

P R I M E V A L

THE WOLF

THE LOST TOWER OF VIONDOR

by Jason Nelson



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SQG1001



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ROLEPLAYING GAME COMPATIBLE



THE LOST TOWER OF VIONDOR

An Adventure for Characters of Levels 7-9

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A ghostly ship on the Sea of Mists, a frozen wreck in the Thousand Teeth, and the long-lost legacy of an arrogant archmage who stared the doom of Nimoth in the face and did not blink; these are the stepping stones to finding the forgotten Tower of Viondor. An Atlantean wizard of unparalleled inventiveness, the legendary Viondor would not flee with his kin when the glaciers approached. Hidden in the far glacial rifts of Nimoth his tower remains, with the wisdom of the ancients perhaps unguarded after his inevitable demise.

INTRODUCTION

The Tower of Viondor is one of the legendary ruins of ancient Thule. Here are found lost Atlantean sorceries, alongside bleak and forbidding frozen wastelands and subtle power groups striving to glean any advantage in their quest for dominance.

Lost Tower of Viondor is a wilderness-based adventure spanning land and sea, designed for a party of 8th-level characters. As the journey itself is part of the adventure, allowing PCs to circumvent that by way of long-distance teleportation or similar abilities is not recommended. The adventure begins amidst the crowded seas of the Thousand Teeth but brings adventurers after a long sea voyage to the frozen coasts of Nimoth.

Adversaries and Treasure: Statistics for monsters and new items presented in *Lost Tower of Viondor* can be found in the Adversaries and Treasure appendix, at the end of the adventure. References to the Primeval Thule Campaign Setting are abbreviated PTCS.

BACKGROUND

Long considered a tavern tale in the coastlands of the Sea of Mists, the *Golden Ghost* has been sighted from time to time for well over a century. A Nimothan warship with ragged yellow sails and shields of gold along its gunwales, it is often seen as a glint on the horizon in the setting sun. Those who have managed to overtake it have been dismayed to see a flying ship, sailing on a clinging mist many fathoms above the waves, glowing with a curious light. Ships that draw too close have their hulls torn apart from under them as though running aground in the middle of the sea, leaving only shipwrecked castaways to spread their dubious tales.

The ship's tattered ensign bears the mark of the corsair Bruneval, who plundered his way across

the seas long ago. He was a scourge to Nimothan refugees fleeing their land during the coming of the great glaciers that entombed Nimoth. Many tales claim that the holds of the *Golden Ghost* are filled with the loot of Bruneval's many victims, or that maps and charts holding clues to secret caches ashore might be found on board. The lure of Bruneval's gold has drawn many to seek the ghost ship, but none have brought her home.

Little known in modern Thule is that Bruneval was less a corsair than a smuggler, and his fell reputation was first spread by people he refused to help escape. He was branded a traitor to the Nimothan people, and hundreds of deaths were blamed on his refusal to carry refugees to safety unless they paid exorbitant sums. Embittered by the hatred of his own people, Bruneval became a scavenger as well, picking over the bones of the shipwrecked and frozen dead to take from them treasures they no longer needed.

During his scavenging, he encountered a handful of survivors from an Atlantean colony in a mountain valley not far from the coast. These refugees had abandoned their former master, a wizard they called Viondor, who claimed his mastery of magic could hold the glaciers at bay. When his servants rebelled and refused to stay in this frozen land alone, he laughed and said he had already planned to replace them with magical automata. Cast out, they straggled to the coast with faint hope of rescue or escape, but faint was better than none. Bruneval was intrigued by the mysterious wizard and bartered passage from Nimoth for detailed directions on how to get to Viondor's tower. He resolved to return some years later when the mad wizard had died and he could have his pick of the spoils. While his crew was ignorant to his deal with the Atlanteans, he became worried that the Atlanteans would tell their tale to others and betrayed them, cutting their throats and casting their bodies into the depths so the secret would be his and his alone.

Bruneval made good on his plans a decade later. He anchored in the rocky bay where the Dauthur River flows into the Strait of Nimora and led a hand-picked crew of treasure hunters upriver. They found the forgotten tower, but discovered to their dismay that the automata of the Atlantean wizard were very much still in operation. Bruneval found strange domes of iron and glass below the ground and gardens of strange flowers with gardeners that seemed human but weren't. Escaping the gardeners, Bruneval pressed on into the tower

and snatched a few Atlantean relics, but he fled when his instincts screamed he was being watched. He and his crew raced downriver, pursued by the howling winds of a gathering blizzard.

When they arrived back at the ship, the bay froze around them. Captain Bruneval hurled most of the Atlantean artifacts overboard, thinking their curse had brought the storm. One of the artifacts exploded, breaking their icebound ship free from the bay—but the ice continued to grow instead of melting away as they drifted. The crew mutinied and slew Bruneval, but on casting him overboard the sea itself refused to take him to her bosom. Instead, it vomited him back up onto the deck, deathless and accursed, to slay his faithless crew.

Bruneval and his crew are now cursed to continue to circle the Sea of Mists endlessly, never able to reach port. They fall upon the foolish and the greedy that chance across their path. The fact that he still carries the secrets to finding the Tower of Viondor gnaws at Bruneval, since he knows he will never enjoy the fortune or the fame of discovering the fabled location and its treasures.

ADVENTURE HOOKS

The best method for introducing Bruneval's *Golden Ghost* depends on the player characters in your campaign. If the PCs are already inclined to sail the Sea of Mists, they can encounter it purely by chance. Characters knowledgeable in lore may recall the tale of the ship with appropriate Knowledge (history) or Knowledge (local) skill checks. Successfully approaching the ship and uncovering its mysteries reveals Bruneval's journal, along with several Atlantean artifacts that provide confirmation of his tale of having found a lost trove of great wealth.

The Priest of Droum: If the characters in your campaign are not predisposed towards nautical adventuring, you can have them be contacted by a sponsor—Drengol Phar, a wealthy priest of Tarhun from the city of Droum. Drengol Phar wants to win the fame and glory of capturing the *Golden Ghost*, and is willing to pay the PCs to hunt it down for him. Drengol can provide the PCs with a ship and crew based in the city of Nim, along with navigational headings and observations about patterns in the *Golden Ghost*'s appearances which suggest a pattern of drift with the prevailing currents in the Sea of Mists. Given their sponsor's directions, the PCs can track down the *Golden Ghost* after 3d6 days spent at sea.

Tales of the Icy Dead: If your party is strongly disinclined towards adventuring at sea, they encounter the *Golden Ghost* near the shore. The iceberg on which it floats is lodged on a shoal near the barbarian village of Mursuth in the Thousand Teeth. Tales are spreading up and down the coast of icy dead warriors from the sea who are terrorizing the lands nearby. When the PCs track down the rumors to their source in Mursuth, they find that the iceberg is stuck in a shallow bay a couple of miles from the village, and lies only 500 yards offshore. A few brave and hardy locals ventured out to investigate before the PCs arrive in the area, but they failed to return. The villagers beg the heroes to investigate.

PART ONE: THE GOLDEN GHOST

The initial episode of the adventure requires navigating to the iceberg in which the *Golden Ghost* is lodged, moving near enough to the berg to scale it, and clambering up into the wreck. Once there, the PCs must breach the hull and find a way inside, braving the undead remains of Bruneval and his crew and locating the clues that lead them north to Nimoth and the Tower of Viondor. The adventure assumes that the PCs have found the ice-bound ship and have decided to approach it. PCs possessing a ship can try to maneuver close to the iceberg carrying the *Golden Ghost*, but are more likely to approach in a small boat or by swimming or magical flight.

ICY WATERS (CR 7)

The waters here are dark and chill, as are the mists that cling to the water's surface. The glinting shields of the longship float in the mists above, but its ragged sails do not stir in the sea breezes. Small ice floes bob in the churning surf and swell below the ship. As you approach closer, you can see dimly through the mists a hulking monolith of ice rising from the waves and bearing the longship upon its frozen shoulders. The ship is lodged in the upper portion of an iceberg, and is easily 50 feet above sea level.

The *Golden Ghost* floats mostly encased in an iceberg above, but below the waterline the iceberg's jagged and pocked surface creates treacherous currents, and the unstable ice itself is prone to shift and crack periodically with tortured groans. Creatures within 1 mile of the iceberg are exposed to cold weather, while creatures swimming in the icy waters are exposed to severe cold, as described in Chapter 13 of the *Pathfinder Roleplaying Game Core*

Rulebook. Creatures using polymorph effects to assume the form of aquatic creatures native to cold waters treat this cold as one category less severe.

Approaching the Iceberg: The churning surf around the iceberg is considered to be rough water for 100 feet in all directions, requiring a DC 15 Swim check to navigate successfully. A creature piloting a boat or ship through this area must succeed on a Profession (sailor) check against the same DC to push closer. Failing the check by 4 or more means that the vessel makes no progress, and takes 2d6 points of damage from the buffeting surf. Failing the check by 5 or more results in a more serious collision with the ice, dealing 4d6 points of damage to the vessel and decreasing its hardness by 1d4 (minimum 0) after the attack is resolved. A ship damaged in this way takes a -2 penalty on saving throws, and a creature piloting the vessel takes -2 penalty on skill checks made to control the vessel.

Creatures: A pair of orca whales have been following the iceberg as it floats southward, partly from curiosity and partly because they have noticed ships sometimes crash against it, providing tasty morsels. Each round characters are in the water within 120 feet of the iceberg, there is a chance the orcas notice them and surface to attack.

Check once per round; there's a 10 percent chance the orcas attack if the PCs are in a boat, and a 20 percent chance if they're swimming. If PCs are polymorphed into a potential prey animal such as a fish or seal, the orcas are 30 percent likely to attack.

If characters are in a boat, the orcas first attack the boat itself in an effort to sink it and plunge the passengers into the water. If attacking a humanoid creature in the water, the orcas attempt combat maneuvers to drag that creature deeper underwater to drown it or put it at a disadvantage in combat. Each orca retreats if brought below 25 hit points. Aquatic combat is described in Chapter 13 of the *Pathfinder Roleplaying Game Core Rulebook*.

2 orcas (*Pathfinder Roleplaying Game Bestiary* page 88); hp 67 each

SCALING THE GHOSTBERG (CR 3+)

When the characters reach the iceberg, read the following:

The portion of the iceberg above the water forms a roughly

BOATING AMID THE ICE

The following boat statistics can be found in *Pathfinder Roleplaying Game Ultimate Combat*. Rules for combat involving boats are found in the *Player's Guide* for the official Pirate Adventure Path from Paizo Inc.

Rowboat (2-4 passengers): AC 9, hp 60, hardness 5, base save , speed 30 feet, acceleration 10 feet per round.

Ship's Boat (up to 12 passengers): AC 9, hp 120, hardness 5, base save +2, speed 30 feet, acceleration 30 feet per round.

circular, flat-topped island about 300 feet in diameter. Its sides rise sheer from the water like icy cliffs 60 feet tall at the eastern edge, but sloping steeply to the western edge, which is only about 10 feet above the water. The old longship sits on a relatively level shelf near the middle of the iceberg, its bow facing to the west, and its mast towering 40 feet over the iceberg's crest. Frost-covered corpses dressed in furs and leather lie embedded here and there beneath the surface of the ice.

PCs able to fly can circumvent the climb from the waterline up to the wreck of the *Golden Ghost*. The embedded corpses are frozen in various states of decay, but all seem wracked with agony. However, the presence of living creatures on the iceberg begins to call them to life.

Moving on the Iceberg: Mooring a boat to the ice is challenging, requiring a DC 15 Profession (sailor) check or DC 25 Survival check; on a failure, the boat must back off 20 feet and approach again.

Climbing the ice cliff is very difficult (Climb DC 30, or DC 25 for creatures able to ignore penalties due to the icy surface). The steep slope on the western portion of the iceberg is easier to navigate, although it still requires a DC 10 Acrobatics check or DC 15 Climb check to move. Walking on the top is easier, but because of the slippery ice, the DC of Acrobatics checks (other than those made simply to move) is increased by 10. The eastern edge is uphill from the western edge.

A handaxe or similar weapon can be used to create handholds, requiring 1 minute per 5-foot square and reducing the Climb DC by 10 for that square. Pitons can be used for the same purpose and require only 1 round per 5-foot square.

Combat on the Iceberg: Creatures attacking from higher elevation gain a +1 bonus on attack rolls. However, if they run or charge, they must succeed on a DC 10 Acrobatics check or stumble and be forced to stop moving 1d2 squares downhill; if they fail by 5 or more they also fall prone.

Creatures moving uphill take no penalty on attack rolls, but must expend 2 squares of move-

ment to enter a square uphill from their current position.

A creature climbing one of the vertical sides or ascending the steep slope at the western edge must use at least one hand to cling to the iceberg, and is denied her Dexterity bonus to AC (if any). A creature damaged by an attack while clinging in this fashion must succeed on a Climb check against the DC of the wall or slide downhill 1d4 squares (and be knocked prone if the check is failed by 5 or more).

Creatures: The frozen dead are a unique type



of draugr that gain a climb speed rather than a swim speed. They are adapted for climbing on icy surfaces or even squeezing their undead bodies through the ice. Every minute that living creatures spend on the iceberg, there is a 25% chance that 1d4 ghostberg draugr awaken and begin gliding up out of their icy tombs and clambering after the PCs. Each draugr takes 1d4 rounds to escape the ice and comes to the surface 2d6 x 5 feet away

from the PCs. If the PCs use a fire effect, the chance for draugr to appear is increased to 50% during the next minute.

You can adjust the rate at which draugr appear if necessary, depending on whether PCs are having difficulty navigating the iceberg. While the potential for overwhelming numbers of enemies exists, their gradual appearance allows PCs to deal with them sequentially rather than en masse. Once the PCs defeat three groups of draugr, no more appear from the ice.

Ghostberg draugr (see Adversaries); hp 22 each

THE GOLDEN GHOST (CR VARIES)

Hanging high above the icy waters below, the weathered timbers of a great longship lie half-buried in the icy cliff. Gilded shields glint tantalizingly along the ship's rail, while its tattered, half-frozen sail flaps in ragged ribbons where the fickle winds scour the ship's port quarter. A low-slung cabin sits in the ship's stern, below a tiller mounted above.

The legendary *Golden Ghost* is a longship that is fused with the upper portions of the iceberg, leaving it suspended 50 feet above the waterline. Over half of the ship is embedded within the solid mass of the iceberg, but most of its port side is exposed to the open air, including the gilded shields mounted along its gunwales. PCs able to fly can approach it without great difficulty. A flying ally can also attach a rope to the ship, allowing allies to climb the ice cliff. Lacking a flying ally, PCs likely need to anchor their boat to the western part of the iceberg and navigate the slopes there. While all surfaces aboard the *Golden Ghost* are icy, increasing Acrobatics and Climb DCs by 5, PCs can move about its deck without the need to make checks each round.

Breaking through the Ice: If the PCs want to recover the 12 gilded shields along the starboard rail, or to get into the cabin, they must hack or melt their way through the ice (hardness 0, hp 3 per inch, 180 hp per 5-foot-cube). Destroying the ice is potentially dangerous, however, as it can destabilize the ship. For each 5-foot cube or fraction thereof that is destroyed, there is a 1% chance the surrounding ice collapses and calves off of the iceberg. This functions as an avalanche, as described in Chapter 13 of the *Pathfinder Roleplaying Game Core Rulebook*, with the entire ship treated as a bury zone and any squares within 10 feet of

the ship as a slide zone. Creatures buried in the ice are not helpless but are carried off the berg and into the water, with 5 feet of ice and wooden wreckage between them and the surface (DC 25 Swim check to fight to the surface, or DC 15 to swim horizontally beneath the ice to the nearest open water; check once per round).

Creatures: The draugr are closer to the surface of the ice in the vicinity of the *Golden Ghost*, and 1d4 draugr automatically awaken each minute that PCs spend on board the ship. They take only 1 round to escape the ice and appear within 1d4 squares of the PCs. There is also a 10% chance every round that Captain Bruneval awakens within the captain's cabin and emerges to face the PCs.

Ghostberg draugr (see Adversaries); hp 22 each

Treasure: The 12 gilded shields along the port rail of the *Golden Ghost* are worth 200 gp each based solely on the value of the metal; to a collector in a major Thulean city, they can be sold as a set for 3,000 gp as a set. The gilded shields on the starboard rail are worth the same if recovered from within the ice.

THE CAPTAIN'S CABIN (CR 10)

Most longships are open-hulled craft, but the Golden Ghost has a low aft cabin. A golden spiral is embossed on the cabin door, which hangs ajar as though forced open by the encroaching ice.

This is the lair of the accursed Captain Bruneval. When characters enter the cabin, add:

Several steps lead down from the deck to this cabin, and the floor is sheathed in ice. Two built-in bunks and a table are attached to the bulkheads, hinged to fold up when not in use, and several cabinets and shelves are built into the wall. Small hangings of barbarian-worked furs decorate the cabin, alongside miniature tapestries of intricate brocade and embroidered silk. Two dark lanterns hang from the overhead.

Creatures: Have the first PC to enter the cabin make a Perception check (DC 18)—Captain Bruneval and two of his accursed crew are lurking in the gloom, and attempt to ambush any living creature that enters.

Captain Bruneval (see Adversaries); hp 123
2 Ghostberg draugr (see Adversaries); hp 22 each

Bruneval and his minions use Stealth to gain the element of surprise and unleash deadly sneak attacks, seeking to drain intruders of their lives and bind them to their accursed company. The undead captain fights with a pair of fine Atlantean shortswords.

Treasure: The artifacts decorating the captain's cabin have been collected from ports and islands in every part of Thule, and the full collection could be sold for 500 gp. In addition, Bruneval's extensive collection of maps and navigational charts grant a +2 circumstance bonus on Knowledge (geography) checks made within the Sea of Mists. A thorough search (Perception DC 25) reveals a hidden strongbox built into the hull, containing a collection of Nimothan scrimshaw ivory worth 800 gp, as well as several sacks of coinage from across Thule with a total value of 1,013 gp.

More importantly, it contains Captain Bruneval's personal journal. To protect his secrets Bruneval transcribed much of his recollections in a pidgin of Atlantean and assorted words and phrases from other languages to form a personal cipher. Interpreting his journals and learning their secrets requires a total of 5 successful DC 20 Linguistics checks, each requiring 1d6 hours. Multiple characters can work together to unravel the narrative. Multiple comprehend languages spells can be used to decipher his journal as well; it totals 189 pages.

Once deciphered, the journal includes maps of what Bruneval called "The Dragon's Maw," a series of sea stacks and natural arches that marked the bay where the Dauthur River flows into the Sea of Mists. It relates his trek upriver, including signs that frost giants inhabited the area (though he and his crew did not meet them), his encounter with the icy sentinels that guarded the river approaches to the Tower of Viondor, the subterranean caverns, and domes with their floral gardens. This journal grants a +10 bonus on Knowledge (geography) and Survival checks made to locate the Dragon's Maw and the Tower of Viondor.

In addition to Captain Bruneval's written accounts, the journal contains a half-dozen strange dried blossoms pressed between its pages. The journal makes it clear they were taken from the mysterious gardens beneath Viondor. A DC 20 Heal, Knowledge (nature), or Profession (herbalism) can identify these as herbs known to have originated in Atlantis and now almost unheard

of in Thule. Each has alchemical properties when brewed into a tea and steeped for at least 1 minute and then drunk.

There is also a small silken bag containing of 14 black-shelled ukurne nuts, which function identically to goodberries but remain effective indefinitely (or until eaten). The flowers can be sold to a Thulean botanist or herbalist for 100 gp each, the nuts for 50 gp each.

Finally, there is a strange metallic device like a flattened disk with a crystalline sphere containing seven spheres of violet glass. This is an *Atlantean hydrostat* (see *Adversaries and Treasures*).

Development: If Captain Bruneval is destroyed, his curse may not be ended. A successful remove curse (DC 20 caster level check) can lay his spirit to rest, and he can also be destroyed by taking his remains back to land and burning or burying them. A DC 20 Knowledge (arcana) or Knowledge (religion) check can indicate this course of action to lay him to rest, as can a successful divination spell or speak with dead cast upon his remains. If Bruneval's body is dumped in the sea or left to drift on the iceberg, his spirit reanimates his bones after 2d6 days. He returns to unlife with a burning hatred for the PCs and a thirst for vengeance.

PART TWO: THE COASTS OF NIMOTH

The PCs are not obliged to follow up immediately on Bruneval's journal, though if they are on a sponsored expedition their patron definitely encourages them to seek out this trove of Atlantean riches. The journey across the Sea of Mists can occur at whatever pace best suits your campaign style. It can be played out in detail with storms at sea and random encounters, or it can be expedited in narrative form to bring the PCs closer to their eventual destination. This adventure functions assumes only that the PCs eventually

follow up on the leads in Bruneval's journal and charts and find themselves in the chill waters off the coast of Nimoth, its glacial palisade a daunting barrier running all the way down to the coast in many places. After resupplying as needed, they make their way along the coast to the rocky stacks of the Dragon's Maw.

THE DRAGON'S MAW (CR 8)

When the PCs reach the bay marked in Bruneval's journal, read the following.

Your ship stands just outside a half-moon bay studded with rows of rocky islets, almost like the broken teeth of some titanic primordial sea monster. Here and there stand tall sea stacks and soaring rocky arches teeming with arctic terns nesting in narrow clefts and wind-blown scrub. The glacial walls of Nimoth draw back from the shore in this area, and are just visible amid barren mountains many miles inland. Closer at hand, at the head of the bay, you can see angular basalt cliffs broken by patches of rocky shingle, and the outflow of a shallow rivercourse.

The PCs may choose to bring their ship all the way into shore and beach it there, bringing their crew ashore with them, or they may keep the ship out at sea while they venture under their own power. They can use boats, swimming, or magical movement to traverse the bay, or they can use the *Atlantean hydrostat* to allow them to traverse the water's surface. The ship can safely anchor 1200 feet from the shoreline.

Creatures: While Captain Bruneval named the area the Dragon's Maw for the rock formations he found here, his words proved prophetic. Two sea drakes have made the sea arches here their lair and consider the seas around the bay their personal hunting grounds.

2 sea drakes (*Pathfinder Roleplaying Game Bestiary 2*, page 88); hp 73 each

The sea drakes prefer to attack smaller vessels—

BRUNEVAL'S BLOSSOMS

Blossom	Effect
White neverwinter	doubles the duration of <i>endure elements</i> , <i>protection from elements</i> , or <i>resist elements</i> (cold only)
Violet feverfew	grants a +5 alchemical bonus to saving throws against disease for 24 hours
Blue star lily	adds a +10% bonus to the chance of a successful <i>augury</i> or <i>divination</i> spell
White snowdrop	adds +1 to the DC of one spell with the cold descriptor cast within 1 minute
Yellow vibrid plumeria	adds +2 caster level of one mind-affecting effect cast within 1 minute
Red winerose	grants a +2 bonus on saving throws against alcohol, drugs, and poison for 24 hours

if the characters arrive in a good-sized ship, the monsters observe from a distance, and wait to see if any potential meals take to boats small enough for them to capsize. If there are multiple boats, each sea drake attempts to capsize one. If there is only one boat, one sea drake attempts to capsize while the other bursts from the water to unleash its ball lightning breath. The sea drakes use their speed surge ability to dart back under the waves and take cover after attacking.

If no one looks like they're going to leave the ship any time soon, the sea drakes grow impatient and attack the ship anyway. Both drakes retreat if either one is brought below 20 hit points. If the drakes are pursued back to their lair (a sea cave below the largest arch), they fight to the death.

Treasure: The sea drakes' lair contains 8 giant walrus tusks (50 gp each) and 13 Nimothan braided bracelets of gold worth 25 gp each. They also collected the metallic shards and wreckage of the Atlantean artifacts destroyed during Captain Bruneval's escape long ago. Though non-functional, they are worth 400 gp to a collector of Atlantean goods for their materials and curiosity value, though a DC 20 Appraise check is required to identify their value.

UP THE RIVER (CR 8)

The journey from the coast to the Tower of Viondor takes 5 days in clear weather, though this journey may be extended if the weather turns unfavorable.

A chill wind blows down the river's course, though the scrub grass near the shore quickly gives way to windswept hillsides covered in tundra, dotted with stands of small evergreens in sheltered spots. The river meanders between humped-up moraine boulders and pebbled banks. In places the valley is no more than a hundred yards across as it passes through stony gates, though it often widens to a mile or more across. Small game is relatively plentiful here, taking shelter from the ice-capped hills beyond.

Bruneval's notes indicate that there are numerous areas of rapids along the river, so PCs wishing to use boats to travel upriver must portage them often around these obstacles. The terrain is considered cold hills for the purpose of overland movement, environmental effects and terrain, and random wilderness encounters, if you choose to use them.

On the second day upriver, the party encounters a significant obstacle:

You round a sharp bend in the river, and spot the bony carcass of a mastodon a hundred yards ahead of you on the riverbank

near the foot of a cliff. Its tusks have been snapped off and its skull seems to have been split by a powerful blow. Several big, long-legged bears gnaw at the corpse.

Creatures: The bears are unfriendly and become hostile if PCs approach within 60 feet, attacking if they come within 30 feet. PCs able to improve the bears' attitude to indifferent or better using wild empathy, calm animals, or a similar effect can bypass them; otherwise, they must ford the river to the far bank to pass the bears safely, treating it as a fast river (Swim DC 15, speed 60 feet). Creatures failing their Swim checks are swept away downstream.

3 short-faced bears (PTCS, page 212); hp 66 each

If the characters manage to provoke the bears, the animals charge. Each bear attacks a different creature, attempting to drive it away—the bears are protecting the kill, and quickly lose interest once any intruders retreat (or fall down and stop fighting back). Each bear retreats when brought below 20 hit points. If attacked with an effect dealing electricity, fire, or sonic damage, a bear must succeed at a DC 15 Will save or retreat.

Development: If the PCs carefully examine the ground around the slain mammoth (DC 20 Perception or DC 15 Survival), they discover massive footprints mostly obliterated by the bears' paws but still visible to the trained eye. A DC 20 Survival check reveals they are the prints of a Huge giant, likely standing over 20 feet tall, and it seems to have departed northward, following the course of the river.

THE GIANT'S STAIR (CR 10)

One day farther along the river, the PCs' path is blocked by a sheer bluff over which the river flows in a cascading veil.

The way ahead is blocked by a steep cliff. Here the river cascades down a rocky cataract 40 feet high, throwing up billows of chill mist as the veil of waters bounces between great boulders. From the waterfall's foot, you can see that river flows around a heaped-up cairn of stones piled atop three massive boulders at the top of the falls.

Bruneval's diary indicates that he portaged around these falls by a game path along the valley's eastern edge, but a quick investigation reveals a massive landslide has destroyed the path

he took. A DC 20 Perception or DC 15 Knowledge (engineering) or Survival check around the waterfall reveals that the rocks of the waterfall are not entirely natural, having been shaped with tools to form a crude staircase of great size, with each tread rising 3 to 5 feet.

Climbing the Stairs: The swift-moving water and frost-rimed rocks are difficult to traverse, requiring a DC 15 Climb check to ascend. The DC for Acrobatics and Climb checks on or around the waterfall is increased by 5 for creatures unable to ignore icy conditions. Creatures climbing the stairs are denied their Dexterity bonus to AC, cannot use shields, and if they take damage must succeed on a Climb check or be knocked 1d3 x 5 feet down the staircase. A creature that does not move on its turn must make a DC 5 (or DC 10; see above) Acrobatics check to maintain its footing. A creature that does so can use both hands, including a shield, and is not denied its Dexterity bonus to AC.

Creatures: The falls are the home of Verrga, a frost giant of immense size, and his winter wolf ally, Maugg. Maugg keeps watch over the waterfall and the valley below, always looking for prey he and Verrga can take down and devour. He lurks along the frosted hillside above the falls. Allow PCs that take a moment to look around to attempt a Perception check (DC 30) to spot Maugg from ground level around the base of the falls, or DC 25 from the top of the falls.

If Maugg spots PCs approaching (Perception +12), he informs Verrga of their approach. The giant arrives at the top of the falls 1d4 rounds later.

Verrga, Huge frost giant (see Adversaries); hp 161

Maugg, winter wolf (*Pathfinder Roleplaying Game Bestiary*, page 281); hp 57

Verrga hurls boulders down at creatures along the waterfall or the cliff, trying to knock them back down the falls. After his first attack, he bellows out in brutish Common that if one of their number volunteers to be his dinner he will let the rest flee back downriver; if they wish to proceed upriver, he requires two of their number, as payment in advance for their return journey.

If enemies are highly skilled at ranged combat in return, he takes cover and tries to approach within melee range. He uses Cleave with his greatsword if opponents are adjacent, and uses his

Bull Rush Strike to knock creatures off the cliff to plunge down the waterfall. Verrga doesn't need to make Climb checks to descend the stairs, but they are difficult terrain for him.

Maugg follows Verrga down the stairs. He flanks opponents threatened by Verrga and uses his icy breath weapon around Verrga with impunity, given his immunity to cold. If Maugg successfully trips an opponent, he focuses his attack on that creature to finish it off.

Verrga retreats if reduced below 50 hit points, climbing back up the stairs and then fleeing up the hillside beyond to the snowfields rimming the upper reaches of the river valley. Maugg flees if Verrga retreats, if he is brought below 10 hit points, or if he takes more than 30 points of fire damage.

Treasure: Verrga has a large polished lump of amber (5 pounds, worth 500 gp), a small bucket of gold pebbles and dust (7 pounds, worth 350 gp), and 8 huge mastodon tusks (40 pounds each, worth 400 gp each) arranged on top of a flat slab of rock in his lodge.

Development: At the top of the falls, Verrga has constructed a crude stockade of rough-hewn logs and bones, with a one-room lodge of logs surmounted by a pitched roof of massive cedar planks and shakes. The stockade is strewn with bones and slabs of half-frozen meat and poorly tanned hides. Enormous woodworking tools are strewn around carelessly, along with several barrels of reeking giant-brewed beer.

The higher hillsides above the river valley are covered with ice and snow. From the crests of the hills, the great glaciers and ice-covered mountains of Nimoth sprawl as far as the eye can see.

THE VALE OF ICE AND STEAM (CR 8)

The Dauthur River continues above the Giant's Stair for another twenty miles or so—a little more than two days' travel given the rocky terrain and difficult going.

As the river valley ascends into the interior of Nimoth, the snowfields which once dusted the shoulders of the hillsides slowly creep lower and lower until they reach the valley floor. Dark peaks streaked with snowfields and hanging walls of ice loom close by, peeking over the hills on either side of the Dauthur's valley. The vegetation that was plentiful in the lower valley has dwindled to dwarf pines, lichen, and clumps of scrub grass clinging to crevices in the rock. Crusted snow lingers in every shadowed eave, and the backwaters of the river are now iced



over in places. Even amid the rapids a rime of ice lingers.

Ahead of you, the river passes through a narrow canyon between 100-foot cliffs. The canyon is only about 30 feet wide at its floor, and the river fills it with a swift, strong stream.

According to Bruneval's landmarks, the PCs are now quite close to the Tower of Viondor. First, they must get past the canyon. They can either climb to the top of the 100-foot cliffs, walk along the top for a quarter-mile, and then climb down on the far side, or they can push up the river from below. If they still have any of their boats, they can row through the canyon (requiring three DC 15 Profession (sailor) checks, with failed checks damaging the boat as in the Icy Waters section above. If they still have the *Atlantean hydrostat*, they can also use that to traverse the chill waters, taking 3 minutes.

On the far side of the canyon, the PCs get their first glimpse of the Tower.

Beyond the canyon lies a small, steep-sided vale. To the west, the Drauthur descends down from a great snowfield on the flanks of a mountain—this is the source of the river. To your east, on the shoulder of the mountain, stands a battered stone tower of ancient workmanship, proud and lonely amid the snows. Directly

ahead of you on the valley floor lie the snowy ruins of several stone buildings, clustered around a large cave mouth in the wall of the vale underneath the looming tower. Wisps of steam escape from the cave.

The old buildings were formerly dormitories and workshops for Viondor's living servants. They were abandoned long ago, and heavy snows have collapsed their roofs, leaving them as rubble-and-snow-filled shells. The cave mouth is described at length in Bruneval's journal (he calls it "the Steaming Cave," and writes that it leads to passages and chambers beneath the tower).

Creature: The vale is home to a particularly wicked and foul-tempered chimera, Nhivol the Old. The creature was drawn to the warmth of the Steaming Cave and makes its lair in one of the ruined buildings nearby. Large game is becoming hard to find in the upper reaches of the Drauthur valley, and as a consequence Nhivol is very hungry. The creature is well-hidden in the ruins; it automatically notices any intruders openly approaching the entrance to the Steaming Cave, and attacks with a sudden rush from its place of concealment. Allow the PCs Perception checks (DC 20); any character that fails is surprised.

Nhiol the Old, advanced chimera (see Adversaries); hp 103

Nhiol attempts to pick off an isolated character, overwhelming him or her with a sudden attack. It makes good use of its flight, withdrawing from combat to let its breath weapon recharge and repositioning to swoop down on characters who have become separated from their friends in the course of the fighting. The chimera is very hungry, but it is sly—when reduced to 40 hit points it makes a show of retreating in anger, flying off only to return once it observes the party enter the Steaming Cave. It then returns to its lair and prepares to ambush the PCs when they exit the Steaming Cave later.

PART THREE: THE TOWER OF VIONDOR

Once the PCs enter the cave mouth, they are entering the bowels of the Tower of Viondor. He intended for it to be a permanent paradise where he and his chosen retainers could endure as long as they wished amidst the glacial advance of Nimoth. However, most of Viondor's retainers abandoned him. Some were picked up by Bruneval on the coast, while others slipped away and struck out for cities such as Akal-Amo or Orech. One of the latter bands attracted the attention of Shilpatel, a cunning rakshasa. She uncovered their secrets by persuasion and divination, and when she had learned all she needed to know, she and her honor guard Lakshmireda slaughtered them and stole their identities. Then the rakshasas returned to Viondor, where they plied with old wizard with false devotion and gifts.

Delighted that some of his own had returned to him when the other Atlanteans had already fled, Viondor welcomed Shilpatel and Lakshmireda. Shilpatel spent months doting upon Viondor and inveigling herself into his confidence (and his bed). When she had mastered his secrets, she slew Viondor and took his place. Having learned his pass phrases, she found it easy to take control of the constructs made by Viondor, who accepted her as their true master. Shilpatel has passed the years since combining through Viondor's libraries and schooling herself in the ancient arts of Atlantis, experimenting with Viondor's magical machines for

construct creation, and meditating upon the glory she will earn from her rakshasa kin when she one day returns with an army of automatons at her back.

Characters following in Bruneval's footsteps first enter the tower through the Drainage Pipe (area 1). However, there is also a ground-level entrance from the mountainside in area 9. The entrance is not visible from the Vale of Ice and Steam below. To get to the tower exterior from the valley below, the party must climb 400 feet up a steep, icy mountainside (average Climb DC 20) before reaching the level ledge on which the tower proper stands.

I. THE DRAINAGE PIPE (CR 8)

The cave plunges more than 100 feet into the side of the crag. A small rivulet of hot water trickles down the passage from the interior. About halfway along its length, the passage transitions from a natural fissure to a large, circular tunnel 15 feet in diameter bored out of the rock. At the end of the tunnel, you find a mass of iron pipes and valves, dripping with scalding water. In the middle of the pipes sits a 6-foot-tall round metal hatch with a round hand-wheel in its center. The hatch evidently leads deeper into the mountain, but it isn't clear what the purpose of the pipes around it might be. There is also a rough, human-sized figure carved from ice that stands in front of the piping and the hatch. It regards you in silence.

The piping and the hatch are part of an apparatus designed to regulate the inflow and outflow of water from the Summer Cavern, further inside the mountain. Minor leaks from the aged pipes feed the rivulet of warm water that flows out of the passage and creates the steam clouds visible outside.

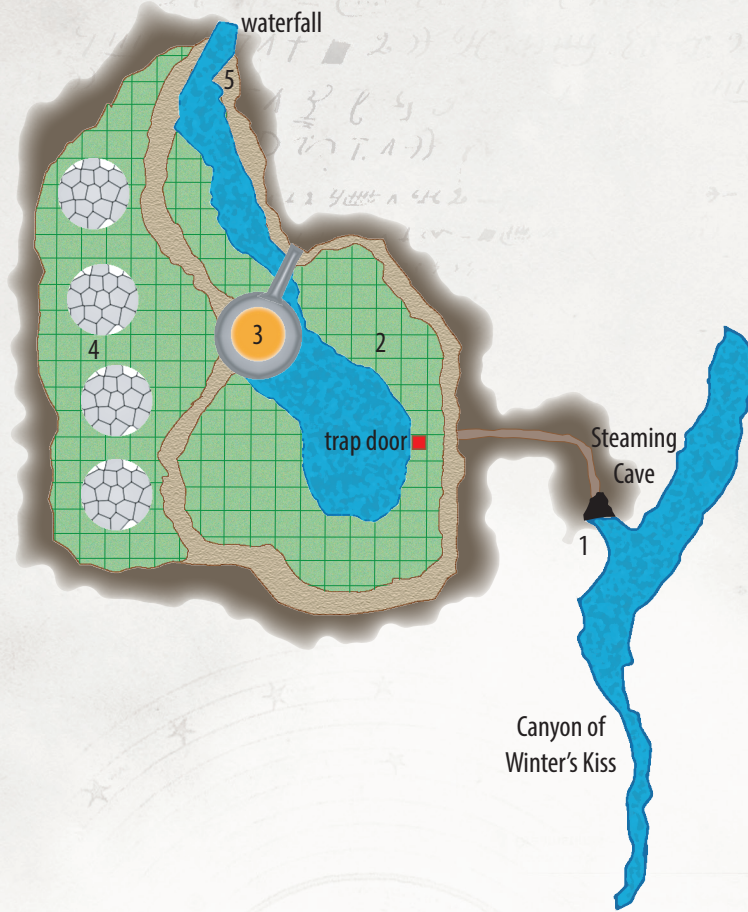
Creatures: The creature made from ice is a single ice golem that stands guard over the apparatus, but it takes no action unless intruders damage the drainage system controls or try to force the hatch. It defends itself if attacked (including being "attacked" by being caught in the effect of a failed attempt to operate the mechanism; see below).

Ice golem (*Pathfinder Roleplaying Game Bestiary*, page 161); hp 53

The Hatch: The hatch is locked by the drainage apparatus; the drain passage beyond is filled with hot water. When the water is drained from the passage by proper operation of the apparatus, the

SUMMER CAVERN

□ 30 ft.



hatch can be opened, revealing a 6-foot diameter pipe that leads 200 feet to the Summer Cavern (area 2).

The hatch can be forced or pried open with crowbars (or similar tools) and a successful DC 23 Strength check, or destroyed (hardness 10, 100 hit points). The ice golem immediately attacks anyone trying to force the hatch or damage it. If the hatch is forced open or destroyed without first operating the mechanism (see below), a great flood of hot water bursts out as the drain passage beyond suddenly empties into this area.

Hazards: The drain apparatus regulates and recovers heat and water from the interior. Operated properly, the apparatus flushes the pipes and opens the access hatch, allowing creatures to walk through the drain pipe into the Summer Cavern. Operating the apparatus requires a DC 15 Knowledge (engineering) or DC 20 Disable Device check. Whether the check succeeds or fails, read:

The pipes creak and rumble. You hear the sound of rushing water somewhere behind the wall, and several small jets of steam burst from valves hidden in the pipework.

If the check fails by 5 or more, the drainage apparatus blasts out dangerous jets of hot water (see the trap description below).

To complete the flush cycle and open the hatch, the operator must succeed on two consecutive skill checks within the next 10 rounds, checking once per round. If a skill check is failed by 5 or more, or if two consecutive checks are failed, the trap is activated, and the system then resets. If the operator gets to ten rounds without solving the apparatus or triggering it, the system resets, and the characters will have to start over.

Once the apparatus has been successfully operated, the hatch can be opened simply by operating the handwheel (no skill check needed).

Development: Once the apparatus is flushed and the hatch opened, PCs can enter the 6-foot-

DRAINAGE APPRATUS TRAP (CR 7)

XP 3,200

Type mechanical; Perception DC 10; Disable Device DC 20
Effects

Trigger location; Duration 3 rounds; Reset 10 rounds

Effect jets of scalding water (2d6 fire damage, DC 20 Reflex save for half damage; creatures failing their save are knocked prone and pushed 1d4 x 5 feet away from the apparatus); multiple targets (all targets in the corridor within 30 feet)

Alternate Effect (forced hatch) flood of scalding water (6d6 fire damage, DC 20 Fortitude save for half damage; creatures failing their save are knocked prone and washed 2d10 x 5 feet away from the apparatus, sustaining an additional 2d10 bludgeoning damage); multiple targets (all targets in the corridor within 100 feet)

wide metallic pipe behind it. The pipe runs 200 feet into the Summer Cavern. The interior end of the pipe is closed by a sluice gate that holds back the water in the lake in the Summer Cavern, but there is a metal ladder near the end that leads to a hatch in the ceiling of the pipe. This hatch opens in the floor of area 2, near the east shore of the lake.

2. THE SUMMER CAVERN (CR 6)

The air of this cavern is redolent with the scent of flowers and filled with a clinging humidity and warmth that seeps into your very bones. A strange machine of metal and glass dominates the chamber, rising from a placid lake in the middle of the cavern to the ceiling. It sheds a comforting golden radiance. The walls are covered with hanging mosses and shelved terraces teeming with trailing vines heavy with blossom and berry. A manicured orchard surrounds the lake, while at the north end of the chamber, a tinkling waterfall cascades down the cavern wall. On the cavern's west side, a large ledge supports a series of glass and metal domes and chambered mounds.

The Summer Cavern was created by Viondor as a self-contained ecosystem, watered with melted ice and infused with Atlantean tinctures to help fertilize and maintain the environment. It is cared for by a staff of wax golems that roam the cavern, pruning and tending as needed. A terrace surrounds the lower cavern at a height of approximately 20 feet, and it can be reached by climbing the greenery (DC 10 Climb check) or by finding the camouflaged staircases (DC 15 Perception check).

The wax golems are sentient and appear to be Atlantean humans (see the sidebar). They speak

High Atlantean and are initially unfriendly, but if made friendly they can answer general questions about the Summer Cavern and their master, the great wizard Viondor. He lives high in the tower above but visits the Summer Cavern when he is not busy with his studies or to tend the Solarion at area 3. They "live" in the lower levels of the tower when not tending the gardens.

Creatures: At the moment, there are three wax servants in the Summer Cavern. These servants are gardeners, and have the Profession (herbalist) skill. They are spread out in the lower gardens, working independently.

3 wax servants (see Adversaries); hp 47 each

If a wax servant is attacked, it shouts for help. One of the others rushes to aid it against intruders, while the remaining wax servant heads for area 4 to get help from the wax servants there. It returns in six rounds with four additional wax servants from that area. Each wax golem fights until destroyed.

3. THE SOLARION

A massive column of stone and steel stands in the center of the cavern. It is embedded with long panes of glowing amber crystal that emit a warm, golden radiance. A balcony surrounds the column's base about 20 feet above the level of the lake and lower gardens. A footbridge leads from the eastern terrace to the balcony by the golden column. The balcony also leads to the terrace on the western side of the cavern.

The Solarion was devised by Viondor to simulate the cycles of day and night for the benefit of the plants here. It is powered by eldritch energy drawn from convergent lines power in the earth. This energy also charges an arcane forge that manufactures a new wax golem every 1d6 years, distilling the wax delivered from the hives in area 4 and incubating them within a chamber hidden within the massive column.

Characters who closely examine the device discover the funnel opening for pouring in wax with a successful DC 15 Perception check; the funnel has beeswax drippings. The manufacturing chambers are accessed by secret doors (Perception DC 25) located on the column's south, east, and north sides; the south chamber holds a half-complete wax golem that won't be finished for many months.

Shilpatel has learned the means of maintaining the device, but has thus far been unsuccessful in

duplicating its effects with other types of golems. The Solarion once possessed three incubating manufactories, but she has damaged two of them beyond her ability to repair in the course of her experiments with golem creation. She has left the third manufactory undisturbed while she continues her research.

Development: PCs wishing to manipulate the controls of the Solarion can cause it to shift from simulated cool dawn to midday heat, evening cool, multicolored sunset, pale starlight or moonlight, or even total darkness with a DC 20 Use Magic Device check. The device can be effectively destroyed by smashing the amber panels; there are six of them (hardness 5, 30 hp).

4. THE CRYSTAL DOMES (CR 6 EACH)

Four large domes made from transparent crystal panes set in iron frames stand on the ledge at the western edge of the cavern. Inside the domes, you can see row after row of hanging plants, along with a cluster of large beehives in the center of each dome. The air on this high ledge hums with the buzzing of insects; the air is thick with pollen and the heady bouquet of thousands of flowers.

These domes contain Atlantean hanging gardens, fed by misting water channels and focusing the light of the Solarion to best nourish the plants within. This upper shelf teems with pollinating insects; while these bees fly throughout the orchards below and the gardens that cover nearly every surface of the cavern, they are most concentrated around the growing domes and hives in this area.

Creatures: Each dome is tended by a wax servant and a pair of giant bee harvesters. These bees carry baskets of produce to the secret door at area 5. They periodically harvest wax from the endless hives and deposit it in the manufactory embedded in the Solarion (area 3). If the wax servant or drone harvesters are attacked, the thousands of ordinary bees inside the dome react violently, forming into an angry swarm that attacks all creatures other than the golem and the giant bees and pursuing those creatures throughout the Summer Cavern until destroyed. The drone harvesters likewise fight until slain.

Wax servant (see Adversaries); hp 47

2 giant bees (*Pathfinder Roleplaying Game Bestiary* 2, page 43); hp 16 each

Bee swarm (equivalent to wasp swarm, *Pathfinder*

Roleplaying Game Bestiary, page 275); hp 31

If the wax servants in the domes were summoned to help defend area 2, then any that the PCs encountered there are not present here.

PEOPLE OR CONSTRUCTS?

The wax servants in the Tower are very good likenesses of living humans, and in fact are sentient and believe themselves to be real people. Allow characters interacting with the wax servants to attempt a Perception check (DC 27) to recognize that they are artificial. (The skin has a very slight sheen, the eyes don't blink, and movement is not quite natural.) Likewise, the wax servants think they have free will, but they are actually programmed to act like people who do. A character who tries to decipher their behavior may attempt an Sense Motive check (DC 20) to recognize that the "people" he is interacting with are under some strange form of compulsion that makes them act as they do.

Because they think they're real, the constructs see themselves as loyal servants to Viondor. They think they are Atlanteans who benefit from "immortality magic" that keeps them perpetually young. They regard strangers as potential thieves or vandals, and challenge the PCs on first meeting. Initially the servants demand that the party leave, and seek to detain them if the party refuses. Because they are programmed to defend the Tower, the servants attack without regard to their own safety if the PCs ignore them. However, clever PCs may be able to persuade the servants that they are messengers or allies, and win their friendship.

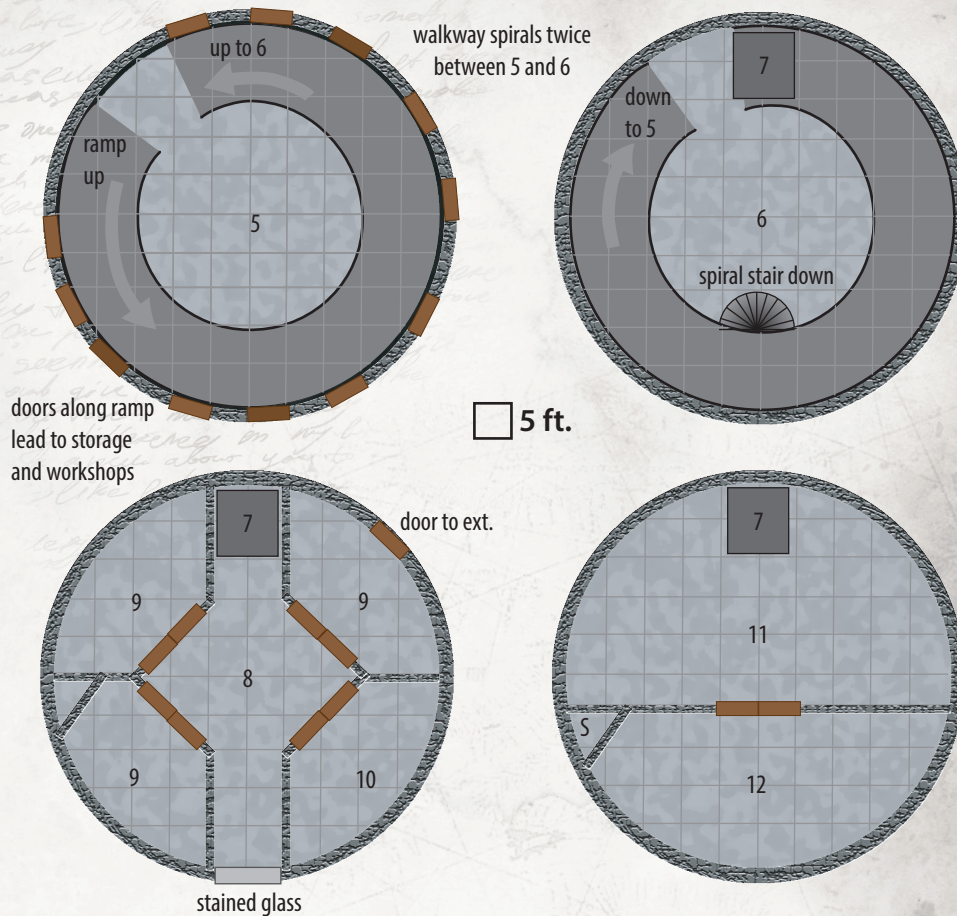
In combat, the wax servants are tougher and more resilient than ordinary people would be. Allow the PCs another Perception check (DC 22) to identify the wax servants as artificial when any servant they are fighting is reduced to half hit points or shrugs off a critical hit. If a servant is destroyed, it is clear to anyone nearby that it is a construct, not a living creature. Any wax servant that is within 30 feet of another wax servant that is destroyed (revealing it to be not be human at all) becomes shaken for 1d4 rounds. It thinks that someone it has known for all its life has just been revealed to be a machine, not realizing that it is too.

5. THE SPIRAL RAMP (CR 5+)

The entrance to the tower itself is hidden behind a secret door located at the northern end of the terrace. Finding the secret door requires a successful DC 20 Perception check, although PCs can learn about the entrance by questioning wax servants in areas 2 or 4, or observing the cavern for a little while—new wax servants from the upper levels eventually come down to the Summer Cavern to attend their duties here, and pass through the door.

When the PCs discover the secret door, read:

TOWER OF VIONDOR



The secret passage opens into the bottom of an open well-like space, 50 feet across and perhaps 200 feet high. A 10-foot-wide ramp spirals up around the wall of the chamber. A warm updraft from hidden vents carries the verdant smells of the garden cavern into this chamber, and a large golden globe hanging at the apex of the chamber fills the space with warm light. The ramp passes a dozen or so doors as it spirals upwards, and eventually ends at a door just below the ceiling.

This portion of the Tower is a subterranean chamber carved from the mountain between the Summer Cavern (area 2) and the basement level of the Tower proper (area 6).

Doors: The doors leading off the shaft are not locked. Each leads a storeroom or workroom about 20 feet by 20 feet. These chambers are "living" quarters for the wax golems that inhabit the tower, and each holds two sleeping mats, along with small looms, worktables, or other crafting tools.

Upper Door: The door at the top of the ramp

leads into a plain stone passage 10 feet wide, illuminated by small paraffin lamps in wall sconces. The passage ascends two more spirals, and climbs up through an open arch that leads to the floor of area 6.

Creatures: The 3rd, 5th, and 10th doors from the bottom lead to rooms where wax servants are currently "resting" or working quietly at crafts such as weaving or woodwork.

2 wax servants (see Adversaries); hp 47 each

Wax servants interrupted in their quarters object to their rest or activity being disturbed and demand (in High Atlantean) that the intruders leave. If the PCs answer in any language other than High Atlantean, the wax golems shout an alarm. There is a 25% chance that the occupants of one of the other two occupied rooms in this area hear the call for help and respond.

6. TOWER BASEMENT (CR 9 OR 11)

The passage at top of the spiral ramp chamber (area 5) leads to the basement level of the Tower.

This large round chamber is filled with uncountable fragments of junk and wreckage. Some look like the remnants of alien devices of unfathomable complexity, while others seem like the rusted debris of any salvage yard, cobbled into crude mechanisms and tools. A 10-foot wide metallic catwalk runs around the circumference of the room 20 feet above the floor level; the catwalk is piled with yet more junk.

On the south side of the room, a spiral staircase of metal leads from the chamber floor to the catwalk level. At the north end of the room, part of the catwalk is connected by gears and chains to rails that go up to the ceiling, where a 10-foot wide panel sits in a shallow recess. There is also a stone doorway below the catwalk, leading to a ramp that spirals down.

A handful of aproned workers roam through the piles, gleaning and sorting through components and pursuing various projects.

The components here are the shattered remnants of dozens of abortive golem creation projects by Shilpatel, though they were not wholly ineffective. In addition to the wax servants that are in sight, there is a hidden threat in the piles of junk. After so many cycles of creation and destruction, the loose components have gained a sort of residual animus, allowing them to animate as an unusually large junk golem. Allow any character taking a careful look at the junk to attempt a Perception check (DC 15); on a success, the character realizes that one of the piles forms a creature that is currently quiescent.

Creatures: Four wax servants are working in this area—three on the floor, and one on the catwalk. When PCs enter this chamber, the wax servants are unfriendly. They attempt to chivy the party out of the room and back the way they came, telling them in High Atlantean that “No visitors are allowed to see the great works! You must wait until you are summoned!” If made friendly or helpful and convinced that the PCs have been summoned by the Maker, the great Viondor, the wax servants escort the party to the lift (area 7). One wax servant accompanies the party, operating the lift and taking them up to area II.

If PCs attack any of the wax servants, or if they attempt to ascend the stairs or otherwise continue up the tower without convincing the wax servants that they have been summoned, the golems attack.

In addition, the junk golem animates and attacks as well.

4 wax servants (see Adversaries); hp 47 each

Giant junk golem (see Adversaries); hp 52

Against a single opponent, the junk golem typically fights in its solid form. Against groups of opponents or flying opponents, it shifts into its swarm form.

If a fight breaks out on the floor, the wax servant on the catwalk hurries to the lift. It activates the platform, which takes 3 rounds to ascend to area II. The alchemical golem there gets on the lift, and the two golems ride the lift back down to this level, returning at the end of round 7; they can act normally on their turns in round 8. The alchemical golem remains on the catwalk level and begins hurling bombs from this vantage.

Alchemical golem (*Pathfinder Roleplaying Game Bestiary 2*, page 135); hp 96

Treasure: Each minute spent sifting through the junk in this room allows a character to make an Appraise check. The result of the check indicates the gp value of salvageable materials the character finds. Such materials have a weight of 1 pound per 10 gp value. A DC 30 or greater Appraise check finds an unusually valuable item worth 3d6 gp times the result of the character’s check, weighing only 1 pound per 100 gp value. PCs can salvage a maximum of 5,000 gp worth of goods from the junk in this chamber.

7. THE LIFT

A 10-foot wide metal catwalk circles a large, junk-filled room 20 feet below. More piles of junk are strewn around the catwalk. However, a 10-foot by 10-foot section of the catwalk on the northern side of the room appears to be free of any debris. It is attached by gears and chains to a pair of rails that run 15 feet up to the ceiling, where there is a recessed panel about the same size as the catwalk section. A mechanism of gears and handles stands on the side of the catwalk section by the rails.

The 10-foot section of the catwalk is a mechanical elevator. It ascends to area 8, and above that area II (the top). The recessed panel in the ceiling divides this area from the floor of area 8; it slides aside when the lift comes within 10 feet from below, and closes again when the lift rises above it.

The lift is cleverly counterweighted by hidden

weights. To move it up or down, all that an operator need do is crank one of the handles mounted on the platform—clockwise lowers the platform, counterclockwise raises it. (The crank does not turn clockwise when the platform is sitting at the catwalk level, since that is its lowest point.) As a full-round action, anyone with a Strength score of 10 or better can move the platform up or down 10 feet by turning the crank. An operator can attempt to move faster by turning the crank more vigorously; this requires a successful DC 15 Strength check and increases the speed to 20 feet. If the lift is not here, the platform can be brought down to this level simply by hauling on a chain by the rails (this is the same as using the winch handle on the platform).

Figuring out how to operate the device requires a successful DC 15 Disable Device or Knowledge (engineering) skill check, although if the characters observe the wax servant mentioned in the area 6 description operating the device, they automatically figure it out.

8. THE ATRIUM (CR 3)

This chamber is a grand atrium tiled in polished black stone. Four large sets of doors flank a hexagonal central chamber, which bears an intricate inlaid tile map of some island archipelago worked into the floor in shades of blue and tan. To the south, a stained-glass window depicting a vibrant seascape is illuminated brightly by the low rays of the cold arctic sun. A young Atlantean woman in servant's garb stands gazing out through transparent panes in the window.

To the north, there is a recessed panel about 10 feet square in the floor. Two iron rails bolted to the wall just behind the panel lead up to the ceiling 20 feet above, where there is a matching recess and panel. Several chains run parallel to the rails.

This chamber was built by Viondor to remind him of his fallen Atlantean home. The window has a handful of clear panels, which provide a view for miles down the Vale of Ice and Steam and the valley of the Dauthur River beyond it, as well as the glaciers that bracket the valley. Sharp-eyed characters can make out the Giant's Stair, almost twenty miles down the valley.

The recessed panels and the rails are part of the lift installation (see area 7 for details). If the PCs enter from the exterior door in area 9, the lift is not here—it is one floor down, in area 7.

Creatures: A single wax servant keeps watch here to ensure no one disturbs the experiments in areas 9 and 10, and also keeps watch on the

surrounding landscape.

Wax servant (see Adversaries); hp 47

The wax golem is unfriendly. She insists that the party must return the way they came, and attacks if they try to push on past her. If made friendly or helpful, she answers questions about what is in each room, to the best of her understanding. She can report that the PCs were observed coming upriver and that Master Viondor was interested to see what they would do if they came into the tower, so he has allowed them to explore. She is here to see if more visitors are coming after them. She says that Master Viondor and his assistant are upstairs in the observatory, and tells the PCs to wait while she goes to inform Viondor of their arrival.

If the PCs allow her to leave, the wax servant takes the lift up to area 11. She returns in just a minute or two, and informs the party that Viondor would like to meet them in the observatory. She then uses the lift to take the characters up to area 11.

9. WORKSHOPS (CR 6)

The northeast workshop has a little-used metal door leading to the mountainside on which the tower stands. The door is half-buried in snow drifts, but characters who climb (or fly) up the mountainside and make an effort to circle the tower in search of an entrance find it easily enough. The door is locked from the inside (Disable Device DC 30; DC 26 Strength check to break open; hardness 8, 60 hp); Shilpatel carries the key. The doors leading into these rooms from area 8 are unlocked.

This semicircular chamber features a large stone worktable. Shelves along the walls hold a variety of materials and tools: squares of raw leather, bleached bone, rough pieces of wood in various sizes and shapes, metal cogs and shafts, hammers, tongs, heavy needles, and more. Lying on top of the stone table is a humanoid form crudely fashioned from the materials present in the room.

Each workroom holds one slab with an incomplete wood golem, although the lack of suitable wood nearby has forced the creator to substitute alternate materials such as mammoth bone and scrap metal in various places. A character trained in Arcana that studies the work in progress or the materials can identify the creature on the

slab with a successful DC 21 Knowledge (arcana) check.

The stone worktables themselves are imbued with the power to enable construct creation, and have a moderate aura of transmutation magic. A creature performing the appropriate ritual can create constructs on one of these slabs as if she had the Craft Construct feat. (Shilpatel knows the ritual, having learned it from Viondor.)

Northeast Workshop: This workshop also has a door in the outer wall, leading to the tower's exterior. The tower sits on a level shelf on the mountainside that is about 200 feet across (from north to south) and 600 feet wide (east to west). This ledge is covered in deep snowdrifts.

Northwest Workshop (CR 6): The wood golem in this workshop is almost complete. If tampered with by any creature other than Shilpatel, it animates and attacks. The golem does not pursue if intruders retreat out of the room, and returns to the slab one minute later.

Wood golem (*Pathfinder Roleplaying Game Bestiary*, page 164); hp 64

Southwest Workshop: This room is smaller than the others, with what appears to be a solid stone wall filling in one corner at area S. This is actually the location of a secret stairwell mechanism (Perception DC 25, Disable Device DC 25). When triggered, a sliding door opens up into a collapsing stairwell that extends to the catwalk below (area 6) and upwards into the Master's Chamber (area 12).

Treasure: Each room holds useful materials—good leather, well-preserved mammoth bone, and so on. The value in any given room is 1d4 100 gp, but the materials are bulky. Their weight in pounds is equal to half their gp value.

10. ABATTOIR (CR 9)

The door to this chamber is locked from the outside with three heavy bars. A putrid stench wafts from within.

Shilpatel has relatively little living flesh on which to experiment, but while working to construct an oversized flesh golem from assorted creature parts harvested from the valley the experimental tissue putrefied. The resulting defective construct came apart shortly after animating. Shilpatel fled the chamber as the two golems came to life, locking the two golems within as she con-

siders how best to salvage the experiment. When the PCs enter the room, read:

The chamber is filthy with bloodstains and a wicked assortment of saws, drills, trocars, clamps, and basins. A bloodstained stone platform sits in the room's center. A charnel colossus stands on each side of the operating theater, one comprised of malformed and mismatched flesh and limbs and the other of a tangled mass of fused bone.

Creatures: When Shilpatel's construct came apart, the animate flesh sloughed off the bony structure before coming into existence as two golems instead of one, both uncontrolled: a carrion golem and bone golem. The golems stand silently within, unmoving, but if the door is opened they burst forth to attack all creatures nearby.

Bone golem (*Pathfinder Roleplaying Game Bestiary* 3, page 133); hp 90

Carrion golem (*Pathfinder Roleplaying Game Bestiary* 2, page 136); hp 42

Each golem attacks the nearest creature (other than another golem) every round. They pursue any retreating foes relentlessly, although they don't have the ability to operate the lift in area 8. They fight until destroyed.

11. OBSERVATORY (CR 12)

A great domed chamber takes up most of the top floor of the tower. Numerous inlaid tables are strewn with scrolls, books, inkpots and quills, and strange diagrams and frameworks of crystal and wire. Several large tubes stand upright within metallic frameworks and geared mechanisms. One set of shelves holds a collection of burnished mirrors and lenses, while another holds row after row of bottles and beakers containing varicolored fluids and pickled viscera.

On the north side of the room, a set of iron rails leads to a recessed panel in the floor about 10 feet square—a lift of some kind. By the lift opening stands a large, misshapen construct of wood, metal, and glass tubing. Its head is a glass dome in which float a brain and a pair of eyes.

To the south stands a large pair of doors. An alchemical laboratory is set up along several tables near the doors. A stern old man with a short white beard and scarlet robes patters about by the alchemical laboratory, while a young woman in a warrior's cuirass assists him.

If Shilpatel is warned that intruders are near—for example, by the arrival of wax servants from area 6 or area 8—she is ready to greet the party. Add:

The old man in robes looks up as the lift comes to a stop. "Oh, hello there," he says. "How exciting! We don't have many visitors these days. I am Viondor, master of this tower. This is Taala, my assistant. Who might you be?"

Shilpatel ("Viondor") and her bodyguard Lakshmireda ("Taala") spend most of their time in this chamber, although they occasionally visit the Summer Cavern (area 2) and spend long hours in the Workshops (area 9). Shilpatel is working on deciphering Viondor's research and trying to replicate his mastery of construct creation. She has had some successes, most notably the creation of an alchemical golem (the construct by the lift). More often, she has had partial successes, like the junk golems in area 6 and the abortive golems in the abattoir (area 10). Still, Shilpatel is content to continue her work, adored by the gullible wax golems that believe her to be their undying master.

Creatures: Shilpatel is intrigued by the PCs and curious as to their business here. Her initial attitude toward the PCs is hostile, though she covers it well with friendly blandishments and a genially doddering demeanor. She is interested in the PCs' tales and news of the outside world. If she is made friendly or helpful, she answers truthfully questions about Captain Bruneval (she

and wine (see Roleplaying "Viondor," below).

Alchemical golem (*Pathfinder Roleplaying Game Bestiary 2*, page 135); hp 96

Lakshmireda, rakshasa honor guard (*PTCS*, page 224); hp 105

Shilpatel, common rakshasa (see *Adversaries*); hp 115

Tactics: If a fight breaks out, the alchemical golem uses its bombs if PCs are clustered together. It is careful not to place bombs where Shilpatel could be harmed. The golem responds to verbal commands from Shilpatel during combat, attacking as she directs; if she is incapacitated, it moves toward her and attacks any creature attacking her. Lakshmireda remains adjacent to Shilpatel at all times, using her protective strike and duty-bound special abilities to intercept attacks aimed at her mistress and to strike down those daring to attack her. She fights to death to protect Shilpatel, or to avenge her if she is killed.

If warned that intruders are approaching, Shilpatel prepares by casting *mage armor*. If she decides to destroy the party after speaking with them, she excuses herself from the table and retreats to area 12, where she casts *invisibility*, *mirror image*, and *shield* before returning to attack the PCs. During combat, Shilpatel uses *slow* to hamper enemy movement and *charm person* and *suggestion* to turn enemies to her side. If that fails, she uses *minor image* to create illusory walls of flame or ice to block line of sight and divide up the PCs, then attacks with *magic missile* and *scorching ray* against lone opponents.

Shilpatel has no interest in fighting to the death. If sorely pressed, she calls for all remaining wax servants in area 12 to come and defend her as she retreats to area 12. If her defeat seems inevitable she uses her scroll of *gaseous form* to escape through ventilation pipes to the lower levels.

Roleplaying "Viondor": Shilpatel, in the guise of Viondor, speaks both High and Low Atlantean. She relates some of Viondor's story as her own, but most is entirely fabricated as she paints the picture of a harmless researcher into the mystical arts both magical and mechanical. She has studied Atlantean history and geography, but is not truly expert. A PC can attempt a DC 15 Knowledge (geography) or Knowledge (history) check to recognize errors in her recollection, which Shilpatel tries to play off as encroaching senility and gradual memory loss in "his" old age.

A FINE MEAL

Shilpatel wants to get the PCs to eat, but she is clever enough to realize that insisting may look suspicious. You'll need to be careful about how you present this choice to the players. The best thing to do is simply ask the players, "Do you join Viondor or decline?"

If the players agree to sit down with Viondor, you can assume the PCs partake of the various courses and are exposed to the poisoned mushrooms when they are served. If the PCs initially decline refreshments, "Viondor" looks a little hurt, but shrugs and says that "he" will have something while they talk. Ask the players again after they've conversed with their host for a few minutes.

If the players don't suspect anything and the PCs eat the mushrooms, don't give it away by asking for saving throws right away. Ask for the first saving throw at the end of the onset period; the saves for the second and third doses follow 2 and 4 rounds later. Characters may mistake the poison's effect for exceptionally strong wine at first.

does not know him by name, but she dimly recalls an intruder matching his description who stole a few things many years ago and fled).

While conversing, Shilpatel seeks to put the PCs off their guard in case she decides to dispose of them. She invites the party to dine with her, summoning wax servants from area 12 to serve food

The Feast: While talking with the party, Shilpatel offers to serve food and wine. A pair of wax servants from area 12 is summoned to lay out a tempting spread and set chairs around the table. The first course is a vegetable broth, and the second is smoked fish; both are fine. As the feasting continues, a third course is brought out of pies made with striped toadstool (*Pathfinder Roleplaying Game Core Rulebook*, page 560). Characters eating them are exposed to three doses of the poison (DC 11 Fortitude). Shilpatel and Lakshmireda have developed an immunity to these toxic mushrooms and eat them with impunity and relish.

If the poison is detected and she is confronted about it, Shilpatel feigns ignorance of their poisonous qualities. She points out that she ate them as well, and suggests that perhaps as an Atlantean she has a tolerance to their effects. Otherwise, Shilpatel waits to see if the poison disables her guests, hoping to take them prisoner when they become helpless (although she is happy to spring her trap whenever she sees that a fight is inevitable).

After the Feast: If the PCs don't succumb to the mushrooms and the feast concludes peacefully, Shilpatel offers them quarters in "his" tower and Atlantean consorts (actually wax servants from area 12) to attend to them. These quarters are in some of the unused small rooms off the Spiral Ramp (area 5).

If PCs ask to leave the tower, Shilpatel urges them to stay and assist in "his" research, or at the very least rest and provision themselves before setting out again. She also suggests that she holds the secret to "immortality," and will share eternal life with any who choose to join her. Shilpatel acts as though she believes that the wax golems are truly alive and are the deathless scions of Old Atlantis. If confronted with evidence that they are not, "Viondor" becomes despondent and weepy and excuses himself to his bedchamber, declaring to them, "No, this is not right. I will show you! I will bring you proof that these ARE the true children of Atlantis. You will see!" In truth, she is just waiting for the poison to have its effect on the PCs while she retreats to cast her preparatory spells for combat.

Development: If PCs agree to remain in the tower—either because they believe "Viondor" knows something about immortality, they are persuaded to rest, or they are feigning agreement—Shilpatel has wax servants from areas 12 escort them below. Once PCs are safely ensconced

in their bedchambers (hopefully isolated individually or in smaller groups) she intends to release a dose of insanity mist into each sleeping chamber followed by a stealthy night attack to capture them



for later experiments if possible, or simply to slay and devour them if capture proves difficult. It has been long since Shilpatel and Lakshmireda feasted on flesh and blood.

Regardless of whether the PCs agree to her overtures or politely decline, Shilpatel has no intention of allowing them to take any of her treasures, or to carry stories about her tower to the outside world. The characters must come to serve her, or die and become fodder for her experiments.

Treasure: The alchemical supplies, books, scrolls, lenses, and furnishings here are of considerable worth. Fourteen bottles of rare alchemical reagents are worth 50 gp and weigh 3 pounds each; a set of finely made lenses in a copper frame weighs 30 pounds, but is worth 1,200 gp; and among the dusty old scrolls stuffed into the bookshelves are a rare map by a famous cartographer worth 800 gp and a scroll of *restoration*.

12. MASTER'S CHAMBER (CR 7)

This grand bedchamber is dominated by massive crystal-paned windows that look out to the south. In the far distance, a low bank of clouds may mark the distant Sea of Mists. Scroll niches line several of the walls, and silken pillows and sumptuous divans are arrayed around the room. Four scantily clad servants stand at the ready along the walls in motionless poses of supplication.

This luxurious chamber is Shilpatel and Laksh-mireda's bedchamber and treasury.

Creatures: The four attendants here are wax servants with Perform skills instead of Craft or Profession. They are made in the images of beautiful young men and women. They do not fight unless directly attacked or ordered to join combat by their maker.

4 wax servants (see Adversaries); hp 47 each

Secret Stair: At area S is a secret trapdoor (Perception DC 25, Disable Device DC 25). When triggered, it causes a collapsing stairwell to extend downwards past area 9 to area 6 below. If Shilpatel is forced to flee combat in area 12, she uses this secret stairwell to flee back down to the tower's lower levels.

Treasure: The library grants a +2 circumstance bonus on all Knowledge checks to a creature able to read High Atlantean; this bonus is increased to +5 for checks related to constructs. The library consists of twenty-five rare Atlantean tomes are worth an average of 100 gp each to collectors of Atlantean lore, and weigh 5 pounds each. In addition, a box of carved ivory and amber on a shelf near the trapdoor contains 225 pp in Atlantean coinage, as well as a dozen polished garnets worth 120 gp each. The box itself is worth 200 gp. Shilpatel takes this box with her if she flees.

EPILOGUE

If Shilpatel cannot defeat the player characters or drive them out of her tower, she does not hesitate to abandon her allies, including the faithful Lakshmireda. In Shilpatel's mind, an honor guard's purpose is to give its life in service, and she has no remorse for asking Lakshmireda to do so. If able to retreat to the lower levels, Shilpatel orders all surviving constructs on the lower levels to ascend the lift and attack the PCs. Characters may be stranded under siege at the top of the



tower until they are able to eliminate the golems below, or at least sabotage the lift to keep the creatures from getting to them.

After setting the golems to attack the intruders, Shilpatel retreats to the Solarion and takes 20 minutes to sabotage it. Once it has been sabotaged, its cycles and energy balance become unstable and it begins operating erratically for 1d20 hours, after which it ceases functioning entirely. The ecosystem within the Summer Cavern begins to decay rapidly without its light, and within a matter of weeks the entire area goes to rot. Without the Solarion's radiance, the bees become erratic and behave as if confused, eventually dying

within a week.

Meanwhile, Shilpatel takes what wealth she can with her and flees downriver, hoping to find the PCs' ship. Arriving at the river mouth, she assumes the guise of one of the characters and signals for rescue, spinning a tale of death and disaster with herself as sole survivor. She urges the crew to sail away, using Bluff, Diplomacy, and magical persuasion if necessary. If PCs do not immediately pursue Shilpatel downriver, they might find themselves stranded on the icy shores of Nimoth. Carrying large quantities of Atlantean salvage may be a tricky endeavor as the party makes its way overland through forbidding terrain to reach civilization again.

Shilpatel always keeps an eye out for the PCs or goods brought back from her erstwhile home. She can become a recurring adversary plotting a dire revenge against the characters for destroying her plans at the Lost Tower of Viondor.

ADVERSARIES AND TREASURES

Here are monsters and treasures specific to *Lost Tower of Viondor*.

BRUNEVAL (CR 10)

XP 9,600

Ghostberg draugr rogue 8 (*Pathfinder Roleplaying Game Bestiary 2* page 110)

CE Medium undead (water)

Init +5; **Senses** darkvision 60 ft.; Perception +17

Defense

AC 22, touch 15, flat-footed 17 (+3 armor, +5 Dex, +4 natural)

hp 123 (11 HD; 3d8+8d8+74)

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

Defensive Abilities evasion, improved uncanny dodge, trap sense +2; **DR** 5/bludgeoning or slashing; **Immune** undead traits; **Resist** fire 10

Offense

Speed 30 ft., climb 20 ft., ice climber

Melee slam +15 (1d10+12 plus energy drain), +1 *short sword* +17/+12 (1d6+8/17-20), or two +1 *short swords* +15/+15/+10/+10 (1d6+8/17-20)

Special Attacks energy drain (1 level, DC 16), sneak attack +4d6

Spell-Like Abilities (CL 5th; concentration +10)

3/day—*haunting mists* (DC 18) (*Pathfinder Roleplaying Game Ultimate Magic*)

Statistics

Str 24, **Dex** 20, **Con** —, **Int** 12, **Wis** 16, **Cha** 20

Base Atk +8; **CMB** +15; **CMD** 30

Feats Blind-Fight, Double Slice, Improved Critical (short sword), Improved Two-Weapon Fighting, Shadow Strike,

Toughness, Two-Weapon Fighting, Weapon Focus (short sword)

Skills Acrobatics +17, Appraise +10, Bluff +11, Climb +20, Disable Device +13, Intimidate +19, Knowledge (geography) +10, Knowledge (local) +10, Knowledge (nature) +5, Linguistics +5, Perception +17, Profession (sailor) +17, Stealth +19, Use Magic Device +10

Languages High Atlantean, Low Atlantean, Nimothan

SQ rogue talents (black market connections, bleeding attack +4, combat trick, weapon training), trapfinding +4

Other Gear masterwork studded leather

Special Abilities

Energy Drain (Su) Captain Bruneval inflicts one negative level with a successful melee attack (2 negative levels on a confirmed critical hit), but can energy drain only once per round even if he hits with multiple attacks.

Ice Climber (Ex) Ghostberg draugr take no penalty for climbing icy surfaces, and as a full-round action they can move through 5 feet of solid ice as a full-round action, leaving no ripple, hole, or other sign of their passage.

DRAUGR, GHOSTBERG (CR 3)

XP 800

Draugr rogue 1 (*Pathfinder Roleplaying Game Bestiary 2*, page 110)

CE Medium undead (water)

Init +6; **Senses** darkvision 60 ft.; Perception +7

Defense

AC 18, touch 12, flat-footed 16 (+3 armor, +2 Dex, +2 natural, +1 shield)

hp 22 (4 HD; 3d8+1d8+5)

Fort +2, **Ref** +5, **Will** +4

DR 5/bludgeoning or slashing; **Immune** undead traits;

Resist fire 10

Offense

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

Melee mwk falcata +9 (1d8+5/19-20/x3 plus nausea) or slam +7 (1d10+5 plus nausea)

Special Attacks sneak attack +1d6

Statistics

Str 21, **Dex** 14, **Con** —, **Int** 10, **Wis** 12, **Cha** 13

Base Atk +2; **CMB** +7; **CMD** 19

Feats Improved Initiative, Weapon Focus (falcata)

Skills Acrobatics +8, Climb +18, Perception +7, Profession (sailor) +7, Stealth +8, Swim +18

Languages Low Atlantean or Nimothan (equal chance of either, cannot speak)

SQ trapfinding +1

Special Abilities

Ice Climber (Ex) Ghostberg draugr take no penalty for climbing icy surfaces, and as a full-round action they can move through 5 feet of solid ice as a full-round action, leaving no ripple, hole, or other sign of their passage.

Nausea (Su) A creature that is damaged by a draugr must make a DC 12 Fortitude save or be nauseated for 1 round. The save DC is Charisma-based.

JUNK GOLEM, GIANT (CR 5)

XP 1,600

Junk golem with giant template (*Pathfinder Roleplaying Game Bestiary 4*)

N Large construct

Init -2; Senses darkvision 60 ft., low-light vision; Perception +0

Defense

AC 20, touch 7, flat-footed 20 (-2 Dex, +13 natural, -1 size)

hp 52 (4d10+30); junk repair

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

DR 5/adamantine; **Immune** construct traits, magic

Offense

Speed 30 ft.

Melee 2 slam +9 (1d8+6 plus disease)

Special Attacks disease

Statistics

Str 22, **Dex** 7, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +4; **CMB** +11; **CMD** 19

SQ disincorporate

Special Abilities

Disincorporate (Ex) A junk golem can break apart into its constituent pieces as a standard action, becoming a swarming mass of Tiny parts. It gains the swarm subtype, its space changes to 10 feet, and its reach changes to 0. In this form, it gains a swarm attack that deals 1d6 points of damage and inflicts disease, but loses its slam attacks. It can revert back to its normal form as a full-round action.

Disease (Ex) Tetanus: Slam—injury; save Fort DC 12; onset 1d6 days; frequency 1 day; effect 1d4 Dex damage. Each time someone takes Dexterity damage from tetanus, there's a 50% chance his jaw muscles stiffen, preventing speech and the use of spells with verbal components

for 24 hours; cure 2 consecutive saves. The save DC is Constitution-based.

Immunity to Magic (Ex) A junk golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against a junk golem, as noted below.

A *shatter* spell causes a junk golem to disincorporate and dazes it for 1 round.

A *grease* spell affects the junk golem as if it were *haste* for 1d6 rounds and ends any slow effect on it.

An *arcane lock* or *hold portal* spell affects the junk golem as if it were a *slow* spell for 1d6 rounds and breaks any *haste* effect on it.

A *wood shape* or *rusting grasp* spell deals 2d6 points of damage to a junk golem.

Junk Repair (Su) A junk golem has fast healing 2 when in an area with a high concentration of debris, such as a refuse heap or the area created by another junk golem's disincorporate ability.

NHIOL THE OLDER (CR 8)

XP 4,800

Chimera with advanced template (*Pathfinder Roleplaying Game Bestiary*, page 44)

CE Large magical beast

Init +7; **Senses** darkvision 60 ft., low-light vision, scent; Perception +12

Defense

AC 23, touch 12, flat-footed 20 (+3 Dex, +11 natural, -1 size)

hp 103 (9d10+54)

Fort +11, **Ref** +9, **Will** +8

Offense

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

ATLANTEAN HYDROSTAT

The Tower of Viondor is an excellent location for any unusual magical treasures you wish to award the PCs. In addition, Bruneval possesses one rare Atlantean item.

Aura moderate transmutation; **CL** 7th

Slot —; **Price** 10,000 gp; **Weight** 3 lbs.

Description

This crystal and metal disk has the power to halt the motion of liquids and make them firm and stable enough to traverse as if they were solid ground. The surface of the water takes on the appearance of pale violet crystal six inches thick. This solidity persists in a 20-foot-radius spread and moves with the *Atlantean hydrostat*. The crystal floats on top of flowing or moving water but calms and absorbs the motion of water beneath it and does not move with it, so that the solid surface remains smooth and stable even if the water around it is churning and rough. The solid water does not move with the current or wave action, and waves or current moving into the area of the hydrostat's effect are suppressed and frozen in place. If the hydrostat moves, water no longer within 20 feet returns to its normal course. An *Atlantean hydrostat* can be used for up to 7 minutes per day, though this duration need not be consecutive. Creatures underneath the crystal can break through it (hardness 5, hp 60, break DC 28). If the crystal is broken, the feedback surge renders the *Atlantean hydrostat* inoperable for 1 minute and there is a 10% chance that the feedback destroys the Atlantean hydrostat entirely.

Construction

Requirements Craft Wondrous Item, *fabricate*, *polymorph any object*; **Cost** 5,000 gp

Melee bite +14 (2d6+6), bite +14 (1d8+6), gore +14 (1d8+6), 2 claws +14 (1d6+6)
Space 10 ft.; **Reach** 5 ft.

Special Attacks breath weapon (usable every 1d4 rounds)

Statistics

Str 23, **Dex** 16, **Con** 21, **Int** 8, **Wis** 17, **Cha** 14

Base Atk +9; **CMB** +16; **CMD** 29 (33 vs. trip)

Feats Hover, Improved Initiative, Iron Will, Skill Focus (Perception), Toughness

Skills Fly +4, Perception +12, Stealth +6 (+10 in scrubland or brush); **Racial Modifiers** +2 Perception, +4 Stealth in scrubland or brush

Languages Draconic

Special Abilities

Breath Weapon (Su) 20-ft. cone, Reflex DC 19 half, 8d8 acid, usable once every 1d4 rounds. The save DC is Constitution-based.

SHILPATEL (CR 10)

XP 4,800

Rakshasa, common (*Pathfinder Roleplaying Game Bestiary*, page 231)

hp 115

Spells Known (CL 7th)

3rd (5/day)—*slow* (DC 17), *suggestion* (DC 17)

2nd (7/day)—*invisibility*, *minor image*, *mirror image*, *scorching ray*

1st (7/day)—*charm person* (DC 15), *grease* (DC 15), *mage armor*, *magic missile*, *shield*

0 (at will)—*dancing lights*, *detect magic*, *ghost sound* (DC 14), *mage hand*, *mending*, *message*, *prestidigitation*

Skills Bluff +20, Diplomacy +16, Disguise +24, Knowledge (arcana) +5, Knowledge (geography) +5, Knowledge (history) +5, Perception +14, Perform +16, Sense Motive +14, Spellcraft +5, Stealth +14, Use Magic Device +10

Gear headband of alluring charisma +2, ring of spell knowledge II (contains *mirror image*), scroll of gaseous form, potion of cure serious wounds

Languages High Atlantean, Infernal, Low Atlantean

VERRGA (CR 10)

XP 9,600

Frost giant with giant simple template (*Pathfinder Roleplaying Game Bestiary* 2, page 149)

CE Huge humanoid (cold, giant)

Init -2; **Senses** low-light vision; Perception +10

Defense

AC 21, touch 6, flat-footed 21 (+3 armor, -2 Dex, +12 natural, -2 size)

hp 161 (14d8+98)

Fort +16, **Ref** +2, **Will** +6

Defensive Abilities rock catching; **Immune** cold

Weaknesses vulnerability to fire

Offense

Speed 40 ft.

Melee masterwork greatsword +20/+15 (4d6+16/17-20) or 2 slams +19 (2d6+11)

Ranged rock +7 (2d6+16)

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

Special Attacks rock throwing (120 ft.)

Statistics

Str 33, **Dex** 7, **Con** 25, **Int** 10, **Wis** 14, **Cha** 11

Base Atk +10; **CMB** +23 (+25 bull rush); **CMD** 31 (33 vs. bull rush)

Feats Bull Rush Strike, Cleave, Improved Bull Rush, Improved Critical (greatsword), Martial Weapon Proficiency (greatsword), Power Attack, Skill Focus (Stealth)

Skills Climb +17, Craft (weapons) +7, Intimidate +7, Perception +10, Stealth +1 (+5 in snow); **Racial Modifiers** +4 Stealth in snow

Languages Giant, Nimothan

Gear masterwork greatsword, studded leather

WAX SERVANT (CR 4)

XP 1,200

Sentient wax golem commoner 1 (*Pathfinder Roleplaying Game Bestiary* 4)

N Medium construct

Init +3; **Senses** darkvision 60 ft., low-light vision; Perception +6

Defense

AC 15, touch 9, flat-footed 15 (-1 Dex, +6 natural)

hp 47 (5 HD; 4d10+1d6+21)

Fort +3, **Ref** +2, **Will** +1

Immune construct traits, magic

Weaknesses vulnerable to fire

Offense

Speed 30 ft.

Melee slam +6 (1d6+3)

Statistics

Str 14, **Dex** 9, **Con** —, **Int** 10, **Wis** 11, **Cha** 1

Base Atk +4; **CMB** +6; **CMD** 15

Feats Great Fortitude, Improved Initiative, Lightning Reflexes

Skills Appraise +6, Disguise +7 (+17 to appear as the individual it was crafted to resemble), Perception +6, Profession (various) +7; **Racial Modifiers** +10 Disguise

Languages Common

SQ conditional sentence

Special Abilities

Conditional Sentence (Su) A wax golem constructed to look like a humanoid (whether a particular individual or not) has a small chance of gaining sentience, genuinely believing it is actually a living creature. If this occurs, the golem gains an Intelligence score of 10, retroactive skill points, feats dependent on its Hit Dice, and 1 class level with the potential to gain more. It also gains a +10 racial bonus on Disguise checks made to impersonate the specific individual it was crafted to appear as. A sentient wax golem ventures into the world and tries to live a life similar to that of the person (or type of person)

it resembles. However, if the sentient wax golem ever encounters the person it is modeled after, it attempts to stealthily kill that person and take his place. The only way for a sentient wax golem to lose its sentience is either to take an amount of fire damage equal to half its hit points (which melts its features away) or to be destroyed.

Immunity to Magic (Ex) A wax golem is immune to any spell or spell-like ability that allows spell resistance, with the exception of spells and spell-like abilities that have the fire descriptor. In addition, certain spells and effects function differently against the creature, as noted below.

A magical attack that deals fire damage slows a

wax golem (as the slow spell) for 2d6 rounds (no save). In addition, for 3 rounds after being afflicted with fire damage, every time a wax golem uses its slam attack, it deals an additional 1d4 points of fire damage due to the molten wax.

A magical attack that deals cold damage breaks any slow effect on the golem and heals 1 point of damage for each 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. A wax golem gets no saving throw against cold effects.



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