

האדום האדום האדום האדום האדום האדום האדום האדום האדום האדום

# SHATTERED SKIES

האדום האדום האדום האדום האדום האדום האדום האדום האדום האדום

## A Feast of Ashes



JOE PETERS  
ROBERT GRESHAM  
EWAN CUMMINS



PUBLISHING

Ravenous Ruin  
Adventure Path

2 of 6

**PATHFINDER**  
ROLEPLAYING GAME COMPATIBLE



# A FEAST OF ASHES

PAIZO PUBLISHING  
**SHATTERED SKIES**  
PAIZO PUBLISHING

# A Feast of Ashes

**AUTHORS** Joe Peters, Robert Gresham, Michael Whitney,  
**COVER ARTIST** Dean Spencer  
**INTERIOR ARTIST** Dean Spencer, Rick Hershey, Jacob  
Blackmon  
**CARTOGRAPHY BY** Robert Gresham, Joe Peters

**CREATIVE DIRECTOR** Robert Gresham  
**EDITORS** Robert Gresham, Micheal Whitney  
**WAYWARD ROGUES PUBLISHING LOGO BY**  
Robert Gresham  
**PAGE BACKGROUNDS** Robert Gresham  
**LAYOUTS BY** Robert Gresham

**PUBLISHER** Robert Gresham

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Publishing, LLC. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder Roleplaying Game. Paizo Publishing, LLC does not guarantee compatibility, and does not endorse this product.

Pathfinder is a registered trademark of Paizo Publishing, LLC, and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Publishing, LLC, and are used under the Pathfinder Roleplaying Game Compatibility License. See <http://paizo.com/pathfinderRPG/compatibility> for more information on the compatibility license.

**Product Identity:** The following items are hereby identified as Product Identity, as defined in the Open Game License 1.0a, Section 1(e), and are not Open Content: All trademarks, registered trademarks, proper names (characters, deities, etc.), dialogue, plots, storylines, locations, characters, artworks, and trade dress. (Elements that have previously been designated as Open Game Content are not included in this declaration.)

**Open Content:** Except for material designated as Product Identity (see above), the game mechanics of this Wayward Rogues Publishing game product are Open Game Content, as defined in the Open Game License version 1.0a Section 1(d). No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission.

## CONTENTS

### A FEAST OF ASHES

BY JOE PETERS AND ROBERT GRESHAM .....	2
CHAPTER ONE:	
A LONG WAY HOME.....	4
ORVAST OUTPOST MAP .....	7
SOCIAL COMBAT TRACKER .....	9
PART TWO:	
BLACKWOOD GLADES .....	9
BLACKWOOD GLADES MAP.....	10
BLACKWOOD HEART MAP.....	12
PART THREE:	
THE SIEGE FORT .....	14
SIEGE FORT MAP .....	15
OGL .....	18

Visit us at [waywardrogues.com](http://waywardrogues.com)



**PATHFINDER**  
ROLEPLAYING GAME COMPATIBLE



# A FEAST OF ASHES

FOR EARTH STAFF FOR EARTH STAFF FOR EARTH  
**SHATTERED SKIES**  
FOR EARTH STAFF FOR EARTH STAFF FOR EARTH



## ADVENTURE BACKGROUND

The player characters are on the trail of elven raiders who kidnapped over a dozen citizens from the city of Omnilibertas, along with their holy relic, the Radiant Shard. Their pursuit led them to the abandoned gnome city of Kushl where they encountered a giant gug; a creature long thought sealed away from Celmae by magic. Upon defeating the giant, a squad of dwarves also investigating Kushl became alerted and, not knowing the PC's involvement in the city's devastation, have arrested them, demanding they accompany them to the underground fortress of Orvast for proper interrogation.

As the adventure opens, the PC's are prisoners of the dwarven forces.

## ADVENTURE SYNOPSIS

The PCs are "guests" of a dwarven expeditionary force. They are being escorted back to the kingdom of Orvast to explain their involvement with the abandoned gnome town of Kushl. On the way, the dwarven caravan intercepts a trio of Seugathi destroying a sentry position of Orvast. After dealing with the Seugathi the dwarves and the PCs continue their journey to the dwarven city. Upon arriving, the PC's face stern questioning by dwarven officials, requiring them to convince them of their intent.

Once swayed, King Orebreaker implores the PC's to hurry with their rescue mission, assigning a squad of dwarves to assist them with secret orders to intercept the Radiant Shard.

The party travel through chuul and gripli infested swamps, eventually coming upon a strange metal cave occupied by a fire-elemental medusa. After her defeat, the PC's discover that the

kidnapped citizens of Omnilibertas were used as payment for safe passage through her territory, and for a second piece of the Radiant Shard, which she possessed. The PC's return the surviving prisoners home and are compensated by King Orebreaker, while the dwarves take possession of the metal cave, which contains strange, alien technology.

## CHAPTER ONE: A LONG WAY HOME

At the end of the previous adventure, the PC's are arrested by dwarven forces from Orvast. Should they decide to fight this imprisonment, the Boulderback Brothers (below) display their prowess in shackling the PC's. Before combat goes too far, Barghest Mountainreaver will inform the PC's they just need to answer questions for King Orebreaker to prove their innocence and then all will be forgiven. It is up to the PC's how they want to be brought to Orvast: as guests or in chains. Once they submit to their imprisonment, Read or paraphrase the following.

As "Guests" of the dwarven forces of Orvast, you have been relieved of your weapons, and shackled together with manacles. Your captors inform you that you are to be taken back to Orvast so the king can decide what to do with you. An especially dour looking dwarf has informed you that you won't be harmed as long as you cooperate.



The dwarves take turns scouting ahead, talking or intermittently watching the PCs. The dwarves are good aligned, but they know the PCs must explain themselves to their King. They will use non-lethal tactics unless the PCs force them otherwise, as the dwarves intend to deliver the PCs no matter what to their king.

The Dwarven escort consists of:

### BARGHEST MOUNTAINREAPER

Paladin of Adan. Short on words but level and fair. He expects those under his charge, even prisoners, to obey his orders.

#### Barghest Mountainreaver

**XP 2,400**

dwarf paladin 7

**LG** Medium humanoid

**Init** +3; **Senses** Darkvision 60'; Perception +4

**Aura** courage (10 ft.)

#### DEFENSE

**AC** 18, **touch** 11, **flat-footed** 17 (+7 armor, +1 Dex) +4 **dodge vs giants**

**hp** 58 (7d10+20)

**Fort** +8, **Ref** +5, **Will** +6; +2 racial bonus on saving throws against poison, spells, and spell-like abilities

**Defensive Abilities** dwarven traits; divine grace +2; **Immune** disease, fear

#### OFFENSE

**Speed** 20 ft.

**Melee** +1 *greataxe* +10/+5 (2d6+4/19–20) or *lance* +9/+4 (1d8+3/×3) or *dagger* +9/+4 (1d4+2/19–20)

**Ranged** +1 *composite longbow* +9/+9/+4 (1d8+3/×3) or *dagger* +8 (1d4+2/19–20)

**Special Attacks** smite evil (3/day, +2 attack and AC, +7 damage)

**Spell-Like Abilities** (CL 7th; concentration +9)

**At Will**—*detect evil*

**Paladin Spells Prepared** (CL 4th; concentration +6)

**2nd**—*eagle's splendor*

**1st**—*bless weapon*, *divine favor*

#### TACTICS

**During Combat** Barghest orders prisoners to surrender, while shouting commands to his allies during any confrontation to end the combat as quickly as possible. He will provide assistance to dwarves grappling, and shackling foes.

#### STATISTICS

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

**Base Atk** +7; **CMB** +9; **CMD** 22 (26 vs bull rush and trip when on ground)

**Feats** Deadly Aim, Point Blank Shot, Power Attack, Rapid Shot

**Skills** Appraise (Int) +4; Craft (armor) +4, Craft (weapons) +4, Diplomacy +8, Heal +9, Knowledge (nobility) +4, Knowledge (religion) +9, Perception +6, Sense Motive +4

**Languages** Common, Dwarven

**SQ** aura of good, channel positive energy (DC 15, 4d6), divine bond (weapon +1), lay on hands (3d6, 5/day), mercies (fatigued, dazed)

**Other Gear** +1 *breastplate*, +1 *greataxe* +1 *composite longbow* (+2 Str) with 20 arrows, 10 cold iron arrows, and 10 alchemical silver arrows, dagger, lance, silver holy symbol

### BODEK GRISMLORE

A dour and unapproving Abjurer. He is a no nonsense stump of a dwarf with no time for babysitting possible threats to his clan. He does however, listen to whatever Barghest tells him.

#### Bodek Grismlore

**XP 1,600**

dwarf evoker 6

**N** Medium humanoid

**Init** +6; **Senses** Darkvision 60'; Perception +6

#### DEFENSE

**AC** 16, **touch** 12, **flat-footed** 14 (+4 mage armor, +2 Dex)

**hp** 33 (6d6+12)

**Fort** +3, **Ref** +4, **Will** +5; 2 racial bonus on saving throws against poison, spells, and spell-like abilities

#### OFFENSE

**Speed** 20 ft.

**Melee** dagger +2 (1d4–1/19–20) or wand of shocking grasp +2 touch (1d6 electricity)

**Ranged** dagger +5 (1d4–1/19–20)

**Special Attacks** intense spells +3

**Arcane School Spell-Like Abilities** (CL 6th; concentration +9); 6/day—*force missile* (1d4+3)

**Wizard Spells Prepared** (CL 6th; concentration +9)

**3rd**—*dispel magic*, *fly*, *haste*, *fireball* (2) (DC 17)

**2nd**—*flaming sphere* (DC 16), *glitterdust* (DC 15), *mirror image*, *protection from arrows*, *scorching ray* (DC 16)

**1st**—*burning hands* (DC 15), *color spray* (DC 14), *expeditious retreat*, *mage armor* (already cast), *shocking grasp*

**0 (at will)**—*dancing lights*, *detect magic*, *light*, *message*

**Prohibited Schools** enchantment, necromancy

#### TACTICS

**During Combat** Bodek will not hesitate to use lethal force, but will not kill PCs reduced below 0 hit points.

#### STATISTICS

**Str** 9, **Dex** 14, **Con** 12, **Int** 17, **Wis** 10, **Cha** 13

**Base Atk** +3; **CMB** +2; **CMD** 17 (22 vs bull rush and trip attempts when on the ground.)

**Feats** Combat Casting, Defensive Combat Training, Improved Initiative, Scribe Scroll, Spell Focus (evocation)

**Skills** Craft (Armor) +10, Craft (Weapons) +10, Fly +11, Knowledge (arcana) +12, Knowledge (engineering) +7, Knowledge (geography) +7, Knowledge (history) +7, Perception +6, Ride +6, Spellcraft +12

**Languages** Common, Draconic, Dwarven, Elven, Giant

**SQ** arcane bond (wand)

**Combat Gear** scrolls of *fly* (2), *invisibility* (2), *minor image* (2), wand of *magic missile* (CL 5, 50 charges, arcane bond item), wand of *shocking grasp* (50 charges), tanglefoot bags (3); **Other Gear** daggers (2), 20 gp

### QARAG TOMESPITTER

A proud bard ever eager to help educate non-dwarves about the fine history of the dwarven clans, Garag often carries on to the annoyance of other dwarves.

#### Garag Tomespitter

**XP 1,600**

Dwarf bard 6

**N** Medium humanoid

**Init** +2; **Senses** Darkvision 60'; Perception +8

#### DEFENSE

**AC** 17, **touch** 12, **flat-footed** 15 (+4 armor, +2 Dex, +1 shield)

**hp** 37 (6d8+10)

**Fort** +2, **Ref** +7, **Will** +4; +4 vs. bardic performance, language-dependent, and sonic



# A FEAST OF ASHES

SHATTERED SKIES

## OFFENSE

**Speed** 20 ft.

**Melee** mwk rapier +6 (1d6+1/18-20)

**Ranged** +1 light crossbow +7 (1d8+1/19-20)

**Special Attacks** bardic performance 24 rounds/day (countersong, distraction, fascinate [DC 17], inspire competence +2, inspire courage +2, suggestion [DC 17])

**Bard Spells Known** (CL 6th; concentration +10)

**2nd (4/day)**—*calm emotions*, *enthrall* (DC 16), *sound burst* (DC 16), *tongues*

**1st (5/day)**—*charm person* (DC 15), *cure light wounds*, *expeditious retreat*, *grease* (DC 15)

**0 (at will)**—*ghost sound* (DC 14), *light*, *lullaby*, *mage hand*, *resistance*, *summon instrument*

## TACTICS

**During Combat** Garag attempts to reign in prisoners; he doesn't want to use lethal force unless he has to.

## STATISTICS

**Str** 12, **Dex** 14, **Con** 12, **Int** 13, **Wis** 8, **Cha** 16

**Base Atk** +4; **CMB** +5; **CMD** 17 (22 vs bull rush and trip attempts while on the ground)

**Feats** Point Blank Shot, Precise Shot, Skill Focus (Perform [String])

**Skills** Acrobatics +10, Bluff +18, Diplomacy +18, Knowledge (nobility) +9, Linguistics +5, Perception +8, Perform (oratory) +13, Perform (sing) +13, Perform (string) +18, Sense Motive +13, Sleight of Hand +11, Spellcraft +10, Stealth +10

**Languages** Common, Dwarven, Elven

**SQ** bardic knowledge +3, lore master 1/day, versatile performance (oratory, string)

**Combat Gear** scrolls of *cure light wounds* (2), scrolls of *disguise self* (2), scrolls of *remove fear* (2), scroll of *pyrotechnics*; **Other Gear** masterwork chain shirt, masterwork buckler; +1 light crossbow with 10 bolts, masterwork rapier, masterwork harp

## RAVEN STORMHELM

Confident to the point of cockiness, Raven is always assessing different situations to use in her favor. She doesn't enjoy or entertain flattery from non-dwarves.

## Raven Stormhelm

**XP** 2,400

Dwarf rogue 7

N Medium humanoid

**Init** +3; **Senses** Darkvision 60'; Perception +10 (+12 to notice unusual stonework)

## DEFENSE

**AC** 17, touch 13, flat-footed 14 (+3 armor, +3 Dex, +1 shield)

**hp** 45 (7d8+14)

**Fort** +3, **Ref** +8, **Will** +3 (+5 against poison, spells, and spell-like abilities)

**Defensive Abilities** dwarf traits, evasion, trap sense +2, uncanny dodge

## OFFENSE

**Speed** 20 ft.

**Melee** short sword +8 (1d6-1) or whip +8 (1d3-1 nonlethal)

**Ranged** hand crossbow +8 (1d4/19-20)

**Special Attacks** sneak attack +4d6 plus slow reactions

**Space** 5 ft.; **Reach** 5 ft. (15 ft. with whip)

## TACTICS

**During Combat** Raven won't hesitate to use lethal tactics, but will use non-lethal if Barghest is watching.

## STATISTICS

**Str** 8, **Dex** 16, **Con** 15, **Int** 16, **Wis** 12, **Cha** 8

**Base Atk** +5; **CMB** +8 (+10 to trip); **CMD** 17 (19 vs. trip)

**Feats** Agile Maneuvers, Blind-Fight, Combat Expertise, Improved Trip, Weapon Finesse

**Skills** Acrobatics +12, Appraise +12, Climb +5, Disable Device +15, Escape Artist +10, Knowledge (arcana) +5, Knowledge (dungeoneering) +10, Knowledge (engineering) +10, Knowledge (history) +10, Knowledge (local) +10, Knowledge (religion) +5, Linguistics +10, Perception +10, Profession (architect) +10, Profession (librarian) +10, Sleight of Hand +7, Spellcraft +7, Stealth +10, Use Magic Device +8

**Languages** Aklo, Common, Draconic, Dwarven, Elven, Giant, Terran, Undercommon

**SQ** rogue talents (ledge walker, slow reactions, trap spotter), trapfinding +3





### BRANDAN AND BRUMI BOULDERBACK

Two mischievous, but good hearted brothers. They love to roughhouse and wrestle around.

#### Brandon and Brumi Boulderback

XP 1200

**Init** +4, **Senses:** Darkvision 60 ft.; Perception +12 (+14 to notice unusual stonework)

#### DEFENSE

**AC** 16, touch 12, flat-footed 14, (+4 Armor; +2 Dex)

**hp** 55 (6D10 +15)

**Fort** +8 **Ref** +7 **Will** +5, +2 vs. poison, spells, and spell like abilities

**Defensive Training** Dwarves gain a +4 dodge bonus to AC against monsters of the giant subtype

#### OFFENSE

**Speed** 20ft

**Melee** +1 *Dueling Cestus* +7/+2 (1d4+4/19-20) or

+1 *Dueling Cestus* flurry of blows +9/+9/+4 (1d4+4/19-20) or

Unarmed Strike +9/+4(1d6+3) or

Unarmed Strike +1 flurry of blows +7/+7/+2 (1d6+3)

**Ranged** Longbow +8/+3 (1d8)

**Special Attacks** brawlers flurry, challenge 1/day (+3 damage, +1 to CMD while threatens), hatred, maneuver training (Grapple +1), martial flexibility 4/day, tactician 1/day (Coordinated Maneuvers, 4 rounds)

#### TACTICS

**During Combat** The Boulderback brothers Use a move action to gain the greater grapple feat with their martial flexibility. And one of them will then use their standard to activate Coordinated Maneuvers. If there is still time they will then consume their potions of *enlarge person*. They will grapple \ Pin their opponents and tie them up with their quick catch manacles. They will avoid lethal damage if they can, as they are tasked with keeping the prisoners in line.

#### STATISTICS

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

**Base Attack** +6 **CMB** +11 (+13 dirty trick, +14 disarm, +19 grapple, +13 reposition, +14 trip); **CMD** 21 (25 vs. bull rush, 23 vs. dirty trick, 23 vs. disarm, 24 vs. grapple, 23 vs. reposition, 27 vs. trip)

**Feats** Body Shield[UC], Coordinated Maneuvers[APG], Exotic Weapon Proficiency (dan bong), Grabbing Style[ACG], Greater Grapple, Improved Grapple, Improved Unarmed Strike, Weapon Focus (cestus)

**Skills** Acrobatics +8 (+4 to jump, +10 on balance-related checks), Appraise +0 (+2 to assess nonmagical metals or gemstones), Climb +5, Diplomacy +3, Escape Artist +7 (+8 competence to break a grapple), Knowledge (Engineering) +5, Intimidate +3, Perception +12 (+14 to notice unusual stonework), Sense Motive +10, Stealth +1, Survival +8; Racial Modifiers +2 Appraise to assess nonmagical metals or gemstones, +2 Perception to notice unusual stonework

**Languages** Common, Dwarven

**Combat Gear** potion of *enlarge person*; **Other Gear** chain shirt, +1 *dueling cestus*[APG], dan bong[UC], *armbands of the brawler*[UE], quick catch manacles (2), longbow, 20 Arrows, 6 barbed arrows

The dwarven guards escorts their prisoners through a labyrinth of underground caves. They mutter nervously about the gug throughout the trip, wondering how it's even possible the creature was in Kushul (see part one of *The Ravenous Ruin: Hunger from Below*). If the PC's failed to kill the giant and it escaped, the dwarves call the claims of its involvement a flat out lie.

The caves themselves are well travelled and safe. The dwarves carry lanterns and cast light spells so that prisoners unaccustomed to being in the dark can navigate.

### ORVAST OUTPOST (CR 8 / 10)

As the PCs and dwarves approach the first of Ovast's many defense outposts they hear combat. A single seugathi Savant is attacking the guard post, and the dwarves are overmatched. Already three dwarves are down while several more attack the savant. Two seugathi lurk in a nearby alcove ready to provide assistance to the savant if it's needed. The dwarves escorting the PCs abandon their prisoners, dropping a chest that contains the PCs weapons, gear, and keys to the manacles. The party has 3 rounds to gather equipment and free themselves from their shackles before the two Seugathi in reserve attack the PCs.

If the PCs decide to help the dwarves with the Seugathi Savant, the other two join in, increasing the encounter to CR 10.

Once the PC's approach the outpost, read or paraphrase the following.

The sounds of combat and the smell of blood comes from the cavern in front of your group. Barghest shouts to his companions, "Orvast is under siege.. Attack", and leads your former captors further into the cavern. Brumi drops a chest to the ground containing your weapons, gear and keys to the manacles.

The dwarves run toward a tumultuous scene, a great worm, the color of an old bruise, is amongst another group of dwarves. Two dwarves are on the ground unmoving in expanding pools of blood. Five more attempt to surround the creature. The creature undulates on hundreds of centipede like legs toward one of the dwarves.

Dozens of feet away the dwarf begins to scream, clutching his skull, right before it explodes. The back of your head pulses momentarily and your vision temporarily clouds from the worm's mental assault on the dwarf. From your left you can see two smaller versions of the abomination coming out of another tunnel and heading in your direction, you feel a mental tug that sends a chill down your spine as the creatures start in your direction, their gaping maws begin to salivate in anticipation of their meal.

#### Seugathi Savant CR 10

XP 9,600

CE Huge aberration

**Init** +10; **Senses** darkvision 120 ft., tremorsense 30 ft.; Perception +20 **Aura** madness (30 ft.)

#### DEFENSE

**AC** 23, touch 15, flat-footed 16 (+6 Dex, +1 dodge, +8 natural, -2 size)

**hp** 85(15d8+75); fast healing 5

**Fort** +12, **Ref** +11, **Will** +13; +4 vs. psychic spells

**Defensive Abilities** psychic resilience; **DR** 10/slashing and magic;

**Immune** mind-affecting effects, poison; **SR** 21



# A FEAST OF ASHES

FROM FATED STAFF FROM FATED STAFF FROM FATED  
**SHATTERED SKIES**  
FROM FATED STAFF FROM FATED STAFF FROM FATED

## OFFENSE

**Speed** 30 ft.

**Melee** +1 short sword +16/+11/+6 (2d6+7/19–20), bite +10 (2d6+3 plus poison)

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

**Special Attacks** confusion command\*

**Psychic Magic** (CL 15th; concentration +19)

**12 PE**—*anticipate thoughts* (2 PE, DC 16), *detect thoughts* (2 PE, DC 16), *levitate* (2 PE), *mental barrier IV* (5 PE), *mind fog* (5 PE, DC 19), *psychic crush I* (5 PE, DC 19), *suggestion* (2 PE, DC 17)

## TACTICS

The savant is already injured and fights to the death.

## STATISTICS

**Str** 23, **Dex** 22, **Con** 21, **Int** 15, **Wis** 18, **Cha** 19

**Base Atk** +11; **CMB** +19; **CMD** 36 (can't be tripped)

**Feats** Combat Casting, Combat Expertise, Combat Reflexes, Dodge, Great Fortitude, Improved Initiative, Intimidating Prowess, Power Attack

**Skills** Bluff +13, Intimidate +25, Knowledge (religion) +16, Perception +20, Sense Motive +19, Stealth +16, Use Magic Device +19

**Languages** Aklo, Terran, Undercommon; telepathy 100 ft.

**SQ** item use\*

\* See Below

## Seugathi CR 6 (2)

**XP** 2,400

**CE** Large aberration

**Init** +9; **Senses** darkvision 120 ft., detect thoughts, tremorsense 30 ft.; Perception +15

**Aura** madness (30 ft.)

## DEFENSE

**AC** 19, touch 14, flat-footed 14 (+4 armor, +5 Dex, +1 natural, –1 size)

**hp** 67 (9d8+27); fast healing 5

**Fort** +6, **Ref** +8, **Will** +9

**DR** 10/slashing or piercing; **Immune** mind-affecting effects, poison; **SR** 17

## OFFENSE

**Speed** 30 ft.

**Melee** mwk short sword +11/+6 (1d8+3/19–20), bite +5 (1d8+1 plus poison)

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

**Special Attacks** confusion command

**Spell-Like Abilities** (CL 6th; concentration +10)

**Constant**—mage armor

**At will**—*detect thoughts* (DC 16), *levitate*

**3/day**—*confusion* (DC 18), *dispel magic*, *suggestion* (DC 17)

**1/day**—*mind fog* (DC 19), *phantasmal killer* (DC 18)

## TACTICS

**During Combat** The Seugathi will adapt to the situation quickly. These Seugathi are not as mature as the Savant, and they want to enjoy their sport. They enjoy having creatures damage themselves and babble. If faced with a particularly deadly group of PCs, they use *mind fog* to make enemies more “fun”, or use their *levitate* abilities to maneuver to an overhead ledge.

## STATISTICS

**Str** 16, **Dex** 20, **Con** 17, **Int** 14, **Wis** 17, **Cha** 19

**Base Atk** +6; **CMB** +10; **CMD** 25 (can't be tripped)

**Feats** Ability Focus (aura of madness), Combat Casting, Combat Reflexes, Improved Initiative, Weapon Finesse

**Skills** Escape Artist +17, Knowledge (religion) +14, Perception +15, Sense Motive +12, Stealth +13, Use Magic Device +16

**Languages** Aklo, Undercommon; **telepathy** 100 ft.

**SQ** item use

## SPECIAL ABILITIES

**Aura of Madness (Su):** Any sane being within 30 feet of a conscious seugathi must make a DC 20 Will save each round or become confused for 1 round. A creature that fails 5 saves in a row becomes permanently insane, as per the *insanity* spell. A seugathi can suppress or activate this aura as a free action. This is a mind-affecting effect. The save DC is Charisma-based.

**Confusion Command (Su):** As an immediate action, a seugathi can issue a telepathic command to a confused creature within 30 feet. This allows the seugathi to pick a result from the confusion behavior table, rather than the confused creature rolling randomly for its actions that round.

**Item Use (Ex):** A seugathi can utilize spell trigger devices as if it were a spellcaster of the appropriate class. As a free action by touch, it can identify all spell trigger properties an item has. Use Magic Device is a class skill for seugathis.

**Poison (Ex):** Bite—*injury*; *save* Fort DC 17; *frequency* 1/round for 6 rounds; *effect* 1d2 Wis and deafness; *cure* 2 consecutive saves. Deafness persists as long as the ability damage caused by the poison lasts. The save DC is Constitution-based.

**Development:** The dwarves shout to the PC's to stay put and engage the creatures. They have a few options. They can escape, stay put, or they can help fight the savant. If they do assist the dwarves, The dwarves become impressed with them and allow them to finish the rest of the trek unbound with their weapons. They will tell the PC's they intend to tell the king of their exploits.

Either way they still insist that they accompany them to Orvast, which is another six hours of marching.

## ORVAST (CR 6)

Once the party reaches the dwarf city, read or paraphrase the following.

You pass by several more outposts, and emerge into a vast natural cavern. The cavern has obviously been expanded and opened up. Massive columns support the ceiling and an array of ramps, stairs and elevators that lead to and thru several dozen layers of the city that climb the walls of the mighty cavern. Hundreds of dwarves mill about the city on their own tasks. A light layer of smoke lazily drifts at the top of the cavern obscuring much of the roof. Light from forges shine out at odd intervals along the cavern walls, as the forge masters inside work their craft.

The dwarves lead you to a cramped but clean set of rooms. They place a few guards and tell you that in the morning you will meet with the king and his entourage, and that you had better be ready to defend your actions to the king. You are provided with meals, water, and whatever other basic needs you may require. You are not allowed to explore the city.







# SHATTERED SKIES

## PUBLISHING



**Table: Social Combat Tracker**

Allegory	Knowledge (history) Bonus:	Knowledge (religion) Bonus:	Perform (act) Bonus:	Perform (oratory) Bonus:
Baiting	Bluff Bonus:	Intimidate Bonus:	Perform (comedy) Bonus:	Sense Motive Bonus:
Emotional Appeal	Bluff Bonus:	Perform (oratory) Bonus:	Sense Motive Bonus:	
Flattery	Bluff Bonus:	Diplomacy Bonus:	Knowledge (nobility) Bonus:	
Logic	Knowledge (arcana) Bonus:	Knowledge (history) Bonus:	Knowledge (local) Bonus:	Know (dungeoneering) Bonus:
Mockery	Bluff Bonus:	Intimidate Bonus:	Perform (comedy) Bonus:	
Presence	Intimidate Bonus:	Knowledge (nobility) Bonus:		
Red Herring	Bluff Bonus:	Perform (oratory) Bonus:		
Rhetoric	Diplomacy Bonus:	Linguistics Bonus:	Perform (act) Bonus:	Perform (oratory) Bonus:
Wit	Linguistics Bonus:	Perform (comedy) Bonus:		

imprisoned and separated from their equipment. The dwarves inform the PCs the king will decide their fate..

In either case 3 days later they are summoned King Orebreaker. Places are set within the king's council chambers for the PCs. The floor and adjoining hallway is freshly mopped. King Orebreaker asks for the PCs to sit and apologies for having doubted them. He has received irrefutable proof of their innocence. Confiscated equipment is returned at this point.

Read or paraphrase the following.

King Orebreaker appears pallid as he apologies for doubting your innocence. He grows serious, his voice lowering.

"Im sorry I doubted ya lot, but I 'm needing your help. For the past few weeks something's been off in the Blackwood Glades, a swamp nearby. Two different scout groups have disappeared into the morass. And then a shipment from Kushl never arrives and we find you on their doorstep. Well we never had answers until today. Brace your selves. Alright Dorni, you can come out".

From behind a blind on the other side of the room a small creature struggles to move forward. His misshapen hands claw at the ground in front of him dragging him forward. Skin sloughs off his body in odd intervals striking the ground with disconcerting squelches of wet flesh. In the center of its protruding spine, a mottled green Mollusk shell rests atop an undulating tumor. As the pitiful creature inches across the floor, what is left of his shredded and misshapen legs trail behind him in a trail of blood and slime. It raises its pitiful head and speaks in broken common.

"Me Dorni. Friend, King Orebreaker. Wicked elves take gnomes from city." he says through deep coughs. "Wicked elves go to swamp. But attacked are we. Dorni quick, escape monsters. But swamp poisoned,

broke Dorni." the coughing overtakes Dorni, and he collapses to the ground. Clerics rush over and cast healing spells, and then help him out of the chambers. Servants begin mopping the floor from readied buckets.

King Orebreaker speaks up.

"I need you to find out what is going on in the swamp as you rescue your people, and put an end to it. We have already lost two patrols, I can't afford to lose another. Put an end to it and I'll make it worth your time."

At this point the king expects the PCs to accept his offer, providing replacement armor made of Osmium (*See Wayward Rogues Publishing Cultures of Celmae Dwarves*). He is insistent that the party will be well paid if they do him this service, and gives each PC 1000 GP as an initial retainer; promising much more upon their return. Additionally he informs the group that he is sending the same dwarven scouting party that escorted them from Kushl, again led by Barghest Mountainreaver. Unbeknownst to the PCs the dwarves have been tasked with an additional mission: recover Adan's Whisker (The Radiant Shard).

## CHAPTER TWO: THE BLACKWOOD GLADES

The PC's set out with their dwarven allies, following details the mutated gnome Dorni was able to provide. Tunnels lead deeper below to the subterranean swamp, and following Dorni's trail of dried mucus, slime and blood isn't difficult for the trained scouts. They feel the swamp before they reach it, smelling its rancid odor and suffering from it's oppressive heat. Moisture forms constantly,



# A FEAST OF ASHES

SHATTERED SKIES

coating everything. If the PCs could use a few extra encounters, feel free to use the (*Pathfinder Roleplaying Game Bestiary*), Swamp random encounters, of appropriate challenge rating.

The Blackwood Glades mostly consist of a deep bog, with a lot of flora and fauna growing up out of the water, much of it in some form of decay. Paths thru the swamp count as shallow bogs that can be traversed. Rare patches of dry ground, or thick peat can be found for camping. Make sure you are familiar with the *Pathfinder Role Playing Game 1e Core Rulebook* for specific rules on shallow and deep bogs, and other environmental considerations.

The Blackwood Glades are also filled with disease infested biting insects. The insects carry the standard array of diseases; Bog rot, Dengue fever, malaria, etc, but there have been alchemical experiments going on in the heart of the swamp, and now many denizens are corrupted by a mutated disease the dwarves call Blackwood Fever. Each day of exposure to the swamp forces a save against Blackwood Fever. Those immune to disease are unaffected.

Each day the PCs can attempt a DC 20 Survival check to reduce the Fortitude saving throw DC for the disease by two. This represents the party avoiding virulent strands.

## BLACKWOOD FEVER

**Type** disease, contact, injury; **Save** Fortitude DC 16

**Onset** 1 day; **Frequency** 1/day

**Effect** 1d4 Cha damage and 1 Con damage and target is fatigued; Cure 2 consecutive saves

If the infected have any Con damage they become fatigued. The Cha damage starts random mutations at a rate of 1 random mutation per point of Cha lost. If the infected fails 4 consecutive saves, the mutations become permanent unless they also receive the benefits of *break enchantment* and *remove disease* within one minute of each other. If successful, these mutations absorb back into the body at a rate of one mutation per day.

## THE BOG (CR 7)

Unbeknownst to the PC's, they are being stalked from the edges of the bog. Native gripli are very upset because many of their tribe have come down with Blackwood Fever. They intend to drive away or kill the PCs, in perceived retaliation.

## Gripli Ninjas (4)

XP 3,200

Gripli ninja 4

N Medium humanoid

**Init** +6, **Senses** Darkvision 60 ft.; Perception +9

## DEFENSE

**AC** 18, touch 15, flat-footed 14, (+3 Armor, +4 Dex, +1 Size)

**hp** 31 (4D8 +8)

**Fort** +3 **Ref** +8 **Will** +4

**Defensive Abilities** uncanny dodge

## OFFENSE

**Speed** 30ft, Climb 20ft

**Melee** masterwork wakizashi +6 (1d4+1/18-20 or

**Ranged** +1 shortbow +9 (1d4+1/x3) or

shuriken +8 (1d2) or

net +8 (entangle)

**Special Attacks** Sneak Attack 2d6

## STASTICS

**Str** 12, **Dex** 19, **Con** 12, **Int** 10, **Wis** 16, **Cha** 8

**Base Atk** +3; **CMB** +3; **CMD** 17





their advantage. They soften their targets by using poisoned arrows.

Two of the gripli will shoot at low AC targets while the others wait for spellcasters to cast a spell, and then shoot at them with poisoned arrows, ideally for sneak attacks (Please note sneak attacks are permissible from 40 ft away with their deadly range feat). The Gripli are not interested in melee combat, preferring to drag out fights until their poisons kick in. They use swamp stride, *vanish*, smoke sticks etc. to strike at the PCs while hiding afterwards to gain additional sneak attacks.

## STATISTICS

**Str** 12, **Dex** 19, **Con** 12, **Int** 10, **Wis** 16, **Cha** 8

**Base Atk** +3 **CMB** +3 **CMD** 17

**Feats** Extra Ninja Trick, Point-Blank Shot **Traits** *life of toil*, *reactionary*

**Skills** Acrobatics +8, Climb +14, Craft (poison) +5, Disable Device +9, Disguise +4, Escape Artist +9, Knowledge (local) +4, Perception +9, Sleight of Hand +8, Stealth +14 (+18 in marshes and forested areas.), Survival +7, Swim +12

**Languages** undercommon, Gripli

**Special Qualities** camouflage, ki pool (1 points), ninja

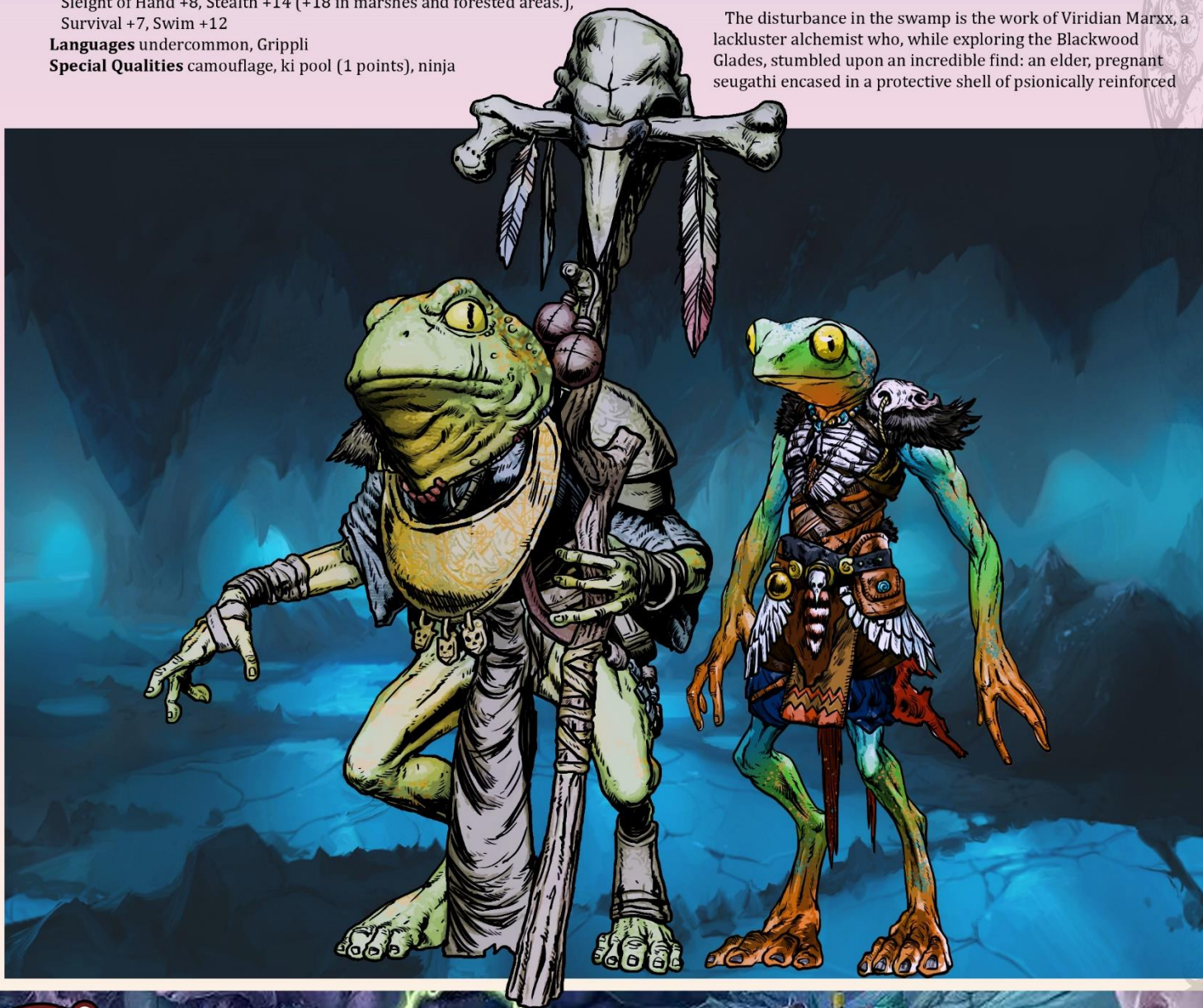
tricks (deadly range[UC], swift poison[APG], vanishing trick[UC]), no trace +1, poison use, swamp stride

**Combat Gear** potion of *cat's grace*, medium spider venom (4), poison, red tears (6), smoke bomb (2); **Other Gear** studded leather, +1 *greenwood shortbow*, arrows (20), shuriken (5), wakizashi[UC], poisoning sheath[UE]

Once the gripli have defeated, the party can move on to the center of the swamp. It should take four days to reach, the trip reduced by half a day for each PC who makes a successful DC 18 Survival skill check. Remember to have the PC's attempt Fortitude saving throws to defend against disease each day.

## BLACKWOOD HEART CR10

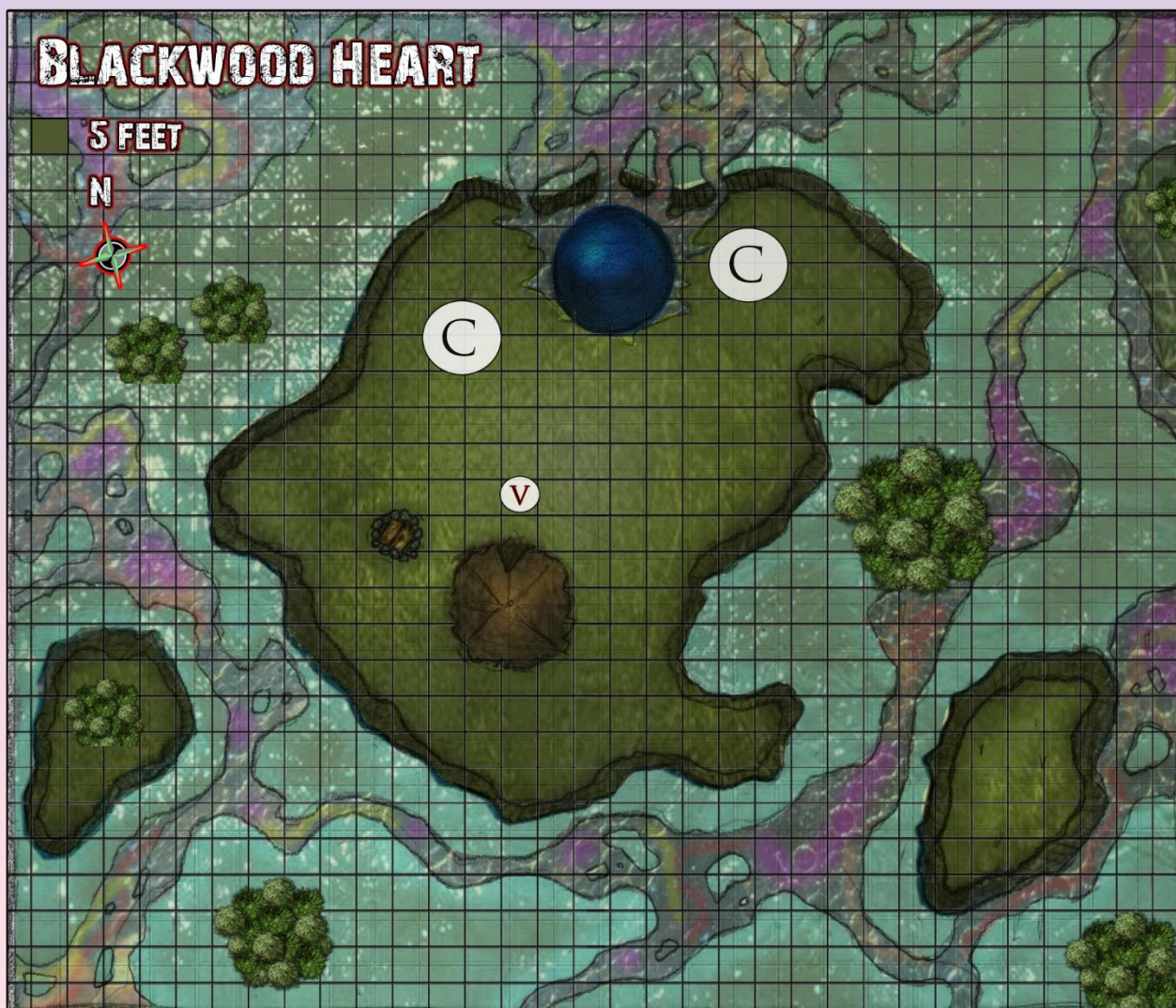
The disturbance in the swamp is the work of Viridian Marxx, a lackluster alchemist who, while exploring the Blackwood Glades, stumbled upon an incredible find: an elder, pregnant seugathi encased in a protective shell of psionically reinforced





# A FEAST OF ASHES

SHATTERED SKIES



lackluster alchemist who, while exploring the Blackwood Glades, stumbled upon an incredible find: an elder, pregnant seugathi encased in a protective shell of psionically reinforced cobalt. He was able to breach the shell, releasing a trio of young seugathi. The elder seugathi died in the event, but it's leaking brain fluid continued to ooze from its cavities pouring into the swamp.

Through study, Viridian was able to create tiny clones of the creature, fusing them with swamp animals, and eventually himself. Now dozens of immature seugathi hang from his head and upper back like macabre hair. Experiments with the cobalt shell has allowed Viridian to reshape the swamp and its inhabitants to something more compatible with his warped, insane mind.

As the PCs approach the heart of the swamp they come across prismatic patches of liquid: the cerebral fluid from the decaying, alchemically altered seugathi; the origin of Blackwood Fever. The PCs should be able to identify this with a DC 16 Craft (alchemy), or Knowledge (arcana) skill check. PC's that physically interact with these concentrated pools of disease, take 3d6

points of acid damage and must immediately attempt a Fortitude saving throw with a -4 penalty to resist contracting the Blackwood Fever.

Viridian's most recent and curious experiment, involved infusing crayfish with the cerebral fluid, and then alchemically bonding them with immature seugathi. These new creatures thrived, increasing its size dramatically over just a few days. They reproduced quickly, and one of Viridian's new pets is on the cusp of delivering another brood as the PC's arrive.

Read or paraphrase the following.

You have followed the trail to the heart of the swamp. The heat, and the disease infested insect swarms have been almost too much to take. Everything you possess is damp and soggy. The dwarves trudge along without complaint. Iridescent pools float on top of the water at odd intervals. The dwarves avoid them. You see movement in the water nearby but can't seem to locate anything specific.



As you round a particularly dense cluster of trees and foliage, you see two large creatures and a half-orc with what appears to be dozens of two-foot-long leaches hanging from his head.

Viridian is here with some of his creations. The female is in the middle of giving birth to a clutch of new chuul. When she does, hundreds of tadpoles are released into the swamp waters. The PCs only have moments before battle ensues.

### CHULL (2) CR 7

XP 3,200

hp: 85 (*Pathfinder Bestiary*)

### TACTICS

**During Combat** The male protects the female while she gives birth, afterwards both fight to protect their father Viridian.

**Development:** Only the male will react in the first round; He protects the female from approaching PCs. On her turn during the first round, the female gives birth as a Standard action, and then stands as a move action. Hundreds of creatures that appear to be crawfish flow from her and into the swamp.

**Note:** The Chuul are immune to Blackwater fever. So they ignore the iridescent pools. If the PCs interact with these multicolored concentrated pools of disease, they are hit for 3d6 points of acid damage and must immediately attempt a Fortitude saving throw to resist the disease at a minus 4 to the check.

### VIRIDIAN CR 7

XP: 3200

Male half orc alchemist 4

Init +7 Senses Darkvision 60 ft.; Perception +11

### DEFENSE

AC 19 (23 with shield), touch 14, flat-footed 16, (+5 Armor; +3 Dex, +1 Deflection)

hp 45 (7D8 +14)

Fort +11 Ref +13 Will +8

**Defensive Abilities** evasion, sacred tattoo

### OFFENSE

Speed 30ft

**Melee** +2 dagger (1d4-2/19-20) or unarmed strike +2 (1d6-2)

**Ranged** Bomb +9 (3d6+8 Fire) or smoke bomb +9 (3d6+8 Fire) or stink bomb +9 (3d6+8 Fire)

**Special Attacks** 13/day (3d6+8 fire, DC 18), stunning fist (3/day, DC 14)

**Alchemist (Mindchemist) Extracts Prepared** (CL 5th; concentration +11)

**2nd**—adhesive blood[ACG] (DC 18), delay poison, fox's cunning, spider climb

**1st**—adhesive spittle[ACG] (DC 17), bomber's eye[APG], expeditious retreat, monkey fish[ACG], shield, targeted bomb adamixture[UC]

### TACTICS

Viridian isn't going to be easy to run, so please make sure you are familiarized with the alchemist class and Viridian's tactics.

**During Combat** Round 1: Viridian shouts at the PCs to leave or become material for his experiments, then drinks his cognatogen. This

increases his Intelligence score by 4 (Note this also increases his bomb damage by 2).

Round 2: He drinks his targeted bomb adamixture then He targets the toughest looking opponent with Kirin style.

Misc tactics: Viridian's dreadlocks are a familiar; they can use the bodyguard feat to increase his AC by 2 as an attack of opportunity.

**Note:** Viridian's dreadlocks can independently cast *dimension door* three times per day and grants the dimensional agility feat for 1 round after that. This means that the dreadlocks cast *dimension door* and Viridian could still potentially attack after teleporting.

**Additional Note:** Viridian has Kirin strike and Kirin style. This allows him to use this ability once per PC (as long as he identifies each PC, (Knowledge local) Combined with targeted bomb admixture, he could potentially strike a PC for bomb damage + Intelligence mod x4 (3d6 + 32 (40 with his cognatogen active)

### STATISTICS

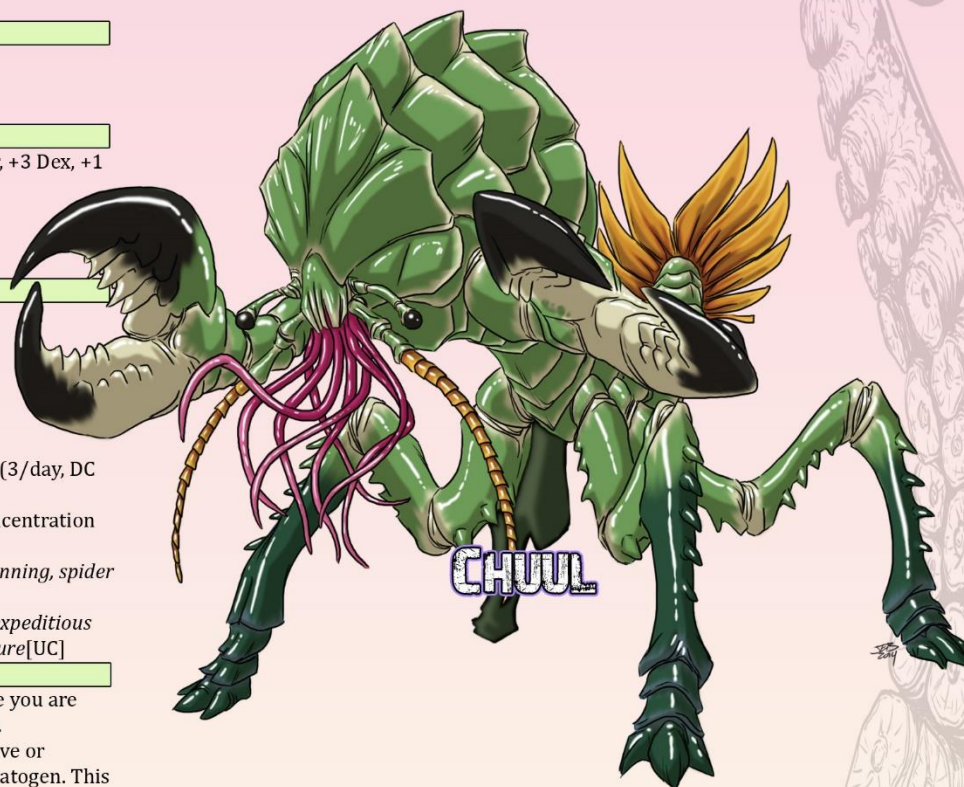
Str 7, Dex 16, Con 13, Int 22, Wis 12, Cha 7

Base Atk +4 CMB +2 CMD 16

**Feats** Extra Bombs[APG], Extra Discovery[APG], Improved Unarmed Strike, Kirin Strike[UC], Kirin Style[UC], Point-Blank Shot, Precise Shot, Stunning Fist, Throw Anything, Weapon Focus (bomb)

**Traits** civilized, fate's favored

**Skills** Acrobatics +7, Climb +2, Craft (alchemy) +11 (+16 to create alchemical items), Craft (poison) +11, Disable Device +10, Escape Artist +13, Fly +8, Intimidate +4, Knowledge (arcana) +22 (+24 to identify creatures), Knowledge (history) +16 (+18 to identify creatures), Knowledge (local) +25 (+27 to identify creatures),





# A FEAST OF ASHES



Knowledge (nature) +16 (+18 to identify creatures), Knowledge (religion) +16 (+18 to identify creatures), Linguistics +7, Perception +11, Sense Motive +5, Spellcraft +16, Stealth +10, Survival +5, Swim +5, Use Magic Device +8;

**Racial Modifiers** +2 Intimidate, +2 Knowledge (local)

**Languages** Common, Dwarven, Gnome, Goblin, Orc

**Special Qualities** alchemy (alchemy crafting +5), cognatogen, discoveries (smoke bomb, stink bomb, tumor familiar[UM]), fuse style, orc alchemist, orc blood, perfect recall, swift alchemy

**Combat Gear** cognatogen[UM], potion of *cat's grace*, potion of *cure serious wounds* (2), potion of *invisibility*; **Other Gear** +1 mithral chain shirt, dagger, cloak of resistance +1, headband of vast intelligence +2, ring of protection +1, alchemist starting formula book, 3 potion resist Energy (fire)

## COMPANION ARCANE FAMILIAR

Immature Seugathi Dreadlocks (Use Compsognatus) (protector) (*Pathfinder RPG Bestiary* 2)

N Tiny magical beast (aberration)

**Init** +6; **Senses** low-light vision, scent; Perception +10

## DEFENSE

AC 18, Fast healing 5 (when attached) touch 14, flat-footed 16 (+2 Dex, +4 natural, +2 size)

hp 35

**Fort** +9, **Ref** +9, **Will** +6

## OFFENSE

**Melee** unarmed strike +8 (1 nonlethal) or bite +8 (1d3)

**Space** 2½ ft.; Reach 0 ft.

**Speed** (when detached) 20 ft., swim 20 ft.

## STATISTICS

**Str** 10, **Dex** 15, **Con** 14, **Int** (joined with host) 18 when separated, **Wis** 11, **Cha** 5

**Base Atk** +4; **CMB** +4; **CMD** 13

**Feats** Bodyguard[APG], Combat Reflexes, Improved Initiative

**Skills** Acrobatics +6 (+10 to jump), Climb +6, Disable Device +4, Escape Artist +9, Fly +11, Intimidate -2, Linguistics +0, Perception +10, Sense Motive +1, Spellcraft +6, Stealth +17, Survival +1, Swim +17, Use Magic Device +4

**Special Qualities** Symbiont, loyal bodyguard, shield master

## Special Abilities

**Symbiont** You have grafted with your host (in this case as a tumor familiar). The familiar's master also gains fast heal 5 when the familiar is attached. Additionally, it can cast *dimension door* on itself and its attached master, as a supernatural ability, to any iridescent pool three times per day. Any creature transported in this manner can act if they had the dimensional agility feat.

Once the PCs defeat Viridian, the dwarves suggest burning everything. If they burn the contents of the cobalt sphere, they destroy the source of Blackwood Fever.

## CHAPTER THREE: THE SIEGE FORT

The elves and prisoners are not that hard to follow. Occasionally through breaks in the underbrush you spot plumes of smoke in the distance, and the trail seems to be heading in that direction.

The Siege Fort is a crashed Mi-go scout space craft from almost two

thousand years ago. The ship had passed through a strange miasma field upon its decent and faced destruction. Its pilot activated a failsafe and teleported to the planet. But the miasma threw off the spell, and the ship phased into solid rock, deep below the surface of the planet.

The pilot sent a distress call to the mother ship, but when no rescue came, it began investigating its surroundings. The alien found itself near an active lava stream from a deep magma vault. The extreme temperature was too much for it, so it retreated to the safety of the ship. Before it could mount a better plan, the lava stream's occupant, an elemental fire medusa called Serena, entered the ship and attacked. The mi-go activated the ships security measures, and retreated to a cryo-vault, sealing itself within. The robotic defenses proved effective against a creature used to slaying with but a glance, and the medusa abandoned the ship.

As the centuries passed, the crafty elemental was able to study and test the defenses of the ship, until learning to disarm and control them herself. Accessing old logs and data files, she learned that a great portion of the ship is trapped within the stone of the underground chamber, and so she began diverting the lava streams to help dig a path beneath. She hasn't learned how to unlock the ships magnetic doors that lead below.

Serena eventually grew bored of accessing the rest of the ship, and in her increasing loneliness, began searching for companionship. She attempted to conquer the nearby gripli and gremlin tribes, failing but causing them to become hostile and paranoid for future generations. Saddened and insane, Serena retreated to the ship and brooded for years.

Three hundred years ago, an adventuring party of dwarves from Orvast found the ship and entered. They defeated many of the traps but could not kill Serena. They absconded with one of the ships 3 power cores, a treasure they later named, Adan's Whisker. Realizing these cores were valuable, Serena attempted to trade one for an elf nosferatu for an undead companion, but she learned he planned to betray her, and struck first. It was too late, he'd gotten word back to his master Mortalbane about the cores. For the next two and a half centuries, the ghastrlord searched the belowlands for Serena's lair.

A decade ago, he found it.

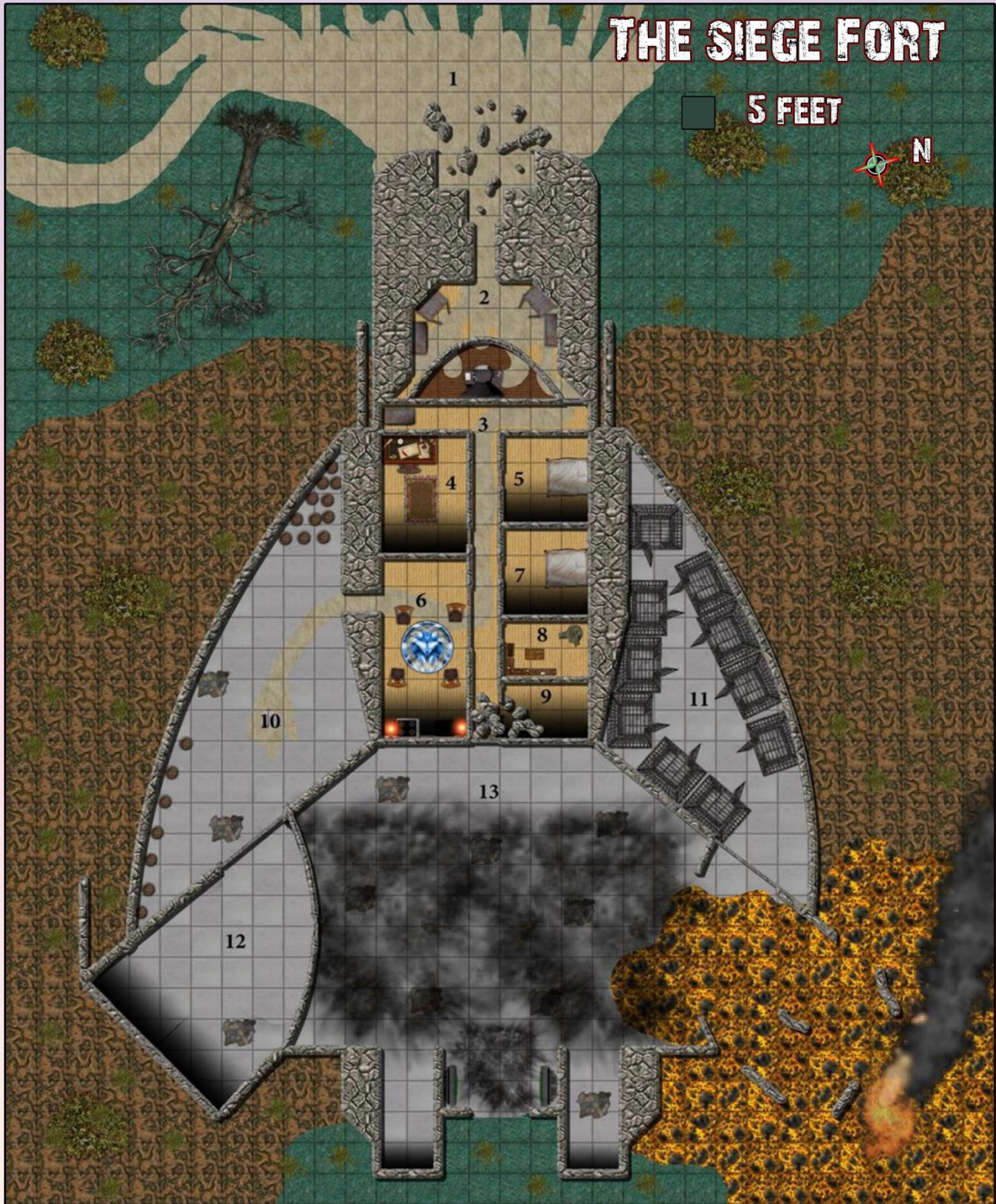
Unprepared to face an elemental medusa, he discovered even he could not stand against her powerful molten gaze. In his anger he admitted he was after the ships power core, and Serena struck a bargain: bring her two dozen living humans and she would relinquish the other power core. Continue trying to take them by force, she'd destroy them and the ship. Mortalbane accepted. He immediately sent his nosferatu allies after human slaves, while he entered the Dreamlands to continue building a new spacecraft to house the core. It was during this time that Mortalbane learned the core was incomplete, so he tasked his minions with finding the third core, knowing the medusa guards the other two.

When their investigations turned up the location of the third core, now called the Radiant Shard by humans in Omnilibertas, Mortalbane knew he could fulfill his bargain with Serena at the same time.

When the PC's arrive at the ships ruins, the elves have already received the other cores and have long fled back to the Endiel forest. Their trail is much harder to track but is possible.

Only the broken open cockpit is accessible, the rest of the ship is buried under rock, soupy mud, and vegetation.







# A FEAST OF ASHES

SHATTERED SKIES

## THE SHIP CRIO

### I. ENTRANCE

Much of the ship is not accessible unless a major excavation takes place. The cockpit however is accessible and there are signs of recent humanoid passage. There is mud all about the passageway that doesn't hinder the party. The dwarves become excited. It appears to them to be an ancient elven siege fortress. The elves used these fortresses to bring their war to their enemies, they explain, but most were destroyed. If this one is mostly intact, it could be studied and perhaps modified by dwarven endeavors. The dwarves quickly decide to split up and send half their number back. If Bodek and Raven are alive, they head back to tell King Orebreaker about the find. Only the cockpit entrance seems to be accessible. Areas of quicksand permeate the area around the ship. Use the quicksand to persuade the PCs to use the cockpit entrance. The party can attempt a DC 28 Survival check to successfully navigate the quicksand. If they attempt to climb the ship itself, count the entire ship as under a grease effect because of the marshy environment, except the Acrobatics DC is 20 and so is the reflex save.

Read or paraphrase the following.

The trail you have been following for weeks leads straight into a metal cave which the dwarves are calling a Siege Fortress. mud and vegetation coat the fortress. However, a soft glow emanates from within. A plume of smoke rises just over the rise of the hill. The hill itself looks treacherous. Perhaps going through the Siege Fortress will lead closer to the source.

### The Ship

The walls of the ship are a strange alien metal with hardness of 18, and 35 hit points per inch of thickness. No wall is less than 3 feet thick. Doors have a hardness of 10, and have 30 hit points per inch, and are 6 inches thick (180 hp)

All technological items can be found in the *Pathfinder Campaign Setting: Technology Guide*.

### 2. THE COCKPIT

The cockpit is alive with small led lights. There are several control panels around with wires, slides, levers, and buttons. Muddy prints lead thru the cockpit to an open door. There are four control panels and a captain's chair with several switches on one armrest.

Possible checks to manipulate the ship include Knowledge (Engineering) and Craft (Mechanical). Remember the Boulderback brothers (if still alive, and with the party) both possess Knowledge (Engineering) +5

#### DC's to manipulate ship:

Interior Lighting: DC 18  
Open cabin doors: DC 10  
Open cargo bay doors: DC 15  
Shut off Power: DC 25

PC's with the Technologist feat add +5 to check. Every time power is manipulated the PCs can attempt Perception skill check (DC 30 for the cabins, and DC 20 for the cargo bays) to hear screams of pain from the captives below.

### 3. HALL

The hall has a trail of fresh mud thru it, leading to the closed doors of chamber 6. The southern end of the hall has collapsed and would take several days to clear the debris. All doors, (except to chamber 8) are closed. There is a locked control panel, requiring a successful DC 20 Disable Device skill check to open. A successful DC 15 Perception check reveals 2 batteries, and 1 gray E-Pick within the debris.

### 4. CAPTAIN'S QUARTERS

The Captain's Quarters are a mess. Broken debris is scattered thru the room. Searching the room with a successful DC 15 Perception check yields 4 goo tubes, and a roll of Ion Tape.

### 5. CREW ROOM

There is nothing of interest in this room. The bed and furnishings are broken and aged beyond repair.

### 6. MESS HALL

The mess hall was destroyed in the crash. There are bits of broken furniture all around. The table is bolted to the floor. A DC 15 Perception check yields a pair of Magboots.

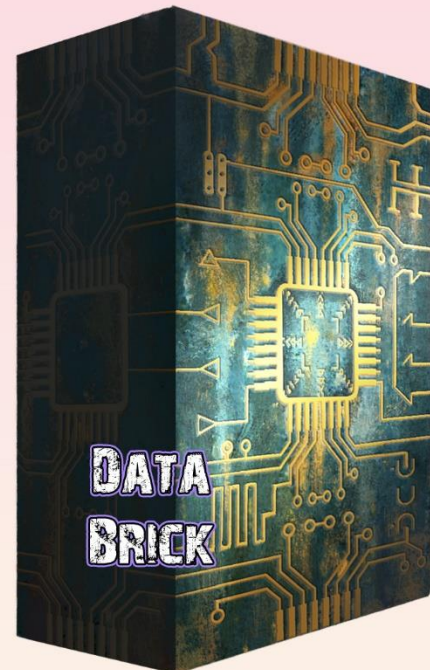
#### Magboots

**Price** 5,000 gp; **Slot** feet; **Weight** 6 lbs.; **Capacity** 10; **Usage** 1 charge/hour

These clunky-looking boots have powerful electromagnets built into their soles that activate and deactivate automatically as the wearer flexes her foot, allowing her to walk on a metal surface with relative ease in zero gravity. They grant a +10 circumstance bonus on all Climb checks made while scaling metal surfaces.

#### CONSTRUCTION

**Craft** DC 20; **Cost** 2,500 gp; **Craft** Technological Item, graviton lab





## 7. CREW ROOM (Same as room 5)

## 8. MED BAY

The Med bay is also a shamble from the crash. Searching the room, Perception 15 the party finds 8 medlances, (4 of them loaded with cure serious wounds), 3 nanite Hypoguns (white), and 2 more (black).

## 9. ARMORY

The armory is difficult to get into, but the wall has collapsed providing entry to a dedicated group. There is an overturned but locked cabinet requiring a successful DC 20 Disable Device skill check. The cabinet has 2 laser rifles, 2 laser pistols, 4 batteries, and 1 suit of smart armor in compact form. They also find 2 unidentifiable data bricks which the dwarves excitedly confiscate, telling the PC's that they will need studying back at Orvast.

## 10. FORWARD PORT CARGO BAY

There are barrels of an unidentifiable black goo (nontoxic) stored in the cargo bay. Additionally, there are 2 pillars of flakey stone in the room. The PCs can identify these as petrified statues with a DC 15 Knowledge (local), or a DC 22 Perception check. The outer layer can be peeled away leaving the actual petrified creature. There is a Charging cabinet in here as well that will restore 1 charge every 15 minutes to a *time-worn* item.

## 11. FORWARD STARBOARD CARGO BAY

Imprisoned here are the kidnapped citizens of Omnilibertas. A bizarre matrix of power lines and quintessence connect to their cages, inflicting severe pain to the prisoners. The cages are electronically locked, and Serena possesses the key. Attacking a power lines causes a surge of electricity that inflicts 2d6 points of electrical damage and 1d6 fire to targets in contact with the cage or wires. There are 5 power lines, and each have Hardness 3 and 5 hp. The prisoners within have an average of 10 hp (Jarnos has 14) each.

## 12. REAR PORT CARGO BAY

When the PCs open the door, the Serena, the Molten Medusa is waiting for them, adjacent to the doorway leading to chamber 13. She acts during the surprise round, using her gaze attack on the lead PC. Her action in the surprise round is to move into chamber 13. When combat begins, she seals the door. She will not open it. They can be opened by the control panels in chamber 2.

## 13. PRIMARY CARGO BAY

The Primary Cargo Bay has been converted into Serena's lair. She sits in the lava to gain the benefits of her fast heal, while lobbing bombs and relying on her gaze ability. She battles the PCs to the death, begging them not to fight her and become her eternal slaves.

### SERENA, THE MOLTEN MEDUSA CR 10

XP: 9,600

LE Large outsider (elemental, extra planar, fire)

Init +8; Senses all-around vision, blindsight 60 ft. Perception +22

### DEFENSE

AC 24, touch 17, flat-footed 15 (+8 Dex, +6 natural, Dodge +1, Size -1)

hp 130; fast heal 8 when in lava squares

Fort +13, Ref +13, Will +9

DR 5/—; Immune fire, elemental traits,

Weaknesses vulnerability to cold (This vulnerability is suppressed

### OFFENSE

Heat Aura 1d12 fire damage 10' radius,

Speed 40 ft.

Melee 2 Slams +16/+11(2d8+6 plus Burn)

Space 10 ft; Reach 10ft.

Ranged 2 Lava Bombs +18/+13 (2d8+8 plus Burn) Ranged Touch; Range 20 ft.

Special Attacks Immolating gaze, Burn (2d8 DC 20)

### STATISTICS

Str 22, Dex 26, Con 18, Int 12, Wis 13, Cha 15

Base Atk +10; CMB +17; CMD 36

Feats Point-Blank Shot, Precise Shot, Dodge, Weapon Finesse, Combat Reflexes

Skills Bluff +14 Disguise +16, Intimidate +13, Perception +22,

Stealth +19; Racial Modifiers +4 Perception

Languages Common, Ignan

### SPECIAL ABILITIES

**All-Around Vision (Ex)** A Molten medusa's snake-hair allows her to see in all directions. Molten Medusas gain a +4 racial bonus to Perception checks and cannot be flanked.

**Immolating gaze (Su)** Turn into a Molten pillar of stone permanently, 30 feet, Fortitude DC 18 negates. The save DC is Charisma-based. The Molten Pillar is extremely hot, the heat lasting for 3 rounds before it cools. Characters adjacent to a Molten Pillar take 3d6 fire damage, once the pillar cools; reduce the damage by 1d6 per round, until completely cool. (Same rules apply for PC's as if they were turned to stone by a normal medusa, to restore them to flesh).

**Burn (Ex)** A molten medusa deals fire damage in addition to damage dealt on a successful hit in melee. Those affected by the burn ability must also succeed on a Reflex save or catch fire, taking the listed damage for an additional 1d4 rounds at the start of its turn. A burning creature can attempt a new save as a full-round action. Dropping and rolling on the ground grants a +4 bonus on this save. Creatures that hit a burning creature with natural weapons or unarmed attacks take fire damage as though hit by the burning creature and must make a Reflex save to avoid catching on fire.

## CONCLUSION

If the PCs defeat Serena, they can rescue the prisoners and escort them back to Orvast. King Orebreaker welcomes them, and true to his word offers the PCs each an additional 5000 gold. As the dwarves have no ideas about the timeworn items they will not purchase any of them but will gladly accept such items. King Orebreaker offers the hospitality of Orvast to the heroes to prepare them to continue their journey and provides a dwarven escort back to Omnilibertas.

Back in Omnilibertas, the PC's are rewarded by Senator Druthval, and a grand feast is thrown in their honor.

But soon they will be contacted by the dwarves, for they have transcribed the data bricks, and what they have discovered promises ruin to the universe unless the heroes intervene!

To be continued in **Part 3 of the Ravenous Ruin: Thirst for Knowledge!**



## OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), notation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity; (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts, creatures, characters, stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product Identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor; (g) "Use," "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content You Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

## 15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

**System Reference Document.** Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

**Pathfinder Roleplaying Game Reference Document.** © 2011, Paizo Publishing, LLC; Author: Paizo Publishing, LLC.

**Pathfinder Roleplaying Game Core Rulebook.** © 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

**Pathfinder Roleplaying Game Bestiary.** © 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

**Pathfinder Roleplaying Game Bestiary 2.** © 2010, Paizo Publishing, LLC; Authors Wolfgang Baur, Jason Bulmahn, Adam Daigle, Graeme Davis, Crystal Frasier, Joshua J. Frost, Tim Hitchcock, Brandon Hodge, James Jacobs, Steve Kenson, Hal MacLean, Martin Mason, Rob McCreary, Erik Mona, Jason Nelson, Patrick Renie, Sean K Reynolds, F. Wesley Schneider, Owen K.C. Stephens, James L. Sutter, Russ Taylor, and Greg A. Vaughan, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

**Pathfinder Roleplaying Game Bestiary 3.** © 2011, Paizo Publishing, LLC; Authors: Jesse Benner, Jason Bulmahn, Adam Daigle, James Jacobs, Michael Kenway, Rob McCreary, Patrick Renie, Chris Sims, F. Wesley Schneider, James L. Sutter, and Russ Taylor, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

**Pathfinder Roleplaying Game Bestiary 4.** © 2013, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Savannah Broadway, Ross Byers, Adam Daigle, Tim Hitchcock, Tracy Hurley, James Jacobs, Matt James, Rob McCreary, Jason Nelson, Tom Phillips, Stephen Radney-MacFarland, Sean K Reynolds, F. Wesley Schneider, Tork Shaw, and Russ Taylor.

**Pathfinder Roleplaying Game Bestiary 5.** © 2015, Paizo Inc.; Authors: Dennis Baker, Jesse Benner, John Bennett, Logan Bonner, Creighton Broadhurst, Robert Brookes, Benjamin Bruck, Jason Bulmahn, Adam Daigle, Thurston Hillman, Eric Hindley, Joe Homes, James Jacobs, Amanda Hamon Kunz, Ben MacFarland, Jason Nelson, Thom Phillips, Stephen Radney-MacFarland, Alistair Rigg, Alex Riggs, David N. Ross, Wes Schneider, David Schwartz, Mark Seifter, Mike Shel, James L. Sutter, and Linda Zayas-Palmer.

**Pathfinder Roleplaying Game Gamemastery Guide.** © 2010, Paizo Publishing, LLC; Author: Gam Banks, Wolfgang Baur, Jason Bulmahn, Jim Butler, Eric Cagle, Graeme Davis, Adam Daigle, Joshua J. Frost, James Jacobs, Kenneth Hite, Steven Kenson, Robin Laws, Tito Leati, Rob McCreary, Hal MacLean, Colin McComb, Jason Nelson, David Noonan, Richard Pett, Rich Redman, Sean K Reynolds, F. Wesley Schneider, Amber Scott, Doug Seacat, Mike Selinker, Lisa Stevens, James L. Sutter, Russ Taylor, Penny Williams, Skip Williams, Teetwynn Woodruff.

**Pathfinder Roleplaying Game Advanced Class Guide.** © 2014, Paizo Inc.; Authors: Dennis Baker, Ross Byers, Jesse Benner, Savannah Broadway, Jason Bulmahn, Jim Groves, Tim Hitchcock, Tracy Hurley, Jonathan H. Keith, Will McCardell, Dale C. McCoy Jr., Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Sean K Reynolds, Tork Shaw, Owen K.C. Stephens, and Russ Taylor.

**Pathfinder Roleplaying Game Advanced Player's Guide.** © 2010, Paizo Publishing, LLC; Author: Jason Bulmahn

**Pathfinder Roleplaying Game Advanced Race Guide.** © 2012, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Benjamin Bruck, Jason Bulmahn, Adam Daigle, Jim Groves, Tim Hitchcock, Hal MacLean, Jason Nelson, Stephen Radney-MacFarland, Owen K.C. Stephens, Todd Stewart, and Russ Taylor.

**Pathfinder Roleplaying Game Monster Codex.** © 2014, Paizo Inc.; Authors: Dennis Baker, Jesse Benner, Logan Bonner, Jason Bulmahn, Ross Byers, John Compton, Robert N. Emerson, Jonathan H. Keith, Dale C. McCoy Jr., Mark Moreland, Tom Phillips, Stephen Radney-MacFarland, Sean K Reynolds, Thomas M. Reid, Patrick Renie, Mark Seifter, Tork Shaw, Neil Spicer, Owen K.C. Stephens, and Russ Taylor.

**Pathfinder Roleplaying Game Mythic Adventures.** © 2013, Paizo Publishing, LLC; Authors: Jason Bulmahn, Stephen Radney-MacFarland, Sean K Reynolds, Dennis Baker, Jesse Benner, Ben Bruck, Jim Groves, Tim Hitchcock, Tracy Hurley, Jonathan Keith, Jason Nelson, Tom Phillips, Ryan Macklin, F. Wesley Schneider, Amber Scott, Tork Shaw, Russ Taylor, and Ray Vallese.

**Pathfinder Roleplaying Game NPC Codex.** © 2012, Paizo Publishing, LLC; Authors: Jesse Benner, Jason Bulmahn, Adam Daigle, Alex Greenshields, Rob McCreary, Mark Moreland, Jason Nelson, Stephen Radney-MacFarland, Patrick Renie, Sean K Reynolds, and Russ Taylor.

**Pathfinder Roleplaying Game Occult Adventures.** © 2015, Paizo Inc.; Authors: John Bennett, Logan Bonner, Robert Brookes, Jason Bulmahn, Ross Byers, John Compton, Adam Daigle, Jim Groves, Thurston Hillman, Eric Hindley, Brandon Hodge, Ben MacFarland, Erik Mona, Jason Nelson, Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Alex Riggs, Robert Schwalb, Mark Seifter, Russ Taylor, and Steve Townshend.

**Pathfinder Roleplaying Game Pathfinder Unchained.** © 2015, Paizo Inc.; Authors: Dennis Baker, Jesse Benner, Ross Byers, Logan Bonner, Jason Bulmahn, Robert Emerson, Tim Hitchcock, Jason Nelson, Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Robert Schwalb, Mark Seifter, and Russ Taylor.

**Pathfinder Roleplaying Game Ultimate Magic.** © 2011, Paizo Publishing, LLC; Authors: Jason Bulmahn, Tim Hitchcock, Colin McComb, Rob McCreary, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, Owen K.C. Stephens, and Russ Taylor.

**Pathfinder Roleplaying Game Ultimate Campaign.** © 2013, Paizo Publishing, LLC; Authors: Jesse Benner, Benjamin Bruck, Jason Bulmahn, Ryan Costello, Adam Daigle, Matt Goetz, Tim Hitchcock, James Jacobs, Ryan Macklin, Colin McComb, Jason Nelson, Richard Pett, Stephen Radney-MacFarland, Patrick Renie, Sean K Reynolds, F. Wesley Schneider, James L. Sutter, Russ Taylor, and Stephen Townshend.

**Pathfinder Roleplaying Game Ultimate Combat.** © 2011, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Benjamin Bruck, Jason Bulmahn, Brian J. Cortijo, Jim Groves, Tim Hitchcock, Richard A. Hunt, Colin McComb, Jason Nelson, Tom Phillips, Patrick Renie, Sean K Reynolds, and Russ Taylor.

**Pathfinder Roleplaying Game Ultimate Equipment.** © 2012, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Benjamin Bruck, Ross Byers, Brian J. Cortijo, Ryan Costello, Mike Ferguson, Matt Goetz, Jim Groves, Tracy Hurley, Matt James, Jonathan H. Keith, Michael Kenway, Hal MacLean, Jason Nelson, Tork Shaw, Owen K.C. Stephens, and Russ Taylor.

**Pathfinder Campaign Setting: Technology Guide.** © 2014, Paizo Inc.; Authors: James Jacobs and Russ Taylor.

**Anger of Angels.** © 2003, Sean K Reynolds.

**Advanced Bestiary.** © 2004, Green Ronin Publishing, LLC; Author: Matt Sernett.

**Book of Fiends.** © 2003, Green Ronin Publishing; Authors: Aaron Loeb, Erik Mona, Chris Pramas, Robert J. Schwalb.

**The Book of Hollowed Might.** © 2002, Monte J. Cook.

**Monte Cook's Arcana Unearthed.** © 2003, Monte J. Cook.

**Path of the Magi.** © 2002 Citizen Games/Troll Lord Games; Authors: Mike McArtor, W. Jason Peck, Jeff Quick, and Sean K Reynolds.

**Skyryn's Register: The Bonds of Magic.** © 2002, Sean K Reynolds.

**The Book of Experimental Might.** © 2008, Monte J. Cook. All rights reserved.

**Tome of Horrors.** © 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balslev, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content from TSR.

**Kobold Quarterly Issue 7.** © 2008, Open Design LLC, www.koboldquarterly.com; Authors: John Baichtal, Wolfgang Baur, Ross Byers, Matthew Cici, John Flemming, Jeremy Jones, Derek Kagemann, Phillip Larwood, Richard Pett, and Stan!

**The Tome of Horrors III.** © 2005, Necromancer Games, Inc.; Author: Scott Greene.

**Pathfinder 6: Spires of Xin-Shalast.** ©2008, Paizo Publishing LLC. Author: Greg A. Vaughan

**Advanced Bestiary.** ©2014, Green Ronin Publishing, LLC; Author: Jeff Hersh, Developer: Owen K.C. Stephens

**Cultures of Calmar: Elwes.** ©2015 Wayward Rogues Publishing. Authors John C. Rock, Michael Whitney

**Cultures of Calmar: Gnomes.** ©2015 Wayward Rogues Publishing. Authors Robert Gresham, Jeff Gomez, Jeff Lee

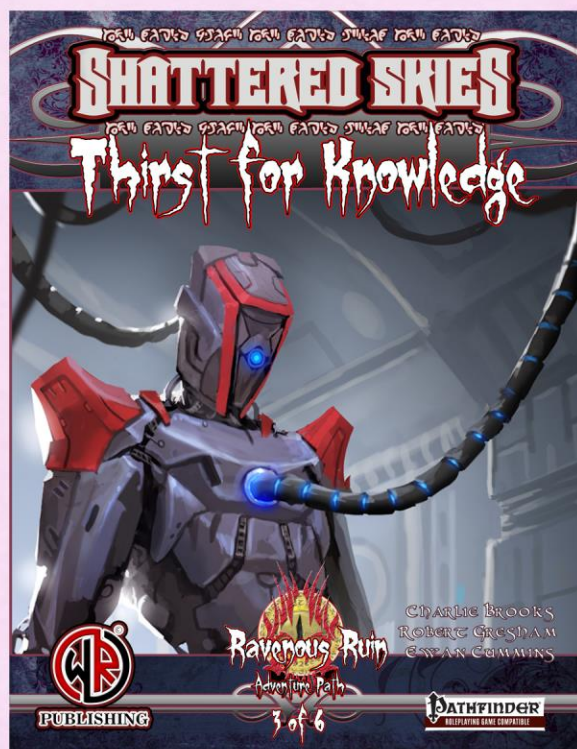
**Omnilibertas, City of Freedom.** ©2017 Wayward Rogues Publishing. Authors Jarrett Sigler

**Ravenous Ruin 1: The Hunger from Below.** ©2018 Wayward Rogues Publishing. Authors Rodney Sloan, Robert Gresham,

Michael Whitney, Ewan Cummins, Jarrett Sigler, Charlie Brooks.

**Ravenous Ruin 2: A Feast of Ashes.** ©2018 Wayward Rogues Publishing. Authors Joe Peters, Robert Gresham, Michael Whitney

## COMING SOON





# A Feast of Ashes

JOE PETERS  
ROBERT GRESHAM & MICHAEL WHITNEY

## THE RAVENOUS RUIN CONTINUES!

Villains have stolen *The Radiant Shard*, an ancient artifact plucked from the church of Hastroi in Omnilibertas. During their raid they also kidnapped many citizens for a nefarious purpose. Heroic adventurers quickly pursued them, only to discover the plundered gnomish town of Kushl had similarly been attacked. And to make matters worse, a squadron of dwarves think they are somehow involved!

Will the characters be able to prove their innocence? Or will they start a war with the dwarven kingdom of Orvast?

This adventure is part two of the *Ravenous Ruin*, and is designed for 8th level characters on the medium experience track.

Visit us at [waywardrogues.com](http://waywardrogues.com)

