forest who used the remote manor as a hunting lodge and as a place where they could commune with Yog-Sothoth and indulge in unspeakable acts far from prying eyes. When Zevediah Labauve and his family settled in the manor 40 years ago, the old warlock immediately set about reviving the shrine's original purpose. The catacombs are now home to a number of oozes and mold-creatures, as well as Nalakai Labauve's nameless brother, a monstrous and enormously bloated spawn of Yog-Sothoth.

C1. OSSUARY

Cobwebs dangle from the ceiling of this long, T-shaped chamber. Decayed bones and half-rotten burial shrouds spill out of many of the thirty three-foot wide niches in the chamber's walls. A family crest done in bas relief is set in the center of the west wall. It depicts a plumed great helm, bordered by two rearing winged griffons, and the name "Athelstar" chiseled in bold characters underneath. To the west, a set of stone steps ascend five feet to a darkened hall that trails away to the south.

The roof here is 18 feet high. This ossuary contains the remains of 16 members of the Athelstar noble line. These remains were interred nearly 200 years ago, so all that is left are a few mildew-covered bones wrapped in moldy burial shrouds. Graverobbers looted any valuables decades before the Labauves arrived.

The secret door on the east wall is very well concealed and only found with a successful DC 30 Perception check. The secret door is also locked with a superior quality lock (Disable Device DC 40). The key is hidden in cubby-hole in area B9.

The spiral stairs set in southeast alcove are narrow (barely five feet in diameter) and are carved from the hill's stone foundation. They ascend for 80 feet to area B13.

Development: A successful DC 18 Knowledge (nobility) check allows a PC to recall that the Athelstars are a now-extinct noble line from a realm to the south of the great forest. Known as wealthy land-owners that held extensive logging rights in the southern reaches of the forest, the entire family abruptly vanished nearly 200 years ago. History books claim that several rival families and powerful mercantile interests united and had the family assassinated, though in truth the family lost favor with their mi-go allies with whom they shared a pact like the one the mi-go have with the Labauves. In a single night of blood and terror, the entire Athelstar family was either murdered or carried off-world to an unimaginable fate among the stars.

C2. MOLD AND SLIME CHAMBER (CR 7)

The floor of this large square chamber is covered in dark green water almost completely encrusted with a layer of thick moldy sludge, atop which grows a profusion of mildew, fungi, and toadstools.

The roof here is 15 feet high. Water seeped into this chamber a few years ago and it has since become rife with mold and slimy growths. Though the scummy water is only two feet deep, the floor is very slick and is considered difficult terrain. If a creature in contact with the floor moves more than five feet in a single round or attempts any complicated physical action while in contact with the floor (like a melee attack), the creature must succeed at a DC 14 Reflex save or fall prone.

Creatures: In addition to the mold and slime growing here, this chamber is infested with dangerous garden oozes and slime molds. These creatures have developed a partnership of sorts and are not threats to one another. Content to feed on the insects that infest the chamber as well as the occasional rat, the creatures immediately and hungrily converge on the PCs. These creatures are not hampered by the water or slick floors.

GARDEN OOZES (4)

CR 2

XP 600

N Small ooze

Init +3; Senses **blindsight** 60 ft.; Perception -5

DEFENSE

AC 14, touch 14, flat-footed 11 (+3 Dex, +1 size)

hp 19 (3d8+6)

Fort +3, Ref +4, Will -4

Defensive Abilities **ooze** traits; Immune acid

OFFENSE

Speed 20 ft., climb 20 ft.

Melee slam +3 (1d4 plus 1d8 acid)

Special Attacks acid, stink

STATISTICS

Str 11, Dex 16, Con 15, Int —, Wis 1, Cha 2

Base Atk +2; CMB +1; CMD 14 (can't be tripped)

Skills Climb +8

SQ camouflage

SPECIAL ABILITIES

Acid (Ex) A garden ooze excretes digestive acid that can dissolve flesh. Creatures made of harder materials or plant matter are immune to the ooze's acid.

Camouflage (Ex) A garden ooze is difficult to spot when it is at rest among plant growth of any type. A DC 15 Perception check is required to notice the ooze is a separate entity and not a diseased portion of the plant it rests upon.

The ooze automatically hits with a slam against any creature that fails to notice the ooze and enters its square.

Stink (Ex) Once every 24 hours, a garden ooze can release foul-smelling gases in a 5-foot-radius spread centered on the ooze. The ooze usually does so after it is first injured. The stench of these vapors is overpowering during the first round it exists, causing living creatures within it to become **sickened** for 1d3 rounds (Fort DC 13 negates). This is a poison effect. The save DC is Constitution-based.

SLIME MOLD (3)

CR 2

XP 600

N Large ooze

Init -1; Senses Perception -5

DEFENSE

AC 8, touch 8, flat-footed 8 (-1 Dex, -1 size)

hp 28 (3d8+15)

Fort +6, Ref +0, Will -4

Immune **ooze** traits; Resist fire 10

OFFENSE

Speed 20 ft.

Melee slam +4 (1d6+4 plus disease)

Space 10 ft.; Reach 10 ft.

Special Attacks **engulf** (DC 14, 1d6+4 bludgeoning plus disease)

STATISTICS

Str 16, Dex 8, Con 21, Int —, Wis 1, Cha 1

Base Atk +2; CMB +6; CMD 15 (can't be tripped)

SQ freeze

SPECIAL ABILITIES

Disease (Ex) Fungal rot: Slam—contact; save Fortitude DC 16; onset 1 day; frequency 1/day; effect 1d2 Str damage and 1 Con damage and **fatigue**; cure 1 save. Any creature that touches a slime mold with an unarmed strike or a natural attack is also exposed to this foul disease. The save DC is Constitution-based.



C3. LUMINESCENT CAVE

The floor and walls of this large natural cave are damp and glisten with slimy growths, patches of mold, and mossy patches of luminescent fungi that give off a feeble violet light. Three roughly hewn passageways extend to the north, south, and east.

Though the ceiling here is 30 feet high, a 10-foot diameter shaft in the middle of the ceiling ascends another 50 feet to area B4. The violet light from the luminescent fungi bathes the entire cave in dim light. If the PCs make excessive noise here, they risk being heard by Nalakai's brother, who dwells in area C5.

C4. SHRINE OF YOG-SOTHOTH (CR 9)

This square chamber has walls covered with bas relief carvings of strangely-angled shapes and twisting geometric patterns that inspire a profound sense of unease and wrongness. Adjacent to the center of the north wall stands a slender, spike-like plinth of greasy-looking pale gray stone. The plinth is slightly taller than an adult human, about two feet in diameter at its base, and tapers to a slightly curved, finger-sized point at its apex. Carved into the face of the plinth, ringed by five shimmering midnight blue gemstones, is a symbol depicting a jet-black spiral.

The ceiling here is 18 feet high. The black spiral on the plinth is the symbol of Yog-Sothoth, identified as such with a successful DC 20 Knowledge (arcana or religion) check. The plinth is an altar dedicated to Yog-Sothoth and radiates a permanent *doom* aura that targets any living creature entering the shrine. A successful DC 30 Will save negates this effect and thereafter renders the PC immune to the altar's dread-inspiring aura.

The secret door on the west wall is very well concealed and only found with a successful DC 30 Perception check. The secret door is also locked with a superior quality lock (Disable Device DC 40). The key is hidden in a cubby-hole in area B9.

Trap: The strange bas relief carvings on the wall are part of a devious magical trap, triggered when a living creature with an Int score of 3 or higher approaches within 10 feet of the altar.

DEVOURING GEOMETRY TRAP

CR 9

XP 6,400

Type magical; Perception DC 33; Disable Device DC 33

EFFECTS

Trigger location; Reset automatic

Effect Unless a creature utters the phrase "Past, present, future, all are one in Yog-Sothoth" in the Aklo tongue within 3 rounds of entering the chamber, the carvings on the wall begin to shift

to form maddening, impossible patterns and angles, creating a dangerous disturbance in the fabric of reality. The carvings form oily black tentacles that reach for three random creatures inside the chamber each round and attempt to grapple them. The carvings can reach anywhere inside this chamber plus an additional 10 feet into area C3 or down the secret hallway to the west. The tentacles can only attack and grapple up to two creatures at one time. The tentacles have an effective Strength score of 30, a +12 bonus on combat maneuver checks made to grapple, and a CMD of 26 for those attempting to break free. If a tentacle pins a creature, it automatically drags the creature to the closest east, west, or north wall. On the next round, the impossible shapes and geometric patterns on the wall begin to devour and absorb the creature, inflicting 3d6 points of damage each round. Creatures reduced to less than 0 hit points by this effect are disintegrated (as the *disintegrate* spell). The tentacles have an AC of 20, 20 hit points, DR 20 (magic), and are immune to most spells and spell-like effects (except as noted below). If any tentacles are destroyed, another one takes its place the following round.

If the stone plinth is destroyed or if all 5 of the midnight blue gemstones are removed from the plinth (see Treasure below), the tentacles melt away, the carvings on the wall immediately crumble to dust. This destroys the trap and ends the permanent *doom* aura. The plinth has hardness 10, 60 hit points, and a break DC of 40.

Additionally, certain spells and effects can affect the trap. If the plinth is doused with a vial of holy water, the plinth takes 1d10 points of damage and any creature currently grappled or pinned by a tentacle can attempt a combat maneuver check to escape with a +5 bonus as a free action. If the plinth or carvings are targeted by *break enchantment*, *consecrate*, *disintegrate*, *dismissal*, *dispel chaos*, *dispel evil*, *dispel magic*, *flesh to stone*, *holy smite*, *holy word*, *limited wish*, *miracle*, *remove curse*, *stone shape*, or *wish*, the plinth takes 1d6 points of damage per level of the spell, bypassing the plinth's hardness and DR.

Treasure: The five gemstones adorning the altar are rare midnight sapphires worth 500 gp each. They can be easily pried loose from the altar with a dagger or similar tool. It takes a full-round action to remove each gem. A search of the altar and a successful DC 20 Perception check locates a secret storage compartment set into its base. Tucked inside the compartment is a *ring of greater inner fortitude*.

C5. NALAKAI'S BROTHER (CR 12)

The stairs leading to area C4 descend for 30 feet. Because the stairs are so steep, creatures using them do not have direct line of sight into area C5 until they are within five feet of the lower chamber's entrance.

The temperature drops to a noticeable chill as a set of steep, roughly-hewn steps give way to a large natural cavern that

has been artificially widened in places. The air here reeks with a fantastically awful stench, like the odor of a thousand opened graves mingled with rotten meat. The floor of the cave is littered with a mix of splintered animal and humanoid skeletal remains, their eyeless skulls gazing into oblivion with dead, vacant stares.

The ceiling of this cavern is uneven and rises from 20 to 30 feet high in places. Due to the numerous skeletal remains, the entire floor is considered difficult terrain, but this only affects creatures that are Large-sized or smaller. A 10-foot wide section of the northeast wall is slick with fresh, icy cold water that seeps into the cave from an adjacent subterranean stream. The water collects in a narrow channel (less than a foot wide) on the floor and runs the length of the east wall, eventually flowing out of the cavern and down the exit tunnel (area C6).

Stench: Because the spawn has been trapped in this cave for 15 years, its **stench** aura has completely permeated the cave and has doubled its area of effect to 60 feet.

Creature: The source of the gods-awful stench is Nalakai's brother, an enormously bloated spawn of Yog-Sothoth that has been trapped here for nearly 15 years, having outgrown the exit tunnel (area C6) it once used to enter and exit its lair and the narrow stairway leading to area C4. Though exceptionally intelligent, the spawn is frustrated at its incarceration. The monster is thus quick to anger and is extremely aggressive and violent. On Nalakai's orders, the ettin Squama brings live food to the spawn at least twice a week. The usual fare is a fat boar or deer captured in the woods. Each spawn of Yog-Sothoth has a uniquely monstrous form, and Nalakai's brother is no different. The spawn stands 18 feet tall and weighs seven tons. It's enormous, corpulent bulk is a squirming mass of writhing tentacles, grasping claws, twitching vestigial limbs, wide-staring eyes, and half-formed mouths that constantly whisper garbled praises to its unspeakable sire.

One of the missing crewmembers, Jerren, is here as well. Nalakai delivered the young man to his brother several hours ago, whereupon the spawn immediately fell upon the already traumatized young man and gorged itself on his blood (Jerren has taken 5 points of Con damage). Now hovering at the brink of death, Jerren lies sprawled on the ground in the northeast corner of the room, next to the cave's water source. Jerren is unconscious and stable at 0 hit points. Though the spawn plans to eventually eat Jerren, it wants to prolong the young man's suffering first.

NALAKAI'S BROTHER

CR 12

XP 19,200

Giant spawn of Yog-Sothoth

CE Huge aberration (extraplanar)

Init +5; **Senses** **blindsight** 30 ft., darkvision 60 ft.; **Perception** +21

Aura **stench** (60 ft., DC 24, 10 rounds)

DEFENSE

AC 25, touch 9, flat-footed 24 (+1 Dex, +16 natural, -2 size)

hp 176 (15d8+105)

Fort +12, **Ref** +8, **Will** +12

Defensive Abilities tenuous **natural invisibility**; **Immune** cold, fire

OFFENSE

Speed 30 ft.

Melee bite +19 (2d6+10/19-20/x3), 4 tentacles +18 (1d8+5/19-20 plus **grab**)

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

Special Attacks **blood drain** (1d4 Con), devastation



TACTICS

Before Combat If the spawn becomes aware of the PCs it immediately ceases its cacophonous whispering and positions itself against the middle of the east wall. It relies on its **natural invisibility** to mask its presence and confuse the PCs.

During Combat As soon as the first PC moves within reach, the spawn attacks and resumes its terrible unholy whisperings, punctuated by occasional raspy grunts and bellowing roars. Hoping to shock and dishearten the intruders, the spawn focuses all its initial attacks on a single PC, hoping to slaughter the PC quickly and spectacularly. After killing or rendering the first PC unconscious, the spawn changes to a more balanced attack and divides its attacks among as many different PCs as possible. The spawn moves as little as possible if it can, so it can make full attacks.

Morale Unable to flee the cave, the spawn fights to the death.

STATISTICS

Str 30, **Dex** 13, **Con** 25, **Int** 17, **Wis** 17, **Cha** 20

Base Atk +11; **CMB** +23 (+27 grapple); **CMD** 34 (42 vs. trip)

Feats **Combat Reflexes**, **Improved Critical** (bite), **Improved Initiative**, **Lightning Reflexes**, **Multiattack**, **Vital Strike**, **Weapon Focus** (tentacle)

Skills **Climb** +27, **Escape Artist** +18, **Intimidate** +23, **Knowledge** (arcana) +21, **Perception** +21, **Spellcraft** +21, **Stealth** +11, **Swim** +15

Languages Aklo, Common (can't speak intelligibly)

SPECIAL ABILITIES

Blood Drain (Ex) If Nalakai's brother establishes or maintains a pin with a tentacle, it drains blood via tiny slaverling mouths that open along the tentacle's length, dealing 1d4 points of Con damage.

Devastation (Ex) As a full-round action, Nalakai's brother can assault a structure, dealing 4d6+16 points of damage to the structure in that round.

Tenuous Natural Invisibility (Ex) This functions like **natural invisibility**, except it is subject to **invisibility purge** and effects that outline **invisible** creatures (such as **glitterdust** and **faerie fire**). It cannot be dispelled.

JERREN

CR 1

XP 400

Male human **expert** 3

NG Medium humanoid (human)

Init +1; **Senses** Perception +9

DEFENSE

AC 12, touch 12, flat-footed 10 (+1 Dex, +1 dodge)

hp 20 (3d8+3)—currently 0 hp

Fort +1, **Ref** +2, **Will** +4

OFFENSE

Speed 30 ft.

STATISTICS

Str 14, **Dex** 12, **Con** 11 (currently 6), **Int** 10, **Wis** 11, **Cha** 10

Base Atk +2; **CMB** +3; **CMD** 16

Feats **Alertness**, **Dodge**, **Skill Focus** (Profession [sailor])

Skills **Climb** +7, **Craft** (carpentry) +4, **Knowledge** (local) +6, **Knowledge** (nature) +4, **Perception** +9, **Profession** (sailor) +10, **Sense Motive** +3, **Survival** +7, **Swim** +8

Languages Common

Treasure: A search of the cave and a successful DC 15 Perception check discovers a moldy, blood-stained backpack half-buried under some skeletal remains. The backpack appears empty; however, anyone examining it that succeeds at a DC 20 Perception check notices that that pack has a cleverly hidden secret pocket containing a velvet pouch holding an **inquisitor's monocle**^{UE}, a **pearl of power** (4th), and a **ring of the sophisticate**^{UE}.

Development: If Jerren is rescued and healed to at least 1 hit point, he regains consciousness and is eager to be reunited with his brother Joffen (see area A2) and even more eager to return to the riverboat and be quit of Labauve Manor. If the PCs have yet to rescue Joffen, Jerren is adamant about remaining with the PCs until his brother is safe. If Delrah has not yet been rescued, Jerren tells the PCs that Nalakai boasted about delivering her to his "new friend" who apparently dwells in a secret attic space.

C6. EXIT TUNNEL

This roughly hewn tunnel winds for a little under a quarter mile before exiting a small cave opening mostly concealed by the roots of a large oak tree (south of the manor, just beyond the wood's edge). The tunnel averages 10 feet wide and 10 feet high and has become overgrown with harmless varieties of cave lichen and hanging moss in several places. Nalakai's brother once used this tunnel to exit its lair and hunt for food in the surrounding woods. Having grown too large to navigate the tunnel, the only creatures to traverse it in 15 years are rats and crawling insects.

The root-covered cave entrance is well hidden. If the PCs spend at least 30 minutes searching the woods directly south of the manor, a successful DC 20 Perception check locates it.

CONCLUDING THE ADVENTURE

Award the PCs 1,200 XP for each of the four missing crewmembers they rescue and return to the riverboat alive (4,800 XP total). Whether or not the PCs return to the boat with any of the captives, Captain Skylar gives them their agreed-upon reward. If the PCs are unsuccessful, the captain is moved by their tale and offers them the reward as compensation for their efforts and the ordeals they faced.

APPENDIX

This appendix presents a new template, as well as several rare spells and magic items.

BLOOD OF YOG-SOTHOTH

This twisted, powerfully built man has two bulbous mauve-colored eyes, nubs for ears, a mouth full of over-sized canine teeth, and seven-fingered hands that clutch a steel-tipped spear.

BLOOD OF YOG-SOTHOTH CR 3

XP 800

Male human blood of Yog-Sothoth warrior 4
CE Medium aberration (augmented humanoid)
Init +1; Senses Perception +3; lowlight vision

DEFENSE

AC 14, touch 11, flat-footed 13 (+3 armor, +1 Dex)
hp 43 (4d10+16)
Fort +7, Ref +2, Will +2; +4 vs. mind-affecting effects
Immune disease; Resist cold 5, fire 5

OFFENSE

Speed 30 ft.
Melee spear +7 (1d8+2) or dagger +6 (1d4+2/19–20)
Special Attacks stench (DC 15)

STATISTICS

Str 15, Dex 12, Con 17, Int 7, Wis 12, Cha 4
Base Atk +4; CMB +6; CMD 17
Feats Alertness, **Bludgeoner**^{UC}, Toughness^B, Weapon Focus (shortspear)
Skills Climb +6, Intimidate +8, Perception +3, Sense Motive +3, Stealth +4, Swim +6; **Racial Modifiers** +4 Intimidate, +4 Stealth
Languages Aklo, Common
Other Gear hide shirt, dagger, spear

These creatures are the direct offspring of either a **spawn of Yog-Sothoth** (*Pathfinder Roleplaying Game Bestiary 4*) or a child of Yog-Sothoth (see issue #113 of the official Mythos Adventure Path) and a humanoid female. Such pregnancies often result in a multiple birth, with quintuplets being most common. Though the act of birthing a litter of these twisted, mewling offspring is extraordinarily painful, some mothers survive the ordeal though their minds invariably bear deeper scars than their overstrained bodies. Like their sires, the blood of Yog-Sothoth grow tall and strong, and reach adulthood as quickly—at around 10 years of age. However, these creatures retain very little of their father's intellect, and most of the creatures develop a propensity for brutishness, violence, and cannibalism.

Their bodies polluted by the essence of the outer god Yog-Sothoth, all blood of Yog-Sothoth are sterile and possess multiple physical deformities. Common abnormalities include extra fingers or toes, elongated or bloated faces that

resemble those of fish, goats, hounds, or toads, odd-colored eyes, over-sized body-tumors, and vestigial facial features or other vestigial or stunted body parts. The blood of Yog-Sothoth can live an average of up to 90 years, though most perish by violence or misadventure much earlier.

CREATING A BLOOD OF YOG-SOTHOTH

“Blood of Yog-Sothoth” is an inherited template that can be added to any living humanoid creature (referred to hereafter as the base creature). A blood of Yog-Sothoth retains all of the base creature's statistics and special abilities, except as listed below.

Challenge Rating: Base creature's CR +1.

Alignment: Any chaotic. Most of the blood of Yog-Sothoth are chaotic evil or chaotic neutral.

Type: The creature's type changes to aberration (augmented humanoid). Do not recalculate its base attack bonus, saves, or skill ranks.

Senses: The creature gains lowlight vision.

Hit Dice: Change the creature's racial Hit Dice to d8s. All Hit Dice derived from class levels remain unchanged.



Defensive Abilities: A blood of Yog-Sothoth gains cold resistance 5 and fire resistance 5. It has a +4 racial bonus on saving throws against mind-affecting effects. A blood of Yog-Sothoth is immune to disease.

Stench (Su): A blood of Yog-Sothoth always exudes an unpleasant musky scent. As a swift action, the blood of Yog-Sothoth can intensify this scent, causing it to become sickening. All living creatures within 30 feet must succeed at a Fortitude saving throw (DC = 10 + 1/2 the child's HD + the blood of Yog-Sothoth's Constitution modifier) or become sickened for 1 round. The blood of Yog-Sothoth can exude this sickening stench for a number of rounds per day equal to its total Hit Dice, but these rounds need not be consecutive. Each round the blood of Yog-Sothoth wishes to maintain the stench, it must use a swift action to do so. The stench is a poison effect. A blood of Yog-Sothoth is immune to the stench of another blood of Yog-Sothoth.

Ability Scores: Str +2, Con +4, Int -2, Cha -4.

Feats: A blood of Yog-Sothoth gains Toughness as a bonus feat.

Skills: A blood of Yog-Sothoth gains a +4 racial bonus on Intimidate and Stealth checks.

Magic Items

WITCHING GOWN

Aura moderate abjuration; **CL** 7th; **Slot** body; **Price** 35,000 gp; **Weight** 1 lb.

DESCRIPTION

Spun from combed cotton, this simple, unassuming gown bears a strong aura of witchcraft. These magical garments are highly sought after by witches, for though anyone may wear a witching gown, only a witch may realize its full potential. A witching gown grants its wearer a +2 resistance bonus on all saving throws and a +2 competence bonus on all Bluff, Diplomacy, and Intimidate skill checks. When worn by a witch, these bonuses double.

In addition, a witch may change the appearance and style of the gown to match her whims (as the *glamered* armor special ability) and adopt virtually any disguise, gaining a +10 bonus on Disguise checks that incorporate the gown's appearance. Only a *true seeing* spell or similar magic can pierce this effect.

Lastly, a witch may cast a single touch range spell of 4th level or lower into the gown. Thereafter, the gown holds the magic for up to 24 hours, functioning as a *spite* spell against the next foe to strike the witch with a successful melee attack or combat maneuver. The gown's *spite* spell counts as an active *spite* effect for the witch wearing the gown.

CONSTRUCTION REQUIREMENTS

Feats Craft Wondrous Item, *charm person*, *disguise self*, *resistance*, *spite*^{APG}; **Cost** 17,750 gp

SPILLS

CALL THE VOID

School evocation; **Level** sorcerer/wizard 3, witch 3; Elemental School void 3*

Casting Time 1 standard action

Components V, S

Range personal

Target you

Duration 1 round/level (D)

Saving Throw Reflex half (see text); **Spell Resistance** yes

This spell surrounds you with an aura of nothingness that channels mysterious energies. Creatures adjacent to you when this spell is cast and at the start of your turn take 2d6 points of damage. In addition, creatures affected by your aura are fatigued, cannot breathe, and cannot speak or cast spells with verbal components. Creatures adjacent to you are allowed a Reflex save to halve the damage and negate the fatigue effect, but cannot breathe or speak regardless of whether their save is successful as long as they are adjacent to you.

FLESHWARPING SWARM

School conjuration (summoning); **Level** sorcerer/wizard 3, summoner 3, witch 3

Duration concentration + 2 rounds and 1 hour/level (see text)

This spell functions as *summon swarm*, except that living and undead creatures that fail their saving throw against the swarm's distraction find that their limbs twist and spasm, as their bodies become susceptible to transmutations. Such creatures take a -4 penalty to Dexterity and on saving throws against transmutation effects for 1 hour per caster level.

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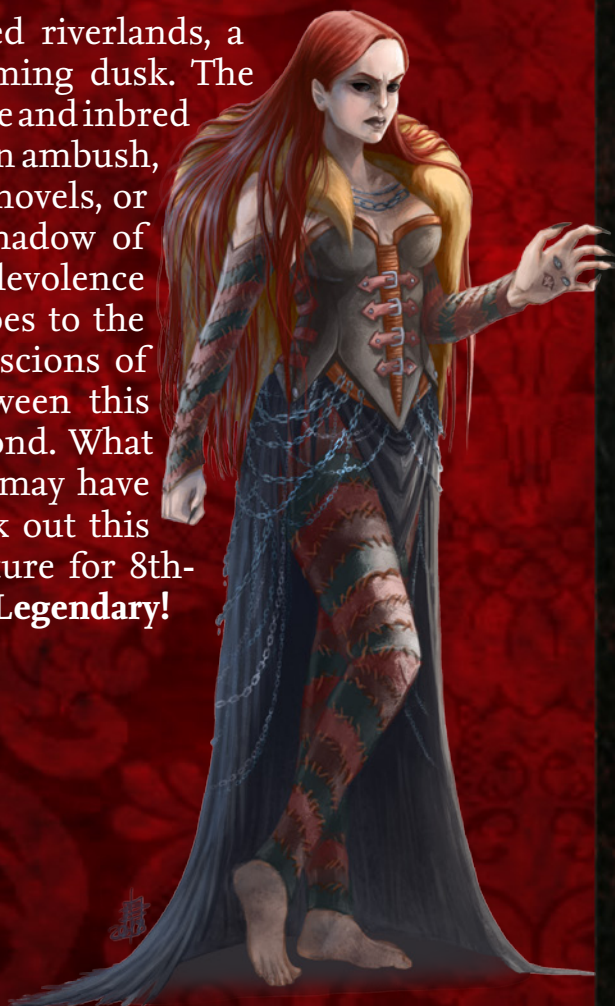
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