



GRAVE UNDERTAKINGS

THE TOMB OF CARAGTHAX THE REAVER

Revised

A CHILLING ADVENTURE
FOR 4-6 PLAYERS OF
3RD-7TH LEVEL



PATHFINDER®

ROLEPLAYING GAME COMPATIBLE

GRAVE UNDERTAKINGS:

THE TOMB OF

CARAGTHAX THE REAVER

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INTRODUCTION

Where do I begin? The Tomb of Caragthax was one of our very first products, and our first 'adventure.' I have always loved PJ Harn's deviousness when designing the tomb and its inhabitants. Unfortunately, when we first started, our capabilities were much less than what we can do now as a publisher, so naturally I have longed to go back and give this a much needed facelift and revision.

The revised version of The Tomb of Caragthax is a tribute to our fans and the myriad number of people who have played (and died) through this at conventions. The look of horror on their faces as they realize what is transpiring is absolutely priceless. More blood has been shed in The Tomb of Caragthax than any other adventure we've ever produced. Even so, it was poorly received initially because of our inexperience and low production values at the time.

We decided to go back and breathe some more (un)life into this book for our fans and give it more options and even an entirely new sub-level. New art, new writing and design, new cartography, and, hopefully, new victims are all to be claimed by this updated and expanded version.

– Brian Berg

CARAGTHAX LIVES!

I'd like to offer a quick word of thanks to Brian for giving me the chance to put pen to paper once again for TPK Games, and to PJ for trusting me enough to put his hideous mewling little gore-soaked baby into my loving care. I hope I do them both proud by entertaining and/or killing as many PCs as possible – preferably as they shriek, gibber, and wet themselves at a crowded gaming table somewhere. Enjoy! *Remember, you're all just meat...*

–Tom Phillips

BACKGROUND

The ruthless warlord, Caragthax the Reaver, is known only in fragments of history. It is said that he terrorized many kingdoms with his horde of barbaric clansmen, raping and pillaging for many decades. The people lived in fear of his name and when the thunderous hooves of his horde's approach came, entire villages fled before his butcher's blade.

It came as some surprise when the mighty Caragthax suddenly fell deathly ill after one of his victory celebrations. Legend holds that his jealous lieutenants had conspired to murder him and poisoned his drinking horn in an attempt to claim his power for themselves. But devious Caragthax would have the last laugh.

As he lay at the brink of death, Caragthax gathered his lieutenants to his bedside and promised each of them a share of his riches and kingdoms of their own to rule as rewards for their loyalty. Unknown to his lieutenants, the clan's demon-worshipping holy men had painstakingly constructed a tomb for the legendary chieftain. At Caragthax's command, his lieutenants were led one-by-one from his deathbed down into a nameless cairn. There, the lieutenants encountered the undead guardian of Caragthax's tomb—a malevolent and unusually powerful crypt thing. The crypt thing used its dark magic to transport the surprised conspirators into individual holding cells, ironically decorated with a smattering of gold coins and a carved stone throne. Thus, Caragthax gave each of his treacherous lieutenants what they most wanted before he passed.

However, unknown even to Caragthax, further enchantments and necromantic spells had been placed upon the cairn to turn anyone who died within its walls into flesh-eating ghouls. Trapped inside their own vaults, the traitorous lieutenants slowly starved to death. Shortly after their death,



they rose again, ravenous for the flesh of the living, but still trapped in their lightless cells. Caragthax soon succumbed to the poison and joined the traitors in death. With great ceremony, the holy men entombed the legendary chieftain and then sealed the cairn forever. Unfortunately for Caragthax—and perhaps by the design of the holy men—the unhallowing of his tomb bled over to Caragthax as well, and due to his exceedingly cruel nature, Caragthax awakened as a unique and powerful cairn wight, trapped for all eternity inside his own monolithic stone sarcophagus. There he remains, waiting for someone foolish enough to free him once more.

OBJECTIVE

In this Grave Undertaking, the players characters (PCs) find the opening of a long forgotten cairn. Upon entering, they are soon separated when they encounter the crypt thing. While separated, the PCs each find themselves trapped alone inside a burial cell, and they must each fight for their lives against a ravenous ghoul.

With the PCs individually teleported into random chambers, it becomes more difficult to face their foes as a team, adding tension to the PCs as they not only fight to survive, but attempt to save their friends. Even if the

PCs survive their solo encounters, they must still regroup to defeat the crypt thing and the interred chieftain Caragthax – whose rest they have just disturbed.

A battle with the great butcher Caragthax ensues, and with luck the PCs might be able to dispatch him. Of course, the Reaver's spirit does not rest easily. Once his undead form is slain, his body dissolves into a ghostly black mist that sinks immediately into an iron grating in the floor. An instant later, the entire burial chamber collapses, dumping the PCs into a heretofore unknown series of halls and chambers created by Caragthax's fiendish holy men.

As the PCs make their way through the newly revealed crypts, they must face devious traps and terrible monstrous guardians. As they piece together clues, the PCs soon come to realize the true horror of their situation. Unless they can find and claim the sword of Caragthax's long dead rival, Ulric Feralbane, and use it to slay Caragthax's slowly reassembling spirit, the Reaver will soon be reborn as a true demon and will walk the world once again, leaving death and ruin in his unholy wake.

CHALLENGE RATING: DEADLY

The Tomb of Caragthax the Reaver is a deadly scenario intended for four PCs of 5th level, but is scalable for 4–6 PCs of 3rd–7th level. A 'Deadly' Grave Undertaking can easily mean the death of an entire party of PCs. It will take an extraordinary amount of skill and ingenuity to successfully navigate this adventure.

- PCs should begin Part 1 as 5th level characters.
- PCs should advance to 6th level at the beginning of Part 3.

PLAYER HOOKS

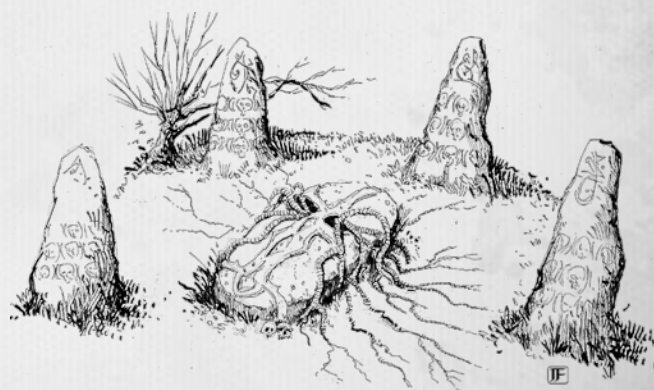
Hook 1: The Missing Girl

The tiny village of Greenbarrow lies less than a mile from Caragthax's tomb. As the PCs pass through the village, the desperate villagers beg the aid of the PCs. A young girl from the village named Casidora has gone missing. Her trail leads to the crest of one of the many barrow hills that dot the local landscape.

Casidora, a very brave and foolishly curious young girl, went to explore the mound and fell into a sinkhole. When her head finally cleared from the fall, the girl continued into the cairn and soon found herself face to face with the crypt thing and was promptly teleported into one of the ghoulish chambers, where she was slain.

Shortly thereafter, the villagers followed the girl's trail and found the hole. Five brave men immediately crawled down into the hole, hoping to rescue the lost girl.

Unfortunately, the men fell afoul of the crypt thing's teleportation magic as well, and were each eaten alive by the entombed ghouls. The remaining villagers are too frightened to enter the tomb. They offer the PCs a 1,000 gold piece reward to enter the tomb to rescue the girl and her would-be rescuers.



Hook 2: Down The Hole

While traveling to another destination, the PCs decide to camp on top of one of the numerous barrow hills in the region. That

night, one of the PCs notices a sinkhole atop the hill. When the PC peers into the hole, he is surprised to see ancient stonework. Is this a forgotten noble's tomb? Perhaps treasure awaits?

Hook 3: Seeking Caragthax

A sage or historian from a distant city asked the PCs to travel to the site, where she believes a great warlord of ages past was buried. She seeks evidence that Caragthax truly existed, be it tomb rubbings from the walls of his crypt, or even better, actual artifacts that once belonged to the infamous Reaver. The historian has offered a 1,000 gp reward for such evidence, as she is chronicling the history of the area in a new book.

PART I: THE TOMB

Noticing The Cairn

Yet another barrow-hill rises ahead in the distance, though this one seems slightly different from the scores of such hills you've passed while travelling through this quiet, pastoral region. Crowning the top of this barrow-hill, in a nearly perfect circle, are eight large gray-green standing stones, each about three feet in diameter. Four of the stones barely jut from the ground, and the other four are about the height of a tall man. In the center of these strange stones stands a larger stone, about eight feet in diameter. Unlike the stones that surround it, the central stone is a solid lusterless black, about 12 feet tall, and has faint but obvious markings chiseled into it.

GM Note: Let the PCs make perception checks to search the area and learn more. Dwarves with the stonecunning racial trait add +2 to this roll.

DC 10 The huge stones are partially buried in the earth.

DC 12 These are standing stones. Though they are extremely worn with age, they

have obviously been purposefully shaped and placed here.

DC 15 The standing stones are probably ancient markers with some sort of cultural or religious significance.

GM Note: PCs with Knowledge (engineering) or Knowledge (nature) may make skill checks to learn more. Dwarves with the stonecunning racial trait add +2 to this roll, too.

DC 15 The gray-green stones are common to the region, but the black central stone is not.

DC 20 The black stone is a meteorite fragment, and is not from this world.

If divination magic is used here, the standing stones and the surrounding earth radiate strong necromancy, transmutation, and evil.

The writing on the stone is archaic and foreign to the region, understood with a DC 15 Knowledge (history) or DC 18 Linguistics check. However, the only legible words are: "ward," "death," "evil magic," "flesh-eater," and "Reaver." Once this archaic language is identified, PCs with Knowledge (history) may make skill checks to learn more.

DC 12 This ancient language is different than the ancient form of the common tongue

once widely spoken in the region. It was likely spoken by a race of foreign invaders.

DC 15 This language was once spoken by a tribe of savage warlike humans who raided and ravaged this region some 2,000 years ago.

DC 20 The leader of these raiders was a legendary warrior-chieftain named Caragthax the Reaver. He was said to have been blessed by dark gods and invulnerable in battle

DC 25 After Caragthax brutally conquered these lands, it is said that his lieutenants betrayed and poisoned him, then entombed him in a secret cairn with his vast treasure hoard. Caragthax's cairn has never been

located, and the Reaver's treasures remain unclaimed.

Tomb Features

The cairn's walls, floors, and ceilings are lined with ancient, crudely hewn, slightly rounded stones of various sizes. These stones range in size from about 2 feet in diameter to nearly 10 feet in diameter. They are mortared together and set into the hard-packed earth. The rough stone walls are relatively easy to climb (Climb DC 15).

All of the doors in the cairn are made of solid stone. See the individual room description for further details on the doors.

Unless otherwise notes, halls have 10-foot ceilings and chambers have 15-foot ceilings.

Noticing the Hole

A ragged, two-foot diameter sinkhole has recently opened next to the large central standing stone. Peering deeply into the dark hole, you feel a light draft of cold air as an unnatural chill runs down your spine.

The slick, muddy hole descends 15 feet to area 1. PCs can attempt a DC 15 Climb check safely climb the narrow, mud-slick sinkhole. If a PC fails the check by 5 or more, he takes 1d6 points of damage from a tumbling fall.

1: CAIRN ENTRANCE (CR 3)

GM Note: When a living creature enters this area, they trigger an *alarm* spell that sends a mental warning to the crypt thing in the cairn's central chamber (area 2).

The recent sinkhole has breached what looks like an ancient man-made chamber. Though the floor is covered with about a foot of mud and rainwater, and hard-packed earth still clings to the walls and ceiling, ancient stonework is visible in many places. A narrow set of muddy stone stairs is set in the middle of the south wall. They gradually descend into utter darkness.

The stairs descend gradually 30 feet before reaching an ancient oak and iron door. If the PCs have darkvision, low-light vision, or light sources that allow them to see beyond 30 feet, they can see the door from the top of the stairs. Read the following when the PCs spot the door:

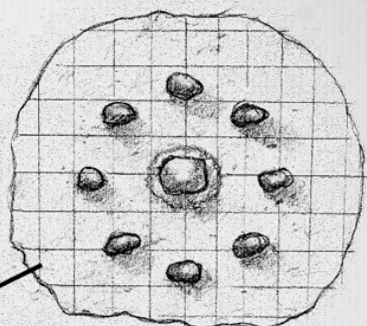
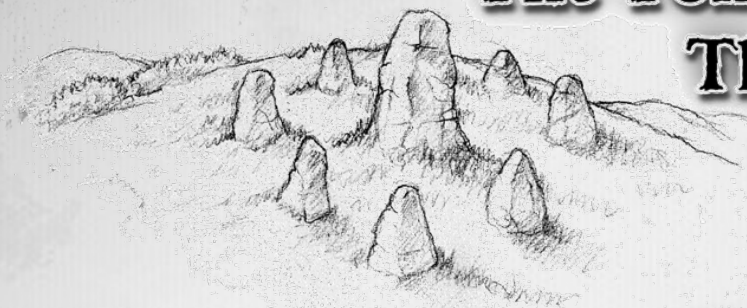
The ancient stone stairs descend sharply before ending in front of an ancient oak door, swollen with age and bound in rusty iron bands. A hopelessly corroded iron padlock is fused to the door. Though it's obvious the door hasn't been opened in centuries, the bottom portion of the door has rotted completely away, revealing a small opening and a glimpse into the quiet darkness beyond.

Mud and rainwater have accumulated on the stairs, making them dangerous to traverse. All of area 1 and the stairs leading to area 2 are considered difficult terrain. PCs descending the stairs must succeed on a DC 12 Reflex save or slip and tumble all the way to the bottom of the stairs, taking 1d6 points of damage.

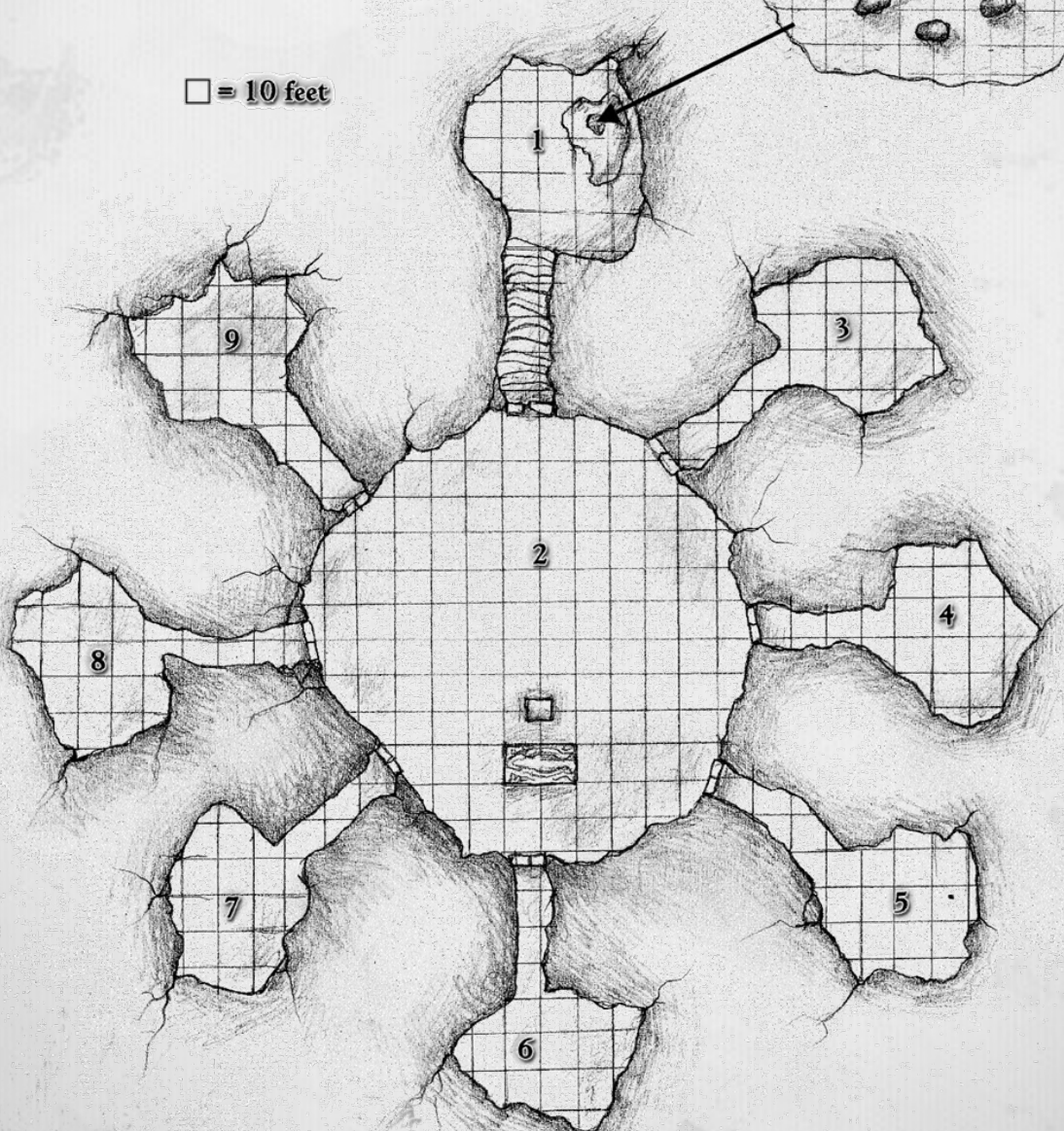
THE DOOR: The ancient padlock is no longer functional and the entire door is fused shut due to its advanced age. The door can be forced open with a DC 22 Strength check, opened with a *knock* spell, or battered down. It has a hardness of 5 and 40 hit points. A creature of Small size or smaller can wiggle through the opening on their belly as a move action. A lightly encumbered Medium-sized creature can do the same as a full round action with a successful DC 15 Escape Artist check.

The Tomb of Caragthax

The Reaver



□ = 10 feet



2: CENTRAL CHAMBER (CR 6 AND CR 7)

Beyond the ruined door is a very large, roughly circular chamber with seven stone doors equally spaced along its perimeter. A slightly rounded, cobweb-covered ceiling rises some 15 feet overhead. In the center of the chamber stands an over-sized stone chair, upon which sits a skeletal figure dressed in ancient, dust-covered chainmail. A polished black warhammer, its head forged to resemble a snarling goat-headed fiend, sits across the figure's lap. Directly behind the stone chair is an imposing stone sarcophagus.

CREATURE: The creature seated on the stone chair is a variant crypt thing, placed here by the holy men who constructed the cairn to act as its eternal guardian. Read the following if a PC approaches within 10 feet of the crypt thing, targets it with a ranged attack, or otherwise tries to harm it:

The skeletal figure suddenly lifts its head to regard you with a black eyeless gaze.

GM Note: Having been warned by the *alarm* spell (see area 1), the crypt thing has been holding its action, waiting for the PCs to enter this chamber. Since the crypt thing has been holding its action, it acts first. See the "Tactics" section immediately following the crypt thing's stat block to see how it reacts to intruders.

CRYPT THING

CR 6

XP 2,400

Variant Crypt Thing Cleric 2 (*Pathfinder RPG Bestiary 2*)

CE Medium Undead

Init +6; **Senses** darkvision 60 ft., low-light vision; Perception +19

Aura fear aura (DC 16)

DEFENSE

AC 26, touch 13, flat-footed 23 (+7 armor, +2 Dex, +6 natural, +1 dodge)
hp 66 (10d8+22)



Fort +7, **Ref** +6, **Will** +11; +4 vs. channeled energy

Defensive Abilities channel resistance +4; **DR** 10/bludgeoning or magic; **Immune** ability drain, bleed, death effects, disease, energy drain, exhaustion, fatigue, mind-affecting, non-lethal damage, paralysis, physical ability damage, poison, sleep, stunning, undead traits

OFFENSE

Speed 20 ft.

Melee +1 frost warhammer +13/+8

(1d8+5+1d6 cold/x3) or 2 claws +11 (1d8+4)

Special Attacks channel negative energy (5/day, DC 13, 1d6), teleporting burst (DC 19), touch of evil (1/day)

Cleric Spells Prepared (CL 2, +4 Concentration):

1 – bane (DC 13), entropic shield, murderous command (DC 13), protection from good

0 – (at will) bleed (DC 12), detect magic, guidance, resistance

Domains Evil, Ice

STATISTICS

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

Base Atk +7; CMB +11; CMD 24

Feats Ability Focus (Teleporting Burst), Alertness, Dodge, Improved Initiative, Lightning Reflexes, Weapon Focus (warhammer)

Skills Acrobatics -4, Bluff +7, Climb -2, Intimidate +14, Knowledge (arcana) +6, Knowledge (dungeoneering) +5, Knowledge (history) +6, Knowledge (religion) +6, Perception +19, Sense Motive +15, Spellcraft +6, Stealth +3

Languages Abyssal, Ancient Common

SQ cleric aura, dark blessing, spontaneous casting

Gear +1 chainmail, +1 frost warhammer, unholy symbol dedicated to various demon lords (a solid gold amulet studded with rubies, emeralds, and sapphires on a heavy iron neck-chain, worth 2,000 gp)

SPECIAL ABILITIES

Dark Blessing (Su) Once per day, the crypt thing can use a swift action to inflict 20 points of damage to itself and gain one additional use of its teleportation burst ability.

Fear Aura (Su): Foes within 10 feet must succeed on a DC 16 Will save or suffer the effects of a *fear* spell. Foes that successfully save are immune to the crypt thing's fear aura for 24 hours.

Icicle (Sp): Five times per day, the crypt thing can launch an icicle with a range of 30 feet as a ranged touch attack for 1d6+1 points of cold damage.

Teleporting Burst (Su): Once per day, the crypt thing can teleport all creatures within 50 feet of it. The crypt thing can only affect creatures of which it is aware and to which it has line of sight. A successful DC 19 Will save negates this effect. The save DC is Charisma-

based. For the purposes of this scenario, the affected PCs are teleported into the individual chambers surrounding the central chamber (areas 3 – 8), as described in the “Tactics” section below.

Touch of Evil (Sp): Five times per day, with a successful melee touch attack, the crypt thing can sicken a target for 1 round.

TACTICS: The crypt thing prefers to wait until at least three PCs enter the central chamber before targeting them with its teleporting burst ability. If the teleporting burst fails to teleport at least two PCs away, the crypt thing uses its dark blessing ability to inflict 20 points of damage on itself and gain another use of teleporting burst, which the crypt thing uses as its next action.

When a PC fails his save vs. the crypt thing's teleporting burst ability, they are randomly teleported into individual holding cells (areas 3 – 8). Roll 1d6 to determine the cell to which a PC is transported. Multiple PCs can appear in the same cell if you roll the same number. None of the PCs will be teleported into area 9.

Once the PCs are teleported into the individual holding cells, they must battle a ghoul trapped in the cell with them. If the PC defeats the ghoul, the PC must figure out how to escape the holding cell (see the “Stone Doors” section in the description of areas 3 – 8 for details).

If the PCs attack the crypt thing before at least three PCs enter the chamber, the crypt thing uses the tactics described below until more PCs enter its line of sight.

PCs that resist the crypt thing's teleporting burst ability must face the crypt thing in battle. The crypt thing then casts the following spells in this order: *entropic shield*, *protection from good*, *bane*, and *murderous command* (at the largest or most heavily armored PC). The crypt thing then tries to channel negative energy to harm the PCs (or heal itself if reduced to 30 hit points or less).

until a PC engages it in melee. If the PCs still refuse to engage it in melee, the crypt thing targets a different PC each round with its icicle ranged attack.

In melee, the crypt thing tries to use its touch of evil ability on the first PC it faces. It then fights with its enchanted warhammer until it is destroyed. The crypt thing only takes a 5-foot step each round so it can make full attacks. It also tries to hit a different PC each round if it can do so without taking more than a 5-foot step.

THE LEVER: There is a stone lever attached to the back of the crypt thing's stone chair. PCs with line of sight to the back of the stone chair automatically see the lever. The lever is currently in the up position. If the lever is pulled down (a move action), it opens all of the stone doors leading to areas 3 – 9. If the lever is pulled up again, it closes the doors. If the crypt thing is reduced to 20 hit points or less, it grows desperate and attempts to pull down the lever to release the ghouls from their holding cells (and any PCs trapped there as well). The ghouls move immediately into combat to support the crypt thing.

READ ALOUD TEXT OPTIONS

Read the following to any PC that falls victim to the crypt thing's teleporting burst ability:

Under the skeletal figure's gaze, your stomach turns and the world begins to spin before everything fades to black. Though somewhat disoriented, you can feel that your surroundings have changed. Wherever you are, it is completely dark. Worse, you feel a malevolent presence nearby. Your heavy breathing echoes off walls that feel too close, and the sick putrescence of decayed flesh assails your senses.

Read the following to any PC that resists the crypt thing's teleporting burst ability:

Gritting your teeth, you fight against the powerful dark magic that washes over you.

After what seems an eternity, the disorientation and darkness fall away and your senses return to normal. The skeletal figure's shoulders seem to almost shrug in annoyance as it levels its demon-headed warhammer at you.

SCALING THE ENCOUNTER

Update the crypt thing as follows if you need to raise its CR to challenge a higher level party.

- **CR 7** – Give the crypt thing the advanced creature simple template.
- **CR 8** – Give the crypt thing the advanced creature simple template and advance it to a 3rd level cleric.
- **CR 9** – Give the crypt thing the advanced creature simple template and advanced it to a 4th level cleric.

TREASURE: The only obvious item of treasure in the chamber is the gold amulet worn by the crypt thing as an unholy symbol. However, if the PCs search the stone chair, a successful DC 20 Perception check discovers a secret cache set into its seat. The small storage space holds a black velvet pouch containing 23 small black sapphires (worth 150 gp each), a silver rod studded with jade and moonstones (a *rod of escape*), and a bone scroll tube holding four spell scrolls (*breath of life*, *cure serious wounds*, *heroism*, and *lesser restoration*).

3 – 8: THE GHOUL CELLS (CR 3)

GM Note: These holding cells are utterly dark. Unless the PCs have darkvision or carry light sources, they cannot see.

This roughly hewn chamber is about 15 feet in diameter, with a 10-foot high ceiling, and a short 5-foot wide tunnel leading to a solid stone door. The door has no visible handle or obvious mechanism to open it from inside the chamber. The stench of death and rot is heavy here.

STONE DOORS: The stone doors can be opened from outside the holding cells normally. However, those trapped inside a cell are not so lucky. The doors can only be opened from inside the holding cell with a successful DC 25 Disable Device check or they must be forced open with a DC 28 Strength check.

Solid Stone Cairn Doors: hardness 10; hit points 100; DC 28 Str check to break or DC 25 Disable Device to unlock

CREATURES: These holding cells each contain a single advanced 4-HD ghoul. These savage, emaciated creatures are always hungry. Overcome by their insatiable lust for living flesh, they hoot, gibber, and howl when the lay eyes on any of the PCs.

ADVANCED GHOULS (6) CR 3
XP 800
CE Medium Undead (Pathfinder RPG Bestiary)
Init +6; **Senses** darkvision 60 ft.; **Perception** +9

DEFENSE

AC 14, touch 12, flat-footed 12 (+2 Dex, +2 natural)
hp 30 (4d8+8)
Fort +3, **Ref** +3, **Will** +6; +2 vs. channeled energy
Defensive Abilities channel resistance +2; **Immune** ability drain, bleed, death effects, disease, energy drain, exhaustion, fatigue, mind-affecting, non-lethal damage, paralysis, physical ability damage, poison, sleep, stunning, undead traits

OFFENSE

Speed 30 ft.
Melee bite +5 (1d6+1 plus disease and paralysis) and 2 claws +6 (1d6+1 plus paralysis)
Special Attacks disease (DC 14), paralysis (DC 14, 1d4+1 rounds, elves are immune)

TACTICS

During Combat The ghouls immediately attack any PCs teleported into their holding cell. Though intelligent, the ghouls are savage combatants and spend little thought on battlefield tactics.

Morale The ghouls fight to the death.

STATISTICS

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

Base Atk +3; **CMB** +4; **CMD** 16

Feats Improved Initiative, Weapon Finesse, Weapon Focus (claw)

Skills Acrobatics +4, Climb +8, Intimidate +9, Perception +9, Stealth +9, Swim +3

Languages Abyssal, Ancient Tribal Tongue

SPECIAL ABILITIES

Disease (Su): Ghoul Fever: Bite-injury; save Fort DC 14; onset 1 day; frequency 1/day; effect 1d3 Con and 1d3 Dex damage; cure 2 consecutive saves. The save DC is Charisma-based. A humanoid that dies of ghoul fever rises as a ghoul at the next midnight.

DEVELOPMENT: If the stone doors are opened, the ravenous ghouls spill out into the central chamber (area 2) and fight alongside the crypt thing and/or Caragthax. If the crypt thing is destroyed, all of the surviving ghouls attempt to flee the cairn. These ghouls eventually locate the nearby village of Greenbarrow and begin to prey on the hapless villagers. The ghouls abduct and devour one villager each night until they are tracked down and destroyed.

TREASURE: Each of the holding cells contains a scattering of 6d6 gp in ancient gold coins, left here on Caragthax's orders to mock his treacherous lieutenants for their greed.

When the demon-worshipping holy men led Caragthax's lieutenants into his burial cairn, the lieutenants were told they were going to attend a special ceremony and receive a blessing from their dark gods. Each of the lieutenants was ordered not to wear armor

nor carry their weapons into the cairn. However, two of Caragthax's more suspicious lieutenants defied this order and carried hidden weapons with them. Alas, these weapons did not help the treacherous lieutenants survive their entombment after their encounter with the crypt thing, so the weapons still lay inside two of the holding cells.

- **Area 4:** A +1 adamantite short sword lies on the floor. A successful DC 20 Perception check notices that this sword has a hollow storage space in its pommel containing a long forgotten potion of cure serious wounds.
- **Area 6:** A +1 undead bane light mace lies on the floor.

9: THE LOST GIRL (CR 3 AND CR 5)

CREATURES: This holding cell is identical to the other six holding cell chambers (3 – 8), however this cell holds the lost girl Casidora (from Plot Hook #1) and her ghoul creator. The stench of rot and decay found in the other holding cells is extremely powerful here. In fact, PCs that approach to within 10 feet of Casidora (see below) are subject to the effects of her stench ability.

When the crypt thing teleported Casidora here, the ghoul trapped here quickly slew her and began to devour her. However, before the ghoul could eat the dead girl's entire corpse, one of the brave villagers that entered the cairn to rescue Casidora was teleported into the holding cell as well. The ghoul quickly dispatched the disoriented man (who was foolishly unarmed) and proceeded to devour him instead. At midnight the following evening, Casidora's half-eaten corpse rose from the dead. Whether due to some untapped power possessed by Casidora, or the ancient insidious evil of the demon-cursed cairn, Casidora has indeed risen: as a leg-less ghast.

For the past two days Casidora has held court in this small holding cell. The ghoul who created her and devoured her legs is now her thrall, and she has been putting it through its paces—forcing it to comb her blood-tangled hair with its claws, lick her face clean of gore, massage her ragged leg-stumps, and other such tasks. She orders the pitiful creature to attack as soon as the PCs open the stone door.

Read the following after the PCs destroy the ghoul:

A young girl, her body drenched in blood and gore, sits on the small stone chair in the back of the holding cell. Both of her legs have been cruelly gnawed to mere stubs, and a shocking amount of mostly congealed blood has pooled beneath her. When she sees you, her fever-filled eyes lock onto yours. She then speaks in a tiny, pleading voice: "Please. Please ... help me. I don't think my legs work. Please carry me to mother."

Casidora remains seated on the stone chair and does not join the ghoul when it attacks. Instead, she does her best to play the part of a critically injured little girl so she can lure the PCs into a surprise attack. Allow her an opposed Bluff check against the PCs' Sense Motive skill. Because of her girlish stature and clothing, Casidora receives a +2 circumstance bonus to this roll. Those PCs she beats on the opposed check are automatically surprised when she attacks.

GM Note: PCs will likely become suspicious, especially when they are affected by Casidora's stench ability. Without overplaying your hand, try to pass the stench effect off as an effect of the foul-smelling room. After all, the holding cell still contains the blood- and gore-spattered remains of the brave villager that was killed and eaten by the ghoul.

ADVANCED GHOUL

CR 3

hp 30

Use stats on page 8.

CASIDORA

CR 5

XP 1,600

Young Advanced Leg-less Ghast (*Pathfinder RPG Bestiary*)

CE Small Undead

Init +0; **Senses** darkvision 60 ft.; Perception +13

Aura stench (DC 17)

DEFENSE

AC 13, touch 11, flat-footed 13 (+1 size, +2 natural)

hp 66 (6d8+30)

Fort +6, **Ref** +2, **Will** +11; +2 vs. channeled energy

Defensive Abilities channel resistance +2; **Immune** ability drain, bleed, death effects, disease, energy drain, exhaustion, fatigue, mind-affecting, non-lethal damage, paralysis, physical ability damage, poison, sleep, stunning, undead traits

Weaknesses leg-less

OFFENSE

Speed 5 ft.

Melee bite +6 (1d4+2 plus disease and paralysis) and 2 claws +7 (1d4+2 plus paralysis)

Special Attacks disease (DC 17), paralysis (DC 19, 1d4+1 rounds)

STATISTICS

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

Base Atk +4; CMB +5; CMD 15

Feats Ability Focus (paralysis), Iron Will, Toughness, Weapon Focus (claws)

Skills Acrobatics +2, Bluff +10, Climb +7, Escape Artist +6, Intimidate +13, Perception +13, Sense Motive +13, Stealth +13

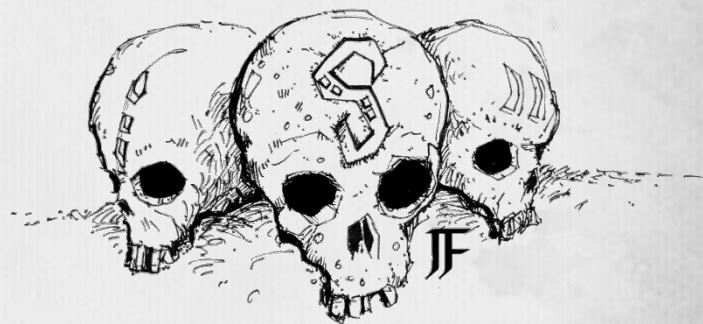
Languages Abyssal, Common

SPECIAL ABILITIES

Disease (Su): Ghoul Fever: Bite-injury; save Fort DC 17; onset 1 day; frequency 1/day; effect 1d3 Con and 1d3 Dex damage; cure 2

consecutive saves. The save DC is Charisma-based. A humanoid that dies of ghoul fever rises as a ghoul at the next midnight.

Leg-less (Ex) Casidora has no legs. She suffers a permanent –6 penalty to her Dexterity score (already calculated in her stat block), can only crawl 5 feet as a move action, and is always considered prone.





PART 2: CARAGTHAX RISES!

With the defeat of the crypt thing, the last vestiges of magic binding the Reaver to his sarcophagus disappears. For the first time in centuries, the undying Caragthax begins to stir.

GM Note: Even if the PCs decide not to open the sarcophagus, Caragthax eventually smashes his way to freedom 10 minutes after the crypt thing is destroyed. During this 10-minute period, if a PC places an ear on the sarcophagus' stone surface, a DC 30 Perception check enables the PC to hear a faint, rhythmic pounding coming from within the sarcophagus. This pounding grows steadily louder each minute, granting PCs a cumulative bonus of +2 to their Perception check to hear it with each passing

minute. After nine minutes, the pounding is loud enough for anyone in area 2 to hear without having to make a Perception check. After 10 minutes, Caragthax smashes the lid of the sarcophagus to pieces and attacks.

THE SARCOPHAGUS

This elaborate stone sarcophagus features a carved relief of a fearsome warrior holding a wickedly-curved, downward facing battle-axe. Words are engraved under the warrior's image in the same archaic language you saw on the standing stones at the top of the barrow-hill. The warrior's image appears many times over. Most of the scenes depict him in glorious battle, while other scenes depict him raising his axe and drinking horn in wild celebration, or standing proudly before a pile of cloven heads or a field of crucified enemies. A final scene depicts the

warrior being carried up a hill by a dozen robed men.

Many more words are engraved into the four sides of the sarcophagus – lines upon lines of poems, runes, and other writing – though these are in a stranger, more fiendish-looking script.

Stone Sarcophagus Lid: hardness 10; hit points 100; DC 28 Str check to lift and remove the stone lid

INSCRIPTIONS: A successful DC 18 Knowledge (history) or DC 20 Linguistics check enables a PC to decipher the script engraved under the warrior's image. If the PCs deciphered the ancient words on the standing stones at the top of the barrow-hill, they receive a +4 to this roll.

The words read:

Here lies Caragthax the Reaver, Scourge of the World.

The inscriptions along the side of the sarcophagus are written in Abyssal script. They may be read by anyone speaking that language or a DC 15 Linguistics check. However, due to the incredible amount of text, a separate Knowledge (arcane), Knowledge (history), Knowledge (religion), or Linguistics check is needed to gain any useful information. Each check takes 2 minutes to complete. Allow the PCs to make as many checks as they want until one of them makes the final DC 25 check.

DC 15 Much of the writing is unreadable gibberish or a series of vague threats, curses, and prayers to various demon lords and evil gods of war and slaughter.

DC 18 Several disconnected passages provide a historical overview of Caragthax's victories, and from these words you can estimate he died 2,000 years ago. While intended to be praise, the text generally depicts Caragthax as a depraved demon-worshipping butcher.

DC 20 Demons and demon lords are mentioned frequently, and with holy reverence. These evil creatures seem to be important to Caragthax and the mysterious robed men who built the cairn.

DC 25 After reading for what feels like a very long time, the following passage catches your eye:

No sword, nor spear, nor axe ever was able to bring down the Great Reaver. In the end, it was treachery and vile poison that laid Him low. Poisoned by his own sword-brothers, his greedy lieutenants! Still, Caragthax took his revenge and now laughs at death. Before the poison took him, we his dutiful servants, entombed his traitorous lieutenants alive for all eternity. Thus even on his death bed, the Reaver remained unvanquished.

The sarcophagus is made of very thick, heavy stone and weighs 10,000 pounds, making it nearly impossible to move. Its stone lid is heavy as well, but can be lifted and moved aside with a DC 30 Strength check. Up to six PCs can assist with this check.

A successful DC 18 Perception check allows a PC examining the sarcophagus to notice something interesting about the engraved scene that depicts Caragthax being carried up a hill by the robed men. The engraving appears to form a curious, slightly raised pattern in the stone. If the PC that makes this discovery has seen the golden amulet worn by the crypt thing (the crypt thing's unholy symbol), the PC automatically realizes that the face of the golden amulet matches this pattern perfectly.

If a PC places the crypt thing's amulet on top of the raised pattern, the amulet locks into place with an audible *click* and cannot be removed. One round later, the amulet begins to glow white hot, and anyone touching it at this point takes 1d6 points of fire damage with no saving throw.

The amulet continues to glow brighter and brighter for three more rounds before it completely disintegrates in a flash of blinding white light. At the same time, the sarcophagus' heavy stone lid dissolves in a spray of fine dust. All PCs within 20 feet of the sarcophagus when the lid disintegrates must succeed on a DC 20 Will save or be blinded for 1d4+1 rounds. PCs that succeed on the Will save are merely dazzled for 1 round.

Whether the stone lid is removed by force or vanishes when the golden amulet is placed on it, the result is the same: Caragthax is now free.

CARAGTHAX

Caragthax was transformed into a cairn wight shortly after he died 2,000 years ago, though he's been trapped inside his sarcophagus the entire time. Now he is finally free and his rage is all-consuming. He hates all sentient life, and seeks to end it in the most violent fashion possible. When Caragthax rises, read the following:

Amid the sound of grinding steel and creaking bones, an emaciated figure rises from the newly opened sarcophagus. Crazed and shrieking, the gaunt figure—wearing a horned helm and archaic half-plate armor—advances on the closest person to him. Claw-like hands clutch a wickedly curved battle-axe. His frigid breath stinks of dry, rotted meat, and his fiery blue eyes burn with a fierce, eternal hate.

CARAGTHAX

CR 7

XP 3,200

Unique Cairn Wight Fighter 4 (*Pathfinder RPG Bestiary*)

CE Medium Undead

Init +7; **Senses** darkvision 60 ft.; Perception +16

DEFENSE

AC 26, touch 11, flat-footed 25 (+9 armor, +3 Dex, +6 natural, -2 Power Attack)

hp 88 (4d10+4d8+44)

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

Immune ability drain, bleed, death effects, disease, energy drain, exhaustion, fatigue, mind-affecting, non-lethal damage, paralysis, physical ability damage, poison, sleep, stunning, undead traits

OFFENSE

Speed 20 ft.

Melee +1 human bane battleaxe +12/+7 (1d8+11/x3 plus energy drain) or slam +11 (1d4+10 plus energy drain)

Special Attacks energy drain (slam or weapon, DC 17, 1 level)

TACTICS

During Combat Caragthax leaps into action immediately, swinging his axe and cutting down the weakest-looking targets first, hoping to turn them into cairn wights. He continues to attack a PC until the PC drops, only then does he move on to attack a new victim. He always uses Power Attack and Vital Strike with each attack (already accounted for in his combat stats above), and Step Up to keep his victims within reach.

Morale Caragthax fights until he is destroyed.

STATISTICS

Str 22, **Dex** 16, **Con** —, **Int** 13, **Wis** 15, **Cha** 20

Base Atk +7; **CMB** +11; **CMD** 24

Feats Blind-Fight, Cleave, Improved Initiative, Lightning Reflexes, Power Attack, Skill Focus (Perception), Step Up, Vital Strike
Skills Acrobatics -2 (-6 jump), Climb +5, Intimidate +16, Knowledge (religion) +8, Perception +16, Sense Motive +10, Stealth +13; **Racial Modifiers** +8 Stealth

Languages Abyssal, Ancient Common

SQ create spawn

Gear +1 half-plate, +1 human bane battleaxe

SPECIAL ABILITIES

Create Spawn (Su) Any humanoid creature that is slain by a cairn wight becomes an ordinary wight itself in only 1d4 rounds. Spawn are under the command of the cairn wight that created them and remain enslaved until its death, at which point they become full-fledged and free-willed cairn wights. They do not possess any of the abilities they had in life.

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

SCALING THE ENCOUNTER

Caragthax is a mighty warlord of ages past. His physical form should not go easily. Adjust his abilities to truly challenge higher level PCs.

CR 8 – Advance Caragthax to a 5th level fighter.

CR 9 – Advance Caragthax to a 6th level fighter.

AFTERMATH

If the PCs are able to destroy Caragthax, read the following:

The undead warrior's body crumbles apart and its battle-axe and armor fall to the cold stone floor with a loud crash. The warrior's unholy remains quickly dissolve into a greasy black mist. The mist moves with an almost sentient purpose, and makes its way to the open sarcophagus. As the mist spills into the sarcophagus, countless spidery cracks suddenly begin to appear along the floor across the entire chamber. The entire chamber begins to vibrate as pieces of the floor begin to fall away, dropping into a yawning black abyss.

The destruction of Caragthax's undead form unravels the last remaining filaments of magic holding the floor of the cairn aloft. One round after Caragthax's defeat, the entire cairn collapses into a massive sinkhole.

However, instead of falling to their immediate doom, something strange happens. As the PCs fall, it's obvious that some magical force is slowing their descent. All of the dangerous rocks and debris falls quickly past them, though the PCs still fall faster than if under the effect of a *feather fall* spell. This is due to the will of the Black Monolith (see below). The semi-sentient Black Monolith wants the PCs to survive the fall so the newly reformed Caragthax can eventually feed on their souls.

It takes three rounds for a PC to fall to the ground in area 1 of the Unholy Reliquary. PCs who are unable to fly or cast *feather fall*, take 3d6 points of nonlethal damage when they hit the ground. A successful DC 15 Reflex save reduces this damage by 1d6.

GM Note: If the PCs did not collect the treasure hidden inside the crypt thing's stone chair in area 2 or Caragthax's enchanted battle axe or armor, the PCs find that those items—including the great stone chair—have fallen into area 1 of the Unholy Reliquary with them.

The PCs now find themselves trapped in the Unholy Reliquary. Here, in these Abyss-tainted halls and crypt-chambers, the PCs will eventually face Caragthax again in his new demonic form and hopefully defeat him once and for all.

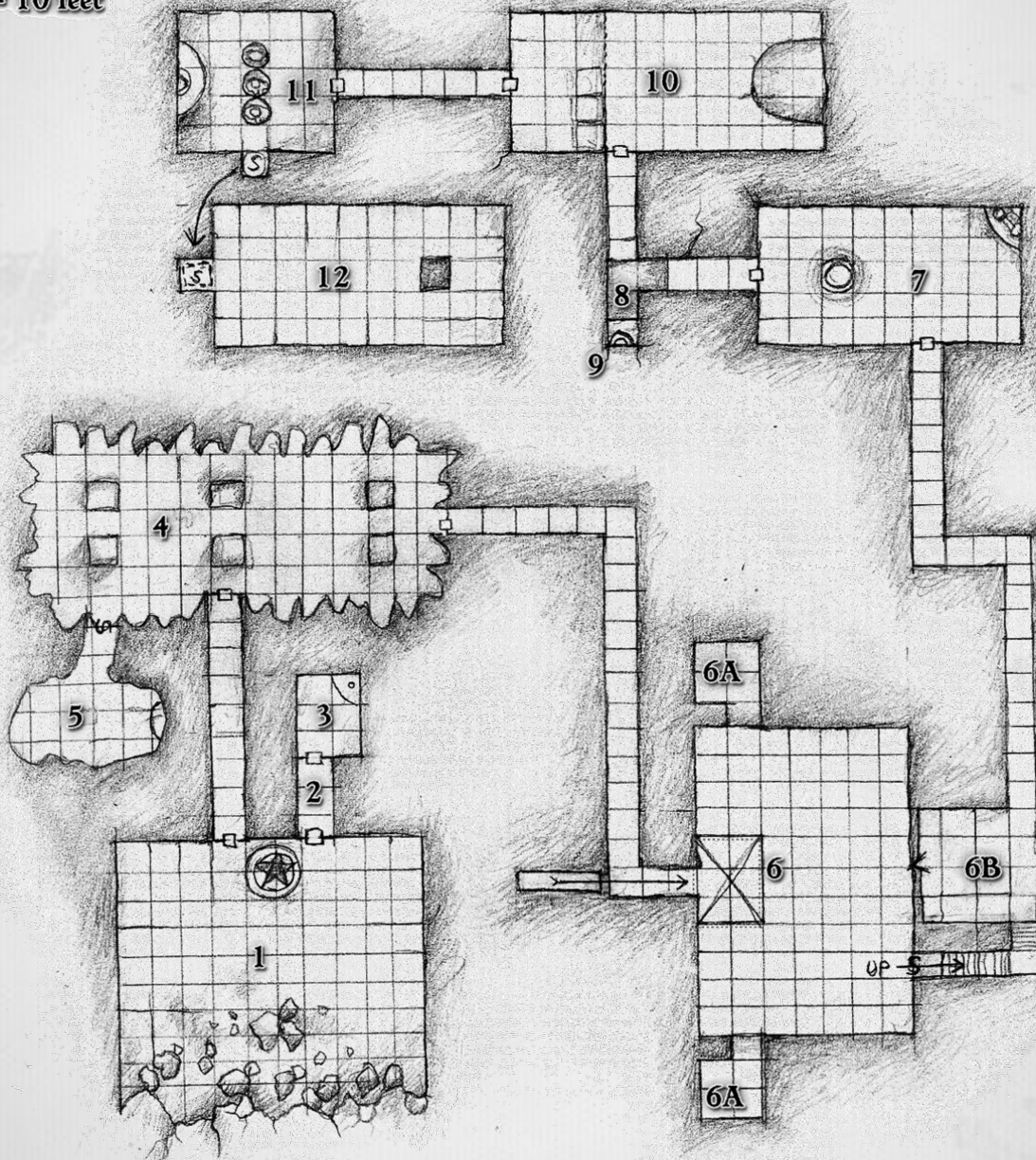
GM Note: PCs should be at least 6th level before beginning Part 3.

THE BLACK MONOLITH

The Unholy Reliquary was constructed over 2,000 years ago by demon-worshipping holy men serving under Caragthax. The site was built two decades before the holy men constructed Caragthax's crude cairn directly above it, and was used as a refuge and place of demonic meditation for the vile, scholarly demon-worshippers.

The Unholy Reliquary

□ = 10 feet



It was during these two decades of dark meditation, forbidden study, and communion with the terrible powers of the Abyss that the holy men foresaw Caragthax's rise to power as a human warlord, his mortal death and rise to unlife, and his eventual defeat 2,000 years later at the hands of the PCs. Desperate to prolong their master's legacy, the holy men invoked a powerful ritual that offered the twice-slain Caragthax a third chance to walk the world and drench it in blood and ruin.

After making unspeakable pacts with several powerful demon lords, the holy men were gifted with a chunk of magical stone quarried from one of the most remote layers of the Abyss. This tall, rectangular ebony stone—dubbed the Black Monolith by the holy men—had the power to transform the spirit of a recently slain evil creature into a true demon. This demon could then use the Black Monolith to seed others of its kind, breeding an unstoppable horde of demons native to the Material Plane. Shortly before Caragthax's mortal death, the holy men attuned the Black Monolith to his wicked soul by anointing it with his blood.

The Black Monolith, long a focus of Abyssal power, has waited 2,000 years with the unnatural patience of stone for Caragthax to die a second time. Upon his defeat at the hands of the PCs, the Black Monolith stirred to unholy life, causing the collapse of the cairn and triggering the massive sinkhole. It now calls to Caragthax, beckoning the Reaver's disembodied spirit toward a dreadful resurrection.

CORRUPTION AND STRANGE EFFECTS

The Unholy Reliquary is infused with the evil, corruptive, life-consuming power of the Black Monolith. This reality-warping magic has the following effects:

- Creatures and objects (including the reliquary's doors, stone work, and furnishings) do not age while inside the Unholy Reliquary, and all living

creatures are continually provided with life-sustaining nourishment as if they are wearing a *ring of sustenance*.

- PCs attempting to sleep inside the Unholy Reliquary are plagued by terrible nightmares of being lost in a vast barren landscape, where they are stalked and eventually eaten alive by demons. PCs attempting to sleep must succeed on a DC 14 Will save or they take 1 point of Wisdom damage and wake up with the fatigued condition.
- Creatures summoned into the Unholy Reliquary are immediately corrupted and their alignment changed to chaotic evil. Summoners must win an opposed Charisma check (a standard action) to maintain control of each summoned creature. A separate check must be made for each creature summoned. If the Charisma check fails, the summoned creature attacks the summoner and his companions. A summoner's eidolon is immune to this effect.
- When a PC receives magical healing of any kind while inside the Unholy Reliquary, the PC's skin and flesh is healed, but it retains a sickly pallid complexion—like the flesh of a corpse. Each time a PC receives an amount of magical healing equal to his or her total maximum hit points, the PC must succeed on a DC 18 Fortitude save or suffer one negative level. This negative level cannot be healed until the PC leaves the Unholy Reliquary.

RELIQUARY FEATURES

In stark contrast to the primitive cairn above, the Unholy Reliquary's walls, floors, and ceilings are hewn from solid rock. They are a uniform dull gray in color and are completely smooth and seamless.

Unless noted otherwise, all doors in the Unholy Reliquary are made of perfectly preserved, solid oak and do not have locks. All of them are carved to resemble grinning fiends.

Oak Doors: hardness 5; hit points 30

Unless otherwise noted, corridors have 8-foot ceilings and chambers have 20-foot ceilings.

1: ENTRY CHAMBER (CR 4)

Read the following when the PCs land in area 1:

The entire southern wall of this large chamber has collapsed in an enormous mound of rubble and debris. As the noise of the collapse subsides and the dust settles, you realize you have fallen hundreds of feet and are now in an enormous man-made chamber chiseled from the cold gray stone.

When you look up, there is no sign of the sinkhole through which you just fell. It is almost as if you were swallowed by a great earthen beast, whose gullet has now snapped shut.

The northern half of the chamber is undamaged and free of large pieces of debris. A 10-foot tall statue of an armored man wielding a wickedly curved axe—obviously Caragthax—stands against the middle of the north wall. Flanking the statue are two large oak doors, both carved to resemble grinning fiends.

PCs examining the statue that succeed on a DC 20 Perception check notice a series of tiny spidery runes etched into the statue that wrap around it dozens of times. The runes are in Abyssal script, readable to anyone who speaks Abyssal or anyone who succeeds on a DC 15 Linguistics check or DC 18 Intelligence check. It takes 5 minutes to read the entire message, which was left here 2,000 years ago by the demon-worshipping holy men to taunt the PCs.

We, the holy servants of Caragthax, applaud your powers of observation. Read these words and do with them what you may, though it will not save you in the end:

Sensible men take the longer path,

Which leads to the chattel tomb,

And if you survive the little teeth,

Remain penitent to avoid further doom.

Next, pass through a door, furtive and narrow,

To escape searing fang and marksman's arrow.

Then down a hall and through a door,

To face the Old Fool's heir.

Here you collect shards four,

Which float within the roiling air.

After leaving the Fool, go down a hall,

And past an ever-writhing fall.

Then face the fiend that is and is not a door.

Shun blood and snow if you can, and azure,

But sylvan's sweet hue you must not ignore.

To shirk worms and wall and reach the hall of gore.

*In this hall of mauling flesh and blood a-boil,
Soaked in red, shards re-forged prove crucial toil.*

You next meet the Liar and bronze ladies three,

Their molten hearts form tri-star key.

Then through silent night you descend

To meet the Reaver reborn, where your lives now end!

For with your ignominious defeat,

You deliver the Reaver more souls to eat.

CREATURES: One minute after the PCs arrive in area 1, a hunting party of three dossenuses burrows through the center of

the west wall. Attracted by the massive collapse, the ravenous creatures attack as soon as they spot the PCs.

Dossenuses are small, semi-intelligent subterranean pack hunters with a lumpy head, crab-like legs, and a giant mouth filled with jagged stony teeth. They are extremely tenacious and always hungry.

DOSSENUSES (3) CR 1

XP 400

N Small aberration (Pathfinder RPG Bestiary 4)

Init +0; **Senses** darkvision 60 ft.; Perception +5

DEFENSE

AC 12, touch 11, flat-footed 12 (+1 size, +1 natural)

hp 13 (2d8+4)

Fort +2, **Ref** +0, **Will** +3; +4 bonus vs. poison

Resist poison resistance

Weakness hydrophobia, light blindness

OFFENSE

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

Melee bite +4 (1d6+3/19-20)

Special Attacks devastating maw, sneak attack +1d6, swarming



STATISTICS

Str 12, **Dex** 11, **Con** 14, **Int** 3, **Wis** 10, **Cha** 5

Base Atk +1; **CMB** +1; **CMD** 11 (15 vs. trip)

Feats Improved Critical (bite), Weapon Focus (bite), Weapon Specialization (bite)

Skills Climb +17, Fly +2, Perception +5, Stealth +4; **Racial Modifiers** +8 Climb

Languages Aklo

SPECIAL ABILITIES

Devastating Maw (Ex) A dossenuse's bite bypasses hardness and overcomes DR as adamantine.

Hydrophobia (Ex) Dossenuses always fail swim checks, and are paralyzed if submerged in water (DC 15 Will negates).

Swarming (Ex) Dossenuses are used to living and fighting communally with other members of their race. Up to two dossenuses can share the same square at the same time. If two dossenuses occupying the same square attack the same foe, they are considered to be flanking that foe as if they were in two opposite squares.

2: HALL OF BLACK BLADES (CR 8)

This 30-foot long corridor ends at another oak door. Mounted on the walls here are ten black-bladed longswords. The swords look to be fused to the stone walls.

The ten black-bladed longswords are indeed fused to the very stone. Brute strength cannot pry them from the wall, though stone-altering magic can (such as *stoneshape* or *transmute rock to mud*). Five swords are mounted on each wall. A successful DC 10 Appraise or Craft (weapons) check identifies the swords as decorative pieces worth 5 gp each, and are not fit for combat. (If used in combat, they function as broken longswords.) However, the swords radiate faint enchantment magic.

Read the following when the door to area 3 is opened:

As the stone door creaks open, the sound of steel scraping on stone fills the air as the black-bladed swords slip away from the stone walls. Hovering in mid-air, the blades whirl about and then fly toward you!

CREATURES: The swords are animated objects, and spring to life as soon as the door to area **3** is opened. They attack any creature that remains inside the 30-foot long corridor. They do not pursue foes into areas **1** or **3**. If they are forcefully moved outside of the hallway (area **2**), their magic fails and the swords become non-animated decorative pieces once again.

BLACK BLADES (10) CR 2 **XP 600**

Variant Tiny Animated Object (*Pathfinder RPG Bestiary*)

N Tiny construct

Init +4; **Senses** darkvision 60 ft., low-light vision; **Perception** -3

DEFENSE

AC 22, touch 16, flat-footed 18 (+4 Dex, +2 size, +6 natural)

hp 10 (2d10)

Fort +0, **Ref** +4, **Will** -3

Defensive Abilities hardness 5; **Immune** construct traits

OFFENSE

Speed fly 40 ft.

Melee slam +6 (1d8/17-20)

Space 2.5 ft.; **Reach** 0 ft.

STATISTICS

Str 10, **Dex** 18, **Con** —, **Int** —, **Wis** 5, **Cha** 5

Base Atk +2; CMB +4; CMD 14

Skills Fly +8, Stealth +12

Feat Weapon Finesse

SQ black blade

SPECIAL ABILITIES

Black Blade (Ex) Black blades have the Weapon Finesse feat, deal damage as Medium-sized longswords, and achieve a

critical threat on a natural roll of 17 or higher.

3: THE INESCAPABLE ROOM (CR 5+)

GM Note: As soon as the door to this chamber is opened, the crazed dwarf Arendar charges the PCs and attacks. If the black blades in area **2** have animated, they may target Arendarthus if he enters the corridor.

As you open the large stone door leading into this chamber, a dwarf clad in filth-stained chainmail lurches into view. His tangled hair and beard are caked with old blood, and his angry red eyes are mirrors into pure madness. Shrieking incoherently, the dwarf raises his warhammer high and charges!

CREATURE: Arendar was a loyal retainer of Caragthax's rival Ulric Feralsbane (see area **7**). After Ulric's defeat, Arendar was subdued and imprisoned. After suffering cruel torture at the hands of Caragthax's evil holy men, they imprisoned the dwarf in area **3**. Kept alive for centuries by the Unholy Reliquary's preservation magic, the dwarf is now incurably insane and thoroughly corrupted by the presence of the Black Monolith.

ARENDAR THE MAD CR 5 **XP 1,600**

Dwarf Fighter 6

CE Medium humanoid (dwarf)

Init +1; **Senses** darkvision 60 ft.; **Perception** +2

DEFENSE

AC 21, touch 11, flat-footed 20 (+7 armor, +1 Dex, +3 natural)

hp 54 (6d10+24)

Fort +8, **Ref** +3, **Will** +4; +2 vs. poison, spells, and spell-like abilities

Defensive Abilities defensive training; **Immune** mind-affecting effects

OFFENSE

Speed 20 ft.

Melee +2 warhammer +12/+7 (1d8+7/x3)

Special Attacks hatred, weapon training abilities (hammers +1)

STATISTICS

Str 15, **Dex** 12, **Con** 17, **Int** 8, **Wis** 15, **Cha** 8

Base Atk +6; **CMB** +8; **CMD** 19 (19 vs. bull rush, 19 vs. trip)

Feats Cleave, Fight On, Fortified Armor Training, Great Cleave, Ironhide, Power Attack, Weapon Focus (warhammer), Weapon Specialization (warhammer)

Skills Acrobatics -2 (-6 jump), Intimidate +8, Perception +2 (+4 to notice unusual stonework, such as traps and hidden doors in stone walls or floors)

Languages Ancient Common, Dwarven

SQ greed, hardy, insane, slow and steady, stability, stonecunning

Other Gear +1 chainmail, +2 warhammer, amulet of natural armor +2

SPECIAL ABILITIES

Insane (Ex) Arendarthus suffers from insanity, and can no longer tell the difference between what is real and what is not. He takes a -4 penalty on all Wisdom- and Charisma-based skill checks, and cannot take 10 or 20. Each time he finds himself in a stressful situation (such as combat), he must make a DC 16 Will save or become confused for 1d6 rounds. Due to his mental state, Arendarthus is immune to all mind-affecting effects.

Read the following when the PCs enter area 3:

This small square chamber appears empty, save for a strange fountain carved from shiny green stone set in the northeast corner. Carved to resemble a laughing fiend, the fountain is full of crystal clear water.

This room has two traps: the entry door and the fountain.

THE DOOR (CR 2)

The Black Monolith (see area 12) produces a number of reality-warping effects in the Unholy Reliquary. One of these effects is focused on this door.

SLAMMING DOOR (TRAP)

CR 2

XP 600

Type mechanical; **Perception** DC 20; **Disable Device** DC 25

EFFECT

Trigger timed; **Reset** automatic

Effect One minute after the PCs first enter the room, the oak door automatically slams shut. PCs standing in a square adjacent to the door that succeed on a DC 20 Perception check notice the event and can attempt a DC 14 Strength check to catch the door and prevent it from slamming shut. If the door slams shut, the side of the door facing into area 3 immediately vanishes from existence. Due to the frayed fabric of reality, the door simply does not exist for anyone standing inside area 3. Instead of a door, the PCs will see a blank stone wall. Unless the PCs can batter through 10 feet of solid rock (hardness 8, hp 1,620), they are trapped. PCs standing in the hall (area 2) can see the door and open it normally.

GM Note: Yes, this is a devilish and unapologetically unforgiving trap.

The Fountain (CR 5)

The fountain radiates moderate conjuration magic if detected for. The water is indeed crystal clear and refreshing. However, anyone drinking the water triggers a magical trap.

SUMMONING FOUNTAIN (TRAP)

CR 5

XP 1,600

Type magic; **Perception** DC 26; **Disable Device** N/A

EFFECT

Trigger spell (triggered after drinking the water); **Reset** automatic

Effect Immediately after a PC drinks the water, the water inside the PC's stomach transforms into a small fiendish water elemental. The PC suffers an immediate 6d6 points of damage and is stunned for 1d4+1 rounds as the elemental forces itself out of the PC's stomach, through all of the PC's open orifices. A successful DC 18 Fortitude save reduces this damage by half and reduces the stunned condition to 1 round. It takes the fiendish water elemental 1 round to emerge from a PC, after which it attacks.

FIENDISH WATER ELEMENTAL CR 2

XP 600

NE Small outsider (elemental, extraplanar, water) (*Pathfinder RPG Bestiary*)

Init +0; **Senses** darkvision 60 ft.; Perception +4

DEFENSE

AC 17, touch 11, flat-footed 17 (+6 natural, +1 size)

hp 13 (2d10+2)

Fort +4, **Ref** +3, **Will** +0

Immune elemental traits; **Resist** cold and fire 5; **SR** 7

OFFENSE

Speed 20 ft., swim 90 ft.

Melee slam +5 (1d6+3)

Special Attacks drench, smite good (+2 dmg), vortex (DC 13, 10–20 ft.), water mastery

STATISTICS

Str 14, **Dex** 10, **Con** 13, **Int** 4, **Wis** 11, **Cha** 11

Base Atk +2; CMB +3; CMD 13

Feats Power Attack

Skills Acrobatics +4, Escape Artist +4, Knowledge (planes) +1, Perception +4, Stealth +8, Swim +14

Languages Aquan

SPECIAL ABILITIES

Drench (Ex) The elemental's touch puts out non-magical flames of Large size or smaller. The creature can dispel magical fire it touches as dispel magic (caster level equals elemental's HD).

Smite Good (Su) Once per day, the fiendish water elemental 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 gains a +2 damage bonus against that foe. This effect persists until the target is dead or the creature rests.

4: THE CRYPT (CR 3+)

This large chamber is obviously a crypt. Six square columns, completely covered with carvings of strange images and runes, support a low ceiling. Burial niches line all four walls, each set a few feet off the floor. Each niche is only a few feet high and just long enough to hold a prostrate human. Indeed, each niche appears to contain a humanoid body wrapped in fresh white burial linens.

The ceiling here is only 8 feet high. The text carved onto the columns is written in an ancient form of the common tongue, readable by anyone that speaks Ancient Common or with a DC 15 Linguistics check. The writing indicates that this is a tomb for the slave-workers of Caragthax, who built this underground reliquary and were sacrificed in his honor. The writing does not indicate if the workers' sacrifice was willing or not. The two easternmost columns are trapped (see below).

The bodies wrapped in the funerary linens are all dead male humans of varying ages. Each has a nasty gash across their neck from having their throat cut. These men were enslaved by the holy men and forced to construct the cairn above and the Unholy Reliquary. After completing their task, they were all ritually murdered and entombed here. The bodies are perfectly preserved due to the magic of the Black Monolith (as

described in the previous “Corruption and Strange Effects” section).

DEVELOPMENT: As soon as PCs enter this chamber they are likely seen by the ever-watchful mummified jinkin peering through the scrying mirror in area 5. If the PCs are carrying light sources, the jinkin automatically spot them. Otherwise, they only spot the PCs if they succeed on an opposed Perception vs. Stealth check. Two rounds after they spot the PCs, the jinkin attack as described in area 5.

The secret door leading to the jinkin lair is difficult to detect (Perception DC 30).

TRAPPED COLUMNS (CR 3)

The two easternmost columns are trapped with a magical sound burst trap, which is triggered when the first PC more than 4 feet tall passes between them.

SOUND BURST TRAP CR 3 XP 800

Type magic; Perception DC 27; Disable Device DC 27

EFFECT

Trigger spell (triggered when a PC more than 4 feet tall passes between the columns);

Reset no reset

Effect spell effect (*sound burst*, 1d8 sonic damage plus stunned for 1 round, DC 13 Fortitude save negates stun); multiple targets (all targets within 10 feet of either of the columns)

5: TINY HORRORS (CR 8)

The ceiling of this small natural cave is barely three feet high. A round, heavy-looking mirror of highly polished silvery metal is propped up against the middle of the east wall.

CREATURES: Ten mummified jinkin guard this cave-like area. Created long ago during a gruesome demonic ritual, the jinkin have maintained a silent vigil over this room and the neighboring crypt (area 4) for the past

2,000 years. The shrunken mummified jinkin are each just under two feet tall. Each wears black funerary linens over their desiccated pale gray flesh.

The silver mirror against the east wall is a magical scrying device. Made of an alloy of silver and iron, it weighs a solid 300 pounds. The mirror functions as a *crystal ball with true seeing*, though it can only see into area 4.



MUMMIFIED JINKIN (10) CR 2 XP 600

Mummified Gremlin, Jinkin (Pathfinder RPG Bestiary 2, Pathfinder RPG Bestiary 4)

CE Tiny undead (fey)

Init +4; **Senses** darkvision 60 ft., low-light vision; Perception +6

Aura frightful presence (30 ft., DC 12)

DEFENSE

AC 22, touch 17, flat-footed 17 (+4 Dex, +2 size, +5 natural, +1 dodge)

hp 9 (1d8+5)

Fort +2, **Ref** +6, **Will** +4

DR 5/—; **Immune** undead traits; **SR** 12

Weakness electricity vulnerability

OFFENSE

Speed 30 ft.

Melee bite +6 (1d2)

Space 2.5 ft.; **Reach** 0 ft.

Special Attacks burst of vengeance, dust stroke, sneak attack +1d6

Spell-Like Abilities (CL 2, Concentration +4)

At will—*prestidigitation* (DC 12)

1/hour—*dimension door* (self plus 5 lbs. only)

TACTICS

During Combat Two rounds after they spot intruders, the jinkin attack. They use their *dimension door* spell-like abilities to surround and flank as many of the PCs as possible and use their burst of vengeance ability for the first two rounds of combat.

Morale They fight to the death, and pursue foes anywhere within the Unholy Reliquary.

STATISTICS

Str 7, **Dex** 19, **Con** —, **Int** 12, **Wis** 14, **Cha** 15

Base Atk +0; CMB +2; CMD 11

Feats Dodge, Overwhelm, Small But Deadly, Toughness, Weapon Finesse

Skills Bluff +6, Craft (traps) +7, Disable Device +7, Escape Artist +8, Perception +6, Sleight of Hand +8, Stealth +20, Use Magic Device +6; **Racial Modifiers** +4 Craft (traps), +4 Disable Device, +4 Stealth

Languages Abyssal, Undercommon

SQ tainted mummification

SPECIAL ABILITIES

Burst of Vengeance (Su) Twice per day, as a swift action, a mummified Jinkin can cast a *haste* spell on itself that lasts one round.

Dust Stroke (Su) Creatures killed by a mummified jinkin's natural attacks disintegrate into a cloud of dust and ash.

Tainted Mummification (Ex) Long years of mummification and living in close proximity to the Black Monolith have taken a toll on the undead jinkin's psyche. They no longer have the tinker spell-like ability.

TREASURE: Hidden behind the scrying mirror is a small storage niche in the wall. Here, the jinkin have hidden a small iron box containing 198 pp, three *potions of cure*

moderate wounds, a *potion of lesser restoration*, a *scroll of prayer*, and a *wand of heroism* with 16 charges. Though the 300-pound mirror can only scry into area 4, it is worth 800 gp as a curiosity and for its precious metal content.

6: MONSTROUS GUARDIANS, INSIDIOUS TRAPS (CR 8)

This large chamber has a very high ceiling. Though the walls are plain and unadorned, every square inch of the floor is covered with a bewildering array of strange, complicated engravings of arcane symbols and esoteric runes. The engravings glow with multi-colored motes of flickering, crackling light.

The ceiling here is 40 feet high. The glowing patterns carved into the floor are a red herring, meant to distract and slow down overly thoughtful intruders. A *detect magic* or *identify* spell identifies the glowing engravings as a harmless *prestidigitation* effect, as does a successful DC 11 Knowledge (arcana) or Spellcraft check. The glowing runes bathe the entire chamber in dim light.

PCs can find the secret door leading to Enziegga's room (area 6-B) with a successful DC 20 Perception check. The secret door is a 5-foot by 5-foot stone door that slides into the wall to reveal a narrow (5-foot wide) corridor that leads up a steep set of stairs to area 6-B.

The arrow slit in the middle of the east wall, from which Enziegga targets the PCs with her bow, is spotted with a successful DC 10 Perception check. It is located 15 feet off the floor. The arrow slit provides Enziegga with a bonus of +8 to her AC, +4 to all Reflex saves, +10 to Stealth checks, and effectively grants her improved evasion against any attack to which a Reflex save applies.

GM Note: As soon as the first PC enters this room, roll for initiative. The sliding block trap below "acts" on initiative order 10.

Here is a list of important events and the initiative round on which they occur:

Round 1: First PC enters the room.

Round 2: A silence effect covers a 30-foot length of the corridor, from the turn in the hall to the entrance to area 6. The sliding block begins to move.

Round 3: Enziegga (area 6-B) awakens from stasis.

Round 4: Enziegga pulls the red lever down, triggering the pit trap. The sliding block finishes moving and now blocks the entire 30-foot long hallway and the room's entrance.

Round 5: Enziegga pulls the red lever up and closes the pit trap's stone lid, possibly trapping one or more PCs inside the pit.

Round 6: If the forest drakes (area 6-A) have not yet been accidentally released by the PCs, Enziegga pulls another lever and awakens them from stasis. If the drakes are already awake, Enziegga begins targeting the PCs with her bow.

Round 7: The awakened forest drakes emerge from the side chambers and attack.

THE SLIDING BLOCK (CR 2)

One round after the first PC enters area 6, a silence effect (*silence*, CL 16) targets the 30-foot long hall leading into the chamber. At the same time, a 10-foot wide, 30-foot long block of solid stone disengages from the wall at the end of the hall and begins to move slowly to block the entire 30-foot section of hallway, up to the entrance to the chamber.

As soon as the block begins to move, the annis hag Enziegga (see area 6-B) awakens from magical stasis. She comes to her senses quickly and begins taking actions 1 round later.

SLIDING BLOCK (TRAP) CR 2

XP 800

Type mechanical; **Perception** DC 20 (though the block is silenced, PCs that succeed on a

DC 20 Perception check still notice it due to the vibrating floor) **Disable Device** DC 25

EFFECT

Trigger proximity; **Reset** manual

Effect The sliding block moves 10 feet per round. PCs struck by the block take 1d6 points of damage and are pushed 10 feet closer to area 6. Those struck by the block must also succeed on a DC 15 Reflex save or be knocked prone.

Pit trap (CR 2)

This pit trap is only triggered when the red lever in area 6-B is pulled down. If the red lever is pulled up again, the pit's heavy stone lid swivels shut. When closed, the lid can be forced opened with a DC 26 Strength check or a DC 20 Disable Device check. PCs can also destroy the stone lid by breaking it (hardness 8, 100 hit points).

PIT TRAP CR 2

XP 800

Type mechanical; **Perception** DC 25 **Disable Device** DC 20

EFFECT

Trigger touch (red lever in area 6-B); **Reset** manual (red lever in area 6-B)

Effect 20-ft. deep pit (2d6 falling damage); DC 20 Reflex avoids; multiple targets (all targets in a 10-ft.-square area)

6-A: SIDE CHAMBERS

GM Note: Permanent illusionary walls (*permanent image*, CL 16) hide the entrances to these two identical side chambers.

CREATURES: Each side room contains a single forest drake, the long-time hunting companions of the annis hag Enziegga (see area 6-B). Each has remained in magical stasis for the last 2,000 years.

If a PC interacts with either of the illusionary walls, both forest drakes immediately awaken from magical stasis and attack the following round. Additionally, Enziegga the annis hag can pull down the blue lever in area 6-B to awaken the drakes.

FOREST DRAKES (2)**CR 4****XP 1,200****LE** Large dragon (earth) (*Pathfinder RPG Bestiary 2*)**Init** +6; **Senses** darkvision 60 ft., low-light vision, scent; **Perception** +11**DEFENSE****AC** 17, touch 11, flat-footed 15 (+2 Dex, +6 natural, -1 size)**hp** 42 (5d12+10)**Fort** +6, **Ref** +6, **Will** +4**Immune** acid, paralysis, sleep**OFFENSE****Speed** 30 ft.**Melee** bite +8 (1d8+4), tail slap +3 (1d8+2)**Space** 10 ft.; **Reach** 10 ft.

Special Attacks acidic cloud

TACTICS

Before Combat The cunning drakes are aware of the illusionary walls and attempt to strike with surprise from behind the illusions on the first round of combat. If the target PC is unaware of the illusionary wall, the drakes make an opposed Stealth vs. Perception check to attack with surprise. The drakes receive a +4 to this roll due to the illusionary wall.

During Combat The drakes each open combat by spitting an acid cloud, trying to affect as many PCs as possible. They always chose to spit an acid cloud if the attack is available. If the acid cloud attack is not available, the drakes engage the closest PC in melee. The drakes employ their speed surge ability for their first three melee attacks.

Morale Though not enchanted with a geas like Enziegga, the forest drakes are utterly loyal to her and fight to the death as long as she lives. If Enziegga is killed, the forest drakes flee the chamber. Thereafter, they fight to the death if cornered.

STATISTICS**Str** 19, **Dex** 14, **Con** 14, **Int** 9, **Wis** 11, **Cha** 12**Base Atk** +5; **CMB** +10; **CMD** 22**Feats** Improved Initiative, Power Attack, Skill Focus (Perception)**Skills** Fly +8, Intimidate +9, Perception +11, Stealth +6, Swim +20**Languages** Draconic**SQ** aquatic adaptation, speed surge**SPECIAL ABILITIES**

Acidic Cloud (Su) A forest drake can, as a standard action, spit a ball of acid that bursts into a cloud on impact. This attack has a range of 60 feet and deals 4d6 points of acid damage (Reflex DC 14 half) to all creatures within the resulting 10-foot-radius spread. The cloud remains for 1d4 rounds once created, acting as a 10-foot-radius obscuring mist (it no longer causes damage), but a strong wind disperses it in a single round. Once a forest drake has used its acidic cloud breath, it cannot do so again for 1d6 rounds. The Reflex save is Constitution-based.

Clipped Wings (Ex) The forest drakes' wings are clipped; they cannot fly.

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

6-B: ENZIEGGA'S ROOST

This small room's only furniture is a large oak sea chest set against the middle of the north wall. A narrow arrow slit in the middle of the east wall offers a clear and elevated view of the large chamber to the west. Protruding from the wall, just to the right of the arrow slit are two iron levers, each about a foot long. One is painted red, the other blue.

LEVERS: It requires a move action to move a lever to the up or down position. The levers function as follows:

Red:

- **Down:** Opens the pit trap in area 6.
- **Up:** Closes the pit trap in area 6.

Blue:

- **Up:** Creates illusionary walls that cover the entrances to the small side rooms (area 6-A).
- **Down:** Removes the illusionary walls covering the entrance to the small side rooms (area 6-A) and frees any creature in the small side room (area 6-A) from magical stasis.

CREATURE: For the last 2,000 years an annis hag ranger named Enziegga has been held in magical stasis in this small room. Enziegga was hired by the demon-worshipping holy men, who then placed her under the effect of a *geas* spell (CL 16). The wording of the *geas* forces her to guard here until she slays the first group of intruders to enter area 6.

In ancient times, Enziegga and her forest drake companions (see area 6-A) were notorious human-hunting mercenaries and assassins. She even served as a scout and occasional assassin for Caragthax during several of the Reaver's military campaigns. Enziegga hopes to continue this way of life once she fulfills the wording of her *geas*.

GM Note: Remember, the arrow slit provides Enziegga with improved cover; she receives a bonus of +8 to her AC, +4 to all Reflex saves, +10 to Stealth checks, and effectively gains improved evasion against any attack to which a Reflex save applies. These bonuses have not been calculated into her stat block.

EZIEGGA
XP 3,200

CR 7



Annis Hag Ranger 2 (Pathfinder RPG Bestiary 3)
CE Large monstrous humanoid
Init +1; **Senses** darkvision 60 ft.; Perception +15

DEFENSE

AC 20, touch 10, flat-footed 19 (+1 Dex, -1 size, +10 natural)
hp 86 (9d10+36)
Fort +11, **Ref** +9, **Will** +6
DR 5/bludgeoning; **SR** 17

OFFENSE

Speed 40 ft.
Melee bite +15 (1d6+7) and 2 claws +15 (1d6+7 plus grab)
Ranged mwk composite longbow (+5 Str) +10/+5 (2d6+5/x3)
Space 10 ft.; **Reach** 10 ft.
Special Attacks favored enemy (humans +2), rend (2 claws, 2d6+10)
Spell-Like Abilities (CL 9, Concentration +10) 3/day—alter self, fog cloud

TACTICS

During Combat Eziegga remains in area **6-B** and follows the round-by-round tactics noted in area **6**. She fights with her bow until she runs out of arrows or the PCs enter area **6-B**. If any humans are present, she focuses her attacks on them first. She then tosses her bow aside, casts *fog cloud*, and gleefully fights with tooth and claw. When forced into melee, Enziegga prefers to meet her foes in area **6-B** at the top of the narrow stairway leading to her roost (where she also gains a +1 bonus to attack rolls for higher ground). She pursues foes relentlessly anywhere inside the Unholy Reliquary.

Morale Eziegga fights to the death, knowing she must destroy the PCs to fulfill the wording of her *geas*.

STATISTICS

Str 25, **Dex** 12, **Con** 18, **Int** 13, **Wis** 13, **Cha** 10

Base Atk +9; **CMB** +17 (+21 grapple); **CMD** 28

Feats Alertness, Blind-Fight, Great Fortitude, Intimidating Prowess, Point-Blank Shot, Precise Shot, Weapon Focus (longbow)

Skills Acrobatics +9 (+13 jump), Bluff +7 (+9 vs. humans), Diplomacy +7, Intimidate +19, Perception +15 (+17 vs. humans), Sense Motive +3 (+5 vs. humans), Stealth +9, Survival +1 (+3 vs. humans, +2 to track)

Languages Ancient Common, Draconic, Giant

SQ combat styles (archery), track, wild empathy

Other Gear mwk composite longbow (Str +5), quiver with 20 arrows

TREASURE: The sea chest in area **6-B** is unlocked and holds Enziegga's treasures—her payment for guarding this chamber from intruders. The chest contains 800 gp, assorted gemstones worth another 3,000 gp a *carpet of flying* (5-ft. x 5-ft.), a *ring of free action*, a *wand of lesser restoration* (7 charges), two *potions of cure serious wounds*, and a *potion of protection from energy (fire)*.

7: ULRIC AND SHARDS (CR 4 AND CR 3)

The air of this large chamber vibrates with energy, making the hair on your arms stand on end. To the west is the obvious source of this disturbance: a stationary 10-foot diameter cloud of roiling black, silver, and red mist hovers a few inches off the ground. Arcs of black energy dance away from the cloud like tiny bolts of dark lightning.

A great stone chair sits in the northeast corner of the chamber. Seated upon the chair is what appears to be the disembodied spirit of an elderly, sad-faced man. As the spirit's eyes meet yours a single word forms telepathically in your mind: "Beware!"

An instant later, a horribly disfigured armored man shambles forward from behind the roiling energy cloud. Sword raised high, the bloody, broken man emits a terrible, agonized scream as he rushes at you!

CREATURE: The disfigured man is Thadian, the eldest son of Ulric Feralsbane. After Ulric's fall, Thadian was captured by Caragthax's holy men who used his body for a series of torturous demonic rituals that slowly transformed him into a broken one. Irrevocably corrupted and kept alive by the power of the Black Monolith, Thadian now guards this chamber, in cruel mockery of his former life.

THADIAN

CR 4

XP 1,200

Broken Soul Human Fighter 3 (*Pathfinder RPG Bestiary 4*)

CE Medium humanoid (human)

Init +4; Senses Perception +5

DEFENSE

AC 22, touch 10, flat-footed 22 (+8 armor, +4 natural)

hp 37 (3d10+12)

Fort +8, Ref +1, Will +3

DR 5/—; **Resist** acid 5, cold 5, electricity 5, fire 5, sonic 5

OFFENSE

Speed 15 ft.

Melee +1 *longsword* +4 (1d8+4/19-20) and torturous touch –2 melee touch attack (2d6 plus 1d6 Dex damage and convulsions)

Special Attacks agonized wail (DC 11), baleful gaze (DC 11)

TACTICS

During Combat Thadian begins combat by emitting an agonized wail. He then charges the closest PC and fights with his longsword and torturous touch attack at the same time.

Morale Thadian fights savagely to the death.

STATISTICS

Str 17, **Dex** 10, **Con** 16, **Int** 4, **Wis** 10, **Cha** 12
Base Atk +3; CMB +6; CMD 16

Feats Ability Focus (torturous touch), Alertness, Diehard, Endurance, Great Fortitude, Improved Initiative, Iron Will, Step Up, Toughness, Weapon Focus (longsword)

Skills Acrobatics –5 (–13 jump), Climb +2, Intimidate +14, Perception +5, Sense Motive +2, Stealth –5; **Racial Modifiers** +8 Intimidate

Languages Ancient Common

SQ torturous touch

Other Gear +1 iron lamellar armor, +1 longsword

SPECIAL ABILITIES

Agonized Wail (Su) As a standard action, Thadian can emit a terrible wail, forcing creatures that remain within 120 feet to become shaken (DC 11 Will save negates).

Baleful Gaze (Su) Creatures within 60 feet of Thadian must succeed at a DC 11 Fortitude save or take 1d4 points of Strength, Constitution, and Charisma drain. Whatever the result of the saving throw, a creature cannot be affected by Thadian's baleful gaze again for 1 minute.

Torturous Touch (Su) Thadian's touch attack causes hideous, painful wounds to rip open in the target's body. This touch deals 2d6 points of slashing damage and 1d6 points of Dexterity damage, and causes the touched creature to fall prone in a fit of convulsions and be dazed for 1d4 rounds. A successful DC 13 Fortitude save negates the Dexterity damage and the convulsive fit.



ULRIC'S GHOST

The disembodied spirit seated on the stone chair is the ghostly reflection of Ulric Feralsbane. Ulric is not a true ghost, nor is he an undead creature. Due to the circumstances of his death and his powerful personality, he exists as a spiritual vestige of his former self. His spirit has held on tenaciously for the last 2,000 years, waiting for true heroes to appear. After he delivers his cryptic warning (see below), his role in this story is complete and his tortured spirit can finally move on.

After the PCs defeat Thadian, Ulric's spirit speaks to them telepathically:

As the disfigured warrior collapses in defeat, the ghostly man seated on the stone chair sighs deeply.

"Many thanks for laying my son to rest. Curse him not, for his body was stolen from him by the evil priests who built this terrible place ... Caragthax's demon-worshipping lap dogs!

My time is short ... I am Ulric Feralsbane, and in life I was Caragthax's greatest rival before his treachery laid me low. Now my spirit shall soon fade and I will take my place alongside my kinsmen in the hall of our forefathers.

Know that Caragthax will soon rise again, this time in truly monstrous flesh. Gather the four shards of my sword, Foecutter. Re-forge the blade in burning blood ... end the Reaver's reign."

With that, the ghost smiles grimly and then fades into nothingness.

THE ENERGY-CLOUD (HAZARD CR 3)

The roiling cloud of black, silver, and red mist is another physical manifestation of the reality-warping power of the Black Monolith. The holy men bound the energy-cloud here and placed the four shards of Ulric's sword *Foecutter* inside it to hide it from would-be heroes. The energy-cloud radiates strong necromancy and chaotic evil if either is detected for.

The energy-cloud is not a threat, unless a PC touches it or moves into its space. A living creature that touches the energy-cloud takes 1d6 points of negative energy damage and must succeed on a DC 15 Fortitude save or be knocked 10 feet directly away and stunned for 1 round.

PCs studying the energy-cloud that succeed on a DC 12 Perception check can notice four silvery shards of metal floating lazily inside it. A successful DC 10 Craft (weapons) check

or DC 12 Intelligence check identifies these as the shards of a broken sword of some kind.

Only a living creature can grab a shard and pull it free from the energy-cloud. Doing so is a standard action and requires an unarmed strike against AC 10. Each time a living creature touches the energy-cloud, the creature takes damage as described above.

Once all four shards are collected from the energy-cloud, it's obvious the shards form the blade of a longsword, though the pommel is nowhere to be seen (the sword's pommel is located in area 10).

8: THE WORM PIT (CR 8)

Up ahead, the corridor turns abruptly to the south. However, the entire corridor is blocked by an open pit full of writhing iron maggots. The pit extends down the corridor, and past the turn to the south.

The L-shaped pit is 10 feet deep with perfectly smooth walls.

CREATURES: The writhing iron maggots are an iron rot grub swarm—dreadful constructs created by Caragthax's holy men. Though made of solid iron and not living creatures, the iron rot grubs act and fight exactly like a normal rot grub swarm. The iron rot grubs cover the entire bottom of the pit to a depth of about a foot. They cannot climb, so the swarm cannot leave the pit. However, any creature entering the pit is subject to immediate attack.

IRON ROT GRUB SWARM CR 8

XP 4,800

Variant Rot Grub Swarm (*Pathfinder RPG Bestiary 3*)

N Fine construct (swarm)

Init +2; **Senses** blindsense 30 ft.; Perception +0

DEFENSE

AC 26, touch 20, flat-footed 24 (+2 Dex, +6 natural, +8 size)

hp 90 (10d10+40)

Fort +11, Ref +5, Will +3

Defensive Abilities construct traits, swarm traits; **DR** 5/-; **Immune** ability damage, ability drain, bleed, disease, death effects, exhaustion, energy drain, fatigue, necromancy effects, nonlethal damage, mind-affecting effects, paralysis, poison, sleep effects, stunning, weapon damage, and any effect requiring a Fortitude save

OFFENSE

Speed 5 ft.

Melee swarm +10 (2d6 plus distraction and infestation)

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

Special Attacks distraction (DC 19), infestation

STATISTICS

Str 1, **Dex** 15, **Con** 18, **Int** —, **Wis** 10, **Cha** 1
Base Atk +7; **CMB** —; **CMD** —

SPECIAL ABILITIES

Infestation (Ex) Any living creature that takes damage from an iron rot grub swarm becomes infested unless it succeeds at a DC 19 Reflex save. On a failed save, the infested creature takes 1d4 points of Constitution damage per round as the iron rot grubs burrow through and consume its flesh—this effect continues as long as the victim remains in the swarm and continues for 1d6 rounds after it leaves the swarm. Any energy-based attack (including damage from negative energy) that deals at least 10 points of damage to the victim automatically destroys all of the iron rot grubs infesting it, ending the effect prematurely. Note that *remove disease* has no effect on an iron rot grub swarm. The save DC is Constitution-based.

9: THE GOLDEN FIEND

The corridor rises up from the pit of iron worms to form a corridor heading south that abruptly dead-ends. Affixed to the wall of the dead end is a large golden sculpture depicting the head of a monstrous creature

with horns and an open mouth full of sharp, jagged teeth. Set inside the fiend's open mouth are four glowing, different colored crystal knobs: blue, green, red, and white. A bronze plaque under the sculpture bears lettering in a strange, fiendish-looking script.

The inscription on the plaque is written in Abyssal script, readable by anyone speaking that language or a DC 15 Linguistics check. It reads:

If ye seek passage, risk my golden maw and press the hue that shares something in common with me.

The correct answer is “green” for the word green shares its first letter (“g”) with the word gold and the fiend-sculpture is gold in color.

The PCs must press the green crystal knob inside the golden fiend sculpture’s mouth to reveal the passage that will allow them to continue deeper into the Unholy Reliquary. Pressing any of the other colored knobs triggers a dangerous effect. The knobs only react to the touch of a living being.

Here are the consequences of pressing each colored knob:

- **Blue:** The fiend-sculpture’s mouth suddenly vomits forth a blast of water at the creature who just pressed the blue knob. The watery blast makes a single ranged touch attack at +8 against the creature that touched the knob. If the attack hits, the creature takes 1d6 points of damage and must succeed on a DC 15 Reflex save or be knocked 10 feet back and into the worm pit. Those falling into the pit take 2d6 points of damage from the fall and are subject to attacks by the iron rot grub swarm.
- **Green:** A block of solid stone, north of the worm pit slides silently away, revealing a corridor that continues to the north.

- **Red:** The fiend-sculpture's mouth snaps shut and makes a single melee touch attack at +8 against the creature that touched the knob. If the attack hits, the creature takes 2d6 points of piercing damage and must succeed on a DC 15 Reflex save or take 2d6 points of bleed damage as well.
- **White:** The dead end wall on which the golden fiend-sculpture is attached suddenly and violently moves 10 feet north, leaving only a 6-inch wide ledge between it and the worm pit. Anyone standing in the 10-foot section of hall in front of the fiend-sculpture takes 3d6 points of bludgeoning damage from being struck by the wall, are pushed 10 feet toward the worm pit, and must succeed on a DC 15 Reflex save or be knocked into the pit. Those falling into the pit take 2d6 points of damage from the fall and are subject to attacks by the iron rot grub swarm.

The fiend-sculpture is actually made of solid iron, and is merely encased in a thin sheet of gold. PCs that spend at least an hour scraping the gold away from the sculpture with a dagger or similar tool can collect 20 pounds of gold, worth 2,000 gp.

10: THE BLOOD FORGE

You have just walked into a nightmare. This entire chamber is covered with blood and the air reeks with intense heat and the iron tang of freshly spilt blood. Blood oozes from the very walls and drips down in constant rivulets, where it gathers along the sides of the chamber in clots of brownish-red sludge resembling a long, quivering scab.

In the middle of the east wall is the source of the room's intense heat: a great pool of boiling blood. Lying on the floor in front of

the pool is a sword pommel that looks like it's missing its blade.

The heat in the room produced by the pool of boiling blood is considered severe heat (see page 444 of the *Pathfinder RPG Core Rulebook*).

The blood effect on the walls and the scab-like deposits along the floor next to the walls are a permanent illusionary effect (*permanent image*, CL 16). In fact, the entire west wall is an illusionary wall, similar to the ones found in area 6. PCs that fail to disbelieve the illusions must treat the 5-foot section of floor next to the walls as difficult terrain due to the perceived scab-like growths.

CREATURES: Three living walls lurk behind the illusionary west wall. One round after the PCs enter the chamber, the living walls emerge from behind the illusionary wall and attack.

LIVING WALLS (3)

CR 4

XP 1,200

N Large construct (Pathfinder RPG Bestiary 4)

Init –4; **Senses** darkvision 60 ft., low-light vision; Perception +0

DEFENSE

AC 12, touch 5, flat-footed 12 (–4 Dex, +7 natural, –1 size)

hp 46 (3d10+30); fast healing 1

Fort +1, **Ref** –3, **Will** +1

DR 5/slashing; **Immune** construct traits; **Resist** acid 5, cold 5, fire 5

OFFENSE

Speed 10 ft.

Melee 2 slams +6 (1d8+4 plus grab)

Space 10 ft.; **Reach** 5 ft.

Special Attacks crushing push, push (slam, 5 ft.)

TACTICS

During Combat The living walls remain adjacent to each other throughout the combat so they can take advantage of their fleshy link ability. They use their push special attack to try and push the PCs to the east, with the ultimate goal of driving them into the pool of boiling blood.

Morale Mindless constructs, the living walls fight until destroyed.

STATISTICS

Str 18, **Dex** 3, **Con** —, **Int** —, **Wis** 11, **Cha** 1
Base Atk +3; **CMB** +8 (+10 bull rush, +12 grapple); **CMD** 14 (16 vs. bull rush)

Feats Improved Bull Rush^B

SQ fleshy link

SPECIAL ABILITIES

Crushing Push (Ex) A living wall adjacent to a creature that is also adjacent to a barrier (such as a dungeon wall, gate, or another living wall) can spend a standard action to crush that creature against the barrier, dealing 1d8+6 points of damage. If the living wall is grappling the target, as part of this attack it can attempt a free combat maneuver check to pin the target.

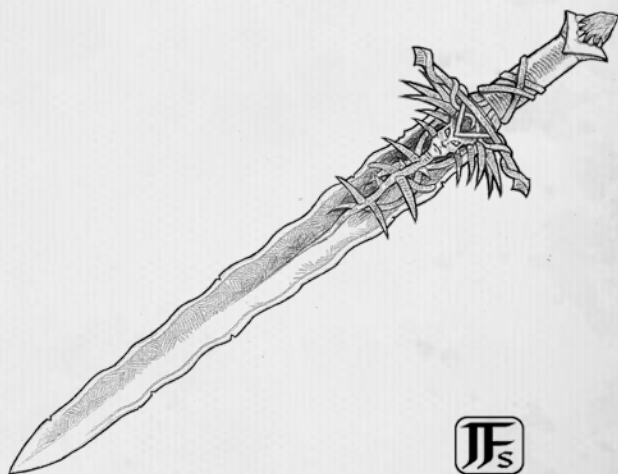
Fleshy Link (Ex) A living wall that is adjacent to another living wall automatically links with it, forming an impassible solid barrier. Linked living walls coordinate their attacks and move as one creature. Any linked wall can unlink itself as a free action. Any damage to one linked living wall is divided evenly among all linked living walls (for example, if three walls are linked and one takes 15 points of damage, each wall instead takes 5 points of damage). Two or three linked living walls count as a Huge creature for the purpose of effects affected or limited by size (such as bull rush), four or five count as Gargantuan, and six or more count as Colossal.

THE BLOOD FORGE

The pool of boiling blood radiates overwhelming enchantment and necromancy if such is detected for. PCs that

touch the boiling blood take 1d4 points of heat damage. PCs that become immersed in the pool or are driven into the pool by the living walls, take 4d6 points of heat damage each round and must succeed on a DC 15 Fortitude save or become dazed until they leave the pool due to the intense pain.

The sword pommel lying on the floor belongs to Ulric Feralsbane's sword, *Foecutter*. If the PCs drop the pommel and the four swords shards (from area 7) into the pool, the boiling blood in the pool is suddenly replaced by crystal clear water. At the same time, the temperature in the room drops to normal and all of the permanent illusions disappear. An instant later, the longsword *Foecutter*—now re-forged and in pristine condition—rises to the surface of the pool. The sword remains floating at the pool's surface until a PC grasps it. Any PC that handles *Foecutter* is automatically aware of the sword's name, history, and powers.



FOECUTTER

Slot none; **Aura** strong transmutation; **CL** 14th; **Weight** 4 lbs.

Foecutter is a +2 keen evil outsider bane longsword that automatically bypasses all forms of DR when used against an evil outsider. *Foecutter* retains a fragment of Ulric Feralsbane's vengeful spirit, which has

infused the sword with an obsessive desire to kill Caragthax. When wielded against Caragthax, the sword becomes a +4 weapon and grants its wielder a +4 bonus to AC when adjacent to Caragthax.

STATISTICS

Alignment Lawful Good; **Ego** 16

Senses empathy

Int 10, **Wis** 12, **Cha** 15

Lesser Powers

At will—*feather fall*

3/day—*cure serious wounds, divine power*

11: HULGORATH AND THE BRONZE MAIDENS (CR 5 AND 7)

Three strange bronze statues stand in the center of this large room. Each statue is a little over 5 feet tall and depicts a beautiful, nude, young human woman. Each woman's face is twisted into a look of extreme horror and pain, and they are covered from head to toe with strange streaks and drippings—giving the impression that the young women were dipped in molten bronze.

Against the wall behind the statues, is a large stone shelf, set about three feet from the floor. Sitting atop the shelf is the severed head of a great boar-headed monster. The head is huge—nearly 9 feet in diameter.

As you enter the room, the boar-head's beady red eyes open to focus on you, as its mouth curls into a terrible sneering grin.

Aside from the boar-head and three bronze statues, this large room is plain and unfurnished. Any PC entering the alcove to the south can attempt a DC 15 Perception check to notice a tiny three-pointed star-shaped hole in the middle of the floor there. A follow-up DC 20 Perception check discovers the secret trap door in the alcove floor, but the *tri-star key* (see below) or a successful DC 40 Disable Device check is needed to open it.

BRONZING HAUNT (CR 5)

The bronze statues are the preserved bodies of Caragthax's three wives, who were granted a grisly form of immortality upon the death of their husband. To honor Caragthax, the demon-worshipping holy men used the women for a vile demonic ritual that culminated by pouring molten bronze on their still-living bodies. Because of the extreme pain and horror the women experienced in conjunction with the blasphemous nature of their deaths, the bronze maidens are now the focus of a deadly haunt.

BRONZING HAUNT

CR 5

XP 1,600

CE persistent haunt

Notice Perception DC 15 (to smell molten bronze and burning flesh)

hp 18; **Trigger** proximity; **Reset** 1 day

EFFECT

The first three PCs that enter the room are forced to relive the pain and burning agony of Caragthax's wives as they were bronzed while still alive. These three PCs each take 3d6 points of heat damage and are dazed for 1d4 rounds as painful burns and welts form on their flesh. A DC 15 Fortitude save halves the damage and reduces the dazed condition to 1 round.

DESTRUCTION

Slaying all three bronze maidens in combat destroys the haunt and finally puts Caragthax's wives' souls to rest.

HULGORATH AND THE MAIDENS (CR 7)

CREATURES: After the bronzing haunt runs its course, the great severed boar-head emits a deep rumbling laugh. A PC that succeeds on a DC 15 Knowledge (planes) check realizes that although the giant boar-head resembles a nalfeshnee demon, it is in fact not a nalfeshnee demon, nor does the head belong to any demon or outsider. Once this information is known or shared with the

other PCs, a follow-up DC 15 Heal check allows a PC to deduce the giant animated head was surgically altered to resemble a demon. At that point, a successful DC 18 Knowledge (religion) check identifies the creature as a variant form of giant belching beheaded.

The boar-head addresses the PCs, communicating with them telepathically.

"Welcome fools! I am Hulgorath, most powerful of demons! Appease me with the sacrifice of one of your own and I may spare your miserable lives!"

If the PCs refuse to sacrifice one of their comrades to the creature or if they confront Hulgorath about his true identity, read the following:

The great severed boar-head laughs another deep rumbling laugh.

"So, you have seen through my ruse. It matters not, for it is time for you to die!"

The boar-head then levitates into the air. At the same time, the three bronze statues suddenly animate and advance on you!

HULGORATH'S HEAD CR 4

XP 1,200

Advanced Giant Belching Beheaded
(*Pathfinder RPG Bestiary 4*)

NE Large undead

Init +3; **Senses** darkvision 60 ft.; Perception +1

DEFENSE

AC 17, touch 12, flat-footed 14 (+3 Dex, +5 natural, -1 size)

hp 33 (4d8+15)

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

Immune undead traits

OFFENSE

Speed fly 30 ft. (perfect)

Melee slam +7 (1d8+5)

Ranged (ranged touch) belch +5 (1d6 electricity)

Space 10 ft.; **Reach** 5 ft.

Special Attacks belching

TACTICS

During Combat Laughing maniacally, Hulgorath's head takes to the air and belches a bolt of lightning at a different PC each round. It takes a move action each round and tries to remain mobile. If all three bronze maidens are destroyed, it engages the PCs in melee.

Morale Hulgorath's head fights until destroyed.

STATISTICS

Str 20, Dex 17, Con —, Int 4, Wis 13, Cha 19

Base Atk +2; **CMB** +7; **CMD** 20 (can't be tripped)

Skills Fly -3

Languages telepathy 60 ft.

SPECIAL ABILITIES

Belching (Ex) Once per round as a standard action, Hulgorath's head can spew a bolt of electricity from its mouth, giving it a ranged touch attack that does 1d6 points of damage.



BRONZE MAIDENS (3)**CR3****XP 800**

Variant Caryatid Column (Pathfinder RPG Bestiary 3)

N Medium construct

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

DEFENSE**AC** 19, touch 9, flat-footed 19 (-1 Dex, +10 natural)**hp** 36 (3d10+20)**Fort** +1, **Ref** +0, **Will** +1**Defensive Abilities** shatter weapons; **DR** 5/—; **Immune** construct traits, magic; **Resist** fire 15

OFFENSE**Speed** 20 ft.**Melee** slam +5 (1d4+2 plus 1d6 heat)**Special Attacks** heat (1d6)

TACTICS**During Combat** The bronze maidens engage the PCs in melee, each fighting a different PC if possible.**Morale** Mindless constructs, they fight until destroyed.

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

Base Atk +3; CMB +5; CMD 14

Languages

SPECIAL ABILITIES**Heat (Ex)** A bronze maiden deals an additional 1d6 points of fire damage whenever it hits in melee, or in each round it grapples.**Immunity to Magic (Ex)** A bronze maiden is immune to any spell or spell-like ability that allows spell resistance.**Shatter Weapons (Ex)** When a character strikes a bronze maiden with a nonmagical weapon, the weapon takes 3d6 points of damage. Apply the weapon's hardness normally. Weapons that take any amount of damage in excess of their hardness gain the

broken condition. Unlike against standard caryatid columns, magical weapons are immune to this effect.

THE TRI-STAR KEY

Immediately after all three bronze maidens are destroyed, the bronze encasing their bodies sloughs off and evaporates, leaving behind three well-preserved corpses. A DC 10 Heal check or DC 15 Perception check notices a line of black stitches over each woman's heart. If the stitched area is cut into, the PCs will find a slender iron key hidden inside each woman's hollow chest cavity.

When brought within 5 feet of any of the other identical keys, the keys display an obvious magnetic connection to each other. If pressed together, they snap together to form a single key with a three-pointed star design. The *tri-star key* fits snugly into the three-pointed star-shaped hole in the floor of the southern alcove. This opens the secret trap door in the floor there.

THE SECRET TRAP DOOR AND THE LONG SILENT DARKNESS

A DC 20 Perception check discovers the secret trap door here, but the only way to open it is to use the special *tri-star* key hidden inside the bronze maidens or a successful DC 40 Disable Device check. Once unlocked, the stone trap door slides away to reveal a 10-foot square shaft descending into utter darkness.

The shaft descends 100 feet to area 12. The entire shaft is cloaked in supernatural darkness (*deeper darkness*, CL 16) and magical silence (*silence*, CL 16).

12: THE OUBLIETTE (CR 9)

The silent, pitch black shaft eventually opens into a long, high-ceilinged hall. A huge monolith made of solid black stone stands at the eastern end of the hall. The great black

monolith seems to radiate tendrils of utter darkness, which extend from the monolith like grasping, hungry tentacles. Six naked, feral-looking humans dance in a ring around the imposing monolith, barking and snarling like savage beasts.

THE BLACK MONOLITH

The Black Monolith radiates overwhelming evocation, necromancy, and chaotic evil if detected for. It projects a permanent *unhallow* effect (CL 16) that covers the entire hall. Tied to this effect is a *bless* spell that only affects Caragthax and the ghouls. The stat blocks for Caragthax and the ghouls have been updated with the bonuses from these effects.

The Black Monolith has numerous other sinister powers, but these are beyond the scope of this adventure. GMs are encouraged to expand on these powers for their home campaigns.

CREATURES: Caragthax's defeated spirit arrived here a short time ago, where it merged with (and possessed) a nabasu demon that had been held here in magical stasis in preparation for his return for the last 2,000 years. Caragthax took immediate control over the demon, and it is now his new body.

When Caragthax opened his eyes once again, he saw the gifts his holy men had left for him: six human prisoners had been trapped in the hall, kept in stasis alongside the nabasu demon. Hungry for their souls, Caragthax quickly mastered the supernatural powers in his new nabasu demon form and used his improved death-stealing gaze attack to feed on the hapless humans. They died immediately (and horribly) and were instantly transformed into ghouls under Caragthax's command. Caragthax also gained a growth point.

Caragthax now waits suspended like a great corpulent bat on the ceiling directly above the Black Monolith, cloaked in an area of

deeper darkness. He does not make his presence known until the third round of combat.

GHOULS (6)

CR 1

XP 400

CE Medium undead (Pathfinder RPG Bestiary)

Init +2; **Senses** darkvision 60 ft.; Perception +7

DEFENSE

AC 14, touch 12, flat-footed 12 (+2 Dex, +2 natural); +2 AC vs. good-aligned creatures
hp 16 (2d8+4)

Fort +2, **Ref** +2, **Will** +5; +2 saves vs. good-aligned creatures

Defensive Abilities channel resistance +6;
Immune undead traits

OFFENSE

Speed 30 ft.

Melee bite +3 (1d6+1 plus disease and paralysis) and 2 claws +3 (1d6+1 plus paralysis)

Special Attacks paralysis (1d4+1 rounds, DC 13, elves are immune to this affect)

TACTICS

During Combat The ghouls charge the PCs as soon as they spot them. They follow Caragthax's commands.

Morale The ghouls fight until destroyed.

STATISTICS

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

Base Atk +1; CMB +2; CMD 14

Feats Weapon Finesse

Skills Acrobatics +4, Climb +6, Perception +7, Stealth +7, Swim +3

Languages Abyssal, Ancient Common

SPECIAL ABILITIES

Disease (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 Charisma-

based. A humanoid who dies of ghoulish fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all respects. A humanoid of 4 Hit Dice or more rises as a ghast.

GM Note: If it has taken the PCs longer than one hour to reach area 12 from the time they arrived in area 1, Caragthax can use his improved death-stealing gaze special attack again. Otherwise, this ability is not yet available to him.

CARAGTHAX

CR9

XP 6,400

Unique Nabasu Demon (Pathfinder RPG Bestiary)

CE Medium outsider (chaotic, demon, evil, native)

Init +7; **Senses** darkvision 60 ft.; Perception +24

DEFENSE

AC 22, touch 14, flat-footed 18 (+3 Dex, +8 natural, +1 dodge); +2 AC vs. good-aligned creatures

hp 113 (9d10+54+10)

Fort +10, **Ref** +10, **Will** +10; +2 saves vs. good-aligned creatures

DR 10/good or cold iron; **Immune** electricity, magic, paralysis, poison; **Resist** acid, cold, and fire 10; **SR** 19

OFFENSE

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

Melee bite +17 (1d8+6) and 2 claws +17 (1d6+6) or +1 *human bane battle axe* +19/+14 (1d8+6)

Special Attacks sneak attack +2d6

Spell-Like Abilities (CL 10, Concentration +14)

At will—deeper darkness, greater teleport (self plus 50 lbs. of objects only), spider climb, telekinesis

3/day—*enervation*, silence (DC 16), vampiric touch

1/day—*mass hold person* (DC 21), regenerate

TACTICS

Before Combat Caragthax casts *deeper darkness* to cloak his position on the ceiling above the Black Monolith. He joins combat on round 3.

During Combat Caragthax makes his presence known in Round 3 by landing near the Black Monolith and using his death-stealing gaze special attack (if the ability is available). He then casts *enervation* and *mass hold person*. Next, he takes no action for one round. Instead, he merely observes the PCs as a full round action and automatically knows if one of them is carrying his +1 *human bane battle axe* (even if the axe is stowed in a sack or magical extra-dimensional container). The next round, he charges any PC carrying his axe and continues to use a disarm or steal maneuver against that PC until he regains the axe. Due to his special bond with his axe, Caragthax can even use the steal maneuver to pull the axe from an extra-dimensional space (like a *bag of holding* or *handy haversack*). Once he regains his axe, he enters melee and fights exclusively with it. If any of the ghouls are still alive, he tries to flank opponents with them so he can make a sneak attack.

Morale Supremely confident in the power of his new demonic form, Caragthax cannot conceive of defeat. He will, under no circumstances, use *greater teleport* to flee from the PCs, though he may use it to change positions if he finds himself surrounded. He fights until destroyed.

STATISTICS

Str 22, **Dex** 17, **Con** 22, **Int** 15, **Wis** 16, **Cha** 19

Base Atk +10; **CMB** +16; **CMD** 30

Feats Cleave, Combat Expertise, Dodge, Improved Initiative, Power Attack, Weapon Focus (battleaxe)

Skills Acrobatics +16, Fly +16, Knowledge (arcana) +15, Knowledge (planes) +15, Perception +24, Sense Motive +16, Stealth +16 (+24 in shadowy conditions), Survival +16; **Racial Modifiers** +8 Perception, +8 Stealth in shadowy conditions

Languages Abyssal, Ancient Common, Celestial, Draconic; telepathy 100 ft.

SQ 1 growth point, consume life, improved death-stealing gaze

SPECIAL ABILITIES

Consume Life (Su) When Caragthax creates a ghoul with his improved death-stealing gaze attack, he gains a growth point. He gains a bonus equal to his growth point total on attack rolls, CMB rolls, saving throws, caster level checks, and skill checks. His maximum hit points increase by 10 for each growth point, and his caster level for spell-like abilities increases by 1. Though Caragthax can create multiple ghouls at one time with his improved death-stealing gaze attack, he can only gain 1 growth point per day.

Improved Death-Stealing Gaze (Su) As a free action once per hour per growth point (minimum of 1/hour), Caragthax can activate his improved death-stealing gaze for a full round. All living creatures within 30 feet must succeed on a DC 18 Fortitude save or gain a negative level. All humanoids slain in this manner are immediately transformed into a ghoul under Caragthax's control. The save DC is Charisma-based.

SCALING THE ENCOUNTER

For a more challenging encounter, add one or more growth points to Caragthax. Perhaps the power of the Black Monolith allowed Caragthax to gain multiple growth points when he created the ghouls in area 12. Each growth point increases Caragthax's CR by 1.

AFTERMATH

If Caragthax is slain, the Black Monolith emits a noise resembling a mournful high-pitched shriek. It quivers for a few seconds before dissolving completely, until all that remains is a grotesque oily black stain on the stone floor.

An instant later, a brilliant silvery flash envelops the PCs, temporarily blinding and disorienting them. When they come to their senses, the surviving PCs find themselves standing atop the barrow hill leading into Caragthax's now completely collapsed tomb.

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