A FULL LENGTH ADDENTURE FOR FOUR TO SIX PLAYERS OF 7th TO 12th LEDEL

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ROLEPLAYING GAME COMPATIBLE

SEGRETS



THE SINISTER SEGRETS OF SILVERMOTE

A full length adventure for 4-6 players of 7th to 12th level.

<u>**PLCASE**</u> <u>NOTE</u>: Silvermote is the underground lair of our latest villain in the *Infamous Adversary*TM product line, <u>*Temerlyth the Undying*</u>. Please keep both products handy to enhance your enjoyment of each and to minimize any additional preparation or alteration otherwise necessary to use these products separately. Please read <u>*Temerlyth the Undying*</u> first, since it contains important information on the notorious owner and custodian of Silvermote.

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BAGKGROUND

ilvermote is both crypt and laboratory. It's also the secret home of Temerlyth the Undying, an infamous elven lich who has dedicated his immortal existence to the final defeat of lycanthropes the world over, especially the brutes that wiped out his elven people long ago-werewolves. He definitely has an over-developed sense of vengeance!

Please refer back to the *Infamous Adversaries*[™] product, *Temerlyth the Undying* for the complete history and background of Temerlyth as needed. While some brief mention of Silvermote is made in that product, *The Sinister Secrets of Silvermote* deals much more with the lich's bizarre home and all its secrets in far more detail.

Temerlyth started building Silvermote in response to the threat of werewolves menacing his elven house and people centuries ago. He sought logistical and financial support in earnest from his once-wealthy and extensive family and from his own parliamentary government. He envisioned building Silvermote as more of an underground fortress, than a crypt or secret lair, though researching a cure for lycanthropy was also foremost on his mind. He was generally regarded at best as an eccentric crackpot. At worst, he was considered a coward, seeking little more than refuge from the brute forces menacing his people. Even his own family believed that he should have been fighting alongside them with sword and spell rather than books and learning.

Temerlyth was forced to spend his great personal fortune and energies building what has become a hidden lair, laboratory and base of operations. He built it during a downward spiral of frustration, bitterness, spite, hatred and, finally, insanity-all of which drove him to seek lichdom. Silvermote is a calamitous reflection of his nature and more. This bizarre place features elements reminiscent of cathedrals, crypts and laboratories built over about a decade as Temerlyth, a once gifted alchemist and enchanter, went slowly mad and turned to dark necromancy in seeking a lasting solution against all werekind. Silvermote is a strange place from a lost age and has grown at least as twisted as its undead owner and just as filled with ancient spite and untold secrets.

OBJEGTIDE

This adventure assumes your players are seeking Temerlyth out or looking for his diabolical lair for some purpose relevant to your campaign. Please see the **Player Hooks** sections in both products for some really great suggestions on getting your players into the action.

PLOT HOOKS

I. The party is hired by a local young wizard. He wants them to envoy a letter of introduction to another wizard who lives in a foreign land far away. The letter is addressed to an immortal elf named Tymerlian who dwells in a beautiful silver tower. He also hands them the remains of a bogus map that leads near the silver tower, though its exact location is unknown.

The wizard is actually a naive apprentice whose aged master has recently died. Having gone through his late master's possessions, he found mention of a silver tower, an aging elf of inestimable power and a chance at obtaining access to ancient magic! While his intentions may or may not be questionable or honorable, the papers are gravely misinformed forgeries. The party is about to find that out the hard way...

II. A stranger at the local tavern visits the party's table. He wants their help in exploring a legendary dungeon in return for full shares of its ancient treasure. He introduces himself as Worzel Ungarth and sells the journey as the "opportunity of a lifetime!" As far as the PCs are concerned this is a straight up treasure run.

Worzel is really a disguised werewolf pack leader interested only in obtaining access to Silvermote so the party can help confront and kill Temerlyth! He hopes to free the werewolves of the Terlyck from his bane influence. Base stats for Worzel are in the **Stats** section. Have him tag along. He gives helpful advice and even makes a good show of aiding in combat, but should avoid revealing his true nature until a final confrontation with Temerlyth is at hand. Don't let him steal the show! Unless they kill Temerlyth permanently, by destroying his phylactery, the party may find themselves embroiled in a century's old war between a lich and his werewolf prey!

THE JOURNEY

These optional encounters should be used to flesh out the journey to Silvermote. They're each intended to add more interest to the trip, some challenges and foreshadow an exploration of the lich's home. Silvermote has also withstood the test of time. It's ancient and difficult to find, warranting a few chance encounters before just stumbling on to a dungeon entrance.

LOOKING FOR A FEW GOOD MEN (GR 5)

These two nasty brutes from the prosperous Jookar tribe came down from the nearby mountain barrens looking for a few good men... um, for dinner.

JOOKAR OGRES, GORT AND KABLAT (R 3

Male <u>Ogre Fighters</u> 1 CE Large <u>Humanoid</u> (<u>Giant</u>) **Init** -1; **Senses** <u>Darkvision</u> (60 feet), <u>Low-Light</u> <u>Vision</u>; <u>Perception</u> +5

DEFENSE

AC 20, touch 8, flat-footed 20 (+4 armor, -1 Dex, +5 natural, +3 shield, -1 size) hp 43 (1d10+4d8+15) Fort +8, Ref +0, Will +3

OFFENSE

Speed 30 ft. **Melee** Longsword +8 (2d6+5 [19-20/x2]), Shield Bash +8 (1d6+5 [20/x2]) **Space** 10 ft.; **Reach** 10 ft.

TACTICS

Gort carries a <u>wand</u> of <u>shocking grasp</u> and loves zapping enemies with it. These two represent the best fighters in the tribe and they use their extra sword reach to best advantage. They also bash enemies with their shields when they draw too close.

STATISTICS

Str 21, Dex 8, Con 15, Int 6, Wis 10, Cha 7 Base Atk +4; CMB +10; CMD 19 Feats Improved Shield Bash, Iron Will, Shield Focus, Toughness +5 Skills Acrobatics -6, Escape Artist -6, Intimidate +3, Perception +5, Stealth -10, Swim +0

Languages Giant

Combat Gear hide armor, longsword, heavy wooden shield

Other Gear moldy cheese hunks (2), bullseye lantern, human meat chunks (2), lamp oil flasks (3), <u>potion</u> of <u>cure moderate wounds</u> (2), red elven flag (Kablat only; value 200 gp; see **Plot Hook** sidebar), hempen rope (50 ft.), <u>wand</u> of <u>shocking grasp</u> (Gort only; CL 7; 15 charges; value 1,575 gp), 42 gp (each).



Plot Hook: Flag on the Play

The ogres jumped a human party a few days ago near the door to Silvermote, so they know the way there if captured.

They also know about the Grey Lord (see below). They're afraid of him and won't help in a fight against the undead giant. The ogres are otherwise experienced adventures in their own right. They use clever lies, false information or even treasure to cause delays or buy their lives. If forced to act as guides, they flee homeward at the first opportunity rather than help anyone but themselves. Kablat also carries a ragged ancient flag taken from the party they jumped. It belonged to Temerlyth's long lost elven people. Temerlyth may or may not react well to seeing it.

First Encounter: See the "Scaling the Adventure" section if you want to up the threat level of this initial encounter.

SHAPOWS IN THE PARK (GR 7)

These swarthy renegades from drow society are absolutely hell-bent on finding and plundering the riches of Silvermote. They travel only during the night, hunt for food then too, move without a light source and sleep only when hidden during the day.

They previously raided several tombs of the surface world on behalf of a pedantic drow noblewoman, but grew tired of seeing none of the benefits.

They might be persuaded to form temporary alliances (though not if surface elves are involved), but fail to honor any agreement for long. Once it becomes clear that doing so will not benefit them, they snipe everything standing in the way of reaching their goal from a healthy distance. The drow are just one of the many foresworn enemies of Temerlyth and his long dead people. No meeting with Temerlyth is bound to go well if they are present.

DROW TOMB ROBBERS (4)

CR 3

Male <u>Drow Rogues</u> 4 NE Medium <u>Humanoid</u> (Elf) **Init** +3; **Senses** <u>Darkvision</u> (60 feet), <u>Low-Light</u> <u>Vision</u>; <u>Perception</u> +14

DEFENSE

AC 16, touch 13, flat-footed 13 (+3 armor, +3 Dex) hp 29 (4d8+4) Fort +2, Ref +7, Will +1 Defensive Abilities Evasion, Trap Sense +1, Uncanny Dodge; Immune sleep; Resist Elven Immunities; SR 10 Weakness Light Blindness

OFFENSE

Speed 30 ft. Melee Shortsword +6 (1d6+1 [19-20/x2]) Ranged Masterwork Shortbow +7 (1d6 [20/x3]) Special Attacks <u>Sneak Attack</u> +2d6 Spell-Like Abilities <u>dancing lights</u> (1/day), <u>darkness</u> (1/day), <u>faerie fire</u> (1/day)

TACTICS

These savvy rogues take full advantage of their advanced vision with <u>eves of the eagle</u> (the only magic items provided to them by their former patroness). They're expert night snipers and use skirmish tactics over toe-to-toe combat, even though they are equally skilled with blades. They avoid being outnumbered and flee to snipe from a distance until the odds are more to their liking.

STATISTICS

Str 12, Dex 17, Con 12, Int 14, Wis 10, Cha 10 Base Atk +3; CMB +4; CMD 17 Feats Rogue Weapon Proficiencies, Stealthy, Weapon Finesse Skills Acrobatics +10, Appraise +9, Climb +8, Disable Device +14, Escape Artist +12, Knowledge (Dungeoneering) +9, Perception +14, Sleight of Hand +10, Stealth +12, Use Magic Device +7 Languages Aklo, Common, Elven, Undercommon **SQ** <u>Fast Stealth</u> (Ex), <u>Poison</u> Use (Ex), <u>Rogue</u> Crawl (Ex), Trapfinding +2

Combat Gear arrows (20), masterwork shortbow, masterwork studded leather, shortsword **Other Gear** <u>antitoxin</u> (vial), <u>eyes of the eagle</u> (included in their perception bonus), masterwork thieves' tools

SPECIAL ABILITIES

Poison Use (Ex) Drow are skilled in the use of <u>poison</u> and never risk accidentally poisoning themselves. Drow favor an insidious toxin that causes its victims to lapse into unconsciousness—this poison allows drow to capture slaves with great ease.

<u>Drow Poison</u>–injury; save Fort DC 13; *frequency* 1/minute for 2 minutes; *initial effect* unconsciousness for 1 minute; *secondary effect* unconsciousness for 2d4 hours; *cure* 1 save.





THE WOLDES OF WAR (GR 8)

Silvermote stands near the center of a decimated stump country. However, long ago this region was a lush, green forest called the Terlyck. Once home to werewolves, elves invaded, ultimately causing a bloody territorial war which destroyed both sides. Now, degenerate packs of half-elven werewolves are all that remain of both cultures.

Generations have long passed yet these feral brutes, ancestors of the original werewolves, retell stories of elven genocide year after year– and ever is the lich at the center of every warped and exaggerated retelling. Temerlyth keeps the packs thinned out, hunts the pack leaders when they become too powerful or uses the werewolves in his demented experiments. They in turn seek vengeance, though not organized, powerful or intelligent enough to defeat the lich or enter Silvermote. And so the war goes on as it has now for two centuries or more...

verevolf barbarians raging/hybrid

FORM) (6)

CR 3

Male/Female <u>Half-Elf</u> <u>Barbarians</u> 3 CE Medium <u>Humanoid</u> (<u>Elf</u>, <u>Human</u>, <u>Shapechanger</u>) **Init** +6; **Senses** <u>Low-Light Vision</u>, <u>Scent</u>; <u>Perception</u> +9

DEFENSE

AC 20, touch 10, flat-footed 18 (+6 armor, +2 Dex, +4 natural)

hp 48 (3d12+15) Fort +8, Ref +3, Will +5 Defensive Abilities <u>Trap Sense</u> +1, <u>Uncanny</u> <u>Dodge</u>; DR 10/silver; **Immune** sleep; **Resist** Elven Immunities

OFFENSE

Speed 30 ft. Melee <u>Werewolf</u> Bite +4 (1d6+3 [20/x2]), Longsword +9 (1d8+9 [19-20/x2]) Ranged Light Crossbow +5 (1d8 [19-20/x2]) Special Attacks <u>Curse of Lycanthropy</u> (DC 15), Knockback, <u>Trip</u>

TACTICS

The werewolves appear in hybrid form and rage immediately in combat (both conditions are included in their stats). The pack leader (who has the same stats) carries a <u>ring of the ram</u> and knocks down any serious opposition with it. The werewolves are not interested in listening to anyone's talk, though they know well the ancient door to Silvermote if captured and interrogated.

STATISTICS

Str 17/23, Dex 13/15, Con 14/21, Int 8, Wis 14, Cha 8 Base Atk +3; CMB +9; CMD 19 Feats Combat Reflexes (3 AoO/round), Improved Initiative, Skill Focus: Knowledge (Nature) (Adaptability) Skills Acrobatics -3, Escape Artist -3, Intimidate +4, Knowledge (Nature) +7, Perception +9, Ride - 3, <u>Stealth</u> -3, <u>Survival</u> +7, <u>Swim</u> +1 **Modifiers** +4 to <u>Survival</u> when tracking by <u>Scent</u> Languages Common, Elven SQ <u>Change Shape (half-elf</u>, hybrid, and <u>wolf</u>; polymorph), <u>lycanthropic empathy</u> (wolves and <u>dire wolves</u>), <u>Elf Blood</u>, Fast <u>Movement</u> +10 (Ex), <u>Lycanthropic Empathy</u> +6 (Ex), <u>Rage</u> (10 rounds/day) (Ex) Combat Gear crossbow bolts (20), chainmail, light crossbow, longsword Other Gear <u>ring of the ram</u> (pack leader only; 25 charges; value 4,300 gp)

Humanoid and animal forms are also available and may be found in the Stats section.

THE GREY LORD (GR 11)

The characters should be allowed to discover a tree stump featuring a great stone door once they've spent a fair amount of time searching for Silvermote. Read the text below aloud when they finally find the door:

The remains of a colossal, charred yet petrified tree stump stand at the center of the decimated forest through which you've been traveling. The stump features a stone door of slate gray granite etched with a white leaf and veined in ancient malachite. It's clear of runes, writing or even so much as a handle by which to open it.

However, before the party can approach near the ancient doorway, they must defeat its undead guardian in mortal combat–The Grey Lord! Socalled by the werewolves for the grey, leathery skin clinging to his rickety old bones, he is the forgotten guardian of the door into Silvermote.

Once a steward and champion of the Terlyck, he was killed and animated centuries ago by Temerlyth. He is bound by a powerful curse to guard the only way into the lich's crypt-home. Temerlyth no longer uses the door, travelling long distances by teleport instead.

The Grey Lord lurks nearby, waiting in hiding beneath the cold dead earth, clinging vines and rotten deadfall near the stump. However, he rises quickly from his undead sleep to destroy anyone who dares near the door.



THE GREY LORD, UNDEAD WOOD GIANT CR 11

Male <u>Skeleton Champion Ranger</u> 4 (Former <u>Wood Giant</u>) CE Large <u>Undead</u> **Init** +10; **Senses** <u>Darkvision</u> (60 feet), <u>Low-Light</u> Vision; Perception +14

DEFENSE

AC 20, touch 12, flat-footed 17 (+6 armor, +3 Dex, +2 natural, -1 size) hp 107 (4d10+11d8+15) Fort +8, Ref +13, Will +12 Defensive Abilities Channel Resistance +4, Rock Catching; DR 5/bludgeoning; Immune cold, Undead Traits

OFFENSE

Speed 40 ft. **Melee** *Vraytax Na'ahar* +14/+9/+4 (2d6+6 [17-20/x2]) and Longsword +13/+8 (2d6+3 [17-20/x2]), Shield Bash +17/+12/+7 (1d6+6 [20/x2]) **Ranged** Masterwork Longbow +18/+13/+8 (2d6 [19-20/x3]) **Space** 10 ft.; **Reach** 10 ft.

Spell-Like Abilities *charm animal* (3/day),

<u>enlarge person</u> (self only) (1/day), <u>pass without</u> <u>trace</u> (constant), <u>quench</u> (3/day), <u>speak with</u> <u>animals</u> (constant), <u>spike growth</u> (1/day), <u>tree</u> <u>shape</u> (3/day)

Ranger Spells Known (CL 1st, 17 melee touch, 17 ranged touch):

1 (1/day) <u>entangle</u> (DC 13)

TACTICS

The Grey Lord attacks anything approaching within 120 feet of the door to Silvermote. He uses all attacks at his disposal: firing his longbow at range, felling enemies with twin-bladed attacks, entangling more distant enemies, effectively using his <u>cloak of displacement</u> and healing himself with Vraytax Na'ahar, an intelligent longsword created for the giant by Temerlyth himself. The Grey Lord continues harrying attackers with bow fire out to maximum range even if they flee. However, he cannot roam beyond 120 feet from the door to Silvermote.

STATISTICS

Str 23, Dex 23, Con -, Int 14, Wis 15, Cha 12 Base Atk +12; CMB +19; CMD 32 **Feats** Deadly Aim -4/+8, Endurance, Improved Critical: Longbow, Improved Critical: Longsword, Improved Initiative, Improved Two-weapon Fighting, Iron Will, Point Blank Shot, Precise Shot, Rapid Shot, Two-weapon Fighting Skills Acrobatics +12, Bluff +7, Climb +15, Craft (Bows) +9, Craft (Carpentry) +9, Disguise +10, Fly +4, Intimidate +10, Knowledge (History) +8, Knowledge (Nature) +11, Perception +14, Profession: Farmer +11, Sense Motive +10, Stealth +11, Survival +11, Swim +15, Use Magic Device +7 Modifiers +4 Stealth in forests, Acrobatics (Jump) +4 Languages Common, Giant, Sylvan **SQ** Animal Companion Link (Ex), Enemies: Humanoids (Human) (+2 bonus) (Ex), Share

Spells with Companion (Ex), Terrains: Forest (+2 bonus) (Ex), Track +2, Wild Empathy +5 (Ex) **Combat Gear** +3 <u>fire resistance</u> <u>darkwood</u> wooden armor, arrows (20), <u>cloak of</u> <u>displacement</u> (minor), longsword, masterwork longbow, heavy steel shield, Vraytax Na'ahar (see below); **Other Gear** bracers of armor +3



Rawr!

The Grey Lord's animal companion, a bloody undead badger named Kuja, is not used in this encounter but statistics

for him have been provided in the **Stats** section. Kuja can be used at higher Challenge Ratings or as a new surprise for groups making several runs at the Grey Lord. Since this is already an Epic encounter for smaller 7th level parties, add Kuja to this encounter only if you dare!



VRAYTAX NA'AHAR

+1 Alchemical Silver Longsword, +2 Bane +2d6 Damage vs. Lycanthropes Aura moderate <u>conjuration</u>; CL 8th Slot –; Price 10,420 gp; Weight 8 lbs.

DESCRIPTION

Vraytax Na'ahar, a half-elven <u>werewolf</u>, was one of the foulest and most blood-thirsty pack leaders ever to face the <u>lich</u>. Temerlyth eventually broke him and drained his spirit into this vile blade as an eternal torment-he is now empowered and forced to kill his own kind. The Grey Lord uses this ancient blade to keep guard of the approach to Silvermote from werewolves.

STATISTICS

Alignment NE; Ego 6 Senses <u>Blindsense</u> 120 ft. Int 10, Cha 13, Wis 13 Communication Empathy Languages Elven Spells <u>inflict moderate wounds</u> (3/day), <u>faerie fire</u> (3/day)

CONSTRUCTION

Requirements <u>Craft Magic Arms and Armor</u>, <u>summon monster</u> *I*; Cost 8,420 gp.

SILDERMOTE AREA DESCRIPTIONS

1. THE RIPPLE DOOR (GR 4)

Read the description of the door again, after the Grey Lord is defeated. Once the party is standing near the door under a clear night sky read the following:

While puzzling over the ancient stone door, the so-far impassable entrance to Silvermote, you are surprised by the sudden appearance of moonlit-letters shining forth from the stone surface. Azure elven runes resolve themselves slowly into words in the common tongue illuminating the area. An apparent riddle, the words read:

I AM THE LEAFLESS TREE GROWN IN FEARFUL EARTH IN DARK PLACES AND IN LANDS WITH NO MIRTH, AS HIGH AS KINGS AND MOONS AS FALSE AS HARLOTS AND LOONS, AS LOST AS METTLE AND WITS AS FOUND AS TRAPS AND PITS. NAME ME AND YOU MAY HAVE ME YET.

The answer is **HOPE**. The riddle refers to "high hopes, false hopes, lost hopes, finding hope" and "having hope." While answering the riddle aloud does not open the door, it does cause all instances of the letters in the riddle to glow brighter for 10 seconds then fade, providing a confirming clue. Touching any instance of the glowing letters in the sequence H-O-P-E does unlock the door. It slides slowly down into the earth, allowing entry.

riddle door

CR 4

Type mechanical Perception DC 20; Disable Device DC 38

EFFECT

Trigger conditional location trigger (night sky); **Reset** automatic **Effect** Attack +15 melee (6d6, rising stone block).

Development The riddle door closes after two minutes once opened. It resists attempts to hold it open either through physical or mechanical means by crushing anything in its path. Only answering the riddle as above opens it again.

Background Temerlyth designed the door in his more idealistic youth to keep bestial lycanthropes

from entering. He believed they lacked enough patience and intelligence for answering silly elven riddles. It also provided a night-time egress for him and his wife without the need for a key until he became powerful enough to teleport instead. He has abandoned its use and created the Grey Lord to guard it.

Silvermote's Architecture A Calamity of Styles Dwarven characters or characters with Knowledge (Architecture) more easily separate places where goblins or dwarves were forced to labor at building Silvermote, mixing their methods or architecture with those of elves (DC 10). It's otherwise far more difficult to tell what was going on architecturally (DC 18). Temerlyth enchanted and used a large contingent of goblins to build Silvermote. Since they formed the backbone of the essential labor force behind the construction of Silvermote, it features elements of both elven architecture and goblin earthworks.

Narrow Hallways -1 to attack rolls, -1 to AC and -2 to initiative. There are several areas featuring 5 foot-wide goblin tunnels. These tunnels are also only 5 feet high, so characters taller than the ceiling will have to stoop and take penalties while fighting in these tunnels.

Stone Doors 3 inches thick; Hardness 8; 60 hp each; AC 5; break DC 26. The stone doors of Silvermote were hewn by dwarven slaves who didn't last very long against Temerlyth's racism.

Wood Doors 3 inches thick; hardness 5; 20 hp each; AC 5; break DC 18. The wooden doors of Silvermote are made from wood from the ancient, long gone Terlyck.

2. WELL OF DINES (GR 6)

Stairs descend down into darkness beyond the door. Though sealed for gods know how long, the air here is steamy, dank and rife with earthen rot. Stinging gnats buzz noticeably in the rising damp. Pale green vines flowering with yellow and white orchids hang along the unworked stone walls and line the floor of the stairwell. They even dangle from the ceiling above The stairwell descends to a total depth of 120 ft. (30 ft. per stair) and is home to an elder yellow musk creeper (indicated on the **Map** by a yellow tree). It has been here a long time and its roots are deep. Its most recent victims, a troupe of over-curious pixies who managed to obtain access at the cost of their lives, flit about invisibly in the darkness.

The ceiling here vaults to 20-ft. but dangling vines hide it. The center stairway junction has partly collapsed from the digging of the creeper's roots. Bypassing the creeper to the next stair without killing it is near impossible. About an hour must be spent excavating the area around the creeper once it's dead, though there is no chance of further collapse.

elder yellow musk creeper

CR 4

<u>Yellow Musk Creeper</u> N Medium <u>Plant</u> Init +2; Senses Low-Light Vision, <u>Tremorsense</u> (30 ft.); <u>Perception</u> +0

DEFENSE

AC 14, touch 12, flat-footed 12 (+2 Dex, +2 natural) hp 42 (3d8+15) Fort +7, Ref +3, Will +1 Immune Mind-affecting, paralysis, poison, polymorph, sleep, stunning

OFFENSE

Speed 5 ft. Melee Creeper Tendril +6 (1d4+4 [20/x2]) Space 5 ft.; Reach 10 ft.

STATISTICS

Str 17, Dex 15, Con 16, Int -, Wis 11, Cha 8 Base Atk +3; CMB +6; CMD 18 (can't be Tripped) SQ Create <u>Yellow Musk Zombie</u> (Su), Pollen Spray (DC 15) (Ex) Treasure arcane scroll with <u>explosive runes</u> (3rd), <u>magic circle against evil</u> (3rd), <u>greater</u> <u>magic weapon</u> (3rd), <u>boots of elvenkind</u>, <u>cape of</u> <u>the mountebank</u>, <u>potion</u> of <u>pass without trace</u>, 129 pp.

SPECIAL ABILITIES

Create Yellow Musk Zombie (Su) As a <u>full-</u> round action, a yellow musk creeper can bore dozens of tendrils into the brain of a <u>helpless</u> creature within reach, such as a creature entranced by its pollen. This attack inflicts 1d4 points of <u>Intelligence damage</u> per round.

Pollen Spray (DC 15) (Ex) As a <u>standard action</u>, a <u>vellow musk creeper</u> can spray a cloud of pollen at a single creature within 30 ft. It must make a +4 ranged <u>touch attack</u> to strike the target, who must then succeed on a DC 14 <u>Will save</u> or be entranced for 1d6 rounds. An entranced creature can take no other action than to move at its normal speed into a space within the creeper's reach, at which point an entranced creature remains motionless and allows the creeper to insert tendrils into its brain. The save-DC is constitution based.

YELLOW MUSK CREEPER ZOMBLE PIXLES (2) CR 2

Male <u>Yellow Musk Creeper</u> Zombie (Former <u>Pixie</u>) NE Small <u>Plant</u> **Init** +4; **Senses** <u>Darkvision</u> (60 feet); <u>Perception</u> +0

DEFENSE

AC 18, touch 16, <u>flat-footed</u> 13 (+4 Dex, +1 <u>dodge</u>, +2 natural, +1 size) hp 30 (5d8+10) Fort +5, Ref +5, Will +1 Defensive Abilities Invisibility; DR 5/slashing

OFFENSE

Speed 20 ft., <u>Flight</u> (60 ft., Clumsy) **Melee** Shortsword +8 (1d4-1 [19-20/x2]), Zombie Slam +3 (1d4-1 [20/x2]) <u>Spell-Like Abilities</u> <u>entangle</u> (1/day)

TACTICS

While unintelligent, the pixies still have a few a few distinct advantages. While they would normally lose their <u>natural invisibility</u>, the creeper has managed to reactivate this ability as well as their ability to cast <u>entangle</u>. Those attacked from the darkness by the pixies might believe they're being slashed by <u>invisible</u> spirits, at least until they encounter the creeper itself.

STATISTICS

Str 9, Dex 19, Con 12, Int -, Wis 10, Cha 10 Base Atk +3; CMB +1; CMD 16 Feats <u>Toughness</u> +5 Skills <u>Fly</u> +10, <u>Stealth</u> +8 Languages Common, Sylvan SQ <u>Staggered</u> (Ex) Combat Gear longbow, shortsword

Invisibility (Su) A pixie remains <u>invisible</u> even when it attacks. This ability is constant, but the pixie can suppress or resume it as a <u>free action</u>.

Background The yellow musk creeper zombie pixies are over six months old, but have been prevented from wandering from the plant by being trapped in the stair at both ends. The remains of a digested elven warrior lines the inside of the elder yellow musk creeper along with the elf's remaining treasures.

3. HIPPEN ENTRANCE Hall (GR 9)

A dark and silent hallway stretches out for as far as the eye can see. The left side of the hallway is lined with several unlit wall sconces.

The real entrance to Silvermote is concealed behind a permanent illusory wall (CL 14; represented by a glowing red line on the **Map**). Behind the illusory wall, stands a single 5-foot pedestal. A pair of <u>fiendish gargoyles</u> are posed atop the pedestal apparently locked in mortal combat with one another as though trying to push each other off the pedestal. The ceiling here is only 10-ft. high.

FIENDISH GARGOYLES (2)

CR 7

Male <u>Gargoyle</u> CE Medium <u>Monstrous Humanoid</u> (Earth) **Init** +6; **Senses** <u>Darkvision</u> (60 feet); <u>Perception</u> +9

DEFENSE

AC 16, touch 12, flat-footed 14 (+2 Dex, +4 natural) hp 67 (5d10+21) Fort +5, Ref +7, Will +5 DR 10/magic, 5/good; Resist cold 10, fire 10; SR 12

OFFENSE

Speed 40 ft., <u>Flight</u> (60 ft., Average) **Melee** Bite +9 (1d4+2 [20/x2]), 2 Claws +9 (1d6+2 [20/x2]), Gore +9 (1d4+2 [20/x2]) **Special Attacks** Smite Good (1/day)

STATISTICS

Str 15, Dex 14, Con 16, Int 6, Wis 11, Cha 7 Base Atk +7; CMB +9; CMD 21 Feats Combat Reflexes (3 AoO/round), Hover, Improved Initiative, Skill Focus: Fly Skills Fly +12, Perception +9, Stealth +11 Modifiers +6 Stealth in stony areas Languages Common, Terran SQ Freeze (Ex) Treasure star rose quartz (50 gp), 257 sp, 96 gp, 16 pp (found in a sack behind the pedestal).

SPECIAL ABILITIES

Freeze (Ex) A gargoyle can hold itself so still it appears to be a statue. A gargoyle that uses freeze can take 20 on its Stealth check to hide in plain sight as a stone statue.

Smite Good (Su) Once per day, the fiendish creature may smite a good-aligned creature. As a swift action, the creature chooses one target within sight to smite. If this target is good, the creature adds its Charisma bonus (if any) to attack rolls and gains a damage bonus equal to its HD against that foe. This effect persists until the target is dead or the creature rests.

Development The gargoyles are in a state of cursed hibernation and remain preserved in this frozen state until the locked door is bypassed, at which point they are free to attack intruders.

The wooden door into **Area 5** is concealed by the illusory wall and is locked. It must be found and the lock bypassed (Open Lock or break DC 15).

4. WELL OF WOLDES (GR 11)

A bubbling well of silver liquid dominates the center of this octagonal chamber. Its silver glow illuminates the beautifully lustrous whitegreen marble walls and floor. The opposite wall features an ornate elven archway framing an unopened door. Only cobwebs and a fine layer of untrodden dust detract from the obvious beauty of this entry chamber. The hallway outside this welcoming chamber, as well as the chamber itself, are heavily trapped. The ceiling here is a mere 10 feet high.

The liquid in the alchemical well here glows with 5 feet of bright light, plus 10 feet of shadowy light. Weapons dipped in the well are treated with alchemical silver which lasts for three days, although permanency can be used to make the coating permanent. The liquid becomes inert if removed and has no effect on non-weapons.

WERE ARROW TRAPS (4)

CR 4

Type mechanical Perception DC 28; Disable Device DC 28

EFFECT

Trigger mechanical location; **Reset** manual **Effect** Attack +10 ranged (1d6) plus <u>wererat</u> lycanthropy curse (see below)

WERERAT LYCANTHROPY CURSE

Type curse, injury; **Save** Fortitude DC 15 negates, Will DC 15 to avoid effects **Onset** the next full moon OR immediate when affected by a moonlight chandelier–see features above; **Frequency** on the night of every full moon, when injured OR whenever standing under a moonlight chandelier–see features above **Effect** target transforms into a <u>lycanthrope</u> (hybrid form) under the GM's control until the next morning.



Aw, Wererats

Your players might have a lot more fun battling each other as wererats, rather than having you control their characters!

PORTCULLIS TRAP

CR 1

<u>Type</u> mechanical <u>Perception</u> DC 20; <u>Disable</u> <u>Device</u> DC 20

effect

Trigger location; Reset automatic

Effect Attack +10 melee (3d6); damages only those under it when it falls, blocks passage (Portcullis: 2 inches thick; hardness 10; 60 hp each; AC 8; break DC 25).

summon monster <u>Glyph</u>

Type Magic; Perception DC 31; Disable Device DC 31

EFFECT

Trigger Proximity trigger; **Reset** six resets remaining **Effect** Spell effect (*summon monster VI*, summons 4 <u>advanced fiendish wolves</u>)

ADVANCED FIENDISH WOLVES (4)

Male Wolf

CR 4

NE Medium <u>Animal</u> Init +4; Senses <u>Darkvision</u> (60 feet), <u>Low-Light</u> <u>Vision</u>, <u>Scent</u>; <u>Perception</u> +11

DEFENSE

AC 19, touch 14, flat-footed 15 (+4 Dex, +5 natural) hp 27 (2d8+12) Fort +7, Ref +7, Will +4 Resist cold 5, fire 5; SR 8

OFFENSE

Speed 50 ft. Melee Bite +5 (1d6+4 [20/x2]) Special Attacks Smite Good (1/day), <u>Trip</u>

STATISTICS

Str 17, Dex 19, Con 19, Int 2, Wis 16, Cha 10 Base Atk +2; CMB +5; CMD 19 (23 vs. <u>Trip</u>) Feats <u>Improved Natural Armor</u>, <u>Skill Focus</u>: <u>Perception</u> Skills <u>Perception</u> +11, <u>Stealth</u> +8 Modifiers +4 to

Survival when tracking by scent

Smite Good (Su) Once per day, the fiendish creature may smite a good-aligned creature. As a swift action, the creature chooses one target within sight to smite. If this target is good, the creature adds its Charisma bonus (if any) to attack rolls and gains a damage bonus equal to its HD against that foe. This effect persists until the target is dead or the creature rests.

Development The glowing well is meant to entice characters to walk through four were arrow traps in the hallway outside. Once the characters enter the room they may trigger the portcullis trap next and anyone previously injured and cursed by the were arrow traps has a chance of shifting to were form and causing general havoc. The final trap in the room is a large summon monster glyph. See the **Map** for all trap trigger locations. The false door here is also just bait and leads nowhere.

5. WERE ARROW STAIR (GR 6)

The air in this undisturbed stair is dry and musty. Mundane cobwebs waft in the gloom up ahead.

Unlike the entry stairwell, the ceiling here is only 10 feet high. Locked wooden doors exit each end of the stairwell (*3 inches thick;* hardness *5; 20 hp; AC 5; break DC 18*). The stair is trapped with two more were arrow traps.

WERE ARROW TRAPS (2)

CR 4

Type mechanical Perception DC 28; Disable Device DC 28

EFFECT

Trigger mechanical location; **Reset** manual **Effect** Attack +10 ranged (1d6) plus <u>wererat</u> lycanthropy curse (see below)

WERERAT LYCANTHROPY CURSE

Type curse, injury; **Save** Fortitude DC 15 negates, Will DC 15 to avoid effects **Onset** the next full moon OR immediate when affected by a moonlight chandelier–see features above; **Frequency** on the night of every full moon, when injured OR whenever standing under a moonlight chandelier–see features above **Effect** target transforms into a <u>lycanthrope</u> (hybrid form) under the GM's control until the next morning.



Aw, Wererats

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The skeletal remains of an overconfident drow is slumped just inside of the door, perhaps slumping forth and causing a minor scare once the door is opened. He died from his grievous wounds, huge sword gashes caused by the Grey Lord. He did manage to sneak past the gargoyles undetected though. He is wearing the treasure found here.

Treasure arrows (50), <u>boots of elvenkind</u>, <u>cloak</u> of <u>elvenkind</u>, +1 composite longbow, <u>belt of</u> <u>incredible dexterity</u>, masterwork rapier, mithral shirt, drow <u>poison</u> (injury; **save** Fort DC 13; **frequency** 1/minute for 2 minutes; **initial effect** unconsciousness for 1 minute; **secondary effect** unconsciousness for 2d4 hours; **cure** 1 save).

6. THE Hall of Moonlit Glass (GR 10)

A fantastic hall of elven design sprawls out before you, a veritable architectural feast for the eyes! A great mosaic covers the floor from wall-to-wall in the foyer depicting a magnificent starscape with the planets, stars and moons of the night sky.

Imposing twin statues buttress the 60 foot high vaulted ceiling. They seem almost alien, like the elven warrior-mages of a lost age. The air here is strangely crisp as though kept so by magic.

A pair of crystalline chandeliers shimmer with radiant blue light revealing facing pairs of stained glass windows left and right. A swirling silver-gray mist behind each catches your eyes, though you cannot seem to see beyond it.

The artistry of the hall is a testament to the austere beauty of ancient elven architecture, rivaling even the greatest human cathedrals in design.

Yet with all the grandeur found here, the whitegreen marble lining the floor and walls still shows signs of settling and age–cracks through which a light green moss grows here and there. A wall of absolute black ends the long great hall. Not even the azure light of the chandeliers seems to penetrate it. A pedestal of blue crystal stands before the blackness.



Mooncrystal Chandeliers (CR 2)

These magical light sources emit 20 feet of bright light, 40 feet shadowy illumination. A moonlight chandelier

sheds blue light otherwise equivalent to an everburning torch. The light they emit forces all lycanthropes within its radius to assume their hybrid forms as if under a full moon. Temerlyth designed these to work in combination with the were arrow traps near the entry hall to Silvermote. turning intruders into wererats and subjects for later experimentation. The position of all chandeliers are marked on the Map.



Mooncrystal Pedestal (CR 2) The pedestal is 18 inches thick at its

widest point; hardness 8; 40 hp each; AC 8. There are four such pedestals in Silvermote made of an unearthly blue crystal of ancient elven origin. The pedestals are operated by a single crystal key composed of the same material, hidden in various rooms throughout Silvermote (Areas 8, 15, 18 and 23). Inserting a crystal key into each pedestal causes a mooncrystal bridge to appear in the appropriate chamber (Areas 9-12), providing access to Silvermote's central chamber (Area 26) and the moonfire soulstone (new artifact; see Extras below). All crystal keys must be in place for the moonfire soulstone itself to rise from the acid pool that contains it. Experience should be awarded for discovering the function of each pedestal.

The ceiling in the immediate entry way is vaulted at 30 feet and rises to 60 feet starting at the twin warrior-mage statues. The far end of the chamber features a mooncrystal pedestal standing in front of what looks like a solid black wall but this is actually just the magical darkness of the area beyond (Area 9). The moss here is harmless.

The entryway is heavily trapped like **Area 4**. The stained glass windows lining the sides of the hall are cathedral golems-magical constructs crafted from elven stained glass (their positions are indicated by "red statues" on the Map). The art of how they're made was lost centuries ago, even to modern elves. They depict warrior-mages, same as the great statues guarding the entryway. The metallic components of the golems are also treated with alchemical silver so attacks from them are still effective against lycanthropes.

CR

CR 4

CR 5

PIT TRAP

Type mechanical Perception DC 23; Disable Device DC 23

EFFECT

Trigger location trigger; hidden bypass (Perception DC 25) in leg of one of the statues; **Reset** manual Effect DC 15 Reflex save avoids; 20 ft. deep (2d6 fall); multiple targets

VERE ARROW TRAP

Type mechanical Perception DC 28; Disable Device DC 28

EFFECT

Trigger mechanical location; **Reset** manual Effect Attack +10 ranged (1d6) plus wererat lycanthropy curse (see below).

WERERAT LYCANTHROPY CURSE

Type curse, injury; Save Fortitude DC 15 negates, Will DC 15 to avoid effects **Onset** the next full moon OR immediate when affected by a moonlight chandelier-see features above; **Frequency** on the night of every full moon, when injured OR whenever standing under a moonlight chandelier-see features above Effect target transforms into a lycanthrope (hybrid form) under the GM's control until the next morning.

CATHEDRAL GOLEMS (4)

Cathedral Golems (as Ice Golems) N Medium Construct (Cold) Init -1; Senses Darkvision (60 feet), Low-Light Vision; Perception +0

DEFENSE

AC 17, touch 9, flat-footed 17 (-1 Dex, +8 natural) hp 53 (6d10) Fort +2, Ref +1, Will +2 Defensive Abilities Cold; DR 5/adamantine; **Immune** Construct Traits (+20 HP), ability damage, ability drain, bleeds, energy drain, exhaustion, fatigue, cold, death and necromancy effects, disease, immunity to magic, mindaffecting, non-lethal damage, paralysis, poison, sleep, stunning

Weakness Vulnerability to Fire

OFFENSE

Speed 30 ft. Melee 2 Slams x2 +9 (1d6+3 [20/x2]) Special Attacks Breath weapon (20-ft. cone, 3d6 cold damage, Reflex save half), Icy Destruction (DC 13)

STATISTICS

Str 16, Dex 9, Con -, Int -, Wis 11, Cha 1 Base Atk +6; CMB +9; CMD 18

SPECIAL ABILITIES

Cold (Ex) A cathedral golem's body generates intense cold, dealing 1d6 points of damage with its touch. Creatures attacking an cathedral golem with unarmed strikes or natural weapons take this same cold damage each time one of their attacks hits.

Icy Destruction (DC 13) (Ex) When reduced to 0 hit points, a cathedral golem shatters in an explosion of jagged shards of cold glass. All creatures within a 10-foot burst take 3d6 points of slashing damage and 2d6 points of cold damage; a DC 13 Reflex save halves the damage. The save DC is Constitution-based.

Immunity to Magic (Ex) A cathedral golem is immune to any spell or <u>spell-like ability</u> that allows <u>spell resistance</u>, with the exception of spells and <u>spell-like abilities</u> that have the Fire descriptor, which affect it normally. In addition, certain spells and effects function differently against the creature, as noted below.

A magical attack that deals electricity damage slows an cathedral golem (as the <u>slow</u> spell) for 2d6 rounds, with no saving throw.

A magical attack that deals cold damage breaks any slow effect on the golem and heals 1 point of damage for every 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 <u>temporary hit</u> <u>points</u>. A cathedral golem gets no saving throw against cold effects.

Development The ancient golems animate whenever any of the *mooncrystal chandeliers* force a cursed character to shift into hybrid form. The golems also animate if anyone tries to

bypass them while trying to reach Areas 7 or Area 8.

7. Northern Moon Grypt (GR 11)

The walls of this massive crypt are lined with burial niches. The majority of the niches are occupied by shriveled goblin bodies laid to rest here long ago. Two massive pillars of solid stone support this dusty, cob-webbed burial room.

Over half of the enchanted goblins who labored to build Silvermote look as though interred here. Temerlyth gradually killed the goblins and raised them as undead. One of the two large pillars of stone supporting this chamber contains a hollowed out room featuring a secret door. A trap door in the floor of this pillar leads to a finished tunnel that eventually leads to Temerlyth's family crypt (**Areas 16-19**).



The undead goblins here are commanded to lie at rest in each niche unless intruders enter the room. They leap to the attack in unison when intruders enter though one of the two *silvermist traps* blocking the way in (marked on the **Map**). Like cockroaches they climb down the walls and cross the floor to kill intruders. They will continue to stalk anyone invading Silvermote until they or the intruders are destroyed.

FAST GOBLIN ZOMBIES (18)

CR 1

Male <u>Goblin</u> Fast Zombies (Former <u>Goblin</u> <u>Warrior</u> 3) NE Small <u>Undead</u> **Init** +3; **Senses** <u>Darkvision</u> (60 feet); <u>Perception</u> +0

DEFENSE

AC 18, touch 14, <u>flat-footed</u> 15 (+2 armor, +1 shield, +3 Dex, +1 size, +1 natural) hp 30 (1d8+4) Fort +1, Ref +4, Will +3 Immune <u>Undead Traits</u>

OFFENSE

Speed 40 ft. **Melee** Shield Bash +1 (1d2+1 [20/x2]), Shortsword +1 (1d4+1 [19-20/x2]), and Slam +0 (1d4+1 [20/x2]) **Ranged** Shortbow +2 (1d4 [20/x3])

TACTICS

While the goblins simply attack in a chaotic mass of swords and fists, they might also have the opportunity to rally around any of the cathedral golems from **Area 6** which have not yet been defeated. They may also rally around Temuut from **Area 8**.

STATISTICS

Str 14, Dex 17, Con -, Int -, Wis 10, Cha 10 Base Atk +3; CMB +4; CMD 17 Feats Toughness +4 Skills Acrobatics +2, Climb +1, Escape Artist +2, Fly +4, Ride +6, Stealth +10, Swim +1 Languages Goblin SQ Quick Strikes (Ex) Combat Gear arrows (20), leather, light wooden shield, shortbow, shortsword

SPECIAL ATTACKS

Quick Strikes (Ex) Whenever a <u>fast zombie</u> takes a <u>full-round action</u>, it can make one

additional slam attack at its highest <u>base attack</u> bonus.

SILVERMIST TRAP (4) CR 6

Type permanent spell **Perception** DC – (clearly visible); **Disable Device** DC – (dispel magic only)

EFFECT

Trigger permanent magical effect (no trigger); **Reset** none

Effect spell effect (CL 11; *silvermist* spell); new spell, see the **Extras** section for further details.

8. Southern Moon Grypt (GR 9)

The walls of this massive crypt are lined with burial niches. The majority of the niches are occupied by shriveled goblin bodies laid to rest here long ago. Two massive pillars of solid stone support this dusty, cob-webbed burial room.

Unlike the goblins in **Area 7**, the zombies here were slain by invading dwarves several decades ago. Only a few shriveled bodies and bones remain. However, the chamber is still overseen by Temuut, a bugbear zombie lord loyal to the lich. He keeps the ghouls here in line with the *grave undertaker* (new magic item; see **Extras**).

temuut, bugbear zomble Lord CR 6

Male <u>Zombie Lord</u> (Former <u>Bugbear</u> <u>Warrior</u> 3) CE Medium <u>Undead</u> Init +2; **Senses** <u>Darkvision</u> (60 feet), <u>Scent;</u> <u>Perception</u> +12

DEFENSE

AC 23, touch 12, <u>flat-footed</u> 21 (+4 armor, +2 Dex, +2 shield, +5 natural) hp 50 (3d10+5d8) Fort +3, Ref +4, Will +5 Defensive Abilities <u>Channel Resistance</u> +4; DR 5/slashing; Immune Undead Traits

OFFENSE

Speed 30 ft. **Melee** +1 morningstar +11/+6 (1d8+5 [20/x2]), Javelin +6/+1 (1d6+4 [20/x2]), Shield Bash +10/+5 (1d4+4 [20/x2]), Slam +5 (1d6+6 [20/x2])

TACTICS

Temuut uses the *grave undertaker* (new magic item; see the **Extras** section) to raise ghouls from six shallow burial mounds found in the chamber (marked on the **Map**), should he need reinforcements. He typically provides himself with ample reinforcements prior to wading into battle himself.

STATISTICS

Str 19, Dex 15, Con -, Int 10, Wis 10, Cha 8 Base Atk +6; CMB +10; CMD 22

Feats <u>Diehard</u>, <u>Endurance</u>, <u>Hammer the Gap</u>, Skill Focus: Perception, Toughness +8

Skills <u>Acrobatics</u> +0, <u>Climb</u> +8, <u>Escape Artist</u> +4, <u>Fly</u> +0, <u>Heal</u> +3, <u>Intimidate</u> +12, <u>Perception</u> +12, Ride +0, <u>Sense Motive</u> +6, <u>Stealth</u> +11, <u>Swim</u> +2 **Languages** Common, Goblin

Combat Gear The grave undertaker (new magic item; see the **Extras** section), +1 morningstar, +1 studded leather, javelin (3), heavy wooden shield **Treasure** mooncrystal key

SPECIAL ABILITIES

Stalker (Ex) <u>Perception</u> and <u>Stealth</u> are always class skills for <u>bugbears</u>.

DWARVEN GHOUL FIGHTERS (6)

CR 2

Male <u>Ghoul Fighters</u> 2 (Former <u>Dwarf Fighters</u> 2) CE Medium <u>Undead</u>

Init +2; **Senses** <u>Darkvision</u> (60 feet); <u>Perception</u> +9

DEFENSE

AC 22, touch 12, <u>flat-footed</u> 20 (+8 armor, +2 Dex, +2 natural) hp 34 (2d10+2d8+8) Fort +5, Ref +2, Will +5

Defensive Abilities <u>Bravery</u> +1, <u>Channel</u> <u>Resistance</u> +2; <u>Immune ability drain</u>, <u>bleeds</u>, death effects, <u>energy drain</u>, <u>exhaustion</u>, <u>fatigue</u>, physical <u>ability damage</u>, <u>disease</u>, <u>mind-affecting</u>, <u>non-lethal damage</u>, <u>paralysis</u>, <u>poison</u>, <u>sleep</u>, <u>stunning</u>, <u>Undead Traits</u>

OFFENSE

Speed 20 ft.

Melee +1 mithral dwarven waraxe +5 (1d10+2 [20/x3]), Bite +0 (1d6 [20/x2] plus <u>disease</u> and <u>paralysis</u>) and 2 Claws +0 (1d6 [20/x2] plus disease and paralysis)

Special Attacks <u>Paralysis</u> (1d4+1 rounds, elves are immune) (DC 14)

TACTICS

The ghouls are ravenous. Because they've not fed in quite some time, they must make a DC 15 Will save each time they fell a foe or must spend an additional round to grab a quick piece of fresh flesh to carry with them into the next fight, favoring a hand or a foot to chew on...

STATISTICS

Str 13, Dex 15, Con -, Int 13, Wis 14, Cha 14 Base Atk +3; CMB +4 (+6 Grappling); CMD 16 (18 vs. <u>Grapple</u>) Feats <u>Exotic Weapon Proficiency</u>: Waraxe, Dwarven, <u>Improved Grapple</u>, <u>Improved Unarmed</u> Strike, <u>Weapon Finesse</u> Skills <u>Climb</u> +4, <u>Escape Artist</u> +0, <u>Intimidate</u> +7, <u>Perception</u> +9, Ride +0, <u>Stealth</u> +7, <u>Swim</u> +4 Languages Common, Other Language SQ Disease (DC 14) (Su) Combat Gear +1 <u>mithral</u> field plate, +1 <u>mithral</u> dwarven waraxe

SPECIAL ABILITIES

Disease (DC 14) (Su) *Ghoul Fever*: Bite-injury; *save* Fort DC 13; onset 1 day; *frequency* 1/day; effect 1d3 Con and 1d3 Dex damage; cure 2 consecutive saves. The save DC is Charismabased. A <u>humanoid</u> who dies of ghoul fever rises as a <u>ghoul</u> at the next midnight. A <u>humanoid</u> who becomes a <u>ghoul</u> in this way retains none of the abilities it possessed in life. It is not under the control of any other <u>ghouls</u>, but it hungers for the flesh of the living and behaves like a normal <u>ghoul</u> in all respects. A <u>humanoid</u> of 4 Hit Dice or more rises as a <u>ghast</u>.

Development A trap door on the south end of the room leads to a tunnel that goes to the goblin wing of Silvermote (**Areas 13-15**) and Temerlyth's bizarre Gallery of Weres (**Area 20**).



Mooncrystal Key (CR 1) Hardness 8; 20 hp; AC 8; crystal key

explodes causing 4d6 damage to anyone within 10 ft. (DC 18 Reflex save for half damage) if either the key or its corresponding bridge are destroyed. Experience should be awarded for finding each key. There are four scattered throughout Silvermote (each location is marked on the Map).

Treasure Temuut carries a *mooncrystal key* and has been ordered to guard it with his unlife, though he has had it for so long that both he and Temerlyth have all but forgotten about it. The key operates the *mooncrystal pedestal* in **Area 11**.

The entombed and suffocated body of a talented, yet unfortunate dwarven cleric who failed to escape with the majority of the invading dwarves lies in an unmarked burial mound toward the back of the crypt. His desiccated remains wear a <u>ring of blinking</u> and a <u>cloak of resistance</u> +3. He also wielded a masterwork warhammer, now <u>broken</u> in half yet inlaid with a powerful crystal that once allowed his hammer to act as a <u>staff of enchantment</u>. If restored to a masterwork weapon or high quality magical staff, the stone resumes its prior function.

A sack at the bottom of his weird "tomb" also contains a rather obscene number of gem stones: 10 gp eye agates (23), 50 gp sardonyx stones (15), 100 gp garnets (17), 500 gp topaz stones (6) and 1,000 gp stones, a black opal and two sapphires (3). As a devout, if somewhat gem greedy cleric, his deity protected his remains: he cannot be <u>animated</u>, <u>raised</u> or <u>resurrected</u> through any means and lays at his final, peaceful rest.



Background: Temuut was created by Temerlyth for the unseemly handling of dead bodies, management of the crypts and to keep intruders from escaping. Temuut suffocated and dined on the dwarves who broke into Silvermote long ago, except for the six dwarven Ghouls who remain. They were raised by Temerlyth and entombed in the floor by use of Temuut's magic shovel, the *Grave Undertaker* (new magic item; see **Extras**).

9. WELL OF DARKNESS WEST (GR 8)

Areas 9-12 are in darkness, so there is no read aloud text for these areas.

The air here is cool yet filled with the pungent scent of bat guano. The ceiling vaults 60 feet above floor level and 60 feet below it. The bottom of the tall chasm is ancient. It features minor stalactites, pools of water formed by centuries of water dripping in from the ceiling 120 feet above and the floor is caked with layer upon layer of bat guano.



Mooncrystal Key (CR 1)

Hardness 8; 20 hp; AC 8; crystal key explodes causing 4d6 damage to anyone within 10 ft. (DC 18 Reflex save

for half damage) if either the key or its corresponding bridge are destroyed. Experience should be awarded for finding each key. There are four scattered throughout Silvermote (each location is marked on the Map).



Mooncrystal Bridge (CR 2)

6 inches thick; hardness 8; 120 hp each; AC 8; the corresponding crystal key also explodes if its bridge is

destroyed (see above). There are four mooncrystal bridges in Silvermote. They are called by inserting each corresponding mooncrystal key into the pedestal for each room featuring a bridge (Areas 9-12). Mooncrystal bridges are 75% transparent and are composed of an unearthly blue crystal. None of the denizens of Silvermote will attempt to destroy them. Experience should be awarded for lighting each bridge.

DIRE BATS (6)

CR 1

Male <u>Dire Bat</u> N Large <u>Animal</u> **Init** +2; **Senses** <u>Blindsense</u> (40 ft.), <u>Low-Light</u> <u>Vision</u>; <u>Perception</u> +8

DEFENSE

AC 14, touch 11, <u>flat-footed</u> 12 (+2 Dex, -1 size, +3 natural) hp 22 (4d8+4) Fort +5, Ref +6, Will +3

OFFENSE

Speed 20 ft., <u>Flight</u> (40 ft., Good) **Melee** Bite +5 (1d8+4 [20/x2]) **Space** 10 ft.; **Reach** 5 ft.

STATISTICS

Str 17, Dex 15, Con 13, Int 2, Wis 14, Cha 6 Base Atk +3; CMB +7; CMD 19 Feats <u>Alertness</u>, <u>Stealthy</u> Skills <u>Escape Artist</u> +4, <u>Fly</u> +9, <u>Perception</u> +8, <u>Sense Motive</u> +4, <u>Stealth</u> +4 Modifiers +4 <u>Perception</u> for <u>Blindsense</u>

MAJOOJA. WEREBAT SORCERER (HYBRID FORM) CRO

Female <u>Werebat Sorcerer</u> 4 (Former <u>Hobgoblin</u>) LE Large <u>Humanoid</u> (<u>Goblinoid</u>, <u>Shapechanger</u>) **Init** +3; **Senses** <u>Blindsense</u> (40 ft.), <u>Darkvision</u> (60 feet), <u>Low-Light Vision</u>, <u>Scent</u>; <u>Perception</u> +6

DEFENSE

AC 24, touch 12, <u>flat-footed</u> 21 (+3 Dex, -1 size, +12 natural) hp 34 (4d6+16) Fort +4, Ref +4, Will +6 DR 5/lethal, 5/silver; Resist cold 5

OFFENSE

Speed 30 ft., Flight (40 ft., Average) Melee Bite -2 (2d6+1 [20/x2]), Masterwork Longsword -3 (1d8+2 [19-20/x2]) Ranged Masterwork Longbow -2 (1d8 [20/x3]) Space 10 ft.; Reach 10 ft. Spell-Like Abilities Grave Touch (2 rounds) (5/day) Sorcerer Spells Known (CL 4, +3 melee touch, +4 ranged touch): 2 (4/day) <u>invisibility</u> (DC 14) 1 (7/day) <u>cause fear</u> (DC 13), <u>chill touch</u> (DC 13), <u>disguise self</u> (DC 13), <u>feather fall</u> (DC 13) 0 (at will) <u>resistance</u> (DC 12), <u>ray of frost</u>, <u>acid</u>

splash, bleed (DC 12), prestidigitation (DC 12), arcane mark

STATISTICS

Str 12/14, Dex 14/17, Con 15/17, Int 12, Wis 11/15, Cha 14 Base Atk +2; CMB +5; CMD 18 Feats Combat Casting, Eschew Materials, Toughness +4 Skills Fly +8, Intimidate +7, Perception +6, Spellcraft +6, Stealth +8, Use Magic Device +7 Languages Common, Giant, Goblin SQ Change Shape (half-elf, hybrid, and bat; polymorph), lycanthropic empathy (bats and dire bats), Undead (Sorcerer Bloodline) Combat Gear arrows (20), longbow, longsword, light steel shield, studded leather

Humanoid and animal forms are also available and may be found in the Stats section.



Development This chamber is filled with permanent magical darkness and houses a mooncrystal bridge that leads to the central chamber of Silvermote (Area **26**): the mooncrystal key from Area 18 activates this bridge. The central chamber houses the moonfire soulstone (new artifact; see the Extras section). The magical darkness throughout the chamber is suspended whenever the bridge is activated, however the *moonfire* soulstone remains submerged in the acid pool in Area 26 until all four keys are in place.

Anyone falling from a ledge or a mooncrystal bridge takes 6d6 falling damage and must find a way to ascend in darkness. A fall from the ceiling, though unlikely, would cause 12d6 damage and a fall from the ceiling onto an activated mooncrystal bridge would cause 6d6.

Background: Temerlyth infected the werebats in Areas 9-12 to further his study of this somewhat rarer form of lycanthropy, but has lost interest since werebats are relatively passive and thus not as much a priority. He uses them as guardians as he has plenty of time to destroy them later.

Majooja was once a lowly hobgoblin female forced to hide her bloodline and sorcerous talents. She's benefitted greatly from her

association with the lich and is dedicated to defending Silvermote as her adopted home. Temerlyth loathes her but provides her tribe with potions through her, potions that aid them in defending Silvermote, which benefits him.

10. WELL OF DERKNESS NORTH (GR 6)

Areas 9-12 are in darkness, so there is no read aloud text for these areas.

The air here is cool yet filled with the pungent scent of bat guano. The ceiling vaults 60 ft. above floor level and 60 ft. below it. The bottom of the tall chasm is ancient. It features minor stalactites. pools of water formed by centuries of water dripping in from the ceiling 120 ft. above and the floor is caked with layer upon layer of bat guano.



Mooncrystal Key (CR 1)

Hardness 8; 20 hp; AC 8; crystal key explodes causing 4d6 damage to anyone within 10 ft. (DC 18 Reflex save for half damage) if either the key or its corresponding bridge are destroyed. Experience should be awarded for finding each key. There are four scattered throughout Silvermote (each location is marked on the Map).



Mooncrystal Bridge (CR 2)

6 inches thick; hardness 8; 120 hp each; AC 8; the corresponding crystal key also explodes if its bridge is destroyed (see above). There are four mooncrystal bridges in Silvermote. They are called by inserting each corresponding mooncrystal key into the pedestal for each room featuring a bridge (Areas 9-12). Mooncrystal

bridges are 75% transparent and are composed of an unearthly blue crystal. None of the denizens of Silvermote will attempt to destroy them. Experience should be awarded for lighting each bridge.

DIRE BATS (3)

CR 1

Male Dire Bat N Large Animal Init +2; Senses Blindsense (40 ft.), Low-Light Vision; Perception +8

DEFENSE

AC 14, touch 11, flat-footed 12 (+2 Dex, -1 size, +3 natural) hp 22 (4d8+4) Fort +5, Ref +6, Will +3

OFFENSE

Speed 20 ft., Flight (40 ft., Good) Melee Bite +5 (1d8+4 [20/x2]) Space 10 ft.; Reach 5 ft.

STATISTICS

Str 17, Dex 15, Con 13, Int 2, Wis 14, Cha 6 Base Atk +3: CMB +7: CMD 19 Feats Alertness, Stealthy **Skills** Escape Artist +4, Fly +9, Perception +8, Sense Motive +4, Stealth +4 Modifiers +4 Perception for Blindsense

HARCOURT FINEBECK, WEREBAT ARISTOCRAT (HYBRID FORM) CR 5

Male Werebat Aristocrat 4 (Former Human) N Large Humanoid (Human, Shapechanger) Init +3; Senses Blindsense (40 ft.), Low-Light Vision, Scent; Perception +6

DEFENSE

AC 24, touch 12, flat-footed 21 (+3 Dex, +12 natural, -1 size) **hp** 28 (4d8+8) Fort +3, Ref +4, Will +6 **DR** 5/silver

OFFENSE

Speed 30 ft., Flight (40 ft., Average) **Melee** Bite -1 (2d6+1 [20/x2]), Masterwork Dagger +2 (1d4+2 [19-20/x2]), Masterwork Longsword +3 (1d8+2 [19-20/x2]) Ranged Masterwork Shortbow +3 (1d6 [20/x3]) Space 10 ft.; Reach 10 ft.

STATISTICS

Str 12/14, Dex 12/17, Con 11/15, Int 10, Wis 10/15, Cha 11 Base Atk +3; CMB +6; CMD 19 Feats Mounted Combat, Ride-by Attack, Trample Skills Bluff +4, Diplomacy +7, Fly +1, Intimidate +7, Knowledge (History) +4, Knowledge (Local) +4, Knowledge (Nobility) +5, Linguistics +5, Perception +6, Perform (Dance) +4, Ride +10, Sense Motive +6, Stealth -1

Languages Common, Elven, Goblin

SQ Change Shape (half-elf, hybrid, and bat; polymorph), lycanthropic empathy (bats and dire bats)

Combat Gear arrows (20), dagger, masterwork chain shirt, masterwork lance, masterwork longsword, masterwork heavy steel shield, shortbow; Other Gear noble's outfit, potion of invisibility

🐏 Humanoid and animal forms are also available and may be found in the Stats section.

Story Award: The Royal Pain

Harcourt was an egotistical braggart, but his experience with lycanthropy has vastly cooled him out. He was infected by Temerlyth during one of the lich's many visits to a human royal court in a distant land. Harcourt hates Temerlyth for what he's done to him, but has nowhere else to go, seeing himself as little more than a freak.

Little does he know that his family has been looking for him for the last 5 years. They've placed posters up all around the kingdom offering a 5,000 gp bounty for his safe return; the party may or may not be aware of this at your discretion. Should the party return him home, they should receive the promised bounty and a story award (2,000 XP).

Development This chamber is filled with permanent magical darkness and houses a mooncrystal bridge that leads to the central chamber of Silvermote (Area **26**): the mooncrystal key from Area 18 activates this bridge. The central chamber houses the moonfire soulstone (new artifact; see the Extras section). The magical darkness throughout the chamber is suspended whenever the bridge is activated, remains however the moonfire soulstone submerged in the acid pool in Area 26 until all four keys are in place.

Anyone falling from a ledge or a mooncrystal bridge takes 6d6 falling damage and must find a way to ascend in darkness. A fall from the ceiling, though unlikely, would cause 12d6 damage and a fall from the ceiling onto an activated mooncrystal bridge would cause 6d6.

11. WELL OF DARKNESS EAST (GR 10)

Areas 9-12 are in darkness, so there is no read aloud text for these areas.

The air here is cool yet filled with the pungent scent of bat guano. The ceiling vaults 60 ft. above floor level and 60 ft. below it. The bottom of the tall chasm is ancient. It features minor stalactites, pools of water formed by centuries of water dripping in from the ceiling 120 ft. above and the floor is caked with layer upon layer of bat guano.



Mooncrystal Key (CR 1)

Hardness 8; 20 hp; AC 8; crystal key explodes causing 4d6 damage to anyone within 10 ft. (DC 18 Reflex save

for half damage) if either the key or its corresponding bridge are destroyed. Experience should be awarded for finding each key. There are four scattered throughout Silvermote (each location is marked on the Map).



Mooncrystal Bridge (CR 2)

6 inches thick; hardness 8; 120 hp each; AC 8; the corresponding crystal key also explodes if its bridge is destroyed (see above). There are four mooncrystal bridges in Silvermote. They are called by inserting each corresponding mooncrystal key into the pedestal for each room featuring a bridge (Areas 9-12). Mooncrystal bridges are 75% transparent and are composed of an unearthly blue crystal. None of the denizens of Silvermote will attempt to destroy them. Experience should be awarded for lighting each bridge.

DIRE BATS (3)

CR 1

Male Dire Bat N Large Animal Init +2; Senses Blindsense (40 ft.), Low-Light Vision; Perception +8

DEFENSE

AC 14, touch 11, flat-footed 12 (+2 Dex, -1 size, +3 natural) hp 22 (4d8+4) Fort +5, Ref +6, Will +3

OFFENSE

Speed 20 ft., Flight (40 ft., Good) Melee Bite +5 (1d8+4 [20/x2]) Space 10 ft.; Reach 5 ft.

STATISTICS

Str 17, Dex 15, Con 13, Int 2, Wis 14, Cha 6 Base Atk +3; CMB +7; CMD 19 Feats Alertness, Stealthy **Skills** Escape Artist +4, Fly +9, Perception +8, Sense Motive +4, Stealth +4 Modifiers +4 Perception for Blindsense

GRAY OOZE

CR 4

Gray Ooze N Medium Ooze Init -5; Senses Blindsight (60 ft.); Perception -5

DEFENSE

AC 5, touch 5, <u>flat-footed</u> 5 (-5 Dex) hp 50 (4d8+32) Fort +9, Ref -4, Will -4 Defensive Abilities Ooze Traits; Immune flanking, cold, critical hits, fire, paralysis, poison, polymorph, precision damage, sleep, stunning

OFFENSE

Speed 10 ft. Melee Constrict +6 (1d6+4 [20/x2]), Slam +6 (1d6+4 [20/x2]) **STATISTICS** Str 16, Dex 1, Con 26, Int -, Wis 1, Cha 1 Base Atk +3; CMB +6; CMD 11 (can't be Tripped) **SQ** Acid (DC 20) (Ex), Transparent (Ex)

SPECIAL ABILITIES

Acid (DC 20) (Ex) The digestive acid that covers a gray ooze dissolves metals and organic material, but not stone. Each slam and constrict attack deals 1d6 additional acid damage. Armor or clothing worn by a creature grappled by a gray ooze takes the same amount of acid damage unless the wearer succeeds on a DC 20 Reflex saving throw. A wooden or metal weapon that strikes a gray ooze takes 1d6 acid damage unless the weapon's wielder succeeds on a DC 20 Reflex save. The ooze's touch deals 12 points of acid damage per round to wooden or metal objects, but the ooze must remain in contact with the material for 1 full round in order to deal this damage. The save DCs are Constitution-based.

Transparent (Ex) Due to its lack of vivid coloration, a gray ooze is difficult to discern from its surroundings in most environments. A DC 15 <u>Perception</u> check is required to notice the gray ooze. Any creature that fails to notice a gray ooze and walks into it automatically suffers damage as if struck by its slam attack and is immediate subject to a <u>grab</u> attack by the ooze.

HOBGOBLIN WEREBAT DRUIDS (HYBRID FORM) (5) CR 4

Female <u>Hobgoblin Druid</u> 2 NE Large <u>Humanoid</u> (<u>Goblinoid</u>, <u>Shapechanger</u>) **Init** +3; **Senses** <u>Blindsense</u> (40 ft.), <u>Darkvision</u> (60 feet), <u>Low-Light Vision</u>, <u>Scent</u>; <u>Perception</u> +7

DEFENSE

AC 24, touch 12, <u>flat-footed</u> 21 (+3 Dex, -1 size, +12 natural) hp 25 (2d8+11) Fort +7, Ref +3, Will +5 DR 5/silver

OFFENSE

Speed 30 ft., <u>Flight</u> (40 ft., Average) Melee Bite -2 (2d6+1 [20/x2]), Masterwork Shortspear +1 (1d6+3 [20/x2]) Ranged Masterwork Sling +1 (1d4+3 [20/x2]) Space 10 ft.; Reach 10 ft. Spell-Like Abilities <u>acid dart</u> (5/day) SQ <u>Change Shape</u> (<u>half-elf</u>, hybrid, and <u>bat</u>; polymorph), <u>lycanthropic empathy</u> (<u>bats</u> and <u>dire</u> <u>bats</u>) Druid Spells Known (CL 2, 3 melee touch, 3 ranged touch): 1 (3/day) <u>magic stone</u> (DC 13), 2 <u>cure light</u>

<u>wounds</u> (DC 13), <u>entangle</u> (DC 13) 0 (at will) <u>resistance</u> (DC 12), <u>purify food and</u> <u>drink</u> (DC 12), <u>create water</u>, <u>mending</u>

STATISTICS

Str 15/17, Dex 15/17, Con 16/18, Int 10, Wis 14/15, Cha 6 Base Atk +1; CMB +5; CMD 18 Feats Druid Weapon Proficiencies, Toughness +3 Skills Climb +8, Fly +1, Perception +7, Spellcraft +5, Stealth +8, Survival +9 Languages Common, Druidic, Goblin SQ Change Forms (Su), Druid Domain: Earth, Lycanthropic Empathy +4 (Ex), Nature Sense (Ex), <u>Spontaneous Casting</u>, <u>Wild Empathy</u> +0
(Ex), <u>Woodland Stride</u> (Ex) **Combat Gear** shortspear, sling, wooden armor; **Other Gear** <u>potion</u> of <u>barkskin</u> +4, <u>potion</u> of <u>blur</u>
(2), <u>wand</u> of <u>entangle</u> (CL 6)

Humanoid and animal forms are also available and may be found in the **Stats** section.

Development This chamber is filled with permanent magical darkness and houses a mooncrystal bridge that leads to the central chamber of Silvermote (Area 26); the mooncrystal key from Area 18 activates this bridge. The central chamber houses the moonfire soulstone (new artifact; see the Extras section). The magical darkness throughout the chamber is suspended whenever the bridge is activated, soulstone remains however the moonfire submerged in the acid pool in Area 26 until all four keys are in place.

The *mooncrystal pedestal* here has fallen and rests on its side at the bottom of the chamber; it still functions. However, the bottom of the cave has become home to a nasty gray ooze, making activation more difficult (especially if performed in the dark).

Background Majooja brought the female druids of her former tribe into Temerlyth's service and they are entirely loyal and grateful to her. If she is killed the druids later try to flee Silvermote, moving far away from the lich's evil eye. They fear him. Nevertheless the druids consider their affliction "holy" and have embraced it.



New Armor: Palebone

Some of the werebats in Areas 9-12 are wearing palebone armor. Palebone starts with a thin cloth or tanned skin

backing and is reinforced by the boiled and bleached white bones of dead creatures. Palebone protects the torso only an is otherwise sleeveless.

Armor Class: +3 Max Dex Bonus: +4 Armor Check Penalty: -3 Arcane Spell Failure: 15% Cost: 20 gp Weight: 20 lbs.

Optional Rule: Consider the arrangement of bones and skin in masterwork palebone particularly gruesome adding +1 to Bluff and Intimidate checks.

Note: This item is open content.

12. WELL OF PARKNESS SOUTH (GR 7)

Areas 9-12 are in darkness, so there is no read aloud text for these areas.

The air here is cool yet filled with the pungent scent of bat guano. The ceiling vaults 60 ft. above floor level and 60 ft. below it. The bottom of the tall chasm is ancient. It features minor stalactites, pools of water formed by centuries of water dripping in from the ceiling 120 ft. above and the floor is caked with layer upon layer of bat guano.

This chamber is filled with permanent magical Darkness and houses a Mooncrystal Bridge that leads to the central chamber of Silvermote (Area 26); the Mooncrystal Key from Area 23 activates this bridge. The central chamber houses the Moonfire Soulstone (new artifact; see the Extras section). The magical Darkness throughout the chamber is suspended whenever the bridge is activated. The Moonfire Soulstone remains submerged in the acid pool in Area 26 until all four keys are in place.



A Troubled Mind

Temerlyth saw the world with blinders on, somewhat altruistically believing that the wider world suffered the same

affliction as his home forest. Lycanthropes were at war with all the races of the world as far as he was concerned, not just his own. Temerlyth envisioned testing candidates for final delivery of *moonfire soulstones* to regions badly afflicted with lycanthropy by distributing *mooncrystal keys* out into the world. The idea was to inspire small adventuring parties to participate in what amounted to elaborate "quest dramas" that would net him a few unsuspecting volunteers.

He essentially hoped to lure candidates to Silvermote where they would have to prove themselves in combat against a large number of lycanthropes, undead or other guardians to finally get at the *moonfire soulstone*. He would simply sit back and watch through his *crystal ball* while producing the stone for the next group of willing dupes. In this way, Silvermote would become a large scale "production facility" for wide spread lycanthropic genocide. Temerlyth didn't count on going mad, however. The keys are now scattered only as far as the chambers Silvermote and Temerlyth has no clear memory of his original plan, even if reminded.

dire bats (3)

CR 1

Male Dire Bat N Large <u>Animal</u> **Init** +2; **Senses** <u>Blindsense</u> (40 ft.), <u>Low-Light</u> Vision; Perception +8

DEFENSE

AC 14, touch 11, <u>flat-footed</u> 12 (+2 Dex, -1 size, +3 natural) hp 22 (4d8+4) Fort +5, Ref +6, Will +3

OFFENSE

Speed 20 ft., <u>Flight</u> (40 ft., Good) **Melee** Bite +5 (1d8+4 [20/x2]) **Space** 10 ft.; **Reach** 5 ft.

STATISTICS

Str 17, Dex 15, Con 13, Int 2, Wis 14, Cha 6 Base Atk +3; CMB +7; CMD 19 Feats <u>Alertness</u>, <u>Stealthy</u> **Skills** Escape Artist +4, Fly +9, Perception +8, Sense Motive +4, Stealth +4 **Modifiers** +4 Perception for <u>Blindsense</u>

HOBGOBLIN (VEREBAT ARCHERS (HYBRID FORM) (3)

CR 3

Male <u>Hobgoblin</u> <u>Fighter</u> 1 LE Large Humanoid (Goblinoid, Shapechanger)

Init +3; Senses <u>Blindsense</u> (40 ft.), <u>Darkvision</u> (60 feet), <u>Low-Light Vision</u>, <u>Scent</u>; <u>Perception</u> +3

DEFENSE

AC 24, touch 12, <u>flat-footed</u> 21 (+3 Dex, -1 size, +12 natural) hp 18 (1d10+7) Fort +6, Ref +3, Will +2 DR 5/silver

OFFENSE

Speed 30 ft., <u>Flight</u> (40 ft., Average) **Melee** Bite -2 (2d6+1 [20/x2]), Masterwork Longsword +1 (1d8+3 [19-20/x2]) **Ranged** Masterwork Longbow +1 (1d8 [20/x3]) **Space** 10 ft.; **Reach** 10 ft.

STATISTICS

Str 15/17, Dex 15/17, Con 16/18, Int 10, Wis 14/15, Cha 6 Base Atk +1; CMB +5; CMD 18 Feats Point Blank Shot, Toughness +3 Skills Fly +1, Perception +3, Stealth +7 Languages Common, Goblin SQ Change Shape (half-elf, hybrid, and bat; polymorph), lycanthropic empathy (bats and dire bats)

Combat Gear +2 spiked palebone armor, arrows (20), longbow, longsword, light steel shield; **Other Gear** <u>potion</u> of <u>cure moderate wounds</u> (2), <u>potion</u> of <u>invisibility</u> (2), <u>potion</u> of <u>sanctuary</u>

Humanoid and animal forms are also available and may be found in the Stats section.

Background Majooja secretly infected a few of the weaker-willed males of her former tribe. She brought them here and into her service. They are loyal only to her, since she took them in when the other males of the tribe grew afraid of them. They have adopted this matriarchal arrangement and defend her to the death. They don't otherwise have imagination enough to consider life beyond occasionally hunting outside Silvermote and may even consider Harcourt Finebeck their new leader over leaving Silvermote (they don't understand him well enough to know how he'd react in such a case).

13. GUARPIAN BLAPBS (GR 6)

There is no read aloud text for this area since it appears to be a normal hallway intersection.

This hallway leads to the goblin quarters of Silvermote (**Areas 14-15**) as well as Temerlyth's weird lycanthropic gallery (**Area 20**).

SCYTHE TRAPS (2)

CR 4

Type mechanical Perception DC 21; Disable Device DC 18

EFFECT

Trigger location; **Reset** automatic **Effect** Attack +20 melee (2d4+8/x4, cutting scythes)

Background The goblins trapped this hallway against intruders for their own protection.

14. GOBLIN WORK STORAGE (GR 2)

This room appears to feature a chaotic array of equipment.

Indeed, this room does feature a chaotic array of construction equipment used years ago by the goblins in the construction of Silvermote.

Treasure This room provides simple storage for most of the tools used during construction of Silvermote. There are large three chests and a large hinged crate (containing nothing now but a furry <u>brown mold</u>; see below). The chests contain various pieces of dirty, rusty equipment. It should take hours to inventory everything in the room:

ITEM	QTY	CONDITION
Belts (bag)	12	Poor (worn)
Block and tackle	2	Good
Blankets, winter (crate)	6	Poor (moldy)
Buckets (stacked)	11	Fair (dirty)
Cages (tiny)	7	Good
Candles (strong box)	24	Good

ITEM	QTY	CONDITION
Canvas (sq yd.)	12	Fair (dirty)
Chains (sack)	6	Poor (rusty)
Chalk (sealed box)	36	Good
Chests	3	Good
Crane, Portable (Str 28)	1	Good
Crowbars (chest 1)	6	Fair (rusty)
Hacksaw (floor)	3	Poor
		(<u>broken</u>)
Hammers (chest 2)	22	Poor (worn)
Lantern, hooded	16	Good
Oil (1-pint flask)	12	Good
Pickaxes (chest 3)	22	Poor (worn)
Rope, elven (20 ft.)	24	Fair (worn)
Sledge	2	Good
Spikes (chest 1)	65	Fair (dirty)
Waterskin	8	Poor (worn)
Wooden beams	10	Fair (dirty)

HAZARD: BROWN MOLD

CR 2

Brown mold feeds on warmth, drawing heat from anything around it. It normally comes in patches 5 ft. in diameter, and the temperature is always cold in a 30-foot radius around it. Living creatures within 5 ft. of it take 3d6 points of <u>nonlethal</u> cold damage. Fire brought within 5 ft. of <u>brown mold</u> causes the mold to instantly double in size. Cold damage, such as from a cone of cold, instantly destroys it.

15. GOBLIN QUARTIERS (GR 10)

Read the text below when the characters first enter the room either from **Area 14** or **Area 13**:

These cramped quarters look like a complete and utter disaster-it must have been occupied by goblins because no other race in their right mind could live in such a foul-smelling mess. The floor and walls are strewn with heaps of wet and rotting paper trash, old bones, hurled food and even far less mentionable solid waste. The area on the whole looks as though decorated by a pack of angry baboons. A dying fire in the cooking pit provides only dim light and a large chest sits broken and abandoned in one dim corner. The ceiling here is barely 5 foot high. Give the characters a chance to look around. Once they peak into the western chamber read the following text aloud:

The chamber here is just as foul smelling with dung, gray meat rot and mold. The floor is even deeper with paper and torn trash. You manage to identify a few bits of leather and cloth, recognizable as once having been armor as well as skull or two. A huge granite desk stands at the far end of the room littered with ink-stained paper trash.

Sitting at the great stone desk in high elven clerical regalia is a former priest named Randir Crispin. He is scribbling down his latest religious treatise (which is gibberish and spilled ink) with a long, white feather plume and blue ink. He is also wearing a <u>hat of disguise</u> and roleplaying a far more reputable elven cleric he once knew.



While goblins did once live here, under extremely squalid conditions, only Randir lives here now and he is entirely responsible for the state of the rooms. Randir is a ghoul and quite insane to boot. His terrifying feeding habits are to blame for the meat chunks, torn armor and refuse strewn about.

Randir worships a puckish fey death goddess whose most recent manifestation he believes is a huge, black cancerous knot dripping with puss from the right side of his swollen neck. However, "she" is not initially visible since Randir is wearing his *hat of disguise*. Randir greets visitors with open arms to his "holy" temple!

RANDIR CRISPIN

Male <u>Ghoul</u> <u>Cleric</u> 6 (Former <u>Elf</u>) CE Medium <u>Undead</u> **Init** -3; **Senses** <u>Darkvision</u> (60 feet); <u>Perception</u> +5

DEFENSE

AC 21, touch 14, <u>flat-footed</u> 19 (+5 armor, +2 Dex, +2 natural, +2 <u>deflection</u>) hp 69 (8d8+18) Fort +6, Ref +3, Will +8 Defensive Abilities <u>Channel Resistance</u> +2; Immune <u>ability drain</u>, <u>bleeds</u>, death effects, <u>energy drain</u>, <u>exhaustion</u>, <u>fatigue</u>, physical <u>ability</u> <u>damage</u>, <u>disease</u>, <u>mind-affecting</u>, <u>non-lethal</u> <u>damage</u>, <u>paralysis</u>, <u>poison</u>, <u>sleep</u>, <u>stunning</u>, <u>Undead Traits</u>

OFFENSE

Speed 20 ft.

Melee Bite +6 (1d6+2 [20/x2] plus <u>disease</u> and <u>paralysis</u>), 2 Claws +6 (1d6+2 [20/x2] plus paralysis)

Special Attacks <u>Paralysis</u> (1d4+1 rounds, elves are immune) (DC 16)

Spell-Like Abilities <u>Bleeding Touch</u> 3 rounds (5/day), <u>Touch of Evil</u> 3 rounds (5/day)

Cleric Spells Known (CL 6, 6 melee touch, 6 ranged touch):

3rd (2/day) *inflict serious wounds* (DC 15), *animate dead* (2)

2nd (4/day) <u>summon monster</u> *II*, <u>death knell</u> (DC 14), <u>silence</u> (DC 14), <u>hold person</u> (DC 14), <u>shatter</u> (DC 14)

1st (4/day) <u>shield of faith</u> (DC 13), <u>bane</u> (DC 13), <u>cause fear</u> (DC 13), <u>doom</u> (DC 13), <u>command</u> (DC 13)

0th (at will) <u>virtue</u>, <u>bleed</u> (DC 12), <u>mending</u>, <u>guidance</u> (DC 12)

TACTICS

Randir is a practiced and clever spell caster, despite his insanity. He casts delaying spells to prepare himself for combat such as hold person, silence and cause fear. He then casts animate dead, to bring as many skeletons as possible up from the deep layer of trash on the floor. He has also marked the floor with several minor glyphs (see the **Map** for glyph positions) and steps gingerly around them, arranging himself so that combatants step on them instead. However, he'd prefer not to fight at all until forced to.

STATISTICS

Str 14, Dex 15, Con -, Int 13, Wis 14, Cha 14

Base Atk +6; CMB +8; CMD 22

Feats Brew Potion, Channel Smite, Combat Reflexes (3 AoO/round), Command Undead (DC 15), Weapon Finesse Skills Acrobatics -1, Appraise +3, Bluff +0, Diplomacy +5, Disguise +5, Fly -3, Heal +5, Intimidate +5, Knowledge (Arcana) +4, Knowledge (History) +4, Knowledge (Nobility) +4, Knowledge (Religion) +4, Linguistics +4, Perception +5, Ride -3, Sense Motive +5, Spellcraft +4, Stealth +7, Survival +0, Swim -1 Languages Abyssal, Common, Goblin, Infernal SQ Change Shape (half-elf, hybrid, and bat; polymorph), lycanthropic empathy (bats and dire bats), Aura (Ex), Channel Negative Energy 3d6 (5/day) (DC 15) (Su), Cleric Domain: Death, Cleric Domain: Evil, Disease (DC 16) (Su), Spontaneous Casting

Combat Gear +2 bone <u>shadow</u> armor, **Other Gear** +2 <u>ring of protection</u>, <u>robe of vermin</u>, <u>hat of</u> <u>disguise</u>

INFLICT LIGHT WOUNDS GLYPHS (4) CR 2

Type magic device Perception DC 26; Disable Device DC 26

EFFECT

Trigger touch; **Reset** none **Effect** spell effect (*inflict light wounds*, CL 1st, 1d8+1, DC 11 <u>Will save</u> half damage)

GOBLIN SKELETONS (10)

CR 1

Male <u>Goblin Skeleton</u> (Former <u>Warrior</u> 3) NE Small <u>Undead</u> Init +7; **Senses** <u>Darkvision</u> (60 feet); <u>Perception</u> +0

DEFENSE

AC 20, touch 12, <u>flat-footed</u> 19 (+7 armor, +1 Dex, +1 natural, +1 size) hp 20 (3d10) Fort +3, Ref +4, Will +1 DR 5/bludgeoning; Immune cold, <u>Undead Traits</u>

OFFENSE

Speed 20 ft. **Melee** 2 Claws +4 (1d3 [20/x2])

TACTICS

Randir calls the shots. He knows the <u>skeletons</u> are well armored (they were his honor guard when they were alive), but they long forgotten their weapons. They rely on their armored claw

attacks. Randir can <u>animate</u> up to 10 <u>skeletons</u> before the supply runs out.

STATISTICS

Str 11, Dex 17, Con -, Int -, Wis 10, Cha 10 Base Atk +3; CMB +2; CMD 13 Feats Improved Initiative Skills Acrobatics -2, Climb -5, Escape Artist -2, Fly +0, Ride +2, Stealth +6, Swim -5 Combat Gear field plate

CR 2

Poisoned needle trap

Type mechanical Perception DC 22; Disable Device DC 17

EFFECT

Trigger touch; **Reset** repair **Effect** Attack +17 melee (1 plus <u>poison</u>; see below)

blue whinnis poison

<u>Type poison</u> (injury); *Save* Fortitude DC 14 *Frequency* 1/round for 2 rounds *Initial Effect* 1 Con damage; *Secondary Effect* unconsciousness for 1d3 hours; *Cure* 1 save

Development Randir is wearing a <u>robe of vermin</u> but he enjoys the feeling of relief he gets from scratching at the insect bites until they are bloody. He scratches even while disguised and the intense relief shows on his face. He also wears a <u>hat of disguise</u> to make himself more presentable, but feels religious guilt while he wears it. Since he has lost his mind and feels this guilt, he may forget to leave it on, suddenly frightening intruders by hanging it absently on a nearby peg and unintentionally revealing his true nature.

Treasure 22 sp, 10 gp, 1 pp (coins are scattered throughout the three rooms in the refuse). Randir also carries the mooncrystal key to **Area 10** but has completely forgotten about it, even if asked. He would be willing to hand it over to spite Temerlyth though, if he is pressed hard to recall memory of the key at all. The shattered chest in the corner of the room features a false bottom trapped by a poisoned needle (see above). Inside the hidden space is a long-forgotten <u>periapt of wound closure</u>.

Background A disreputable elf exiled from elven society for his bizarre religious outlook, Randir was invited to come and help the lich manage and build Silvermote. The lich didn't know that much about Randir at the time and was desperate for some "genuine elven company." Randir had a hand in suggesting to Temerlyth that he consider using necromancy in his research, desperate as Temerlyth was to solve the werewolf problems in the Terlvck. Unfortunately, they had a great falling out (over what has been long forgotten). Temerlyth murdered him and raised him as a ghoul during one of his weird experiments. The experiment was successful, since Randir remembers his past life and abilities, unlike more common ghouls.

Randir would love to avenge his own murder, but knows Temerlyth is so much more powerful than he. Most of all, Randir tries to fight his undead nature, feels religious guilt over that too, then goes into a terrifying feeding frenzy as a result. The cycle of guilt then begins again. Randir may chose to help or accompany invaders he manages to fool, but he'll eventually be unable to stop himself from tasting his new friends, once their blood is spilled in combat and if not otherwise kept reasonably gorged on dead meat. Randir has not been beyond **Area 9**.

16. A Minp is a Terrible Thing (GR 10)

This long hall is barely lit with blue light and only by a single crystal chandelier. The walls tapper down to a single wooden door gilded with brass.

This chamber is guarded by an alchemical golem. This disgusting monstrosity was created by Temerlyth to watch over the entrance to "the family crypt" (**Areas 17-19**). The hall was made as wide as it is to give the lich's special guardian plenty of room to move, maneuver and bomb invaders in combat. A few direbats have also chosen to roost on the west end of the room in the darkness. They attack too if disturbed by the sounds of combat with the alchemical golem.

CR O

Alchemical Golem

Male Golem, Alchemical

DEFENSE

NLL arga Construe

AC 23, touch 13, <u>flat-footed</u> 19 (+4 Dex, +10 natural, -1 size) hp 86 (12d10) Fort +4, Ref +8, Will +4 DR 10/<u>adamantine</u> or bludgeoning; Immune <u>Construct Traits</u> (+30 HP), <u>ability damage</u>, <u>ability</u> <u>drain</u>, <u>bleeds</u>, <u>energy drain</u>, <u>exhaustion</u>, <u>fatigue</u>, death and <u>necromancy</u> effects, <u>disease</u>, <u>immunity</u> to magic, <u>mind-affecting</u>, <u>non-lethal damage</u>, <u>paralysis</u>, <u>poison</u>, <u>sleep</u>, <u>stunning</u>

OFFENSE

Speed 30 ft. Melee 2 Slams +19 (2d8+8 [20/x2]) Space 10 ft.; Reach 10 ft. Special Attacks Alchemy (DC 16), Bombs, Splash

STATISTICS

Str 27, Dex 18, Con -, Int -, Wis 11, Cha 1 Base Atk +12; CMB +21; CMD 35 Skills Fly +2, Stealth +0

SPECIAL ABILITIES

Alchemy (Ex) When an alchemical golem strikes a foe, the attack has an additional random effect, chosen from the options below. The attack can either deal 1d6 points of acid, cold, electricity, or fire damage, or cause the target to become sickened (Fortitude DC 16 negates) or entangled (Reflex DC 16 negates) for 1d4 rounds. These save DCs are Constitution-based.

Bombs (Ex) As a <u>standard action</u>, an alchemical golem can throw a bomb as a ranged <u>touch</u> <u>attack</u> to a distance of 60 feet (no range increment). If the attack misses, treat it as a thrown <u>splash weapon</u> to determine where it lands. Anyone struck by an alchemical golem's bomb takes 8d6 points of acid, cold, electricity, or fire damage (determine type randomly). All creatures adjacent to the location where the bomb hits take 1d6 points of energy damage of the same type.

Immunity to Magic (Ex) An alchemical golem is immune to spells or <u>spell-like abilities</u> that allow

<u>spell resistance</u>, save for spells with the sonic descriptor. Shatter damages an alchemical golem as if it were a crystalline creature.

Splash (Ex) Any strike on an alchemical golem with a non-reach melee weapon deals 1 point of acid, cold, electricity, or fire damage (determine type randomly) to the attacker. This amount increases to 1d6 points of damage if the attack is a <u>critical hit</u>.

DIRE BATS (5)

CR 1

Male <u>Dire Bat</u> N Large <u>Animal</u> **Init** +2; **Senses** <u>Blindsense</u> (40 ft.), <u>Low-Light</u> <u>Vision</u>; <u>Perception</u> +8

DEFENSE

AC 14, touch 11, <u>flat-footed</u> 12 (+2 Dex, -1 size, +3 natural) hp 22 (4d8+4) Fort +5, Ref +6, Will +3

OFFENSE

Speed 20 ft., <u>Flight</u> (40 ft., Good) **Melee** Bite +5 (1d8+4 [20/x2]) **Space** 10 ft.; **Reach** 5 ft.

STATISTICS

Str 17, Dex 15, Con 13, Int 2, Wis 14, Cha 6 Base Atk +3; CMB +7; CMD 19 Feats <u>Alertness</u>, <u>Stealthy</u> Skills <u>Escape Artist</u> +4, <u>Fly</u> +9, <u>Perception</u> +8, <u>Sense Motive</u> +4, <u>Stealth</u> +4 Modifiers +4 Perception for <u>Blindsense</u>

Development Temerlyth has a silent alarm spell cast on the golem, triggered by its death. He becomes aware of invaders at this point and watches with some interest from his laboratory through his <u>crystal ball</u>. He will also be prepared for visitors...

17. Samp Trap (GR 9)

This bare, unlit hallway ends in an elbow turning southward.

The entire hallway is a complex sand trap designed to bury and suffocate invaders in sand. Once invaders step around the corner, a single

trigger drops a portcullis on each end of the hallway (see the **Map** for the position of both portcullis and the trigger) and sand begins to pour in from tiny murder holes in the ceiling (<u>Perception</u> DC 28 as below). Anyone standing under a portcullis when its drops may take damage, but also has free choice of which side of it they land on.

Development A character landing on the west side of the first portcullis has the option of going back through the door and into **Area 16**. However, leaving this door open will not "vent" enough sand from the trap to keep from killing everyone else between the two portculli. Landing on the east side of the first portcullis places the character inside the trap zone (see the **Map**).

A character landing on the north side of the second portcullis is also in the grips of the sand trap. However, a character landing on the south side of the second portcullis has the option of opening the door to **Area 18**, which, it's worth noting, is full of poisonous cobras. Again, leaving this door open is not enough to "vent" enough sand to keep anyone else from suffocating.

Victims caught in the sand trap (between the two portculli) are in danger of being buried alive unless they find a way out. They begin suffocating after 6 rounds of sand fall from the ceiling (see the suffocation rules, Pathfinder Core Rules 445).

Note that searching for traps may only reveal one component of the overall trap and depends on what area is being searched. For example, an adjusted roll of 25 from just inside the hall doorway identifies the first falling portcullis, but not its trigger and not the murder holes in the ceiling. Essentially all four parts of the trap (a single trigger, the two falling portculli and the sand-filling murder holes in the ceiling) need to be identified before the searcher gets a complete picture of what's supposed to happen.

PORTCULLIS TRAP (2)

Type mechanical Perception DC 24; Disable Device DC 24

CR 5

EFFECT

Trigger location; Reset automatic

Effect Attack +15 melee (6d6); multiple targets, all targets along a 10 ft. line.

POURING SAND TRAP

Type mechanical Perception DC 28; Disable Device DC 28

EFFECT

Trigger location; **Reset** manual repair **Effect** multiple targets (all targets in the hall); never miss; onset delay (6 rounds); suffocation by burial in sand.

18. False Grypt (GR 9)

This lustrous chamber is decorated in beautiful white marble veined with dark blue streaks. A huge ornate alabaster sarcophagus, carved with fey faces, forest animals and autumn leaves stands to the right of the door. More immediately noticeable is the painfully beautiful elven female lavishly adorning the lid. She lounges atop a pile of stone cushions, laying on one side in the nude, a mischievous knowing smile on her face. Two large gilded chests stand perfectly arranged and open across from the entry arch. The handsome statue of a young elven nobleman stands in a large alcove, posed as if peaking around the corner at the splendorous elven woman atop the sarcophagus.

Temerlyth had this false crypt built to protect the real one occupied by his "dearly departed family." The statue helps conceal two secret doors leading to the real crypt (**Area 19**) and to Temerlyth's laboratory (**Area 25**). The statue also depicts Temerlyth himself as a handsome youth.

MEDIUM COBRAS (20)

CR 1

Male <u>Snake</u>, Venomous N Medium <u>Animal</u> **Init** +5; **Senses** <u>Low-Light Vision</u>, <u>Scent</u>; <u>Perception</u> +9

DEFENSE

AC 14, touch 11, <u>flat-footed</u> 13 (+1 Dex, +3 natural) hp 13 (2d8+4) Fort +5, Ref +4, Will +1

OFFENSE

CR 7

Speed 20 ft., Climbing (20 ft.), Swimming (20 ft.) **Melee** Bite +2 (1d4-1 [20/x2]) **Special Attacks** <u>Poison</u>: Bite - injury (DC 13)

STATISTICS

Str 8, Dex 13, Con 14, Int 1, Wis 13, Cha 2 Base Atk +1; CMB +0; CMD 11 (can't be Tripped) Feats Improved Initiative, Weapon Finesse Skills Acrobatics +9, Climb +9, Perception +9, Stealth +9, Swim +9

Treasure The pale brittle bones of a long dead gnome lay behind the two gilded chests in this chamber. He was bitten to death and cleansed over the last century by time and the cobras. He holds the *mooncrystal key* operating the bridge in **Area 9**. The chests are unlocked, untrapped and empty. They have never actually contained anything. The sarcophagus here is likewise unoccupied, though hollow.

Background The scene here represents the manner of the lich's first encounter with Anaya Loresse, his departed wife (see the Infamous AdversariesTM product <u>Temerlyth the Undying</u> for more details). The floor is additionally "decorated" from wall to wall with hissing cobras. Temerlyth enjoys feeding them as a temporary diversion when his malevolent research is going poorly. He has been undead so long now that the scene here means nothing to him.

19. Family Grypt (GR 8)

Beyond the doorway, you behold the sight of a breathtaking forest, as though you've entered some enchanted realm. The scents of oak and pine are ever-present in a gently wafting breeze that shifts the tiny blades of grass as though by some preternatural music. The sound of song birds and the sight of rabbits and squirrels at play also touches your senses just as a creamy white doe pears from between two great white oaks.

Temerlyth had this crypt built after he murdered his wife and children. He created a Permanent Image of grass and trees in the crypt since Anaya so loved the forest and all its creatures. The trees keep perfect time with the true seasons outside.

Be Creepy This encounter assumes combat happens starting with the Temerlyth's chidren (who are wights), then Anaya and finally Lorgan, who protects them. There is another option that preserves them as valuable recurring NPCs, however, A lot of horror movies play tricks with the mind and with illusions. Allow Anaya and/or Lorgan the ability to move the Permanent Image around-allow them to conceal the party from the undead kiddies too, knowing that they'll attack. Remember that all of them are also centuries old, probably bored and definitely quite insane-using the room as their personal holographic projector can make for a really mind bending encounter! Even the wild haired elven twins could eventually walk from between a pair of old oaks and ask the party in deadpan voices to "come play with them" as flesh falls from their rotting faces...

Development This area is an empty, dusty room with cobwebs hanging from the ceiling. The permanent image here (CL 14th) hides the state of the room as well as its undead occupants.

This empty chamber is home to lich's undead family, Anaya Lorsesse Loraethyan (his wife, a <u>ghost</u>), Aliza Loraethyan (his daughter, a young <u>wight</u>) and Arlyd Loraethyan (his son, also a young <u>wight</u>). Temerlyth even raised his wife's dead lover, Lorgan Forst. They remain hidden by the <u>illusion</u> of the room, but may interact with intruders as befits their characters (see the Infamous AdversariesTM product <u>Temerlyth the</u> <u>Undying</u> for more details).

Anaya Lorsesse isn't prone to attack unless her children are threatened yet they, as hungry wights, will almost certainly want to taste any living thing that enters the room. Lorgan Forst is likewise bound by a curse to protect them all.

Note If you don't have the Infamous AdversariesTM product Temerlyth the Undying, feel free to populate this room as you see fit.



Background Anaya and her children spent much of their time wandering the Terlyck during their lives, visiting with the local fey while talking to the trees and helping animals. Anaya missed her husband and her children missed their father, but his obsession grew beyond her ability to persuade him to abandon his research. She eventually met a handsome young human ranger named Lorgan Forst. She and the ranger eventually fell in love and she made plans to leave Temerlyth and Silvermote behind to begin a new life, far away, with the ranger and her two children.

Unfortunately, Temerlyth discovered the affair and her plans. He killed the young ranger in her sight. Temerlyth was so enraged that he killed Anaya too and didn't stop until the blood of his children was also on his hands. Temerlyth grieved for a short time then turned to his research to answer it. He raised them all from the dead, at first as puppets to ease his grief, then to punish them. He even raised Lorgan Forst (see the Infamous AdversariesTM product <u>Temerlyth</u> <u>the Undying</u> for more details) so he could use him in his nefarious schemes.

20. Gallery of Weres (GR 8)

Temerlyth constructed a rather gruesome gallery to house various lycanthropic specimens in their hybrid forms-collecting specimens and keeping them in their hybrid form after death was also particularly difficult. Each dust free gallery is dedicated to a specimen that looks as fresh as the day it was killed. Read the descriptions below as the party visits each octagonal chamber.

Gallery A-Wererats

This gallery features <u>wererats</u>. The plaques on each one read:

rattusànthrōpos, cursed adult male <u>human</u> *rattusànthrōpos*, cursed adult female <u>human</u> *rattusànthrōpos*, female <u>human</u> (child) *rattushyaenthrōpos*, cursed adult male <u>gnoll</u>

Gallery B-Werewoldes

This gallery features several <u>werewolves</u>. The plaques on them read:

lycàelthrōpos, cursed adult male <u>elf</u> *lycàelthrōpos*, cursed adult female <u>elf</u> *lycancorcus*, cursed adult female <u>orc</u> *lycanreptilias*, cursed adult male <u>lizardfolk</u>

Gallery G-Werbbear

This gallery holds only a single <u>werebear</u> specimen:

ursanànthrōpos, natural adult male human

The pedestal here also doubles as a secret door and swings forward to reveal a hallway similar to those in other parts of Silvermote. The hallway leads to Temerlyth's secret failed armor gallery (Area 24).

Gallery D-Werbtiger

This gallery shows single weretiger labeled:

felidaeànthrōpos, cursed adult male (rare)

GALLERY B-WERBBOAR

This gallery houses five wereboars labeled:

suidaesànthrōpos, cursed adult male suidaesànthrōpos, cursed adult male suidaesànthrōpos, cursed adult male suidaesànthrōpos, natural adult female suidaegigantōs, natural (rare)

Development The <u>hill giant wereboar</u> and two human <u>wereboars</u> in **Area 20e** are in temporal stasis (CL 14th; indicated by "red statue" symbols on the **Map**). They rushes to attack should anyone approach within 5 ft. of the <u>hill giant</u>'s display pedestal (walking through any adjacent square triggers a successful <u>freedom</u> spell). When this occurs Temerlyth is alerted by silent alarm to the presence of intruders. He watches the ensuing battle through the <u>crystal ball</u> in his lab. The <u>wereboar</u> is enchanted to obey Temerlyth and fight to the death. Temerlyth watches intruders from this point forward but will be prepared for unwelcomed guests.

HILL GIANT WEREBOAR

CR 8

Male <u>Wereboar</u> (Former <u>Hill Giant</u>) CE Large <u>Humanoid</u> (<u>Giant</u>, <u>Shapechanger</u>) **Init** -1; **Senses** <u>Low-Light Vision</u>, <u>Scent</u>; Perception +7

DEFENSE

AC 21, touch 8, <u>flat-footed</u> 21 (+4 armor, -1 Dex, +9 natural, -1 size,) hp 85 (10d8+40) Fort +11, Ref +2, Will +4 Defensive Abilities <u>Rock Catching</u>

OFFENSE

Speed 30 ft.

Melee Greatclub +14/+9 (2d8+10 [20/x2]), 2 Slams +8 (1d8+3 [20/x2]) **Space** 10 ft.; **Reach** 10 ft. **Special Attacks** <u>Curse of Lycanthropy</u> (DC 15), <u>Rock Throwing</u> (120 ft.)

STATISTICS

Str 25, Dex 8, Con 19, Int 6, Wis 12, Cha 5 Base Atk +7; CMB +15; CMD 24 Feats <u>Cleave</u>, <u>Intimidating Prowess</u>, <u>Martial</u> <u>Weapon Proficiency</u>: Greatclub, <u>Power Attack</u> -2/+4, <u>Weapon Focus</u>: Greatclub Skills <u>Acrobatics</u> -4, <u>Climb</u> +10, <u>Escape Artist</u> -4, <u>Fly</u> -6, <u>Intimidate</u> +11, <u>Perception</u> +7, Ride -4, <u>Stealth</u> -8, <u>Swim</u> +4 Languages Giant SQ <u>Change Shape</u> (<u>hill giant</u>, hybrid, and <u>boar</u>; <u>polymorph</u>), <u>lycanthropic empathy</u> (<u>boars</u> and <u>dire</u> <u>boar</u>s) Combat Gear greatclub, hide

WEREBOAR BARBARIANS(2)

CR 3

Male <u>Human Barbarian</u> 2 CN Medium <u>Humanoid</u> (<u>Human</u>, <u>Shapechanger</u>) Init +1; **Senses** <u>Low-Light Vision</u>, <u>Scent</u>; <u>Perception</u> +7

DEFENSE

AC 14, touch 11, <u>flat-footed</u> 13 (+3 armor, +1 Dex) hp 27 (2d12+7) Fort +5, Ref +1, Will +2 Defensive Abilities <u>Uncanny Dodge</u>

OFFENSE

Speed 40 ft. **Melee** Dagger +4 (1d4+2/19-20/x2) and Dagger +4 (1d4+2/19-20/x2) and **Special Attacks** <u>Animal Fury</u>, <u>Curse of</u> <u>Lycanthropy</u> (DC 15)

STATISTICS

Str 15, Dex 13, Con 14, Int 10, Wis 14, Cha 8 Base Atk +2; CMB +4; CMD 15 Feats Power Attack -1/+2, Toughness +3 Skills Acrobatics +0, Climb +1, Escape Artist +0, Fly +0, Handle Animal +4, Intimidate +4, Knowledge (Nature) +5, Perception +7, Profession (Farmer) +4, Ride +0, Stealth +0, Swim +1 Languages Common **SQ** <u>Change Shape (hill giant</u>, hybrid, and <u>boar</u>; polymorph), <u>lycanthropic empathy</u> (<u>boars</u> and <u>dire</u> <u>boar</u>s), Fast <u>Movement</u> +10 (Ex), <u>Lycanthropic</u> <u>Empathy</u> +5 (Ex), <u>Rage</u> (8 rounds/day) (Ex) **Combat Gear** daggers (2), studded Leather

Humanoid and animal forms are also available and may be found in the Stats section.

Gallery F-Mystery

The sixth, final gallery holds a bizarre specimen, a creepy hybrid with eight long tentacles draping down from its mouth. The plaque on the wall here is labeled:

???, cursed (extremely rare)

21. THE SPY WHO LOATTHEP ME (GR 8)

This small, dark cell is barred and locked.

This tiny antimagic (CL 12th) cell is home to Quelari Selpestri, an <u>Azata</u> spy who once worked for the Elven House of Lords over the Terlyck. She was secretly sent by an Empyreal lord to spend many long years posing as an elf and training as a spy. Not even they knew her true race or purpose. Ultimately she was sent to watch over Temerlyth, with only vague and mystical warnings about his growing malignancy. He was on to her from the start.

Development Temerlyth considers her a great keepsake, returning occasionally to entertain himself with various taunts and insults. She on the other hand is waiting and, since she's unharmed and immortal, has plenty of time to trade insults. Temerlyth has attempted to use her in his vile experiments, but she is protected by very powerful divine forces that scare the lich, so he simply keeps her imprisoned. She secretly believes that she's some pawn in some bigger eternal power struggle.

This interesting subplot is here for you to use as you see fit–Quelari can simply be used to reinforce an extremely weakened party or as a major plot point in a wider extra-planar campaign.

ARCANE LOCKED ANTIMAGIC CELL AND

PORTCULLIS

CR 2

Type magical **Perception** DC –; **Disable Device** DC –

EFFECT

Trigger location; **Reset** none **Effect** Attack +10 melee (3d6); multiple targets, all targets along a 10 ft. line.

NOTES

3" thick; <u>Hardness</u> *10; 90 hp; AC 8; break DC 30.* The portcullis has no lock or mechanical release and is sealed only with <u>arcane lock</u> (CL 15th). It can only be unlocked with <u>knock</u> or <u>dispel magic</u>. No magic functions within the cell itself, however.

QUELARI SELPESTRI

CR 8

Female <u>Bralani</u> <u>Azata</u> <u>Magus</u> 3 LG Medium <u>Outsider</u> (<u>Azata</u>, <u>Chaotic</u>, <u>Extraplanar</u>, <u>Good</u>, <u>Shapechanger</u>) Init +12; **Senses** <u>Darkvision</u> (60 feet), <u>Low-Light</u> <u>Vision</u>; <u>Perception</u> +15

DEFENSE

AC 24, touch 18, <u>flat-footed</u> 16 (+8 Dex, +6 natural) hp 117 (7d10+3d8+60) Fort +14, Ref +14, Will +9 <u>DR</u> 10/cold iron or evil; **Immune** electricity, petrification; **Resist** cold 10, fire 10; **SR** 17

OFFENSE

Speed 40 ft., <u>Flight</u> (100 ft., Perfect) **Melee** Slam +16 (1d6+10 [20/x2]) **Special Attacks** <u>spellstrike</u>, whirlwind blast (DC 21)

Spell-like Abilities <u>blur</u> (at will), <u>charm person</u> (at will), <u>cure serious wounds</u> (2/day), <u>gust of wind</u> (at will), <u>lightning bolt</u> (2/day), <u>mirror image</u> (at will), <u>wind wall</u> (at will)

Magus Spells Known (CL 3, 16 melee touch, 17 ranged touch):

1 (4/day) <u>shield</u> (DC 13), <u>true strike</u> (DC 13), <u>unerring weapon</u> (DC 13), <u>vanish</u> (DC 13) 0 (at will) <u>daze</u> (DC 12), <u>flare</u> (DC 12), <u>light</u>, <u>spark</u> (DC 12)

STATISTICS

Str 24, Dex 26, Con 22, Int 14, Wis 15, Cha 21 Base Atk +9; CMB +16; CMD 34 Feats Blind-Fight, Improved Initiative, Iron Will, Point Blank Shot, Skill Focus: Perception Skills Bluff +15, Fly +26, Handle Animal +15, Knowledge (Arcana) +10, Knowledge (Dungeoneering) +10, Knowledge (Planes) +10, Perception +15, Ride +18, Sense Motive +12, Spellcraft +12, Stealth +18 Languages Celestial, Draconic, Elven, Infernal; Truespeech SQ Arcane Cloak +2 (Su), Arcane Pool (+1)

(3/day) (Su), <u>Spell Combat</u> (Ex)

Whirlwind Blast (Su) When in wind form, a bralani can attack with a scouring blast of wind, dealing 3d6 points of damage in a 20-foot line (Reflex DC 17 half). The save DC is Constitution-based.

Wind Form (Su) A bralani can shift between its humanoid body and a body made of wind and mist as a standard action. In humanoid form, it cannot fly or use its whirlwind blast. In wind form, it functions as if under the effects of a wind walk spell. It can make slam attacks and use spell-like abilities in either form. A bralani remains in one form until it chooses to assume its other form. A change in form cannot be dispelled, nor does the bralani revert to any particular form when killed (both shapes are its true form). A true seeing spell reveals both forms simultaneously.

22. SILENT GREEN (GR 8)

This room is but a mockery of its prior purpose–obviously once a kitchen. However, every inch of ceiling in the room drips with a disgusting, bright green slime.

Temerlyth so hated goblin cuisine that once he died and no longer had to eat, he avenged his poor stomach by gradually introducing green slime to the room. He forced the goblins to return to the kitchen time and again despite their fears and complaints about the growing presence of the slime. Temerlyth enjoyed the game of blaming their feeble cooking skills for the appearance of the slime up until they were all killed by it—the goblins here were ruled more by fear than enchantment. Temerlyth raised them from the dead both for his amusement and to guard the abandoned area. The skeletons here
are all still coated with the green slime that killed them.

HAZARD: GREEN SLIME

CR 4

This dungeon peril is a dangerous variety of normal slime. <u>Green slime</u> devours flesh and organic materials on contact and is even capable of dissolving metal. Bright green, wet, and sticky, it clings to walls, floors, and ceilings in patches, reproducing as it consumes organic matter. It drops from walls and ceilings when it detects movement (and possible food) below.

A single 5-foot square of <u>green slime</u> deals 1d6 points of <u>Constitution damage</u> per round while it devours flesh. On the first round of contact, the slime can be scraped off a creature (destroying the scraping device), but after that it must be frozen, burned, or cut away (dealing damage to the victim as well). Anything that deals cold or fire damage, sunlight, or a remove disease spell destroys a patch of <u>green slime</u>. Against wood or metal, <u>green slime</u> deals 2d6 points of damage per round, ignoring metal's hardness but not that of wood. It does not harm stone.

GREEN SLIME-COATED GOBLIN SKELETONS (10)

CR 1

Male <u>Skeletons</u> (Former <u>Goblins</u>) NE Small <u>Undead</u> Init +8; **Senses** <u>Darkvision</u> (60 feet); <u>Perception</u> +0

DEFENSE

AC 16, touch 15, <u>flat-footed</u> 12 (+4 Dex, +1 size, +1 natural) hp 4 (1d8) Fort +0, Ref +4, Will +2 DR 5/bludgeoning; Immune cold, <u>Undead Traits</u>

OFFENSE

Speed 30 ft. **Melee** 2 Claws +2 (1d3+1 [20/x2])

STATISTICS

Str 13, Dex 18, Con -, Int -, Wis 10, Cha 10 Base Atk +0; CMB +0; CMD 14 Feats Improved Initiative Skills Fly +6, Ride +8, Stealth +12 Languages Goblin

23. TEMERLYTH'S GHAMBERS (GR 7)

Bloody clothing, gnawed bones and animal filth litter the floor of this great disheveled chamber. Once obviously an elegant master bedroom, it smells far more like dirty animal kennel. The ornate oak furniture, table, bed and velvety red chair, have all collapsed and crumbled under the weights of rising damp and decades gone by. However, three aged oak wardrobes stand open, filled with courtly elven clothes.

This chamber once served as Temerlyth's master bed and dining quarters. He uses it now only to store his dilapidated wardrobe and a couple of interesting pets–a large <u>krenshar</u> he raised from just a tiny whelp and a strange <u>undead bat</u>. Since the lich requires neither sleep nor food the furniture here has been destroyed by age and the romping of the <u>krenshar</u>.

It might also be noticed that the majority of the clothing on the floor are a woman's gowns and dresses. Temerlyth hurled Anaya's clothing from the wardrobes not long after killing her–the blood however is from the <u>krenshar</u>'s occasional hunts outside Silvermote (she was killed far away from Silvermote). A chest at the end of the bed contains the dusty, crumbling remains of a few children's toys and outfits.

Development The <u>krenshar</u> is dining on the torn remains of a <u>dead centaur</u> when the characters enter, as the skavling (<u>undead bat</u>) hangs from the ceiling, its eyes open and alert for a share of the <u>dead centaur</u>. It flees the room, if possible, to warn Temerlyth of intrusion rather than fightingits become a rather loyal pet too. These are Temerlyth's latest unusual pets and he'll be outraged if they are harmed in anyway.

CR 4

Advanced Krenshar

Male <u>Krenshar</u> N Large <u>Magical Beast</u> **Init** +5; **Senses** <u>Darkvision</u> (60 feet), <u>Low-Light</u> <u>Vision</u>, <u>Scent</u>; <u>Perception</u> +7

DEFENSE

AC 22, touch 10, <u>flat-footed</u> 21 (+3 armor, +1 Dex, -1 size, +9 natural) hp 46 (2d10+15) Fort +7, Ref +5, Will +2

OFFENSE

Speed 40 ft. **Melee** Bite +11 (2d6+7 [20/x2]), 2 Claws +11 (1d6+7 [20/x2]) **Space** 10 ft.; **Reach** 5 ft. **Special Attacks** Skullface (DC 13)

STATISTICS

Str 19/25, Dex 12, Con 17, Int 6, Wis 12, Cha 13 Base Atk +5; CMB +13; CMD 24 (28 vs. <u>Trip</u>) Feats <u>Improved Initiative</u>, <u>Improved Natural</u> <u>Armor</u>, <u>Improved Natural Attack</u>: Bite (<u>Krenshar</u>) Skills <u>Fly</u> -1, <u>Perception</u> +7, <u>Stealth</u> +6 Modifiers +4 <u>Intimidate</u> to demoralize Languages Sylvan (can't speak) Other Gear +3 <u>amulet of natural armor</u>, +6 <u>belt of</u> <u>giant strength</u>, +3 <u>bracers of armor</u>

SPECIAL ABILITIES

Skullface (DC 13) (Su) As a standard action, a krenshar can pull the skin back from its face, revealing the musculature and bony structures of its skull. This counts as using Intimidate to demoralize an opponent, and is an extraordinary ability. The krenshar can emit a loud screech while peeling back its skin, causing potent fear in a single creature within 100 ft. that can see the krenshar. The targeted creature must make a DC 12 Will save or become frightened (if the target has 6 or fewer Hit Dice) or shaken (if the target has more than 6 Hit Dice) for 1d4 rounds. A creature that successfully saves cannot be affected again by the same krenshar's skullface ability for 24 hours. This is a sonic, mind-affecting fear effect. The save DC is Charisma-based.

SKAVLING

CR 5

Male <u>Skaveling Bat</u> CE Large <u>Undead</u> **Init** +7; **Senses** <u>Blindsense</u> (120 ft.), <u>Darkvision</u> (60 feet); <u>Perception</u> +14

DEFENSE

AC 19, touch 13, <u>flat-footed</u> 15 (+3 Dex, -1 size, +6 natural, +1 <u>dodge</u>) **hp** 58 (9d8+18)

Fort +5, **Ref** +6, **Will** +8

Immune <u>ability</u> <u>drain</u>, <u>bleeds</u>, death effects, <u>energy</u> <u>drain</u>, <u>exhaustion</u>, <u>fatigue</u>, physical <u>ability</u> <u>damage</u>, <u>disease</u>, <u>mind-affecting</u>, non-lethal damage, <u>paralysis</u>, <u>poison</u>, <u>sleep</u>, <u>stunning</u>, <u>Undead Traits</u>

OFFENSE

Speed 20 ft., <u>Flight</u> (40 ft., Average) **Melee** Bite +10 (2d8+7 [20/x2] plus <u>disease</u> and <u>paralysis</u>) **Space** 10 ft.; **Reach** 5 ft. **Special Attacks** <u>Disease</u> (DC 16), <u>Paralysis</u> (1d4+1 rounds) (DC 16), Screech (1/day) (DC 16)

STATISTICS

Str 21, Dex 17, Con -, Int 8, Wis 15, Cha 14 Base Atk +6; CMB +12; CMD 26 Feats Dodge, Flyby Attack, Improved Initiative, Mobility, Skill Focus: Stealth Skills Fly +13, Perception +14, Stealth +14 Modifiers +4 Perception for Blindsense Languages Undercommon

SPECIAL ABILITIES

Disease (DC 16) (Su) <u>Ghoul Fever</u>: Bite - injury; save Fort DC 16; onset 1 day; frequency 1/day; effect 1d3 Con and 1d3 Dex damage; cure 2 consecutive saves. The save DC is Charismabased. A <u>humanoid</u> who dies of ghoul fever rises as a <u>ghoul</u> at the next midnight ((Pathfinder RPG Bestiary 146).

Paralysis (1d4+1 rounds) (DC 16) This special attack renders the victim immobile. Paralyzed creatures cannot move, speak, or take any physical actions. The creature is rooted to the spot, frozen and helpless. Paralysis works on the body, and a character can usually resist it with a Fortitude saving throw (DC 10 + 1/2 paralyzing creature's racial HD + paralyzing creature's Con modifier; the DC is given in the creature's description). Unlike hold person and similar effects, a paralysis effect does not allow a new save each round. A winged creature flying in the air at the time that it is <u>paralyzed</u> cannot flap its wings and falls. A swimmer can't swim and may drown. The duration of the paralysis varies and is included in the creature's description.

Screech (1/day) (DC 16) (Su) Once per day as a standard action, a skaveling can screech as a mobat, save that those who are affected are

stunned for 1d3 rounds unless they make a DC 16 Fortitude save. The save DC is Charismabased. Once per day as a <u>standard action</u>, a <u>mobat</u> can produce an ear-splitting screech that stuns non-<u>mobats</u> in a 20-foot-radius burst. All creatures within the area must make a DC 15 Fortitude save or be <u>staggered</u> for 1d3 rounds. Other <u>mobats</u> and <u>urdefhans</u> (see page 276) are immune to this effect. This is a sonic mindaffecting effect. The save DC is Constitutionbased.

Treasure The mooncrystal key operating the bridge in **Area 12** hangs from one of the three enchanted collars around the <u>krenshar</u>'s neck. Lost in the piles of clothing, animal hair and feces is Anaya's diamond engagement band (1,500 gp). It would take cleaning the entire room to find it, luck (<u>Perception</u> DC 35) or magic, such as locate object, to find it.

Background Temerlyth was stricken with grief and anger in this room when he learned of Anaya's plans to leave him. He threw a tantrum, wrecked the room and emptied the wardrobe of her clothing in a violent rage. He later went on to murder her and his children. Temerlyth sold most everything else of value in the room to fund his early research.

24. THE DEULT

This dark octagonal chamber is an armor gallery. Seven suits of mithral armor are each on display. Each rather sinister-looking suit of armor looks as though an attempt was made to improve on the version that came before it. The floor is dusty and bare and the ceiling is heavy lined cobwebs.

This vault houses several suits of specialized armor meant especially for battling lycanthropes. The suits are mostly failures as far as the lich is concerned and he abandoned research in this area long ago, since he couldn't convince his people to fund the creation of more successful armor. It was not only expensive but morally questionable in their eyes too. Temerlyth attempted to power each with the soul of a lycanthrope, with varying degrees of failure. He tried to combine his knowledge of necromancy, enchantment and intelligent sword crafting, with bizarre results. The suits are all cursed with serious flaws. Only the Silvermist Chain Shirt (new magic item; see the **Extras** section) functions without problems, but no soul was used in its creation.

IVEREBAT SOUL SILVERBURNER, +1 MITHRAL CHAIN SHIRT

Aura Strong <u>Necromancy</u>; CL 12th Slot Body; Weight 12.5 lbs.

DESCRIPTION

This evil armor is a dull grey. It imbues the wearer's weapons with the <u>Corrosive</u> and <u>Corrosive Burst</u> weapon properties while worn. Unfortunately the armor has a 50% chance of causing acid damage to the wearer after each successful weapon strike as though struck by an <u>acid arrow</u> spell (CL 12). The acid lasts as the spell, but multiple occurrences don't stack. The soul of a coldly malign werebat occupies its dark recesses, whispering and encouraging the committal of murderous acts. The armor is cursed and cannot be shed without <u>remove curse</u>.

STATISTICS

Alignment NE; Ego 7 Senses Senses 30 ft. Int 12, Cha 10, Wis 12 Communication Empathy Languages Elven, Common Spells faerie fire 3/Day

CREATION

Magic Items +1 Mithral Chain Shirt

WERERAT SOUL HUNTER-KILLER,+1 MITHRAL CHAINMAIL

Aura Strong <u>Necromancy</u>; CL 8th Slot Body ; Weight 20 lbs.

DESCRIPTION

This innocent-looking chainmail is dark green. It imbues the wearer with <u>darkvision</u> 60 ft., a +10 <u>circumstance bonus</u> to <u>Survival</u> checks if tracking a <u>lycanthrope</u> and a +1 <u>enchantment</u> bonus while

attacking one. Unfortunately it only confers these abilities if the wearer is himself a <u>lycanthrope</u>. The soul of a sniveling <u>wererat</u> thief keeps the wearer constant company, exclaiming his innocence and begging for release from imprisonment–it never sleeps and eventually causes the wearer <u>exhaustion</u> with its whining. The armor is cursed and cannot be shed without <u>remove curse</u>.

STATISTICS

Alignment CE; **Ego** 9 **Senses** Sense 60 ft. **Int** 14, **Cha** 14, **Wis** 10 **Communication** Speech **Languages** Elven, Common, Necril **Spells** <u>faerie fire</u> 3/Day

CREATION

Magic Items +1 Mithral Chainmail

WEREWOLF SOUL HELLBURNER,+2 MITHRAL CHAINMAIL

Aura Strong <u>Necromancy</u>; CL 12th Slot Body ; Weight 20 lbs.

DESCRIPTION

This armor is the color of autumn leaves. It imbues the wearer's weapons with the Flaming and Flaming Burst weapon properties while worn. The wearer can also cast Detect Evil at will and Bless 3/Day. Unfortunately, it confers these powers only at night when flame is at its brightest. The armor also confers a 50% chance of arcane spell failure to the wearer's spells, <u>spell-like</u> <u>abilities</u> and magic items. A guilt ridden affected <u>werewolf paladin</u>, a former human, occupies the wearer's time with talk of atonement and grief for the children it has eaten–each retelling in gory detail. The armor is cursed and cannot be shed without *remove curse*.

STATISTICS

Alignment CE; **Ego** 14 **Senses** Sense 60 ft. **Int** 16, **Cha** 16, **Wis** 10 **Communication** Speech **Languages** Elven, Common, Ignan, Worg **Spells** See Above

CREATION

Magic Items +2 Mithral Chainmail

VEREBAT SOUL GHOST-TOUCH,+2 MITHRAL CHAINMAIL

Aura Strong <u>Necromancy</u>; CL 9th Slot Body; Weight 20 lbs.

DESCRIPTION

This malign suit of chainmail is pale blue. It imbues the wearer's weapons with the Unholy and Ghost Touch weapon properties. The wearer can also cast chain lightning (CL 9) 1/Day and can *locate object* at will. Unfortunately the wearer must himself be undead for any of these powers to function. The armor itself may also choose to cast ethereal jaunt 1/Day or fly 3/Day at its whim, particularly when it is angered or when it doesn't get its way. The soul of an over-righteous werebat occupies the armor; it is dedicated to whipping out werewolves and grows more and more uncooperative unless werewolves are slain 1/Week. It throws terrible tantrums and takes "unauthorized flights" with its wearer "on board," using both as intimidation tools. This armor also has a high ego and may dominate the wearer. It's cursed and cannot be shed without remove curse.

STATISTICS

Alignment NE; **Ego** 18 **Senses** Sense 60 ft. **Int** 10, **Cha** 17, **Wis** 17 **Communication** Speech, <u>Telepathy</u> **Languages** Elven **Spells** See Above

CREATION

Magic Items +2 Mithral Chainmail

VEREVOLF SOUL MOONSTORM,+4 MITHRAL FIELD PLATE

Aura Strong <u>Necromancy</u>; CL 9th Slot Body; Weight 25 lbs.

DESCRIPTION

This wickedly jagged field plate is black. It imbues both the Speed and Vicious weapon properties to the wearer's bladed weapons. The wearer can also cast the following spells on himself only: <u>haste</u> 3/Day (CL 9), <u>cure moderate wounds</u> 3/Day (CL 9) and <u>wind walk</u> 1/Day (CL 9). Unfortunately the wearer must be a dedicated <u>fighter</u> with a base attack of at least +9 for these powers to be conferred. The soul of a fast and vicious <u>werewolf</u> <u>fighter</u> occupies this evil armor. He is zealously dedicated to slaying elves and uses <u>dominate</u> <u>person</u> 1/Week to see that an elf dies by its wearer's hands, even if it means a murder sentence to the wearer. This armor has a high ego and may dominate the wearer anyway. The armor is cursed and cannot be shed without <u>remove curse</u>.

STATISTICS

Alignment CE; **Ego** 25 **Senses** Sense 60 ft. **Int** 10, **Cha** 18, **Wis** 18 **Communication** Speech, <u>Telepathy</u> **Languages** Elven **Spells** See Above

CREATION

Magic Items +4 Mithral Field Plate

WEREWOLF SOUL BLADEDEATH,+4 MITHRAL FIELD PLATE

Aura Strong <u>Necromancy</u>; CL 10th Slot Body; Weight 25 lbs.

DESCRIPTION

This vile suit of field plate is crimson red. It imbues the Keen and Mighty Cleaving weapon properties to the wearer's bladed weapons. The wearer can also cast these spells on himself: deeper darkness 3/Day (CL 9), magic missile 3/Day (CL 9), dimension door 1/Day (CL 9) and wall of force 1/Day (CL 9). Unfortunately the wearer takes 2d6 bleed damage on every successful weapon strike. Magical healing of any kind also fails to work on the armor's wearer. Finally, it requires the ceremonial blood sacrifice of a humanoid once 1/Week. The soul of an evil werewolf cleric occupies this armor. It hungers for blood and sees that it gets it or refuses its powers. This armor has a high ego and may dominate the wearer to get its way. The armor is cursed and cannot be shed without remove curse.

STATISTICS

Alignment CE; **Ego** 28 **Senses** <u>Blindsense</u> 120 ft. **Int** 10, **Cha** 19, **Wis** 19 **Communication** Speech, <u>Telepathy</u> **Languages** Elven **Spells** See Above

CREATION

Magic Items +4 mithral field plate

25. TEMERLYTH'S LABORATORY (GR 17)

The entryway of this massive chamber is lit by a single crystal chandelier, dangling from a black iron chain that reaches into the dark recesses of the ceiling. The air smells of damp, earthen rot. The floor is covered in dark loam, crawling with live insects and pale white worms that look like great maggots.

The white-green marble here is cracked and the once glorious elven architecture is in devastated ruin, as though shifted by fire blast, quakes and explosions—of which the walls tell in black soot.

The chamber's specific furnishings are each marked on the **Map** and are described in the detailed sections below:

Aquarium A huge 15-foot tank of translucent crystal is the colossal wonder of the chamber. It towers at just over 25-ft. high. While the thick crystal (1 inch thick; hardness 4; 40 hp per side; AC 5; break DC 22) is clear, the aquarium is filled with a pale and cloudy mucotic liquid. The tank is surrounded by protective iron bars (2 in. thick; hardness 10; 60 hp; AC 8; break DC 25). Glowing fungus and algae waft to and fro at the bottom as a freakish half-shark man floats weightlessly amidst goo, slime and blurry pale illumination. The shark man is quite dead. However, buried in its preserved stomach is a sealed iron box containing a bone jar containing five Elixirs of Life (new magic item; see **Extras**). This is Temerlyth's phylactery (Tiny box; 40 hp; hardness 20; break DC 40). If destroyed, he becomes vulnerable to a final death if killed.

Cauldron A large iron pot bubbles at the rear of the chamber if the lich is present. The liquid in it hisses and simmers, cooking with gray-green smelly goop. Flesh, eyeballs and other vile nastiness can be seen boiling to the surface. Characters stupid enough to drink the hot liquid are affected as though having taken <u>Deathblade</u> <u>Poison</u>.

DEATHBLADE POISON

Type <u>poison</u> (injury); *Save* Fortitude DC 20 *Frequency* 1/round for 6 rounds *Initial Effect* 1 Con damage; *Cure* 2 consecutive saves

Dissection Table–A An obese <u>bugbear</u> lays here, blubber and other fluids dripping on the floor from the recently opened corpse. Insects are dining on the disguising remains.

Dissection Table–B The dried and withered remains of a half-elven <u>werewolf</u> lay here. Patches of skin here and there are shaved bald. The leathery patches of skin are filled with red and black runes in some unknown language. A single platinum piece rests over each eye socket and three unspent <u>Arrows of Slaying</u> (Werewolves) protrude from the creature's cracked and leaky forehead.

Dissection Table–C The body on this, the third and last of the lich's three gross dissection tables, seems to be mystery. Its two gangly legs and four arms drape from the table to the floor while its bulbous eyeless sockets stare upward. It has no discernable mouth or nose and only tiny ear holes. The joints are exposed and Temerlyth has tied the bones together with metal wire. The ribs and other other small, convenient places to stash notes about the creature hold tiny pieces of illegible paper. Temerlyth himself is at a loss to indentify the beast.

Pedestal A massive pedestal holds what appears to be the preserved yet calcified remains of an elongated bipedal beast with features both draconic and <u>humanoid</u>. The gray dragonman holds a calcified sword in one elongated hand with a shield strapped to the other. The sword is rusty beyond use and dripping water from the ceiling has calcified it. The shield is a Spined Shield, though its worth is hidden behind calcification, mold and grime. The dragonman also holds a moldering book with its shield hand. The pages are virtually ruined though several still yet hold legible divine spells that may be copied to divine scrolls: align weapon (2nd), prayer (3rd), undeath to death (6th), righteous might (4th) and breath of life (5th). Removing the book from Silvermote causes it to crumble after four weeks. Finally, the creature is wearing a winged platinum This bizarre, apparently crown (750 gp). righteous, lycanthrope is a strange mystery even to Temerlyth. He has been unable to confirm its authenticity.

Books There are four shelves containing books, scrolls, parchments, pamphlets, drawings, etc. The top most interesting, relevant or beneficial titles and/or collections are listed below. Unlisted books (see shelf descriptions) are written in long forgotten languages, are damaged beyond any reasonable use (riddled with worm holes, moldy, wet, etc.), are gibberish or are of little or no interest to anyone except an ancient and eccentric lich.

AGCORTAS TALATER THE BLOOD BISHOP OF VLEME (VOLUMES 1-1V)

Locks simple (DC 20).

BENEFITS

Other entertaining.

CATALOG

Author Agcortas Talater, Wyrera Kelnare; Topics biography (of a necromancer clergyman), <u>necromancy</u> (tales); Size 12 in. x 20 in.; Pages 165 (per volume); Value 215 gp (per volume).

BLACK SEBAIN

Locks simple (DC 20), key can be found in Area 21; Traps <u>Sound Burst Trap</u> [Type magic; Perception DC 27; Disable Device DC 27; Trigger location; Reset none; Effect spell effect (<u>sound burst</u>, 1d8 sonic damage plus <u>stunned</u> for 1 round, DC 13 Fortitude save negates <u>stun</u>); multiple targets (all targets in a 10-ft. spread)].

BENEFITS

Spells <u>animate dead</u>, <u>scupit corpse</u>, <u>touch of</u> <u>bloodletting</u>; **Skills** temporary <u>circumstance</u> <u>bonus</u> to <u>Knowledge</u> (arcana) +1, one week per reading, limit five readings.

CATALOG

Author Radipyr; Topics death, dying, necromancy, ritual (dark/druidic); Size 16 in. x 16 in.; Pages 329; Value 1,004 gp.

BLACK WOLVES OF EAST TERLYCK, THE

Locks simple (DC 20).

BENEFITS

Skills temporary <u>circumstance bonus</u> to <u>Knowledge</u> (<u>lycanthropes</u>) +1, one week per reading, limit three readings; +2 if battling <u>werewolves</u> in the woods of Terlyck.

CATALOG

Author Dalitas Dammas; **Topics** biography, history, lycanthropy; **Size** 13 in. x 18 in.; **Pages** 160; **Value** 160 gp.

BLOOD/VORM'S ENCYCLOPAEDIA ALCHEMICA

Locks superior (DC 40), <u>arcane lock</u>; Traps <u>Acid</u> <u>Arrow Trap</u> [Type magic; Perception DC 27; Disable Device DC 27; Trigger location; Reset none; Effect spell effect (<u>acid arrow</u>, Atk +2 ranged touch, 2d4 acid damage for 4 rounds)].

BENEFITS

Spells <u>beguiling gift</u>; **Skills** temporary <u>circumstance bonus</u> to <u>Knowledge</u> (alchemy) +3, 5-15 minute consultation required.

CATALOG

Author Iriana Bloodworm; **Topics** alchemy; **Size** 20 in. x 22; **Pages** 1,260 (illustrated); **Value** 4,560 gp.

BRAPYRLOS HESCAN

Locks simple (DC 20).

BENEFITS

Skills temporary <u>circumstance bonus</u> to <u>Knowledge</u> (history) +1, elves only, one week per reading, limit three readings.

CATALOG

Author Arycir; **Topics** biography, elven history; **Size** 7 in. x 13 in.; **Pages** 99 pages; **Value** 299 gp.

CARSLUM SHADAYTH (VOLUMES I-XXII [22" VOLUMES])

Locks good (DC 30).

BENEFITS

Spells <u>stone shape</u>; **Skills** temporary <u>circumstance bonus</u> to <u>Knowledge</u> (architecture) or <u>Knowledge</u> (engineering) +2, one year per reading (all volumes), no reading limit.

CATALOG

Author Carslum Shadayth (famous dwarven cleric-architect); **Topics** architecture, engineering; **Size** 6 in. x 12 in.; **Pages** 120 (per volume, illustrated); **Value** 670 gp (per volume).

DAMARISTAN'S INFALLIBLE GRIMORE

Locks simple (DC 20).

BENEFITS

Spells <u>mending</u>, <u>make whole</u>; **Skills** temporary <u>circumstance bonus</u> to <u>Heal</u> +2 when repairing <u>constructs</u> or healing injury, 5-10 minute consultation required.

CATALOG

Author Damaristan; **Topics** construct healing, disease, healing, magical diseases, rare diseases; **Size** 16 1/2 in. x 24 in.; **Pages** 394 (illustrated); **Value** 794 gp.

ENCYCLOPAE UNDRATZER

Locks good (DC 30).

BENEFITS

Other entertaining.

CATALOG

Author Shadpas; **Topics** anatomy, <u>enchantment</u>, grave robbing, <u>necromancy</u>, murder; **Size** 18 1/2 in. x 19 in.; **Pages** 96; **Value** 146 gp.

HAGALZERLOR YSADAHISA THE MAD

Locks good (DC 30).

BENEFITS

Other Cathedral golem construction instructions if used with Damaristan's Infallible Grimore.

CATALOG

Author Unknown; **Topics** insanity, rare golem construction; **Size** 12 in. x 20 in.; **Pages** 245; **Value** 445 gp.

HESMURIAN VERSES

Locks good (DC 30); Traps <u>Burning Hands Trap</u> [Type magic; Perception DC 26; Disable Device DC 26; Trigger location; Reset none; Effect spell effect (<u>burning hands</u>, 2d4 fire damage, DC 11 Reflex save for half damage); multiple targets (all targets in a 15-ft. cone)].

BENEFITS

Spells <u>charm monster</u>, <u>charm person</u>, <u>confusion</u>, <u>crushing despair</u>, <u>deep slumber</u>, <u>dominate</u> <u>person</u>; **Skills** temporary <u>circumstance bonus</u> to <u>Knowledge</u> (arcana) +2, one week per reading, limit five readings.

CATALOG

Author Larmur Sellor; Topics <u>enchantment</u>, dreams, hypnotism, poetry, states of mind; Size 24 in. x 24 in.; Pages 252 (illuminated); Value 6,614 gp.

INVERZAR LEXICON, THE

Locks superior (DC 40), <u>arcane lock</u>; Traps Paper Cut Poisoner [Type mechanical; Perception DC 20; Disable Device DC 25; Trigger touch; Reset manual; Effect Atk +12 melee (starknife; 1d4+8/18–20 plus <u>poison</u>); <u>poison</u> (large <u>scorpion</u> venom (Type <u>poison</u>, injury; Save Fortitude DC 17; Frequency 1/round for 6 rounds; Effect 1d2 Str damage; Cure 1 save)].

BENEFITS

Other instructions for creating an the *Grave Undertaker* can be gleaned by reading Temerlyd's Laboratory Journals (volumes XXIII-XXIV [23-24]), The Thirteenth Night and this book.

CATALOG

Author Hesar Inverzar; **Topics** anatomy, mortality, pain, death, <u>undead</u>; **Size** 15 in. x 17 in.; **Pages** 438; **Value** 9,578 gp.

KYRAMUR'S CODEX OF THE HEAVENS

Locks superior (DC 40), <u>arcane lock</u>; Traps <u>Fireball Trap</u> [Type magic; Perception DC 28; Disable Device DC 28; Trigger proximity (alarm); Reset none; Effect spell effect (<u>fireball</u>, 6d6 fire damage, DC 14 <u>Reflex</u> save for half damage); multiple targets (all targets in a 20-ft.radius burst)].

BENEFITS

Spells <u>hide from undead</u>, <u>command undead</u>, <u>halt</u> <u>undead</u>; **Skills** permanent <u>circumstance bonus</u> to <u>Knowledge</u> (astronomy) +1, one week uninterrupted reading time required.

CATALOG

Author Kyramur; Topics astronomy, enchantment, necromancy (minor), summoning; Size 30 in. x 30 in.; Pages 36 bundled scrolls (illustrated); Value 14,612 gp.

LABORATORY JOURNALS (VOLUMES I-XLIX [49 VOLUMES])

Locks superior (DC 40), <u>arcane lock</u>; Traps Bone Razor [Type mechanical; Perception DC 20; Disable Device DC 25; Trigger touch; Reset manual; Effect Atk +10 melee (4 sharpened bone razors; 1d6 each)].

BENEFITS

Other instructions for creating an the *grave undertaker* can be gleaned by reading the Inverzar Lexicon, The Thirteenth Night and volumes XXIII-XXIV (23-24) of these journals; the latter half of the journals also detail *elixir of life* creation rituals, in gruesome detail.

CATALOG

Author Temerlyth Loraethyan; **Topics** alchemy, <u>enchantment</u>, lycanthropy, <u>necromancy</u>; **Size** 9 in. x 15 in.; **Pages** 35 (per volume); **Value** 3,185 gp (per volume).

MOONTRANCING

Locks simple (DC 20).

BENEFITS

Skills permanent <u>circumstance bonus</u> to <u>Knowledge</u> (arcana) +1, if character also knows <u>Knowledge</u> (astronomy); **Other** when used with the Hesmurian Verses and Temerlyd's Laboratory Journals, this book may lead to the creation of a *moonfire soulstone*; 25% of this information is in Temerlyd's mind.

CATALOG

Author Dragaus Belatr the Elder; **Topics** astronomy, <u>enchantment</u>; **Size** 9 1/2 in. x 18 in.; **Pages** 100; **Value** 250 gp.

oblivious societies

Locks simple (DC 20).

BENEFITS

Skills temporary <u>circumstance bonus</u> to <u>Knowledge</u> (criminal law) +1 <u>circumstance bonus</u> per reading before a criminal trial (+2 in an elven court).

CATALOG

Author Nochantas Athalannare; **Topics** law, policy; **Size** 13 1/3 in. x 21 in.; **Pages** 198; **Value** 298 gp.

RATLING MONASTERY OF THE TEGORIAN WOODS, THE

Locks good (DC 30), arcane lock.

BENEFITS

Skills permanent <u>circumstance bonus</u> to <u>Knowledge (wererats)</u> +2, permanent.

CATALOG

Author Unknown; **Topics** biography, history, lycanthropy; **Size** 12 in. x 20 in.; **Pages** 643 (illustrated, illuminated); **Value** 743 gp.

TARASGATH-UNNELA UNHOLY RITES

Locks simple (DC 20); Traps <u>Flame Strike Trap</u> [Type magic; Perception DC 30; Disable Device DC 30; Trigger proximity (alarm); Reset none; Effect spell effect (<u>flame strike</u>, 8d6 fire damage, DC 17 <u>Reflex</u> save for half damage); multiple targets (all targets in a 10-ft.-radius cylinder)].

BENEFITS

Spells <u>bleed</u>, <u>inflict light wounds</u>, <u>inflict moderate</u> <u>wounds</u>, <u>inflict serious wounds</u> (usage as scroll, spells reappear once per week after use); usage by a good cleric is an evil act.

CATALOG

Author Hagalorla the Priestess; **Topics** anatomy, demonology, <u>necromancy</u>, rituals (dark); **Size** 16 in. x 21 in.; **Pages** 30; **Value** 1,500 gp.

THIRTEENTH NIGHT. THE

Locks simple (DC 20).

BENEFITS

Other instructions for creating the *Grave Undertaker* can be gleaned by reading the Inverzar Lexicon, Temerlyd's Laboratory Journals (volumes XXIII-XXIV [23-24]) and this volume.

CATALOG

Author Lares the IV (famous exiled necromancer prince); **Topics** <u>necromancy</u>, planar travel; **Size** 24 in. x 26 in.; **Pages** 320; **Value** 470 gp.

TOBALAN'S GUIDE TO WERES

Locks simple (DC 20).

BENEFITS

Spells <u>aspect of the wolf</u>; **Skills** permanent <u>circumstance bonus</u> to <u>Knowledge</u> (<u>lycanthropes</u>) +2, (no stacking with other book bonuses).

CATALOG

Author Tobalan; **Topics** lycanthropy; **Size** 17 in. x 17 in.; **Pages** 154 (illustrated); **Value** 608 gp.

TOME OF ARYMYRTAS

Locks good (DC 30); Traps <u>Tears of Death</u> Poison Needle [Type <u>poison</u> (contact); Save Fortitude DC 22; Onset 1 minute; Frequency 1/minute for 6 minutes; Effect 1d6 Con damage and <u>paralyzed</u> for 1 minute].

BENEFITS

Other this is a hollowed-out book containing five vials of *beetle elixir*. Temerlyd has never opened this book.

CATALOG

Author "Arymytas" (no such person); **Topics** insects; **Size** 12 in. x 20 in.; **Pages** 200 (fake); **Value** 100 gp.

UNDEATH OF LYRIS, THE

Locks good (DC 30).

BENEFITS

Other entertaining.

CATALOG

Author Author Unknown; Topics fiction; Size 9 in. x 15 in.; Pages 202; Value 302 gp.

VIDAPLEN IGNIHISA

Locks simple (DC 20); Traps <u>Ungol Dust</u> Poison [Type <u>poison</u> (inhaled); Save Fortitude DC 15; Frequency 1/round for 4 rounds; Initial Effect 1 Cha drain; Secondary Effect 1d2 Cha damage; Cure 1 save].

BENEFITS

Other this book glows with a faint green light when opened and is a +1 <u>tome of clear thought</u> that functions only if the gibberish within is read aloud for 1 minute, the title, author and contents otherwise appear to be gibberish.

CATALOG

Author Vidaplen Ignihisa; **Topics** apparent gibberish; **Size** 10 in. x 14 in.; **Pages** 234 pages; **Value** 750 gp.

wolves of sovranfelde. The

Locks simple (DC 20).

BENEFITS

Skills permanent <u>circumstance bonus</u> to <u>Knowledge</u> (<u>werewolves</u>) +1 enchantement bonus (no stacking with other book bonuses).

CATALOG

Author Unknown; **Topics** <u>enchantment</u>, lycanthropy; **Size** 16 in. x 21 in.; **Pages** 80 (illustrated); **Value** 460 gp.

WYRYARIC BLOOD RITUALS

Locks simple (DC 20) (broken).

BENEFITS

Spells <u>agonize</u>, <u>boiling blood</u>, <u>finger of death</u>, <u>infernal healing</u>, <u>symbol of pain</u>.

CATALOG

Author Unknown; **Topics** <u>necromancy</u>, rituals (dark); **Size** 12 in. x 28 in.; **Pages** 76 (written in human blood); **Value** 876 gp.

Shelf–A This shelf is dedicated to alchemy, disease, enchantment and lycanthropy. There are a total of 392 works.

Shelf–B This shelf is dedicated to architecture, construction and engineering. There are a total of 423 works.

Shelf–C This shelf is dedicated to necromancy, the construction of golems or undead. There are a total of 366 works.

Shelf–D This shelf is dedicated to various miscellaneous subjects. There are a total of 524 works.

Table East This massive oak table is covered with alchemical gear, some elements of which are unique, innovative or of lost, ancient elven design. The entire collection is worth a potential 100,000 gp to anyone willing to spend at least six months cleaning, packing, shipping, preserving, caring for and/or locating the right buyers. The most antique or precious metal and gemstone pieces are worth at least 12,000-17,000 gp on their own. Only characters with at least 8 ranks in both <u>Appraisal</u> and <u>Craft</u> (alchemy) have any chance at estimating true value of this amazing collection (DC 45). A 10-slot platinum potion rack (425 gp) also stands on the table. It contains: *Elixirs of Hiding* (2), *Elixirs of Truth*, and several

Elixirs of Lifeforce (4) (new magic items, see **Extras**). The other slots are empty.

The most notable items on the table however are Temerlyth's Spellbook (see separate section below), placed on a lecternette made of solid bones, fused together by some unknown process, and a <u>Crystal Ball</u> with <u>see invisibility</u>.

Table North This heavy petrified oak table is bound in iron. The damp, brittle bones of five robed elves sit at the table–they've been dead so long that even Resurrection wouldn't work on them. These were Temerlyth's first young apprentices. He poisoned them when he decided he had no time or desire to teach them (he could not allow them to just leave either).

Teleporters A pair of permanent teleportation circles are etched into the floor at the back of the lab, though they are obscured beneath layers of bone, dirt, standing water, insects, wax, soot and other grime. However, they still function. Temerlyth may use them to escape if things go bad for him in combat. Each *teleporter* works only for him and leads to a prearranged safe location of your choosing.

Temerlyth's Spell Book See Appendix A.

bloody dire bats (15)

CR 5

Male <u>Undead Dire Bat</u> (Former <u>Dire Bat</u>s) NE Large <u>Undead</u> **Init** +7; **Senses** <u>Blindsense</u> (40 ft.), <u>Darkvision</u> (60 feet), <u>Low-Light Vision</u>; <u>Perception</u> +0

DEFENSE

AC 14, touch 12, <u>flat-footed</u> 11 (+3 Dex, -1 size, +2 natural) hp 26 (4d8+8); <u>Fast Healing</u> 2 Fort +3, Ref +4, Will +4 Defensive Abilities <u>Channel Resistance</u> +4; DR 5/bludgeoning; Immune cold, <u>Undead Traits</u>

OFFENSE

Speed 20 ft., <u>Flight</u> (40 ft., Good) **Melee** Bite (Bat, Dire) +5 (1d8+3 [20/x2]) and Claw x2 (<u>Skeleton</u>) +5 x2 (1d6+3 [20/x2]) **Space** 10 ft.; **Reach** 5 ft.

STATISTICS

Str 17, Dex 17, Con -, Int -, Wis 10, Cha 14 Base Atk +3; CMB +7; CMD 20 Feats Improved Initiative Skills Fly +5, Stealth -1 Modifiers +4 Perception for Blindsense SQ Deathless (Su)

SPECIAL ATTACKS

Deathless (Su) A <u>bloody skeleton</u> is destroyed when reduced to 0 hit points, but it returns to unlife 1 hour later at 1 hit point, allowing its <u>fast</u> <u>healing</u> thereafter to resume healing it. A <u>bloody</u> <u>skeleton</u> can be permanently destroyed if it is destroyed by positive energy, if it is reduced to 0 hit points in the area of a <u>bless</u> or <u>hallow</u> spell, or if its remains are sprinkled with a vial of holy water.

26. THE MOONFIRE SOULSTONE

Read the text below if the four bridges that lead to this chamber have not been activated yet:

This elaborate chamber is the core of Silvermote and, true to the spirit of its name, a massive pool of silver bubbles and churns in the center of the floor. It takes up most of the floor space, leaving only a narrow 5-foot walkway around its edge. A light blue crystal chandelier dangles from the ceiling in each corner of the room, the dim azure light dancing over the silver pool's surface.

Read the text below text once the four bridges that lead to this chamber have also been activated:

A diamond-shaped dais of solid blue crystal rises from the center of the silver pool dominating the chamber floor. In the center of the dais is a solid silver post topped by a 3foot diameter silver hoop. Spinning weightlessly in the center of the hoop is a large blue crystalline stone.

The Moonfire Soulstone (a new artifact; see **Extras**) floats at the center of the hoop. Instructions for its operation can only be obtained from Temerlyth or from the shelves in his laboratory. The ceiling of each entry way into the chamber is 10 ft. high, while the ceiling in the chamber itself vaults to 60 ft.

Conditions The pool of quicksilver at the center of the chamber is 15-ft. deep. If the Mooncrystal Bridges have not yet been activated, the Moonfire Soulstone rests on its dais submerged at the bottom of the pool and is far more difficult to reach. The magic silver liquid in the pool is toxic, but avoidable. It begins to suffocate anyone swimming through it on the second round of emersion. The liquid causes 1d6 Con damage and 1d6 Cha damage per round as the victim's skin peal away in layers. Anyone dying from the effects of the liquid simply melts away and is gone (no resurrection possible). The liquid cannot be removed from the pool and doesn't coat objects dipped into it or rising from it like a normal liquid would. For example, anyone falling into the pool then climbing back out is entirely dry.

The chamber is also protected from spells with the teleportation descriptor and these spells fail to function anywhere in the chamber.

Creatures While there are no monstrous guardians in the chamber itself, any of the flying guardians from the surrounding chambers (**Areas 9-12**) can access the chamber, though they will have to pass through the Silvermist traps blocking each entry.

Trap A Silvermist trap blocks and obscures each of the four entryways into the chamber.

Treasure The Moonfire Soulstone (a new artifact; see **Extras**). While the stone is functional, Temerlyth considers it a work in progress and is outraged if it is stolen.

SGALING THE ADDENTURE

The base encounters in this adventure are optimally designed to challenge a 7th level party, the recommended minimum Average Party Level (APL) for the adventure on the whole. <u>Encounter</u> calculations range in difficulty from Easy (APL-1) to Epic (APL+3 or more).

Silvermote is an ancient, epic location, so character death is a real possibility–part of the TPK design philosophy! However, great care has

been taken to mark each monster and encounter with an appropriate Challenge Rating (CR) so that you can scale things to suit you. Please follow the general guidelines below for adjusting specific encounters to your personal tastes or party level as desired. The adventure assumes a party of 4-6 characters, at least moderately well equipped with magic items.

GR 8

- Looking for a Few Good Men (CR 6)
 + Ogtah, a Jookar Fighter (same stats)
 - + Teegro, Kablat's Hunting Hawk (see Stats)
- Shadows in the Dark (CR 8)
 + A <u>Drow</u> Tomb Robber (same stats)
- The Wolves of War (CR 8) + No changes
- The Grey Lord (CR 11).
 + No changes
- Area 1–The Riddle Door (CR 4) + No changes
- Area 2–Well of Vines (CR 7)
 + 2 <u>Yellow Musk Zombie</u> Pixies (same stats)
- Area 3–Hidden Entrance Hall (CR 9) + No changes
- Area 4–Well of Wolves (CR 11)
 + Increase curse saves to Fort DC 17, Will DC 17
- Area 5–Were Arrow Stair (CR 6)
 + Increase curse saves to Fort DC 17, Will DC 17
- Area 6–The Hall of Moonlit Glass (CR 10)
 + Increase curse saves to Fort DC 17, Will DC 17
- Area 7–Northern Moon Crypt (CR 11) + No changes
- Area 8–Southern Moon Crypt (CR 9)
 + No changes (Temuut raises <u>ghouls</u> as needed)
- Area 9–Well of Darkness West (CR 8) + No changes
- Area 10–Well of Darkness North (CR 7) + 2 Dire Bats
- Area 11–Well of Darkness East (CR10) + No changes
- Area 12–Well of <u>Darkness</u> South (CR 8) + A Werebat Archer
- Area 13–Guardian Blades (CR 7)
 + Replace with (<u>Green Slime</u> gathered from Area 22):

WEAK FLOOR OVER GREEN SLIME PIT (R 7

Any object weighing more than 50 pounds causes the floor to collapse, dropping anyone in the area of the trap 40 feet into a chasm filled with green slime.

Type mechanical; Perception DC 25; Disable Device DC 20

EFFECTS

Trigger location; **Reset** none **Effect** 40-ft.-deep pit (4d6 falling damage plus <u>green slime</u>); DC 25 <u>Reflex</u> avoids; multiple targets (all targets in a 10-ft. line)

- Area 14–Goblin Work Storage (CR 2) + No changes
- Area 15–Goblin Quarters (CR 10) + No changes
- Area 16–A Mind is a Terrible Thing (CR 10) + No changes
- Area 17–Sand Trap (CR 9)
 + No changes
- Area 18–False Crypt (CR 9) + No changes
- Area 19–Family Crypt (CR 8) + No changes
- Area 20–Gallery of Weres (CR 9) + No changes
- Area 21–The Spy Who Loathed Me (CR 8) + No changes.
- Area 22–Silent Green (CR 8) + No changes
- Area 23–Temerlyth's Chambers (CR 8)
 + A Skavling (same stats)
- Area 24–The Vault + No changes.
- Area 25–Temerlyth's Laboratory (CR 17)
 + No changes.
- Area 26–The Moonfire Soulstone + No changes.

GR 9

- Looking for a Few Good Men (CR 7)
 + Ogtah, a Jookar <u>Fighter</u> (same stats)
 + Finmug, a Jookar <u>Fighter</u> (same stats)
 - + Teegro, Kablat's Hunting <u>Hawk</u> (see **Stats**)
- Shadows in the Dark (CR 9)
 + A <u>Drow</u> Tomb Robber (same stats)
 + A <u>Drider</u> Ally
- The Wolves of War (CR 9) + 2 Dire Wolves
- The Grey Lord (CR 11) + No changes
- Area 1–The Riddle Door (CR 4) + No changes
- Area 2–Well of Vines (CR 8)
 + 4 <u>Yellow Musk Zombie</u> Pixies (same stats)
- Area 3–Hidden Entrance Hall (CR 9) + No changes
- Area 4–Well of Wolves (CR 11)
 + Increase curse saves to Fort DC 19, Will DC 19
- Area 5–Were Arrow Stair (CR 6)
 + Increase curse saves to Fort DC 19, Will DC 19
 Area 6. The Hall of Macarilit Class (CR 1)
- Area 6–The Hall of Moonlit Glass (CR 10)
 + Increase curse saves to Fort DC 19, Will DC 19

- Area 7–Northern Moon Crypt (CR 11)
 + No changes
- Area 8–Southern Moon Crypt (CR 9)
 + No changes (Temuut raises <u>ghouls</u> as needed)
- Area 9–Well of Darkness West (CR 9) + 2 Werebat Archers (use stats from Area 12)
- Area 10–Well of Darkness North (CR 8)
 + 2 <u>Dire Bats</u>
 + A Werebat Druid (use stats from Area 11)
- Area 11–Well of Darkness East (CR10)
 + No changes
- Area 12–Well of Darkness South (CR 9) + 3 Werebat Archers
- Area 13–Guardian Blades (CR 8)
 + Replace with:

CAMOUFLAGED SPIKED PIT TRAP CR 8

Type mechanical; Perception DC 25; Disable Device DC 20

EFFECTS

Trigger location; **Reset** manual **Effect** 50-ft.-deep pit (5d6 falling damage); pit spikes (Atk +15 melee, 1d4 spikes per target for 1d6+5 damage each); DC 20 <u>Reflex</u> avoids; multiple targets (all targets in a 10-ft.square area)

- Area 14–Goblin Work Storage (CR 2) + No changes
- Area 15–Goblin Quarters (CR 10)
 + No changes
- Area 16–A Mind is a Terrible Thing (CR 10) + No changes
- Area 17–Sand Trap (CR 9) + No changes
- Area 18–False Crypt (CR 9) + No changes
- Area 19–Family Crypt (CR 9) + 2 <u>Necrophidius</u> or 2 Shadows
- Area 20–Gallery of Weres (CR 9)
 + No changes
- Area 21–The Spy Who Loathed Me (CR 8) + No changes.
- Area 22–Silent Green (CR 8)
 + No changes
- Area 23–Temerlyth's Chambers (CR 8)
 + A Skavling (same stats)
- Area 24–The Vault + No changes.
- Area 25–Temerlyth's Laboratory (CR 17) + No changes.
- Area 26–The Moonfire Soulstone + No changes.

GR 10

Looking for a Few Good Men (CR 8)

- + Ogtah, a Jookar Fighter (same stats)
- + Finmug, a Jookar Fighter (same stats)
- + Borsht, a Jookar Fighter (same stats)

+ Teegro, Kablat's Hunting <u>Hawk</u> (see **Stats**)

- Shadows in the Dark (CR 10)
 + 2 <u>Drow</u> Tomb Robbers (same stats)
 + A Drider Ally
- The Wolves of War (CR 10) + 6 Dire Wolves
- The Grey Lord (CR 11).
 + No changes
- Area 1–The Riddle Door (CR 4) + No changes
- Area 2–Well of Vines (CR 9)
 + 6 <u>Yellow Musk Zombie</u> Pixies (same stats)
- Area 3–Hidden Entrance Hall (CR 10)
 + A Fiendish <u>Gargoyle</u> (same stats)
- Area 4–Well of Wolves (CR 11)
 + Increase curse saves to Fort DC 19, Will DC 19
- Area 5–Were Arrow Stair (CR 6)
 + Increase curse saves to Fort DC 19, Will DC 19
- Area 6–The Hall of Moonlit Glass (CR 10)
 + Increase curse saves to Fort DC 19, Will DC 19
- Area 7–Northern Moon Crypt (CR 11) + No changes
- Area 8–Southern Moon Crypt (CR 10) + Add 4 ghouls
- Area 9–Well of Darkness West (CR 10)
 + 2 Werebat Archers (use stats from Area 12)
 + 2 Werebat Druids (use stats from Area 11)
- Area 10–Well of Darkness North (CR 9) + 4 <u>Dire Bats</u>
 - + 2 Werebat Druids (use stats from Area 11)
- Area 11–Well of Darkness East (CR10) + No changes
- Area 12–Well of Darkness South (CR 10) + 3 Dire Werebats
 - + 5 Werebat Archers
- Area 13–Guardian Blades (CR 9) + Replace with:

HAIL OF ARROWS TRAP

CR 9

Type mechanical; Perception DC 25; Disable Device DC 25

EFFECTS

Trigger visual (arcane eye); **Reset** repair **Effect** Atk +20 ranged (6d6); multiple targets (all targets in a 20-ft. line)

- Area 14–Goblin Work Storage (CR 2) + No changes
- Area 15–Goblin Quarters (CR 10)
 + No changes
- Area 16–A Mind is a Terrible Thing (CR 10) + No changes
- Area 17–Sand Trap (CR 9) + No changes

- Area 18–False Crypt (CR 9) + No changes
- Area 19–Family Crypt (CR 10)
 + A Greater Shadow or a Mohrg
- Area 20–Gallery of Weres (CR 10) + 2 Wereboars
- Area 21–The Spy Who Loathed Me (CR 8)
 + No changes.
- Area 22–Silent Green (CR 8)
 + No changes
- Area 23–Temerlyth's Chambers (CR 8)
 + A Skavling (same stats)
- Area 24–The Vault + No changes.
- Area 25–Temerlyth's Laboratory (CR 17) + No changes.
- Area 26–The Moonfire Soulstone + No changes.

GR 11

Looking for a Few Good Men (CR 9)

- + Ogtah, a Jookar Fighter (same stats)
- + Finmug, a Jookar Fighter (same stats)
- + Borsht, a Jookar Fighter (same stats)
- + Yilda, a female Jookar <u>Fighter</u> (same stats)
- + A <u>Dire Wolverine</u>, Yilda's pet
- + Teegro, Kablat's Hunting <u>Hawk</u> (see **Stats**)
- Shadows in the Dark (CR 11)
 + 2 <u>Drow</u> Tomb Robbers (same stats)
 + 2 <u>Drider</u> Allies
- The Wolves of War (CR 11)
 + 2 Werewolf Barbarians (same stats)
 + 8 Dire Wolves
- The Grey Lord (CR 11).
 + No changes
- Area 1–The Riddle Door (CR 4) + No changes
- Area 2–Well of Vines (CR 10)
 + 10 <u>Yellow Musk Zombie</u> Pixies (same stats)
- Area 3–Hidden Entrance Hall (CR 11)
 + 2 Fiendish Gargoyles (same stats)
- Area 4–Well of Wolves (CR 11)
 + Increase curse saves to Fort DC 21, Will DC 21
- Area 5–Were Arrow Stair (CR 6)
 + Increase curse saves to Fort DC 21, Will DC 21
- Area 6–The Hall of Moonlit Glass (CR 10) + Increase curse saves to Fort DC 21, Will DC 21
- Area 7–Northern Moon Crypt (CR 11) + No changes
- Area 8–Southern Moon Crypt (CR 10) + Add 4 ghouls
- Area 9–Well of Darkness West (CR 10)
 + 2 Werebat Archers (use stats from Area 12)
 + 2 Werebat Druids (use stats from Area 11)
- Area 10–Well of Darkness North (CR 9) + 4 <u>Dire Bats</u>
 - + 2 Werebat Druids (use stats from Area 11)
- Area 11–Well of Darkness East (CR11)

+ 3 Werebat Druids

Area 12–Well of Darkness South (CR 10) + 3 Dire Werebats

- + 5 Werebat Archers
- + Add reinforcements from Areas 9-11 as desired
- Area 13–Guardian Blades (CR 10)
 - + Replace with:

WEAKENED PLANKS OVER PIT TRAP CR 10

Type mechanical; **Perception** DC 20; **Disable Device** N/A

EFFECTS

Trigger location; **Reset** repair **Effect** 600 ft. deep pit (20d6); DC 20 <u>Reflex</u> avoids.

- Area 14–Goblin Work Storage (CR 2) + No changes
- Area 15–Goblin Quarters (CR 10) + No changes
- Area 16–A Mind is a Terrible Thing (CR 10)
 + No changes
- Area 17–Sand Trap (CR 9)
 + No changes
- Area 18–False Crypt (CR 9) + A Greater Shadow or a Mohrg
- Area 19–Family Crypt (CR 10)
 + A Greater Shadow or a Mohrg
- Area 20–Gallery of Weres (CR 10) + 2 Wereboars
- Area 21–The Spy Who Loathed Me (CR 8) + No changes.
- Area 22–Silent Green (CR 8) + No changes
- Area 23–Temerlyth's Chambers (CR 8)
 + A Skavling (same stats)
- Area 24–The Vault + No changes.
- Area 25–Temerlyth's Laboratory (CR 17)
 + No changes.
- Area 26–The Moonfire Soulstone + No changes.

GR 12

- Looking for a Few Good Men (CR 10)
 - + Ogtah, a Jookar Fighter (same stats)
 - + Finmug, a Jookar Fighter (same stats)
 - + Borsht, a Jookar <u>Fighter</u> (same stats)
 - + Yilda, a female Jookar <u>Fighter</u> (same stats)
 - + a <u>Dire Wolverine</u>, Yilda's pet
 - + Teegro, Kablat's Hunting <u>Hawk</u> (see **Stats**)
 - + Bloody <u>Dire Bat</u> from Area 25; attacks weak enemies
- Shadows in the Dark (CR 12)
 + 4 <u>Drow</u> Tomb Robbers (same stats)
 - + 3 Drider Allies
- The Wolves of War (CR 11)
 - + 2 Werewolf Barbarians

- + 8 Dire Wolves
- Area 1–The Riddle Door (CR 4) + No changes
- Area 2–Well of Vines (CR 10)
 + 10 <u>Yellow Musk Zombie</u> Pixies (same stats)
 + Jeph Arjune, a <u>Yellow Musk Zombie</u> Elf (see Stats)
- Area 3–Hidden Entrance Hall (CR 11)
 + 2 Fiendish Gargoyles (same stats)
- Area 4–Well of Wolves (CR 11)
 + Increase curse saves to Fort DC 23, Will DC 23
- Area 5–Were Arrow Stair (CR 6)
 + Increase curse saves to Fort DC 23, Will DC 23
- Area 6–The Hall of Moonlit Glass (CR 10)
 + Increase curse saves to Fort DC 23, Will DC 23
- Area 7–Northern Moon Crypt (CR 11) + No changes
- Area 8–Southern Moon Crypt (CR 10) + Add 4 <u>ghouls</u>
- Area 9–Well of Darkness West (CR 11)
 + 4 Werebat Archers (use stats from Area 12)
 + 4 Werebat Druids (use stats from Area 11)
- Area 10–Well of Darkness North (CR 10) + 4 <u>Dire Bats</u>
 - + 3 Werebat Archers (use stats from Area 12) + 3 Werebat Druids (use stats from Area 11)
- Area 11–Well of Darkness East (CR11) + 3 Werebat Druids
- Area 12–Well of Darkness South (CR 10) + 3 Dire Werebats
 - + 5 Werebat Archers
 - + Add reinforcements from Areas 9-11 as desired
- Area 13–Guardian Blades (CR 11)
 + Replace with:

cone of cold trap

Type magic; Perception DC 30; Disable Device DC 30

CR 11

EFFECTS

Trigger proximity (alarm); **Reset** none **Effect** spell effect (cone of cold, 15d6 cold damage, DC 17 <u>Reflex</u> save for half damage); multiple targets (all targets in a 60-ft. cone)

- Area 14–Goblin Work Storage (CR 2) + No changes
- Area 15–Goblin Quarters (CR 10) + No changes
- Area 16–A Mind is a Terrible Thing (CR 10) + No changes
- Area 17–Sand Trap (CR 9) + No changes
- Area 18–False Crypt (CR 9) + 2 Greater Shadows or 2 Mohrgs
- Area 19–Family Crypt (CR 10)
 + A Greater Shadow or a Mohrg
- Area 20–Gallery of Weres (CR 10) + 2 Wereboars
- Area 21–The Spy Who Loathed Me (CR 8)

+ No changes.

- Area 22–Silent Green (CR 8) + No changes
- Area 23–Temerlyth's Chambers (CR 8) + 2 Skavlings (same stats)
- Area 24–The Vault + No changes.
- Area 25–Temerlyth's Laboratory (CR 17)
 + No changes.
- Area 26–The Moonfire Soulstone + No changes.

EXTRAS

SILVERMIST

School <u>Conjuration</u>; **Level** <u>Sorcerer</u> 5, <u>Wizard</u> 5 Casting Time 1 standard action

Components S, M (<u>pixie</u> dust collected during the full moon)

Range medium (100 ft. + 10 ft./level)

Area Creatures within 20 ft.-radius spread Duration 1 round/level

Saving Throw Fortitude half; <u>Spell Resistance</u> yes

A cloud of silvery mist glittering with sparkling blue particles manifests in the area of effect. The mist obscures sight beyond 5 feet, including <u>darkvision</u> and provides <u>concealment</u> (20% miss chance) to creatures within 5 feet and total <u>concealment</u> (50% miss chance) to creatures farther away. The mist also causes 2d6 points of acid damage per round to <u>lycanthropes</u> in the mist. The blue particles also adhere to skin, clothes and gear causing all <u>invisible</u> creatures to become visible, even after leaving the mist. Creatures caked with the dust are at -40 on Hide checks. The particles cannot be removed except by total emersion in flowing water and continue to sparkle for 1d4+2 rounds after leaving the mist.

THE GRAVE UNDERTAKER

Wondrous Magic Item (Medium) Aura moderate <u>conjuration</u>; CL 9th Slot – ; Price 17,500 gp; Weight 6 lbs.

DESCRIPTION

Crafted from a single piece of ebon meteorite, this dark and foreboding tool has two horrifying powers:

Bury the Living: Whenever a successful attack is made with the Grave Undertaker, the wielder

causes no real physical harm yet instantly buries his enemy under the solid material beneath his feet, as though he were pounded by multiple hammering blows of immense force. The victim must pass a DC 20 Reflex save or know the true horrors of a premature burial in a shallow grave.

This terrifying ability fails when used over hollow spaces, thin flooring or material with a hardness of 8 or more. The effect leaves behind a shallow mound of material covering the victim. He is thereafter treated as though pinned by an opponent with a +25 CMB. The victim must escape both the Pinned and Grappled conditions caused by the shovel's power before freeing himself from burial. The victim gains a +5 CMB bonus for each ally who spends at least a standard action clearing the material. The victim otherwise begins suffocating immediately (Pathfinder Core Rules 445).

Unearth the Dead: The wielder may spend a <u>standard action</u> touching a grave mound of up to 10 ft. deep. The grave need not have been made by the shovel. The dead body beneath the black shovel's touch immediately "swims" to the surface, leaving no trace of digging, no opening or other excavation. The body is in no way harmed when brought to the surface.

CONSTRUCTION

Requirements <u>Craft Wondrous Item</u>, <u>dimension</u> <u>door</u>; Cost 8,750 gp

ELIXIR OF LIFEFORCE

Wondrous Magic Item (Major) Aura strong <u>necromancy;</u> CL 15th Slot – ; Price 1,350 gp; Weight –

DESCRIPTION

This dreadful liquid is made through a secret alchemical process pioneered by the infamous elven lich, Temerlyth the Undying. It is essentially made during the slow, cruel and painful draining of body fluids from an unwilling victim–preferably one of strong will and long life span, such as a fey creature or elf, else multiple creatures with shorter life spans must be used.

The base elixir is then purified and further augmented through a laborious arcane process that increases the creation time to at least three times that of a standard wondrous item. Once finally completed, imbibing the liquid starts a horrendous reaction of body and soul, severing the latter from its fate. A painful ordeal then totally incapacitates the drinker for seven days–during which he is helpless. However, just one dose starts him down the path toward unliving immortality. The drinker is forever untethered from the divine, severed from whatever afterlife he might have answered to in death and disconnected from being able to cast divine spells of any kind.

Once 50 vials of this bane liquid have been taken, over a period of weeks, months or even years the drinker eventually dies, becoming an unliving shell. His heart comes to a sudden stop. His lungs cease their rise and fall. His eyes glaze to a pupiless white. He is reborn as a lich yet still vulnerable to being killed. A minimum of 5 additional vials of elixir are then needed to form an alchemical phylactery. Should no vials of elixir remain, more can be still made later to form a phylactery. Otherwise the lich exists without one and is therefore still vulnerable. He can still be permanently killed. However, assuming there are enough additional vials of elixir remaining, these are poured together into a single container made of bone or other once-living material and permanently sealed. This becomes the lich's permanent phylactery, which must then be destroyed to make the lich vulnerable once more.

CONSTRUCTION

Requirements Craft Wondrous Item, animate dead, energy drain; Cost 675 gp

MOONFIRE SOULSTONE

Artifact

Aura strong <u>necromancy</u>; CL 15th Slot – ; Price 17,500 gp; Weight 6 lbs.

DESCRIPTION

The Moonfire Soulstone is a powerful explosive artifact created by Temerlyth the Undying. This crystal blue stone contains impressive destructive power yet is also infused with ingenious arcane curative and curse reversal properties. It's designed to violently tear away the souls of nearby lycanthropes, trap them within the facets of the stone, then use these sundered souls to fuel a violent explosion that destroys the stone. While the effect certainly causes widespread damage, possibly leveling structures, harming objects and killing creatures near the epicenter, this is not its primary purpose. Simultaneous to these effects, is the delivery of a blue spherical bubble of curative radiation that permeates everything on the Material Plane within a 5,000foot radius. This piercing blue luminescent force removes afflicted lycanthropy from all living creatures inside the bubble, including those underground or in the sky.

The stone is accompanied by a smooth silver rod and hoop both composed of meteorite that suspends the opalescent crystal weightlessly at the center of the hoop. The rod is placed in the earth near an activation zone, one occupied by a large number of lycanthropes (the assumption being that the carriers of the stone are swarmed by werewolves, wererats or other lycanthropic creatures, perhaps in a large population center infested with lycanthropes, such as as major city). Its placement near them begins the following sequence of events:

Soul Ray: The stone begins to whirl and spin within the hoop, rays of bright azure light shining outward in all directions. Five thin blue rays of searing light begin searching for lycanthropic targets, striking any within 120 ft.. The rays target the closest targets first. Each ray delivers a ranged touch attack (Atk +15) causing 8d6 hit points of damage per strike (Reflex DC 20 applicable for half damage). When 50 lycanthropes are killed by this effect the next effect is triggered (see below).

Soul Trap: The souls of targets killed by the searching rays of the effect above become trapped in the stone as though effected by Trap the Soul on a failed DC 20 Will save, otherwise they are simply killed. Once the spinning stone successfully collects the souls of 50 individual lycanthropes (souls are what matter, not Hit Dice) the next effect is triggered.

Radiant Explosion: The Moonfire Soulstone explodes with thunderous destructive force, immediately causing the simultaneous effects of the spells, <u>sunburst</u> (CL 15th; 80-foot radius burst), <u>earthquake</u> (CL 15th; 80-foot radius

spread) and <u>sound burst</u> (CL 15th; 20-foot radius burst). The explosion affects all creatures, objects and structures within the radius of each spell. Small harmless blue flames burn on the ground for 1d3+2 rounds as well. Once the stone has exploded it delivers its final effect the next round.

Annihilate Affliction: All afflicted lycanthropes within a 5,000-foot radius must pass a DC 20 Will afflicted save or have their lycanthropy irrevocably removed. Afflicted lycanthropes so cursed are forever immune to the form of lycanthropy with which they were afflicted and gain a +2 save bonus against all other forms. The effect does not reverse the effects of an alignment change due to voluntarv transformation, however. All natural lycanthropes are instead dazed and panicked for 1 hour, with their panic becoming exhaustion after 1 more hour.

Once started, the event sequence cannot be stopped for as long as lycanthropes remain in the area; the stone detonates prematurely if forcibly removed (Strength check DC 30). The stone suspends its activity within 8 rounds if all lycanthropes in the area are killed or Soul Trapped. Only then can it be safely removed from the earth and transported to a new zone, continuing the sequence again until all the conditions are met for detonation.

CONSTRUCTION

RequirementsCraftWondrousItem,disintegrate,earthquake,limited wish,shockinggrasp,trap the soul,1,000 XP;Cost5,250 gp

SILVERMIST CHAIN SHIRT

Aura strong <u>conjuration</u>; CL 13th Slot – ; Price 4,930 gp; Weight 20 lbs.

DESCRIPTION

This beautiful mithral silver shirt has an additional +1 enchantment bonus. Three times per day upon command, it can also be willed to pour forth a shimmering cloud of Silvermist as the spell. This gleaming mist grants the wearer <u>concealment</u> against attacks as per the spell but does not otherwise interfere with the wearer's vision or cause him any harm. The active effect can also be quickly resized, retracted or expanded as desired, into the squares immediately surrounding the wearer or up to the spell's normal radius with just a <u>swift action</u>.

CONSTRUCTION

Requirements <u>Craft Magic Arms and Armor,</u> <u>Remove Curse</u>, Silvermist; **Cost** 8,750 gp

CR 16

TEMERLYTH LORAETHYAN

Male <u>Lich Alchemist</u> 6, <u>Loremaster</u> 3, <u>Wizard</u> (Enchanter) 6 LE Medium <u>Undead</u> (<u>Augmented Humanoid</u>, <u>Elf</u>) **Init** +2; **Senses** <u>Darkvision</u> (60 feet), <u>Low-Light</u> Vision; Perception +18

DEFENSE

AC 30, touch 15, <u>flat-footed</u> 28 (+8 armor, +2 Dex, +7 natural, +2 <u>deflection</u>) hp 141 (6d8+9d6+60) Fort +14, Ref +12, Will +12 Defensive Abilities <u>Channel Resistance</u> +4; DR 15/bludgeoning, 15/magic; Immune <u>sleep</u>, cold, electricity, <u>mind-affecting</u>, <u>polymorph</u>, <u>Undead</u> <u>Traits</u>; Resist Elven Immunities, <u>Poison</u> <u>Resistance</u> +4

OFFENSE

Speed 30 ft.

Melee +2 <u>Unholy</u> Dagger +10/+5 (1d4+2 [19-20/x2]) and Gauntlet (from Armor) +8/+3 (1d3 [20/x2]) and Quarterstaff +8/+3 (1d6 [20/x2]) and Unarmed Strike +8/+3 (1d3 [20/x2]) Ranged <u>Bomb</u> +11/+6 (3d6+4 Fire) Special Attacks <u>Bomb</u> 3d6+4 (12/day) (DC 17), Negative Energy <u>Touch Attack</u> 1d8+7 (DC 21)

Alchemist Spells Known (CL 6, 8 melee touch, 10 ranged touch):

2nd (4/day) <u>Invisibility</u> (DC 16), <u>Spider Climb</u> (DC 16), <u>Alchemical Allocation</u> (DC 16), <u>Vomit Swarm</u> (DC 16)

1st (5/day) <u>Disguise Self</u> (DC 15), <u>Bomber's Eye</u> (x3; DC 15), <u>Stone Fist</u> (DC 15)

Wizard Spells Known (CL 9, 8 melee touch, 10 ranged touch):

5th (1/day) <u>Dominate Person</u> (DC 19), <u>Undead</u> <u>Anatomy II</u> (DC 19)

4th (3/day) <u>Charm Monster</u> (DC 18), <u>Dimension</u> <u>Door, <u>Mnemonic Enhancer</u> (DC 18), <u>Shout</u> (DC 18)</u> 3rd (4/day) <u>Twilight Knife, Dispel Magic, Hold</u> <u>Person</u> (x2; DC 17), <u>Undead Anatomy I</u> (DC 17)
2nd (5/day) <u>Hideous Laughter</u> (x2; DC 16), <u>Spectral Hand, Scare</u> (DC 16), <u>Web</u> (DC 16), <u>Protection from Good, Communal</u> (DC 16)
1st (5/day) <u>Shocking Grasp</u>, <u>Unseen Servant</u>, <u>Sleep</u> (DC 15), <u>Mage Armor</u> (DC 15), <u>Feather Fall</u> (DC 15), <u>Sculpt Corpse</u> (DC 15)
Oth (at will) <u>Disrupt Undead</u>, <u>Bleed</u> (DC 14), Mage Hand, Prestidigitation (DC 14)

STATISTICS

Str 11, Dex 15, Con -, Int 19, Wis 17, Cha 18 Base Atk +8; CMB +8; CMD 21

Feats Arcane Armor Mastery, Arcane Armor Training, Arcane Builder: Weapons, Brew Potion, Craft Magic Arms & Armor, Elven Weapon Proficiencies, Extra Bombs, Feral Speech, Scribe Scroll, Skill Focus: Knowledge (Arcana), Throw Anything, Voice of the Sibyl, Wizard Weapon Proficiencies

Skills <u>Acrobatics</u> +0, <u>Appraise</u> +11, <u>Bluff</u> +12, <u>Craft</u> (Alchemy) +13, <u>Craft</u> (Armor) +11, <u>Craft</u> (Weapons) +11, <u>Diplomacy</u> +13, Disguise +12, <u>Escape</u> <u>Artist</u> +6, <u>Fly</u> +9, <u>Intimidate</u> +11, <u>Knowledge</u> (Arcana) +24, <u>Knowledge</u> (Geography) +14, <u>Knowledge</u> (History) +14, <u>Knowledge</u> (Nature) +14, <u>Knowledge</u> (Nobility) +16, <u>Perception</u> +18, <u>Sense Motive</u> +13, <u>Sleight</u> of Hand +5, <u>Spellcraft</u> +13, <u>Stealth</u> +12, <u>Survival</u> +8, <u>Swim</u> -2, <u>Use Magic Device</u> +11; **Modifiers** Alchemy +6

Languages Common, Draconic, Elven, Goblin, Orc, Sylvan

SQ Bonded Object: Staff of Necromancy (1/day) (Sp), Dazing Touch (7/day) (Sp), Divination, Elven Magic, Enchanting Smile +3 (Su), Enchantment, Fast Poisoning (Swift Action) (Ex), Fear Aura (DC 21), Illusion, Lingering Spirit, Lore +1 (Ex), Mutagen (DC 17) (Su), Poison Use, Preserve Organs 25%, Rejuvenation (Su), Spontaneous Healing (15/day), Swift Alchemy (Ex)

Combat Gear +2 <u>Unholy</u> Dagger, +4 <u>Mithril</u> Chain Shirt, Quarterstaff; **Other Gear** <u>Amulet of</u> <u>Natural Armor</u> +4, <u>Boots of Elvenkind</u>, <u>Cloak of</u> <u>Elvenkind</u>, <u>Ioun Stone</u> (Dusty Rose Prism), <u>Ring</u> <u>of Protection</u> +2, <u>Staff of Necromancy</u>

SPECIAL ABILITIES

Alchemy +6 (Su) +6 to <u>Craft</u> (Alchemy) to create alchemical items, can identify potions by touch.

Arcane Armor Mastery <u>Swift action</u>: -20% arcane spell failure due to armor.

Arcane Armor Training <u>Swift action</u>: -10% arcane spell failure due to armor.

Arcane Builder: Weapons You have an exceptional understanding of the theory behind creating magical items. Select one type of magic item (potions, wondrous items, and so on). You create items of this type 25% faster than normal, and gain a +4 bonus on <u>Spellcraft</u> checks (or other checks, as appropriate) to craft items of this type. You may select this discovery multiple times; its effects do not stack. Each time you select this discovery, it applies to a different type of magic item.

Bomb 3d6+4 (12/day) (DC 17) (Su) Thrown Splash Weapon deals 3d6+4 fire damage.

Bonded Object: Staff of Necromancy (1/day) (Sp) DC 20 + spell level to cast spells without the bonded object. Once per day, you can cast any spell in your spellbook for free.

Channel Resistance +4 +4 bonus to save vs. Channel Energy.

Damage Reduction (15/bludgeoning) You have <u>Damage Reduction</u> against all except Bludgeoning attacks.

Damage Reduction (15/magic) You have <u>Damage Reduction</u> against all except Magic attacks.

Darkvision (60 feet) You can see in the dark (black and white vision only).

Dazing Touch (7/day) (Sp) <u>Touch attack</u> dazes for 1 round.

Divination You must spend 2 slots to cast spells from the <u>Divination</u> school.

Elven Immunities +2 save bonus vs. Enchantments.

Elven Immunities - Sleep You are immune to Sleep effects.

Elven Magic +2 <u>racial bonus</u> on caster checks to overcome <u>spell resistance</u>. +2 to <u>spellcraft</u> checks to determine the properties of a magic item.

Enchanting Smile +3 (Su) +3 to <u>Bluff</u>, <u>Diplomacy</u>, and <u>Intimidate</u>. <u>Turn</u> Spells.

Enchantment The enchanter uses magic to control and manipulate the minds of his victims.

Fast Poisoning (Swift Action) (Ex) Apply poison to a weapon as a swift action.

Fear Aura (DC 21) Creatures within 60 feet that look must pass <u>Will</u>.

Feral Speech Speak with amphibians, birds, fish, mammals, reptiles, or <u>vermin</u> (choose which one when you <u>activate</u> this ability), as per <u>Speak with</u> <u>Animals</u>.

Illusion You must spend 2 slots to cast spells from the <u>Illusion</u> school.

Immunity to Cold You are immune to cold damage.

Immunity to Electricity You are immune to electricity damage.

Immunity to Mind-Affecting attacks You are immune to Mind-Affecting attacks.

Immunity to Polymorph You are immune to <u>Polymorph</u> effects.

Lingering Spirit The <u>alchemist</u> is familiar enough with the ties between his body and spirit that he lingers at death's door far longer than a normal person. He treats his <u>Constitution</u> as 10 points higher than normal for the purpose of determining when <u>hit point</u> damage kills him.

Lore +1 (Ex) Add + 1 to all knowledge skill checks.

Low-Light Vision See twice as far as a <u>human</u> in low light, distinguishing color and detail.

Mutagen (DC 17) (Su) Mutagen adds +4 to a Physical attribute, -2 to a mental attribute, and +2 <u>natural armor</u> for 10 minutes/level.

Negative Energy Touch Attack 1d8+7 (DC 21) 1d8+7 damage, plus <u>Fort</u> save or be <u>paralyzed</u>.

Poison Resistance +4 (Ex) +4 to save vs. Poison.

Poison Use You don't accidentally <u>poison</u> yourself with blades.

Preserve Organs 25% The <u>alchemist</u> learns how to preserve and protect his vital organs, reducing the chance of a mortal wound. When a <u>critical hit</u> or <u>sneak attack</u> is scored on the <u>alchemist</u>, there is a 25% chance that the <u>critical hit</u> or <u>sneak attack</u> is negated and damage is instead rolled normally.

Rejuvenation (Su) <u>Liches</u> can return after a few days.

Spontaneous Healing (15/day) The <u>alchemist</u> gains the ability to heal from wounds rapidly. As a <u>free action</u> once per <u>round</u>, he can <u>heal</u> 5 <u>hit</u> <u>points</u> as if he had the <u>fast healing</u> ability. He can <u>heal</u> 5 <u>hit points</u> per day in this manner for every 2 <u>alchemist</u> levels he possesses.

Swift Alchemy (Ex) You can construct alchemical items in half the normal time.

Throw Anything Proficient with improvised ranged weapons. +1 to hit with thrown splash.

Undead Traits Undead are immune to death effects, <u>disease</u>, mind-affecting effects (charms, compulsions, morale effects, phantasms, and patterns), <u>paralysis</u>, <u>poison</u>, <u>sleep</u>, <u>stun</u>, and any effect that requires a <u>Fortitude</u> save (unless the effect also works on objects or is harmless).

worzel ungarth

Male <u>Half-Elf Fighter</u> 4 <u>Rogue</u> 4 NE Medium <u>Humanoid</u> (<u>Elf, Human,</u> <u>Shapechanger</u>) **Init** +3; **Senses** <u>Low-Light Vision</u>, <u>Scent</u>; Perception +10

DEFENSE

AC 20, touch 13, <u>flat-footed</u> 17 (+7 armor, +3 Dex) hp 71 (4d10+4d8+16) Fort +8, Ref +9, Will +3 Defensive Abilities <u>Bravery</u> +1, <u>Evasion</u>, <u>Trap</u> <u>Sense</u> +1, <u>Uncanny Dodge</u>; Immune <u>sleep</u>; Resist Elven Immunities

OFFENSE

Speed 30 ft. Melee +1 Flail, Dire +11/+6 (1d8+6 [20/x2]) Special Attacks <u>Sneak Attack</u> +2d6

STATISTICS

Str 14, Dex 16, Con 14, Int 14, Wis 10, Cha 8 Base Atk +7; CMB +10 (+14 Tripping); CMD 22 (24 vs. Trip)

Feats Agile Maneuvers, Combat Expertise +/-2, Exotic Weapon Proficiency: Flail, Dire, Greater Trip, Improved Feint, Improved Trip, Roque Weapon Proficiencies, Skill Focus: Disguise (Adaptability), Weapon Finesse, Weapon Focus: Flail, Dire, Weapon Specialization: Flail, Dire Skills Acrobatics +12, Appraise +7, Bluff +10, Climb +5, Disable Device +10, Disguise +15, Escape Artist +6, Fly +1, Intimidate +4, Perception +10, Ride +6, Sleight of Hand +6, Stealth +12, Survival +4, Swim +5 Languages Common, Elven, Giant, Halfling SQ Change Shape (Half-Elf, hybrid, and wolf; polymorph), lycanthropic empathy (wolves and dire wolves), Armor Training 1 (Ex), Elf Blood, Trapfinding +2

Combat Gear +1 breastplate, +1 dire flail; **Other Gear** +1 <u>cloak of resistance</u>, <u>disguise kit</u> (10 uses), <u>potion of invisibility</u>, <u>smokestick</u>, <u>thieves'</u> <u>tools</u>, <u>waterskin</u>

TEEGRO, KABLAT'S HUNTING HAWK

Male <u>Hawk</u> N Small <u>Animal</u>

Init +2; Senses Low-Light Vision; Perception +14

CR 1

CR 8

DEFENSE

AC 14, touch 13, <u>flat-footed</u> 12 (+2 Dex, +1 size, +1 natural) hp 23 (1d8+3) Fort +4, Ref +5, Will +3

OFFENSE

Speed 10 ft., <u>Flight</u> (60 ft., Average) **Melee** Talon x2 (<u>Hawk</u>) +5 x2 (1d6 [20/x2]) **Space** 2 ft.; **Reach** 0 ft.

TACTICS

Teegro is trained to drink the <u>barkskin potion</u> from the container carried on a leather strap around its neck (+4 AC, 90 minutes).

STATISTICS

Str 10, Dex 15, Con 13, Int 2, Wis 14, Cha 7 Base Atk +2; CMB +1; CMD 13 Feats Improved Natural Armor, Weapon Finesse Tricks Attack (Trick), Attack (Trick), Attack Any Target (Trick), Defend (Trick), Down (Trick), Fighting (Trick), Seek (Trick), Stay (Trick) Skills <u>Climb</u> +2, <u>Fly</u> +8, <u>Perception</u> +14, <u>Stealth</u> +10, <u>Swim</u> +2 SQ Attack Any Target (Trick), Defend (Trick), Fighting (Trick), Seek (Trick) Other Gear <u>potion</u> of <u>barkskin</u> +4 (CL 9; Value 900 gp).

KUJA, UNDEAD BADGER (RAGING)

Male <u>Undead Badger</u> NE Small <u>Undead</u> **Init** +8; **Senses** <u>Darkvision</u> (60 feet), <u>Low-Light</u> <u>Vision</u>, <u>Scent</u>; <u>Perception</u> +8

DEFENSE

AC 14, touch 13, <u>flat-footed</u> 10 (+4 Dex, +1 size, +1 natural) hp 43 (2d8+12); <u>Fast Healing</u> 2 Fort +3, Ref +5, Will +7 Defensive Abilities <u>Channel Resistance</u> +4; DR 5/bludgeoning; Immune cold, <u>Undead Traits</u>

OFFENSE

Speed 30 ft., <u>Burrowing</u> (10 ft.) **Melee** Bite (<u>Badger</u>) +8 (1d4+3 [20/x2]) and Claw x2 (<u>Badger</u>) +7 x2 (1d3+3 [20/x2]) **Special Attacks** Rage (6 rounds/day)

STATISTICS

Str 12/16, Dex 19, Con -, Int 3, Wis 12, Cha 14 Base Atk +3; CMB +5; CMD 17 (21 vs. Trip) Feats Improved Initiative, Toughness +4, Weapon Focus: Bite Skills Perception +8, Stealth +8 SQ Deathless (Su)

jePH Arjune (Yellow musk creeper zombie) cr 4

Male <u>Yellow Musk Creeper</u> Zombie (Former <u>Elf</u> <u>Cleric</u>) 4 NE Medium <u>Plant</u> **Init** +1; **Senses** <u>Darkvision</u> (60 feet), <u>Low-Light</u> <u>Vision; Perception +2</u>

DEFENSE

AC 20, touch 11, <u>flat-footed</u> 19 (+6 armor, +1 shield, +1 Dex, +2 natural) hp 34 (5d8) Fort +6, Ref +2, Will +4 DR 5/slashing

OFFENSE

Speed 20 ft. **Melee** Dart +4 (1d4+1 [20/x2]), Masterwork Sickle +5 (1d6+1 [20/x2]), Slam -1 1d6+1 [20/x2])

STATISTICS

CR 4

Str 13, Dex 13, Con 10, Int -, Wis 10, Cha 10 Base Atk +3; CMB +4; CMD 15 Feats Toughness +5 Skills Perception +2, Stealth -5 SQ Cleric Domain: Evil, Cleric Domain: Healing, Elven Magic, Staggered (Ex) Combat Gear chainmail, dart (4), masterwork sickle, light steel shield; Other Gear Silver holy symbol (elven deity), flask of holy water (2)

MAJOOJA, WEREBAT SORCERER (ANIMAL FORM)

CR 6

Female <u>Hobgoblin Sorcerer</u> 4 LE Large <u>Humanoid (Goblinoid, Shapechanger)</u> **Init** +3; **Senses** <u>Blindsense</u> (40 ft.), <u>Darkvision</u> (60 feet), <u>Low-Light Vision, Scent</u>; <u>Perception</u> +6

DEFENSE

AC 24, touch 12, <u>flat-footed</u> 21 (+3 Dex, -1 size, +12 natural) hp 34 (4d6+16) Fort +4, Ref +4, Will +6

DR 5/lethal, 5/silver; Resist cold 5

OFFENSE

Speed 40 ft., Flight (40 ft., Average) Melee Bite (Werebat, Dire, Afflicted) -2 (2d6+1 [20/x2]), Masterwork Longsword -3 (1d8+2 [19-20/x2], Masterwork Light Steel -3 Shield, (1d3+2 [20/x2])

Ranged Masterwork Longbow -2 (1d8 [20/x3]) Space 10 ft.; Reach 10 ft.

Spell-Like Abilities Grave Touch (2r) (5/day) SQ Change Shape (half-elf, hybrid, and bat; polymorph), lycanthropic empathy (bats and dire bats)

Sorcerer Spells Known (CL 4, +3 melee touch, +4 ranged touch):

2nd (4/day) *invisibility* (DC 14)

1st (7/day) cause fear (DC 13), chill touch (DC 13), disguise self (DC 13), feather fall (DC 13) Oth (at will) resistance (DC 12), ray of frost, acid splash, bleed (DC 12), prestidigitation (DC 12). arcane mark

STATISTICS

Str 12/14, Dex 14/17, Con 15/17, Int 12, Wis 11/15, **Cha** 14

Base Atk +2; CMB +5; CMD 18 Feats Combat Casting, Eschew Materials,

Toughness +4

Skills Climb +3, Fly +8, Intimidate +7, Perception +6, Spellcraft +6, Stealth +8, Swim +3, Use Magic Device +7

Languages Common, Giant, Goblin **SQ** Change Forms (Su), Lycanthropic Empathy +10 (Ex), Undead Immunities Combat Gear arrows (20), longbow, longsword, light steel shield, studded leather

MAIOOIA, WEREBAT SORCERER (HOBGOBLIN FORM)

CR 6

Female Hobgoblin Sorcerer 4 LE Medium Humanoid (Goblinoid, Shapechanger) Init +2; Senses Blindsense (40 ft.), Darkvision (60 feet), Low-Light Vision, Scent; Perception +4

DEFENSE

AC 17, touch 12, flat-footed 15 (+2 Dex, +5 natural) hp 30 (4d6+12) Fort +3, Ref +3, Will +4 DR 5/lethal; Resist cold 5

OFFENSE

Speed 30 ft., Flight (40 ft., Average) Melee Longsword -1 (1d8+1 [19-20/x2]), Light Steel Shield -1 (1d3+1 [20/x2]) Ranged Longbow +0 (1d8 [20/x3])

Spell-Like Abilities Grave Touch (2r) (5/day) **SQ** Change Shape (half-elf, hybrid, and bat; polymorph), lycanthropic empathy (bats and dire bats)

Sorcerer Spells Known (CL 4, +3 melee touch, +4 ranged touch):

2nd (4/day) invisibility (DC 14)

1st (7/day) cause fear (DC 13), chill touch (DC 13), disguise self (DC 13), feather fall (DC 13) Oth (at will) resistance (DC 12), ray of frost, acid splash, bleed (DC 12), prestidigitation (DC 12), arcane mark

STATISTICS

Str 12, Dex 14, Con 15, Int 12, Wis 11, Cha 14 Base Atk +2; CMB +3; CMD 15

Feats Combat Casting, Eschew Materials, Toughness +4

Skills Fly +9, Intimidate +7, Perception +4, Spellcraft +6, Stealth +11, Use Magic Device +7 Languages Common, Giant, Goblin **SQ** Change Forms (Su), Lycanthropic Empathy +10 (Ex), Undead Immunities

Combat Gear arrows (20), longbow, longsword, light steel shield, studded leather

CR 5

HARCOURT FINEBECK, WEREBAT ARISTOCRAT

(ANIMAL FORM)

Male Human Aristocrat 4 N Large Humanoid (Human, Shapechanger) Init +3; Senses Blindsense (40 ft.), Low-Light Vision, Scent; Perception +6

DEFENSE

AC 24, touch 12, <u>flat-footed</u> 21 (+3 Dex, -1 size, +12 natural) hp 28 (4d8+8) **Fort** +3, **Ref** +4, **Will** +6 DR 5/silver

OFFENSE

Speed 40 ft., Flight (40 ft., Average) Melee Bite (Werebat, Dire, Afflicted) -1 (2d6+1 [20/x2]), Masterwork Dagger +2 (1d4+2 [19-20/x2]), Masterwork Lance +3 (1d8+2 [20/x3]), Masterwork Longsword +3 (1d8+2 [19-20/x2]), Masterwork Heavy Steel Shield +2 (1d4+2

[20/x2]) **Ranged** Masterwork Shortbow +3 (1d6 [20/x3]) **Space** 10 ft.; **Reach** 10 ft.

STATISTICS

Str 12/14, Dex 12/17, Con 11/15, Int 10, Wis 10/15, Cha 11

Base Atk +3; CMB +6; CMD 19 Feats Mounted Combat, Ride-by Attack, Trample Skills Bluff +4, Climb +3, Diplomacy +7, Fly +1, Intimidate +7, Knowledge (History) +4, Knowledge (Local) +4, Knowledge (Nobility) +5, Linguistics +5, Perception +6, Perform (Dance) +4, Ride +10, Sense Motive +6, Stealth -1, Swim +3

Languages Common, Elven, <u>Goblin</u> **SQ** <u>Change Shape</u> (half-elf, hybrid, and <u>bat;</u> polymorph), <u>lycanthropic empathy</u> (bats and <u>dire</u> bats)

Combat Gear arrows (20), masterwork dagger, masterwork chain shirt, masterwork lance, masterwork longsword, masterwork shield, heavy steel shield, shortbow; **Other Gear** noble's outfit, <u>potion</u> of <u>invisibility</u>

HARCOURT FINEBECK, WEREBAT ARISTOCRAT (HUMAN FORM) CR 5

Male <u>Human Aristocrat</u> 4 N Medium <u>Humanoid (Human, Shapechanger)</u> Init +1; Senses <u>Blindsense</u> (40 ft.), <u>Low-Light</u>

Vision, Scent; Perception +4

DEFENSE

AC 16, touch 11, <u>flat-footed</u> 15 (+1 Dex, +5 natural) hp 20 (4d8) Fort +1, Ref +2, Will +4 OFFENSE Speed 20 ft., <u>Flight</u> (40 ft., Average)

Melee Dagger +4 (1d4+1 [19-20/x2]), Masterwork Lance +5 (1d8+1 [20/x3]), Masterwork Longsword +5 (1d8+1 [19-20/x2]), Heavy Steel Shield +4 (1d4+1 [20/x2]) Ranged Shortbow +4 (1d6 [20/x3])

STATISTICS

Str 12, Dex 12, Con 11, Int 10, Wis 10, Cha 11 Base Atk +3; CMB +4; CMD 15 Feats Mounted Combat, Ride-by Attack, Trample Skills Acrobatics -2, Bluff +4, Climb -2, Diplomacy +7, Escape Artist -2, Fly -2, Intimidate +7, Knowledge (History) +4, Knowledge (Local) +4, <u>Knowledge</u> (Nobility) +5, <u>Linguistics</u> +5, <u>Perception</u> +4, <u>Perform</u> (Dance) +4, Ride +5, <u>Sense Motive</u> +4, <u>Stealth</u> -2, <u>Swim</u> -2 **Languages** Common, Elven, <u>Goblin</u> **SQ** <u>Change Shape</u> (half-elf, hybrid, and <u>bat</u>; polymorph), <u>lycanthropic empathy</u> (bats and <u>dire</u> bats)

Combat Gear arrows (20), dagger, masterwork chain shirt, masterwork lance, masterwork longsword, masterwork heavy steel shield, shortbow; **Other Gear** noble's outfit, <u>potion</u> of <u>invisibility</u>

HOBGOBLIN DRUID (VEREBATS(ANIMAL FORM) (5) CR 4

Female <u>Hobgoblin</u> Druid 2

NE Large <u>Humanoid</u> (<u>Goblinoid</u>, <u>Shapechanger</u>) Init +3; <u>Senses</u> <u>Blindsense</u> (40 ft.), <u>Darkvision</u> (60 feet), <u>Low-Light Vision</u>, <u>Scent</u>; <u>Perception</u> +7

DEFENSE

AC 24, touch 12, <u>flat-footed</u> 21 (+3 Dex, -1 size, +12 natural) hp 25 (2d8+11) Fort +7, Ref +3, Will +5 DR 5/silver

OFFENSE

Speed 40 ft., <u>Flight</u> (40 ft., Average) Melee Bite (<u>Werebat</u>, Dire, Afflicted) -2 (2d6+1 [20/x2]), Masterwork Shortspear +1 (1d6+3 [20/x2]) Ranged Masterwork Sling +1 (1d4+3 [20/x2]) Space 10 ft.; Reach 10 ft. Spell-Like Abilities <u>Acid Dart</u> (5/day) Druid Spells Known (CL 2, 3 melee touch, 3 ranged touch): 1st (3/day) <u>magic stone</u> (DC 13), <u>cure light</u> <u>wounds</u> (DC 13), <u>entangle</u> (DC 13) Oth (at will) <u>resistance</u> (DC 12), <u>purify food and</u> drink (DC 12), create water, mending

STATISTICS

Str 15/17, Dex 15/17, Con 16/18, Int 10, Wis 14/15, Cha 6 Base Atk +1; CMB +5; CMD 18 Feats <u>Druid</u> Weapon Proficiencies, <u>Toughness</u> +3 Skills <u>Climb</u> +8, <u>Fly</u> +1, <u>Perception</u> +7, <u>Spellcraft</u> +5, <u>Stealth</u> +8, <u>Survival</u> +9

Languages Common, Druidic, Goblin

SQ Change Forms (Su), <u>Druid Domain: Earth</u>, <u>Lycanthropic Empathy</u> +4 (Ex), <u>Nature Sense</u> (Ex), <u>Spontaneous Casting</u>, <u>Wild Empathy</u> +0 (Ex), <u>Woodland Stride</u> (Ex) **Combat Gear** shortspear, sling, wooden armor; **Other Gear** <u>potion</u> of <u>barkskin</u> +4, <u>potion</u> of <u>blur</u> (2), wand of entangle (CL 6)

HOBGOBLIN DRUID WEREBATS

(HOBGOBLIN FORM) (5)

CR 4

Female <u>Hobgoblin Druid</u> 2 NE Medium <u>Humanoid</u> (Goblinoid, <u>Shapechanger</u>) Init +2; **Senses** <u>Blindsense</u> (40 ft.), <u>Darkvision</u> (60 feet), <u>Low-Light Vision</u>, <u>Scent</u>; <u>Perception</u> +7

DEFENSE

AC 17, touch 12, <u>flat-footed</u> 15 (+2 Dex, +5 natural) hp 23 (2d8+9) Fort +6, Ref +2, Will +5

OFFENSE

Speed 30 ft., <u>Flight</u> (40 ft., Average) Melee Shortspear +3 (1d6+2 [20/x2]) Ranged Sling +3 (1d4+2 [20/x2]) Spell-Like Abilities <u>Acid Dart</u> (5/day) Druid Spells Known (CL 2, 3 melee touch, 3 ranged touch): 1st (3/day) <u>magic stone</u> (DC 13), <u>cure light</u> <u>wounds</u> (DC 13), <u>entangle</u> (DC 13) Oth (at will) <u>resistance</u> (DC 12), <u>purify food and</u> <u>drink (DC 12), create water, mending</u>

STATISTICS

Str 15, Dex 15, Con 16, Int 10, Wis 14, Cha 6 Base Atk +1; CMB +3; CMD 15 Feats Druid Weapon Proficiencies, Toughness +3 Skills Climb +7, Perception +7, Spellcraft +5, Stealth +11, Survival +9 Languages Common, Druidic, Goblin SQ Change Shape (half-elf, hybrid, and bat; polymorph), Druid Domain: Earth, Lycanthropic Empathy +4 (Ex), Nature Sense (Ex), Spontaneous Casting, Wild Empathy +0 (Ex), Woodland Stride (Ex) Combat Gear shortspear, sling, wooden armor; Other Gear potion of barkskin +4, potion of blur (2), wand of entangle (CL 6)

HOBGOBLIN WEREBAT ARCHERS

(Animal Form) (3)

Male Hobgoblin Fighter 1

LE Large <u>Humanoid</u> (<u>Goblinoid</u>, <u>Shapechanger</u>) Init +3; <u>Senses</u> <u>Blindsense</u> (40 ft.), <u>Darkvision</u> (60 feet), <u>Low-Light Vision</u>, <u>Scent</u>; <u>Perception</u> +3

DEFENSE

AC 24, touch 12, <u>flat-footed</u> 21 (+3 Dex, -1 size, +12 natural) hp 18 (1d10+7) Fort +6, Ref +3, Will +2 <u>DR</u> 5/silver

OFFENSE

Speed 40 ft., <u>Flight</u> (40 ft., Average) **Melee** Masterwork Armor Spikes +1 (1d6+3 [20/x2]), Bite (<u>Werebat</u>, Dire, Afflicted) -2 (2d6+1 [20/x2]), Masterwork Longsword +1 (1d8+3 [19-20/x2]), Masterwork Light Steel Shield +1 (1d3+3 [20/x2])

Ranged Masterwork Longbow +1 (1d8 [20/x3]) **Space** 10 ft.; **Reach** 10 ft.

STATISTICS

Str 15/17, Dex 15/17, Con 16/18, Int 10, Wis 14/15, Cha 6

Base Atk +1; CMB +5; CMD 18 Feats Point Blank Shot, Toughness +3 Skills Fly +1, Perception +3, Stealth +7

Languages Common, Goblin

SQ <u>Change Shape</u> (half-elf, hybrid, and <u>bat;</u> polymorph), <u>lycanthropic empathy</u> (bats and <u>dire</u> <u>bats</u>)

Combat Gear +2 spiked palebone armor, arrows (20), longbow, longsword, light steel shield; **Other Gear** <u>potion</u> of <u>cure moderate wounds</u> (2), <u>potion</u> of <u>invisibility</u> (2), <u>potion</u> of <u>sanctuary</u>

HOBGOBLIN WEREBAT ARCHERS (HOBGOBLIN FORM) (3)

CR 3

Male <u>Hobgoblin Fighter</u> 1 LE Medium <u>Humanoid</u> (<u>Goblinoid</u>, <u>Shapechanger</u>) **Init** +2; **Senses** <u>Blindsense</u> (40 ft.), <u>Darkvision</u> (60 feet), <u>Low-Light Vision</u>, <u>Scent</u>; <u>Perception</u> +3

DEFENSE

AC 17, touch 12, <u>flat-footed</u> 15 (+2 Dex, +5 natural)

hp 17 (1d10+6) Fort +5, Ref +2, Will +2

OFFENSE

Speed 30 ft., <u>Flight</u> (40 ft., average) **Melee** Armor Spikes +3 (1d6+2 [20/x2]), Longsword +3 (1d8+2 [19-20/x2]), Light Steel Shield +3 (1d3+2 [20/x2]) **Ranged** Longbow +3 (1d8 [20/x3])

STATISTICS

Str 15, Dex 15, Con 16, Int 10, Wis 14, Cha 6 Base Atk +1; CMB +3; <u>CMD</u> 15 Feats <u>Point Blank Shot</u>, <u>Toughness</u> +3 Skills <u>Perception</u> +3, <u>Stealth</u> +10 Languages Common, <u>Goblin</u> SQ <u>Change Shape</u> (half-elf, hybrid, and <u>bat</u>; polymorph), <u>lycanthropic empathy</u> (bats and <u>dire</u> <u>bats</u>) Combat Gear +2 spiked palebone armor, arrows

(20), longbow, longsword, light steel shield; **Other Gear** <u>potion</u> of <u>cure moderate wounds</u> (2), <u>potion</u> of <u>invisibility</u> (2), <u>potion</u> of <u>sanctuary</u>

OPTIONAL RULES: TOMES

This adventure features a new type of stat block, one for creating interesting fantasy books. You can also use this format to stock books in your own fantasy libraries.

Here's a tome from Temerlyth's shelves with the format explained:

BLACK SEBAIN

Locks simple (DC 20), key can be found in Area 21; Traps <u>Sound Burst Trap</u> [Type magic; Perception DC 27; Disable Device DC 27; Trigger location; Reset none; Effect spell effect (<u>sound burst</u>, 1d8 sonic damage plus <u>stunned</u> for 1 round, DC 13 Fortitude save negates <u>stun</u>); multiple targets (all targets in a 10-ft. spread)].

BENEFITS

Spells <u>animate dead</u>, <u>scupit corpse</u>, <u>touch of</u> <u>bloodletting</u>; **Skills** <u>Knowledge</u> (arcana) +1, one week per reading, limit five readings.

CATALOG

Author Radipyr; Topics death, dying, <u>necromancy</u>, ritual (dark/druidic); Size 16 in. x 16 in.; Pages 329; Value 1,004 gp.

Title List the title of the tome book as found on its the spine or inside cover. The stranger or more unusual the title, the better.

Locks This section is used to describe anything that makes the tome difficult to open yet causes no harm. Add a standard lock, simple (DC 20), average (DC 25), good (DC 30) or superior (DC 40), describe a more complex locking mechanism or list whatever spells keep it from opening easily, such as an <u>arcane lock</u>. List the location of the tome's key if desired, though it's often more fun to assume the key is lost. If the lock has a trap on it, then describe it in the next section. Omit this section if it's not used.

Traps Tomes are sometimes rigged with harmful devices ranging from a nuisance to lethal–describe these here. Add a standard trap or make up one of your own, as long as the trap makes logical sense. A tome isn't very likely to be trapped with a falling ceiling block or pit trap. Describe harmful spells or poisons protecting the

tome. Guardians can also be described here and make reference to monster stat blocks. Omit this section if it's not used.

BENEFITS

The benefits section should list any helpful or useful features inherent in using each tome once the locks and traps have been bypassed.

Spells Tomes may contain a few useful or sinister spells. List any choice spells found in the tome here. This is also a really great place to introduce new or undiscovered spells into your game. Omit this section if it's not used.

Skills Tomes may be used to offer temporary or permanent circumstance bonuses to skills with or without reading limits (for example, perhaps just reading the tome more than 5 times no longer imparts a bonus). Omit this section if it's not used.

Other Tomes may offer other benefits and these should be described here.

Gatalog

This section lists the card catalog information you might find in an old library card catalog system and is meant to add some flavor to each tome. This section contains the "fluff" about about each tome including the **Author** of the book, the **Topics** the book covers, the **Size** of the book in inches, how many **Pages** the book has and the **Value** of the book. The general guidelines for determining the value of each tome is as follows:

- 1. Start at a base price of 50-200 gp. Simply imagine what condition the book is in or what went into making it and pick a starting price.
- Add +1 gp per page if the book contains no pictures, illustrations, diagrams, illumination or other art work.
- 3. Add +2 gp per page if the book contains pictures, illustrations, diagrams, illumination or other art work.
- 4. Add +50 gp per skill bonus offered by each tome.
- 5. Add the cost of any standard locks used from the equipment list simple (20 gp), average (40 gp), good (80 gp) or superior (150 gp) or the value of any spells used to lock the tome.
- 6. Add the cost of any spells.
- 7. Add the cost of any traps.

SILDERMOTE FEATURES REFERENCE GARDS

Print this page out for ease reference during play.

Silvermote's Architecture A Calamity of Styles Dwarven characters or characters with Knowledge (Architecture) more easily separate places where goblins or dwarves were forced to labor at building Silvermote, mixing their methods or architecture with those of elves (DC 10). It's otherwise far more difficult to tell what was going on architecturally (DC 18). Temerlyth enchanted and used a large contingent of goblins to build Silvermote. Since they formed the backbone of the essential labor force behind the construction of Silvermote, it features elements of both elven architecture and goblin earthworks.

Narrow Hallways -1 to attack rolls, -1 to AC and -2 to initiative. There are several areas featuring 5 foot-wide goblin tunnels. These tunnels are also only 5 feet high, so characters taller than the ceiling will have to stoop and take penalties while fighting in these tunnels.

Stone Doors 3 inches thick; Hardness 8; 60 hp each; AC 5; break DC 26. The stone doors of Silvermote were hewn by dwarven slaves who didn't last very long against Temerlyth's racism.

Wood Doors 3 inches thick; hardness 5; 20 hp each; AC 5; break DC 18. The wooden doors of Silvermote are made from wood from the ancient, long gone Terlyck.



Mooncrystal Chandeliers (CR 2)

These magical light sources emit 20 feet bright light, 40 feet shadowy illumination. A moonlight chandelier sheds blue light otherwise equivalent to an everburning torch. The light they emit forces all lycanthropes within its radius to assume their hybrid forms as if under a full moon. Temerlyth designed these to work in combination with the were arrow traps near the entry hall to Silvermote, turning intruders into wererats and subjects for later experimentation. The position of all chandeliers are marked on the Map.



Mooncrystal Pedestal (CR 2)

The pedestal is 18 inches thick at its widest point; hardness 8; 40 hp each; AC 8. There are four such pedestals in

Silvermote made of an unearthly blue crystal of ancient elven origin. The pedestals are operated by a single crystal key composed of the same material, hidden in various rooms throughout Silvermote (Areas 8, 15, 18 and 23). Inserting a crystal key into each pedestal causes a mooncrystal bridge to appear in the appropriate chamber (Areas 9-12), providing access to Silvermote's central chamber (Area 26) and the moonfire soulstone (new artifact: see Extras below). All crystal keys must be in place for the moonfire soulstone itself to rise from the acid pool that contains it. Experience should be awarded for discovering the function of each pedestal.



Mooncrystal Key (CR 1)

Hardness 8; 20 hp; AC 8; crystal key explodes causing 4d6 damage to anyone within 10 ft. (DC 18 Reflex save

for half damage) if either the key or its corresponding bridge are destroyed. Experience should be awarded for finding each key. There are four scattered throughout Silvermote (each location is marked on the Map).



Mooncrystal Bridge (CR 2)

6 inches thick; hardness 8; 120 hp each; AC 8; the corresponding crystal key also explodes if its bridge is

destroyed (see above). There are four mooncrystal bridges in Silvermote. They are called by inserting each corresponding mooncrystal key into the pedestal for each room featuring a bridge (Areas 9-12). Mooncrystal bridges are 75% transparent and are composed of an unearthly blue crystal. None of the denizens of Silvermote will attempt to destroy them. Experience should be awarded for lighting each bridge.

TEMERLYTH'S SPELLBOOK AND ALGHEMIGAL FORMULAE

Mote: Alchemical Formulae in Boldface

Æ

<u>acid arrow</u> (2nd), <u>acid splash</u> (cantrip), <u>alchemical allocation</u> (2nd), <u>alter self</u> (2nd), <u>animate dead</u> (4th), <u>animate dead, lesser</u> (3rd), <u>arcane eye</u> (4th), <u>arcane mark</u> (cantrip), <u>arcane</u> <u>sight</u> (3rd)

B

beast shape III (5th), <u>bestow curse</u> (4th), <u>bleed</u> (cantrip), <u>blindness/deafness</u> (2nd), <u>blood</u> <u>biography</u> (3rd), <u>blood rage</u> (3rd), <u>blood</u> <u>transcription</u> (2nd), <u>blur</u> (2nd), <u>bomber's eye</u> (1st), <u>boneshatter</u> (4th), <u>break enchantment</u> (5th), <u>brow gasher</u> (2nd), <u>bungle</u> (1st), <u>burning hands</u> (1st)

G

<u>cause fea</u>r (1st), <u>charm monster</u> (4th), <u>charm</u> <u>person</u> (1st), <u>chill touch</u> (1st), <u>command undead</u> (2nd), <u>confusion</u> (4th), <u>control summoned</u> <u>creature</u> (4th), <u>crushing despair</u> (4th), <u>cure light</u> <u>wounds</u> (1st), <u>cure moderate wounds</u> (2nd)

₽

<u>dancing lights</u> (cantrip), <u>daze</u> (cantrip), <u>daze</u> <u>monster</u> (2nd), <u>decompose corpse</u> (1st), <u>deep</u> <u>slumber</u> (3rd), <u>defensive shock</u> (2nd), <u>defoliate</u> (2nd), <u>delay pain</u> (2nd), <u>delusional pride</u> (1st), <u>detect charm</u> (1st), <u>detect secret doors</u> (1st), <u>detect thoughts</u> (2nd), <u>detect undead</u> (1st), <u>dimension door</u> (4th), <u>disguise other</u> (2nd), <u>disguise self</u> (1st), <u>dispel magic</u> (3rd), <u>disrupt</u> <u>undead</u> (cantrip), <u>dominate person</u> (5th)

B

<u>ear-piercing scream</u> (1st), <u>endure elements</u> (1st), <u>endure elements</u>, <u>communal</u> (2nd), <u>enervation</u> (4th), <u>expeditious retreat</u> (1st)

f

<u>false life</u> (2nd), <u>false life, greater</u> (4th), <u>familiar</u> <u>melding</u> (4th), <u>fear</u> (4th), <u>feather fall</u> (1st), <u>feeblemind</u> (5th), <u>fire breath</u> (2nd), <u>flaming sphere</u> (2nd), <u>flare</u> (cantrip), <u>floating disk</u> (1st), <u>fly</u> (3rd), <u>fog cloud</u> (2nd), <u>frigid touch</u> (2nd)

G

<u>gaseous form</u> (3rd), <u>gentle repose</u> (3rd), <u>ghostly</u> <u>disguise</u> (2nd), <u>ghoul touch</u> (2nd)

₩

<u>halt undead</u> (3rd), <u>haste</u> (3rd), <u>haunting mists</u> (2nd), <u>healing thief</u> (3rd), <u>heroism</u> (3rd), <u>hideous</u> <u>laughter</u> (2nd), <u>hold monster</u> (5th), <u>hold person</u> (3rd), <u>hold portal</u> (1st), <u>howling agony</u> (3rd), <u>hypnotic pattern</u> (2nd), <u>hypnotism</u> (1st)

I

<u>icicle dagger</u> (1st), <u>identify</u> (1st), <u>ill omen</u> (1st), <u>interrogation</u> (1st), <u>invisibility</u> (2nd)

J

<u>jump</u> (1st)

K

<u>knock</u> (2nd)

L

<u>levitate</u> (2nd), <u>light</u> (cantrip), <u>locate object</u> (2nd), <u>lock gaze</u> (1st), <u>lover's vengeance</u> (3rd)

M

<u>mage armor</u> (1st), <u>mage hand</u> (cantrip), <u>magic</u> <u>aura</u> (1st), <u>magic missile</u> (1st), <u>magic mouth</u> (2nd), <u>magic weapon</u> (1st), <u>memory lapse</u> (1st), <u>mending</u> (cantrip), <u>message</u> (cantrip), <u>mind fog</u> (5th), <u>mnemonic enhancer</u> (4th), <u>moment of</u> <u>greatness</u> (1st), <u>moonstruck</u> (4th)

N-0

<u>named bullet</u> (4th), <u>obscure object</u> (2nd), <u>open/close</u> (cantrip), <u>oppressive boredom</u> (2nd), <u>overland flight</u> (5th), <u>overwhelming grief</u> (4th)

₽

permanency (5th), plague carrier (5th), polymorph (5th), prestidigitation (cantrip), protection from arrows (2nd), protection from good, communal (2nd), pyrotechnics (2nd)

Q-R

<u>rage</u> (3rd), <u>ray of enfeeblement</u> (1st), <u>ray of</u> <u>exhaustion</u> (3rd), <u>ray of frost</u> (cantrip), <u>ray of</u> <u>sickening</u> (1st), <u>reckless infatuation</u> (3rd), <u>remove</u> <u>disease</u> (3rd), <u>resist energy</u> (2nd), <u>resistance</u> (cantrip), <u>restoration, lesser</u> (2nd), <u>restore</u> <u>corpse</u> (1st), <u>retrieve item</u> (2nd), <u>returning</u> <u>weapon</u> (2nd), <u>rope trick</u> (2nd)

8

<u>scare</u> (2nd), <u>scorching ray</u> (2nd), <u>scrivener's</u> <u>chant</u> (cantrip), <u>sculpt corpse</u> (1st), <u>sculpt</u> <u>simulacrum</u> (2nd), <u>see alignment</u> (1st), <u>see</u> <u>invisibility</u> (2nd), <u>shadow weapon</u> (1st), <u>share</u> <u>memory</u> (2nd), <u>shatter</u> (2nd), <u>shield</u> (1st), <u>shocking grasp</u> (1st), <u>shout</u> (4th), <u>silent image</u> (1st), <u>silverlight</u> (3rd), silvermist* (5th), <u>sleep</u> (1st), sotto voce (cantrip), <u>spark</u> (cantrip), <u>spectral hand</u> (2nd), <u>spider climb</u> (2nd), <u>steal voice</u> (2nd), <u>stone</u> <u>fist</u> (1st), <u>stoneskin</u> (4th), <u>suffocation</u> (5th), <u>suggestion</u> (3rd), <u>summon swarm</u> (2nd), <u>symbol</u> <u>of sleep</u> (5th)

T

touch of fatigue (cantrip), touch of idiocy (2nd), true strike (1st), twilight knife (3rd)

U

<u>unadulterated loathing</u> (3rd), <u>undead anatomy</u> I (3rd), <u>undead anatomy</u> II (5th), <u>unerring weapon</u> (1st), <u>universal formula</u> (4th), <u>unnatural lust</u> (2nd), <u>unprepared combatant</u> (1st), <u>unseen servant</u> (1st), <u>unshakable chill</u> (2nd)

ď

<u>vampiric touch</u> (3rd), <u>vanish</u> (1st), <u>ventriloquism</u> (1st), <u>vermin shape</u> I (4th), <u>vomit swarm</u> (2nd)

₩–2

<u>water breathing</u> (3rd), <u>waves of fatigue</u> (5th), <u>web</u> (2nd), <u>youthful appearance</u> (1st)

* New spell see Extras section.



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