

האדום האדום האדום האדום האדום האדום האדום האדום האדום האדום

SHATTERED SKIES

האדום האדום האדום האדום האדום האדום האדום האדום האדום האדום

Thirst for Knowledge



PUBLISHING



3 of 6

CHARLIE BROOKS
ROBERT GRESHAM
MICHAEL WHITNEY



Thirst for Knowledge

AUTHORS Charlie Brooks, Robert Gresham, Michael Whitney,
COVER ARTIST Grzegorz Pedrycz
INTERIOR ARTIST Robert Gresham, Jacob Blackmon,
 Dave Alsop, Grzegorz Pedrycz
CARTOGRAPHY BY Charlie Brooks

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

THIRST FOR KNOWLEDGE

BY CHARLIE BROOKS	2
CHAPTER ONE:	
RETURN TO RUINS.....	2
SIEGE FORT LOWER LEVEL MAP.....	4
CHAPTER TWO:	
SECRETS OF THE PAST	5
MIKTAS, CLERIC OF CTHULHU	8
CHAPTER THREE:	
THE LOST SAGE	9
OGI	10

Visit us at waywardrogues.com



The elves of Celmae have a secret origin, forgotten even by themselves, but a group of adventurers are about to discover that hidden past.

“Thirst for Knowledge” is an adventure for four to six 9th-level characters on the medium advancement track. PCs who complete this adventure should reach 10th level by its conclusion.

ADVENTURE BACKGROUND

Sages familiar with the history of Celmae’s elves know the race appeared shortly after the Shattering. In truth, they came from the stars, some as explorers, and others as servants to the sinister mi-go. Following their emergence on Celmae, the elves aided the gnomes below the surface, battling giant aberrations called gugs. They soon found that proximity to these monsters caused a supernatural, allergic reaction – the progenitor of ghouls.

A great elf hero from this era, Delwynndynn Moluthaine, contracted the cursed disease, becoming the dreaded ghoullord Mortalbane. The undead horror seized control of the Endiel Forest, where he continues to reign unopposed.

Centuries ago, a mi-go named Miktas crash landed on Celmae, his emergency teleport failing him, and encasing his scout ship in stone beneath the surface of the planet. Before he could explore, an elemental fire medusa caused him to flee to the lower, trapped deck of the ship, where he sealed himself in a cryo-chamber (See part 2 of the Ravenous Ruin: A Feast of Ashes). The medusa took control of the upper deck, lair there, and trapping Miktas below. Recently the medusa was defeated by adventurers, who explored the ship’s upper level, and recovered several strange metallic bricks, taking them to the dwarves of Orvast.

The dwarves sent scouts back to this mysterious “cave,” seeking additional information, but disappeared, as did the ensuing rescue party. Now the dwarves must turn again to the adventurers for justice and to quench their thirst for knowledge.

ADVENTURE SYNOPSIS

Following the disappearance of two search parties in the ruined siege fort, a group of dwarves from Orvast approach the PCs for help. Returning to the site, the PCs find that the dwarves opened a passageway leading deeper into the trapped ship. There they face a ruthless mi-go cleric and his minions. Victory provides access to a chamber infested with brain oozes. After defeating the oozes, the PCs speak with the preserved mind of a forgotten sage, learning the true history of the elves. However, they also discover that Mortalbane may now possess an incredibly destructive weapon.

CHAPTER ONE RETURN TO THE RUINS

Several weeks pass after the PCs’ last adventure, allowing them to pursue other business in Omnilibertas. Eventually, a group of dwarven ambassadors led by Caedris Brannor (*NG female dwarf expert 7*) from Orvast approaches them, asking for a private audience and bearing grim news. Read or paraphrase the text below.

Caedris holds out some familiar metal bricks. “Our sages spent a fortnight trying to unlock the secrets of these relics. They serve as storage devices for ancient lore, but that’s all we’ve discovered.

“We sent scouts back to the cave... then a rescue party

when they didn't return."

Caedris offers the bricks to you.

"We should have asked you from the start. Will you seek out the secret of these records and recover our missing brethren?"

Caedris offers a reward of 6,000 gp for the recovery of the fallen dwarves and 2,000 gp more if they learn the secrets of the spheres. Once the PCs accept the quest, it is time to return to the cave.

JOURNEY TO THE CAVE

The journey to the cave is quiet. Within the medusa's former lair, though, they find a strange new creature.

A dwarf lies disemboweled on the floor. The creature next to it looks like a six-foot-tall metal pillar with a single gold eye. Metallic strands probe the corpse's entrails, performing some sadistic experiment.

Dead Dwarf: This was one of the members of the rescue party (*GM option: this dwarf might also be one of the members of the party that helped the PC's defeat the fire-elemental medusa in the previous adventure.*).

Creature: The metallic monster is Yarik, a variant roper who serves as an agent of Miktas. Yarik originated on a distant planet. The creature thus looks metallic instead of rocklike and has some unique abilities of his own.

Yarik (Variant Roper)

XP 12,800 CR 11

CE Medium aberration

Init +7; **Senses** darkvision 60 ft., low-light vision; Perception +24

DEFENSE

AC 31, touch 15, flat-footed 28 (+2 deflection, +3 Dex, +16 natural)

hp 138 (12d8+84)

Fort +14, **Ref** +10, **Will** +16

Resist cold 10, fire 10; **SR** 27

Weaknesses electrical frenzy

OFFENSE

Speed 10 ft.

Melee bite +19 (3d8+15/19-20)

Ranged 6 strands +13 touch (cerebral manipulation or pull)

Special Attacks cerebral manipulation, pull (strands, 5 ft.), strands

TACTICS

During Combat Yarik attempts to use its cerebral manipulation ability on targets. Only when they prove resistant to the power does he drag them closer to use his bite.

Morale Yarik fights to the death.

STATISTICS

Str 30, **Dex** 17, **Con** 25, **Int** 13, **Wis** 16, **Cha** 12

Base Atk +9; **CMB** +19; **CMD** 34 (can't be tripped)

Feats Improved Critical (bite), Improved Initiative, Iron Will, Skill Focus (Perception), Skill Focus (Stealth), Weapon Focus (strands)

Skills Climb +25, Knowledge (dungeoneering) +16, Knowledge (religion) +13, Perception +24, Stealth +24 (+32 in metallic areas).

Languages Aklo, Common, Mi-Go

SPECIAL ABILITIES

Cerebral Manipulation (Ex) When Yarik hits with a strand attack, he can either pull the target closer or manipulate the target's nervous system with an electric pulse. The target must make a DC 23 Fortitude save or obey one command from the roper: drop a held item, fall prone, or make a standard attack against a target of the roper's choosing. Electricity resistance or immunity prevents this ability from working. The save DC is Constitution-based.

Electrical Frenzy (Ex) If Yarik takes electrical damage, he must make a DC 20 Fortitude save or become confused for one round.

Development: The roper stands atop a secret passage that the dwarf scouts uncovered and marked for ease of finding later. Yarik blocks the hatch but can be removed by force or through diplomacy. If the PCs opt for the latter, the roper listens to arguments that appeal to his greed or curiosity. Yarik begins as unfriendly, requiring a DC 21 Diplomacy check to improve his attitude. If made helpful, he allows access to the marked hatch. Even then, though, he refuses to give up

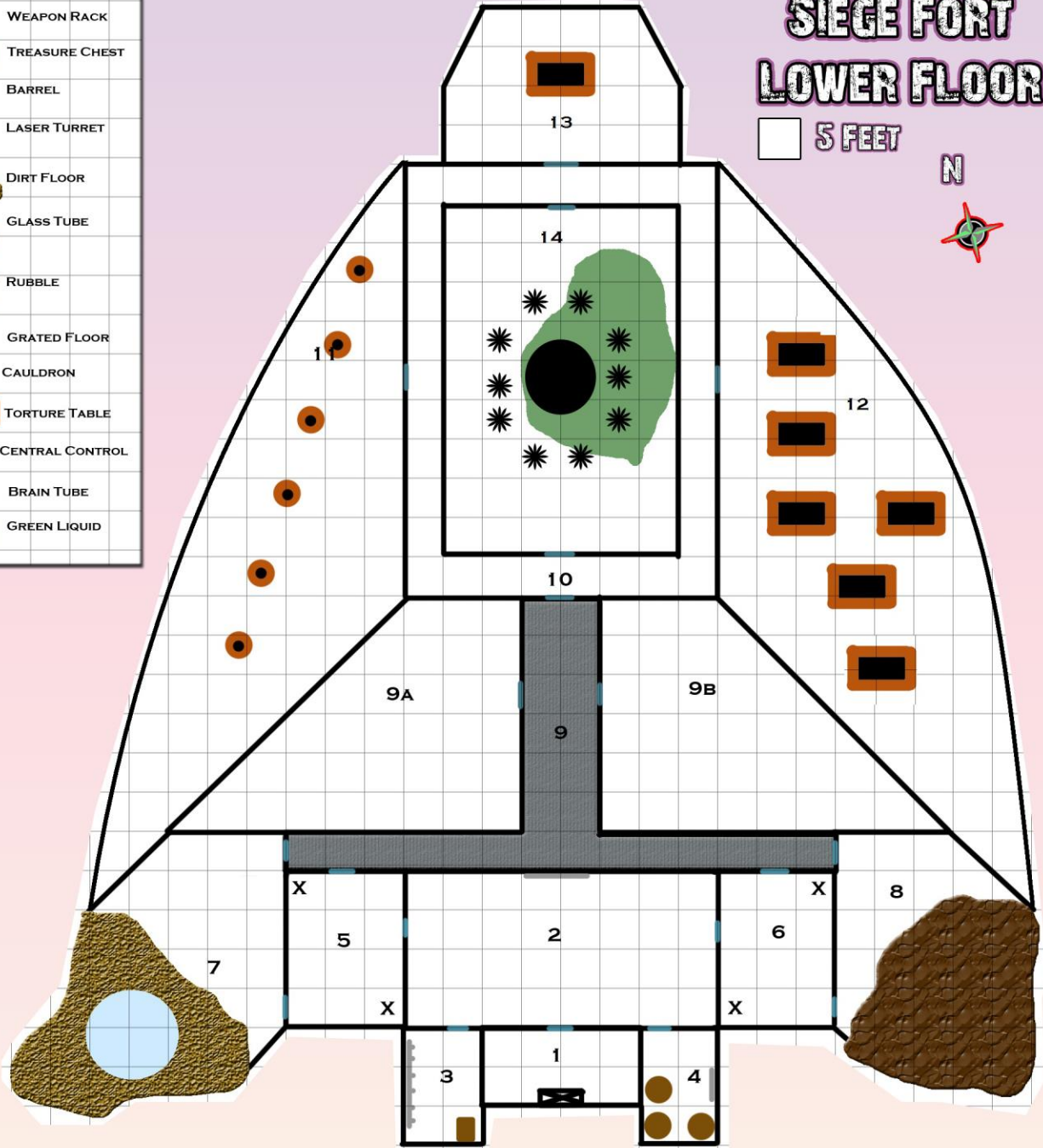


	LADDER
	CONTROL PANEL
	WEAPON RACK
	TREASURE CHEST
	BARREL
	LASER TURRET
	DIRT FLOOR
	GLASS TUBE
	RUBBLE
	GRATED FLOOR
	CAULDRON
	TORTURE TABLE
	CENTRAL CONTROL
	BRAIN TUBE
	GREEN LIQUID

SIEGE FORT LOWER FLOOR

5 FEET

N



his dwarven “prize,” reasoning that the PCs don’t need a dead dwarf. He does, however, surrender its equipment.

Treasure: The dead dwarf still carries a potion of *cure serious wounds*, a fully-charged wand of lesser restoration, and a pouch containing 25 pp.

Ad-Hoc XP Award: If the PCs bypass Yarik using diplomacy, award them XP as though they had defeated him in combat.

CHAPTER TWO: SECRETS FROM THE PAST

The first team of dwarven scouts discovered the secret panel concealed by Yarik. A metal ladder descends 20 feet to the lower decks of the *ship*. The walls and floor are six inches thick and crafted of a smooth, silver space metal. The metal functions as lead, disrupting scrying abilities.

Unless noted otherwise, ceilings on this level are only six and a half feet high. All doors are locked metallic hatches that slide from a hidden space in the wall. Creatures without appropriate authorization can open the doors with a DC 20 Strength check or bypass the lock with a DC 30 Disable Device check. Air vents connect each room, and creatures of Tiny size or smaller can fit through them. Entering an air vent first requires a standard action to remove the metal grating that covers it and provides access to the next adjacent room. However, no vents connect to Chamber 14.

A few of the ships old systems still function, including auxiliary lighting. As such, the walls give off a dull red glow. This provides dim light in each room.

C1 SECURITY CHAMBER (CR 9)

Read or paraphrase the following.

The ladder leads into a cramped rectangular chamber with no apparent furniture or features. The gray metallic door to the north has runes engraved upon it.

Runes: The runes are Elven and read, “Engineering and navigation – authorized officers only.”

Trap: The door is trapped to prevent intruders from interrupting Miktas’ experiments on his dwarven victim. Unless the trap is disabled, it triggers as soon as somebody touches the door. A cloud of nightmare vapor fills the room and a high-pitched screeching noise echoes through the ship. The clockwork soldiers from Area 2 enter two rounds later to deal with intruders.

Nightmare Vapor Trap CR 10

Type mechanical; Perception DC 25; Disable Device DC 20

EFFECTS

Trigger location; **Reset** repair

Effect poison gas (nightmare vapor); never miss; onset delay; multiple targets (all targets in room)

C2 SENTRY ROOM (CR 9)

This chamber features a wide glass panel with numerous black buttons, silver dials, and flickering lights.

Panel: This panel serves primarily for alerts and communications. A DC 25 Disable Device check allows a character to broadcast

messages throughout the lower deck. Such broadcasts can be heard from any room on this level.

Creatures: Three clockwork soldiers stand guard in this room. They remain motionless until somebody triggers the trap in Room 1 or enters this room without authorization.

Clockwork Soldiers (3) CR 6

XP 2,400 each

hp 64 each (*Pathfinder Bestiary 3*)

C3: STORAGE ROOM

Read or paraphrase the following.

Weapon racks line one wall of this room, but most of the equipment has rusted with age. An open chest lies in the corner of the room, with a thin layer of slime in front of it.

Knowledge (dungeoneering) (DC 22): To identify the slime as belonging to a brain ooze.

Weapon Racks: The assortment of weapons here are all broken, save for three *javelins of lightning* that are still in functional condition.

Treasure Chest: A search through the chest’s contents uncovers a *gem of brightness*, a *necklace of adaptation*, and 100 gp stamped with ancient elven runes from before the race’s arrival on Celmae. These coins can be sold at twice their value.

C4 STORAGE ROOM (CR 10)

Read or paraphrase the following.

The room smells heavily of rotten food and moldy wood. Several barrels here have rotted out with age. A glass panel is built into the eastern wall.

Barrels: The barrels hold stagnant food, water, and wine.

Panel: A DC 25 Disable Device check activates this console, which identifies the vessel as the *Wayward Rogue* and provides a passenger list. The manifest lists Delwynndynn Moluthaine as: Captain and Eloyssa Moluthaine as: Senior-Chief Medical Officer.

Creatures: A trio of brain oozes lurk within this room.

Slurry of Stolen Sages (3)

XP 3,200 each

brain ooze (*Pathfinder Bestiary 3*)

hp 75 each

TACTICS

Before Combat If an alarm has been sounded, the brain oozes hide and try to attack with surprise.

Morale When only one ooze remains, it attempts to open up an air vent to escape, hoping to reach other brain oozes. If it succeeds, brain oozes may hunt the PCs in pairs, using air vents for ambushes.

C5 COMPROMISED DEFENSIVE POST (CR 9)

Read or paraphrase the following.

A dented wall reflects the light oddly here, creating a constant red flicker. Two twisted metal cylinders lie on the ground, apparently having fallen from mount on the wall. In the center of the room, a swirling black mass with writhing tentacles slides across the metal floor. As the creature lurches forward, it moves off a pile of polished white bones.

Heal (DC 15): To identify the bones as belonging to a recently-slain dwarf.

Wall: This wall was dented in battle. The flickering of the lights give a strobe effect but do not restrict vision further.

Cylinders: These laser cannons were destroyed by the dwarves. The mounts served as rotating turrets.

Creature: The constantly-shifting black mass is one of several chaos beasts that Miktas augmented.

Augmented Chaos Beast (CR 9)

XP 6,400

Entropic advanced chaos beast (*Pathfinder Bestiary 2*)

CE Medium outsider (chaotic, extraplanar)

Init +8; **Senses** darkvision 60 ft.; **Perception** +15

DEFENSE

AC 24, touch 15, flat-footed 19 (+4 Dex, +1 dodge, +9 natural)

hp 103 (9d10+54)

Fort +11, **Ref** +10, **Will** +6

Defensive Abilities amorphous, resistant to transformation; **DR** 5/lawful; **Resist** acid 10, fire 10; **SR** 18

OFFENSE

Speed 20 ft.

Melee 4 claws +15 (1d6+5 plus corporeal instability)

Special Attacks smite law

STATISTICS

Str 21, **Dex** 19, **Con** 20, **Int** 14, **Wis** 16, **Cha** 15

Base Atk +9; **CMB** +14; **CMD** 29 (can't be tripped)

Feats Dodge, Improved Initiative, Mobility, Toughness, Weapon Focus (claw)

Skills Acrobatics +16 (+12 to jump), Climb +17, Escape Artist +16, Knowledge (planes) +14, Perception +15, Stealth +16, Survival +12, Swim +17

C6 DEFENSIVE POST (CR 9)

A soft whirring noise comes from two metal cylinders mounted on the walls here. The cylinders move in a sweeping arc, as though patrolling the room.

The warped ceiling above resembles a cluster of metallic boils.

Trap: The cylinders are part of the ship's laser defense system. The lasers fire upon any creature that enters the room without first uttering the deactivation command. In addition to

disarming them, characters can destroy the turrets. They have a hardness of 5 and 30 hit points.

Laser Turret Trap CR 10

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

EFFECTS

Trigger visual; **Reset** automatic (every round)

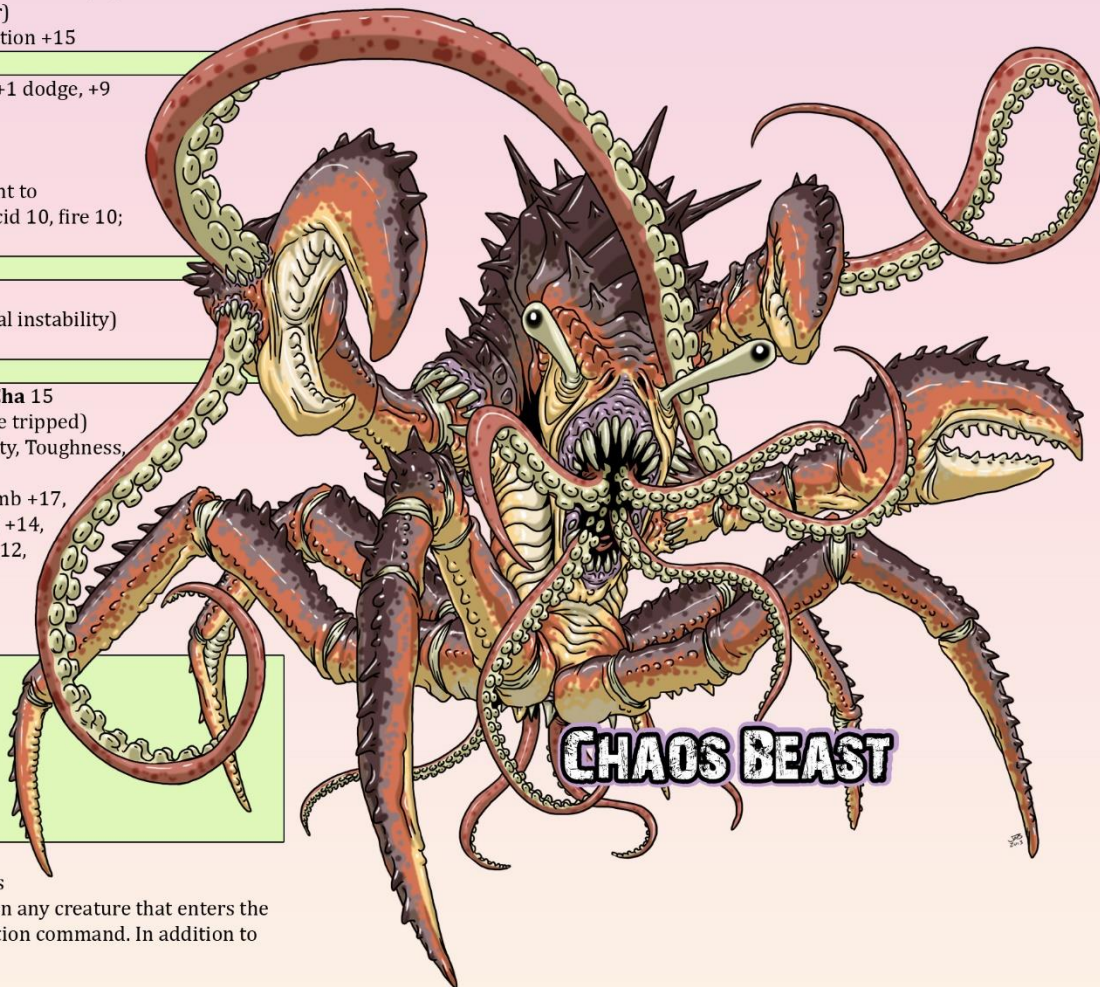
Effect Atk +15 ranged touch (3d8+3); multiple targets (up to four)

C7 STASIS CHAMBER

A portion of the floor here has been dug out to create a 15-foot-deep pit. In that pits stands a large glass tube filled with some sort of liquid. A strange-looking four-armed giant lies unmoving within the liquid.

Pit: Delwynndynn had the floor of the ruined *Wayward Rogue* torn up here to create a pit where he could experiment on the captured gug.

Tube: The tube once held the gug in a temporal stasis, but a power surge in the past limited the effect. Although the gug is well-preserved, it died long ago.



CHARLIE BROOKS

SHATTERED SKIES

C8 HAUNTED RUIN (CR 9)

Read or paraphrase the following.

Dust and debris choke this room, and part of the area lies crushed under rock from the Belowlands. A bony hand wearing a silver ring protrudes from the rubble.

Rubble: The destruction of the Wayward Rogue's wing caused the collapse of this chamber.

Skeleton: The skeleton here belonged to Idril Elensar, one of Delwynndynn's companions. A portion of her essence remains behind, deeply concerned that Delwynndynn's quest for vengeance against the mi-go would be his undoing.

Haunt: A haunt triggers as soon as any living creature comes within ten feet of Idril's corpse.

Idril's Warning CR 9

XP 6,400

Notice Perception DC 25 (to see movement around the rubble)

hp 18; **Trigger** proximity (1 round onset delay); **Reset** automatic (10 minutes)

EFFECT

A spectral elven woman appears and says, "Delwynndynn, we can live in peace. Do not let your hatred of our old masters consume you."

The scent of rotting flesh fills the air. All living creatures in the room must make a DC 21 Will save or become afflicted with *ghoul fever*. Those who fail the save suffer the initial ability damage immediately.

Treasure: The ring on the skeletal hand is a *ring of protection +2*.

C9 CHAOS BEAST LAIR (CR 9 OR 11)

This corridor has a grated floor, beneath which lies a stagnant black slurry.

Slurry: The space beneath the corridor is four feet deep and once served as supply storage. It now serves as a dumping ground for alchemical waste brought from Room 11. One 5 ft. by 5 ft. panel of grating can be removed with a DC 12 Strength check. Any non-chaotic creature coming into direct contact the chemicals must make a DC 20 Fortitude save or be sickened for 1d6 rounds. Any lawful creature who fails the Fortitude save is also nauseated for one round.

Creatures: One chaos beast lairs in each of Rooms 9a and 9b. The door to Room 9a is ajar; if the alarm has been raised, these chaos beasts now stalk the corridor. The other chaos beast attempts to join the fight as soon as it hears the sound of battle but must first force its hatch open.

Augmented Chaos Beast (CR 9) (See Chamber 5)

XP 6,400

hp 103

Treasure: One unfortunate dwarven scout met his end in Room 9b. His possessions include a *flame tongue*, a potion of *cure serious wounds*, and 135 gp.

C10 PERIMETER CORRIDOR (CR 9)

The lights in this narrow corridor glow brighter. A clanking noise echoes throughout the corridor, seeming to emanate from the central chamber it surrounds.

Clanking Noise: This noise comes from the machinery in Room 14, which has been damaged but is still functional.

Central Chamber: Miktas has sealed this room with an arcane lock from her treasurer's seal. A DC 40 Disable Device check undoes the lock, but a silent alarm causes the mi-go to leave Area 13 to stop any entrance into the room.

Creatures: Three clockwork soldiers patrol the perimeter. When one is attacked, the others come to join the battle.

Clockwork Soldiers (3) CR 6

XP 2,400 each

hp 64 each (*Pathfinder Bestiary 3*)

C11 POOLS OF CHAOS (CR 9)

This chamber houses several cauldrons that hold a viscous black liquid. A pair of dwarven bodies lie next to the northernmost cauldron, each with their skulls split open.

Heal (DC 10): To notice that the dwarves have had their brains removed.

Cauldrons: Each of these cauldrons holds alchemical concoctions developed by Miktas to enhance chaos beasts. If applied to the skin of a chaotic evil creature, the liquid acts as an oil of aid. All other creatures touching the liquid take 1d6 points of negative energy damage for every alignment step away from chaotic evil they are, to a maximum of 4d6 damage for lawful good creatures.

Creatures: Two brain oozes stalk this chamber, defending the cauldrons from intruders.

Brain Oozes (2)

XP 3,200 each

brain ooze (*Pathfinder Bestiary 3*)

hp 75 each

C12 DWARVEN PRISONERS (CR 9)

Half a dozen tables with attached shackles lie in this room. Four dwarves lie restrained on the tables here. A pair of brain-like creatures with tentacles flies between the tables, occasionally pausing to torment their prisoners.

Dwarves: Each prisoner is a dwarf warrior 5 with 5 hit points remaining. Their Intelligence has been drained to 0 by the oozes, but they still twitch when exposed to the creatures' electric tentacles.

Creatures: If the alarm has not been raised, the oozes spend a round tormenting the dwarves before attacking. Otherwise, they strike immediately.

Brain Oozes (2)

XP 3,200 each

brain ooze (*Pathfinder Bestiary 3*)

hp 75 each

C13 MI-GO LAIR (CR12)

Read or paraphrase the following.

The floor slopes downward, extending the ceiling height to almost 15 feet. A bleeding dwarf lies strapped to a table and a lanky creature with insectoid wings and clawed legs stands over it, raking the dwarf's skull with a cruel pair of claws.

Dwarf: This dwarf represents Miktas' latest experiment. He has 5 hit points and his Intelligence has been drained to 0. The mi-go is in the process of etching a symbol to Cthulhu into the dwarf's skull.

Creature: The mistress of the chaos beasts and brain oozes on this level, Miktas has spent recent days harvesting dwarven brains to create more oozes. The mi-go sees the arrival of the PCs as an opportunity to experiment on new patients.

Miktas CR 12

XP 19,200

Mi-go cleric of Cthulhu 9

CE Medium plant

Init +9; **Senses** blindsight 30 ft., low-light vision; Perception +24

Aura aura of madness (30 ft., DC 19, 9 rounds/day)

DEFENSE

AC 27, touch 19, flat-footed 21 (+3 deflection, +5 Dex, +1 dodge, +8 natural)

hp 176 (16d8+105)

Fort +22, **Ref** +15, **Will** +18; +2 insight bonus vs. mind-affecting; **Immune** cold, plant traits; **Resist** guarded mind

OFFENSE

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

Melee 4 claws +16 (1d6+4 plus grab)

Special Attacks channel negative energy 9/day (DC 18, 5d6), evisceration, part the veil, sneak attack +2d6

Domain Spell-Like Abilities (CL 9th; concentration +14) 8/day—*vision of madness* (+/-4)

Cleric Spells Prepared (CL 9th; concentration +14)

5th—*greater command* (DC 20), *flame strike* (DC 20), *nightmare* (DC 20)

4th—*confusion* (DC 19), *freedom of movement*, *summon monster IV*, *unholy blight* (DC 19)

3rd—*blindness/deafness* (DC 18), *dispel magic*, *invisibility purge*, *protection from energy*, *rage*

2nd—*death knell* (DC 17), *enthrall* (DC 17), *hold person* (DC 17), *lesser restoration*, *touch of idiocy*, *zone of truth* (DC 17)

1st—*cause fear* (2, DC 16), *lesser confusion* (DC 16), *doom* (DC 16),

protection from good, *sanctuary* (x2) (DC 16), *shield of faith* 0 (at will)—*bleed* (DC 15), *detect magic*, *mending*, *read magic*

D Domain spell; **Domains** Madness, Void

TACTICS

Before Combat If given time to prepare, Miktas casts *sanctuary* before a battle begins.

During Combat Miktas begins combat by casting *summon monster IV* to create 1d3 fiendish dire bats to serve as a shield between herself and the PCs. She then seeks to divide and conquer the PCs with *confusion*, *hold person*, and *cause fear*.

Morale If reduced to fewer than 20 hp, Miktas casts *sanctuary* and tries to escape.

STATISTICS

Str 18, **Dex** 20, **Con** 23, **Int** 23, **Wis** 20, **Cha** 19

Base Atk +11; **CMB** +15 (+19 grapple); **CMD** 34 (42 vs. trip)

Feats Combat Reflexes, Deceitful, Dodge, Extra Channel, Improved Initiative, Improved Natural Armor, Improved Natural Attack (claw), Weapon Finesse

Skills Bluff +20, Disable Device +10, Disguise +20, Fly +9, Heal +24, Knowledge (arcana) +16, Knowledge (geography) +13, Knowledge (planes) +17, Knowledge (religion) +17, Perception +24, Sense Motive +24, Spellcraft +25, Stealth +21; Racial Modifiers +4 Bluff, +4 Disguise

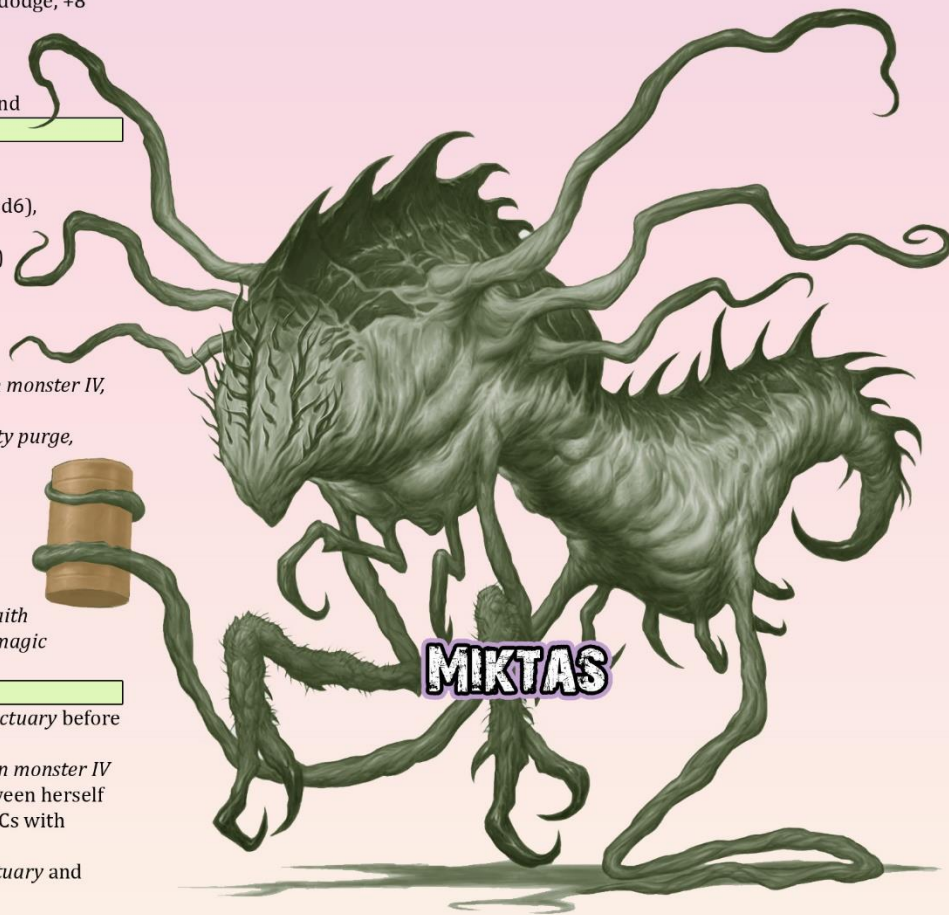
Languages Abyssal, Aklo, Celestial, Common, Draconic, Infernal, Mi-go

SQ deceptive, item creation, no breath, starflight

Combat Gear wand of cure critical wounds (14 charges), *greenblood oil*; **Other Gear** treasurer's seal, silver holy symbol of Cthulhu, spell component pouch

Development: The PCs can use Miktas' treasurer's seal to open the doors to Room 14.

Ad-Hoc XP Award: Award the PCs 400 XP for each dwarf they save from Miktas throughout this adventure.



C14 HOLD OF THE SAGES (CR12)

This chamber houses several glass tubes on pedestals, each with wires connecting to a large brass central tank. Most of the tubes are broken, with the greenish liquid inside draining into a large pool on the ground. Only one tank remains intact, and it holds a humanoid brain.

Tubes: These tubes once held the brains of ancient sages; whose wisdom guided the elves. As the collective brains of these great sages came into contact with the mix of chemicals on the floor and the radiation emitted from the *Wayward Rogue's* crash, they transformed into brain oozes. Only one brain remains intact after all these years. As the PCs enter the room, they receive a telepathic warning from this brain, granting them a +4 to Perception checks to avoid surprise.

Liquid: Any square covered in the greenish liquid is considered difficult terrain.

Central Tank: This tank has a number of gauges and lights on it. Its purpose is revealed in Part Three.

Creatures: Seven brain oozes lurk in this chamber.

Brain Oozes (7)

XP 3,200 each

brain ooze (*Pathfinder Bestiary 3*)

hp 75 each

TACTICS

Before Combat The oozes take hiding places around the chamber as soon as they hear somebody at one of the doors.

During Combat The oozes engage each PC in melee, save for one. Remaining oozes hang back to target that individual with charm and dominate effects. Once an ooze is injured, it flies to another corner of the chamber to cast spells while one hanging back steps up.

Morale The oozes continue to fight until the PCs outnumber them at least two to one, at which point they make one last attempt to use their spell-like abilities before fleeing.



THE LOST SAGE

PART THREE: THE LOST SAGE

Once the PCs have defeated the brain oozes, the lone sage remaining reaches out to them, communicating telepathically.

"Hello? You are... visitors? We have not had your kind here in many... centuries? Millennia? It is so hard to remember."

The sage can fill the PCs in on the adventure background up until the crash and can also answer the questions below.

Who are you? "I am not sure. I think I was once a woman...but what kind? I cannot say. I do not remember my species – only that I was the eldest of my kind. The elves offered me immortality. I must have accepted their offer."

What purpose does this chamber serve? "Before the others...lost themselves, this was a gathering of the greatest minds of the galaxy. We showed the elves and their masters wonderful new worlds."

What are the metal bricks? "Those are data records. By touching them to the control console and using my magic, I can show you the history of this ship."

ACCESSING THE DATA BRICKS

As soon as the PCs press one of the data bricks to the central console, they hum in unison. Combined with the psychic powers of the forgotten sage, the bricks allow everybody in the room to simultaneously relive certain memories.

The hallway lights up and the floor seems to move. Images of a dashing elfen captain and his barely-concealed contempt for the fungal masters known as the mi-go swirl through your minds.

"Celmae calls from a distance," says the captain's voice. "We shall answer."

Time lurches forward. The ship shudders violently. The crew barely has time to brace for impact before the vessel crashes down, present location.

The images come faster. The survivors abandon the ship, but years later the captain returns with several plague-stricken allies. He argues with his advisors in front of a glass vat holding a bizarre four-armed giant.

Finally, the vision coalesces into diagrams of an item you recognize as the *Radiant Shard*. "What they have done to us is unacceptable," says the captain. "We will end this. We will activate the beacon, bring this plague to those fungal beasts, and then return my people home."

If questioned about the visions, the sage identifies the captain as Delwynndynn. "He is the Blade of the Sun; our greatest champion."

As to the beacon, the sage speculates that the word refers to the ship's core – a core which, the sage explains, was looted years ago by dwarven scavengers.

"Even if the core were returned, the ship would not fly. But if detonated, the effect could be devastating on this planet."

The brain canister holding the sage can be removed. It has a hardness of 5 and 15 hit points. The sage can communicate telepathically with a range of 100 feet.

RETURNING TO ORVAST

Upon returning to Orvast, the PCs gain an immediate audience with the king. When he hears Delwynndynn's name, his eyes bulge and he becomes visibly angry.

"Hells take that creature! Will history never let him go?" After composing himself, the king continues. "That thing the sage referred to as a hero is one of the world's greatest threats. He is known as Mortalbane, the First Ghost. And you come here telling me that he has an item of great power – something that can create an explosion that can be seen from the stars. I implore you – travel to Endiel Forest. Recover the Radiant Shard from Mortalbane before he wreaks more havoc upon this world."

Whether the PCs accept this mission or not, they receive the promised reward for their deeds. Although the trail of adventure leads to the Endiel Forest, where many more secrets lie in wait. Continued in part four of the *Ravenous Ruin: The Forest of Starving Spirits!*

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 Kenyon, 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 Riggs, Alex Riggs, David N. Ross, Wes Schneider, David Schwartz, Mark Seifter, Mike Shiel, James L. Sutter, and Linda Zayas-Palmer.

Pathfinder Roleplaying Game Bestiary 6. © 2010, Paizo Publishing, LLC; Author: Cam Banks, Wolfgang Baur, Jason Bulmahn, Jim Butler, Eric Cagle, Graeme Davis, Adam Daigle, Joshua J. Frost, James Jacobs, Kenneth Hite, Steven Kenyon, 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 Scorr, Doug Seacat, Mike Selinker, Lisa Stevens, James L. Sutter, Russ Taylor, Penny Williams, Skip Williams, Teuwyn 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.

Skeyrn'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 Balsey, Kevin Baase, Chance Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webby; 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: Ewes. ©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 Run 1: The Hunger from Below. ©2018 Wayward Rogues Publishing. Authors Rodney Sloan, Robert Gresham, Michael Whitney, Ewan Cummins, Jarrett Sigler, Charlie Brooks.

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

Ravenous Run 3: Thirst for Knowledge. ©2018 Wayward Rogues Publishing. Author Charlie Brooks

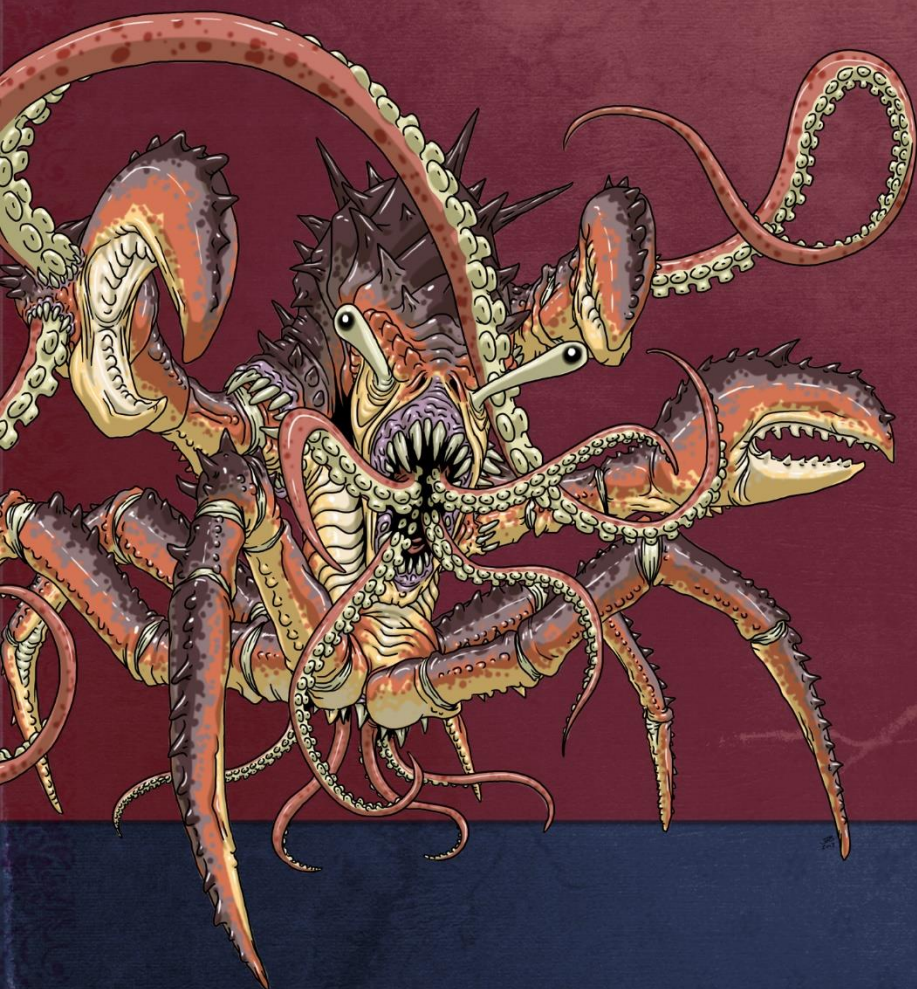
COMING SOON



Thirst for Knowledge

CHARLIE BROOKS
ROBERT GRESHAM & MICHAEL WHITNEY

THE RAVENOUS RUIN CONTINUES!



The dwarves of Orvast have made a terrible discovery among the ruins of an elven siege fort and now an ancient cosmic threat arises.

Will the characters be able to rescue their dwarven allies, or will they unwittingly release a dangerous alien priest?

This adventure is part two of the *Ravenous Ruin*, and is designed for 9th level characters on the medium experience track.

Visit us at waywardrogues.com

