

הַאָדָוּרָה הַשְּׁלִישִׁית לַסֵּרִי הַשְּׁלִישִׁי הַשְּׁלִישִׁי

# SHATTERED SKIES

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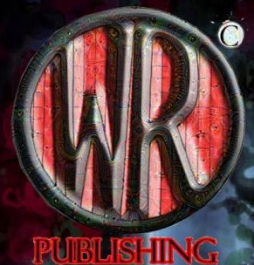
## ADVENTURES

# Honeymoon of Horror

An Adventure for 4-6 Players, Levels 1-3  
For use with the World's Most Popular RPG Ruleset

By Robert Gresham

**PATHFINDER**  
ROLEPLAYING GAME COMPATIBLE





# Honeymoon of Horror

An Adventure for 4-6 Players, Levels 1-3  
For use with the World's Most Popular RPG Ruleset

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The small town of Brighton in the kingdom of Brynndell has many hardworking and pious folk. If one of their own goes missing, the concern shows on the face of each and every citizen. When that missing person is one of their spiritual leaders, that concern turns to fear and panic. While the local authorities appear to turn an apathetic shoulder towards the disappearance, the worried residents turn to the heroes for help.

"Honeymoon of Horror" is an adventure for four-to five 3rd level characters. It begins in the small town of Brighton when the player characters hear of the disappearance of one of Brighton's clerics. The adventure concludes with her safe rescue, the PC's becoming known heroes in the town.

### Adventure Background

Ten years ago, alone and financially devastated from his failed import business, Silan Kranz climbed the cliffs behind his family's estate, and threw himself into the sea. Instead of dying, Silan was rescued by a trio of hideous, aquatic humanoids. The scummy creatures carried Silans broken body into caves within the cliff-side, nurturing him back to health. Over the month they spoke to him in a guttural, yet familiar tongue, and in his nightmares, Silan learned to communicate with them.

The largest of the skum claimed to be non-other than Silans lost great uncle, Mordam Kranz. He'd been transformed into his destined state, and as he explained, Silan had only survived his plummet into the ocean because he too, was destined to join their ranks. Mordam offered a bargain: provide the skum with human women with which they could mate with, and a secluded place to perform these activities, and they would make Silan a wealthy man. Silan, his mind snapped from Mordam's revelation, readily agreed.

They renovated a disused wine cellar beneath the stables, turning it into breeding chamber, and a shrine dedicated to their foul patron, Dagon, Demon god of the Depths. Soon the frenzied screams of their captives filled the chambers. As the skum and Silan offered their prayers, their words carried down cracks and fissures into the subterranean Belowlands, reaching the ears of other, like-minded creatures. A pair of cloaklers crawled up from the darkness. They claimed to be sent from Dagon to lead this new cult, and the skum saw no reason to doubt them.

As the decade passed Silan's aquatic allies made good on their promise, harvesting pearls from the ocean floor, and making him a very rich man. Meanwhile, Silan embraced his new role as an abductor, often abusing his captives





alongside the skum. The cloaker leader, Ik' thu'on, declared that Dagon demanded a cleric of his hated mother Amaura as a sacrifice. Never questioning their erratic leaders, Silan and the skum began searching for an ideal candidate.

About a year ago, Silas rode into the town of Brighton with a basket of pearls to sell, and caught the eye of Lyrana, the town's only cleric to Amaura. Over the next few months they courted, though the nature of Silas's business kept him away for weeks at a time. Regardless, Lyrana seemed truly happy and her flock certainly noticed. She performed her duties with a spring in her step, and many said the shrines by the river had never looked so well kept. Her sermons were full of hope and affirmation. Indeed, the love she felt for her suitor spread from her to her congregation. Worshippers looked forward to her services and her popularity in town soared.

Two months ago, Silan proposed, and overjoyed, Lyrana accepted. While happy for their spiritual leader, many in town worried that her marriage would take her away from the church. Lyrana allayed these fears, promising to continue her duties.

At Silan's insistence the wedding was held at his family estate. Almost two hundred townsfolk, including Guilder Tomas Kind from the Temple of the Balanced Coin, made the 50 mile journey to attend. The amount of guests made Silan uneasy, but his clear discomfort was attributed to wedding jitters. The townsfolk were quite impressed with Silan's displays of wealth, but after a while, some began noticing slight, out of place things. There were too few servants for the size of the grounds, yet they were maintained as if there were plenty, the lack of family portraits, and the curious fish smell that seemed to cling to everything. As a gift, Guilder Tomas stepped in to perform the ceremony, though later he would admit the groom would not make eye-contact with him during the proceedings.

A week following the wedding, Lyrana did not appear at the Amaura shrine for services as promised. By the second week, her followers noticed algae had begun collecting on the shrine. It was very unlike her to neglect her duties. Complaints were made to Sheriff Byron Tate, demanding that he investigate. He refused however, stating that Lyrana's absence was likely due to her new 'wifely' duties, and nothing sinister.

He could not be more wrong.

A month has passed with no word from their beloved cleric, and Lyrana's flock is afraid she is in terrible danger, or worse. They turn to the adventurers for the help the local authorities refuse to provide.

## Adventure Synopsis

The PC's are contacted by parishioners of the ocean goddess. They are distraught over the absence of their spiritual leader and beg the characters to look into her disappearance. On route to her home they encounter a traveling merchant with a few stories to tell about the missing cleric's new husband. Once they arrive at the estate they encounter a deranged sentry guarding the entrance to an underground shrine dedicated to Dagon, the Demon Lord of the Sea.

After bypassing a trapped secondary entry, they group is set upon by a paranoid cloaker. Once they defeat the aberration and gain access to the rest of the haunted temple complex, they face off against members of the sinister cult. The party finds the missing priestess and two other captives, but the cult's leader, a cloaker cleric of Dagon, fights to the death to complete his foul sacrifice.

After defeating the cultists, the PC's return to Brighton as heroes, having saved the cleric of the ocean goddess. The sheriff thanks them for their service while insisting he was just about to look into the matter himself, and the local taverns give the PC's a 20% discount on services for the next month.

## Adventure Hooks

The following are possible ways to get the player characters involved in the search for Lyrana.

- The characters are residents of the town of Brighton and in the past may have personally interacted with Lyrana, or even attended the wedding at Silan's estate.
- Cleric characters might hear about Lyrana's absence from temple attendees or even members of their own church, concerned for the welfare of town's the river shrines.
- Guilder Tomas Kind of the Temple of the Balanced Coin is an ally of Lyrana's and will ask any PC follower of the faith to look in on his friend.
- If the PC's are new to town they might overhear about Lyrana's disappearance while gathering information at one of Brighton's many taverns or inns. If they inquire about the details, they are directed to Aeric Duvayne, Lyrana's chief acolyte. He is positive something terrible has happened to the cleric and relates to the party the strange details that he noticed at the wedding.
- The party might be traveling between locations, in which case they encounter the traveling Merchant Chelios, and begin the adventure immediately with Scene One.

## Scene One - The Merchant on the Road

Once the PC's accept the quest to find Lyrana, they must travel to her manor home, 100 miles away.



# SHATTERED SKIES

## CAMPAIGN SETTING

The road leads from Brighton towards the town of Baron's Bluff, with Silan's estate located a few miles further along, nestled on a cliff overlooking the sea. The road between the towns is well used and there is a 15% chance during the day of running afoul of bandits looking for easy gold. This chance doubles at night. In the case of an encounter, use the cultist statistics presented, but switch out spellcasting abilities for Sneak Attack +2d6.

Sometime during the second day of their trip, the party encounters Chelios, a traveling merchant. When they do, read, or paraphrase the following.

Ahead of you on the road you see a silver haired man driving a donkey-lead cart. Large hide-covered barrels, along with clanking, empty lanterns fill the back. He smiles seeing your group. "Hello travelers! In need of some salted salmon or any whale oil for your lanterns? I have you covered! If you're in need of luck, I even have the horn of a unicorn! See my wares and spend some gold."

Chelios is a bitter old man, his former oyster and pearl business broken by Slian Kranz in the town of Baron's Bluff. His wife left as their funds dried up and he now makes his meager living as a traveling salesman. He has basic wares, mostly lantern oil and dried fish jerky, but his 'unicorn horn' is actually a wand of cure light wounds with 25 charges remaining. As the PC's peruse his inventory (allow any basic, non-weapon item from the Pathfinder Roleplaying Game Core Rulebook, of 50 gp or less), he complains about being too old to be starting over as a traveling merchant, and curses Slian Kranz for running him out of business. If the PC's dismiss him outright, he instead asks for a silver coin or two so he can eat something besides fish jerky, damning Silan Kranz for making him become a beggar. Once the PC's become aware of Chelios' connection to Kranz, he is all too willing to speak ill of the man he considers to have ruined his life. Some of the statements are true, while others are fabrications warped by his hatred of the man.

- "Silan arrived at Baron's Bluff about 10 years ago, and promptly ran his import business into the ground. Then one afternoon, he was suddenly flush with pearls from the ocean floor. He quickly cornered the market, hiring thugs to cause accidents for his competitors. He burned down my oyster restaurant and made it impossible for me to hire

repairmen. When I got the law involved, they claimed they couldn't prove Slian was responsible." (Partly true-the fire was an accident, a cooking mishap caused by Chelios's wife. She left out of guilt, not the lack of money.)

- "I hear he has a new bride, a big wedding was held at his manor a couple months back, though no one in Baron's Bluff has seen her since. I'm told she was an important cleric from somewhere. His last two wives threw themselves from the cliffs, I'm told. Couldn't stand the strange pressures he placed upon them." (False-Lyranna is Slian's first bride. Other captives were easier to obtain and the demands of the sacrificial ritual demand a betrothed cleric of Amaura.)

- "The Kranz family is an odd lot. They used to have a winery and boasted one of the largest wine collections in all of Brynndell. But that ended when Slian moved in. His folks hated the manor home and tried to sell it for years. They were over the moon when Slian finally chose to accept responsibility for the place. They moved to the capitol and didn't even bother returning for the wedding. (False-they were both murdered by Slian's skum allies so that he could have the full run of the manor).

- For such a large estate, only Slian and his servant Finneous live up there. Slian treats the man poorly, but must pay well, because Finneous remains and keeps the place looking like its cared for by a dozen servants. (True-Finneous is the only servant, but the skum help in grounds keeping during the darkest hours of the night. He remains loyal to Slian because he also worships the Demonlord Dagon).



# SHATTERED SKIES

## CAMPAIN SETTING

If Chelios learns that the PC's are on their way to investigate Silan, he gifts them the "unicorn horn". It is his only valuable, which unscrupulous PC's will learn if they try to rob or steal from him.

### Scene Two: The Sinister Stable boy

"The Kranz Manor occupies a stretch of land approximately 500 acres, overlooking the cliffs about 10 miles outside of Baron's Bluff. The grounds are immaculately kept and look the epitome of a noble's estate. Especially interesting are the topiary sculptures of leaping fish that adorn the lawn. The house itself is a two story affair with a long porch and wide windows. Sickly yellow paint coats the exterior, combined with faded brown trim and a steeped 'A' framed roof. Attached to the back of the structure is an open faced stable large enough to house a half dozen large animals."

The front door to the manor is heavy wood with a fine lock (Disable Device DC 25). Knocking on the door brings Finneous from around the side of the house. Seeing armed individuals, he first attempts to convince them to leave that the newlyweds are away on a holiday. If he is unsuccessful, he attacks the party, attempting to surprise the heaviest armed opponent first.

The glass windows are latched closed from within. The interior of the house is dark; mustard colored curtains are drawn over the windows and no lamps currently burn within. There is a balcony on the second floor and it is accessible with a DC 15 Climb check. The door leading to the second floor bedroom is unlocked. Breaking the glass windows alerts Finneous unless the PC's manage to accomplish this silently.

As the PC's investigate the back of the manor they will encounter Finneous who is in the process of brushing his horse, Caramel.

He feigns ignorance seemingly ambivalent to the presence of the PC's hoping they will leave without incident. If asked about the whereabouts of Silan or Lyranna, he becomes nervous and explains they are on a shopping trip in Griffonport. A Sense Motive Check, (DC 12) is enough to tell that Finneous is lying, while a DC 15 Perception Check spots a fresh stream of perspiration streaming from his left temple. Once it becomes clear to Finneous that the PC's intend to search the stables, he attacks.

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#### Finneous CR 5

XP 1600

Human Ranger 6

CE Medium humanoid (human)

Init +1; Senses Perception +10

#### DEFENSE

AC 18, touch 12, flat-footed 16 (+4 armor, +1 Dex, +1 dodge, +2 natural)

hp 53 (6d10+16)

Fort +7, Ref +6, Will +3

#### OFFENSE

Speed 30 ft.

Melee +1 handaxe +10 (1d6+3/x3), +1 handaxe +10 (1d6+3/x3), +1 handaxe +5 (1d6+3/x3)

Ranged +1 heavy crossbow +8/+3 (1d10/19-20)

Special Attacks favored enemy (humanoids: humans +4, animals +2)

Spells Prepared

1st-resist energy

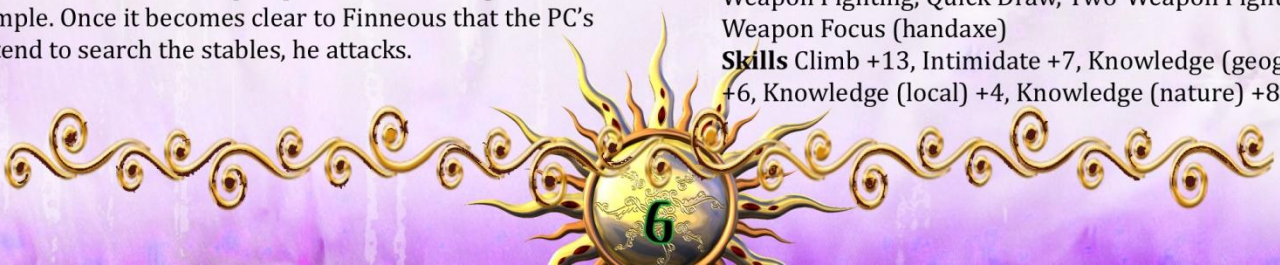
#### STATISTICS

Str 18, Dex 12, Con 14, Int 10, Wis 13, Cha 8

Base Atk +6/+1; CMB +10; CMD 21

Feats Dodge, Double Slice, Endurance, Improved Two Weapon Fighting, Quick Draw, Two-Weapon Fighting, Weapon Focus (handaxe)

Skills Climb +13, Intimidate +7, Knowledge (geography) +6, Knowledge (local) +4, Knowledge (nature) +8,



# SHATTERED SKIES

## CAMPAIGN SETTING

Perception +10, Stealth +10, Survival +10

**Languages:** Common

**SQ** favored terrain (forest +2), hunter's bond (animal companion), track +1, wild empathy +3

**Combat Gear** potion of barkskin, potion of blur, potion of bull's strength, potions of cure light wounds (3), potion of hide from animals, potion of shield of faith; **Other Gear** +1 studded leather, +1 handaxes (2), masterwork heavy crossbow with 20 bolts, 63 gp

**Caramel** (horse) Size Large; Speed 50 ft.; AC 15(+4 natural armor, dodge); Attack bite +2(1d4+3), 2 hooves +2 (1d6+3); Ability Scores Str 16, Dex 13, Con 15, Int 2, Wis 12, Cha 6; Special Qualities low-light vision, scent, Link, share spells. Fort +6, Ref +5, Will + 2 (+7 vs enchantment spells and effects). Skills: Perception +4, Survival +4 Feats: dodge, mobility

### TACTICS

**Before Combat** Finneous drinks his potions of barkskin, blur and shield of faith and then instructs Caramel to defend him.

**During Combat** Finneous charges into melee. If his target is more powerful than expected, he retreats and drinks his potion of bull's strength while Caramel defends him. He focuses on one target at a time, favoring cleric enemies over all others.

**Morale** If reduced to 8 hp or less, Finneous tries to draw the PC's away from the stables, escaping on Caramel if possible.

Searching the stables possibly unearths the following two items:

DC 15 Perception Check- a pile of straw in one of the horse stalls appears far older than the rest in the stable, and has a pungent oily sheen coating it. Beneath this pile is the trap door that leads to the Shrine of Dagon.

DC 17 Perception Check- behind a loose side panel board near the front of the stable is a small pouch containing Finneous' valuables: a wedding ring with a pink pearl (50 gp), a silver raven figurine of wondrous power, a leather journal, and 113 gp.

The journal contains a few dozen entries that span the last five years. They are all depraved prayers to Dagon. Some detail the renovations of the old wine cellar into a shrine dedicated to the Demon Lord. One entry, that covers the intended sacrifice of Lyranna, is replicated below as Player Handout #1.

### Player Handout: Finneous's Journal

*Praise to the lord of the blackened depths, bastard of the Storm and Sea, soon the time will be upon us and the transformations shall begin as Master Silan has promised. With the blood sacrifice of a betrothed and expecting devotee to my lord's hated mother, we shall be blessed, becoming his most favored servants! Just as Master Silan's uncle, we shall fulfill our destiny beneath the sea!*

*Hail Dagon!*

## Part Two: The Shrine of Dagon

The former wine cellar beneath the Kranz estate became disused when Uncle Morrdam went missing and Silan's father took over the residence. During a particularly bad winter, much of the family funds were exhausted and the wine was used to cover expenses. Silan was never a drinker and couldn't afford to import wine as his business faltered. When the skum pleaded for a place to perform their rituals, he knew the perfect place. With the aid of his loyal servant Finneous and other cultists from around Brynndell, the cellar was expanded and converted into a shrine dedicated to Dagon. As the years passed and additional chambers were added, the group unearthed a passage that led into the feared Below-lands. The cloaker cleric Ik' thu'on and his mate crawled up from this passage to join the cult. The group currently holds three captives, including Lyranna. They have each been impregnated by the skum and have endured horrible depravity at their hands. The group now seeks to gain additional power with Lyranna's sacrifice.

### a. Entry

Dim orange light pitches backward and forward as an old iron lantern swings from a piston jammed into the ceiling. Each swing is accompanied by a creak, a scrape, and a whiff of hot tallow, as the lantern's handle shifts against the piston. Underfoot, an earthen slope descends about 15 feet, gradually becoming harder and drier until it turns into hard-packed dirt stairs. The



stairs continue downward for another 20 feet toward a tall copper plate set into the opposite wall and engraved in relief with a vaguely aquatic face. The copper glows in the orange light and the shadows from the lantern's movement makes the face itself appear to move, as if it swims towards the stairs with its mouthful of spear-like teeth opened wide. More shadows fill a 5 foot deep alcove at the base of the stairs and half-conceal a door there."

The door at the bottom is locked. A DC 20 Disable Device check is required to unlock it.

This entrance contains a murderous trap, one that the cultists would normally deactivate by pressing one of four hidden buttons. A DC 30 Perception check is required to notice one of these buttons. If one of these buttons isn't pressed within 3 rounds of a Small or larger creature reaching the bottom of the stairs, the sheet of copper slides down over the doorway with a clang. A creature standing adjacent to the door can jump through to one side or the other by making a DC 15 Reflex save. A creature in a doorway that fails this save is struck by the falling sheet of bronze, taking 3d6 points of damage, and is knocked prone and pinned by the metal. A pinned creature can escape with a DC 30 Escape Artist check, or a DC 25 Strength check to lift the metal sheet. Once this barricade is in place, it functions as metal wall (hardness 10, hp 90, Break DC 30) that quite effectively seal off this entrance from the outside. One round after the bronze plate crashes down, the actual trap activates. A pendulum tipped with a razor sharp axe blade swings down from a hidden slot in the ceiling, scything across the entire room and attacking a random character on the stairs before retracting up into the stone above. This continues for 3 rounds, after which the pendulums and the bronze plate retract back up into the ceiling, automatically resetting. If a bypass button isn't depressed within 3 rounds, the trap activates again as long as a creature of Small or larger size is on the stairs. The trap itself, while composed of mechanical parts, is in fact kept in good repair and powered by ancient magic, so someone who scans the room with detect magic sees moderate transmutation magic on the ceiling. Doing so also allows an automatic Perception check to see small auras of transmutation magic glowing on the wall where the bypass buttons are located and grants a +10 circumstance bonus to the Perception check to see them as well.

#### Copper Plate and Ax Trap CR 4

**Type** mechanical; **Perception** DC 20; Disable Device DC 25; Bypass hidden switch (Perception DC30)

**Trigger** proximity (alarm); **Onset** Delay 4 rounds;

**Duration** 3 rounds; Reset automatic (4 rounds)

**Atk** +5 melee (1d6+4/x3); multiple targets (one random target in room each round)

Characters possessing the trapspotter ability should have this check made by the GM when they are halfway down the stairs.

Note: If the trap is triggered it crashes loudly down, alerting the cloaker in area B. Paranoid, she hides instead of warning her mate in area C. The copper coating the slab can be salvaged if the heavy block is carted back to Brighton or Baron's Bluff.

### B. Foyer

"A staircase worn smooth with use winds its way down into a small chamber. It stops beside a set of shelves holding four pairs of shoes. Opposite the staircase stands a door flanked by two open wardrobes full of grey-blue cloaks that whisper against each other. In the middle of the ceiling, between two wooden support columns, hangs a lit lantern. Its light spills down the columns, revealing more carvings of hideous aquatic faces. The smell of hot oil and lantern smoke disguises, but doesn't drown out, the smells of old sweat, leather, earth, and damp wool."

**Creature:** hiding among the robes is a cloaker. She hopes that the intruders will ignore her, but if disturbed, she attacks, focusing on one PC at a time.

#### Cloaker

**CR 5 1600 XP**

CN Large aberration

**Init** +7; **Senses** darkvision 60 ft.; Perception +14

#### DEFENSE

**AC** 19, touch 12, flat-footed 16 (+3 Dex, +7 natural, -1 size)

**hp** 51 (6d8+24)

**Fort** +6, **Ref** +5, **Will** +7

**Defensive Abilities** shadow shift

#### OFFENSE

**Speed** 10 ft., fly 40 ft. (average)

**Melee** bite +8 (1d6+5), tail slap +3 (1d8+2)

**space** 10 ft.; **Reach** 10 ft. (5 ft. with bite)

**Special Attacks** engulf, moan



# SHATTERED SKIES

## CAMPAIN SETTING

### STATISTICS

**Str** 21, **Dex** 16, **Con** 19, **Int** 14, **Wis** 15, **Cha** 14

**Base Atk** +4; **CMB** +10; **CMD** 23 (can't be tripped)

**Feats** Combat Reflexes, Improved Initiative, Skill Focus (Perception)

**Skills** Disguise +8 (+16 as cloak), Fly +10, Knowledge (religion) +11, Perception +14, Sense Motive +8, Stealth +8; Racial Modifiers +8 Disguise to appear as a cloak, sheet, manta ray, or similarly shaped object or creature

**Languages** Undercommon

### SPECIAL ABILITIES

**Engulf (Ex):** A cloaker can try to wrap a Medium or smaller creature in its body as a standard action. The cloaker attempts a grapple that does not provoke an attack of opportunity. If it wins the grapple check, it establishes a hold and bites the engulfed victim with a +4 bonus on its attack roll. It can still use its whip-like tail to strike at other targets. Attacks that hit an engulfing cloaker deal half their damage to the monster and half to the trapped victim.

**Moan (Ex):** A cloaker can emit an infrasonic moan as a standard action, with one of four effects.

**Fear:** All creatures in a 30-foot spread must save (Will negates) or become panicked for 2 rounds.

**Nausea:** All creatures in a 30-foot cone must save (Fortitude negates) or fall prone and be nauseated for 1d4+1 rounds.

**Stupor:** A single creature within 30 feet is affected by hold monster for 5 rounds (Will negates).

**Unnerve:** Anyone within a 60-foot spread automatically takes a -2 penalty on attack and damage rolls. Those in the area for more than 6 consecutive rounds must save (Will negates) or enter a trance, helpless until the moaning stops. Cloakers are immune to these sonic, mind-affecting attacks. A creature that successfully saves against the cloaker's fear, nausea, or unnerve moans cannot be affected by that same moan effect from that cloaker for 24 hours. All of the save DCs against a cloaker's moan are DC 15. Save DCs are Charisma-based.

**Shadow Shift (Su):** When in dim illumination, a cloaker can manipulate shadows as a free action to create one of three effects: blur (lasts 1d4 rounds, self only), mirror image (CL 6th), or silent image (DC 15, CL 6th, save DC is Charisma-based).



**Tactics:** The cloaker remains hidden among the robes until a PC begins to investigate the wardrobe. At that point she uses her Moan special ability to attempt to nauseate the group. She then tries to engulf the nearest target, focusing on it until its dead. If things are going badly for her, and she is reduced to 15 hp or less, she attempts to flee past the PC's, exiting the shrine.

**Treasure:** Among the shoes are Silans own footwear, *boots of elvenkind*. Also among the shoes are a few pieces of jewelry (worth 50 gp in total) and spectacles.

The door to area C is unlocked.

### c. Ritual Chamber

"Dirt as fine as dust sifts down from the earthen ceiling, despite the four wooden support columns holding it up. The only light source comes through the doorway, too faint to stretch the full length of the larger room. More fishlike faces leer from the columns and a slab-like carved coral altar sits where the already dim light fades into shadow,



# SHATTERED SKIES

## CAMPAIGN SETTING

bringing a briny scent to the room.

A cloaked figure bound with thick hemp rope lies on top of the altar and another four figures in robes prostrate themselves before it. In the shadows behind the altar, flickers of movement and their accompanying whispers of cloth on cloth suggest two more figures."

The cloaker cleric, Ik'thu'on, is using his Shadow Shift power to cast silent image (DC 15, CL 6th) causing a grotesque aquatic monstrosity appear next to him during the ritual. The cultists believe this illusion is a manifestation of Dagon, when in reality it is an aboleth. Ik'thu'on has been deceiving the cult; he does not possess the power he claims. While he does worship Dagon and receive spells from the demon lord, he is only a second level cleric and cannot actually transform the acolytes into skum. The cloaker believes that the sacrifice will bring him favor from Dagon, however, and plans to slay each of the other captives in similar fashion.

Because he is quite paranoid, Ik'thu'on has convinced the cultists that they cannot wear any clothing besides robes or bear weapons into the ritual chamber. He doesn't trust the skum however, and has instructed them to guard the captives in area D. Uncle Mordam has begun to suspect that Ik'thu'on plans to betray them and has smuggled his weapons into area E

### Ik'thu'on

Coaker cleric of Dagon, 2 CR 7

**XP 1600**

CN Large aberration

**Init** +7; **Senses** darkvision 60 ft.; Perception +14

### DEFENSE

**AC** 19, touch 12, flat-footed 16 (+3 Dex, +7 natural, -1 size)

**hp** 67 (8d8+32)

**Fort** +8, **Ref** +5, **Will** +9

**Defensive Abilities** shadow shift

### OFFENSE

**Speed** 10 ft., fly 40 ft. (average)

**Melee** bite +9 (1d6+5), tail slap +4 (1d8+2)

**Space** 10 ft.; **Reach** 10 ft. (5 ft. with bite)

**Special Attacks** Aura, channel energy 1d6, domains (demon, oceans), engulf, moan, orisons, spells, spontaneous casting

### STATISTICS

**Str** 21, **Dex** 16, **Con** 19, **Int** 14, **Wis** 15, **Cha** 14

**Base Atk** +5; **CMB** +11; **CMD** 24 (can't be tripped)

**Feats** Combat Reflexes, Improved Initiative, Skill Focus (Perception)

**Skills** Disguise +8 (+16 as cloak), Fly +10, Knowledge (religion) +11, Perception +14, Sense Motive +8, Stealth +8;

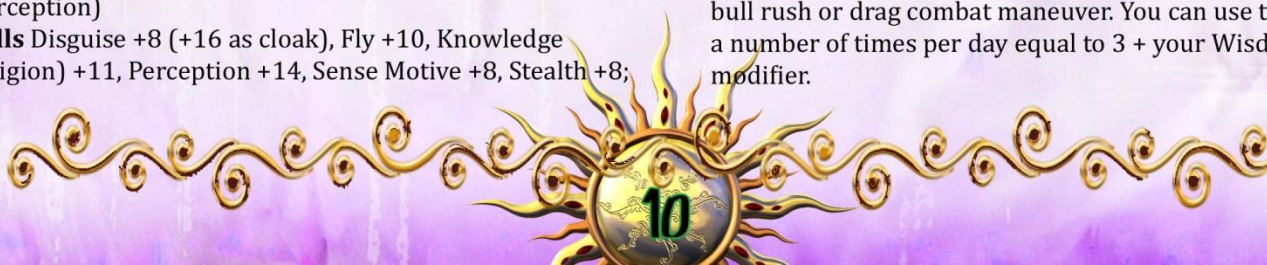
**Racial Modifiers** +8 Disguise to appear as a cloak, sheet, manta ray, or similarly shaped object or creature

**Languages** Aklo, Undercommon

**Fury of the Abyss (Su):** As a swift action, you can give yourself an enhancement bonus equal to 1/2 your cleric level (minimum +1) on melee attacks, melee damage rolls, and combat maneuver checks. This bonus lasts for 1 round. During this round, you take a -2 penalty to AC. You can use this ability for a number of times per day equal to 3 + your Wisdom modifier.



**Surge (Su):** As a standard action, you can cause a mighty wave to appear that pushes or pulls a single creature. Make a combat maneuver check against the target, using your cleric level + your Wisdom modifier as your CMB. If successful, you may pull or push the creature as if using the bull rush or drag combat maneuver. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.



# SHATTERED SKIES

## CAMPAIN SETTING

**Tactics:** the cloaker does not expect combat and so has prepared bless, obscuring mist, and shield of faith. During combat he remains in the dim light beyond the altar, using stealth if possible. He will augment the cultists by casting bless, and using his moan ability to cause fear. Once engaged in melee the cloaker uses his Fury of the Abyss domain ability, and then uses his Surge domain ability to push enemies away, or pull them in to be enveloped. Insane from his worship of Dagon, Ik'thu'on believes incorrectly his dark patron will intervene should the battle go against him, and so fights to the death.

Silan was permitted to bring a ceremonial trident with him into the chamber to murder Lyranna at the climax of the ritual. When the PC's intrude upon area C, He flees south with this weapon towards area E to warn and protect Uncle Mordam.

The cultist's tactics are provided within their statblock.

### Cultist Thugs CR 1

XP 400

Human Brawler 2

CE Medium humanoid (human)

**Init** +5; **Senses** Perception +5

#### DEFENSE

**AC** 12, touch 12, flat-footed 11 (+1 Dex, +1 dodge,)

**hp** 17 (2d8+5)

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

#### OFFENSE

**Speed** 30 ft.

**Melee** unarmed strike +5 (1d6+3), +1(1d6+3)

**Special Attacks** brawler's flurry (two-weapon fighting),

#### TACTICS

**Before Combat** Unarmed and without armor, the cultists use the total defense standard action (receiving a +4 dodge bonus to AC), and move towards the shelves with the bottles. They will drink their potions of *bull's strength* on the next round.

**During Combat** These cultists wait for opponents to come to them and then use brawler's flurry to disarm and strike. Once they disarm an opponent, they kick or throw the weapons out of reach forcing hand-to hand combat

#### Base Statistics

Without bull's strength, the cultists statistics are; **Melee** unarmed strike +3 (1d6+1), -1(1d6+1) **Str** 13; **CMB** +3(+5 when performing disarm); **CMD** 14(16 vs disarm).

#### STATISTICS

**Str** 17, **Dex** 13, **Con** 12, **Int** 9, **Wis** 10, **Cha** 8

**Base Atk** +2; **CMB** +5(+7 when performing disarm); **CMD** 16

**Feats** Improved Disarm, Dodge, Improved Initiative, Improved Unarmed Strike

**Skills** Acrobatics +5, Intimidate +3, Knowledge: Local+3, Perception +5, Sense Motive +5

**Languages** Common

**Combat Gear** potion of bull's strength, potions of cure light wounds (2)

## d. Prison Cells

"Slimy puddles dot the stone floor and the rotten remains of wine-racks lie against one wall, swept aside out of the way. Opposite the racks stand 5 barred doors. Holes to hold the bars have been hacked into the door-frames, and each door opens into a 5' by 10' cell streaked with brown on the walls and floor. The chokingly thick smell of excrement fills the nose and mouth as each door opens, hardly leavened by the scent of saltwater that underlies it. Sporadic sobs emerge from the far left cell and clouds of flies flit from surface to surface."

**Creature(s):** 2 skum guard this chamber eager to trade places with Mordam in area E. They have been tormenting the woman in the far left cell for months, and she is nearly insane from her experiences.

### Skum CR 2 (2)

XP 600

LE Medium monstrous humanoid (aquatic)

**Init** +1; **Senses** darkvision 60 ft.; Perception +5

#### DEFENSE

**AC** 13, touch 11, flat-footed 12 (+1 Dex, +2 natural)

**hp** 20 (2d10+9)

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

**Resist** cold 10

#### OFFENSE

**Speed** 20 ft., swim 40 ft.

**Melee** trident +4 (1d8+2), claw +2 (1d4+1), bite +2 (1d6+1)

**Ranged** trident +3 (1d8+2)

#### STATISTICS

**Str** 15, **Dex** 13, **Con** 17, **Int** 10, **Wis** 10, **Cha** 6

**Base Atk** +2; **CMB** +4; **CMD** 15

**Feats** MultiattackB, Toughness

**Skills** Intimidate +3, Perception +5 (+9 underwater), Stealth +6 (+10 underwater), Swim +15; Racial Modifiers +4 Perception and Stealth underwater

**Languages** Aboleth, Undercommon

**SQ** amphibious



### TACTICS

**Before Combat** The skum are too busy threatening their captive to adequately guard her. They receive a -2 penalty to their perception checks. They aren't ready for combat and are shocked when they see intruders.

**During Combat** The skum are not expecting intruders, and their tridents are poor weapons for the cramped hall. They throw them on the first round of combat and then fight further rounds with their claws.

### e. Breeding Chamber CR 6

"The coppery smell of blood and bodily fluids turns the air of this chamber heavy and humid. Sodden, reddened, straw blankets the floor, its color only darkened by the unsteady yellow glow from a swinging lantern. A woman in torn rags half sits, half kneels in the straw, kept upright by the rusty red chains shackling her wrists to the wall above her. Her head droops on her shoulders and her matted hair tumbles down to hide her face. Too soaked to rustle, the straw instead squelches faintly when stepped on, or when the woman moves, and shards of it work their scratchy way into footwear and up pant-legs."

**Creatures:** the skum bloodrager, Uncle Mordam, his human nephew Silan Kranz, and a female captive from Griffonport occupy this chamber when the PC's arrive.

Uncle Mordam is entertaining himself in this horrible chamber when Silan rushes in warning him of intruders. He drinks his potions and the positions himself in the center of the room, inviting the PC's to charge him. He uses his trident to brace against the attack.

#### Silan Kranz

Human Slayer 4

CE Medium humanoid (human)

**Init** +4; **Senses** Perception +1

#### DEFENSE

**AC** 18, touch 15, flat-footed 13 (+1 Armor, +4 Dex, +1 dodge, +2 natural)

**hp** 20 (4d10+0)

**Fort** +3, **Ref** +8, **Will** +2

#### OFFENSE

**Speed** 30 ft.

**Melee** mwk trident +6 (1d8+2)

**Special Attacks** Study Target +1, sneak attack +1d6



Silan Kranz

### STATISTICS

**Str** 10, **Dex** 18, **Con** 8, **Int** 12, **Wis** 13, **Cha** 14

**Base Atk** +4; **CMB** +4; **CMD** 18

**Feats** Combat Reflexes, Dodge, Power Attack\*, Weapon Focus: trident

**Skills** Acrobatics +8, Bluff +6, Knowledge: Geography +5, Knowledge: Local +5, Profession +5, Sense Motive +5, Swim +4

**Languages** Common, Undercommon

**Combat Gear** mwk trident, bracers of armor +1, oil of magic weapon, and potion of Barkskin

**Other gear:** manacles, water-skin filled with strong alcohol.

\*combat style feat

### TACTICS

**Before Combat** Silan drinks his potion of Barkskin and then applies oil of magic weapon to his trident.

**During Combat** Silan relies on reach to keep opponents at bay. He fights defensively when possible, doing his best to flank with Uncle Mordam to take advantage of his sneak attack ability. Ultimately a coward, Silan flees when reduced to 4 hp or less, or if Uncle Mordam is slain. He takes the passage to the Belowlands, collapsing the tunnel behind him by triggering the collapsing stones trap at area F.



# SHATTERED SKIES

## CAMPAIGN SETTING

### TACTICS

**Before Combat** Silan drinks his *potion of invisibility* and then applies *oil of keen edge* to his rapier. He stands in the corner flanking the entrance to the room and Uncle Mordam. His intention is to surprise attack an opponent, and then remain flanked to continue sneak attacking.

**During Combat** Silan relies on his agility to keep opponents at bay. He fights defensively when forced but tries to remain flanked with his uncle to take advantage of his sneak attack and study target abilities. Ultimately a coward, Silan flees, drinking a *potion of invisibility* when reduced to 4 hp or less, or if Uncle Mordam is slain. He takes the passage to the Belowlands, collapsing the tunnel behind him by triggering the collapsing stones trap at area F.

### Uncle Mordam

Bloodrager 2 CR 4

XP 1200

LE Medium monstrous humanoid (skum, aquatic)

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

### DEFENSE

**AC** 11, touch 11, flat-footed 10 (+1 Dex, +2 natural, -2 bloodrage)

**hp** 51(2d10+2d12+15)

**Fort** +3, **Ref** +4, **Will** +5

**Resist** cold 10

**Special Defenses:** uncanny dodge

### OFFENSE

**Speed** 30 ft., swim 50 ft.

**Melee** mwk trident +7 (1d8+4), claw +4 (1d4+3), bite +4 (1d6+3)

**Ranged** trident +3 (1d8+2)

**Special Attacks** Bloodrage 9 rds/day, Staggering Strike

### STATISTICS

**Str** 19, **Dex** 13, **Con** 21, **Int** 10, **Wis** 10, **Cha** 6

**Base Atk** +2; **CMB** +6; **CMD** 17

**Feats** Combat Reflexes, Improved Initiative, MultiattackB, Toughness

**Skills** Intimidate +3, Perception +5 (+9 underwater), Stealth +6 (+10 underwater), Swim +15; Racial Modifiers +4 Perception and Stealth underwater

**Languages** Aboleth, Undercommon

**SQ** amphibious, fast movement

**Bloodrage (Su):** The bloodrager's source of internal power grants him the ability to bloodrage. At 1st level, a bloodrager can bloodrage for a number of rounds per day equal to 4 + his Constitution modifier. At each level after 1st, he can bloodrage for 2 additional rounds per day. Temporary increases to Constitution (such as those gained from bloodraging or spells like bear's endurance) don't increase the total number of rounds that a bloodrager can bloodrage per day. The total number of rounds of bloodrage per day is renewed after resting for 8 hours, although these hours don't need to be consecutive.



A bloodrager can enter a bloodrage as a free action. While in a bloodrage, a bloodrager gains a +4 morale bonus to his Strength and Constitution, as well as a +2 morale bonus on Will saves. In addition, he takes a -2 penalty to Armor Class. The increase to Constitution grants the bloodrager 2 hit points per Hit Die, but these disappear when the bloodrage ends and are not lost first like temporary hit points. While bloodraging, a bloodrager cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except Acrobatics, Fly, Intimidate, and Ride) or any ability that requires patience or concentration.

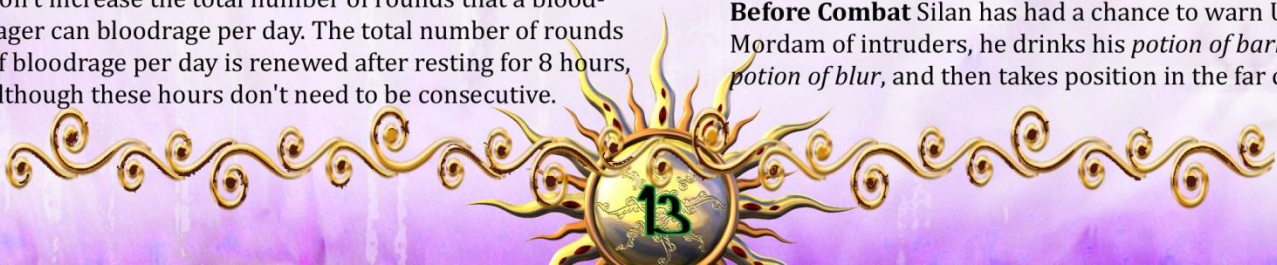
A bloodrager can end his bloodrage as a free action. When the bloodrage ends, he's fatigued for a number of rounds equal to twice the number of rounds spent in the bloodrage. A bloodrager cannot enter a new bloodrage while fatigued or exhausted, but can otherwise enter a bloodrage multiple times during a single encounter or combat. If a bloodrager falls unconscious, his bloodrage immediately ends, placing him in peril of death.

Bloodrage counts as the barbarian's rage class feature for the purpose of feat prerequisites, feat abilities, magic item abilities, and spell effects.

**Staggering Strike (Su):** At 1st level, when you confirm a critical hit the target must succeed at a Fortitude saving throw or be staggered for 1 round. The DC of this save is equal to 10 + 1/2 your bloodrager level + your Constitution modifier. These effects stack with the Staggering Critical feat; the target must save against each effect individually.

### TACTICS

**Before Combat** Silan has had a chance to warn Uncle Mordam of intruders, he drinks his *potion of barkskin* and *potion of blur*, and then takes position in the far corner of



the chamber, bracing with his trident against a possible charge attack. His intention is to force an attack of opportunity against opponents moving into the room through his reach.

**During Combat** Uncle Mordam activates his bloodrage (factored into his stat block) and attacks opponents at range with his trident, switching to his claws if forced into close-combat. He fights to the death.

### f. Collapsing Tunnel

“The passage stretches before you for 20 feet before sloping and curving deeper into the world below. Small pebbles litter the floor, along with small mounds of dry earth.”

This passage was recently trapped by Slian and Uncle Mordam in case they had to drive away the cloaklers. Unsure if they would survive an assault against the monsters, they hoped instead to trick them down this hall past the trap, and then seal it off.

#### Falling Block CR 5

XP 1600

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

#### EFFECTS

**Trigger** location; **Reset** manual

**Atk** +15 melee (10' stone block; 6d6); multiple targets (all targets in a 10-ft. square)

### Concluding the Adventure

Once Silan and his unwholesome allies are defeated, Lyranna extends her gratitude to her saviors. Though her heart was broken by Silans deception, its fractured remains have hardened against evil and the minions of Dagon. She becomes a staunch enemy of the demon lord and his followers, dedicating her life to rooting out their taint wherever it arises in Brynndell. She wants nothing to do with any treasure claimed from the cult, and gifts the party with a collection of pearls she's sure were obtained by the skum. They value 2500 gp in total, and several can be used for material spell components. She sells the mansion for a very reasonable price to the merchant Chelios, using the money to build several shrines to Amaura between the property and Brighton.

The wedding ring that may have been claimed following

the fight with Finneous belongs to Daraela, a missing resident of Griffonport. She rewards them the value of the ring if they return it and escort her safely home. The third captive, Shayl, also hails from Griffonport, but has no family to welcome her back or to reward the PC's. She is a tavern singer however, and creates a song dedicated to the group, that provides them with a +2 diplomacy bonus whenever they adventure in Griffonport.

Back in Brighton, word of Lyranna's rescue quickly spreads. For the next month the PC's receive free drinks from all taverns in town. If they remain in Brighton, they will be the first group that the Lord Mayor turns to for help in the future.



# SHATTERED SKIES

## CAMPAIGN SETTING

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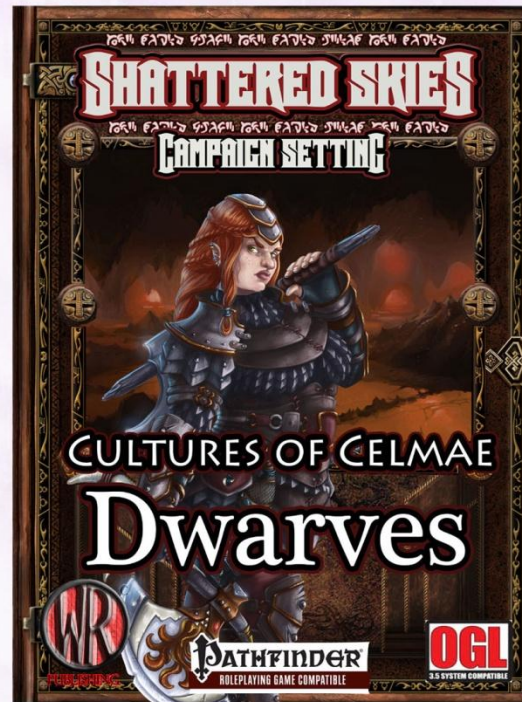
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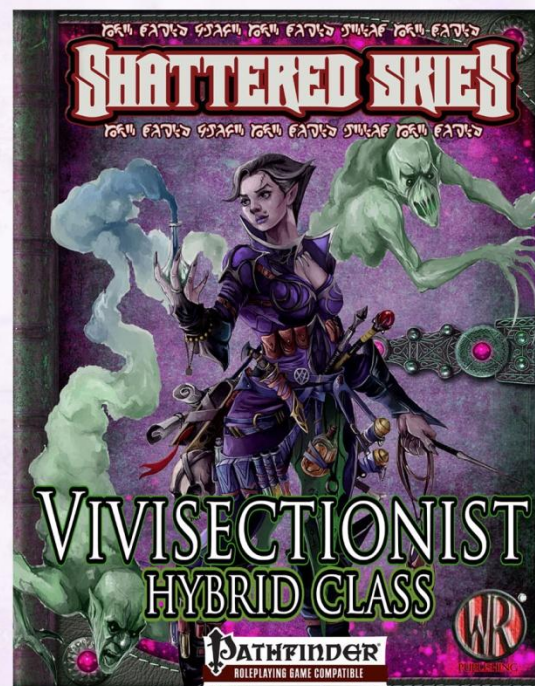
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