

הַדָּפֶס הַזֶּה מֵעַתָּה יִהְיֶה בְּרִשְׁתְּךָ לְעִדּוּן הַדָּפֶס

SHATTERED SKIES

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ADVENTURES

WHISPERS
OF THE
DARK MOTHER
2 of 6

TOWER OF HIDDEN DOORS

BY MARIA SMOLINA &
JARRET SIGLER



PUBLISHING



PATHFINDER

ROLEPLAYING GAME COMPATIBLE

OGL

3.5 SYSTEM COMPATIBLE

TOWER OF HIDDEN DOORS

Whispers of the Dark Mother part 2 of 6

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ADVENTURE BACKGROUND

The Tower of Hidden Doors stands as a monument to history. Built when Brynndell was still conquering the land, the tower was erected by the Talmaara River shores to defend against the barbaric locals. As the river dried up the tower fell into disuse. Now it is a secret hideout for wayward rogues.

For many years, the oracle Wovunda of the Darkwood lived here. Wovunda explored the mysteries of nature, uncovering secrets of the Old Ones. His will shaped the land; trees grew in profane geometries around the tower, and his countenance summoned ghosts from its musty stones. To augment his rituals, Wovunda employed a copy of *The Lamentations of the Fungus Men*. This exact tome would later find its way into the Lady Canterville's hands (see part I, "Seeds of Evil").

With great effort, a team of heroes defeated Wovunda. His death throes shook the structure to its foundations, collapsing a portion of the building. Over the years, the tower has been the home to vor-gremlins, ogres, and giant spiders. Now the ruins are claimed by Kemon Haveran and his cultists of Shub-Niggurath.

But Wovunda's spirit still dwells under the ruins, for his dark knowledge turned him into an undead horror. However, the transformation deprived him of most of his mortal magics. He is bound to the room he died in, with only a sliver of his old power. His presence fills the tower with haunts, and corrupts the surrounding land. When Kemon's werewolves arrived, they cleared the rubble blocking off the haunted part of the ruins, causing Wovunda's awakened rage to flood the tower.

Wovunda's release alerted him to a single object among Kemon's possessions. By some odd twist of fate, Kemon had Wovunda's copy of *The Lamentations*. Wovunda's hunger for power drove him to call upon his incorporeal minions. The creatures attacked Kemon and his cultists as they assessed the tomb. The ensuing battle allowed Wovunda to abscond with the book. Following the instructions within, Wovunda hopes to reclaim the powers he once held.

The cultists following Kemon above are licking their wounds. Each passing hour; plots to steal back the book spread among the able. Despite the scheming above, the arcane energies below billow throughout the structure. Both parties are unaware of the approaching adventurer's; eager to recover *The Lamentations of the Fungus Men*.

ADVENTURE SYNOPSIS

After investigating the town of Brighton for clues, the party is directed to the Ogre's Belly where the cultists

have rented a room. When they arrive, the cultists are on edge and a tavern brawl breaks out. While investigating their quarters, an iron cobra attacks. The PCs find information that guides them to the *Tower of Hidden Doors* where Kemon and his werewolf companions lair. Once the PC's bypass the upper level, they discover that an undead horror has long called the tower its home, and now possesses the book. The players then attempt to banish the vile monster. With the last of the obstacles cleared, players search the tower and find documents that link the cult activities to the son of a prominent Brighton noble.

ADVANCEMENT TRACK

The players begin this adventure at 2nd level. They should reach 3rd level before they meet Wovunda in his cellar sanctum.

GETTING STARTED

If the PC's have played through part one, Sherriff Byron Tate meets them in the morning. If they have not played through part one, word travels through town that a prominent noblewoman was murdered the previous night and the over-burdened Tate is looking to hire investigators to look into the matter. The adventure begins once the characters go meet Tate at the Sherriff's station.

CHAPTER ONE: TRACKING THE EVIL

Once the PC's have arrived at the Sherriff's Byron Tate's station, read or paraphrase the following.

A pained look darkens his face as he welcomes you into his office. The Sherriff has several chairs pulled up, with ample room between you and his desk if you prefer to stand. He takes a seat, and after a deep breath, begins.

"It's a shame," Tate says. "Two deaths, who knows how many assailants. With such events townsfolk get worried. If something like this can happen to someone of her status, they start thinking they might be next. We need to apprehend this one-eyed half-orc forthwith. He must face justice, and we need to root out his associates. If you want to do some good here, I could use the help.

"You worked with Lady Canterville last and you were there when the burglars attacked. I can offer



you 500 gold for the apprehension of the half-orc and his crew. If I can trust you with that task, I can investigate any leads he might have left in town." His speech cuts off as he looks over an invoice. His tone shifts, becoming hopeful. "Looks like the only thing stolen from the estate was a book. We've got a motive. Which means, we have somewhere to start. Can I count on you to help me on this? Any questions? Oh, and before you go, do you know anything about this book, *The Lamentations of the Fungus Men*?"

Tate has no idea where the half-orc has gone or come from. While not unheard of in Brighton, only a handful of the humanoids live in town. If the PC's ask for advice, or can't think of where to start their investigation, he suggests that they canvass for clues around Brighton, and ask about any suspicious strangers.

The Players may attempt a DC 10 Diplomacy (Gather Information) skill check to question the locals. If they fail to reach above a result of 10, the Werewolves and

Kemon are at full strength when the PC's finally find their hideout.

DC 1 Questioned townsfolk are clueless. Several hours pass before your labors end in frustration. Maybe a stiff drink will lift your spirits.

DC 10 Locals direct you to check the taverns and inns. The owner of The Ogre's Belly is particularly knowledgeable of non-human newcomers.

DC 15 A strange group of half-orcs have been staying at The Ogre's Belly tavern. These might be the people you are looking for.

THE OGRE'S BELLY CR 4

The strong smell of sausages and ale fills the air. Two of the big tables in the common room are currently occupied. One by a group of six gnomes in artisan's outfits eating, the other, by a group of four half-orcs, notably dizzy, and boisterous after a few mugs of ale. A half-orc behind the bar is cleaning some mugs with a piece of cloth.

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The four half-orcs are local farmers and drunkards. When they notice any group of strangers entering, they observe them for two rounds before approaching and insulting the newcomers. They demand that the PC's get out of "their" tavern. The drunkards are itching to fight. The PC's can change their attitude from hostile to unfriendly with a successful DC 23 Diplomacy Skill check. Alternatively, the PC's may attempt to cow them with intimidation. To do this, they must succeed a DC 12 Intimidate Skill check. Either of these options prevents a bar-room brawl. Should the PC's fail, the half-orcs initiate the fight. They do not draw weapons, unless the PCs do lethal damage. During the fight the barkeep tries to pacify the participants, but fails.

Half-Orc Drunkards

XP 400

Half-Orc commoner 1/warrior 2

N Medium humanoid

Init +0; **Senses** Perception -1 **darkvision** 60'

DEFENSE

AC 12, touch 10, flat-footed 12 (+2 armor)

hp 23 (3 HD; 1d6+2d10+9)

Fort +7, **Ref** +0, **Will** -1

OFFENSE

Speed 30 ft.

Melee *spiked club* +3 (1d6+1) or *dagger* +3 (1d4+1/19-20)

Ranged *spiked club* +2 (1d6+1) or *dagger* +2 (1d4+1/19-20)

STATISTICS

Str 13, **Dex** 11, **Con** 14, **Int** 10, **Wis** 9, **Cha** 8

Base Atk +2; **CMB** +3; **CMD** 13

SA Pain Tolerance

Feats Great Fortitude, Improved Bull Rush, Power Attack

Skills Climb +5, Handle Animal +4, Intimidate +7, Profession (Farmer) +3, Ride +4, Swim +5

Languages Common, Orc

Gear leather armor, spiked club, dagger, gallon jug of ale

Pain Tolerance Some half-orcs have an increased tolerance for pain. They gain DR 1/— against nonlethal damage and receive a +2 racial bonus on saving throws against spells and spell-like effects with the pain descriptor.

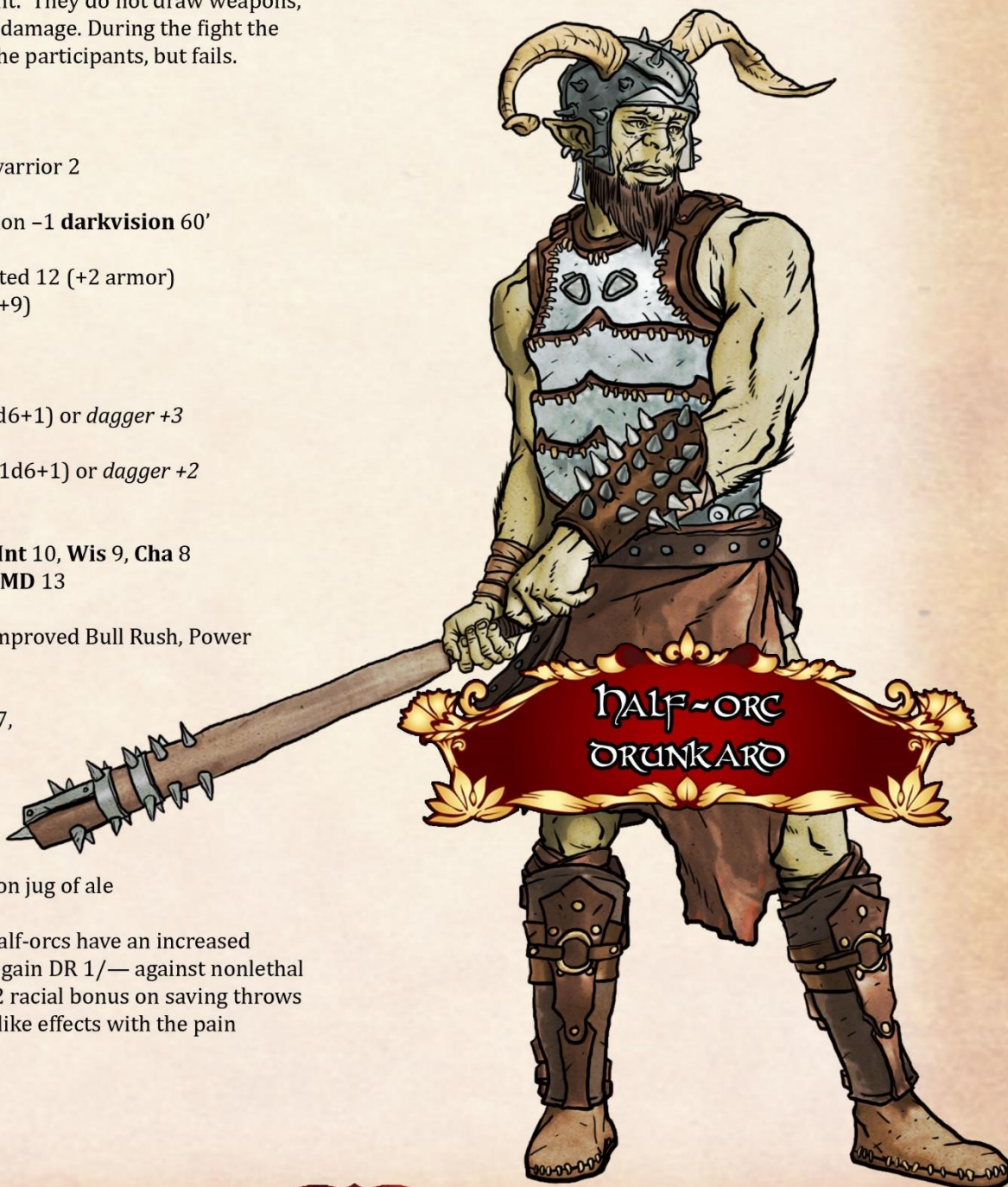
BAR FIGHT!! CR 4

The Ogre's Belly taproom has the following features:

Bar The bar is 4 ft. high and 2 ft. wide. A character cannot move through a square containing the bar unless he leaps atop, or climbs over, it.

Bar Stool Bar stools are 3 ft. high. A bar stool can be used as an improvised weapon.

Barrel About 3 ft. high, barrels can be empty or full.



A full barrel is also an improvised weapon with the slick (burst) characteristic.

Chair Chairs stand around every table in the taproom. A chair can be used as an improvised weapon.

Tables Small tables seat two characters and can be used as an improvised weapon. Large tables seat four persons comfortably.

NEW WEAPON QUALITY

Slick: A weapon with the slick quality contains liquid (normally ale, water or wine) and can be thrown as an improvised splash weapon.

- **Light Weapons:** All creatures and objects within 5 ft. are splashed with the liquid.

- **Barrels:** The liquid in a burst barrel soaks all creatures and objects within a 10 ft. radius. This has two effects:

Acrobatics Checks: The DC of Acrobatics checks in the affected squares increases by 2.

Grappling: Characters struck by the liquid gain a +2 bonus to grapple checks made to escape a grapple and all Escape Artist checks.

To liven up the barfight and to add atmosphere to the event, at some point in each round of the combat, roll 1d6 and insert the following barfight event.

1. One of the gnomes attempts to pick-pocket a combatant. Roll 1d4. On an even result, the gnome targets a PC.

2. Zuchar, the barkeep calls for the town guards. They arrive in 1d4+1 rounds. If the combatants do not cease their brawling, they attack with saps unless lethal damage has been inflicted, in which case they employ rhomphaia's (see the Town of Brighton, available at waywardrogues.com for more details). If the players can convince the guards they work for the Sherriff (a DC 15 diplomacy check) the guard arrest only the half-orcs.

3. A combatant punches at a target, misses, and smashes a beer keg. Ale gushes out, creating a 15 ft. cone of slippery floor (DC 10 Acrobatics check to move at half-speed through the area; failure by 5 or more, and the character falls prone).

4. Skirting the violence, a patron moves from table to table stealing coins, downing drinks and so on. After three rounds of this, he is spotted and attacked by irate patrons.

5. A patron dives behind the bar and grabs several bottles or brandy or another expensive beverage. On the next round, he makes a break for the door clutching his prizes.

6. Zuchar, the barkeep, attempts to smash a glass tankard over a combatant's head. Roll 1d4. On an even result he attacks a PC. For this attack Zuchar has +5 to his attack. If he hits, the glass breaks, and inflicts 1d4 damage as it cuts deep into the scalp of his target.



ZUCCHAR

Once the fight is over, the PC's may talk to Zuchar. He discloses that a strange group of new faces has rented a room through the end of the week. If they tell Zuchar about Lady Canterville's murder and Sheriff Tate's assignment, he lets them have the key to the strangers' room. To avoid spreading the news of the murder, the PC's may alternatively, come up with a believable lie to access the rooms. They must pass a DC 20 Bluff or Diplomacy Skill check to fool Zuchar into giving up the key. Sneaking into the rooms is also option. The locks on their doors are simple locks (DC 20 Disable Device Skill check).

CULTISTS' ROOM CR 2

This common sleeping room has five beds, each one with footlocker. Haphazard debris and clothing litter the floor. The mess seems to indicate that the tenants may be back at any moment.

The footlockers contain personal belongings of the cultists. Inside are clean outfits, used vials, and other non-valued items. The fifth chest near the window contains Kemon's possessions. An iron cobra hides nearby with specific instructions to attack anyone searching the footlockers.

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west of Brighton could have claim to be the *Tower of Hidden Doors*.

Treasure Among the footlockers are 48 gold pieces, a potion of cure light wounds, and 10 silver crossbow bolts. The clothes are new, and if gathered up, can be sold for 20 gold. Doing so takes roughly an hour.

PREPARING FOR THE EXPEDITION

From here, the PCs might inquire about the "The Tower of Hidden Doors". They receive the following information from the Library or town citizens.

Diplomacy (gather information)

DC 10 — There are old stories about a tower near the dried-up river bed to the west. Some call it haunted and saying the place sometimes has an open entrance, and sometimes has no doors at all. Nobody in Brighton has ever checked this legend.

DC 15 — Wovunda once inhabited the Tower of Hidden Doors. His influence was strong. According to old tales he warped nature to his will.

DC 20+ — The Tower of Hidden Doors is a formidable structure in all its legends. They say an old relic was the only reliable way to traverse the tower.

A **DC 32 Perception Skill check** notices the iron cobra hiding under the debris. It's had enough time to take 20 on its Stealth check. Defeating the construct allows the PC's to search Kemon's chest. Inside are robes, incense, a coin purse containing 30 gp, and a simple hand-made map of the woodland area around Brighton. The map has a landmark and a short note:

The so called Tower of Hidden Doors. Check it and use for long-term camping, it is the best place for our purposes.

Knowledge (history) DC 15 Long ago, soon after Brighton was founded, the Kingdom had trouble with the villain, Wovunda of the Darkwood. Heroes tracked him to the tower and defeated him. Any tower or

Asking about the Tower takes a little bit of time. During this period, if local cowherd, Faven, was saved in book one, *Seeds of Evil*, the PC's have an extra encounter in town. Shala seeks out the PC's. She is grateful for the adventurer's help when they last met.

Read or paraphrase the following.

"Thank you so much for finding my Faven. I couldn't live without him. The Mayor managed to help me with my dead cattle. He's gifted me a small amount of gold to buy more. I can be quite the bargain shopper from time to time, and I managed to purchase a bull calf, and a few heifers for a fraction of their cost."

Shala hands the PC's a scroll of lesser restoration. She can give a second level divine scroll to the PC's at the start of each adventure for future books. Her rewards may increase if the players continue to help her. Faven assists with any crafting the players may wish to do during down time. Once per day, he can assist with a single +2 assistance bonus on craft checks. In addition Shala allows them to stay at her farm rent free, if they help tend the new cattle.

TRAVELLING TO TOWER OF HIDDEN DOORS

After retrieving the map from Kevon's chest, the PCs now have some clues to where he's gone. For random encounters on the way to the Tower, use the chart in chapter one "Seeds of Evil". The PC's have several options at this point. They can move towards the Tower with all haste. Doing so gives them the fatigued condition but they arrive near the tower by the end of the first day. They could gather supplies in town, but doing so costs precious time. If the PC's spend more than one day in Brighton, the werewolves and Kemon are at full strength when they arrive at the tower.

JACK-O'-LANTERN PATCH (CR 4)

This encounter takes place as the adventurers approach the Tower of Hidden Doors, in the wilderness surrounding it, just out of the tower's sight. When the PC's encounter the patch, read or paraphrase the following.

A patch of wild pumpkins greets you. Suddenly four of the gourds rise from the ground atop writhing vines taking a humanoid form. Glowing leers rip through the flesh of the pumpkins. They attack, driven on by some fell magic.

Jack-o'-Lantern CR 1

XP 400

NE Medium plant

Init -2; **Senses** low-light vision, tremorsense 30 ft.;

Perception +7

Aura fear (20 ft., DC 13)

DEFENSE

AC 11, touch 8, flat-footed 11 (-2 Dex, +3 natural)

hp 11 (2d8+2)

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

Immune plant traits; **Resist** fire 15

OFFENSE

Speed 15 ft.

Melee bite +3 (1d6+2), *slam* +3 (1d4+2 plus strangling entangle)

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

Special Attacks breath weapon (20-ft. cone, 1d10 fire, Reflex DC 12 half, usable every 1d4 rounds), explode, strangling ensnare (DC 14)



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STATISTICS

Str 15, **Dex** 7, **Con** 12, **Int** 2, **Wis** 14, **Cha** 7

Base Atk +1; **CMB** +3; **CMD** 11 (can't be tripped)

Feats Ability Focus (strangling ensnare)

Skills Perception +7

SQ pumpkin form

SPECIAL ABILITIES

Explode (Ex): One round after a jack-o'-lantern is reduced to 0 or fewer hit points, it explodes in a burst of flaming spores. Creatures within 10 feet of an exploding jack-o'-lantern must succeed at a DC 12 Reflex save or take 2d6 points of fire damage and be stunned for 1 round. A successful save halves the damage and negates the stun. The save DC is Constitution-based.

Fear Aura (Su): Any creature within 30 feet of a jack-o'-lantern must succeed at a DC 13 Will save or be shaken for 2d6 minutes. If the Will save is successful, the creature is immune to that jack-o'-lantern's fear aura for 24 hours. This is a vision-based mind-affecting fear effect. The save DC is Charisma-based and includes a +4 racial bonus.

Pumpkin Form (Su): A jack-o'-lantern can shrink in size and douse its sinister fiery radiance, allowing it to blend in almost perfectly with normal pumpkins and take 20 on its Stealth checks to hide in plain sight as a normal pumpkin. and take 20 on its Stealth checks to hide in plain sight as a normal pumpkin. While using this ability, a jack-o'-lantern loses its fear aura. A jack-o'-lantern can use this ability as a full-round action and end it as a free action.

Strangling Ensnare (Ex): A jack-o'-lantern's slam attack entangles the target in its vines for 2d4 rounds unless the target succeeds at a DC 14 Reflex save. The target can attempt to burst these entangling vines before the duration expires with a successful DC 12 Strength check as a full-round action. While the target is entangled, its vines also grasp at the target's mouth. The target cannot speak or cast spells with verbal components while it is entangled by the jack-o'-lantern. When a creature is entangled by this ability, the jack-o'-lantern loses its slam attack, but it can end this ability as a free action. The save and the burst DCs are Constitution-based.

These plant creatures do not normally inhabit the nearby woods. Only some evil presence could have spawned them. Successfully identifying these creatures with DC 19 Knowledge (nature) Skill check indicates that they were grown through some dark ritual to transplant them here and this magic allows them to resist damage from fire.



The jack-o'-lantern begin combat by activating their fear aura and using their breath weapons from range against the PC's. Once they engage in melee, they use strangling ensnare. Driven by foul magic, they fight to the death, exploding once they are destroyed.

If the PCs camp near the tower for any prolonged time, they can expect additional encounters with these creatures. They with some frequency, with a 50% chance of an attack any given night.

CHAPTER TWO: THE TOWER OF HIDDEN DOORS

Once the characters reach the tower, read or paraphrase the following.

Old stone ruins stand a top of a flat grassy hill. The lower stones are in good condition, but the next floor is in ruins. The eastern side of the wall lays open with a large threshold that could fit double doors. Only a single leaf bangs against the frame.

TOWER OF HIDDEN DOORS



rubble to the right seems partly cleared. Beyond the rocks, set in the wall, is a sturdy iron-bound door.

Approaching the tower without precaution alerts Kemon and his werewolves. The PC's can attempt to be sneak up to the open path. The werewolves are on edge due to the battle with the undead horrors down below. They have a +4 bonus on Perception checks.

Hazards: Area A has hidden Bear-Traps strewn about in front of the door. The bear-traps are hastily hidden, making them much easier to spot.

Bear Trap CR 1/2

XP 200

Type mechanical; **Perception** DC15; **Disable Device** DC 20

Trigger location; **Reset** manual

Effect *Atk +10 melee* (2d6+3); sharp jaws spring shut around the creature's ankle and halve the creature's base speed. The creature can escape with a DC 20 Disable Device check, DC 22 Escape Artist check, or a DC 26 Strength check

B. ENTRANCE HALL

This spacious hall has numerous skeletons and rotted carapaces littering its floor. A stairway to the left leads upwards, to the next floor. A mound of

Development: Studying the skeletons with a DC 15 Heal Skill check reveals they belong to

gremlins and ogres. A DC 10 Knowledge (nature) Skill check indicates the carapaces are remains of three giant spiders. The stairs lead to area H, and the door to area C. Searching the room with a DC 13 Perception Skill check reveals a dagger sheath that survived the centuries. It is embroidered with red letters and reads as follows:

*"I cut away the doors; slice away the risk.
I stab the Mortise freely; move the deadbolt's place
To banish stone in my path, when in my proper place."*

C. THE BLADED KEY ROOM

This iron-bound door is closed and has a keyhole, but it is not locked.

Cracks stretch across the ceiling allowing water to drip into the room. Mold eaten wood is all that remains of the furnishings. A deep brownish patch of moss blankets one the far corner. A rusty iron door is set in the north wall. A dagger is buried to its hilt into the spot you'd expect the door knob to be.

Players searching this room can attempt a DC 15 Perception Skill check. If they succeed they can hear two female voices; one labored and creaky, the other, energetic but childish.

"Where is the door?" asks the child.

"The Darkwood Oracle is staging a new play", the old voice responds. "He will play the dirge again. A blade is the answer."

"I don't want to return to the chest! Please, no!"

PC's who roll exceptionally well, reaching over a 22 on their Perception Skill check, are in danger. They hear the babbling of the allip below clearly, becoming affected normally.

Hazards The moss patch conceals a former wooden trapdoor to the tower cellar. Now it is far too rotten to be considered a door, functioning instead as a natural pit trap. The thin, rotten wood breaks if any medium character steps onto it.

Simple pit trap (CR ¼) XP 65 **Type** mechanical; **Perception** DC 15; **Disable Device** DC 20

Trigger location; **Reset** manual

Effect 10-ft.-deep pit (1d6 nonlethal falling damage); DC 20 Reflex avoids.

Characters descending into the pit find themselves in area K: The Cellar. Removing the moss reveals the pit, simultaneously alerting the allip, and making it's babbling power heard throughout the room.

The final hazard in the room is the dagger in the door. The is The Bladed Key. As soon as anyone takes it out of the keyhole, it immediately activates its cursed power. See below:

The Bladed Key. Aura: moderate abjuration and transmutation. **CL:** 8. **Slot:** None **Weight:** 1 lbs.

Description This item is a massive key with an unusually prolonged bow, sized for a human hand. The throat and pin of the key is a sharp dagger-like blade. The bit is a flat edge of the blade. Identifying this magical item reveals it is a +1 dagger that may place an arcane lock upon doors 60' of it once per day. In truth, this item is cursed. Pulling the dagger from a lock transforms all doors within 60 feet of it into solid stone walls. The effect occurs once per day, lasting for 24 hours if the key is out of a keyhole. Placing it into keyhole immediately relieves all the currently affected doors from their transmutation. The bladed key functions as a +1 dagger.

This item is the master key to all the tower doors.

Development Grabbing the cursed key prevents the adventurers from exiting the way they have come, transforming the entrance door in the C area into a wall. Finding a suitable keyhole, or surviving in the area long enough to let the transmutation magics wear off, is the only way to escape. Attempting to break the walls brings roaming shadows from area M.

D. CURVED PATH INWARD (CR 2)

An empty path curves before you. Unlike in the rest of the tower, mold has yet to corrode the wooden doors along the right wall. Burnt out sconces dangle from rusted chains. The grinding of metal squeals from somewhere in the hall.

Creatures Hiding in this room is a single poltergeist. The spirit uses its telekinesis on the chains and sconces, dealing 1d6 points of damage on a successful hit. The poltergeist won't leave this hallway; it is afraid of going back into the The Soul-Sealing Vault. It retreats within the walls if reduced to half its hit points or less.

Development The wooden door leading to room G has a simple lock (Disable Device DC: 20). The door leading to area F is not locked, but barricaded. See Room F for more information. The door leading to area E is not locked.

E. CHAMBER POT ROOM (CR 2)

Two tarnished copper pots sit in the corner of this room. Stains cover the stone floor, surrounding a one-foot hole with a combination of awful colors. Ancient excrement on the wall spells out something...

Hazard Inscribed on the wall is an *explosive rune*, left long ago by a desperate and trapped wizard. It activates when someone reads the writing on the wall. They read:

"No escape...only one Way Out!"

The words **Way Out** contain the *explosive runes*. They detect magic as a minor evocation. The spell has deteriorated over time, only dealing 2d6 damage instead of 6d6.

Treasure Inside the waste chamber in the floor is a dirty amethyst worth 10 gold pieces.

F. UNFORTUNATE HIDING

The door to this room is barricaded from the inside. While rotten, it's still heavy to move. Any player with a strength of 16 or greater can open the door without effort. Otherwise, a DC 14 strength check is required to open the door.

Once the door is opened, read or paraphrase the following.

Detritus scattered along the stone highlight a single humanoid skeleton slumped in the corner. It holds a holy symbol of the grey maiden in its bony fist. A moth-eaten backpack against the wall supports the corpse.

Creatures The skeleton has become animated due to the prolonged presence of Wovunda's ghost. It attacks when disturbed, swiping at anyone who goes for the backpack.

Treasure The backpack has a single holy water, an application of *ghost salt weapon blanch*, and 6 gold. Vermin have begun devouring the backpack, making it useless. The holy symbol is made of wood and is worth 2 gold.

Development Searching this room finds scattered letters addressed to Shayla from Brighton. Several mention wanting to return home to her. One letter notes the location of a small horde of treasure not far from the tower. Both it and a map are addressed to her.

Excavating the treasure reveals a suit of masterwork plate mail, 125 gp, and 3 of black onyx worth 25 gp each. If the PC's deliver these items to Shayla, she rewards them with a wand of *heroism* with 7 charges remaining.

G. SLIME MOLD (CR 2)

The heavy scent of mildew assaults your senses as you enter. The smell seems to come from a thick carpet of mold covering the far wall and parts of the floor.

Creatures The mold is a slime mold that has made its way into this chamber from the forest. Hungry, it lurches towards the first character that enters the room.

Slime Mold CR 2

XP 600

N Large ooze

Init -1; **Senses** Perception -5

DEFENSE

AC 8, touch 8, flat-footed 8 (-1 Dex, -1 size)

hp 28 (3d8+15)

Fort +6, **Ref** +0, **Will** -4

Immune ooze traits; **Resist** fire 10

OFFENSE

Speed 20 ft.

Melee *slam* +4 (1d6+4 plus disease)

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

Special Attacks engulf (DC 14, 1d6+4 bludgeoning plus disease)

STATISTICS

Str 16, **Dex** 8, **Con** 21, **Int** —, **Wis** 1, **Cha** 1

Base Atk +2; **CMB** +6; **CMD** 15 (can't be tripped)

SQ freeze

SPECIAL ABILITIES

Disease (Ex): Fungal rot: Slam—contact; save Fortitude DC 16; onset 1 day; frequency 1/day; effect 1d2 Str damage and 1 Con damage and fatigue; cure 1 save. Any creature that touches a slime mold with an unarmed strike or a natural attack is also exposed to this foul disease. The save DC is Constitution-based.

Treasure Buried beneath the mold is a +1 *shortsword*

H. UPPER HALL: KEMON'S CAMP CR 5 (6 IF FULLY RESTED)

The uppermost floor of the tower is full of rubble and wreckage. Three bedrolls surround a campfire in the center of the room.

Creatures: Kemon and two werewolf minions are camping here. They have been healing and resting after a fight with wandering shadows from area M. The damaged walls allow them to notice anyone approaching the tower. They are on high alert and attempt to ambush any intruders. The werewolves change into their hybrid form if they have enough warning.

2 Shadow-damaged Werewolves (Human Form) CR 1

XP 200

Human natural werewolf fighter 2

CE Medium humanoid (human, shapechanger)

Init +5; **Senses** low-light vision, scent; Perception +4

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DEFENSE

AC 17, touch 11, flat-footed 16 (+6 armor, +1 Dex)

hp 13 (2d10+4) *currently injured*

Fort +5, Ref +1, Will +2 (+3 vs. fear)

Defensive Abilities bravery +1

OFFENSE

Speed 30 ft. (20 ft. in armor)

Melee *longsword* +1 (1d8+2/19–20)

Ranged *light crossbow* +3 (1d8/19–20)

STATISTICS

Str 9(15), Dex 13, Con 14, Int 8, Wis 14, Cha 8

Base Atk +2; CMB +1; CMD 12

Feats Cleave, Combat Reflexes, Improved Initiative, Power Attack (factored into stat block)

Skills Climb +3, Intimidate +4, Perception +4

Languages Common

SQ change shape (human, hybrid, and wolf; polymorph), lycanthropic empathy (wolves and dire wolves)

Combat Gear leather armor, longsword, mwk steel shield, light crossbow Other Gear obsidian idol of *Esrullix* worth 25 gp.

Shadow-damaged Werewolf (Hybrid Form) CR 1

XP 200

Human natural werewolf fighter 2

CE Medium humanoid (human, shapechanger)

Init +5; Senses low-light vision, scent; Perception +4

DEFENSE

AC 22, touch 12, flat-footed 20 (+6 armor, +2 Dex, +4 natural)

hp 15 (2d10+6)

Fort +6, Ref +2, Will +2 (+3 vs. fear)

Defensive Abilities bravery +1;

DR 10/silver

OFFENSE

Speed 30 ft. (20 ft. in armor)

Melee *longsword* +2 (1d8+3/19–20), bite +1

(1d6+2 plus trip and curse of lycanthropy)

Ranged *light crossbow* +4 (1d8/19–20)

STATISTICS

Str 13 (19), Dex 15, Con 17, Int 8, Wis 14, Cha 8

Base Atk +2; CMB +3; CMD 15

Feats Cleave, Combat Reflexes, Improved Initiative, Power Attack

Skills Climb +4, Intimidate +4, Perception +4

Languages Common

SQ change shape (human, hybrid, and wolf; polymorph), lycanthropic empathy (wolves

and dire wolves)

Combat Gear leather armor, longsword, mwk steel shield, light crossbow Other Gear obsidian idol of *Esrullix* worth 25 gp.

Each werewolf carries an obscure idol of a tall, jet-black humanoid. A DC: 25 Knowledge (religion) Skill check identify them as statues of *Esrullix*, the Demon Lord of lycanthropes.

Kemon Haveran CR 3 (4 if fully rested)

XP 1,200

Half-Orc Sorcerer 5

LE Medium humanoid (orc, human)

Init +2; Senses low-light vision; Perception +7

DEFENSE

AC 16, touch 12, flat-footed 14 (+4 armor, +1 Dex, +1 dodge)

hp 20 (5d6+10) *currently injured*

Fort +4, Ref +5, Will +4;

OFFENSE

Speed 30 ft.

Melee *mwk falchion* +3 (2d4/18–20)

Ranged *mwk light crossbow* +4 (1d8/19–20)

Special Attacks *acid ray* +3 (1d6+2, 7/day)

Sorcerer Spells Known (CL 5th; concentration +9)

2nd (5/day, current 2) — *flaming sphere* (DC: 16), *see invisibility*, *scare* (DC 16)

1st (7/day, current 3) — *color spray* (DC: 15), *enlarge person*, *feather fall*, *mage armor*, *magic missile*



0 (at will) – *detect magic, mage hand, mending, message, prestidigitation, read magic*

Bloodline Aberrant

TACTICS

Before combat Kemon casts *mage armor*.

During combat He sends his werewolves forth to protect him, keeping at distance, using his offensive spells, and then *acid ray* attacks.

STATISTICS

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

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

Feats Combat Casting, Dodge, Eschew Materials(B), Lightning Reflexes

Skills Bluff +9, Intimidate+12, Knowledge(arcana)+6, Spellcraft+7, Stealth+9, Use Magic Device +12 (racial +2 Intimidate)

Languages Common, Draconic, Orc

SQ bloodline arcana (+50% increase the duration of polymorph spells, minimum 1 round), Long limbs (+5 feet), orc blood, orc ferocity, orc weapon familiarity

Combat Gear potion of *cure moderate wounds*, potion of *invisibility*, 2 scrolls of *identify*, scroll of *magic weapon*, wand of *cure light wounds* (20 charges), alchemist's fire;

Other Gear masterwork light crossbow with 10 bolts, masterwork falchion, cloak of resistance +1, 190 gp

The adventurers can attempt to take Kemon or the werewolves alive for interrogation. They talk openly about the undead below. They specifically mention a ghostly figure that snatched The Lamentations of the Fungus Men, escaping down into the ruins with it. They did not participate in the manor robbery. The werewolves have been clearing rubble, looking for hidden doors and treasure.

Kemon, instead, attempts to bribe the PC's. He's desperate to get the book back promising to supply false evidence he is dead, and vowing never to return to town, if they retrieve the book. He's even willing to trade even his magical gear for it. Kemon suspects there are more rooms beyond the door behind the stones in the entrance hall. If pressed, he reluctantly admits he is to bring the book to Martin Bhestos, a Brighton town noble (see Conclusion).

1. DAMAGED SANCTUM

Several broken beds and torn apart mattresses adorn the far wall. The ceiling is shattered beyond repair, spilling light from outside into the room. A chest sits against the closest wall.

Kemon was using this chamber as his private quarters until an angry ghost rose through the floor and attacked him. As he called for help, shadows wandering through the walls from area M assailed his werewolf minions in area H. After the ghost stole the Lamentations of the Fungus Men, it broke off the attack, allowing him to assist the werewolves in driving away the shadows.

Treasure Inside the chest are 10-days-worth of rations, a +1 *silver dagger*, and a letter from a someone named "CB". It is addressed to Kemon. It instructs him to steal the Lamentations from Lady Canterville and to use a scroll of bestow curse on her that he has provided. After obtaining the book, he's to lie low for a couple of days before delivering the book to Maartin Bhestos. The letter assists in convincing the Sherriff that Maartin must be brought to justice (continued in part three: Despicable Deeds.)

J. TREASURE ROOM

Several sacks made of cheap cloth are piled into this room. There are a few books are set up for study, and a few potions sitting on a table. There is an inkwell and a fine quill.

Treasure: This room is where Kemon holds the treasures he's acquired from the tower already. Inside are several fine linen sheets worth 25 gold, two spell books, two *potions of shield*, one *potion of cure light wounds*, and a *wand of magic missile*. The spell books have the following spells: *adhesive spittle, mage armor, protection from chaos, stone shield, and true strike*.

K. CELLAR CR 3

Long empty barrels and boxes hug the walls of this moldy cellar. Mildew, rust, and time have damaged them beyond use. A doorway is set in the wall farthest from the stairs.

All organic matter in the barrels and boxes has evaporated or transformed into common mold. Creatures: A single allip lurks here under the moss patch (See Area C).

ALLIP CR 3

XP 800

CE Medium undead (incorporeal)

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

Perception +7

Aura babble (60 ft., DC 15)

DEFENSE

AC 14, touch 14, flat-footed 13 (+3 deflection, +1 Dex)

hp 30 (4d8+12)

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

Defensive Abilities channel resistance +2, incorporeal; **Immune** undead traits

OFFENSE

Speed fly 30 ft. (perfect)

Melee *incorporeal touch* +4 (1d4 Wisdom damage)

Special Attacks *babble*, *touch of insanity*

STATISTICS

Str —, **Dex** 12, **Con** —, **Int** 11, **Wis** 11, **Cha** 16

Base Atk +3; **CMB** +4; **CMD** 17

Feats Improved Initiative, Lightning Reflexes

Skills Fly +16, Intimidate +10, Perception +7, Stealth +8

Languages Aklo, Common

SQ madness

SPECIAL ABILITIES

Babble (Su): An allip constantly mutters to itself, creating a hypnotic effect. All sane creatures within 60 feet of the allip must succeed at a DC 15 Will save or be fascinated for 2d4 rounds. While a target is fascinated, the allip can approach it without breaking the effect, but an attack by the allip does

end the effect. Creatures that successfully save cannot be affected by the same allip's babble for 24 hours. This is a sonic, mind-affecting compulsion effect. The save DC is Charisma-based.

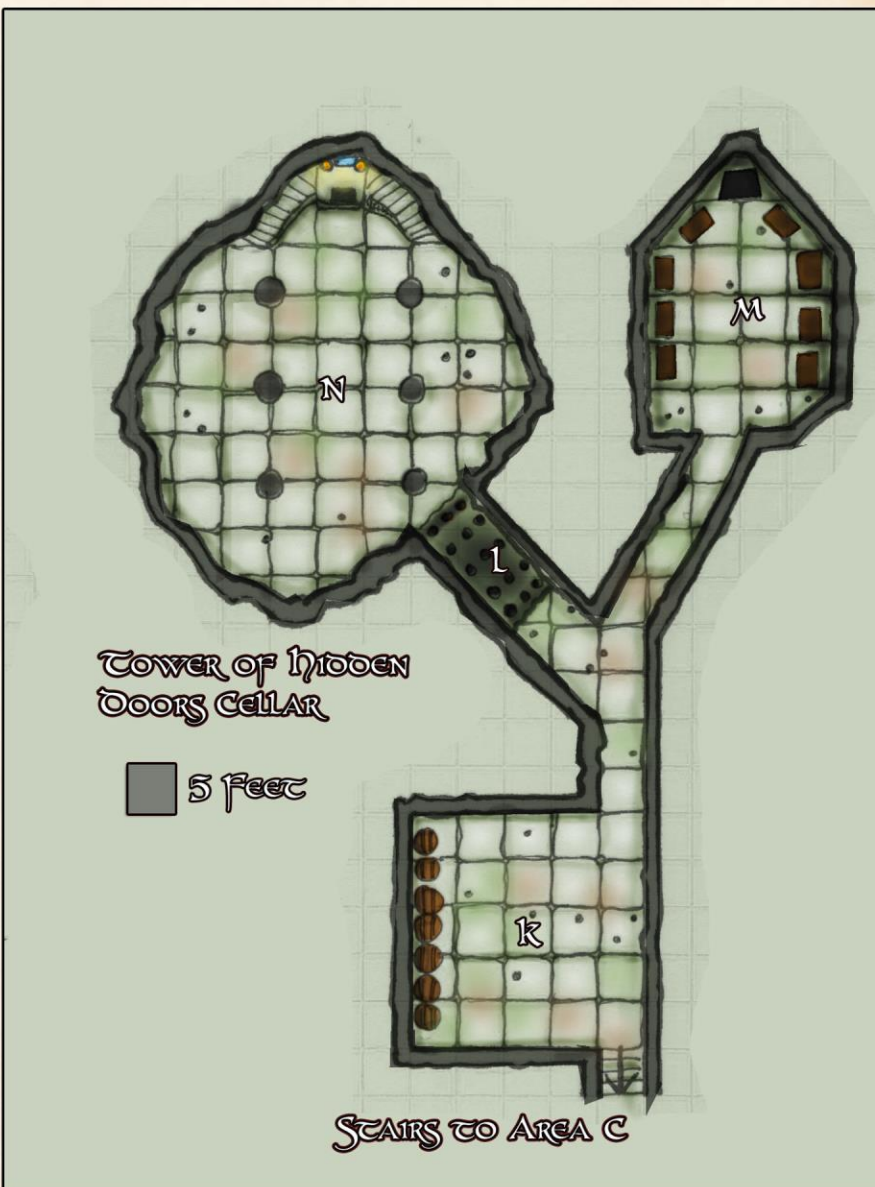
Madness (Su): Anyone targeting an allip with a thought detection, mind control, or telepathic effect makes direct contact with its tortured mind and takes 1d4 points of Wisdom damage.

Touch of Insanity (Su): The touch of an allip deals 1d4 points of Wisdom damage (DC 15 Will negates). A successful critical hit causes 1d4 points of Wisdom

damage and 1 point of Wisdom drain (instead of double Wisdom damage). With each successful attack, an allip gains 5 temporary hit points. The save DC is Charisma-based.

The allip babbles to herself constantly, alternating between a venerable, and slow voice to a childish, panicked voice.

She ignores anything occurring in the room above until the moss patch is broken. When this happens, she screams 'My saviors! You have come to rescue me,' and rushes to embrace the nearest PC. This hug unwittingly delivers her wisdom draining attack. She defends her



self, pleading innocence in her mumbling. Seeing the bladed key sets her into a rage. She will focus attacks on any creature holding it, afraid it can trap her in the chest again.

The doorway leads into a corridor forking into right into area M and left into area N. A pit in the hall leading to area N appears to prevent passage.

1. HAUNTED PIT CR 2

Ahead, 10-foot pit hinders passage in the corridor. A heavy scent of decay emits from within. The stone walls have been painted with depictions of human sacrifice to towering, tree-creatures with multiple hooved feet.

Examining the wall near the pit with a DC 20 Perception Skill check, reveals a secret door and passage. This path bypasses the pit, exiting on its opposite side. Using it does not trigger the haunt.

Haunt: Animated spikes CR 2

CE haunt **Caster Level** 2nd

Notice Perception DC 20 (to notice the spikes at the bottom start slightly moving)

hp 4; **Trigger** proximity; **Reset** 1 day

Effect Attempting to cross, or climbing down into the pit triggers the haunt. The spikes spin and dart toward the PC's like snakes. All targets in the pit area must succeed a DC 13 Reflex save or suffer 2d6+1 piercing damage.

Destruction There are two ways of putting this haunt to rest. The first one is to remove the adventurer's remains out of the pit and bury them properly. The second is destroying Wovunda, thus weakening the evil presence in the whole area.

Treasure. The skeletal remains at the pit's bottom have following gear: *amulet of natural armor*+1, 3 potions of *cure light wounds*, a scroll case (with 2 scrolls of *ghostbane dirge*), *masterwork chain shirt*, *masterwork silver light mace*, *masterwork thieves' tools*.

M. THE SOUL-SEALING VAULT (CR 3)

This room had a door once, but only hinges have survived time's pressure. It looks like a former storage room that has been looted. Ancient rusty chests line the walls and stand wide open. A black chest adorned with strange patterns remains closed, against the far wall.

Among the smaller chests are: 10 feet of hemp rope, a pint of oil, 2 tinder twigs, and a copper bell. Anyone looking inside sees swirling clouds of darkness.

Hazard: The Soul-Sealing Vault

The chest releases two lesser shadows (See appendix) every two hours unless it is locked. Only two lesser shadows can roam free at any time. Each time the chest releases a lesser shadow, there is a 5% chance that it releases an allip or poltergeist instead. These spirits become anchored to the tower, and do not count toward the maximum allowed free shadows. Any creature who dies within the walls of the tower risks having its soul permanently trapped within the chest, unable to resurrect or move on to the afterlife.

Detect magic, detect evil: the chest radiates moderate necromancy [evil] aura. Casting either spell allows for a single attempt to identify the magical chest. A player may attempt a Spellcraft or Knowledge (arcane) Skill check to identify its properties. A knowledge (religion) check can identify the box, but the DC's are increased by 4.

DC 15 — The chest was never properly enchanted into a magic item. Its powers are a haunt-like effect. It traps souls of mortals who die in the tower. The poor victims of its power transform into incorporeal undead. It leaks these souls into the tower, unless sealed.

DC 20 — The Bladed Key fits the chest lock, and can lock the it. This renders both magical items inert. PC's can lock the chest with a DC 30 Disable Device or Craft (locksmith) Skill check. If the chest is locked, it is rendered temporarily inert, and does not spawn trapped spirits.

DC 25 — The chest contains trapped restless spirits, unable to proceed into the afterlife. Breaking it will not free them, instead trapping the souls on this plane. Casting a consecrate spell and then destroying the chest may release those trapped.

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Bypassing this hazard by locking the chest rewards xp equal to a CR 1 encounter. Freeing the souls in the chest and rendering it nonmagical counts as a CR 3 encounter. It is possible to lock the chest, and come back and free the souls in this chest later which results in an initial reward at CR 1, and then an additional CR 2 reward once completed.

N. THE ORACLE'S SANCTUM EL 5

This room has an iron door with a good lock (DC 30). It is half-open. As long the *Bladed Key* curse effect is working, this entrance is a dead end.

Dendrachate plates cover the walls and columns of this large room, giving it an abstract, forest-like appearance. A twin-staircase leads up to an outcropping on the far side of the room. A large, bronze-framed mirror hangs firmly on the wall, two lit crimson braziers at its sides. An ebony podium stands before the mirror, a heavy tome resting open on its darkwood surface. A translucent figure stands at the podium, pouring over the open book.

Wovunda is reading is *The Lamentations of the Fungus Men*. He does not attempt to parley with intruders, instead welcoming them with,

"Greetings, new treasures for my chest!"

Wovunda the Darkwood CR 5

XP 1600

Human Ghost Oracle 4

CN Medium ghost (incorporeal humanoid)

Init+1; **Senses** Perception +7, darkvision 60'

DEFENSE

AC 17, touch 17, flat-footed 16 (+6 deflection, +1 Dex)

hp 50 (4d8+24)

Fort +6, **Ref** +3, **Will** +8

Defensive Abilities Channel resistance +4, incorporeal;

immune undead traits

OFFENSE

Speed Fly 30 ft.(perfect)

Melee *corrupting touch* +4 (4d6, DC 16 Fort for half.) or

death's touch +4 (1d6+2) Plus bleeding wounds. 9/day

SA Sanctum Summons 1/day (see below)

Oracle Spells Known (CL 4th; concentration +8)



2nd (4/day)—*false life, summon monster II, inflict moderate wounds* (DC 16)

1st (7/day)—*bane* (DC 15), *cause fear* (DC 15), *doom* (DC 15), *inflict light wounds* (DC 15), *protection from good*

0 (at will)—*bleed* (DC 14), *detect magic, guidance, light, read magic, virtue*

Mystery bones

TACTICS

Before Combat Wovunda casts protection from good if he becomes aware of intruders via the activated haunt in area L. If he is caught unaware, he forgoes casting this until the second round of combat.

During Combat Wovunda uses the sanctum summoning power imparted by the summoning mirror to cast summon monster II, bringing forth two fire elementals. He follows up by casting doom, and cause fear, before entering into melee with his death's touch ability. He fights until destroyed.

STATISTICS

Str -, **Dex** 13, **Con** -, **Int** 12, **Wis** 8, **Cha** 22

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

Feats Augment Summoning, Combat Casting Spell Focus (conjunction)

Skills Bluff +10, Disable Device +5, Disguise +6, Intimidate +8, Knowledge (history) +8, Knowledge (religion) +6, Perception +8, Perform (oratory) +8, Sense Motive +4, Stealth +13

Languages Aklo, Common

SQ oracle's curse (tongues), revelations (bleeding wounds, death's touch)

Combat Gear none **Other Gear** summoning mirror

Bleeding Wounds (Su): Whenever a creature takes damage from one of your spells or effects that causes negative energy damage (such as inflict light wounds or the death's touch revelation), it begins to bleed, taking 1 point of damage each round. At 5th level, and every five levels thereafter, this damage increases by 1. The bleeding can be stopped by a DC 15 Heal check or any effect that heals damage.

Death's Touch (Su): You can cause terrible wounds to appear on a creature with a melee touch attack. This attack deals 1d6 points of negative energy damage +1 point for every two oracle levels you possess. If used against an undead creature, it heals damage and grants a +2 channel resistance for 1 minute. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

Rejuvenation (Su): In most cases, it's difficult to destroy a ghost through simple combat: the "destroyed" spirit restores itself in 2d4 days. Even the most

powerful spells are usually only temporary solutions. The only way to permanently destroy a ghost is to determine the reason for its existence and set right whatever prevents it from resting in peace. In this case, Wovunda is permanently destroyed if he witnesses the destruction of *The Lamentations of the Fungus Men*.

The mirror on the wall is a magic item and radiates faint conjuration. Once per day it grants its user its sanctum summons ability.

Summoning Mirror

Aura faint conjuration and illusion; **CL** 5th

Slot none **Price** 3,500 gp; **Weight** 500 lbs

DESCRIPTION

Sanctum summons (Sp) once per day a user who speaks the command word may use the mirror to enhance the strength of a summon monster (I-III) spell. When the user casts the summoning spell, if the mirror is already reflecting a target that resembles the monster to be summoned, the spell's casting time is reduced to a standard action, and a second monster of the appropriate type is also summoned. The summoned monsters cannot act until the summoner's following turn, as if they had spent a full round action casting the spell as normal. These summoned monsters act per summoning rules as normal.

CONSTRUCTION

Requirements Craft Wondrous Item, *mirror image, summon monster III*; **Cost** 1750 gp

Treasure: Both braziers contain removable flat bronze rings with a continual flame spell cast upon them. A nondescript chest in the room's farthest corner contains 2000 sp. Each of the braziers weighs 20 lbs. and is worth 100 gp. The Ebony podium is worth 75 gp.

CONCLUSION

After the PC's defeat Wovunda of the Darkwood and retrieve or destroy the Lamentations, they can return to Brighton as heroes. They should know that Kemon was hired by someone named "CB" to kill Lady Canterville and deliver the Lamentations to Maartin Bhestos. A successful DC 12 Knowledge (local) or Knowledge (nobility) Skill check reveals that "Bhestos" is a noble family name, and that Gaavan Bhestos is a prominent member of the Lord Mayor's Advice Council. Gaavan has a son named Maartin, who

has a manor home in Griffonport. The note from Kemon's chest gives them a +10 bonus to Diplomacy Skill checks to convince local authorities of Maartin's possible involvement.

Wovunda's destruction puts to rest the haunt in the pit (area L) and prevents any new jack-o'-lanterns from appearing in the woods. It does not dispel evil magic from the Soul-Sealing Vault, but allows it to be destroyed by conventional means, releasing any remaining trapped soul to the afterlife.

Sheriff Byron Tate gladly pays them their promised reward. In addition, the PC's also gain the **enemy cult story feat** (see below) if they meet the prerequisites.

ENEMY CULT (STORY)

You have crossed paths with a cult opposed to everything in which you believe.

Prerequisite(s): You must have encountered a cult (Shub-Niggurath) whose general alignment is opposite to yours on at least one axis or who threatened your beliefs or way of life.

chaos/evil/good/law spell, or *symbol of the creator*, that would aid you in opposing this enemy cult.

You can cast this spell twice per day as a spell-like ability with a caster level equal to your character level.

Goal: Thwart the enemy cult, whose leader must be a challenging foe. You must deal that cult leader a decisive defeat, and additionally eradicate the cult or drive the cult from the area.

Completion Benefit(s): You gain a +2 resistance bonus on saving throws against evil creatures and a +2 deflection bonus to AC against evil creatures' attacks. These bonuses double against evil summoned creatures.

The adventure continues in: **Whispers of the Dark Mother part 3: Despicable Deeds.**



AMAURA, THE MOTHER OF LIFE

Alignment: Chaotic Good

Domains: Charm, Community, Good, Healing, Liberation, Magic, Water

Symbol: A seashell surrounded by three drops of water

Garb: Blue robes or cloaks. Chainmail. Seashell jewelry.

Favored Weapons: Morningstar, scimitar.

Worship and Holidays: Priests worship Amaura at seaside stone shrines, or before a body of salt water. Worshipers pray to her for safe passage across oceans and for safe childbirths. A feast to her honor is held at the beginning of spring celebrating the rebirth of the world.

Typical worshipers: Coastal dwelling peoples, river and island folk, midwives.

Center of worship: Majera, Brynnndell.

Description: Amaura, the goddess of life, appears as a maternal, middle-aged woman with raven black hair that's often adorned by seashells. She wears flowing blue robes over her azure-toned chainmail Oceanbreaker. Her eyes are soft, and those in her presence feel an overwhelming sense of calm.

The faithful of Amaura believe that life on Celmae began in the oceans and that all surface beings evolved from its waters. She teaches respect for life and protects wells and water from corruption. Her followers task themselves with water bearing, marriage, and childbirth. Amaura believes that love and the joy of life transcend all boundaries. She enjoys offerings of flowers, jade, and seashells that are thrown into bodies of water.

Amaura considers sharks, sauguign, kraken, and kopru her enemies, and the faith teaches that these creatures refused the Goddess's gift of love, turning away and becoming the murderous monsters they are today. The storm god Krokaar is the father of her daughter, Hydra. The union that brought about their godling's birth was not consensual and this crime has caused Amaura to hate Krokaar ever since.

The Goddess of the Sea favors both the scimitar and the morningstar. One symbolizes the way she cuts through the waves as she swims, and the other for the way she crushes foes with her waves.

The Church: Amaura's church is focused on the practical application of their faith - more than simply teaching her lessons, the church urges people to live them, and her priests are no exception to this. While not specifically matriarchal, her faith does have a preference for women, and especially those who have borne children. This is most obvious in the title of the highest of their faith, who is referred to simply as "Revered Mother". The title of



"Holy Mother" is reserved exclusively for Amaura herself. Amaura shows her pleasure to followers with the scent of a pleasant sea breeze, and expresses displeasure by briefly turning a drink into salt water.

Temples and Shrines: Most of Amaura's temples and shrines are constructed from stone that contains seashells and aquatic fossils, and as near to the ocean as possible. When this isn't possible, the church imports shells to use as decorations, or carves them from precious metals as a last resort. Every temple has at least one deep pool of salt water that her priests use for ceremonies - while this water isn't drinkable, it stays uncannily pure no matter how many people move through it or how dirty they were when they arrived.

However, her temples are also smaller than those of many other deities - rather than building a few enormous edifices, her followers instead prefer to have smaller temples in as many areas as possible. Her faithful know how important it is to reach those who need help, and by having countless temples across the map, they hope to always be within easy calling distance of soon-to-be mothers.

The exception to this is the Temple of Life in Majera, which serves as the central headquarters of their faith and is consequently much larger than her other temples. It's considered extremely fortunate to have a wedding in the Temple of Life officiated by the Revered Mother, and even members of allied royalty from distant lands have been known to travel to its glittering halls for their ceremony. Many sailing vessels have shrines to Amaura aboard, usually consisting of little more than a holy symbol mounted on the wall and a small hanging basin filled with freshly-drawn seawater.

A Priest's Role: Amaura's priests concern themselves with marriage ceremonies and assisting women in labor. They pray at dawn, facing in the direction of the nearest body of salt water. Shrines are often quartz-tipped monoliths carved with oceanic symbols. As a work-based faith, priests are also expected to be physically fit and capable of traveling long distances when called upon to do so. Amaura has been known to direct her followers for hundreds of miles so they can assist with births, and to prepare for such events, all priests take at least one long journey before their full ordination.

Lay members of her faith have fewer duties, but are expected to assist any ordained priest that calls upon them for aid, especially if it's to help a woman give birth. Donations to the church are used to fund its activities and construct new temples in places that need them.

Amaura's faith is not a militant one, and has fewer Warpriests and other combat-focused members than many other churches. However, most of its members are well-trained so they can protect themselves on journeys, and they've been known to take up arms in defense of mothers and children.

Adventurers: Many adventurers who follow Amaura are members of her faith on a pilgrimage before their full ordination in her church. For these individuals, the journey is ultimately what matters, though that doesn't stop them from lending a hand wherever they feel it's necessary.

Other adventurers that follow her include mothers, sailors, and healers. As a Chaotic Good goddess, Amaura does not grant power to Paladins, but her focus on life and protection means that many such individuals get along well with her faith.

As the goddess of life, Amaura expects her followers to try and preserve life when they can, and adventurers are no exception to this. When possible, adventurers that follow her are expected to try for nonlethal solutions, although they are allowed to set this aside in order to protect themselves, protect others, or when they believe an enemy truly has no chance of redemption. When violence is the only answer, Amaura urges her followers to be swift in eliminating foes so there is no unnecessary suffering, and to ensure that any innocent children they had are cared for. The children of monsters are not included in this tenet.

Holy Text: Amaura's holy text, *The Water of Life*, is a practical guide containing information on midwifery, sailing, and travel. Several of its chapters are devoted

to the topic of love (explaining the many forms it can take), and her followers are urged to study the text on a daily basis and cite it when they believe someone has erred.

Holidays: Amaura's most important holiday - the Feast of Life - takes place at the first high tide of Spring. While the feast lasts, every pool and basin dedicated to her is filled with limitless water, and her faithful sprinkle a few drops of it over each bit of food they consume. While her faith has no other official holidays, people often give thanks to her during birthday celebrations, asking for her blessings in the year to come.



LAMENTATIONS OF THE FUNGUS MEN

"...and so it was the Fungus Men heard the Whispers, and in dreams did heed the call of the Dark Mother. In ritual they awoke the primal sleeping Spore, granting it sanctuary beneath the floating world, and it pleased the Black Goat by littering all below with its diseased children."

Studying the Lamentations

As an elder god mythos tome, *The Lamentations of the Fungus Men* isn't easily interpreted by sane individuals. Upon initial examination of the book, the examining character must make a Research check. To make a Research check, roll 1d20 + Character Level + Intelligence modifier. Elder god mythos tomes, and related artifacts, have a Research DC, and each DC is set by the artifact. Success means the character has spent the time taken to read and understand the book as noted in the book's Research Period statistic. Failure results in a Bizarre Event occurring. The character may re-examine the book, spending the required amount of time as noted in the artifacts Research Period, but with a successive +1 study bonus for each previously failed attempt.

Lamentations of the Fungus Men

600-year-old, folio-sized tome. Written on yellowed vellum with no cover.

Research Period 1d4+2 days

Bizarre Event Researcher suffers disturbing dreams of depravity and ritual sacrifice. Awakens *fatigued* and must succeed at a DC 13 Will save or take 1d2 Wisdom damage.

This terrible tome is actually a smaller part of a larger volume: *The Whispers of the Dark Mother*. Considered to be the most important religious work to the Cult of Shub-Niggurath. When the Inquisition of the Church of Eternal Slumber targeted the group, members tore out the Lamentations chapter to preserve the books most powerful secrets.

Most of the tome details the corruption of the fungus men by Shub-Niggurath and her allies Gof-duPog and Esrullix. Once the fungus men had succumbed to madness and evil, they infected their forest home with a disease that destroyed it and themselves. Realizing this was occurring, but unable to stop it, they sang dire warnings about the Black

Goat's malign influence as they vanished from this world.

Written in sylvan by the fungus men, The Lamentations contain several unwholesome spells and practices pleasing to the Dark Mother, but it's centerpiece is an occult ritual of transformation: Shubbian Surrogacy, *the Ritual of Becoming*. This foul rite actually transports the willing recipient to the court of Shub-Niggurath, where the goddess flesh-warps them into a favored form after a horrific coupling. The recipient is returned to its original destination, with no apparent time elapsing to onlookers. All spells scribed within are written in aklo.

The book contains directions to hidden sacred places dedicated to Shub-Niggurath, including The Eternal Womb and the alchemical secrets to weaponize her Dark Mother's Milk.

NEW OCCULT RITUAL

Ritual of Becoming

School Conjunction (Calling); Level 5

Casting Time 60 minutes

Components V,S,M (5 gallons of Mother's Milk, an organic fluid found only in places of worship dedicated to Shub-Niggurath, and a potion of bull's strength) F (a dozen humanoid sacrifices dressed in soiled furs).

Skill Checks Knowledge (arcana) DC 34, 3 successes; Knowledge (planes) DC 34, 1 success; Linguistics DC 34, 1 success (auto if primary caster speaks aklo)

Range close (25 ft. + 5 ft. /character level of the primary caster)

Target One non-compelled, willing creature

Duration Permanent

Saving Throw none SR yes

Backlash All casters become *exhausted*

Failure Gof-duPog, a demonic planar ally of the Dark Mother, manifests, attacking all present. It returns to its home plane once defeated, or after 2 minutes have passed.

EFFECT The living creature phases out of this plane of existence, and couples with the Dark Mother. It returns instantaneously, transformed into a Dark Young of Shub-Niggurath. Spells or items that prevent planar travel, cause this ritual to fail, but does not result in summoning Gof-duPog.

(GM's note: madmen scholars of the Elder God mythos believe this ritual only results in the summoning of Gof-duPog.)

New Spells Colostrum Cohort

School conjuration (summoning)

Level antipaladin 3, bard 3, cleric/oracle 3, sorcerer/wizard 3, witch 3

You summon forth the corrupted colostrum within a body of *Dark Mother's Milk* taken from a shrine of Shub-Niggurath, causing it to form into a pair of cohorts similar to lemures. This spell works like *summon monster III* with the following exceptions: Only 1d2 lemures appear but they possess the entropic template. When destroyed, or the duration ends, the creatures burst into puddles of rotten *Dark Mothers Milk*.

Entropic Template CR +0 or +1

Creatures with the entropic template live in planes where chaos is paramount. They can be summoned using spells such as *summon monster* and *planar ally*. An entropic creature's CR increases by +1 only if the base creature has 5 or more HD.

An entropic creature's quick and rebuild rules are the same:

Rebuild Rules Senses gains darkvision 60 ft.;

Defensive Abilities gains DR and energy resistance as noted on the table; SR gains spell resistance equal to new CR +5; **Special Attacks** smite law 1/day as a swift action (adds Cha bonus to attack rolls and damage bonus equal to HD against lawful foes; smite persists until the target is dead or the entropic creature rests).

Entropic Creature Defenses

Hit Dice	Resist Acid and Fire	DR
1-4	5	-
5-10	10	5/lawful
11+	15	10/lawful

Symbol of the Creator

School abjuration [lawful]

Level bloodrager 1, cleric/oracle 1, inquisitor 1, paladin 1, shaman 1, sorcerer/wizard 1, summoner/unchained summoner 1; Domain law 1; Subdomain purity 1

Casting Time 1 standard action

Components V, S, M/DF

Range touch

Target creature touched

Duration 1 min./level (D)

Saving Throw Will negates (harmless); SR no; see text

This spell wards a creature from attacks by worshippers of the elder gods and other chaotic creatures, from mental control, and from summoned creatures. It creates a magical barrier around the subject at a distance of 1 foot. The barrier moves with the subject and has three major effects.

First, the subject gains a +4 deflection bonus to AC and a +4 resistance bonus on saves. Both these bonuses apply against attacks made or effects created by creatures that worship the elder gods. These bonuses are +2 against all other chaotic creatures.

Second, the subject immediately receives another saving throw (if one was allowed to begin with) against any spells or effects that possess or exercise mental control over the creature (including enchantment [charm] effects and enchantment [compulsion] effects, such as *charm person*, *command*, and *dominate person*). This saving throw is made with a +2 morale bonus, using the same DC as the original effect. If successful, such effects are suppressed for the duration of this spell. The effects resume when the duration of this spell expires. While under the effects of this spell, the target is immune to any new attempts to possess or exercise mental control over the target. This spell does not expel a controlling life force (such as a ghost or spellcaster using *magic jar*), but it does prevent them from controlling the target. This second effect only functions against spells and effects created by worshippers of the elder gods and chaotic creatures or objects, subject to GM discretion.

Third, the spell prevents bodily contact by chaotic and summoned creatures. This causes the natural weapon attacks of such creatures to fail and the creatures to recoil if such attacks require touching the warded creature. Summoned creatures that are not chaotic or have the entropic template are immune to this effect. The protection against contact by summoned creatures ends if the warded creature makes an attack against or tries to force the barrier

against the blocked creature. Spell Resistance can allow a creature to overcome this protection and touch the warded creature.

Gof duPog

Advanced, entropic, gnarled Goat Demon (Mehrim) CR 7
XP 3,200

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

Init +4; **Senses** darkvision 60 ft., scent; Perception +14

DEFENSE

AC 24, touch 12, flat-footed 22 (+2 Dex, +12 natural)

hp 51 (6d10+18)

Fort +8, **Ref** +6, **Will** +10

DR 10/cold iron and lawful; **Immune** electricity, poison;

Resist acid 10, cold 10, fire 10; **SR** 15

OFFENSE

Speed 30 ft.

Melee bite +15 (2d6+5 plus disease), 2 hooves +15

(1d6+5) Gof duPog's natural attacks are considered magical for the purposes of bypassing damage reduction.

Spell-Like Abilities (CL 8th)

At will—*darkness*, *protection from good*,
see invisibility

1/day—*dispel good* (DC 18),
dispel magic, *summon monster III*
(2d10 dretches or 1 mehrim
30%)

1/day—smite law as a swift
action (adds Cha bonus to
attack rolls and damage bonus
equal to HD against lawful foes;
smite persists until the target
is dead or Gof duPog rests).

STATISTICS

Str 27, **Dex** 16, **Con** 16, **Int** 16,

Wis 17, **Cha** 16

Base Atk +6; **CMB** +14; **CMD** 29
(33 vs. trip)

Feats Cleave, Iron Will, Power Attack

Skills Acrobatics +10, Bluff +14, Escape Artist +13,
Intimidate +14, Knowledge (local) +12, Knowledge
(planes) +14, Perception +14, Sense Motive +12,
Survival +12; Racial Modifiers +4 Acrobatics, +8
Perception

Languages Abyssal, Celestial, Common

SPECIAL ABILITIES

Disease (Su): Demon Fever: Bite—injury; save Fort
DC 20; onset 1 day; frequency 1/day; effect 1d6 Con
damage, target must make second Fort save or 1 point of
damage is drain instead; cure 2 consecutive saves. The
save DC is Constitution-based and includes a +5 racial
bonus.

Ferocity (Ex): Gof duPog remains conscious and can
continue fighting even if its hit point total is below 0. He is
still staggered and loses 1 hit point each round. Gof duPog
still dies when its hit point total reaches a negative
amount equal to its Constitution score.

Combat Gear none **Other Gear** *amulet of natural armor*
+1, *cloak of resistance +1*

Gof duPog stands 4 feet tall at the shoulders and is
about 7 feet long. He weighs about 650 pounds, has dark
skin, with an oily, black coat of fur.

Gof duPog charges into battle biting with its diseased
bite and slashing with its front hooves. He opens battle
with his *protection from good* and *darkness* spell-like
abilities in effect. Against good-aligned foes that are
susceptible, he uses his *dispel good* attack, and smite
good attack. If possible, Gof-duPog focuses on a single
enemy at a time.



LESSER SHADOW

Lesser Shadow CR 1/2

XP 200

CE Medium undead (incorporeal)

Init +2; **Senses** darkvision 60 ft.; Perception +8

DEFENSE

AC 14 15, touch 14 15, flat-footed 11 (+1+2 deflection, +1 dodge, +2 Dex)

hp 6 (1d8+2)

Fort +2, **Ref** +2, **Will** +2

Defensive Abilities channel resistance +1, incorporeal, shadow blend; Immune undead traits

OFFENSE

Speed fly 40 ft. (good)

Melee incorporeal touch +2 (1 Strength damage)

STATISTICS

Str --, **Dex** 15, **Con** --, **Int** 5, **Wis** 10, **Cha** 14

Base Atk +0; **CMB** +2; **CMD** 15 (can't be tripped)

Feats Dodge

Skills Fly +6, Perception +8, Stealth +6; Racial Modifiers Perception +4

SPECIAL ABILITIES

Shadow Blend (Ex): In any light condition less than bright light, the lesser shadow's form blends into the surrounding shadows, granting it concealment.



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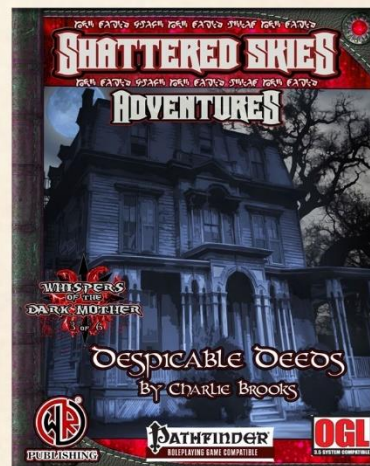
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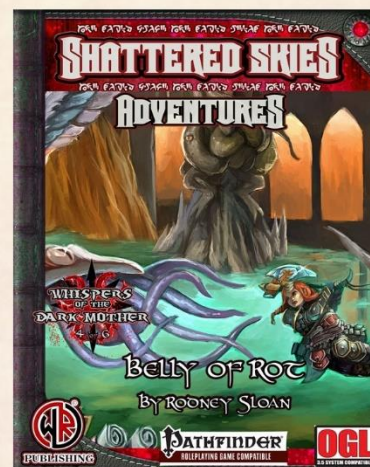
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