

SANDY PETERSEN'S Cthulhu Mythos

SILENCE FROM SOMMERISK

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PATHFINDER
ROLEPLAYING GAME COMPATIBLE

An adventure for characters of all levels

SILENCE FROM SOMERRISK

A STARTER ADVENTURE FOR
SANDY PETERSEN'S CTHULHU MYTHOS
FOR CHARACTERS OF ANY LEVEL

By DAVID N. ROSS AND IAN STARCHER





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INTRODUCTION

This adventure is an introduction to the rules and concepts presented in *Sandy Petersen's Cthulhu Mythos*. Although horror, mystery, and futility are the hallmarks of the cosmic horror stories that inspired the book, this adventure explores those themes alongside the traditional fantasy roleplaying game elements of swashbuckling adventure, discovery, and heroic victory against fearsome odds.

To facilitate the fullest use of that book's rules and description, the adventure introduces Gnathowins, a mini-setting that includes a wide variety of Mythos entities that lurk in both the waking world and the Dreamlands. Gnathowins also provides context for the inclusion of the new playable races—Dreamlands cats, gnorri, Mythos ghouls, and zoogs. If you run an ongoing campaign, you can insert Gnathowins (or more specific local elements of this adventure) into any relatively rural back hills region where strange happenings can go unnoticed for lack of travel.



Notes for the GM

As discussed more fully in *Sandy Petersen's Cthulhu Mythos* (especially pages 3–7), the tone of the game your group wants should inform how you handle sensitive topics and game mechanics. As you prepare to challenge your players with unsettling or even horrific material, talk to them about where their boundaries lie. What do you and they consider compelling topics of horror and what are simply unpleasant distractions that would detract from the game? Always make sure that everyone is clear that you can reexamine boundaries if something unexpected happens during the game, without judgment.

If you and the players favor the constant threat of character death to fit with the harrowing tone of classic Cthulhu Mythos stories, pit players against deadlier foes and encourage them to have replacement characters of the appropriate level drawn up to bring into the game when one dies.

Even if a character has the relevant Knowledge skill to identify a creature, their knowledge is likely incomplete. Instead of spelling out all the details of identified magic effects, rituals, monster abilities, and other rules, consider giving cursory explanations with room for them to discover some final aspect of how things work. If you restrict the normal use of a skill, however, think about providing more detailed information with checks that exceed the DC by 5 or 10.

—David N. Ross

An Adventure for All Levels

Unlike most adventures, this one is designed to introduce groups to the Cthulhu Mythos at any level of play. While the adventure only provides 1st-level pregenerated characters, it includes guidelines for adjusting the difficulty to suit characters of up to 20th level. In each part of the adventure, asterisks mark subsections that vary at higher levels; explanations immediately proceed those changes. In the case of creatures encountered or (in one case) treasure, a sidebar appears with guidelines for how to scale creatures (or treasure) for each higher level of play.

This adventure assumes 4 player characters; for 3 characters, treat the party as 1 level lower when consulting the “at higher level” advice; for 5 or 6 characters, treat the party as 1 level higher. This adventure is designed to challenge players without frequent character deaths, but as always it can't account for all possible parties.



ADVENTURE BACKGROUND

Slightly over one hundred years ago, for reasons that remain mysterious, a piece of the Dreamlands melded with the terrain of the Material Plane, creating a new gestalt area. This region is Gnathowins, where new dream inhabitants live alongside the old. Various species—such as Mythos ghouls, gnorri, Dreamlands cats, and zoogs—have jostled for territory in this diverse land. Although the shock was considerable and strife violent at first, things have settled into an uneasy routine.

Gnathowins is a coastal area around Gnathowins Bay distinguished by enclaves of creatures and relics originating in the Dreamlands. Creatures normally native to the Dreamlands retain the ability to enter the Dreamlands like any dreaming creature (see **CHAPTER 4** of *Sandy Petersen's Cthulhu Mythos*). However, there are no known stable portals between the realms. Seeking out more ways to pass to and from the Dreamlands remains a popular goal of adventurers in the region, especially for gnorri and zoogs.

Gnathowins lacks a strong central government. It is a sparsely populated frontier region with few particularly valuable or distinctive natural resources. Wizards and other students of the occult have migrated from other lands to investigate the region's lingering interdimensional connections, but hardly any show interest in ruling. Most administration is by local councils that band together to contend with serious emergencies.

Dreamlands cats remain close to humans, often allied and rarely in contention. They live willingly in and around human society, coming and going as they please.

Gnorri have largely remained somewhat standoffish with land-dwellers. They stick to a few independent settlements in Gnathowins Bay but do send traders and explorers onto land regularly and maintain diplomatic ties.

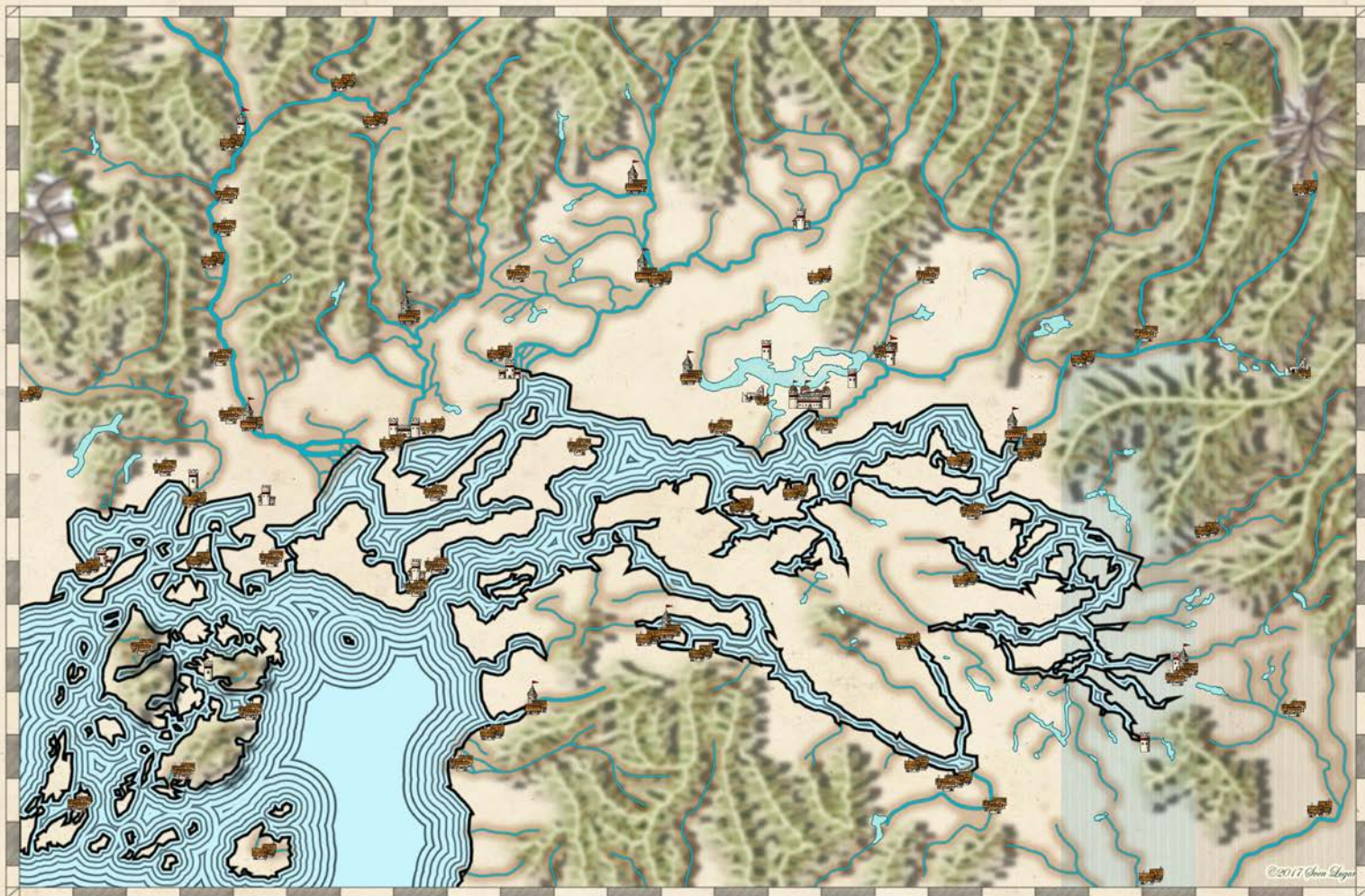
Zoogs likewise have stuck to the forests but tend to accept traders who visit their woods without going where they aren't welcome. Zoog councils, despite their lack of authority, have quietly mediated several large-scale pacts with the other major species of Gnathowins.

Mythos ghouls generally trade on the fringes of Gnathowins society with those who don't care what happens to the dead or only care to keep ghouls away from the dead they have a personal connection to. Despite widespread hatred and fear toward the ghoul race, individual ghouls sometimes receive invitations to speak with councils in cases of emergency, due to their esoteric knowledge. A few ghouls have achieved tenuous tolerance by legally purchasing the bodies they eat from folks on their deathbeds.

About a month ago, a priest of Chaugnar Faugn called Ubxolalog located a Dreamlands temple to his patron whose location had been intentionally lost by the gnorri who once tended it. The interdimensional confluence of the Dreamlands and Material Plane had deposited it at the bottom of a reservoir behind an old dam in the Material Plane. To access it and to wipe out a rival cult of the Yellow Sign, the priest tricked a team of gnorri, led by the famous architect Earogna, into opening the dam and draining the reservoir.

The gnorri believed that the settlement below the dam, Somerrisk Town, had been evacuated, but they were mistaken, and some of the townspeople perished. Those who escaped the sudden flood were psychically sensitive individuals and the residents they were able to warn. Ubxolalog and his flying allies seized these survivors. With access to the temple's occult texts and the kidnapped creatures as raw materials, Ubxolalog built a horrific device to channel the power of Chaugnar Faugn and create more minions. Now, he builds his army in preparation for the next stage in Chaugnar Faugn's return to what is now Gnathowins.





ADVENTURE SUMMARY

The party takes a commission to investigate the rampant disappearances, starting with the farming town of Somerrisk. En route, they stumble upon heretofore unseen creatures that have been disturbed by subterranean flooding.

Upon arriving, the party discovers Somerrisk Town is underwater, and a few residents have become dangerous undead, cultists who believe the party has come on behalf of a rival cult to kill them again. After they deal with the undead, the party gains a local ghoul contact and learns that the gnorri caused the flood by intentionally undermining the Igwenos dam.

When confronted, the gnorri are baffled. They thought the Somerrisk townsfolk had granted them permission to open the

dam. They can point the party to their contact, the reclusive sheriff who is secretly an inhuman agent of Ubxolalog in disguise. She attempts to murder the party, revealing her inhumanity.

Not long after the agent is exposed, servants of Ubxolalog appear and carry their ghoul contact off. The monsters also attempt to seize the party.

Finally, the servants carrying their friend lead the party to Ubxolalog's lair, the Fleshweaver's Spiral. There, they must stop Ubxolalog. If the party is not fast enough, their contact will have become another monster in their enemy's service. When they slay Ubxolalog, they must decide how to treat any surviving corrupted mutants he has created.

A: HORNGATE

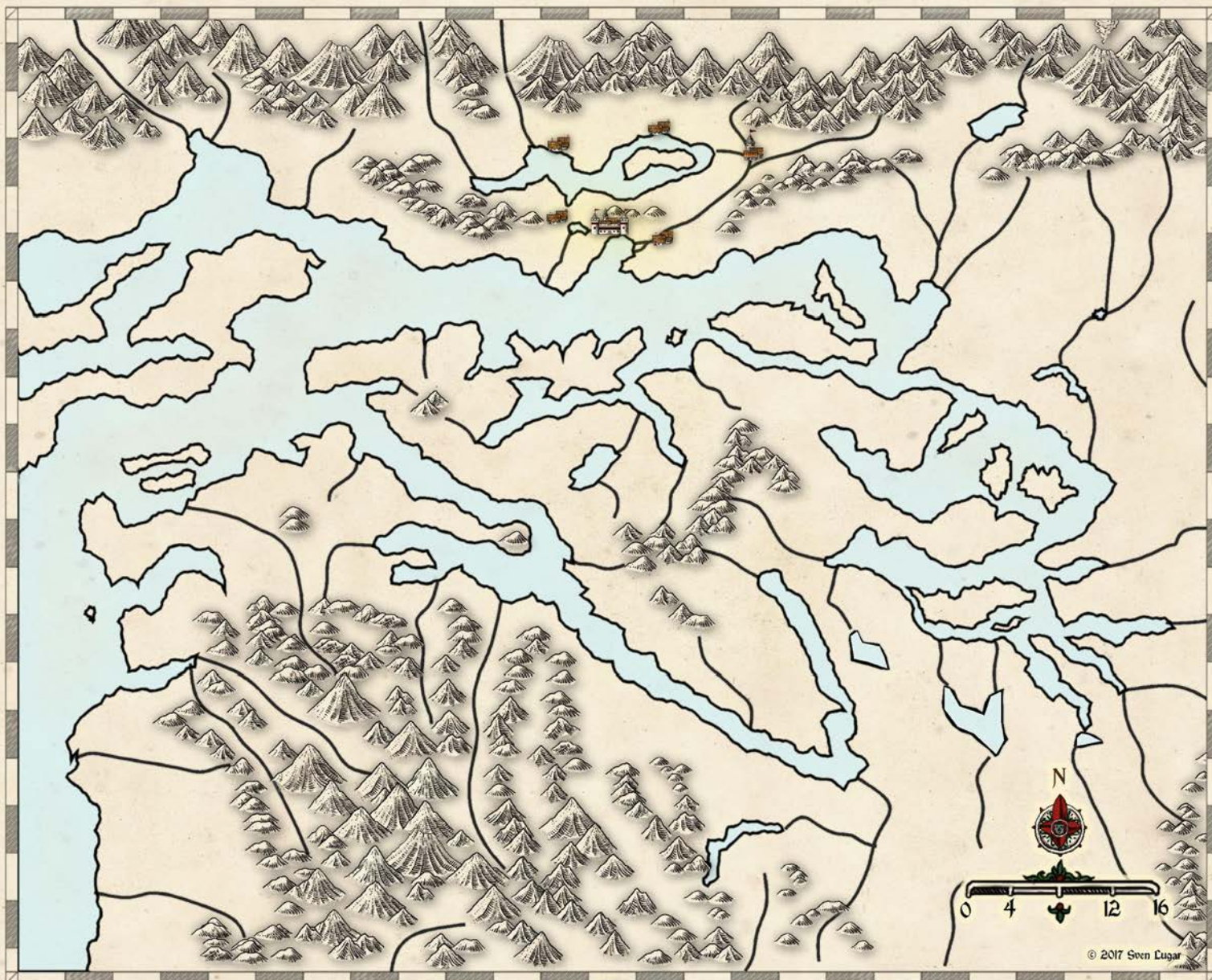
The party gathers in the city of Horngate to serve the Grand Council of Gnathowins, convened only to deal with serious threats to the region. The sheer number of disappearances demands immediate investigation. The councilors prefer a mixed group to eliminate the risk of ignoring or conspiring against factions unrepresented in the party. While the council is meeting to choose a direction for investigation, they order the party to gather any information or supplies they desire from Horngate. This time is sufficient for any party members who do not speak Cat to learn to understand any cat teammates.

The councilors theorize that slavers have been snatching those reported missing and taking them to ships in Gnathowins

Bay to smuggle out of the region. However, the evidence is scant. One town, Somerrisk, has conspicuously not been heard from among all those in the region. The council sends the party there to learn if it too has been struck. If so, they must gather all information they can about the threat and, if possible, capture or kill those responsible.

Clues: The councilors' reports include the following:

- An enclave of eleven canopy-dwelling zoogs disappeared from Zanazig Forest southeast of Gnathowins Bay. Like most zoogs, they maintained dozens of their traps to deter approaching interlopers, but none were tripped or disarmed.
- A caravan of human traders lost six riders who lagged behind near the northeastern edge of Gnathowins Bay. One was the apprentice of a famous painter traveling to meet his master.



- A ghoulish caravan lost all three of its scouts and a wizard who was traveling with them east of Gnathowins Bay. The wizard, Insmothet, was known in academic circles for a controversial treatise on using psychic impressions from those who are dying but not dead to improve the effectiveness of transmutation spells.
- A six-member gnorri construction team southeast of Gnathowins Bay was last seen traveling in the direction of the artificial Lake Igwenos a few weeks ago and has not been seen or heard from since. Its leader was **Earogna**, a visionary and highly sensitive architect much in demand throughout Gnathowins. She is late to meet **Okzo**, Keeper of the Inn Tree, a zoog client in Horngate.
- **Silverclaw**, a cat council messenger with psychic talents, disappeared when seeking word from Somerrisk Town near Igwenos Dam. There has been no word from the settlement since.

Meeting Arnogula: After the party leaves the council, the Gnorri Councilor **Arnogula** has her assistant invite them to meet her privately. She waits in her stateroom at the Slumbering Shell, a labyrinthine stone inn that is largely underground so that it is half-flooded by a natural spring for the comfort of gnorri guests. There, she shares fears that her fellow councilors dismissed.

Arnogula has noticed that many sensitive individuals, including artists, thinkers, and magic-users, were among the missing people of Gnathowins. She suspects such individuals drew the attention of something ancient and malicious. The gnorri have long passed down stories of a godlike monster in the hills that lured in sculptors and loners with promises of power, insight, and immortality to create the tools necessary to raise an army of magically enhanced and unquestioning slaves. Statues in its image were said to feed on victims and transform their bodies painfully. The gnorri forbade any utterance of its name, and overcome its cult with their armies only at terrible cost. They were left scattered and the horror's temple razed, its legend lost in time.

Since noticing that the disappearances cluster around similar lonesome hill regions, Arnogula has begun seeking the lost knowledge of this entity among gnorri elders. However, she believes that if the horror is returning, waiting would be folly. At this time, all she can do is suggest caution and alertness as the party mounts its investigation. A successful DC 20 Knowledge (history, religion, or planes) check by anyone other than a local

gnorri or DC 15 Profession (Yog-Sothothery philosopher) check reveals that the forbidden name was likely Chaugnar Faugn.

Meeting Okzo*: If the party asks around about the potential kidnapping victims or about Earogna specifically, a successful DC 15 Diplomacy check leads them to meet with Okzo, the well-connected zoog Keeper of the vast Inn Tree. He hired Earogna to add moving stone walls to his inn to confuse and trap anyone who wasn't an approved guest. Now the gnorri are several days late. While Okzo trusted they would do good work, he has heard that they dabbled in unwholesome branches of transmutation and wonders if he is lucky not to be working with them. If anyone mentions the missing zoogs to him, Okzo expresses concern about the fact that none of their traps triggered. He scoffs at any notion that they might have left on their own or might have been lured out by trickery.

***Meeting Okzo at Higher Levels:** The skill check required to meet Okzo increases by half the party's level.

Development: Once the party finishes preparations, the council provides them with light horses to ride to Somerrisk Town (**AREA B**).

***Development at Higher Levels:** If the party has access to such divinations, the council asks them to use *commune*, *contact other plane*, or *divination* to learn about the nature of the threat. Divinations directed at the cat messenger fail, as the cat is dead (in **AREA B1**). Divinations aimed at the missing individuals other than the cat or Earogna's group lead characters to **AREA D3**; the other victims have also become monsters ordered to watch the area in case the Yellow Sign cultists come that way to counterattack. Divinations suggest the influence of Great Old Ones and the particular servitor creatures active in the region, but none provide enough information to lead the party anywhere other than Igwenos Dam overlooking Somerrisk Town.

B: TRAVELING TO SOMERRISK TOWN

The party's two-day trek to Somerrisk Town is largely uneventful. The distance is 65 miles. Party members who succeed at a DC 20 Perception check notice odd rustling in the trees at night but nothing more. If the check result is at least 30, the character notes a wing-like silhouette against the stars disappear over the trees too fast to recognize or follow.

Unless the PCs take an extraordinarily circuitous route, they reach **ENCOUNTER B1** not far from town.

At Higher Levels: Parties with access to *teleport* or similar magic that sends them to Somerrisk Town off-target arrive at **ENCOUNTER 1**, about 5 miles from Somerrisk Town. If PCs use accurate instantaneous travel to arrive in the town itself, they skip **ENCOUNTER 1** and arrive at **ENCOUNTER 2**. **ENCOUNTER 1** can be placed while traveling overland between later encounters at the GM's discretion.

AT HIGHER LEVELS

PARTY LEVEL ENCOUNTER

2nd	2 wounded ghosts (17 hit points remaining)
3rd	2 ghosts
4th	3 ghosts
5th	4 ghosts
6th	gug with 38 hit points, 2 ghosts
7th	gug with 76 hit points, 3 ghosts
8th	gug with 76 hit points, 4 ghosts
9th	2 gugs with 76 hit points, 6 ghosts
10th	2 gugs with 114 hit points, 2 ghosts with 17 hit points
11th	3 gugs with 114 hit points
12th	3 gugs
13th	4 gugs
14th	6 gugs
15th	8 gugs
16th	Dhole hatchling with the young template
17th	Dhole hatchling
18th	Dhole hatchling with the giant template
19th	2 dhole hatchlings
20th	4 dhole hatchlings

Br: The Thing on the Road (CR 3+)

On the afternoon of the second day (about 5 miles from Somerrisk), the party rounds a cliffside bend and finds an ambush in progress. The sky is very cloudy, reducing the daylight from bright illumination to normal illumination. The Perception DC to hear the oddly muted commotion is 0, so the party first notices it when within 10 feet per point of the Perception result. Three recently-killed Mythos ghouls lie on the road.

Trees loom over the road to the southeast atop a 10-foot high and 10-foot wide steep slope (ascending treats the slope as difficult terrain costing 4 squares of movement). Another steep slope descends on the northwest side of the road, 15 feet down. Moving into a square of steep slope without tumbling down and landing prone at the bottom (along with 1d6 points of damage from the rough fall) requires a successful DC 7 Climb check or DC 12 Acrobatics check.

Creatures*: A Mythos ghast is attacking a gug. The gug has already slain the ghouls' ghouls masters and fellow ghouls but is itself badly injured. It is covered with stab and bite marks. As the party approaches, the ghast finishes off the gug, unless the party is at least 6th level (see below), and turns to attack them.

***Creatures at Higher Levels:** If the party is between 6th and 10th level, the gug attacks the party while the ghouls attack whatever is closest to them. It focuses its attacks against whatever damages it more after that. If the party dispatches multiple ghouls without serious injury, the gug decides it can't wait for them to finish off the remaining foes and attacks immediately, inspiring any remaining ghouls to carry off ghouls corpses to eat in safety. If the party is at least 11th level, gugs have slain all the other creatures and attack immediately. If the party is at least 16th level, a dhole hatchling disturbed by the shifting of the water table is responsible instead and all other creatures are dead.

Dread at Higher Levels: Anyone who identifies the dhole hatchling with a successful DC 29 Profession (Yog-Sothothery philosopher) or Knowledge (dungeoneering) check realizes that if it has any brethren, the entire planet is in danger. This is a major disturbing discovery, and a character unaccustomed to such cosmic threats must succeed at a DC 20 Will save or gain 1 stage of dread for 1d12 days.

Development*: The attacking creatures are sopping wet, despite no recent rain or known nearby water sources. Following



their tracks (DC 4 Perception or Survival) leads to a nearby ruined catacomb (an abandoned transplant from the Dreamlands), flooded nearly to surface level. It was obviously not designed to hold water like this, and a successful DC 15 Knowledge (engineering) or Knowledge (local) check reveals the flooding is very recent. A character who succeeds at a DC 25 Knowledge (engineering), Knowledge (geography), or Knowledge (nature) check or who casts *commune with nature* can tell that the local water table has risen dramatically and very quickly, likely as a result of flooding nearby.

A ghoulish woman's corpse, likely the expedition's leader from her withered finery, carries a letter. It tells of a feast of corpses (albeit soggy ones) to be found in near Igwenos Dam as well as comfortable room for the ghoulish community to grow in buildings abandoned by humans and gnorri. *Speak with dead* can also yield a clue about delicious undead she hoped to capture and eat, the fact that gnorri killed the humans, and her fear of dire bats or other winged monsters lurking near the mysteriously abandoned buildings. A character who succeeds at a DC 20 Knowledge (geography) or Knowledge (local) check recalls that Igwenos Dam is an old earthen dam, and its failure could have caused such a flood.

***Development at Higher Levels:** If the gug survives and is captured and interrogated with *tongues*, *dominate monster*, or similar magic, the party can learn that it was emboldened to attack by an omen from the murderous Great Old One it serves, Chaugnar Faugn, which promised his power was returning to the region.

If a dhole hatchling is present, reading its mind reveals that a large body of surface water nearby suddenly moved, flooding its tunnels and prompting it to surface. It has had no contact with other dholes since shifting here from the Dreamlands when Gnathowins formed decades ago.



GHAST, MYTHOS (1 OR VARIES)

CR 1 OR 3

XP 400 or 800 each

hp 17 or 34 of 34 each (*Sandy Petersen's Cthulhu Mythos* 339)

WOUNDED GUG (VARIES)

CR 8, 9, 10, OR 11

XP 4,800, 6,400, 9,600, or 12,800

hp 38, 76, 114, or 152 remaining of 152 (*Sandy Petersen's Cthulhu Mythos* 346)

YOUNG DHOLE HATCHLING

CR 18

XP 153,600

Dhole hatchling with the young creature simple template (*Sandy Petersen's Cthulhu Mythos* 322, *Pathfinder Bestiary*)

hp 287

DHOLE HATCHLINGS (VARIES)

CR 19

XP 204,800 each

hp 333 each (*Sandy Petersen's Cthulhu Mythos* 322)

GIANT DHOLE HATCHLING

CR 20

XP 307,200

hp 379 (*Pathfinder Bestiary*, *Sandy Petersen's Cthulhu Mythos* 322)



C: THE DROWNED TOWN

If they ride from Horngate, the party reaches an unexpected lake as the sun sets on the second day of travel. Read the following.

The road leads straight into the murky water of a lake like a strange boat launch. There is no clear shore, and the grass continues from dry land into the water. To the north, a high ridge looms, topped with trees. Stands of trees emerge from the water here and there—those farther away barely reach the ends of their leafy branches above the water. A stone spire rises from the water on the north shore of the lake. To the east, rows of wooden benches descend along a hillside to the water's edge toward a wooden stage that is now underwater.

The party's maps, as well as a DC 10 Knowledge (geography) check, indicate there should be no lake here. A party member that succeeds at a DC 10 Survival check deduces from the plants under the water that the area was above water less than a week ago; the entire lake is new. Recognizing the spire as the top of a local shrine to the sun, normally in the town centers throughout Gnathowins, requires a successful DC 10 Knowledge (local or religion) check.

A successful DC 15 Perception check allows PCs to spot wrecked wood walls and thatched roofs pinned under the water a few hundred feet away by fallen stones and, in the distance, a cracked stone amphitheater and stone temple. If the result is at least 20, yellow markings align to suggest an intentional sign drawn across multiple buildings visible only from at least several hundred feet away. Making a successful DC 15 Knowledge (religion) or Profession (Yog-Sothothery philosopher) check allows a PC to recognize this as the Yellow Sign, something associated with a mad cult and a banned play. With a DC 20 result, the party recognizes it as the titular sign of the Cult of the Yellow Sign, which serves the King in Yellow.



Dread: Anyone who identifies the Yellow Sign or hears mention of the King in Yellow and recognizes the significance with a successful DC 15 Profession (Yog-Sothothery philosopher) or DC 20 Knowledge (religion) check knows that a terrible evil festers here and can draw the attention of a world-shaking evil. Any character who learns this must succeed at a DC 15 Will saving throw or the character's dread increases by 1 stage (or more, if the check fails by 5 or more) for 1d12 x 10 minutes.

Cr: The South Road Stage

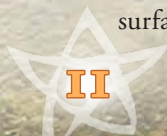
Undead cultists who once ran Somerrisk Town haunt the stage by the south road. Near the shore, the first 15 feet of water is shallow, and PCs can wade through it as difficult terrain without swimming or further penalties for fighting underwater.

Creatures*: A Mythos undead calling itself a vassal of the Yellow King lurks in the water (or more than one if the party is above 1st level) near the rural stage, one the cult used in life for rehearsals. If the party is 3rd-level or lower, the flooding and skirmishes with servants of Chaugnar Faugn have caused damage to the undead; it has only 28 hit points remaining. The undead and its fellows were the corrupt and decadent nobles who once ruled Somerrisk Town, forcing laborers to put on elaborate displays even when it meant neglecting vital agriculture and fishing obligations. Secretly cultists of the King in Yellow, they died in the flood but arose afterward as terrible undead.

If the party is not stealthy (Stealth result of 8 + party level or lower), the undead arise to attack anyone investigating the water when they either split up or turn to leave. Upon noticing the party, they rant. “You! Servants of the Weaver of Flesh! You will not kill us again, for the King in Yellow plays a marvelous score for your death scene.” A PC who succeeds at a DC 15 Knowledge (religion) or Profession (Yog-Sothothery philosopher) check identifies “Weaver of Flesh” as a gnorri name for Chaugnar Faugn, a rival cult to that of the King in Yellow. Succeeding at that check also allows a PC to recall enough information to know it would be consistent with the horror in the hills.

In combat, the undead praise the Yellow King, rant about the beautiful death scene they are providing the party, and lament that the party will not live to see the exquisite sculptures their corpses can make. The undead fight until destroyed.

If the party approaches stealthily and the worst Stealth check result is 15 or higher, they can spot **Xeruthak** the Mythos ghoul slip to the opposite shore, grab a bloated corpse hidden under the surface, and haul it up the opposite shore. The disturbance in the





water awakens the Mythos undead, who automatically notice the party; Xeruthak flees in fear to hide and watch over the far ridge regardless of the party's actions.

***Creatures at Higher Levels:** If the party is at least 3rd level, the undead each carry *pipes of the sewers* and call one swarm to attack the party from the surrounding foliage after playing for 1 round. If the party is at least 4th level, the variant Yellow Sign influencing the area allows rat swarms to arrive immediately. If the party is at least 5th level, each calling yields two swarms. If the party is at least 6th level, summoned rat swarms also have the advanced simple template (22 hp, +2 to all ability scores and skill checks, +4 to AC). Once a swarm dies, the undead can summon

another (although the Perform DC increases normally). At 8th level, when there are three or more vassals, half (rounded down) wear *necklace of fireballs (type II)* instead of *pipes of the sewers*. The undead cannot play the pipes underwater but wade at the edge of deep water to gain cover against attacks from land.

Dread: Encountering the undead is a minor disturbing discovery for anyone who has not met such creatures in combat before; all those characters must succeed at a DC 10 Will save or gain 1 stage of dread for 1d12 rounds.

Treasure: One undead carries a partially ruined (and therefore less dangerous) copy of the *King in Yellow*, worth 400 gp to a collector of the occult. In addition, the equipment worn

by the undead is salvageable. The town's valuables are otherwise ruined by water or conspicuously missing, taken by cultists of Chaugnar Faugn.

Development: The party will likely survey the drowned town (**AREA C2**) once it is safe.

When the party slays the last of the undead, Xeruthak the Mythos ghoul leaps from hiding to carry off one of the undead corpses. Xeruthak is shy but knows that humans sometimes mistake ghouls for criminals or murderers. As a result, she is quick to explain her innocence and that the destroyed undead are no use to anyone else. The corpses would have gone to waste anyway, so she feels entirely justified in salvaging them to feed her small band of ghouls. She asks if the party is working for the council, and unless they convince her they are not, she is eager to help and make a good impression.

Xeruthak volunteers that a ghoul disappeared from her group since they began squatting northeast of town last week, and she asks them to investigate the sites of the disappearances after thus proving themselves against the undead. She admits they might have been taken by slavers if the party suggests as much. Eager to please and insatiably curious about their intentions, she follows and guides them unless attacked or otherwise driven off.

If the party inquires about the flood, Xeruthak can explain that gnorri, led by an architect named Earogna, opened the dam, insisting they had permission from the town. Earogna seemed confused as to why there were still humans in the now-flooded valley town, given the permission. Xeruthak knows where the gnorri who opened the dam are (ruins in **AREA D1**) and is willing to introduce the party as thanks for eliminating the dangerous undead.

VASSAL OF THE YELLOW KING (1 OR VARIES) CR 2 OR 5

XP 600 or 1,600 each

Human Mythos undead aristocrat 6

CE Medium undead (augmented humanoid)

Init +2; **Senses** darkvision 60 ft.; Perception +10

DEFENSE

AC 17, touch 12, flat-footed 15 (+5 armor, +2 Dex)

hp 57 (6d8+30)

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

Defensive Abilities channel resistance +2, rejuvenation; **Immune** undead traits; **DR** 5/—

OFFENSE

Speed 35 ft.

Melee mwk rapier +4 (1d6–1/18–20)

Ranged dagger +3 (1d4–1/19–20)

AT HIGHER LEVELS

PARTY LEVEL	ENCOUNTER
2nd	2 vassals of the Yellow King with 28 hit points remaining and no combat gear
3rd	vassal of the Yellow King with 28 hit points remaining and <i>pipes of the sewers</i>
4th	vassal of the Yellow King with <i>pipes of the sewers</i> that call a rat swarm immediately
5th	vassal of the Yellow King with <i>pipes of the sewers</i> that call 2 rat swarms immediately
6th	vassal of the Yellow King with <i>pipes of the sewers</i> that call 2 advanced rat swarms immediately
7th	2 vassals of the Yellow King with <i>pipes of the sewers</i> that call 2 advanced rat swarms immediately
8th	2 vassals of the Yellow King with <i>pipes of the sewers</i> that call 2 advanced rat swarms immediately plus 1 with <i>necklace of fireballs (type II)</i>
9th	2 vassals of the Yellow King with <i>pipes of the sewers</i> that call 2 advanced rat swarms immediately plus 2 with <i>necklace of fireballs (type II)</i>
10th	3 vassals of the Yellow King with <i>pipes of the sewers</i> that call 2 advanced rat swarms immediately plus 3 with <i>necklace of fireballs (type II)</i>
11th	4 vassals of the Yellow King with <i>pipes of the sewers</i> that call 2 advanced rat swarms immediately plus 4 with <i>necklace of fireballs (type II)</i>
12th	deathless sorcerer plus 1 vassal of the Yellow King with <i>pipes of the sewers</i> that call 2 advanced rat swarms immediately
13th	deathless sorcerer plus 3 vassals of the Yellow King with <i>pipes of the sewers</i> that call 2 advanced rat swarms immediately plus 3 with <i>necklace of fireballs (type II)</i>
14th	2 deathless sorcerers
15th	3 deathless sorcerers
16th	4 deathless sorcerers
17th	6 deathless sorcerers
18th	8 deathless sorcerers
19th	12 deathless sorcerers
20th	risen witch plus 1 deathless sorcerer

STATISTICS

Str 8, **Dex** 15, **Con** —, **Int** 13, **Wis** 12, **Cha** 18

Base Atk +4; **CMB** +3; **CMD** 15

Feats Combat Expertise, Fleet, Iron Will^B, Nimble Moves, Skill Focus (Perform [wind]), Toughness^B

Skills Bluff +13, Intimidate +13, Knowledge (nobility) +10, Knowledge (religion) +10, Perception +10, Perform (wind) +16

Languages Aklo, Common

Combat Gear *pipes of the sewers* or *necklace of fireballs (type II)* or none (CR 2 without combat gear); **Other Gear** +1 *chain shirt*, dagger, masterwork rapier, antitoxin (2), courtier's outfit, staff of office (worth 200 gp), *everburning torch*, 30 gp

DEATHLESS SORCERER (VARIES)

CR 12

XP 19,200 each

Mythos undead old human sorcerer 12 (*Sandy Petersen's Cthulhu Mythos* 391)

hp 164 each

RISEN WITCH

CR 20

XP 307,200

Mythos undead human witch 20 (*Sandy Petersen's Cthulhu Mythos* 409)

hp 292

C2: Surveying Somerrisk

Surveying the ruins allows the party another chance to discover a Yellow Sign as described in the previous section. In addition, they can notice that there are almost no corpses despite the town clearly supporting over 100 residents.

A text recorded by the Yellow Sign cultists in the drowned town survives in a journal kept in a steeple above the new waterline. The steeple was used for stargazing and worshipping the local sun deity.

The journal records the author's increasing certainty that feared entities that descend from the sky have targeted the town to seize upon vulnerable individuals. The individuals taken from the town all share a psychic sensitivity that the Yellow Sign cultists had hoped to turn to working the great arts of the King in Yellow. The coordination suggests a rival cult of a Great Old One or Outer God, probably one associated with the Dreamlands in the area, such as Azathoth, Chaugnar Faugn, or Gobogeg. The cultists of the Yellow Sign feared that this poaching might lead to more brazen attacks against their clique. The Sheriff of Igwenos and her militia-captains have also been acting strangely lately, keeping themselves covered in heavy cloaks, speaking in low tones, and moving their post to a watchtower on the ridge overlooking the town. The burst dam only serves to confirm these fears.

If the party doesn't investigate the steeple, Xeruthak can share the above information. (A corpse she recently ate was that of the author.) She is relieved to have someone to share the unsettling information with. She doesn't see how it presents immediate danger, however, and is mostly relieved that these dangerous factions are in conflict with each other rather than paying attention to her and her kin.

Xeruthak waits for the party to survey the town, if they like, then leads them to the opened dam (AREA C3). Following the current upstream also leads the party to the opened dam.

C3: The Opened Dam

Following Xeruthak or the direction of the floodwaters leads the party to the site of the opened dam that, until recently, kept the lower valley protected from the floodwaters. The thick earthen dam has a clean trench running almost its full height, and water now flows steadily over the stone below that itself resembles a cascade of petrified water. The steepness of the slope prevents characters from bringing steeds into the uplands areas where the rest of the adventure takes place.

A PC who succeeds at a DC 15 Craft (masonry) or Knowledge (engineering) check recognizes that the dam was intentionally opened, probably using magic. If the result is at least 20, the character recognizes the design as gnorri. A character that succeeds at a DC 23 Knowledge (arcana) or Spellcraft recognizes the technique as specifically a potent *stone shape* effect.

Development: Xeruthak is likely guiding the party to those who last saw her missing kin or to the gnorri responsible for the flooding (both in area D1). Unguided parties can follow tracks leading from the dam to AREA D2 with a successful DC 11 Survival check.

D: THE DRAINED LAKE

Lake Igwenos is much shallower than usual now that it can drain through Igwenos dam. The lowered waters reveal a ring of low, muddy hills that had previously seemed like sandbars. The plants on its former banks have begun to shrivel and die, but only at the margins. To the north of the upland path beyond the dam is a gnorri ruin (D1). To the east is a ghoulish camp (D2). Farther east is a watchtower (D3). Northeast, in the center of the hills, is a temple of Chaugnar Faugn (D5). Each site is about 1 mile from the ghoulish camp. Lurking in the dying trees are flying captors who seek clever or sensitive mortals to capture for Ubxolalog's machinations. This mobile group is most active at night but eventually notices the party members and attempts to seize them as described in **ENCOUNTER D4** after the party explores D1 and D3 or attempts to leave.

D1: The Gnorri Ruin

A band of gnorri has set up camp in a ruin 1 mile north of the dam. If present, Xeruthak explains that a vanished ghoulish, Eruthos, was last seen on his way to salvage in the area. A PC can discover that the ghoulish tracks stopped suddenly with a successful DC 15 Survival or Perception check as if the creature teleported or lifted off the ground. If the check result was at least 20, the character is confident it was the latter from subtle changes in pressure in the final set of footprints. (Eruthos, like nearby humans and gnorri, was kidnapped by nightgaunts or more dangerous flying captors.)

The gnorri, led by the missing architect Earogna (builder gnorri expert 5), is investigating the ancient architecture of a gnorri ruin. They are commanding, quickly seizing control of any conversation with her gnorri underlings. If asked why they disappeared, what they have been up to, or why they missed their appointment in Horngate, they are annoyed and dismissive. They explain that they sent word with a cat messenger, Silverclaw, explaining everything already. The cat matches the description of the dead cat from **ENCOUNTER B1**. If the party mentions this fact, Earogna elaborates: they got permission to open Igwenos Dam from the local authorities through the sheriff after finding clues that very important ancient gnorri architecture disappeared in the murky water. Earogna will be along after their investigation is complete.

Dialogue with Earogna: Earogna is initially indifferent to the party unless the party includes a gnorri builder or character

who impresses them with a successful DC 15 Knowledge (engineering) check. They are friendly toward such characters.

If Earogna is made friendly, they offer to hire the party to investigate a larger ruin deeper in the partially drained valley. Ever since one of the gnorri left, presumably homesick and unwilling to stick out the course of this important expedition, the rest of their band utterly refuse to leave the ruin at night or venture closer to the temple. If questioned, the other gnorri say that they think the missing one was kidnapped or eaten by something in the night. They don't want to take any chances. They want to depart immediately and during daylight hours.

If confronted for flooding Somerrisk Town, Earogna insists they were given formal permission on behalf of the townspeople, who wanted to replenish the fields in the floodplain. To prove it, they direct the party to the sheriff who provided approval and produces a signed statement on a waterproof leather scroll. A PC who succeeds at a DC 15 Linguistics or Knowledge (local) check learns that the document is in good order. The sheriff's watchtower is on the ridge east of the town. Earogna provides directions to **AREA D3** by way of the ghoulish encampment in **AREA D2**.

If blamed for killing townsfolk, Earogna says that anyone who didn't leave was foolish for not simply swimming away. They truly don't appreciate how easy it is for air-breathing creatures to drown in a chaotic torrent. If attacked, they surrender, believing they have done nothing wrong. Explaining to them how callous their action was in a way that they fully grasp requires a successful DC 20 Knowledge (engineering) or Diplomacy check or a very accurate and macabre demonstration. Doing either one shakes them to their core (they reach dread stage 4 for 1d12 days) and leaves them too numb to converse much beyond repeating that they had no idea. The DC of skill checks to interact with them is reduced by 2 during this time.

If questioned about their research, Earogna explains that this structure uses techniques they have never seen before to interweave bone, wood, and stone into a surprisingly resilient construction. Unfortunately, while there are numerous inscriptions, they spend little time describing the construction of the structure. Most passages are prayers of placation and warnings about an ancient "monster in the hill" called Fleshweaver and Chaugnar Faugn. Earogna is dismissive of the text but reads a few choice bits for interested characters who succeed at a DC 10 Diplomacy check.

***Dialogue at Higher Levels:** At 2nd level or higher, add the party's level to the DC of any skill check to interact with Earogna.

Development*: The party can learn much from the Aklo runes. This requires a successful DC 20 Linguistics check for those who don't read Aklo and don't get Earogna to translate. The nearby "horror's spiral" is intended for Chaugnar Faugn to prepare food and servants who will be providing sustenance for greater servitors after they have worked to bring those greater servants from a distant world into the Dreamlands. The runes depict Chaugnar Faugn's servants as humans shaped in his image by the touch of his idol's fanged trunk or tentacle. A stylized image of the Great Old One appears here, encircled by mutated, elephantine gnorri defenders, in turn, encircled by hostile gnorri warriors rushing over the ranks of their dead.

A PC who succeeds at a DC 15 Perception check discovers a hidden inscription behind a swiveling bone panel. Alternatively, with a successful DC 20 Linguistics check, a character notices clues in the exposed inscriptions sufficient to find and open the panel. The hidden inscription describes how the gnorri worshipers of Chaugnar Faugn grew the structure. They cultivated it from the flesh of Chaugnar Faugn's enemies using gnorri builder magic while imprisoning the victims under the broken stones of their own walls. Showing it to Earogna improves her attitude by one step. This improvement remains even after reading it, although it does unsettle her appreciably.

***Development Higher Levels:** At 2nd level or higher, add the party's level to the DC to find the hidden inscription.

D2: The Ghoul Camp

If the party accepts Xeruthak's invitation to seek out the watchtower, or if they followed the tracks from the dam, their path takes them through where Xeruthak and her fellow Mythos ghouls have settled—a place on the dry shore of the now-diminished Lake Igwenos with docks of shaped stone. The gnorri constructed the few buildings from wood and extruded stone. A character recognizes the stone as gnorri work with a successful DC 15 Knowledge (engineering or local) check. This village was once a gnorri and human fishing encampment, but its inhabitants are mysteriously absent. The ghouls speculate that this was because there was no more fishing to do after the lake was drained by gnorri builders a few weeks ago.

Xeruthak and the other seven of the original nine Mythos ghouls who began squatting in the area a week ago now inhabit

the emptied camp. If the party demonstrates they are friendly, a few ghouls might ask after recent scholarly publications in Horngate or offer to buy a humanoid's corpse whenever they die. Xeruthak offers to take the party to see the last known of the vanished ghouls.

Development: A PC who succeeds at a DC 30 Survival check notices the tracks of gnorri and humanoids that end suddenly at various places around the settlement. If the check result is at least 35, it is apparent from subtle changes in pressure that someone or something lifted the individuals suddenly into the air.

D3: The False Sheriff's Watchtower (CR 1+)

When the party investigates the tower on the ridge near the ghoulish camp, if they come from the direction of the ghoulish path, they come from the north. If they come from the dam, they come from the west and encounter a smattering of trackless undergrowth. Read the following when they approach.

Before you rises a dilapidated wooden tower about 30 feet tall and 20 feet wide. Rickety stairs climb its side to a narrow wooden platform with high walls. Thick bushes crowd it on all sides except for the paths approaching from the west and north. It overlooks a steep cliff descending over 100 feet to the wooded valley below.

The bushes are difficult terrain and provide concealment. The steep cliff requires a successful DC 10 Climb check to scale or DC 15 Acrobatics check to walk. A character who fails slides 1d3 x 20 feet down the slope and takes 1d6 points of damage. Walking characters treat the cliff area as difficult terrain, costing 4 squares of movement to enter each square.

The Sheriff of Igwenos, Lanalyn Coriam, is charged with settling disputes between the farmers, fishers, and townsfolk around Lake Igwenos. Unfortunately for those under her watch, she is secretly a worshiper of Chaugnar Faugn. This small, fire-watching tower has been her station in recent weeks, a move she organized because she had advanced knowledge of the attack on the town.

Creatures*: The sheriff and her militia-captain appear to be human, but are truly Tcho-Tcho. They feign earnest surprise at the damage wrought by the dam, saying that the gnorri never



At Higher Levels

PARTY LEVEL ENCOUNTER

2nd	3 Tcho-Tcho
3rd	4 Tcho-Tcho
4th	3 Mythos satyrs
5th	4 Mythos satyrs
6th	6 Mythos satyrs
7th	1 Tcho-Tcho Okkator assassin plus 3 Mythos satyrs
8th	2 Tcho-Tcho Okkator assassins
9th	3 Tcho-Tcho Okkator assassins
10th	1 Tcho-Tcho masked Okkator plus 2 Tcho-Tcho Okkator assassins
11th	2 Tcho-Tcho masked Okkator plus 2 Tcho-Tcho Okkator assassins
12th	4 Tcho-Tcho masked Okkator
13th	6 Tcho-Tcho masked Okkator
14th	1 proto-shoggoth plus 3 Tcho- Tcho masked Okkator
15th	2 proto-shoggoths
16th	3 proto-shoggoths
17th	4 proto-shoggoths
18th	1 thrall of Yog-Sothoth plus 2 proto-shoggoths
19th	2 thralls of Yog-Sothoth plus 2 proto-shoggoths
20th	3 thralls of Yog-Sothoth plus 6 proto-shoggoths

spoke to them. A PC who succeeds at a DC 20 Perception check sees through the disguise. A PC who succeeds at a DC 15 Sense Motive check discovers that the liaisons are lying. They move to gain advantageous positions while speaking and attack, surprising any character that fails the Sense Motive check. The upper railings provide partial cover and high ground.

***Creatures at Higher Levels:** The false officials are, in truth, more terrible creatures who either worship or are allied with Chaugnar Faugn. Add the party's level to the DC of the skill checks.

Treasure*: The equipment worn by the imposters is salvageable.

***Treasure at Higher Levels:** As part of their disguises, the Mythos satyrs (if present) wear the same equipment as the Tcho-

Tcho. As part of their disguises, the proto-shoggoths (if present) wear the same equipment as Tcho-Tcho masked Okkator even though they can't use it effectively in combat and it falls to the ground when they attack.

Development: The interior of the tower is dirty, stained with splashes of blood, and dilapidated. The spare furniture is jumbled in the corner and topped by elephantine holy symbols of Chaugnar Faugn.

If captured, the deceivers rant that their captors are fools soon to see the true glory of the Fleshweaver. The flying captors soon target anyone who keeps them nearby in **ENCOUNTER D4**.

TCHO-TCHO (2 OR VARIES)

CR 1/2

XP 200 each

hp 13 each (*Sandy Petersen's Cthulhu Mythos* 388)

SATYRS, MYTHOS (VARIES)

CR 1

XP 400 each

hp 16 each (*Sandy Petersen's Cthulhu Mythos* 367)

TCHO-TCHO OKKATOR ASSASSINS (VARIES)

CR 6

XP 2,400 each

hp 49 each (*Sandy Petersen's Cthulhu Mythos* 389)

TCHO-TCHO MASKED OKKATOR (VARIES)

CR 8

XP 4,800 each

hp 71 each (*Sandy Petersen's Cthulhu Mythos* 388)

PROTO-SHOGGOTH (VARIES)

CR 13

XP 25,600 each

hp 187 each (*Sandy Petersen's Cthulhu Mythos* 377)

THRALLS OF YOG-SOTHOTH (VARIES)

CR 15

XP 51,200 each

Outer mutant human sorcerer 15 (*Sandy Petersen's Cthulhu Mythos* 410)

hp 160 each



D4: The Flying Captors (CR 2+)

This encounter can take place anywhere around Lake Igwenos after the party has visited the gnorri ruins and watchtower. It happens before the party reaches the temple in **AREA D5** if they seek it out since the flying captors watch for intruders. They avoid attacking when the party has a roof overhead (such as in **AREA D1** or **D2**) and attack at night unless the party avoids exposure at night. If the party attempts to leave the region after visiting the watchtower or gnorri ruins, they are attacked on the road back to Horngate.

Creatures*: If Xeruthak is with the group, two degenerate nightgaunts descend upon the party when they are seeking clues, resting, or otherwise distracted. One nightgaunt seizes Xeruthak during the surprise round (or the first round of combat, if there is no surprise round) and flies off with her. Without Xeruthak, only one nightgaunt appears. The nightgaunt engages the rest of the party, attempting to incapacitate them so that they can carry them off one by one. The captors fight to the death.

***Creatures at Higher Levels**: One or more nightgaunts and other creatures (as indicated in the sidebar) attempt to carry off the party as soon as they are vulnerable enough to be seized. The flying captors do not separate the party, flying off only if they can carry all of the party. Otherwise, they fight to the death.

Development*: If the party fights off the captors, they can head in the direction the nightgaunt carried Xeruthak to find its hiding place. The distance is 1 mile, taking 10 minutes if the party hustles with a base speed of 30 feet (15 minutes with speed 20 feet, 8 minutes with speed 40 feet), or twice as long if they do not hustle. The terrain is too muddy and rocky for characters to run unless they succeed at a DC 20 Acrobatics check. Unlike the party, nightgaunts can use the run action to fly out of reach at a rate of 160 feet per round once they clear the trees; once out of range, they hustle at 800 feet per minute and arrive after 7 minutes. If the nightgaunts notice characters catching up to within 150 feet, they begin to run at twice their hustling speed. The ghouls in the camp recommend giving immediate chase if the party doesn't seize upon it themselves, as the ghouls are worried there is no safe place to flee from flying monsters.

If the party was carried off by flying captors, they are delivered together to the temple (shortly after Xeruthak arrives, if she was with them and carried off).

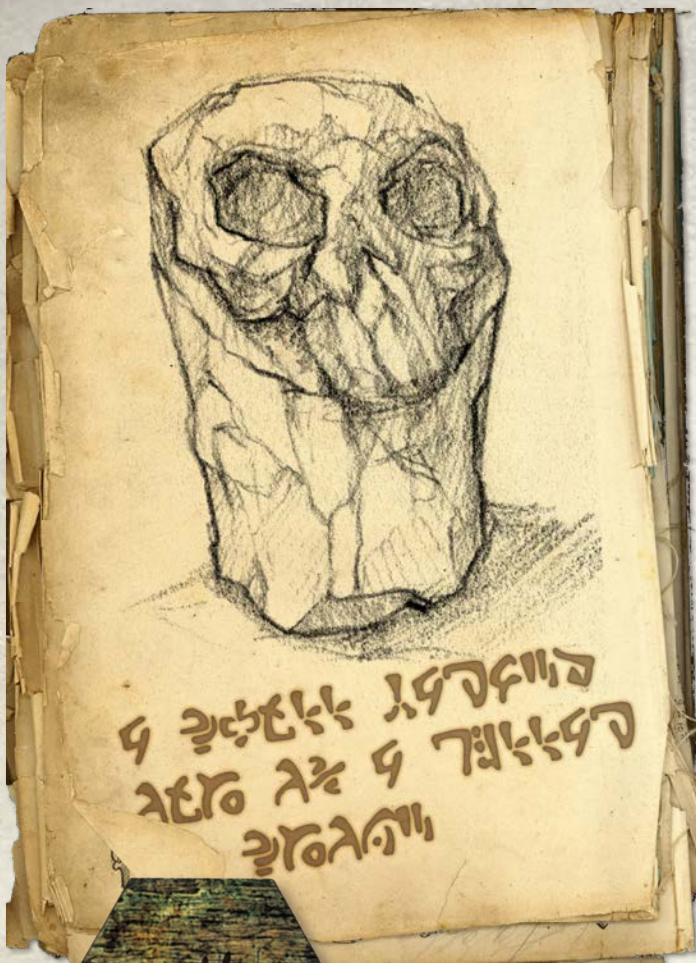
If the party captures a flying captor, the creature carries the sign of Chaugnar Faugn and its claws carry bits of dark green

At Higher Levels

PARTY LEVEL	ENCOUNTER*
2nd	2 degenerate nightgaunts (each with visible wounds and 16 hit points remaining) plus 1 carrying Xeruthak
3rd	2 degenerate nightgaunts plus 1 carrying Xeruthak
4th	3 degenerate nightgaunts plus 1 carrying Xeruthak
5th	5 degenerate nightgaunts plus 1 carrying Xeruthak
6th	7 degenerate nightgaunts plus 1 carrying Xeruthak
7th	7 nightgaunts plus 1 carrying Xeruthak
8th	9 nightgaunts plus 1 carrying Xeruthak
9th	1 shantak plus 9 nightgaunts plus 1 nightgaunt carrying Xeruthak
10th	4 shantaks plus 4 nightgaunts plus 1 nightgaunt carrying Xeruthak
11th	7 shantaks plus 1 shantak carrying Xeruthak
12th	7 mi-go plus 1 shantak carrying Xeruthak
13th	9 mi-go plus 1 shantak carrying Xeruthak
14th	1 flying polyp plus 5 mi-go plus 1 shantak carrying Xeruthak
15th	2 flying polyps plus 1 shantak carrying Xeruthak
16th	3 flying polyps plus 1 shantak carrying Xeruthak
17th	5 flying polyps plus 1 flying polyp carrying Xeruthak
18th	7 flying polyps plus 1 flying polyp carrying Xeruthak
19th	8 flying polyps plus 1 flying polyp carrying Xeruthak
20th	6 hunting horrors plus 1 hunting horror carrying Xeruthak

*If Xeruthak is not present, the kidnapper that would seize her is absent, searching for prey elsewhere.

stone that the ghouls know from distantly scouting a similarly-colored ruin in the drained lake. A character can also recognize the distinctive stone from the lake bed with a successful DC 20 Knowledge (geography) check.



***Development at Higher Levels:** A shantak can use the run action to fly at a rate of 800 feet per round once clear of the trees (1 round). It arrives at the temple after 6 rounds. A flying polyp can use the run action to fly at a rate of 240 feet per round once clear of the trees. Hustling at 1,200 feet per minute allows it to arrive in just under 5 minutes. A hunting horror can run while flying at 320 feet per round once clear of the trees. Hustling at 1,600 feet per minute allows it to arrive in 3-1/2 minutes.

DEGENERATE NIGHTGAUNTS (2 OR VARIES) CR 2

XP 600 each

Nightgaunts (*Sandy Petersen's Cthulhu Mythos* 356) with the degenerate template (see page 26)

hp 22 each

NIGHTGAUNTS (VARIES) CR 3

XP 800 each

hp 30 each (*Sandy Petersen's Cthulhu Mythos* 356)

SHANTAKS (VARIES) CR 7

XP 3,200 each

hp 85 each (*Sandy Petersen's Cthulhu Mythos* 373)

MI-GO (VARIES) CR 8

XP 4,800 each

hp 104 each (*Sandy Petersen's Cthulhu Mythos* 352)

FLYING POLYPS (VARIES) CR 14

XP 38,400 each

hp 207 each (*Sandy Petersen's Cthulhu Mythos* 334)

HUNTING HORRORS (VARIES) CR 16

XP 76,800 each

hp 237 each (*Sandy Petersen's Cthulhu Mythos* 348)

D5: The Fleshweaver's Spiral (CR 4+)

Squatting on a low hill ringed by slightly taller hills is an inky-colored, green-veined stone structure in a roughly spiral shape. Arches of wood interwoven with bone support the halls at regular intervals. The central chamber is the only area currently occupied. When the party reaches the central chamber, read the following.

This wide chamber has seven tunnels leading out of it spaced unevenly along its walls. Rows of human-height arches flank each tunnel like bone protruding from the green-veined gray stone floor. Where they converge, a gleaming crystal altar shaped vaguely like a fattened elephant stands.

Exsanguinated gnorri corpses lie splayed in the altar. Their bones and muscles have been stitched together into a of thrumming and twanging engine. A hefty, eyeless, gray toad-like being attends the engine. Its writhing, sucking tendrils taste the air noisily. In sync with the engine's noise, a spiral diagram covering the whole floor of the room glows brighter and brighter.

Creatures*: The most recently transformed victims, three Mythos satyrs, control the temple. These creatures fawn over the central altar. All fight to the death.

Ubxolalog is working the profane engine that grants him a working version of Chaugnar Faugn's warping power. It requires his constant attention, or he risks wasting its magic, and its backlash has weakened him. He does not break off working to use it until none of his minions remain to defend him. If he maintains concentration on the ritual engine for 1 minute, he targets one creature, who he afflicts with the feed and curse abilities of Chaugnar Faugn's influence (*Sandy Petersen's Cthulhu Mythos* 225) except that the curse's save DC is 15. Ubxolalog fights to the death.

If flying creatures carried Xeruthak off and the party arrives within 10 minutes of the kidnapping (and the combat with the nightgaunts did not delay them more than 1 minute), they reach Xeruthak before her transformation. They can see her, limbs twisted by magical force and writhing in pain, pinned at the center of a complex diagram, resembling a twisted, seven-pointed star. If they remove her (a standard action), the force fades and

CREATURES AT HIGHER LEVELS

PARTY LEVEL	ENCOUNTER
2nd	4 Mythos satyrs, then Ubxolalog (moon-beast)
3rd	6 Mythos satyrs, then Ubxolalog (moon-beast)
4th	Ubxolalog, 3 Mythos satyrs (1 using engine)
5th	Ubxolalog, 5 Mythos satyrs (1 using engine)
6th	Ubxolalog, 1 cursed Okkator assassin, 3 Mythos satyrs (1 using engine)
7th	Ubxolalog, 3 cursed Okkator assassins (1 using engine)
8th	Ubxolalog, 4 cursed Okkator assassin (1 using engine)
9th	Ubxolalog, 1 cursed masked Okkator, 4 cursed Okkator assassins (1 using engine)
10th	Ubxolalog, 2 cursed masked Okkator, 4 cursed Okkator assassins (1 using engine)
11th	Ubxolalog (cursed moonpriest), plus 4 cursed masked Okkator (1 using engine)
12th	Ubxolalog (cursed moonpriest), plus 7 cursed masked Okkator (1 using engine)
13th	Chaugnar Faugn, Ubxolalog (cursed moonpriest), another cursed moonpriest, plus 6 cursed masked Okkator
14th	Chaugnar Faugn, Ubxolalog (cursed thrall), plus 4 cursed masked Okkator
15th	Chaugnar Faugn, Ubxolalog (cursed thrall), plus 8 cursed masked Okkator
16th	Chaugnar Faugn (stage 2) plus Ubxolalog (cursed thrall)
17th	Chaugnar Faugn (stage 2), Ubxolalog (cursed thrall), plus 3 exalted warped ones
18th	Chaugnar Faugn (stage 2), Ubxolalog (cursed thrall), plus 12 exalted warped ones
19th	Chaugnar Faugn (stage 2), Ubxolalog (cursed thrall), plus 4 ascendant warped ones
20th	Byatis, Chaugnar Faugn (stage 2), Ubxolalog (cursed thrall), plus 6 ascendant warped ones



leaves her nauseated and sickened for 24 hours. If it is too late, she has taken on the distorted features of a Mythos satyr (or another creature, at higher levels) and has just bare fragments of her old personality left. One round after combat begins, a transformed Xeruthak climbs to her distorted feet and joins the fray to defend her maker. She fights to the death.

***Creatures at Higher Levels:** Creatures mutated by Chaugnar Faugn's idols and potent enough to present a deadly challenge to the party attend Ubxolalog. If the party is at least 3rd level and Xeruthak has mutated, she also gains the advanced creature simple template. If the party is 4th to 10th level, Ubxolalog is a 7th-level cleric (see page 24) and engages in combat immediately while an ally operates the engine. If the party is 11th to 14th level, Ubxolalog is instead a cursed moonpriest (see below). If the party is at least 12th level and Xeruthak mutates, she becomes an exalted warped one (see page 25) instead of a Mythos satyr. If the party is at least 13th level, replace the engine with the idol of Chaugnar Faugn crafted from similarly lifelike materials or (at 16th level) Chaugnar Faugn's avatar. If the party is at least 15th level, Ubxolalog is instead a cursed thrall (see below). All fight to the death.

Dread*: Discovering the fate of the victims is a moderate disturbing discovery. All characters must succeed at a DC 15 Will saving throw or their dread increases by 1 stage (or more, if the saving throw fails by 5 or more). The DC is 20 for any character who befriended Xeruthak.

***Dread at Higher Levels:** If Chaugnar Faugn is present, each character must also make a Will saving throw against his influence save DC to avoid gaining 1 (or more) stage of dread.

Development: Ubxolalog's device is bound to him and explodes in bony shrapnel when he is slain or separated from it. Anyone within 5 feet of it must succeed at a DC 15 Reflex saving throw or take 1d6 points of piercing damage.

If the PCs return the corpses of the Mythos satyrs to Horngate, a few retain enough of their original features to be identified as being among the missing humans and ghouls. Any captured minions retain only mere vestiges of who they once were. They care only about furthering the glory of the Fleshweaver. However, other occult rituals or powerful magic such as *limited wish* or *greater restoration* can eventually reverse the effect. Creatures transformed recently can be restored with *break enchantment* in Horngate.

TREASURE AT HIGHER LEVELS

PARTY LEVEL	TREASURE
2nd	<i>wand of mist of R'lyeh</i> , <i>wand of lethargy of Tsathoggua</i> , Book of Dzyan
3rd	<i>wand of kiss of Dagon</i> (15 charges remaining), Book of Dzyan
4th	Ubxolalog's gear, Book of Dzyan (no spells or rituals)
5th	Ubxolalog's gear, <i>wand of mist of R'lyeh</i> , Book of Dzyan
6th	Tcho-Tcho Okkator assassin's gear (page 389), Ubxolalog's gear, Book of Dzyan (no spells or rituals)
7th	Tcho-Tcho Okkator assassin's gear (3, page 389), Ubxolalog's gear, Book of Dzyan (no spells or rituals)
8th	Tcho-Tcho Okkator assassin's gear (4, page 389), Ubxolalog's gear, Book of Dzyan (no spells or rituals)
9th	Tcho-Tcho masked Okkator's gear (page 388), Tcho-Tcho Okkator assassin's gear (4, page 389), Ubxolalog's gear, Book of Dzyan (no spells or rituals)
10th	Tcho-Tcho masked Okkator's gear (2, page 388), Tcho-Tcho Okkator assassin's gear (4, page 389), Ubxolalog's gear, Book of Dzyan (no spells or rituals)
11th	Moonpriest's gear (page 408), Tcho-Tcho masked Okkator's gear (4, page 388), Book of Dzyan (no spells or rituals)
12th	Moonpriest's gear (page 408), Tcho-Tcho masked Okkator's gear (7, page 388), Von Unaussprechlichen Kulten
13th	Moonpriest's gear (2, page 408), Tcho-Tcho masked Okkator's gear (6, page 388), <i>minor brazen head</i> , Von Unaussprechlichen Kulten
14th	Tcho-Tcho Okkator assassin's gear (4, page 388), Thrall of Yog-Sothoth's gear (page 410), <i>brazen head</i> , Von Unaussprechlichen Kulten
15th	Tcho-Tcho Okkator assassin's gear (8, page 388), Thrall of Yog-Sothoth's gear (page 410), <i>minor brazen head</i> , Necronomicon
16th	Thrall of Yog-Sothoth's gear (page 410), <i>major brazen head</i> , Necronomicon
17th	Thrall of Yog-Sothoth's gear (page 410), <i>Leng glass</i> , <i>major brazen head</i> , <i>scroll of greater Sarnath sigil</i> , Necronomicon
18th	Thrall of Yog-Sothoth's gear (page 410), <i>legendary brazen head</i> , <i>scroll of melt flesh</i> , <i>scroll of ferox</i> , Necronomicon
19th	Thrall of Yog-Sothoth's gear (page 410), <i>legendary brazen head</i> , <i>Leng glass</i> , <i>scroll of cursed slumber</i> , <i>scroll of curse of Yig</i> , <i>scroll of ferox</i> , <i>scroll of hibernation of Ithaqua</i> , Necronomicon
20th	Thrall of Yog-Sothoth's gear (page 410), <i>legendary brazen head</i> , <i>medallion of Y'ha Nthlei</i> , <i>ring of regeneration</i> , Necronomicon



Treasure*: Ubxolalog carries magic items and texts in a pouch slung under his belly. He has a *wand of mist of R'lyeh* (*Sandy Petersen's Cthulhu Mythos* 120) and a copy of the Book of Dzyan (*Sandy Petersen's Cthulhu Mythos* 155).

***Treasure at Higher Levels:** If the party is at least 2nd level, Ubxolalog instead has the items indicated on the Treasure at Higher Levels table. The table also names the stat blocks containing other gear the party can find after they are victorious—see *Sandy Petersen's Cthulhu Mythos* on the indicated page for details on each stat block.

MOON-BEAST

CR 2

XP 600

hp 19 (*Sandy Petersen's Cthulhu Mythos* 354)

Tactics After his minions perish, Ubxolalog flies between the bone arches away from the party to attack from higher ground, using spell-like abilities to separate the party.

SATYRS, MYTHOS (3 OR VARIES)

CR 1

XP 400 each

hp 16 each (*Sandy Petersen's Cthulhu Mythos* 367)

Tactics Unless the party surprises the group, half of the Mythos satyrs hang from the roof to surprise intruders while the rest bar the way to the altar.

UBXOLOG

CR 7

XP 1,600

Moonbeast cleric of Chaugnar Faugn 6

CE Medium aberration

Init +4; **Senses** blindsight 30 ft., darkvision 60 ft.; Perception +17

DEFENSE

AC 19, touch 10, flat-footed 19 (+4 *mage armor*, +5 natural)

hp 73 (9d8+33)

Fort +11, **Ref** +5, **Will** +13

Defensive Abilities amorphous, **DR** 5/slashing; **Immune** cold

OFFENSE

Speed 30 ft.

Melee mwk spear +10/+5 (1d8+4/x3)

Special Attacks channel negative energy 6/day (DC 16, 3d6)

Spell-Like Abilities (CL 2nd; concentration +9)

3/day—*cause fear* (DC 14)

1/day—*mage armor*, *daze monster* (DC 15), *detect thoughts* (DC 15)

Cleric Spell-Like Abilities (CL 6th; concentration +15)

8/day—battle rage, touch of chaos

Cleric Spells Prepared (CL 6th; concentration +15)

3rd—*bestow curse* (DC 18), *magic circle against law*^D, *prayer*, *searing light* (+6 touch, 3d6)

2nd—*cure moderate wounds*, *hold person* (DC 17), *resist energy*, *sound burst* (DC 17), *spiritual weapon*^D

1st—*command* (DC 16), *cure light wounds*, *divine favor*, *entropic shield*, *obscuring mist*, *protection from law*^D

0 (at will)—*detect magic*, *guidance*, *read magic*, *resistance*

D domain spell; **Domains** Chaos, War

TACTICS

Tactics Ubxolalog remains above targets on the arches while casting *prayer* and *bestow curse* to slow down enemies. If his minions aren't dealing damage, he uses *spiritual weapon*. Otherwise, he switches to *searing light* and *sound burst*.

STATISTICS

Str 16, **Dex** 11, **Con** 16, **Int** 14, **Wis** 20, **Cha** 17

Base Atk +6; **CMB** +9; **CMD** 19

Feats Great Fortitude, Improved Initiative, Improved Natural Armor, Lightning Reflexes, Power Attack

Skills Intimidate +15, Knowledge (arcana) +11, Knowledge (geography) +5, Perception +17, Profession (Yog-Sothothery philosopher) +12, Stealth +12

Languages Aklo, Common

SQ spellcasting prodigy

Combat Gear *lesser extend metamagic rod*; **Other Gear** mwk spear, amulet of natural armor +1, unguent of timelessness, gems worth 148 gp

SPECIAL ABILITIES

Spellcasting Prodigy (Ex) Moonbeasts have an uncanny knack for spellcasting, be it arcane, divine, or psychic in nature. A moonbeast that takes levels in a spellcasting class gains a bonus skill rank for each level possessed, but this bonus rank must be spent on Knowledge (arcana), Spellcraft, or Use Magic Device. Once per day, a moonbeast with at least one level in a spellcasting class can cast a spell without losing it or a spell slot. A moonbeast gains a +4 insight bonus on all concentration checks and caster level checks.

CURSED OKKATOR ASSASSINS (VARIES) CR 7

XP 3,200 each

Tcho-Tcho Okkator assassin with the advanced creature simple template (*Sandy Petersen's Cthulhu Mythos* 389, *Pathfinder Bestiary*)
hp 63 each

CURSED MASKED OKKATOR (VARIES) CR 9

XP 6,400 each

Tcho-Tcho masked Okkator with the advanced creature simple template (*Sandy Petersen's Cthulhu Mythos* 388, *Pathfinder Bestiary*)
hp 89 each

CURSED MOONPRIEST (VARIES) CR 12

XP 19,200 each

Moonpriest (moonbeast cleric 10) with the advanced creature simple template (*Sandy Petersen's Cthulhu Mythos* 408, *Pathfinder Bestiary*)
hp 146 each

Tactics Ubxolalog flits between the elevated arches while casting spells to support his minions. If Chaugnar Faugn's influence is present, he keeps away from the idol and uses *hold person* on humanoids that appear to be mentally weak within the influence. If he has a partner cursed moonpriest, that one casts *divine power* on herself and attacks humans in melee with her dagger.

CURSED THRALL CR 16

XP 76,800 each

Outer mutant human sorcerer 15 with the advanced creature simple template (*Sandy Petersen's Cthulhu Mythos* 410, *Pathfinder Bestiary*)
hp 190 each

Tactics Ubxolalog opens combat with *insanity* against large foes and *disintegrate* against smaller foes.

CHAUGNAR FAUGN CR 16

XP 76,800

Idol hp 1,000 (*Sandy Petersen's Cthulhu Mythos* 225)

EXALTED WARPED ONES (VARIES) CR 11

XP 12,800 each

Outer abominations with the advanced creature simple template (*Sandy Petersen's Cthulhu Mythos* 362, *Pathfinder Bestiary*)
hp 159 each

Tactics The exalted warped ones feed on their willing allies if they are injured and unable to feed on player characters.

ASCENDANT WARPED ONES (VARIES) CR 18

XP 153,600 each

Larval starspawn with the advanced creature simple template (*Sandy Petersen's Cthulhu Mythos* 386, *Pathfinder Bestiary*)

hp 310 each

CHAUGNAR FAUGN (STAGE 2) CR 19

XP 204,800

hp 330 (*Sandy Petersen's Cthulhu Mythos* 225)

Morale Chaugnar Faugn's avatar can simply manifest again; he fights to the death.

BYATIS CR 15

XP 51,200

Defeat sacrifice (*Sandy Petersen's Cthulhu Mythos* 222)

CONCLUSION

The temple was clearly being used in a ritual to transform victims into new shapes inspired by some dark force. A successful DC 15 Knowledge (religion) or Profession (Yog-Sothothery philosopher) check identifies the Dreamlands cult of Chaugnar Faugn. The PCs have broken its central power, and the people of Gnathowins will not be caught unawares so easily again.

Although the public is skeptical of the wild tales of what has happened and seeks further investigations into the disappearances, the party has enough evidence to convince the council that the kidnapped victims became these slaving monsters if they preserve all of the least-mutated corpses for identification. The council organizes further research into these largely-forgotten entities and rewards the party members for their service.

Unless the party hides the evidence of her involvement or succeeds at a DC 15 Bluff, Diplomacy, or Perform (oratory) to sway the mob, the public eventually turns on Earogna, blaming the disappearances on the flood she caused and driving her out of Gnathowins.

At Higher Levels: The DC of the check to assuage the mob's rage increases by an amount equal to the party's level.

Rewards: Each character receives an item worth up to 200 gp as a reward for their service. Award each character 100 XP for completing the adventure and exposing the threat.

Rewards at Higher Levels: Award each character XP equal to one-quarter the total XP for an encounter with CR equal to their level. Each receives an item worth half the treasure for a single encounter with CR equal to their level.

CONTINUING THE ADVENTURE

To continue grappling with the dangers presented in this adventure, link any feature to a larger threat. Most immediately, the party might later discover that the cult of Chaugnar Faugn has spread more mutants and the instructions for creating his influence idol to one or more other cult cells around Gnathowins Bay. Chaugnar Faugn's power to shape the flesh of his servants means that he can transform them to infiltrate and lead astray those who oppose his rise until his enemies rise up and stop him.

Other threats loom as well. The amnesiac influence of the Dreamlands has created a weak place where Byatis (*Sandy Petersen's Cthulhu Mythos* 222) has begun to develop influence and yet might add to the danger of Chaugnar Faugn or other more potent influences. Gnorri occult researchers have begun offering it propitiatory sacrifices which they refuse to reveal for fear of the consequences if they are wrong. At the same time, some zoogs gravitate to Byatis's influence unwittingly in their yearning to return to the Dreamlands.

Gugs or dholes might be emboldened by the recent events to begin feasting on the surface. The strange creatures organized by Chaugnar Faugn, including horrific entities like proto-shoggoths and Tcho-Tcho Okkator, might turn away as his power wanes

and seek to sate their alien hungers uncontrolled. Even worse, some of Chaugnar Faugn's psychically sensitive victims draw the attention of Outer Gods like Yog-Sothoth and Nyarlathotep, or rival Great Old Ones like Cthulhu, as such mutants are useful pawns and Chaugnar Faugn's influence over them wavers. These eldritch entities grow increasingly eager to exploit the weakened state of reality around Gnathowins

The Cult of the Yellow Sign festers nearby, seeking to collect a copy of the *King in Yellow*. Eventually, they hope to put on a production of the banned play in the city of Horngate, under the blessing of an unwitting council desperate for a distraction from an increasingly frightening reality.

APPENDIX

Simple Template:

Degenerate Creature (CR -1)

Degenerate creatures are weaker than their ordinary cousins. This template previously appeared in *Pathfinder Roleplaying Game: Bestiary 5*.

Quick Rules: -2 on all rolls (including damage rolls) and to special ability DCs; -2 to AC and CMD; -2 hp/HD.

Rebuild Rules: **Ability Scores** -4 to all ability scores (minimum 1).



EXAMPLE PLAYER CHARACTERS

GNARYAL

GNARYAL

CR 1

XP 400

Gnorri ranger 1

NG Large monstrous humanoid

Init +1; **Senses** deepsight, low-light vision; Perception +6

DEFENSE

AC 14, touch 10, flat-footed 13 (+3 armor, +1 Dex, +1 shield, -1 size)

hp 12 (1d10+2)

Fort +4, **Ref** +3, **Will** +2

Defensive Abilities amorphous entrails

OFFENSE

Speed 25 ft., swim 40 ft.

Melee gnorri longspear +3 (1d10+3/18–20)

Ranged gnorri spearshot +2 (1d8+2/x3)

Space 10 ft.; **Reach** 5 ft. (optionally 10 ft. with gnorri longspear)

Special Attacks favored enemy (monstrous humanoid) +2

STATISTICS

Str 14, **Dex** 13, **Con** 15, **Int** 8, **Wis** 14, **Cha** 8

Base Atk +1; **CMB** +4; **CMD** 15; can't be tripped

Feats Fleet

Skills Craft (weapons) +3, Heal +8, Knowledge (nature) +5, Perception

+6, Stealth -4, Survival +6 (+7 to follow tracks), Swim +10; **Racial**

Modifiers +2 Craft (alchemy), Heal, Knowledge (nature); -2 Bluff,

Diplomacy, and Sense Motive involving non-gnorri; **Armor Check**

Penalty -5

Languages Common, Gnorri

SQ limb allocation (currently three), track +1

Gear gnorri longspear, gnorri spearshot with 5 spearshots, buckler, studded leather

SPECIAL ABILITIES

Amorphous Entrails (Ex) There is a 25% chance each critical hit or sneak attack against you is treated as a normal hit without sneak attack. You are unharmed by extreme pressure.

Amphibious (Ex) You can breathe both air and water.

Deepsight (Ex) You have darkvision to a range of 120 feet that functions only underwater.

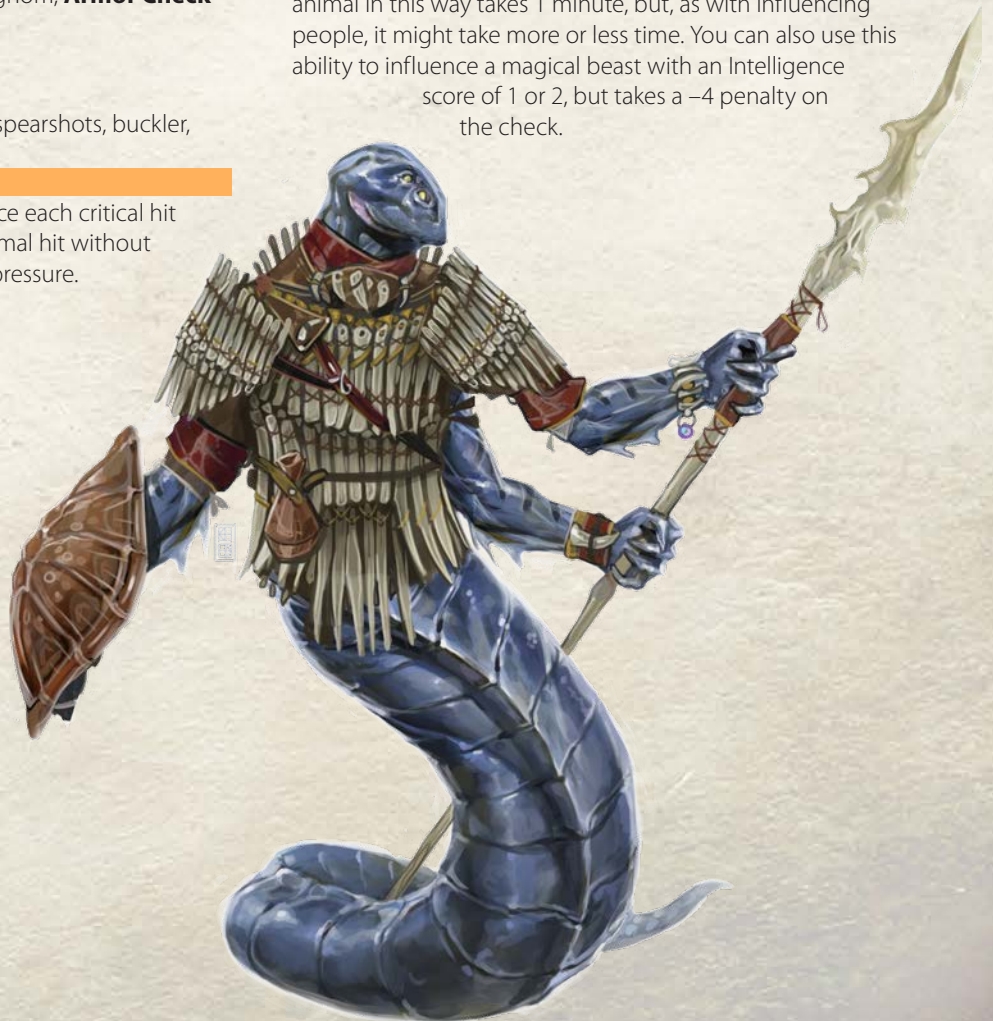
Favored Enemy (Ex) You gain a +2 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks against monstrous humanoids. Likewise, you get a +2 bonus on weapon attack and damage rolls against them.

Gnorri Science (Ex) You never risk poisoning yourself when you apply or make poisons.

Limb Allocation (Ex) You can absorb or extrude limbs with 10 minutes of concentration once per day. You are flat-footed while concentrating. You can't attack with more than two arms in the same round, but can use additional arms for any other purpose normally. Extra arms are always off-hand, even when making attacks of opportunity. With two arms, you have a +2 racial bonus to Strength. With four arms, you have a -2 penalty to Constitution.

Undersized Weapons (Ex) You wield weapons sized for Medium creatures despite being Large.

Wild Empathy (Ex) You can improve the initial attitude of an animal. This ability functions just like a Diplomacy check with a skill bonus of +0 to improve the attitude of a person. The typical domestic animal starts indifferent; wild animals are usually unfriendly. To use wild empathy, you and the animal must be within 30 feet of one another under normal visibility conditions. Generally, influencing an animal in this way takes 1 minute, but, as with influencing people, it might take more or less time. You can also use this ability to influence a magical beast with an Intelligence score of 1 or 2, but takes a -4 penalty on the check.



MOONCHASER

MOONCHASER

CR 1

XP 400

Dreamlands cat cleric of the Sun 1

CN Tiny magical beast

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

DEFENSE

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

hp 8 (1d8)

Fort +2, **Ref** +3, **Will** +5

Defensive Abilities land on your feet

OFFENSE

Speed 30 ft.

Melee bite +5 (1d3–1), 2 claws +5 (1d2–1)

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

Special Attacks channel positive energy 5/day (DC 12, 1d6 to heal, 1d6+1 to harm), sun's blessing

Cleric Spell-Like Abilities (CL 1st; concentration +4)

6/day—fire bolt

Cleric Spells Prepared (CL 1st; concentration +4)

1st—*bless*, *burning hands*^D (DC 14), *protection from evil*

0 (at will)—*detect magic*, *guidance*, *stabilize*

D domain spell; **Domains** Fire, Sun

STATISTICS

Str 9, **Dex** 17, **Con** 10, **Int** 8, **Wis** 16, **Cha** 14

Base Atk +0; **CMB** –3; **CMD** 10

Feats Faithful Feline, Weapon Finesse^B

Skills Climb +7, Escape Artist +7, Knowledge (religion) +3, Sense Motive +7, Stealth +12; **Racial Modifiers** +4 Climb, +4 Escape Artist, +4 Stealth

Languages Cat; understands Common but can't speak

SQ aura, dreamlands travel, moon jump, nimble, nine lives, spellcasting cat, spontaneous casting

Combat Gear bundle of herbs that function as *potion of cure light wounds* when eaten; **Other Gear** *dull gray ioun stone* with *continual flame* (worth 75 gp), neck pouch, jewelry worth 15 gp

SPECIAL ABILITIES

Channel Positive Energy (Su) 5 times per day, you can channel positive energy as a standard action either to heal or harm. If you channel to heal, all living creatures within 30 feet (including you, if you like) heal 1d6 hit points. If you channel to harm, all undead creatures within 30 feet take 1d6+1 points of damage. A successful DC 12 Will save halves the damage.

Dreamlands Travel (Su) You can travel physically to the Dreamlands via one of the many hidden Gates of Slumber. You can attempt to sense the exact location of a nearby Gate of Slumber at will.



Faithful Feline You can use the holy symbol pattern in your fur as a divine focus for your spells. Three times per day, you need not take a move action to provide somatic components to spells as cats normally must.

Fire Bolt (Sp) Make a ranged touch attack against a target within 30 feet with a bolt of fire. If you hit, you deal 1d6 points of fire damage.

Land on your Feet You treat any fall as if it were 20 feet less than it actually is. Even if you take damage from a fall, you land on your feet if you succeed at a Reflex saving throw (DC = the damage from the fall).

Nimble You use your Dexterity modifier in place of your Strength modifier for Climb and Swim checks.

Spellcasting Cat You can make verbal components despite your inability to speak. If a spell requires a material or focus component, it must be adjacent. You can provide somatic components for spells by moving your whiskers, tail, or paws. Unless you concentrate as a move action when you begin casting a spell that requires somatic components, you must succeed at a concentration check against DC 15 + twice the spell's level or lose the spell.

Spontaneous Spells You can lose a prepared 1st-level spell to cast *cure light wounds*.

Sun's Blessing Channel resistance doesn't apply to your channeled positive energy to harm.

NEMARUK

CR 1

XP 400

Mythos ghoul wizard (ritualist) 1

CN Medium monstrous humanoid

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

DEFENSE

AC 12, touch 11, flat-footed 11 (+1 Dex, +1 natural)**hp** 10 (1d6+4)**Fort** +3, **Ref** +1, **Will** +2; +4 vs. magical diseases; -1 vs. dread, insanity, and confusion**Immune** nonmagical disease

OFFENSE

Speed 30 ft., burrow 10 ft.**Melee** 2 claws -1 (1d4-1), bite -1 (1d4-1)**Wizard Spells Prepared** (CL 1st; concentration +4)1st—*burning hands* (DC 14), *color spray* (DC 14)0 (at will)—*detect magic*, *ray of frost*, *resistance*

STATISTICS

Str 8, **Dex** 12, **Con** 16, **Int** 17, **Wis** 10, **Cha** 11**Base Atk** +0; **CMB** -1; **CMD** 10**Feats** Combat Casting, Scribe Scroll**Skills** Appraise +7, Knowledge (arcana) +7, Knowledge (history) +7, Profession (Yog-Sothothery philosopher) +4, Perception +0 (+4 to find hidden objects), Spellcraft +7; **Racial Modifiers** +4 Perception to find hidden objects**Languages** Cat, Common, Deep Speech, Ghoul, Zoog**SQ** arcane bond (amulet), expert scrounger, feed on flesh, ritualistic spellcasting, swift inscriptions**Combat Gear** *scroll of comprehend languages*, *scroll of mage armor*, *scroll of magic missile*; **Other Gear** spellbook (contains prepared spells plus all sorcerer/wizard cantrips and *comprehend languages*, *mage armor*, *magic missile*, *summon monster I*), spell components pouch, 27 gp, 5 sp

SPECIAL ABILITIES

Arcane Bond (Ex) Once per day, you can cast any spell in your spellbook without having it prepared or expending a spell slot. You must have your bonded amulet to cast spells normally. Without it, you must succeed at a DC 20 + spell level concentration check to cast a spell.**Death Scent (Ex)** You can recognize and detect creatures within 30 feet by sense of smell. The range is doubled for undead and decaying corpses. If the creature is upwind, the range increases to 60 feet (120 feet for undead); if downwind, it drops to 15 feet (30 feet for undead). Strong scents, such as smoke or rotting garbage, can be detected at double normal range. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at triple normal range. When you detect a scent, the exact location of the source is not revealed unless it is within 5 feet. You can take a move action to note the scent's direction. You can follow tracks by smell, making a Wisdom (or Survival) check to find or follow a trail. The typical DC for a fresh trail is 10. This DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the trail's age. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Survival skill. Creatures tracking by scent ignore the effects of surface conditions and poor visibility.**Expert Scrounger (Ex)** You can use broken equipment as if it weren't broken.**Feed on Flesh (Su)** If you feed on the flesh of a humanoid corpse at least 24 hours dead (taking 1d4 minutes), you gain a +2 insight bonus on a skill of your choice as long as it was a class skill for the creature the flesh came from. You can maintain up to 3 bonuses this way.**Profession (Yog-Sothothery philosopher)** You can use this skill in place of Knowledge checks and Spellcraft checks made to interpret, understand, identify, and learn about Mythos-related topics (including most matters covered in *Sandy Petersen's Cthulhu Mythos*). It can also be used in place of any skill check required to cast rituals.**Ritualistic Spellcasting (Ex)** You can cast a spell more slowly to increase its potency, but doing so adds a chance of failure. You gain a +2 bonus to your caster level for the spell, its save DC increases by 1, and its duration doubles. The spell's casting time increases to at least 10 minutes. If its normal casting time is at least 1 round and no more than 30 minutes, it takes 1 hour. If it normally takes more than 30 minutes to cast, its casting time is doubled. To complete the spellcasting, you must succeed at a Profession (Yog-Sothothery philosopher) check against DC 10 + twice spell level or at a Spellcraft check against DC 15 + twice spell level. **Failure** ruins the spell and wastes the spell slot with no effect. The ritualistic spell requires a written copy (such as your spellbook) as an additional focus component.**Swift Inscriptions (Ex)** You reduce the casting time of any ritual (but not ritualistic casting of a spell) by half. You can cast any glyph, rune, or symbol spell in 1 round. Casting a ritual or spell faster this way is taxing and gives you the fatigued condition.

SENDAIN

SENDAIN

CR 1

XP 400

Zoog bard (mad artist) 1

N Small humanoid (zoog)

Init +3; **Senses** darkvision 60 ft., low-light vision, scent; Perception +17

DEFENSE

AC 16, touch 14, flat-footed 13 (+2 armor, +3 Dex, +1 size); +2 dodge vs. traps

hp 10 (1d8+2)

Fort -1, **Ref** +5, **Will** +3; +2 insight vs. traps; -2 vs. confusion, dread, and insanity

Weaknesses aberrant mind

OFFENSE

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

Melee bite +3 (1d3), claw +3 (1d3)

Special Attacks bardic performance 6 rounds/day (countersong, distraction, inspire courage +1, unnatural rapport)

Bard Spells Known (CL 1st; concentration +3)

1st (2/day)—*cure light wounds*, *grease* (DC 13)

0 (at will)—*dancing lights*, *lullaby* (DC 12), *mage hand*, *mending*

STATISTICS

Str 10, **Dex** 16, **Con** 8, **Int** 14, **Wis** 13, **Cha** 15

Base Atk +0; **CMB** -1; **CMD** 12

Feats Toughness

Skills Craft (traps) +6, Diplomacy +6, Disable Device +6 (+8 to disarm traps), Knowledge (engineering) +6, Knowledge (geography) +6, Knowledge

(local) +6, Knowledge (planes) +6, Perception +9 (+11 to notice traps), Perform (comedy) +6; **Racial Modifiers** +2 Disable Device (+4 to disarm traps), +4 Perception (+6 to notice traps)

Languages Aklo, Common, Zoog

SQ bardic knowledge, facial tentacles, prehensile tail

Combat Gear *wand of ghost sound* (8 charges remaining), caltrops (5 uses); **Other Gear** leather armor, thieves' tools

SPECIAL ABILITIES

Aberrant Mind (Ex) If your game uses the sanity rules (*Sandy Petersen's Cthulhu Mythos* page 91), your stage of dread is never less than 1.

Bardic Knowledge (Ex) You can attempt Knowledge checks untrained.

Bardic Performance As a standard action, you can begin one of the following performances. You must concentrate as a free action each round to maintain the effect, up to a maximum of 6 total rounds per day.

Countersong (Su) Make a Perform (keyboard, percussion, wind, string, or sing) check. Any creatures within 30 feet can use your skill check result in place of their saving throw against sonic or language-dependent effects. If a creature within range of the countersong is already under the effect of a noninstantaneous sonic or language-dependent magical attack, it gains another saving throw against the effect each round it hears the countersong, but it must use your Perform skill check result for the save.

Distraction (Su) Make a Perform (act, comedy, dance, or oratory) skill check. This is similar to countersong except that it applies against illusion (figment) and illusion (pattern) effects.

Inspire Courage (Su) You can use his performance to inspire courage in your allies and yourself. To be affected, an ally must be able to perceive your performance. An affected ally receives a +1 morale bonus on saving throws against charm and fear effects and a +1 competence bonus on attack and weapon damage rolls. Inspire courage is a mind-affecting ability. Inspire courage can use audible or visual components. You must choose which component to use when starting this performance.

Unnatural Rapport (Su) You can use your performance to communicate with unnatural creatures within 90 ft., including aberrations, oozes, creatures not native to your home plane, and undead. You can communicate simple concepts without a shared language and can even communicate with mindless creatures.

Although you must perform constantly to maintain the benefits of this performance, you expend only 1 round of bardic performance per minute of interaction. Using this performance causes you to become shaken for its duration. This cannot make you frightened, but if your game uses the dread rules, it increases your dread by 1 stage, and your stage of dread can't decrease while you perform. Unnatural rapport relies on audible and visual components.



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*“He was sunk beneath seas of
silence; and his name, which
would once have caught his notice
above the howling of a storm,
had become and empty sound.”*

—H.P. Lovecraft

