

PATHFINDER

ADVENTURE PATH™



SERPENT'S SKULL

CITY OF SEVEN SPEARS

By James Jacobs, Kevin Kulp,
and Rob McCreary

Mwangi Flora

Monkeywise

While the giant flytrap is a well-known swamp hazard, many don't realize how many variants of this voracious plant exist. The monkeywise is a smaller cousin to the larger swamp-dwelling flytrap, a tangled set of vines that grows low to the ground, its jaws open and presenting delicious-looking fruits to tempt passing, appetizing monkeys to their doom.



Whisperlily

The bizarre whisperlily grows upon waters tainted with strange magic. Relatively rare, these eerie lily pads grow frighteningly realistic facial features, such as eyes, teeth, and tongues. Although carnivorous, they generally do not grow large enough to pose a threat to any creature larger than a frog, fish, or songbird.



PATHFINDER ADVENTURE PATHTM

SERPENT'S SKULL

ADVENTURE PATH PART 3 of 6

CITY OF SEVEN SPEARS





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"City of Seven Spears" is a Pathfinder Adventure Path scenario designed for four 7th-level characters.
By the end of this adventure, characters should reach 10th level.

This product makes use of the *Pathfinder Roleplaying Game Core Rulebook*, *Pathfinder Roleplaying Game GameMastery Guide*, *Pathfinder Roleplaying Game Advanced Player's Guide*, and *Pathfinder Roleplaying Game Bestiary*. These rules can be found online as part of the Pathfinder Roleplaying Game Reference Document at paizo.com/pathfinderRPG/prd.

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Into the Lost City

As with many of the key locations you see featured in the pages of our Adventure Paths, the lost city of Saventh-Yhi existed in some form long before Pathfinder came to be. Yet unlike locations such as Korvosa, Ilizmagorti, Tanglebriar, or Celwynvian, Saventh-Yhi was never actually a part of my homebrew world. Instead, Saventh-Yhi came to be in a pretty awful piece of poetry I wrote long, long ago. I'd been reading a lot of Lovecraft's dreamlands stories and a fair amount of his poetry at the time, so I decided to take a stab at describing a strange lost city in the format of a poem about a dreamer who wandered into a nightmare city with a scary monster

living in the caverns deep below. The poem, as I mentioned, was pretty terrible, and it will remain forever buried, but the name "Saventh-Yhi" always stuck in my mind as a cool name for a mysterious city.

Of course, since Saventh-Yhi was never a part of my homebrew world, that also meant it didn't have a pre-made map I could plagiarize from my own files. So instead, I called upon the aid of Hugo Solis, whose work on designing two cities for *Cities of Golarion* had greatly impressed me. His vision of Saventh-Yhi is what we provided our cartographer Rob Lazzaretti with, and the result is, I think, a unique and memorable location indeed.

FRIENDS AND ENEMIES IN SAVENTH-YHI

“City of Seven Spears” is an unusual adventure. How the PCs explore the secrets of Saventh-Yhi, with whom they ally or go to war, how long they take, and what stories develop as a result of these decisions—all of that is left up to you and your players to decide. Saventh-Yhi itself is a huge sandbox of adventure, and we’ve done our best to populate it with as many unusual and interesting characters and situations as we can.

But sandboxes can be overwhelming for some players—too many choices can be paralyzing. In this case, you can help to focus the PCs’ goals by advising them or even giving them “mini-quests” to accomplish in the city. And one great way to deliver these quests is via helpful NPCs.

Fortunately, you probably already have a few helpful NPCs in your game—the five castaways the PCs first met when they woke on the northern beach of Smuggler’s Shiv. Since the fate of these five NPCs, as well as the friendships and rivalries they’re destined to make, have been left up to each individual game to develop, we aren’t including these five characters directly in these adventures from this point on—what they do and what roles they play are left to you.

However, if your players are looking for direction, you can use these NPCs to help focus their explorations of Saventh-Yhi—at least for the start, for once they begin discovering things, the PCs are likely to come up with their own goals and missions. Listed below are all five of the ex-castaways; all of them have particular tasks they’d like the PCs to either help them with or perform for them. Of course, an NPC who’s dead or no longer allied with the PCs won’t be able to come to them for help, but in that case, you can just as easily use that NPC’s goals with someone else the PCs may have met along the way.

Also, as these NPCs continue to play a part in your game, you should take the time to level them up—each of the entries below provides a suggested level for each NPC at the start of this adventure, but feel free to change these levels around as best suits your particular game.

Each of the quests these five NPCs have for the PCs should result in a 4,800 XP award upon completion.

Aerys Mavato (N female half-elf fighter 6): Aerys is still working to complete her epic poem, the “Abendego Cantos,” but her trip to Saventh-Yhi proves to be a huge distraction. She begins a new saga—the “Song of Saventh-Yhi”—not long after arriving in the city, and asks the PCs to go find six different secrets of the city for her by studying the ancient wall carvings.

Gelik Aberwhinge (CN male gnome bard 6): Gelik’s knowledge of legendary failures of other Pathfinder expeditions rears its head again as he nears Saventh-Yhi; he observes that many Pathfinder expeditions have gone missing in their search for Saventh-Yhi, and if the PCs

ON THE COVER

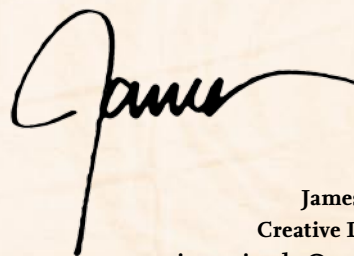
This volume’s cover character portrays an elven woman named Chivane—the leader of the Red Mantis group involved in this campaign. Although her cruelty and penchant for violence are likely to cast her as an antagonist, shadier groups of PCs might find in this sadistic woman a powerful ally. Chivane’s statistics appear on page 64 of this volume.

could find evidence of any of these long-lost explorers in the ruins, he’d appreciate it.

Ishirou (N male human rogue 4/fighter 2): Although Ishirou does not recall any treasure maps that purportedly lead to riches hidden in Saventh-Yhi, one strange, old document he once snuck a peek at while working in an Aspis Consortium archive referred to an ancient and powerful sword said to be hidden in Saventh-Yhi—he knows that this weapon was tied to one of the ruin’s deities, but not much more. He mentions this to the PCs, suggesting it would be worth their while to seek out this religious relic (he is alluding, of course, to the *mantis blade*).

Jask Derindi (LN male middle-aged human cleric of Nethys 6): Jask has long studied the history of Nethys, and those legends all agree that he came into being in the earliest days of the ancient Osirion empire. Yet some texts he’s studied imply that Nethys may have replaced an even older Azlanti god of magic. Jask is curious to find out if there’s any evidence of such a now-forgotten god of magic hidden somewhere in the ruins.

Sasha Nevah (CN female human ranger 5/rogue 1): Sasha may still have her pet dimorphodon from Smuggler’s Shiv (if so, it’s now her animal companion), but this hardly appeases her peculiar fondness for dangerous pets. Not long after arriving in Saventh-Yhi, she catches a glimpse in the lake of an immense, long-necked reptilian creature (the *mokele-mbembe*) swimming along the southern shores of the lake. She doesn’t want this creature as a pet, but if the PCs help her find it so she can watch it and maybe try to befriend it, she’ll be grateful.



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CITY OF SEVEN SPEARS

I LED THEM RIGHT INTO THE ARMY ANT NESTS I FOUND NEAR CAMP, AND THOSE STUPID PATHFINDERS NEVER EVEN SAW IT COMING. THEY JUST SCREAMED AS THE ANTS ATE THEM ALIVE. BUT I WASN'T ABOUT TO SHARE THE GREATEST DISCOVERY OF ALL TIME WITH THEM—I'M THE ONE WHO LED THEM HERE, AFTER ALL, ONCE WE'D LEFT THE REST OF THEM BEHIND TO BE KILLED BY THOSE CRAZED APE-MEN. I CAN HEAR SOMETHING MOVING AROUND OUTSIDE NOW, BUT I'LL START HEADING BACK TO CIVILIZATION TOMORROW. SAVENTH-YHI IS MINE, AND I'M TAKING FULL CREDIT FOR DISCOVERING IT!

—FINAL ENTRY IN THE JOURNAL OF NAREEM DARESS,
GUIDE TO THE ALITHORPE EXPEDITION

ADVENTURE BACKGROUND

Ten thousand years is a long time to wait.

Modern civilizations may have forgotten it, but the Azlanti ruin of Saventh-Yhi is far from empty. It waits deep in the Mwangi Expanse, hidden by rugged cliffs in a magically occluded valley, and grants shelter to ancient evils and savage creatures alike. Fabulous wealth lies there, waiting to be claimed by anyone brave or strong enough to seize it. And with the arrival of the PCs and their rival factions, quite a few people are about to try just that.

The city of Saventh-Yhi was built nearly 11,000 years ago, during the twilight years of the golden age of Azlant before Earthfall and the onset of the Age of Darkness. Constructed as a tribute to the Azlanti heroine Savith above the site where she defeated the snake god Ydersius, the city was constructed both to honor her sacrifice and to stand vigil over the ruined serpentfolk city of Ilmurea deep below. In each of Saventh-Yhi's seven districts, a stone ziggurat symbolizing one of the honest virtues of Azlanti rule was erected, and atop each of these sites the ancients placed a spire-like monument. These seven obelisks came to symbolize the city's skyline, and even before the doom that was to come, they gave the city its enduring nickname—the City of Seven Spears.

Yet as the Age of Darkness grew near, not all of the citizens of Saventh-Yhi remained blissfully unaware that their days were numbered. Some among the city began to receive visions and read dire omens. One priest in particular, a cleric of Pharamasma named Urschlar Vohkavi, became convinced that Saventh-Yhi was nearing a great doom. Even as Urschlar's power in Saventh-Yhi grew (at an increasingly suspicious rate), his paranoia and fears seemed to spread throughout the city's citizens as well. As the pall of fear expanded, the leaders of Saventh-Yhi built underground vaults into which they began securing their most prized belongings. Even had Earthfall not finished the job this growing paranoia had begun, Saventh-Yhi was hurtling toward an end. Yet Earthfall did come, and it hastened that end. The impacts of countless falling stars upon Golarion caused panic in the great city, and it did not take long at all for Saventh-Yhi to die.

And for 10,000 years, that city's corpse has lain hidden, forgotten by most of the world and dreamed about by others. The ancient preservative magic on the city helped to prevent its destruction by the advancing years, yet even the greatest magic cannot hold back the jungle and erosion completely. And while the city's magical wards and defenses helped to keep it hidden, these wards were not foolproof. As the ages wore on and the magic began to slowly fail, new denizens crept into the city along narrow rivers or down jungle-choked cliffs. The Saventh-Yhi destined to be discovered today is far from an empty place—it teems with life, both of the wild and dangerous variety and the

Advancement Track

Characters should be 7th level when they begin “City of Seven Spears.” This adventure presents an entire lost city for the PCs to explore, and the direction they take in that exploration is left entirely up to them. The PCs should be 10th level when they face the ghastr necromancer Sozothala at the end of the adventure. “City of Seven Spears” uses the Medium advancement track for experience.

intelligent and even more dangerous kind. The secrets and wealth and wonders of the lost city are ripe for the plucking, but harvesting these wonders will be anything but simple for the newcomers.

And beneath it all, an ancient evil stirs to life—one that the squabbling factions of treasure-hunters and glory-seekers are destined to become the last bastion of defense against.

ADVENTURE SUMMARY

“City of Seven Spears” is an unusual adventure, in that there is no central plotline waiting to be explored and unfolded. When the PCs arrive in the ruined city of Saventh-Yhi, the actions they take are largely left up to them. They can explore the ruins at any speed and in any order they wish—and as they do so, the other factions who have come to the city do likewise.

Upon first reaching Saventh-Yhi, the PCs must locate a suitable entrance and site to serve their expedition as a base of operations. With this choice secured, they can move on to the task of exploring the city—each of Saventh-Yhi's seven districts has several different goals the PCs can pursue, and with each they'll begin to build up their expedition's success and claims. Conflicts with both the indigenous tribes and the other competing factions in the region are all but guaranteed, and as the PCs forge alliances and make enemies, they'll build their own storyline in the jungle ruins.

As they explore, the PCs begin to learn of the doom that came to Saventh-Yhi in those ancient times. Hints of a strange underworld below the city suggest the possibility of yet another lost city beneath, while the unavoidable presence of more serpentfolk is likely to raise concerns. Something dire is building in, or perhaps below, Saventh-Yhi, and by the time the PCs' explorations of the city come to a close, they'll have the proof they fear in the form of a half-mad refugee from the ruined city of Ilmurea below—an escaped prisoner of the serpentfolk who, once cured of her madness, can tell of the great peril building in the dark below.

PART ONE: THE GLORY OF SAVENTH-YHI

At the climax of the previous adventure, "Racing to Ruin," the PCs uncovered the exact location of the ruins of Saventh-Yhi. Once this information is known, they need simply to rejoin their faction and report—at which point the faction leader asks the PCs for their suggestion as to which of several possible routes should be used to enter the city (see Entering Saventh-Yhi).

Saventh-Yhi itself is located not far from the ruins of Tazion, in a particularly dense portion of the Mwangi Expanse where travel is complicated not only by thick jungle but also by a number of rugged mountains and sheer cliffs. Saventh-Yhi itself is approximately 20 miles north of Tazion, sheltered in a natural valley between tall cliffs in the jungle-covered hills—see area A for details. No significant encounters are scheduled to occur on the relatively short journey between Tazion and Saventh-Yhi—you can even gloss over this part of the adventure if you wish, particularly if, after the previous adventure, the players have had enough of the sweltering overland journey style of play.

MAGICAL WARDS

Saventh-Yhi is protected from discovery by more than mere terrain or remoteness—during its height, numerous magical wards helped not only to protect the city from invasion beyond its valley but also to obfuscate its location from any surviving serpentfolk who might attempt to return to the region in the years following Ydersius's defeat. Many of these wards have decayed today, but some still exist and help to keep the region hidden. These magical effects function at CL 20th—they cannot be dispelled or removed by anything short of a *mage's disjunction*. Fortunately for the PCs, the Pillars of Light in Tazion can pierce these wards, enabling the PCs to find the lost city despite its magical wards.

Mirage Arcana: The entire valley within which Saventh-Yhi is located is obscured by a *mirage arcana* that makes the region appear to be nothing more than densely forested jungle hills when viewed from above or from outside of the valley. Within the valley, this effect does not persist.

Nondetection: Everything within Saventh-Yhi (or in Ilmurea in the Darklands below, or in the Vaults of Madness that connect the two regions) is warded by a *nondetection* effect against scrying and divination effects originating from outside this region (resulting in a DC 36 caster level check for such attempts to function). Divination effects that originate within Saventh-Yhi function normally.

Preservation: The preservation effects that suffuse the city do little more than greatly retard the effects of time and erosion. This effect radiates a strong transmutation effect throughout the city—a DC 25 Knowledge (arcana) check is enough to determine the purpose of these magics.

ENTERING SAVENTH-YHI

In Tazion, the PCs can use the Pillars of Light to generate a modern image of the ruined city of Saventh-Yhi, as if they were far above the city looking down from the heavens. A DC 20 Knowledge (geography) check is enough to note the easiest entrance to the city, via a nameless river tributary. If none of the PCs can achieve this result, conferring with their expedition's leaders should give them a chance to work out this approach. While this adventure assumes that the PCs (and the other factions) approach Saventh-Yhi via this route, this adventure should present enough details on the ruined city that if the PCs wish to attempt a more dangerous overland entrance that involves climbing down cliffs or magical flight, they'll be able to do so (perhaps with a large number of DC 20 Climb checks or a few aerial encounters with pteranodons or a chimera).

SAVENTH-YHI GENERAL FEATURES

Although Saventh-Yhi has gone through innumerable changes over its millennia of existence, its appearance has long since settled into a status quo. The first things a visitor notices on first sight of the city's skyline are its seven spears. Protruding from the already lofty tops of seven 100-foot-high ziggurats, these narrow monoliths extend a further 100 feet into the sky. Each of these spires marks the heart of one of the city's seven districts, and they can be seen from nearly everywhere in the ruins—the seven spears make excellent landmarks.

Nestled in a cradle of sheer cliffs thick with jungle vines and brushed with wisps of fog, the seven districts of Saventh-Yhi are arrayed around a large central lake. The buildings of the city are clearly weathered and worn, but most resist the encroachment of plants and mud, and they refuse to crumble, appearing as a ruin of only a few thousand years of age rather than over 10,000. The architectural style is remarkable, marked by massive guardian sculptures and intricate geometric patterns carved into the stone—any who have studied Azlanti ruins can automatically recognize this style with a DC 12 Knowledge (history) check. Up close, countless individual carvings and murals decorate the inner walls of these buildings, and it is from these carvings that the secret history of Saventh-Yhi can be recovered with time.

Fog rises and clings to the waters and cliffs of the city every morning, but these mists quickly burn off by mid-morning. By noon, the heat of the sun raises temperatures to agonizing heights (treat the hours between noon and 3:00 p.m. as very hot—see page 444 of the *Pathfinder RPG Core Rulebook*). Heavy rain falls in the late afternoon, providing relief from the sweltering heat. As evening approaches, the rain dies off and the fog returns, remaining until midnight when more rain clears the air.



Saventh-Yhi Historical Discoveries

d10

Roll Discovery

- 1 The story of the founding of Saventh-Yhi
- 2 The city's seven spears can be "activated"
- 3 A specific spear's passive effects
- 4 How to activate one of the seven spears
- 5 A specific spear's active effects
- 6 The existence of the Radiant Muse (area J4)
- 7 The legend of Savith's defeat of Ydersius
- 8 Local secret (learn the backstory to one area in the district)
- 9 The existence of subterranean vaults between Saventh-Yhi and a sinister underworld beneath the city
- 10 Minor background information about Azlanti daily life (for example, laws and punishments for arson, the rules for the ball game in area J5, information on the festivals of one of the gods of Saventh-Yhi on page 47, and the like)

UNCOVERING THE CITY'S HISTORY

Although deciphering the history of Saventh-Yhi isn't required, it can be a rewarding pursuit for PCs who have a particular interest in learning more about the fascinating ruins. There are multiple ways for the PCs to learn about the city's history, but unfortunately none of these methods provide a reliable and easy to follow presentation. Still, the act of piecing together the city's history not only helps the PCs to become experts on this obscure era of pre-Earthfall civilization, but it can bring rewards as well.

There are essentially three methods by which the PCs can make discoveries about Saventh-Yhi's history, each of which is detailed below. Regardless of how the PCs make a discovery, you should roll on the Saventh-Yhi Historical Discoveries table in the sidebar above to determine exactly what bit of information the PCs uncover. It is up to you how much information you give your players in a single discovery—for example, it might take several discoveries to learn the true story of Saventh-Yhi's founding. If your players are having fun piecing things together in this way, you should consider adding more bits of information along the lines of those presented on the table so that there is always something new to learn.

Carvings, Murals, and Statues: There are countless wall carvings, statues, murals, and other decorations on the walls of the buildings in Saventh-Yhi that depict various elements of the city's history. In some cases, interpreting these murals and writings is a simple matter,

but in others, one needs to look beyond the obvious and read between the lines, or interpret complex metaphors. Before work to decipher these carvings can begin, the PCs must have relative safety and peace—the district in which they study must either be conquered or allied with the PCs before they or their expedition have the luxury to begin archeological examinations of these clues. In order to successfully decipher clues and information from these areas, at least one PC (likely accompanied by members of the PCs' expedition) needs to spend a day in the district researching the situation, at the end of which she can make a DC 20 Knowledge (history) check (the PCs' faction leader or other allied NPC can make this check if the PCs don't have the means to do so). Success indicates that one random discovery is uncovered. When rolling on the Saventh-Yhi Historical Discovery Table, a duplicate result simply indicates that no new information was learned. Each day of research within a district increases the DC for making a discovery by +2, as the likelihood of learning new information from that district decreases as the amount of information already discovered increases. It's probable that the PCs will need to explore several districts as their expedition effectively "mines out" the clues for each one.

Dreams, Haunts, and Visions: The PCs can also learn about Saventh-Yhi's history through more mystical means. Numerous areas in the city feature strange hauntings, undead remnants dating back to the Azlanti themselves, or other hallucinatory properties. Some of these might be able to influence the dreaming minds of the PCs, leaving them with information about Saventh-Yhi in their memories as they wake. Others might inadvertently reveal information simply by imparting visions or acting out scenes from the past. The times at which these mystic inspirations occur are left up to you—if the PCs seem to be grasping at straws for motivation, you can use this method to spur them on. Alternatively, if they seem to be particularly intrigued by a haunt or purposefully sleep in an area with eerie auras, you could have them experience a vision or dream. When a PC gains a clue in this manner, he must make a DC 15 Will save in order to recall and interpret the dream, haunt, or vision clearly and correctly enough to make sense of it.

Interrogations and Interviews: Finally, the PCs can simply interrogate other creatures in the city who have already researched the ruins, or who may have been alive during the city's height. There aren't many denizens of Saventh-Yhi that fit this category, and the majority of them are insane or outright hostile, so in order to secure information from them, the PCs will likely need to either utilize mind controlling magic or else defeat them in combat and then offer them mercy in return for information. In these cases, a single creature can reveal as many as 1d6 separate discoveries, or more if you wish.

Rewards for Discoveries: Every time the PCs uncover a new historical discovery (regardless of the method used to discover it), award the party 400 XP (this both encourages the players to seek out more discoveries, and helps to model their characters' growing awareness of their environs). If the PCs wish to record their discoveries in writing or art, they can do so by attempting a DC 20 Craft (drawing, painting, or writing) check, Profession (scribe) check, or any similar check at your discretion to correctly and efficiently record the information. With a successful check, that recorded information is worth 500 gp to the PCs' faction—this information can only be sold once.

DENIZENS OF SAVENTH-YHI

Until recently, the inhabitants of Saventh-Yhi had settled into a status quo after many centuries of bitter warfare. These denizens generally keep to their respective districts, but the arrival of the PCs and the other outsiders swiftly upsets the balance of power. As this happens, some groups withdraw defensively, some become more territorial, and others might try to form alliances against common foes. It is up to the PCs to pick and forge their own alliances. Note that the other NPC factions can (and will) also be picking allies within the city, and it's possible that the PCs and their faction may end up wielding an army of monstrous allies against those of their foes.

SECRET OF THE SPEARS

The seven spears of Saventh-Yhi are more than mere landmarks. They possess powerful magic of their own—it is within these seven monoliths that the anti-entropic magic that protects the city is housed, as well as the *nondetection* and *mirage arcana* defenses. Further, each of these spears is infused with still-potent magic from the city's creation, magic intended to aid and encourage each district to function efficiently in its assigned specialty. These seven magical themes, linked to the seven virtues of rule (which, in ancient Thassilon far to the north, were corrupted into seven deadly sins claimed by that realm's ruthless Runelords), continue to shape and mold the districts today. The type of creatures that dwell in the city have naturally gravitated to districts in keeping with their own natures and predilections, helping to maintain each district's theme after all these years. Furthermore, the auras generated by these spears are slightly "addictive," and over the course of many years, those who live in constant proximity find themselves increasingly uninterested in expanding to other parts of the city—a trait that has helped to keep interdistrict conflict in Saventh-Yhi to a minimum.

As a result, the seven spears infuse each district with minor but unusual magical effects. Furthermore, the spears can be "activated" if the PCs can decipher the means

to do so from the city's ancient carvings. Once activated, a district's spear glows momentarily with energy as the rune of its associated virtue flares brightly at its base. The Azlanti used these effects for many purposes—to track the passage of time (each spear would remain active for a different period during a year), to mark festivals, and most importantly, to give each district's citizens an edge in their assigned professions during times when their work was particularly important to the city. Only one spear can be active at a time—activating a new spear while another is already active causes the previous spear to return to its passive mode.

By discovering each spear's activation sequence, the PCs can make Saventh-Yhi an increasingly hospitable place for them to dwell and explore. The advantages granted by an active spear can aid them in offense, defense, and exploration in many ways, and mastering the seven spears can aid tremendously in solving the mysteries posed by the lost city. The passive and active effects of each spear are detailed at the end of this part in the summary of Saventh-Yhi's locations, while the ritual and method of activation is detailed in each district's specific entry in the adventure.

Finally, the spears of Saventh-Yhi hold one additional secret—the actual purpose for which the ancients originally built them. Each spear stands poised above a key location in the ruined city of Ilmurea, deep in the Darklands below. The architects of Saventh-Yhi knew that at some point in the future the serpentfolk could well gain the upper hand in the region once again, and thus they built Saventh-Yhi's seven spears as a weapon—with the proper rituals and magical triggers, these seven spears can drill down through the earth, boring through the 2,000 feet of solid stone between Saventh-Yhi and Ilmurea to strike at seven key sites in the city below and to leave in their passing seven pits lined with corkscrew ledges down which invading armies could be led. This final activation of the spears was always intended as a last-ditch solution, for in lancing Ilmurea, the city of Saventh-Yhi would lose the protection afforded by the spears and would suffer much from the resulting earthquakes and devastation—but the architects of Saventh-Yhi reasoned such a price would be worth paying for the defeat of a recrudescing serpent empire. As the Serpent's Skull Adventure Path comes to a conclusion in "Sanctum of the Serpent God" (see *Pathfinder Adventure Path* #42), the PCs will finally have the chance to trigger this weapon and lead armies into the Darklands for a new confrontation with the serpent god Ydersius himself—but for now, in this adventure, this final use for the seven spears should remain secret from the PCs.

SAVENTH-YHI ENCOUNTER AREAS

The remainder of this chapter summarizes the encounter areas in Saventh-Yhi. The vast majority of encounters in



Serpent's Skull



the lost city are presented in Parts Two through Eight, which present the seven districts of the city in greater detail, but some minor encounter areas fall outside of those districts.

Note that, with the exception of the initial entrance into the city (encounter area **A**), no actual floor plans for the various locations and ruins within Saventh-Yhi are provided in this adventure. Instead, the focus is on larger areas in an attempt to cover as much of the city's contents as possible in a single volume. When encounters do occur amid the ruins and other buildings, you can either prepare encounter areas by hand based on the city's terrain at the point where the encounter occurs, or you can use one of Paizo Publishing's numerous Flip-Mat or Map Pack products, available at paizo.com and quality gaming stores. We've reprinted a page of sample maps drawn from these products in this adventure on page 12—you can use these maps to represent a wide variety of encounter locations in your game. Don't be afraid to rule that on some of these maps, a square might measure 10 feet, 25 feet, or more! For example, if you wish to use the ziggurat map to run an encounter that takes place at one of the city's seven ziggurat sites, the scale of the map should be 10 feet to a square.

UNKEYED LOCATIONS

Only the significant encounter locations in Saventh-Yhi receive entries on the following pages—this leaves hundreds of smaller ruins and minor buildings undetailed. If the PCs insist on exploring every building, you can assume that most of these ruins are uninhabited, but approximately 15% of them serve as some sort of creature's lair. Such lairs can belong to a member (or members) of one of the district's specific tribes, or to a randomly rolled monster from the Random Encounters table on page 79; alternatively, you can assign inhabitants as you wish in order to keep your game moving at the pace you prefer.

A. WATERFALL

If the PCs follow the clues from the map and images in Tazion, they should arrive at this location along a minor and nameless tributary of the Ocota River. Here, the river seems to emerge from the side of a jungle cliff at a height of 60 feet—casual observation reveals little to indicate that anything but rugged jungle mountains exist beyond this point, but a DC 20 Survival check (made with a +10 bonus if the PCs have been to Tazion and used the images at the Pillars of Light to study Saventh-Yhi) reveals an ancient and overgrown series of trails leading up above the waterfall. Clearing these trails for the PCs' expedition to navigate will take 2d4 days of work (or less at the GM's discretion, if the PCs use magic like *blight* or *diminish*

plants to swiftly clear the overgrowth)—the PC's faction leader quickly agrees to (or suggests if the PCs don't do so themselves) a plan whereby he and the expedition take on the task of clearing this final leg of the route while the PCs forge ahead to begin exploring what lies beyond the waterfall. It's a DC 20 Climb check to do so before the way is cleared—flight is also a swift method of bypassing the barrier.

Above the waterfall, the river splits for a short distance, flowing around a jungle-covered hillock. An open area just south of the hill can make an excellent staging area for the expedition once they're up in the region and readying a move to a campsite located within the ruined city itself—see pages 58–65 for details and rules for how expedition campsites function.

A narrow trail picks up not far to the south of area **A**, connecting to a more overgrown road down below that leads southeast to area **B**. This wide, paved road is likely the first evidence the PCs will encounter of the strange preservative magics that suffuse Saventh-Yhi.

B. ENTRANCE TO SAVENTH-YHI (CR 7 OR 9)

The strangely preserved road leads into a narrow cleft in the jungle-choked ridges, forcing the river into a swiftly flowing rapid through the gorge. The road splits here, offering two methods onward—below, a slippery-looking path of wooden bridges connects small islands, while above a rickety rope bridge swings in the air.

The tributary narrows down here, flowing under the ancient rope bridge. The bridge itself is sound, despite its age, and is safe to cross. The bridges below are slippery and require a DC 12 Acrobatics check to navigate without slipping and falling into the water. The river itself is only 10 feet deep here, but the swift flow requires a DC 15 Swim check to navigate—each check that fails by 5 or more results in 1d6 points of damage from being dashed against sharp, submerged rocks.

Creatures: This natural bottleneck may look dangerous—and it is. Two separate creatures dwell in the area—one above and one below. Characters who take the high path and attempt to cross the gorge via flight or the rope bridge quickly attract the attention of a trio of particularly large and hungry pteranodons. Taking the lower route by swimming or inching across the slippery bridges below is no safer, for the river here is home to a family of tough crocodiles. Unless the PCs split up and attempt both types of crossings, they are unlikely to face more than one of the area's guardians, but if they don't deal with both, they (or their expedition) runs the risk of encountering them in the future. Both groups of creatures

Entrance to Saventh-Yhi



abandon a fight once one of their members is killed, but when next the PCs pass by, the monsters attack again.

ADVANCED PTERANODONS (3) CR 4

XP 1,200 each

hp 42 each (*Pathfinder RPG Bestiary* 85, 294)

ADVANCED CROCODILES (4) CR 3

XP 800 each

hp 28 each (*Pathfinder RPG Bestiary* 51, 294)

C. HAUNTED CENOTES (CR 7)

Sparse stone ruins, their roofs open to the sky and their walls thick with vines, perch next to three crystal blue pools in this circular, bowl-shaped valley.

Although these deep pools of fresh water seem outwardly similar to others in the area, a DC 15 Knowledge (nature) check or a DC 20 Perception check is enough for visitors to note that while the sounds of jungle life remain strong beyond the edges of this valley, the singing of birds and even the whirring of insects is strangely absent within.

Creature: Although Saventh-Yhi remains technically undiscovered until the PCs' arrival, this does not mean that no explorers have blundered into the ruins. Indeed, some explorers have discovered the city quite by

accident—although to date, none of those who have delved far into the ruins have survived or escaped. The denizen of this cenote serves as one such example of the cruel dooms Saventh-Yhi excels at inflicting on the unprepared.

The ruins here served as a campsite for a small band of Pathfinders who had found Saventh-Yhi against all odds 2 centuries ago. After abandoning their larger group (the ill-fated Alithorpe Expedition) on the southeastern shore of Lake Ocota during an attack by the Gorilla King's soldiers, this smaller group fled through the jungle for several days, pursued relentlessly by charau-ka. Only by seeking shelter among these hidden cenotes did they finally throw off their pursuit. When the Pathfinders realized where they were, that they'd discovered what could only be Saventh-Yhi, they spent a few days exploring the fringes of the city before treachery struck again. Nareem Daress, a scout who had encouraged the group's decision to use the slaughter of their main expedition as a distraction to flee, lured the remaining Pathfinders into a nest of army ants and watched them die. He intended to then leave Saventh-Yhi with his notes and maps, return to civilization as the lone survivor of the Alithorpe Expedition, and secure the glory of discovering Saventh-Yhi for himself.

Yet the night before he planned to leave, a carpet of army ants swarmed into the ruin here where he'd made his camp. Perhaps the ants were merely seeking food, or perhaps they were compelled on a quest for vengeance from beyond

the grave—whatever the reason, Nareem Daress died that night in great pain and despair. He rose as a ghost the next evening, and for the past 2 centuries he has remained here, yet another victim of the legacy of Saventh-Yhi.

NAREEM DARESS**CR 7****XP 3,200**

Male half-orc ghost ranger 3/rogue 3 (*Pathfinder RPG Bestiary* 144)

NE Medium undead (augmented humanoid, incorporeal)

Init +7; **Senses** darkvision 60 ft.; Perception +18

Aura ghostly swarm (10 ft.)

DEFENSE

AC 17, touch 17, flat-footed 14 (+4 deflection, +3 Dex)

hp 63 (6 HD; 3d10+3d8+33)

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

Defensive Abilities channel resistance +4, evasion, incorporeal, rejuvenation, trap sense +1; **Immune** undead traits

OFFENSE

Speed fly 30 ft. (perfect)

Melee corrupting touch +8 (7d6, Fort. DC 17 half)

Special Attacks favored enemy (humans +2), sneak attack +2d6

TACTICS

During Combat Nareem does not immediately manifest when intruders arrive, but he takes note of them from hiding within the stones of the ruined building. If the intruders make no sign of leaving after a minute, he moves to attack, eager to drive them off from the city he still feels is rightfully his discovery. When he attacks, the first things that manifests are the ghostly ants of his swarm—these army ants appear to crawl out of the walls and ground in swiftly increasing numbers. Nareem himself remains inside of the solid stone or ground for 1 round; if the manifestation of his swarm doesn't scare off the intruders, he emerges to attack. Nareem focuses his attacks on anyone who is obviously (or likely to be) a Pathfinder, shrieking phrases like, "It's mine! I found it! The city is mine!" while he tries to kill (or at least run off) the intruders.

Morale Nareem fights until destroyed, rejuvenating in 2d4 days. During this period of rejuvenation, solitary ghostly ants can be seen crawling around on the ruins or the ground. Nareem can be laid to rest permanently only by ensuring that the discovery of Saventh-Yhi is credited to him in a printed copy of the *Pathfinder Chronicles*. It's possible for a deceptive character to trick Nareem into accepting a forgery or illusory *Pathfinder Chronicle* as the real thing and thus put him to rest—doing so requires either a successful opposed Linguistics check (for an actual forgery) or a failed Will save on Nareem's part (for an illusion).

STATISTICS

Str —, **Dex** 17, **Con** —, **Int** 10, **Wis** 12, **Cha** 18

Base Atk +5; **CMB** +8; **CMD** 22

Feats Endurance, Improved Initiative, Iron Will, Toughness, Two-Weapon Fighting

Skills Acrobatics +10, Appraise +8, Climb +8, Disable Device +8, Fly +11, Knowledge (geography) +8, Knowledge (nature) +6, Perception +18, Stealth +20, Survival +10

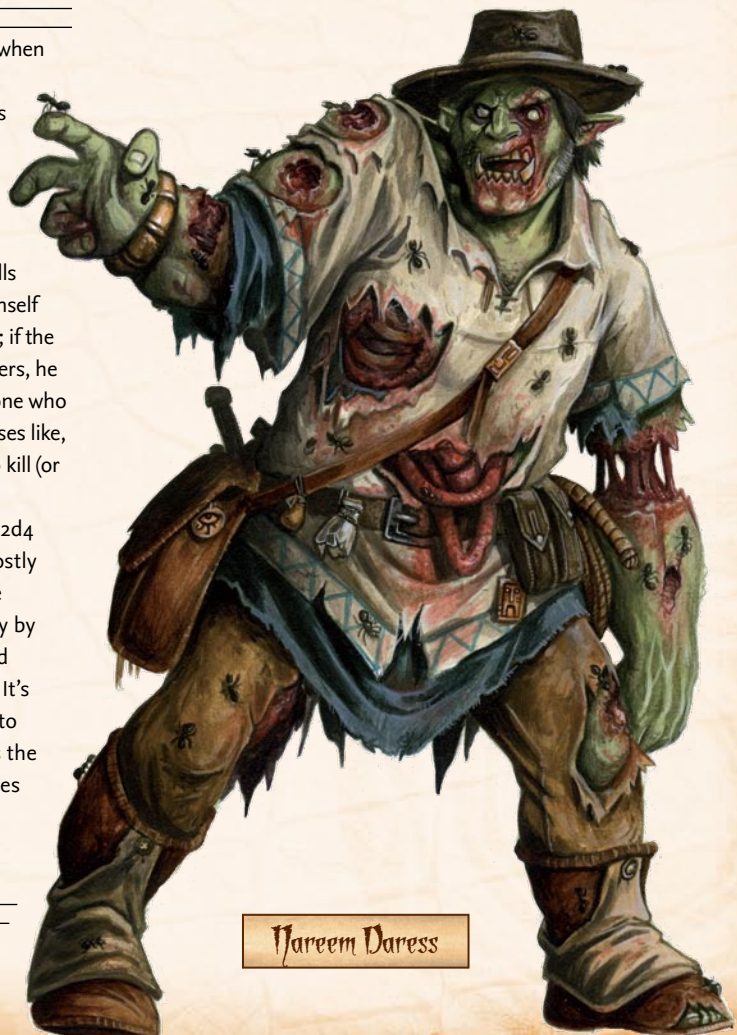
Languages Common, Orc

SQ favored terrain (jungle +2), rogue talents (surprise attack), track +1, trapfinding +1, wild empathy +7

SPECIAL ABILITIES

Ghostly Swarm (Su) Nareem was devoured by army ants, and their ghostly bodies still crawl over and around him. These incorporeal ants swarm over any living creature within 10 feet of Nareem. Affected creatures take 3d6 points of damage per round and are nauseated for as long as they remain within the aura (a DC 17 Fortitude save halves the damage and negates the nausea).

Treasure: Although the majority of Nareem's gear and belongings have long since rotted away, a DC 25 Perception check made while searching the ruins here uncovers his remains, along with some of the relics he'd found before



Nareem Daress

his death. This stash consists of a *ring of seven virtues* (see page 56); a mithral heavy shield; three mithral spearheads (worth 100 gp each); a small ivory coffer decorated with detailed carvings of Azlanti fighting serpentfolk (worth 1,000 gp) holding 46 uncut zircons (worth 460 gp in total); 170 gp, 476 sp, and 272 cp in ancient Azlanti coins; and a fragmentary journal that can be used to piece together who he was and what happened to the Alithorpe Expedition with a DC 25 Linguistics check. The Pathfinder Society would pay 2,500 gp as a reward for this information, so that the members of the expedition can finally have their names etched on the Wall of Names in Absalom.

D. MILITARY DISTRICT

This area is detailed in Part Two.

E. MERCANTILE DISTRICT

This area is detailed in Part Three.

F. GOVERNMENT DISTRICT

This area is detailed in Part Four.

G. RESIDENTIAL DISTRICT

This area is detailed in Part Five.

H. LAKE HIRILAKA

The large central lake of Saventh-Yhi is freshwater, and with exceptions along the eastern shoreline (where the waters grow murky and thick with algae), is of a shockingly clear blue. Lake Hirilaka is quite deep, and drops to 800 feet at its deepest point halfway between the government district (area F) and the artisan district (area J). The lake is home to many creatures ranging from fish (including voracious piranha swarms and electric eels) to crocodiles. The largest denizen of the lake is the immense mokele-mbembe of the Sunken Ruins at area I.

I. SUNKEN RUINS (CR 9)

During the 10,000 years following Saventh-Yhi's fall, the ancients' magic has preserved most of the city, although not even these powerful spells have been able to prevent about a third of the mercantile district from sinking below the surface of the lake. The buildings remain submerged here, visible from above but under 20 to 30 feet of water.

Creature: The partially submerged buildings that remain along the edge of this region are the den of an immense creature. This saurian beast, a mokele-mbembe, often dives to feed on fish, crocodiles, and other creatures that frequent the sunken buildings below. The beast is nocturnal and spends days at a time sleeping in one of the many large buildings here, emerging only once per week at nightfall to feed and returning to its den by sunrise. Still, if its lair is discovered and intruded upon, the monster

quickly rouses from its torpor to defend its home, fighting to the death.

MOKELE-MBEMBE

CR 9

XP 6,400

hp 119 (see page 84)

Treasure: Inside the flooded buildings that the mokele-mbembe uses as a lair are the remains of a warrior from area J who went to kill the mokele-mbembe and failed. His skeletal arm protrudes from the silt, still clutching a strange sword with chunks of crystal embedded along its length, a magical blade called a *wavecutter* (see page 57).

J. ARTISAN DISTRICT

This area is detailed in Part Six.

K. FARMING DISTRICT

This area is detailed in Part Seven.

L. TEMPLE DISTRICT

This area is detailed in Part Eight.

M. THE IVORY GATE (CR 6)

Once a magnificent shining bridge edged with ivory, this crossing has begun to show its age. Located at the southeastern edge of the city's preservative magics, the sections of this bridge not directly supported by stone pilings have begun to fall away into the waters below. These gaps vary between 10 and 30 feet in length—it's a 30-foot drop to the water below, which has a depth of 50 feet.

Creatures: A striking piece of architecture that once served as the primary entrance into Saventh-Yhi, this bridge was guarded by numerous soldiers stationed at the barracks to the south and the guard tower that sits to the west in the middle of the lake. While those soldiers are 10,000 years dead, troglodyte sentries from the nearby temple district (area L) guard the bridge today. Six of the reptilian humanoids stand guard here, lurking at the bridge's northernmost end and keeping a keen eye out for intruders from the south. Their conflict with the aboleth in area O and its minions has worn on for months now, and if the troglodytes see PCs approaching from the south, they assume their enemy has simply recruited more unusual slaves than normal. The troglodytes are each armed with a 3d6 missile from a *necklace of fireballs*. They throw these missiles at intruders and then flee into area L4, hoping to lure any survivors into conflict with that area's denizen before fleeing further into the district to warn their tribe.

TROGLODYTES (6)

CR 1

XP 400 each

hp 13 each (*Pathfinder RPG Bestiary* 267)

Combat Gear necklace of fireballs sphere (3d6, 1 per troglodyte)

N. TRADER'S BOWL (CR 9)

At Saventh-Yhi's height, the primary entrance into the city was a 5-mile-long underground tunnel that linked the city to the lowlands to the south. This tunnel connected to the city here, along the southern edge of this bowl-shaped valley. Here, traders and travelers could apply for permits to enter the city proper or, failing that, could carry out their business in the small market along the shores of the lake.

The tunnel that once connected this area to the south, unlike the rest of Saventh-Yhi, was not under the preservative effect of the city's builders—it has long since collapsed, rendering this approach to the city impassable.

Creatures: Today, the crumbling buildings found along the lakeshore here are inhabited by a group of four gibbering mouthers. These shapeless horrors are dominated thralls of the aboleth at area O—their flesh is hideously softened and transparent from contact with their master's slime. The dominated gibbering mouthers suffer the associated reduction to their Constitution scores as a result, but this does not reduce their individual CR. The mouthers are kept stationed here by the aboleth as guards—if they see anything entering the area, one of the four slips into the water and swims up to area O to warn the master while the other three do their best to capture victims alive for presentation to the master as new slaves.

GIBBERING MOUTHERS (4)

CR 5

XP 1,600 each

hp 38 each (*Pathfinder RPG Bestiary* 153)

O. HIDDEN POOL (CR 11)

This 60-foot-wide river winds down from the mountains, bordered on either side by steep 200-foot-tall cliffs. The river itself averages 30 feet deep with no banks or even shallows to speak of, and following it upstream to its beginning reveals a deep blue pool. This pool, the lesser of the river's two sources of water (the other being at area P), is nearly 100 feet deep, and the whole body of water behaves more like a long, narrow lake than an actual river.

Creature: The pool is the current lair of a powerful aboleth named Yog'oltha. This monster is far from home, and its journey from the depths of the Arcadian Ocean was epic indeed. It learned of the likely location of Saventh-Yhi amid the sunken ruins of one of Azlant's many destroyed cities deep under the sea. Intrigued by the concept of Azlanti colonization so far from their home, and curious to find out how these Azlanti endured Earthfall, Yog'oltha made the journey up from the bottom of the sea to Bloodcove. There, it lurked amid that city's mangrove roots until it managed to dominate an Aspis Consortium wizard named Edren

Lekadnus. With its enslaved minion clutched in its tentacles and breathing water, Yog'oltha made the rest of its journey upriver, using the wizard's spells to make the journey easier. It was with a *fly* spell supplied by Edren that the aboleth made the final leg of the journey up into Saventh-Yhi—some of the locals still speak of the day the strange flying fish came up from the land beyond to dive into the lake.

Yog'oltha has lived in Saventh-Yhi for many years, yet it has only just begun to fully piece together all of the clues and interesting bits of information about the city's history. It has been somewhat limited by the fact that it can't physically explore much of the city—it can explore the sunken ruins well enough, and can use *project image* to explore and observe regions within sight of the water's edge, but its exploration of the interior has been limited to second-hand information gathered by dominated slaves. The gibbering mouthers at area N are the only dominated slaves it's habitually kept for the past several years (its pet wizard Edren has long since died, and his body and gear remain hidden at area E3), but it's possible that the PCs might encounter other local creatures acting peculiarly—boggards, charau-ka, troglodytes, or even humans acting more like archaeologists than natives. These encounters could occur as wandering monsters, or they could appear in a manner similar to the encounter at area F2.

Yog'oltha spends much of its time organizing its research, all of which it does in its own mighty brain while laying in a torpor at the bottom of the pool. It maintains an *illusory wall* 30 feet above its body, making the pool seem only 70 feet deep to casual observation.

YOG'OLTHA

CR 11

XP 12,800

Advanced aboleth (*Pathfinder RPG Bestiary* 8)

LE Huge aberration (aquatic)

Init +5; **Senses** darkvision 60 ft.; Perception +20

Aura mucus cloud (5 ft., Fort. DC 23)

DEFENSE

AC 25, touch 10, flat-footed 24 (+1 deflection, +1 Dex, +13 natural, +2 shield, –2 size)

hp 147 (14d8+84)

Fort +10, **Ref** +7, **Will** +14

OFFENSE

Speed 10 ft., swim 60 ft.

Melee 4 tentacles +14 (1d8+5 plus slime [Fort. DC 23])

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

Spell-Like Abilities (CL 16th; concentration +20)

At will—*hypnotic pattern* (DC 16), *illusory wall* (DC 18), *mirage arcana* (DC 19), *persistent image* (DC 19), *programmed image* (DC 20), *project image* (DC 21), *veil* (DC 20)

3/day—*dominate monster* (DC 23)

TACTICS

During Combat Yog'oltha uses *veil* to mask its actual



appearance, taking the illusory form of a serpentfolk wizard before it initiates combat with the PCs via a *projected image* from behind an *illusory wall*. The aboleth uses *dominate monster* to try to control the most heavily armored PCs, ordering them to attack their allies (this use allows a second saving throw to throw off the effects). The aboleth then uses other illusions to try to trick the PCs into using valuable resources fighting against fantasies. If the PCs see through the ruse, the aboleth attacks physically, focusing its wrath on obvious divine spellcasters first.

Morale If reduced below 40 hit points, Yog'oltha flees into the depths of the central lake, using illusions to cover its retreat and, upon finally reaching a hiding place, placing an *illusory wall* to hide behind. It lingers in hiding until it is healed, then ventures out to dominate new targets to use them against the PCs in an attempt to kill them from afar. If directly confronted and reduced to 40 or fewer hit points a second time, it flees again but does not attempt further vengeance. In time, Yog'oltha may seek a way to escape Saventh-Yhi and return to the sea.

STATISTICS

Str 20, **Dex** 12, **Con** 22, **Int** 15, **Wis** 17, **Cha** 18

Base Atk +10; **CMB** +17; **CMD** 29 (can't be tripped)

Feats Improved Initiative, Improved Iron Will, Improved Lightning Reflexes, Improved Natural Armor, Improved Natural Attack (tentacle), Iron Will, Lightning Reflexes, Weapon Focus (tentacle)

Skills Bluff +18, Intimidate +21, Knowledge (history) +19, Linguistics +4, Perception +20, Spellcraft +19, Survival +10, Swim +24

Languages Aboleth, Aklo, Aquan, Azlanti, Polyglot, Undercommon

Gear *amulet of natural armor* +1, *ring of force shield*, *ring of protection* +1

Development: You can have any one of the NPCs from the other factions fall into Yog'oltha's clutches if you wish. Once the monster learns that the PCs and other factions have come to Saventh-Yhi, its curiosity about their motives soon turns into a sense of self-preservation—the aboleth realizes that if word of Saventh-Yhi spreads too far, it will have to share its discoveries with others, discoveries that it feels rightfully belong to it alone, if only due to the fact that its kind essentially created Saventh-Yhi's current state by calling down the stars from the sky. Yog'oltha is also not interested in sharing its discoveries with what it essentially views as escaped slaves and lab experiments—humanoids. Once the aboleth realizes what the factions represent, it begins dominating agents in an attempt to foster conflict or even war—whether between factions or within factions matters not to the aboleth, as long as its dominated minions succeed in destroying the competition.

P. RIVER SOURCE

The nameless river that fills Saventh-Yhi's lakes and canals and eventually cascades south into the Mwangi Expanse at area A begins here, a half-mile south of the ruined city.

PART TWO: WRATH OF ANGAZHAN

The military district was the district of righteous anger. Here, the central spear influenced those within the district to be more intimidating, warlike, and aggressive, to aid not only in the training of new soldiers but to encourage the right temperament for warlords and commanders. This district is notable for its dearth of ornamentation. The buildings here lack the artistic flourishes present in other regions of the city, with structures tending to be utilitarian in design.

Today, the military district is controlled by an aggressive, highly territorial tribe of charau-ka—baboon-like humanoids who worship Angazhan, the demon lord of apes and jungles. Unlike most other charau-ka tribes, this group (who refer to themselves as the Children of the Spear) does not pay homage to the Gorilla King. They severed ties with that lord long ago when they settled here, and the line of Gorilla Kings has essentially abandoned the tribe as lost.

The charau-ka are currently led by a powerful being named Olujimi, one of the angazhani. Also known as high girallons, these intelligent, four-armed apes often serve as high-ranking commanders in the Gorilla King's armies. Olujimi has always treated his tribe as an army with no war to fight, and often pits his champions against each other in bouts to the near death. At other times, he enjoys watching his champions fight against creatures captured in nearby districts and brought back here for his amusement—these fights generally occur at area D3.

MILITARY DISTRICT

XP 6,400

Primary Tribe Children of the Spear (310 charau-ka)

Leader Olujimi (CE male angazhani; area D1)

Notable NPCs Akkituk (CE female venerable charau-ka cleric of Angazhan 7; area D2)

INTERACTIONS

Patrol A military district patrol consists of a dire ape led by pair of charau-ka thugs (a CR 7 encounter). They fight until one of the two charau-ka is slain, at which point the survivors scatter in all directions.

Reaction As soon as word spreads that the PCs are in the district, Olujimi interprets their presence as an invasion. He puts his charau-ka on full alert, meaning that 50% of all wandering monster encounters in the district are with patrols. Any fight that takes place while the district is on full alert has a 50% chance of attracting a new patrol

to investigate 4d6 rounds after the previous fight ends. Olujimi keeps a patrol in reserve at area **D1** to guard himself, and stations two patrols at area **D4** to guard the district's spear. Akkituk relocates to area **D4** during a raised alarm as well. After 24 hours with no sightings of intruders, Olujimi lowers the alarm and the district returns to normal.

RESOLUTIONS

Allegiance Because of his aggressive personality, it is almost impossible to forge a peaceful allegiance with Olujimi. Mind-controlling magic can secure his cooperation, but only as long as the effects last—if they cease, the allegiance ends. Diplomatic allegiance is impossible without promises of monthly tribute (either in the form of four humanoid sacrifices or a tithe of 2,000 gp worth of jewelry and/or magic items). With a promise of tribute, the PCs can secure a shaky allegiance with the Children of the Spear by making a DC 32 Diplomacy check.

Conquered The military district is conquered if any three of the following conditions are met: slay Olujimi (area **D1**), slay Akkituk (area **D2**), slay the girallon guardians (area **D3**), slay Grugonoth (or destroy his statue; area **D4**), or slay at least 200 charau-ka.

SPEAR EFFECTS

Passive All creatures in this district gain a +2 bonus on Intimidate checks.

Activation Triggers Anoint the stones of the ziggurat with the lifeblood of a powerful creature (slay a creature of CR 10 or higher), channel energy into the spear (requires one use of channel energy from a cleric who worships a deity associated with combat or wrath), or perform a 1-hour ritual of mock combat before the spear (requires a DC 25 Intimidate check).

Active Once the spear is activated, all creatures in the district gain a +2 bonus on all melee attack rolls.

CHARAU-KA THUGS

CR 4

XP 1,200 each

Charau-ka warrior 3 (*World Guide: The Inner Sea* 308)

CE Small humanoid (charau-ka)

Init +1; **Senses** darkvision 60 ft., low-light vision, scent; Perception +2

DEFENSE

AC 18, touch 12, flat-footed 17 (+3 armor, +1 Dex, +2 natural, +1 shield, +1 size)

hp 44 each (6 HD; 3d8+3d10+15)

Fort +6, **Ref** +5, **Will** +3

OFFENSE

Speed 30 ft., climb 30 ft.

Melee mwk darkwood club +10 (1d4+2), bite +3 (1d3+1)

Ranged mwk throwing axe +9 (1d4+2/19–20)

TACTICS

During Combat A charau-ka thug enters a shrieking frenzy

Districts of Saventh-Yhi

The seven districts of Saventh-Yhi are each presented in full detail in Parts Two through Eight of this adventure. Each of these parts includes specific information on the district presented in stat block format. This stat block includes information on the dominant tribe that rules the district (including the names of key NPCs and population totals), details on patrols in that district and how they react to intruders, rules for how the PCs can resolve conflict with the district's tribe, and the effects of the district's spear.

For the resolution section, two entries are given. "Allegiance" details what the PCs must do to secure a peaceful accord with the district's dominant tribe. "Conquered" lists several conditions that can lead to the PCs driving out the dominant tribe (typically, the PCs must achieve three of the conditions listed in order to conquer the tribe). Once the PCs ally with or conquer a district, they can safely establish campsites in that district, explore it for historical discoveries, and even rely upon the tribe's surviving members to aid them as determined by you. The first time that the PCs conquer or ally with a district, they earn the XP listed at the top of the stat block.

For the spear effects, the passive effect listed applies at all times. "Activation" presents a list of tasks, one of which the PCs must perform to activate the spear, resulting in an additional benefit as listed. The secrets for activating the spears can be discovered by researching the city's history, by piecing together clues in each district, or even by accident. Remember that only one spear may be active at a time in Saventh-Yhi.

on the first round of combat. If it's injured when the frenzy ends, it drinks its *potion of cure moderate wounds* before continuing the fight.

Morale Unless it's in the presence of one of the tribe's leaders, a charau-ka thug flees combat or surrenders if reduced to fewer than 10 hit points.

STATISTICS

Str 15, **Dex** 13, **Con** 14, **Int** 8, **Wis** 12, **Cha** 11

Base Atk +5; **CMB** +6; **CMD** 17

Feats Point-Blank Shot, Precise Shot, Throw Anything^B, Weapon Focus (club)

Skills Climb +14, Intimidate +6, Perception +2, Stealth +10

Languages Abyssal, Polyglot

Combat Gear *potion of cure moderate wounds*; **Other Gear** masterwork studded leather, masterwork darkwood light

wooden shield, masterwork darkwood club, masterwork throwing axes (2)

SPECIAL ABILITIES

Shrieking Frenzy (Su) Once per day, a charau-ka can enter a state of shrieking frenzy as a free action. While in this state, the charau-ka automatically fails Stealth checks and cannot speak or cast spells that use verbal components (or use items that require command words to activate), but functions as if under the effects of a *haste* spell. A charau-ka can continue shrieking for up to 3 rounds, after which it is staggered for 1 round.

Thrown Weapon Mastery (Ex) Charau-ka are masters of thrown weapons. All charau-ka gain Throw Anything as a bonus feat. In addition, a charau-ka gains a +1 racial bonus on all thrown weapons, and the threat range for thrown weapons is doubled, as if the charau-ka possessed the Improved Critical feat for all thrown weapons. This effect doesn't stack with any other effect that expands the threat range of a weapon.



DIRE APE

CR 3

XP 800

hp 30 (*Pathfinder RPG Bestiary* 17)

D1. CHARAU-KA FORTRESS (CR 10)

A five-hundred-foot-long fortress sits atop a fifty-foot-high bluff. The bluff's sides are sheer cliffs draped with vines, but a long, narrow pathway winds up to the fortress from the ruins below.

This ancient fort, once the manor of the district's commander, has served as the home of the tribe's chieftain for countless generations, and the charau-ka both respect and fear the stark building. Only those with specific orders to approach and serve within the walls as guards ever enter, for fear of violent punishment from their mad chieftain Olujimi.

Creatures: Olujimi, the angazhani warlord of the Children of the Spear, dwells here. He keeps four dominated dire apes stationed in the fortress at all times as guardians. Cunning and vicious, Olujimi is exceptionally territorial and tolerates no challenges to his authority. The charau-ka who have earned his trust have learned that he responds best to constant flattering and subservience. A few underlings see that this makes him vulnerable, but they know they'd best keep silent or they'll find themselves slain. Olujimi is paranoid and anticipates far more insubordination and rebelliousness than he actually experiences. If the PCs somehow manage to reach his attention without raising the alarm, they have only 2d6 rounds to try to establish diplomatic relations with the high girallon before his impatience and anger compels him to attack.

OLUJIMI

CR 9

XP 6,400

Male angazhani (*Heart of the Jungle* 58)

CE Large magical beast

Init +3; **Senses** darkvision 60 ft., low-light vision, scent, *see invisibility*; **Perception** +11

DEFENSE

AC 24, touch 12, flat-footed 21 (+2 armor, +3 Dex, +8 natural, +2 shield, –1 size)

hp 114 (12d10+48)

Fort +12, **Ref** +11, **Will** +8

DR 10/cold iron or good; **Immune** electricity, poison;

Resist acid 10, cold 10, fire 10; **SR** 20

OFFENSE

Speed 40 ft., climb 40 ft.

Melee +1 throwing axe +16/+11/+6 (1d8+6), 2 mwk throwing axes +16 (1d8+5), bite +11 (1d8+2) or bite +16 (1d8+5), 3 claws +16 (1d6+5)

Ranged +1 throwing axe +16 (1d8+6), 2 mwk throwing axes +16 (1d8+5)

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

Special Attacks rend (4 claws +16, 1d6+7)

Spell-Like Abilities (CL 14th, concentration +16)

Constant—*see invisibility*

At will—*deeper darkness*, *dimension door*, *dispel magic*

3/day—*dominate monster* (DC 21), *fear* (DC 16)

TACTICS

During Combat Olujimi starts combat by throwing his nonmagical throwing axes at different targets, then roars in to attack other foes with his magic axe and claws. If he drops a foe to negative hit points, his bloodlust gets the better of him and he abandons both shield and weapon to fight the rest of the battle with his claws, eager to finish the fight with some rending ruin. He saves *fear* and *dominate monster* to use against any spellcasters who seem to be particularly troublesome or against foes he can't engage in melee. If he dominates a foe, he orders that foe to cast aside his weapons, drop to his knees, and pay homage to him.

Morale Olujimi uses *dimension door* to escape if brought below 40 hit points, seeking out Akkituk and ordering her to use *stone salve* on the statue of the ape demon. He attempts to use *dominate monster* on the ape demon to send it against the PCs, but if that fails, he tries to lure the monster back so that the PCs need to fight it anyway. When he reenters combat with the PCs, Olujimi fights to the death.

STATISTICS

Str 21, **Dex** 17, **Con** 18, **Int** 12, **Wis** 14, **Cha** 15

Base Atk +12; **CMB** +18; **CMD** 31

Feats Cleave, Combat Reflexes, Iron Will, Multiweapon Fighting, Power Attack, Weapon Focus (throwing axe)

Skills Climb +22, Intimidate +8, Knowledge (religion) +7, Perception +11, Stealth +8, Survival +8

Languages Abyssal, Common, Polyglot

SQ martial training

Gear +1 light wooden shield, +1 throwing axe, masterwork throwing axes (7), bracers of armor +2, leather axe harness

SPECIAL ABILITIES

Martial Training (Ex) Because of their high intelligence, angazhani are proficient with light and medium armors, simple weapons, and one martial weapon of choice.

DIRE APES (4) CR 3

XP 800 each

hp 30 each (*Pathfinder RPG Bestiary* 17)

Treasure: Scattered among the old bones, filth, and dried feces so common throughout this area are whatever coins and wealth the tribe has discovered over the years and brought to the chieftain as tribute. A thorough search of the fortress reveals a *javelin of lightning*, a *potion of gaseous form*, a fist-sized emerald worth 1,000 gp, two jacinths worth 250 gp each, 58 pp, 642 gp, 984 sp, and 1,427 cp. The lingering odor is a free bonus.

D2. EXCAVATED ISLAND (CR 9)

This flat-topped island is barren of significant vegetation. The top seems to have been excavated, as if some huge object was only recently buried here.

This otherwise unremarkable hill has been partially excavated, and scattered piles of fresh dirt cover the area. Until recently, this hill had been a strange focal point of religious fervor for the charau-ka. Only with the tribe's shaman's recent descent into dementia and madness has the taboo against any non-shamans visiting the island been lifted. After receiving a strange vision of a bat-winged ape several months ago, the shaman Akkituk ordered several teams of charau-ka to begin excavating the hilltop. Within, they found an immense stone statue of the bat-winged ape. Akkituk had the charau-ka relocate the statue to the Spear of Righteous Anger, where it now stands almost as a guardian atop the ziggurat there.

Creature: The tribe's shaman, a venerable old creature named Akkituk, lives alone in a shelter on the southern side of the island. While many think Akkituk's mind has begun to slip, in truth she has merely become more attuned to the strange whispers and influence of Angazhan. These visions led to the discovery of the ancient demonic ape statue in the hill here, and more recently have compelled Akkituk to attempt to brew up several doses of *stone salve*. Akkituk is barely capable of crafting this item, unfortunately, and several of the doses are cursed (see *Treasure*, below). Akkituk's visions have made it clear that she is to use this salve upon the demonic ape statue "when the time is right." To Akkituk, that time equates to the PCs' attack on her tribe. Until that time comes, she remains here, toiling in her home to brew up a few more doses of the salve in hopes of finally getting it right. She's protected by a pair of charau-ka thugs who fight fearlessly to defend their shaman.

AKKITUK CR 8

XP 4,800

Female venerable charau-ka cleric of Angazhan 7 (*World Guide:*

The Inner Sea 308)

CE Small humanoid (charau-ka)

Init -1; **Senses** darkvision 60 ft., low-light vision, scent;

Perception +6

DEFENSE

AC 20, touch 13, flat-footed 20 (+2 armor, +3 deflection, -1 Dex, +5 natural, +1 size)

hp 64 (10d8+20)

Fort +9, **Ref** +4, **Will** +11

OFFENSE

Speed 30 ft., climb 30 ft.

Melee +1 spear +7/+2 (1d6-1/x3), bite +1 (1d3-2)

Serpent's Skull

Ranged +1 spear +9 (1d6–1/19–20/x3) or

magic stone +9 (1d6–1/19–20)

Special Attacks channel negative energy 6/day (DC 16, 4d6), wooden fist (+3, 8 rounds/day)

Domain Spell-Like Abilities (CL 7th; concentration +12) 8/day—touch of evil (3 rounds)

Cleric Spells Prepared (CL 7th; concentration +12)

4th—*giant vermin*, *summon monster IV*, *unholy blight*^D (DC 19)

3rd—*bestow curse* (DC 18), *magic circle against good*^D, *summon monster III*, *water walk*

2nd—*barkskin*^D, *bear's endurance*, *hold person* (DC 17), *sound burst* (DC 17), *spiritual weapon*

1st—*bane* (DC 16), *divine favor*, *doom* (DC 16), *entangle*^D (DC 16), *magic stone*, *obscuring mist*, *shield of faith*

o (at will)—*bleed* (DC 15), *guidance*, *mending*, *virtue*

D Domain spell; **Domains** Evil, Plant

TACTICS

Before Combat Akkituk casts *barkskin*, *bear's endurance*, and *shield of faith* before combat (already included in her stat block).

During Combat Akkituk does not try to engage in melee against the PCs; she lets her minions do that while she casts *water walk* and makes a fighting retreat to area **D4**. She casts her spells as she goes, pausing to summon monsters whenever she feels she can safely do so without one of the PCs catching up to her. If she reaches the statue of the ape demon, she uses her *stone salve* to waken it.

Morale Akkituk is sure of her rewards from Angazhan if she dies fighting hairless infidels—she fights to the death as a result.

STATISTICS

Str 7, **Dex** 9, **Con** 12, **Int** 15, **Wis** 20, **Cha** 16

Base Atk +7; **CMB** +4; **CMD** 16

Feats Great Fortitude, Point-Blank Shot, Precise Shot, Selective Channeling, Throw Anything^B, Toughness

Skills Climb +10, Craft (alchemy) +8, Diplomacy +10, Heal +15, Knowledge (history) +7, Knowledge (planes) +12, Knowledge (religion) +12, Perception +6, Sense Motive +15, Spellcraft +10, Stealth +8, Survival +10

Languages Abyssal, Azlanti, Common, Polyglot

SQ bramble armor (1d6+3, 7 rounds/day)

Combat Gear *potion of cure light wounds*, *potion of cure serious wounds*, *wand of silence* (11 charges); **Other Gear** +1 spear, bracers of armor +2, *stone salve* (1 ounce), wooden holy symbol of Angazhan, spell component pouch, 8 gp

CHARAU-KA THUGS (2)

CR 4

XP 1,200 each

hp 44 each (see page 19)

Treasure: Five more doses of *stone salve* sit on a shelf in clay jars in Akkituk's den. All of the doses of *stone salve*, including the one she carries, are likely to be cursed—when a dose is applied, there's only a 15% chance that the

dose works as intended. Otherwise, a dose applied to a petrified creature doesn't fully undo the effects and deals a –6 penalty to the creature's Dexterity, leaving parts of its body still hard as stone. If a cursed salve is used on a living creature, it grants the *stoneskin* effect as normal, but also partially petrifies the target as well, resulting in a –6 penalty to the creature's Dexterity. These penalties are permanent until the curse is removed.

D3. PLAZA (CR 8)

An immense plaza, its stone slabs filthy with excrement and littered with bones and other bits of waste, sprawls at the edge of the city's central lake. Four stone pillars rise from the plaza, each of which displays what appear to be the hanging bodies of serpentine humanoids.

This plaza is located at the heart of the charau-ka tribe's territory. The majority of the charau-ka dwell in the buildings surrounding this plaza—if the PCs enter this area, they're very likely to attract the ape-men's shrieking attention, although only one or two patrols dare to confront them at a time. The serpentfolk hanging from the pillars are the latest victims of the skirmishes between the charau-ka and the inhabitants of the government district.

Creatures: A pair of ferocious girallons, kept under control by Olujimi's magic, guards the plaza.

GIRALLONS (2)

CR 6

XP 2,400 each

hp 73 each (*Pathfinder RPG Bestiary* 154)

D4. SPEAR OF RIGHTEOUS ANGER (CR 8, 10, OR 12)

This one-hundred-foot-high ziggurat is capped by a hundred-foot-tall spire of stone. The sides of the ziggurat's tiers are carved with images of battle, warfare, and military supremacy, depicting countless clashes between strangely armored humans and serpentfolk. A twenty-foot-tall statue of a horned, bat-winged gorilla stands on the ziggurat's roof at the base of the spire, its massive arms raised up in anger.

The charau-ka hold this site to be of special religious significance because their feelings of aggression, interpreted as the "grace of Angazhan," are stronger here.

Creatures: Four charau-ka thugs stand guard here at all times—there's a 25% chance the first time the PCs visit that the shaman Akkituk is here as well, meditating before the statue.

The statue itself is superficially similar to depictions of the demon lord Angazhan, but is in fact a petrified half-fiend dire ape that ruled this part of Saventh-Yhi long

ago. It was defeated by the Radiant Muse and her basilisks (see area J), and in her madness, the Muse reasoned that burying the monster atop a hill would place it out of sight and mind forever. The visions that Akkituk has been receiving are indeed from Angazhan, who wants this ancient champion revitalized so that it can get revenge on the lillend—but this is such a minor task in the grand scheme of Angazhan's plans that the demon lord bothered to do little more than to send visions to the old shaman, and is content to let her take things from there.

Named Grugonoth, the half-fiend dire ape is frightening indeed, even as a statue. He stands 20 feet tall, has horns and bat-like wings, and wears bracers carved to resemble dozens of interlocked skulls.

CHARAU-KA THUGS (4)**CR 4****XP 1,200 each****hp 44 each** (see page 19)**GRUGONOTH****CR 10****XP 9,600**

Male half-fiend advanced dire ape (*Pathfinder RPG Bestiary* 17, 171)
CE Huge outsider (native)

Init +4; **Senses** darkvision 60 ft., low-light vision, scent;
Perception +23

DEFENSE

AC 24, touch 12, flat-footed 20 (+4 armor, +4 Dex, +8 natural,
–2 size)

hp 126 (12d8+72)**Fort** +14, **Ref** +12, **Will** +8

DR 10/magic; **Immune** poison; **Resist** acid 10, cold 10,
electricity 10, fire 10; **SR** 21

OFFENSE**Speed** 30 ft., climb 30 ft., fly 60 ft. (good)**Melee** bite +16 (2d6+9), 2 claws +16 (1d8+9)**Space** 15 ft.; **Reach** 15 ft.**Special Attacks** rend (2 claws, 1d8+13), smite good 1/day**Spell-Like Abilities** (CL 12th; concentration +12)

3/day—darkness, poison (DC 14)

1/day—blasphemy (DC 17), contagion (DC 14), desecrate,
unholy blight (DC 14)**TACTICS**

During Combat If restored to life (likely via a dose of *stone salve*, perhaps along with a curse), Grugonoth roars and thrashes in delight and frustration for a round before immediately attacking all nearby targets—charau-ka and PCs alike. He begins battle with a *blasphemy* spell, but then relies on his melee attacks to destroy foes, resorting to spell-like abilities only against foes that seem resistant to physical damage.

Morale Grugonoth's driving desire is to first seek out the Radiant Muse (see area J) and slay her. His next plan is to reclaim his old rule over Saventh-Yhi. He won't risk his life against the PCs

if that means putting these plans at risk, and flees any combat if reduced to fewer than 40 hit points by flying up into the sky and seeking out an abandoned ruin elsewhere in the city where he can heal and plot his next move.

STATISTICS**Str** 29, **Dex** 18, **Con** 22, **Int** 6, **Wis** 14, **Cha** 11**Base Atk** +9; **CMB** +20; **CMD** 34

Feats Awesome Blow, Combat Reflexes, Improved Bull Rush,
Iron Will, Power Attack, Skill Focus (Perception)

Skills Acrobatics +19, Climb +21, Fly +19, Perception +23,
Stealth +10

Languages Abyssal**Gear** bracers of armor +4**PART THREE: RUINS OF GREED**

Once Saventh-Yhi's mercantile district, this area was devoted to the virtue of wealth—not only to the process of making money, but the process of spreading riches to others. The city treasury was located here, along with numerous guild headquarters and an expansive marketplace along the lakeshore. Yet the preservative magic of this region has been failing more quickly than that of neighboring districts, and a significant portion of the area has subsided back into the lake, including most of the old lakeshore markets. Looters emptied the treasuries in the city's final days so long ago, and today the mercantile district is the wildest region in the ruins—no tribes hold sway here, and only monsters lurk within.

MERCANTILE DISTRICT**XP 9,600****Primary Tribe** none**Leader** none**Notable NPCs** none**INTERACTIONS****Patrol** None.

Reaction Wandering monster encounters are more likely to occur in this district unless everyone in the party moves cautiously, making DC 20 Stealth checks. Make these Stealth checks before all random encounter checks. If even one PC fails the Stealth check, the chance of a random encounter is increased to 20% rather than the standard 10%.

RESOLUTIONS

Allegiance Since there is no dominant tribe in the mercantile district, no allegiance with this district is possible.

Conquered The mercantile district is conquered if any three of the following conditions are met: slay the sarcosuchus (area E1), slay all 18 keches (area E2), slay the chimeras (area E3), slay the giant bat (area E4), or slay all of the shadows (area E5).

SPEAR EFFECTS

Passive All creatures in this district gain a +2 bonus on Diplomacy checks.

Activation Triggers Sprinkle the stones of the ziggurat with at least 50 gp worth of powdered gemstones, channel energy into the spear (requires one use of channel energy from a cleric who worships a deity associated with trade or wealth), or perform a 1-hour ritual involving counting money and polishing jewelry (requires a DC 25 Appraise check).

Active Once the spear is activated, all creatures in this district gain a +6 bonus on Appraise checks and on Spellcraft checks made to identify magic items.

E1. CROCODILE ISLAND (CR 9)

A low, swampy island, its center littered with swaths of bones and broken plants, sits in the northern section of this murky, teardrop-shaped lake.

The waters of this lake are relatively shallow compared to those of the larger lakes nearby, never dropping to more than 30 feet in depth.

Creature: This island is the den of an immense crocodile, a *sarcosuchus*. One of the largest predators in the region, it emerges from its den only once or twice a month to feed—being a cannibal, it prefers to hunt and eat the smaller crocodiles that dwell in Saventh-Yhi's waters, but it won't turn down a chance to attack and eat humanoid visitors to its swampy lair.

SARCOSUCHUS CR 9
XP 6,400
Dire crocodile (*Pathfinder RPG Bestiary* 51)
hp 138

E2. LAIR OF THE APE-EATERS (CR 8)

This low, single-story building is almost completely overgrown by thick vines and surrounded by a forest of sharp stakes on which have been impaled numerous small simian skulls. Full skeletons, held together by strips of flesh and sinew, hang from stakes higher on the building's walls.

Creatures: This building is the lair of a tribe of simian humanoids even more monstrous than the relatively civilized charau-ka. These creatures are known as keches—6-foot-tall creatures with long and powerful claws on their oversized hands, leathery greenish-brown skin covered by splotches of brown, and wide mouths filled with jagged teeth. Able to move through undergrowth without leaving a trace and to blend into forested areas (including their heavily overgrown lair here), they are master ambush hunters.

Dozens of keches dwell in this building, although most spend their time wandering Saventh-Yhi or the surrounding jungle, constantly on the prowl for food

or mayhem. Their favorite meal is charau-ka, and they use the remains of these meals to decorate their lair. At any one time, a group of six keches watch from hidden points among the vines on the roof's edge 15 feet above. If the intruders pass the building by, the keches stay hidden, following the interlopers and waiting for them to encounter another of the district's denizens before ambushing them from behind. Otherwise, the six keches only attack if the PCs enter this building. More keches (currently 18 in all) dwell inside the building. They attack the PCs in bands of six at a time, with a new band arriving a few rounds after the previous one was defeated—although if your players are doing particularly well against waves of these monsters, feel free to have them fight more than six at a time.

KECHES (6) CR 3
XP 800 each

NE Medium monstrous humanoid (*Tome of Horrors Revised* 247)
Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +10

DEFENSE

AC 16, touch 13, flat-footed 13 (+2 Dex, +1 dodge, +3 natural)

hp 26 each (4d10+4)

Fort +2, **Ref** +6, **Will** +5

OFFENSE

Speed 40 ft., climb 20 ft.

Melee bite +5 (1d6+1), 2 claws +5 (1d4+1)

Special Attacks rend (2 claws, 1d4+1)

Spell-Like Abilities (CL 4th; concentration +4)

Constant—*pass without trace*

TACTICS

During Combat The keches attempt to wait until a PC is within 5 feet before attacking, hoping to get a rend attack on the first round of combat. Unlike charau-ka, the keches are disturbingly silent when they fight.

Morale A kech reduced to fewer than 9 hit points attempts to flee into the jungle.

STATISTICS

Str 13, **Dex** 15, **Con** 12, **Int** 10, **Wis** 12, **Cha** 11

Base Atk +4; **CMB** +5; **CMD** 18

Feats Dodge, Mobility

Skills Acrobatics +6 (+10 jump), Climb +16, Perception +10,

Stealth +13 (+19 in forested areas); **Racial Modifiers** +2

Perception, +4 Stealth (+6 in forested areas)

Languages Kech

Treasure: Gathered in the building are the keches' spoils: a *potion of protection from arrows*, *salve of slipperiness*, a *wand of charm animal* (45 charges), a bronze armband worth 50 gp, a crystal decanter worth 150 gp, a black jade idol of a bloated frog demon (worth 500 gp), a silver medallion depicting a discus thrower worth 200 gp, 76 gp, 405 sp, and 858 cp.

E3. CHIMERA LAIR (CR 10)

An ancient castle or fort of some sort stands atop a small island here, its rear half draped with hanging vines and its front half collapsed into a mass of ruins.

Creatures: A group of chimeras dwells in the ruins of this building. The largest and most dominant of the three, a beast named Slycora, has a black dragon head, while the smaller two (his mates) have green dragon heads. These three chimeras travel together at all times, hunting as a pack and working together other to surround foes.

SLYCORA CR 8
XP 4,800
Advanced chimera (black dragon head; *Pathfinder RPG Bestiary* 44, 294)
hp 103

CHIMERAS (2) CR 7
XP 3,200 each
hp 85 each (green dragon heads; *Pathfinder RPG Bestiary* 44)

Treasure: The chimeras' collected hoard is in the ruins; it consists of *gloves of arrow snaring*, a *potion of delay poison*, a *potion of water breathing*, a gold goblet studded with turquoise worth 700gp, a flawless red glass orb worth 100 gp, seven silver rings worth 50 gp each, four amethysts worth 100 gp each, five bloodstones worth 50 gp each, 15 pieces of malachite worth 10 gp each, 44 pp, 1,281 gp, 2,373 sp, and 5,172 cp.

In addition, the remains of Edren Lekadnus, the Aspis Consortium wizard dominated by the aboleth Yog'oltha, lie here where they fell after he ran afoul of the chimeras. The acid-burned skeleton still carries a satchel (actually a *handy haversack*) containing Edren's spellbooks and a *wand of daze monster* (11 charges). The spellbooks are those of an 11th-level wizard; they are left for you to develop to fit the needs of your campaign, but should contain the fly spell.

E4. SPEAR OF WEALTH (CR 8)

This one-hundred-foot-high ziggurat is capped by a hundred-foot-tall spire of stone. The sides of the ziggurat's tiers are carved with images of mounds of treasure and merchants trading wares.

The southwest corner of this ziggurat has not weathered the passage of time as well, in part due to this district's slow subsidence back into the lake. A sizable sinkhole here runs along the side of the ziggurat, providing access to a 40-foot-diameter cavern below the ziggurat. A 5-foot-deep swampy pool fills the bottom of this cave—this pool is tainted with guano from the denizen's inhabitant, and anyone who drinks from the water is exposed to blinding sickness (*Pathfinder RPG Core Rulebook* 557).

Creature: The foul-smelling cave under the ziggurat's corner is the den of an immense creature, a giant Mwangi night bat. With a wingspan of nearly 60 feet, the bat emerges from its cave every night to hunt the surrounding jungle for food, returning at dawn. If encountered here in its lair, it quickly rises from sleep to defend itself. The bat itself is responsible for rumors of "dragon sightings" in Saventh-Yhi among the city's denizens—the shape of its immense wings against moon- or starlight is enough to throw fear into the ruins' inhabitants.

GIANT MWANGI NIGHT BAT CR 8
XP 4,800
Advanced dire bat (*Pathfinder RPG Bestiary* 30)
N Gargantuan animal
Init +3; Senses blindsense 40 ft.; Perception +10

DEFENSE

AC 19, touch 9, flat-footed 16 (+3 Dex, +10 natural, -4 size)



Slycora

GONZALO FLORES

hp 114 (12d8+60)

Fort +13, **Ref** +11, **Will** +8

OFFENSE

Speed 20 ft., fly 40 ft. (good)

Melee bite +16 (2d8+11/19–20), 2 wings +11 (1d8+5)

Space 20 ft.; **Reach** 15 ft.

TACTICS

During Combat The giant bat uses Flyby Attack and Snatch to grab a single foe and then swoop up to the top of the ziggurat to kill him, repeating this tactic as necessary until all foes are dead.

Morale The giant bat fights to the death.

STATISTICS

Str 33, **Dex** 17, **Con** 21, **Int** 2, **Wis** 14, **Cha** 6

Base Atk +9; **CMB** +24; **CMD** 37

Feats Alertness, Flyby Attack, Improved Critical (bite), Iron Will, Snatch, Stealthy

Skills Escape Artist +5, Fly +9, Perception +10 (+14 when using blindsense), Sense Motive +4, Stealth +0

E5. ISLE OF SHADOWS (CR 9)

A pentagonal building protrudes from the water here, its upper floors reaching thirty feet above the lake that has swallowed its lower stories. Strangely, no plants at all grow upon the building's roof or walls—walls that seem strangely muted in color compared to other buildings in the area.

Creatures: Once the central treasury of Saventh-Yhi, this building (and its now-flooded vaults below) was hit hard in the city's final days by looters and panicked aristocrats. That the building still stands at all and was not torn down by desperate refugees-to-be is not only a testament to its sound architecture, but also to the devious traps and wards that protected it.

Unfortunately, those same traps and wards, when they were finally triggered, had a devastating effect on the guardians of the treasury. They were blasted out of life, infused with negative energy and shadowstuff, and transformed into undead mockeries. Over the ages, these shadows have drifted and spread, so that they can be encountered throughout the city, but a group of them remains here, still guarding the empty vaults of what was once the center of wealth in the city. These shadows rise up to attack any intruders, fighting until destroyed.

GREATER SHADOW

CR 8

XP 4,800

hp 58 (*Pathfinder RPG Bestiary* 245)

SHADOWS (3)

CR 3

XP 800 each

hp 19 each (*Pathfinder RPG Bestiary* 245)

PART FOUR: PRIDE OF THE FALLEN

This central district was built upon several islands of rock that the architects of Saventh-Yhi carved into the shapes they needed, using tools and magic to form the stony outcroppings into an incredible island-fortress connected to the rest of the city via four long bridges. They chose this region to house the city's central government, and built a spear infused with the virtue of honest pride to watch over the region and to keep its inhabitants honest and dedicated to the city's health. Unfortunately, even these lengths failed to save Saventh-Yhi from the panic that gripped it as its days grew short.

This district has been the lair of a tribe of degenerate serpentfolk for centuries. Although descended (if one goes back far enough) from the denizens of Ilmurea far below, these serpentfolk have no idea that below Saventh-Yhi lies a second city—a city tied to their own legacies. Now and then, a non-degenerate serpentfolk hatches from an egg among this nameless tribe—these invariably rise to positions of power among the tribe and lead the serpentfolk into temporary ages of glory. The most recent such leader was Issilar (see *Pathfinder Adventure Path* #38, “Racing to Ruin”), but the serpentfolk enchanter fled Saventh-Yhi when a much more powerful evil spirit arrived in the district and seized control of his tribe.

The current leader of the serpentfolk tribe is that same evil spirit—a crocodile-headed rakshasa named Akarundo. Eager to be worshiped as a deity, Akarundo has wandered much of Garund over the past several decades, moving from one strange tribe to the next and presenting himself as a god. These serpentfolk are but the latest of his conquests, but Akarundo finds the surroundings of Saventh-Yhi to be particularly intriguing and has lingered here much longer than typical for him.

GOVERNMENT DISTRICT

XP 9,600

Primary Tribe 105 degenerate serpentfolk

Leader Akarundo (LE male rakshasa; area F5)

Notable NPCs Ugimmo (CE male boggard oracle 7; area F2)

INTERACTIONS

Patrol A government district patrol consists of a group of three degenerate serpentfolk (a CR 7 encounter). They are fiercely loyal to their crocodile-headed “god,” and fight to the death.

Reaction If the alarm is raised in the government district, Akarundo assumes that another group of residents from neighboring districts are attacking again and leaves his serpentfolk patrols to handle them. Once the PCs defeat at least four separate patrols, though, the rakshasa realizes that something larger is going on, at which point he begins to stealthily seek out the cause of the problem, reacting to the PCs as indicated in his tactics at area F5.

RESOLUTIONS

Allegiance Akarundo does not regard humanoids as equals.

As such, attempts to forge an alliance with him without resorting to mind control methods are destined to fail.

Conquered The government district is conquered if any three of the following conditions are met: slay Akarundo the rakshasa (area **F5**), slay the amphisbaena (area **F4**), defeat the serpentfolk guarding the bridges (area **F1**), defeat the serpentfolk guards at the spear (area **F3**), or slay at least 50 degenerate serpentfolk.

SPEAR EFFECTS

Passive All creatures in this district gain a +2 bonus on Sense Motive checks.

Activation Triggers Gather at least 50 allies atop the ziggurat to pledge their loyalty to one creature who is currently touching the spear, channel energy into the spear (requires one use of channel energy from a cleric who worships a deity associated with government or nobility), or perform a 1-hour recitation of ancient Azlanti laws (requires a DC 25 Perform [oratory] check).

Active Once the spear is activated, all creatures in this district gain a +2 bonus on Will saves.

DEGENERATE SERPENTFOLK**CR 4****XP 1,200 each**NE Medium monstrous humanoid (*Into the Darklands* 56)**Init** +1; **Senses** darkvision 60 ft., scent; Perception +10**DEFENSE****AC** 18, touch 11, flat-footed 17 (+1 Dex, +7 natural)**hp** 47 each (5d10+20)**Fort** +7, **Ref** +7, **Will** +5**Immune** mind-affecting magic, paralysis, poison; **SR** 15**OFFENSE****Speed** 30 ft.**Melee** spear +10 (1d8+7/×3), bite +5 (1d6+2 plus poison)**Ranged** javelin +6 (1d6+5)**TACTICS**

During Combat The degenerate serpentfolk begin combat by hurling a javelin or two, and then either let the enemy come to them or charge if the enemy responds with greater ranged firepower.

Morale Degenerate serpentfolk fight to the death.

STATISTICS**Str** 20, **Dex** 13, **Con** 19, **Int** 4, **Wis** 13, **Cha** 6**Base Atk** +5; **CMB** +10; **CMD** 21**Feats** Great Fortitude, Lightning Reflexes, Stealthy**Skills** Escape Artist +11, Perception +10, Stealth +9;**Racial Modifiers** +8 Escape Artist, +4 Perception**Languages** Aklo; telepathy 100 ft.**Gear** javelins (4), spear**SPECIAL ABILITIES**

Poison (Ex) Bite—injury; save Fort DC 17; frequency 1/round for 6 rounds; effect 1d2 Str; cure 2 consecutive saves.

F1. SHATTERED BRIDGES (CR 8)

Four stone bridges once provided land access to the government district. While Saventh-Yhi's preservative magics have kept these bridges relatively intact, they have long been areas of contention between the denizens of other districts and the serpentfolk, who have deliberately rigged portions of the bridges to collapse when crossed. In many places, these collapses have created gaps in the bridges—a typical gap is 30 feet across. The bridges are not currently rigged to collapse—the gaps present enough of a defense these days that the serpentfolk have very few visitors.

The bridges located at **F1a** are unwatched—they lead only to a minor island (area **F2**) that the serpentfolk don't even really regard as part of their territory.

Creatures: The bridges labeled **F1b** lead directly to the central island—as such, a group of four degenerate



Degenerate Serpentfolk

Serpent's Skull

serpentfolk watches over each. These guards stay near the government district side of the bridge, hiding behind ruins and ready to use their javelins against intruders.

DEGENERATE SERPENTFOLK (4)

CR 4

XP 1,200 each

hp 47 each (see page 27)

F2. PROMENADE OF LAW (CR 9)

A number of buildings face a long promenade leading to an open rotunda to the south. A row of stone pillars covered with dense writing runs down the center of the promenade. Several of these pillars appear to have been recently cleaned.

The stone columns that run down this street record the many laws of Saventh-Yhi; originally, public hearings and important trials were held in the open rotunda to the south, and the pillars served as symbols of the laws being acted upon in those trials.

Creature: The aboleth Yog'oltha's current land-based archaeologist is a boggard oracle named Ugimmo. Originally the spiritual advisor of the boggards in the farming district (area K), Ugimmo was dominated by the aboleth several weeks before the PCs' arrival in Saventh-Yhi—making the oracle the latest in a long line of agents the aboleth has used to explore the inner reaches of the ruins.

Ugimmo believes that his new aboleth master is the “voice of the swamp,” and that he has been chosen to explore the non-swamp portions of the ruins in preparation for the entire city being plunged into a swampy paradise. The aboleth has always appeared to the boggard in the form of a froghemoth, so Ugimmo believes that his new patron is the same froghemoth that dwells to the south. Ugimmo is accompanied by eight human zombies (raised from the bodies of a group of hunters he slaughtered a few weeks ago) that serve as bodyguards.

UGIMMO

CR 8

XP 4,800

Male boggard oracle 7 (*Pathfinder RPG Bestiary* 37, *Advanced Player's Guide* 42)

CE Medium humanoid (boggard)

Init +5; **Senses** darkvision 60 ft., low-light vision; Perception +5

DEFENSE

AC 21, touch 12, flat-footed 19 (+6 armor, +1 Dex, +1 dodge, +3 natural)

hp 93 (10d8+49)

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

Defensive Abilities armor of bones +6 (7 hours/day)

OFFENSE

Speed 20 ft., swim 30 ft.

Melee mwk morningstar +11/+6 (1d8+2), tongue +4 touch (sticky tongue)

Ranged *savage sting* +9 (1d2+1 plus poison)

Special Attacks death's touch 5/day (1d6+3), soul siphon 1/day (2 minutes, +7 hit points), terrifying croak (DC 16)

Spells Known (CL 7th; concentration +10)

3rd (5/day)—*animate dead*, *contagion* (DC 16), *inflict serious wounds* (DC 16)

2nd (7/day)—*false life*, *hold person* (DC 15), *inflict moderate wounds* (DC 15), *levitate*, *minor image* (DC 15), *spiritual weapon*

1st (7/day)—*bane* (DC 14), *cause fear* (DC 14), *divine favor*, *doom* (DC 14), *inflict light wounds* (DC 14), *obscuring mist*

o (at will)—*bleed* (DC 13), *detect magic*, *detect poison*, *ghost sound* (DC 13), *guidance*, *mage hand*, *read magic*, *resistance*, *spark*

Mystery bones



Ugimmo

TACTICS

Before Combat Ugimmo casts *false life* and activates his armor of bones revelation.

During Combat Ugimmo lets his zombies move to engage enemies while he supports their attacks with his own spells. He casts *animate dead* on any fallen PCs if the opportunity presents itself.

Morale Ugimmo fights until reduced to fewer than 30 hit points, at which point he attempts to flee into the lake and then swim all the way to area N in hopes of soon contacting the “spirit of the swamp” to gain aid in crushing the PCs.

STATISTICS

Str 14, **Dex** 13, **Con** 14, **Int** 10, **Wis** 13, **Cha** 16

Base Atk +7; **CMB** +9; **CMD** 21

Feats Combat Casting, Dodge, Improved Initiative, Toughness, Weapon Focus (morningstar)

Skills Acrobatics +2 (+14 when jumping), Bluff +11, Heal +6, Intimidate +11, Knowledge (history) +6, Knowledge (religion) +8, Perception +5, Spellcraft +8, Stealth +10 (+18 in swamps), Survival +6, Swim +10

Languages Boggard

SQ hold breath, oracle’s curse (haunted), revelations, swamp stride

Combat Gear *potion of cure light wounds*; **Other Gear** *savage sting* (+1 seeking blowgun; see page 56) with 10 darts, masterwork morningstar, *cloak of resistance* +1, *hand of the mage*, *headband of alluring charisma* +2, *robe of bones*, spell component pouch, onyx gems worth 750 gp

HUMAN ZOMBIES (8)**CR 1/2**

XP 200 each

hp 12 each (*Pathfinder RPG Bestiary* 288)

F3. SPEAR OF HONEST PRIDE (CR 8)

This one-hundred-foot high ziggurat is capped by a hundred-foot-tall spire of stone. The sides of the ziggurat’s tiers are carved with images of humans holding court, of punishments being meted out to criminals, and of the city of Saventh-Yhi itself being built.

The ziggurat is the core of the serpentfolk settlement, the site where they gather to worship the rakshasa Akarundo (who sometimes appears to bask in their adoration, but just as often ignores his “flock” to enjoy his own vices and excesses in his lair—see area F5).

Creatures: During these ceremonies, which can happen as often as you wish, the lower tiers of the ziggurat are crowded with dozens of serpentfolk—but most of the time, the site is guarded only by a group of four.

DEGENERATE SERPENTFOLK (4)**CR 4**

XP 1,200 each

hp 47 each (see page 27)

F4. FLOODED AMPHITHEATER (CR 7)

Creature: This large area was once a vast amphitheater where the people of Saventh-Yhi often gathered in huge crowds for political events, festivals, and other celebrations. The place is flooded to a depth of 10 feet now, and serves as the lair of a 30-foot-long amphisbaena—a snake with a head at either end of its body. The serpentfolk are proud of this monster and think of it as both a mascot and pet, despite the fact that it’s killed several of them who dared to swim in its territory.

AMPHISBAENA**CR 7**

XP 3,200

Advanced amphisbaena (*Tome of Horrors Revised* 12)

N Huge magical beast

Init +2; **Senses** all-around vision, darkvision 60 ft., low-light vision, scent; **Perception** +8

DEFENSE

AC 21, touch 10, flat-footed 19 (+2 Dex, +11 natural, –2 size)

hp 85 (9d10+36)

Fort +9, **Ref** +10, **Will** +4

Defensive Abilities split; **Immune** petrification; **Resist** cold 10

OFFENSE

Speed 20 ft., climb 20 ft., swim 20 ft.

Melee 2 bite +14 (2d6+6 plus poison)

Space 15 ft.; **Reach** 10 ft.

TACTICS

During Combat The amphisbaena ignores anyone who comes even to the very edge of this vast pool, but swiftly moves to attack anything that enters the water—it prefers larger targets over smaller ones, given the option.

Morale The amphisbaena fights to the death.

STATISTICS

Str 22, **Dex** 14, **Con** 17, **Int** 2, **Wis** 13, **Cha** 4

Base Atk +9; **CMB** +17; **CMD** 29 (can’t be tripped)

Feats Lightning Reflexes, Lunge, Skill Focus (Stealth), Toughness, Weapon Focus (bite)

Skills Acrobatics +14 (+10 jump), Climb +14, Perception +12, Stealth +8, Swim +14

SPECIAL ABILITIES

All-Around Vision (Ex) An amphisbaena sees in all directions at once. It cannot be flanked.

Poison (Ex) Bite—injury; *save* Fort DC 17; *frequency* 1/round for 4 rounds; *effect* 1d3 Con; *cure* 1 save.

Split (Ex) An amphisbaena functions normally even if cut in half. If dealt a critical hit with a slashing weapon, the creature is cut in half but continues to function as two separate creatures, each with half the original amphisbaena’s current hit points (rounded down). Once split, an amphisbaena cannot be split again. If left alone for 1 minute, the split amphisbaena can rejoin its two halves and become a single whole creature again (add the two creatures’ hit points together). If one of the split creatures is slain, the amphisbaena can regrow the lost portion over the course of a few weeks.

F5. DEN OF THE RAKSHASA (CR 10)

A glittering dome made of red stone sits at the edge of the island, looking almost like the half-buried egg of some immense reptile with a scaly pattern of shingles. A large, dark archway looms on its northern side, from which a hideous smell of decaying meat wafts.

Creature: This immense dome, once a forum used by senators to voice concerns, consists of a single large chamber within—built almost like an amphitheater, with a recessed central area surrounded by concentric rings of steps that served as seats. The dome's current resident is the rakshasa Akarundo, a creature of vices and jaded tastes. The rakshasa has gone to great lengths to decorate the lower area as his den, having put his serpentfolk faithful to the tasks of building furniture, weaving rugs, and even crafting pillows (a job that the serpentfolk are far from mastering). The upper tiers of the rakshasa's den are strewn with the mangled remains of his ex-slaves—humans, charau-ka, serpentfolk, and even boggards whom the rakshasa seduced, then brought back here to ruin in long nights of excess. If the PCs take their time reaching this area, the rakshasa might even learn about their campsite or another expedition's campsite and attempt to lure some of these new visitors to his violent paradise here—an event that may have the PCs racing against time to find where their missing ally has gone.

Akarundo prefers to appear in the form of his current passion or victim—his true form is that of a scaled creature with a crocodile's head.

AKARUNDO CR 10

XP 9,600

Rakshasa (*Pathfinder RPG Bestiary* 231)

hp 115

TACTICS

During Combat Akarundo prefers to capture living victims, and uses *suggestion* and *charm person* extensively

in combat to try to preserve his pets-to-be. If reduced to fewer than 70 hit points, or confronted by foes who use weapons capable of penetrating his damage reduction, he switches to more violent tactics (favoring *lightning bolts* and *magic missiles* at range if possible).

Morale If reduced below 35 hit points, Akarundo uses *invisibility* and tries to escape, fleeing across the lake with the aid of his magic ring.

STATISTICS

Gear +1 kukri, ring of water walking, 12 doses of opium (worth 25 gp each; see *GameMastery Guide* 237)

PART FIVE: THE DREAMING JUNGLE

The residential district once stood as the housing area for all of Saventh-Yhi, dedicated to the virtue of rest. In a decision that caused some scandal at the time, this district did not receive the full range of preservation magic treatment, under the theory that the majority of the buildings being relatively small meant that it would be easier to simply make repairs manually when needed. As a result, while the district's buildings themselves mostly remain, they've been all but overgrown by the encroaching jungle.

Yet more than jungle grows here now. The thick canopy above has afforded a perfect shadowy environment below for the spread of less savory forms of vegetation—all manner of fungus grows amid the roots of the trees here in a mostly symbiotic relationship that promotes the overall fecundity of this district's moist and rampant vegetation. Much of this fungus is dangerous, and the canopy above allows for strains of plant life like violet fungi, shriekers, green slime, brown and yellow mold, and so on to grow safely in the darkened streets and ruined buildings—feel free to add these hazardous or dangerous fungal elements to any encounters that take place here as you wish.

The primary inhabitants of this region are a sizable tribe of vegepygmies, all of whom regard the immense colony of russet mold that grows



Akarundo

upon the sheltered lower reaches of this district's ziggurat as holy and sacred. The majority of the vegepygmies are typical members of their race, but many are more powerful and their leader is quite dangerous. As with the dangerous fungi, feel free to add additional gangs of CR 1/2 vegepygmies to any encounters in this district—at the very least, giving the PCs the chance to really flex their muscles against swarms of the same monsters that may have given them more problems back in “Souls for Smuggler's Shiv” can be quite cathartic.

RESIDENTIAL DISTRICT

XP 6,400

Primary Tribe 240 vegepygmies

Leader Kliboolya (N advanced vegepygmy rogue 6; area G2)

Notable NPCs Egzimora (CE female green hag sorcerer 7; area G3)

INTERACTIONS

Patrol The vegepygmies patrol this district in groups of 8 advanced vegepygmies (a CR 7 encounter).

Reaction The vegepygmies do not have an organized defense plan for their district, and do not react to invasions in a quick or timely manner. Only if intruders dare to attack the vegepygmy chieftain Kliboolya at the central spear do they react, with one new patrol of 8 advanced vegepygmies appearing out of the surrounding jungle to attack the PCs every 4d6 rounds.

RESOLUTIONS

Allegiance The vegepygmies aren't interested in the terms of most alliances, but if the PCs fulfill at least one of the “Conquered” tasks listed below, they can arrange an agreement with the vegepygmy tribe to let them and their faction move through, encamp, and explore this district, provided they leave the central area (areas G1 and G2) alone. Securing this alliance requires a DC 31 Diplomacy check.

Conquered The residential district is conquered if any three of the following conditions are met: slay the Nightmare Dancer (area G1), slay Kliboolya (area G2), destroy the russet mold (area G2), slay Egzimora (area G3), or slay at least 100 vegepygmies.

SPEAR EFFECTS

Passive All creatures in this district gain a +2 bonus on Perception checks.

Activation Triggers Magically heal a total of at least 100 points of damage to a number of creatures within a single minute while standing atop the ziggurat, channel energy into the spear (requires one use of channel energy from a cleric who worships a deity associated with community or dreams), or perform a 1-hour meditation ritual during which you remain absolutely still and silent (requires a DC 25 Stealth check).

Active Once the spear is activated, all creatures in this district gain the benefits of a full night of rest after sleeping for only 2 hours, and during this period of rest, they heal damage as if

they had undergone complete bed rest for an entire day and night, thus recovering twice their character level in hit points.

ADVANCED VEGEPYGMIES

CR 1

XP 400 each

hp 7 each (*Pathfinder RPG Bestiary* 273, 294)

G1. PLAZA OF THE PEOPLE (CR 8)

A large plaza, the grooves between its paving stones thick with moss and other plants, sprawls in the center of this overgrown portion of the city. A wide flight of stairs leads down from the center of the plaza to what may have once been an underground chamber below, but now appears to be filled with solid masses of fungus. Heaps and mounds of mold and fungus lie along the shaded edges of the plaza, while graceful strings of what look like prismatic strings of silk threads crisscross the plaza in a web of color. A large number of human-sized shapes wrapped in this same colorful webbing lie in a heap in the center of the plaza—some of these shapes seem to twitch and writhe, as if something within were attempting to escape.

Creature: The shimmering strands crisscrossing this plaza are the webs of a huge dream spider known locally as the “Nightmare Dancer.” Dream spiders are Mwangi arachnids with colorful bodies and long, thin legs, whose mind-altering venom forms the base for an illegal drug called shiver in many northern cities. Dream spiders are normally the size of a dog, but the Nightmare Dancer dwelling here is the size of a small house.

Anyone who attempts to cross through this plaza, either on foot or in the air below the tree line, must make a DC 15 Acrobatics check for every 30 feet traveled to avoid brushing against or coming into contact with one of the numerous strands of webbing—those who do touch the spider's webs suffer as detailed in the creature's stat block.

The pulsing shapes in the center might look like captured human bodies (and indeed, if you wish to place any missing NPCs from the PCs' camp in this district, this is a great place to do so), but they are in fact egg clusters. Any damage applied to them causes a swarm of baby spiders to spill out—there are six egg clusters in all, each capable of producing its own spider swarm (*Pathfinder RPG Bestiary* 258).

The Nightmare Dancer itself lurks down in the clogged stairwell (the chambers below are completely filled with fungus and contain little of interest). It has little interest in vegepygmies, who are also immune to the effects of the spider's webs—if the PCs encounter any vegepygmy patrols nearby, the fungus creatures may well retreat into this plaza, relying on ranged attacks while attempting to lure the PCs into the spider's territory.



THE NIGHTMARE DANCER

CR 8

XP 4,800

Advanced variant dream spider (*Pathfinder* #7 82)

N Huge vermin

Init +3; **Senses** darkvision 60 ft., tremorsense 60 ft.;

Perception +5

DEFENSE

AC 21, touch 11, flat-footed 18 (+3 Dex, +10 natural, –2 size)

hp 105 (10d8+60)

Fort +13, **Ref** +6, **Will** +4

Immune mind-affecting effects

OFFENSE

Speed 30 ft., climb 20 ft.

Melee bite +15 (3d6+15 plus poison)

Space 15 ft.; **Reach** 10 ft.

Special Attacks dream web (+8 ranged, DC 21, 10 hp)

TACTICS

During Combat The Nightmare Dancer's tremorsense ability allows it to sense if anything brushes against its webs in the entire plaza, effectively extending the length of this ability for those purposes. If it notices any intruders, it immediately clambers out of its pit to attack—it ignores vegpeygmies completely unless they attack it, in which case it fights them as well. The giant spider pursues foes anywhere in this district, but not beyond its borders.

Morale The Nightmare Dancer fights to the death.

STATISTICS

Str 30, **Dex** 17, **Con** 22, **Int** —, **Wis** 12, **Cha** 11

Base Atk +7; **CMB** +19; **CMD** 32 (44 vs. trip)

Feats Improved Natural Attack (bite)^B

Skills Climb +18, Perception +5, Stealth –5 (–1 in webs); **Racial**

Modifiers +4 Perception, +4 Stealth in webs

SPECIAL ABILITIES

Dream Web (Ex) A dream spider has the web ability (*Pathfinder* RPG *Bestiary* 305) but its webs carry an iridescent hue, making them easy to notice (Perception DC 15). Any animal, humanoid, or monstrous humanoid that comes in contact with these webs experiences strange hallucinations, taking 1d6 points of Wisdom damage per round of contact. A DC 21 Fortitude save negates this damage. If the webs of a dream spider are burned, they create a spread of poisonous gas in a 10-foot radius. This gas deals 1d8 points of Wisdom damage to all creatures in the area (not just to those susceptible to contact with webs as listed above). A DC 21 Fortitude save halves this damage. The cloud of colorful vapor remains for only a single round before dissipating harmlessly. The save DC is Constitution-based.

Poison (Ex) Bite—injury; *save* Fort DC 21; *frequency* 1/round for 4 rounds; *initial effect* 1d3 Wis; *secondary effect* 1d3 Wis and paralysis for 2d6 hours; cure 1 save.

Treasure: Hidden among the fungus choking the stairwell where the Nightmare Dancer makes its lair is a

relic from the heyday of Saventh-Yhi: a rod of well-deserved rest (see page 56), which can be discovered with a DC 20 Perception check.

G2. SPEAR OF REST (CR 8)

This one-hundred-foot-high ziggurat is capped by a hundred-foot-tall spire of stone. The sides of the ziggurat's tiers are covered with sheets of what appear to be several layers of rust—or perhaps dried blood.

The surface of this ziggurat is covered with a single, immense colony of russet mold (see *Pathfinder* RPG *Bestiary* 273). Normally not found growing aboveground, this huge colony goes dormant during the middle hours of the day between 10:00 A.M. and 2:00 P.M., when the sun's rays shine upon it, but at all other times of the day the shadows of the tall overgrowth, buildings, and cliffs allow it to continue growing. In all, there are effectively 200 distinct patches of russet mold growing on the ziggurat—clearing away one patch requires either an acid attack at least as powerful as a vial of acid, a jug of alcohol, or a *remove disease* spell. Area effect attacks (such as *acid fog*) can clear out multiple patches at once at the GM's discretion.

The mold covers most of the ziggurat's numerous carvings on the ziggurat, imposing a –4 penalty on all Knowledge (history) checks made to learn clues about Saventh-Yhi's history. If at least 100 patches of russet mold are cleared, the carvings of ancient Azlanti carrying about their day-to-day lives revealed beneath reduce the penalty to –2. If all 200 patches are cleared, Knowledge (history) checks may be made with no penalty.

Creatures: The vast colony of russet mold that grows here is sacred to the vegpeygmies of the district. Their chieftain is a brawny creature named Kliboolya that spends the majority of its time sitting atop the ziggurat, basking in the soothing spores of the mold. Six advanced vegpeygmies guard the chieftain at all times during its meditations. The vegpeygmies are difficult for fleshy creatures to relate to, and the feeling is mutual—these six guards react to any intrusions as acts of war.

Kliboolya watches the battle dispassionately until the PCs attack it, the PCs damage any of the russet mold, or anyone sets foot on the uppermost tier of the ziggurat—should any of these occur, Kliboolya enters the fray. Once the PCs attack Kliboolya, new patrols of eight advanced vegpeygmies appear one at a time out of the surrounding jungle to attack the PCs every 4d6 rounds. Nearly 100 vegpeygmies live in the immediate environs of the ziggurat, so you can throw as many vegpeygmies as you think your PCs can handle if they don't quickly defeat Kliboolya atop the ziggurat.

ADVANCED VEPEPYGMIES (6)**CR 1****XP 400 each****hp** 7 each (*Pathfinder RPG Bestiary* 273, 294)**KLIBOOLYA****CR 6****XP 2,400**Advanced vegepygmy rogue 6 (*Pathfinder RPG Bestiary* 273, 294)

N Small plant

Init +10; **Senses** darkvision 60 ft., low-light vision; Perception +12**DEFENSE****AC** 23, touch 17, flat-footed 17 (+1 armor, +6 Dex, +5 natural, +1 size)**hp** 72 (7d8+41)**Fort** +9, **Ref** +11, **Will** +4**Defensive Abilities** evasion, trap sense +2, uncanny dodge, **DR** 5/slashing or bludgeoning; **Immune** electricity, plant traits**OFFENSE****Speed** 35 ft.**Melee** +1 *spear* +10 (1d6+7/×3) and *claw* +7 (1d4+2 plus russet mold) or2 *claws* +12 (1d4+4 plus russet mold)**Ranged** mwk composite shortbow +12 (1d4+4/×3)**Special Attacks** sneak attack +3d6**TACTICS****During Combat** Kliboolya moves to flank foes with its fellow vegepygmies, using multiple claws for the first few rounds so as to spread more spores around, and then switching to use its dagger in one hand once it has infested at least two enemies with spores.**Morale** Kliboolya fights to the death, but does not pursue foes off its ziggurat.**STATISTICS****Str** 18, **Dex** 22, **Con** 20, **Int** 14, **Wis** 15, **Cha** 13**Base Atk** +4; **CMB** +7; **CMD** 23**Feats** Combat Reflexes, Fleet, Improved Initiative, Weapon Finesse, Weapon Focus (claw)**Skills** Acrobatics +16, Appraise +7, Climb +14, Escape Artist +16, Intimidate +11, Knowledge (local) +12, Perception +12, Sense Motive +12, Sleight of Hand +16, Stealth +23 (+31 in vegetation); **Racial Modifiers** +4 Stealth (+12 in vegetation)**Languages** Common, Polyglot, Undercommon, Vegepygmy (cannot speak)**SQ** rogue talents (bleeding attack +3, finesse rogue, surprise attack), trapfinding +3**Combat Gear** *potion of cure light wounds*, *potion of invisibility*; **Other Gear** broken moldy leather armor, +1 *spear*, masterwork composite shortbow with 20 arrows, *brooch of shielding*, 13 gp**SPECIAL ABILITIES****Russet Mold (Ex)** Kliboolya infects any creature it hits with its natural weapons with russet mold spores. The victim must make a DC 15 Fortitude save or the spores

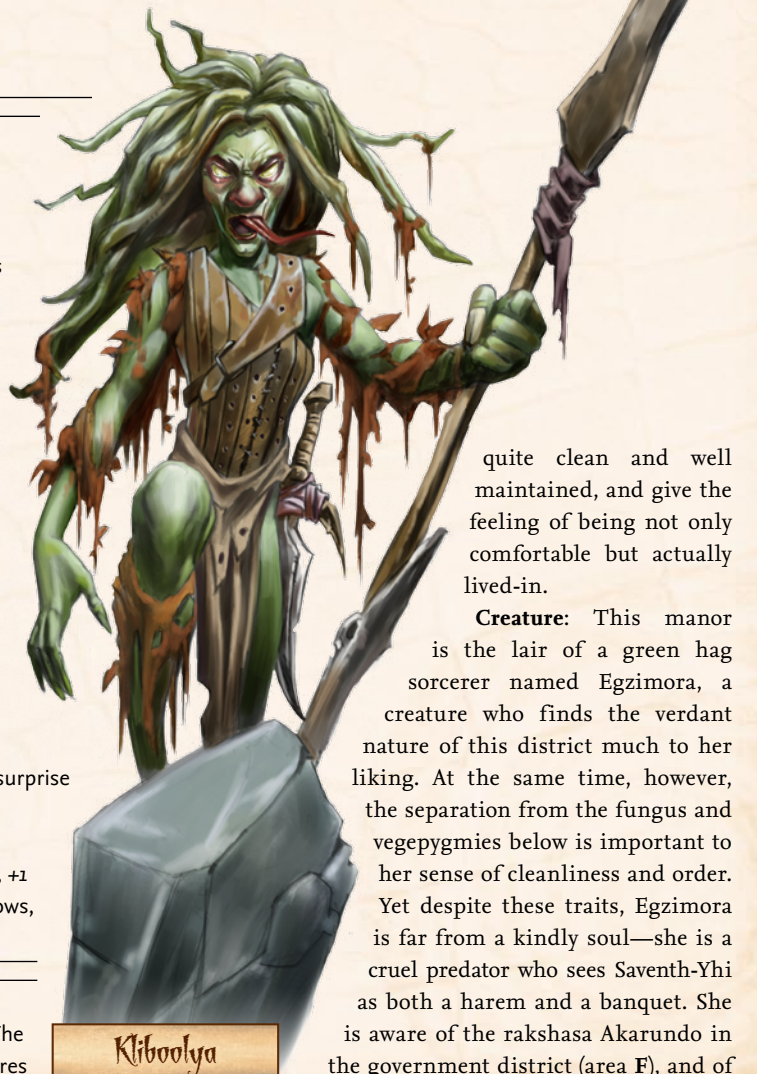
take root, inflicting 2 points of Constitution damage per round. A new Fortitude save can be attempted each round to halt the growth.

Story Award: If the PCs clear all of the russet mold growing on the ziggurat, award them 3,200 XP.**G3. GREEN HAG MANOR (CR 9)**

What must have once been quite a stately stone manor sits atop a low hill overlooking the ruins below. Today, the building is overgrown with moss, creeping vines, and flowers—additions that give it a strange feeling of natural elegance.

Once the estate of the representative of the residential district, this building's height above the surrounding canopy has prevented the fungus of the surrounding lowlands from taking over.

The building's interior rooms are actually



quite clean and well maintained, and give the feeling of being not only comfortable but actually lived-in.

Creature: This manor is the lair of a green hag sorcerer named Egzimora, a creature who finds the verdant nature of this district much to her liking. At the same time, however, the separation from the fungus and vegepygmies below is important to her sense of cleanliness and order. Yet despite these traits, Egzimora is far from a kindly soul—she is a cruel predator who sees Saventh-Yhi as both a harem and a banquet. She is aware of the rakshasa Akarundo in the government district (area F), and of**Kliboolya**

similarities between their tastes in entertainment, but she sees the rakshasa as a filthy deviant—Egzimora's tastes are more complex, for before she has her way with her victims, she enjoys "transforming" them into something more to her liking—plants.

Although Egzimora herself is something of a blend between animal and plant as a result of her sorcerous bloodline, she's been relatively vexed on the puzzle of how to transform a living creature into a plant she can then use and abuse as a personal slave, despite her unique vantage point. She's tried various methods to infest humans with russet mold so that they transform themselves into plant creatures rather than just serve as fertilizer for a brood of vegpeygimies, attempted to research magical spells to cause such transformations, and even used her own blood in the form of infusions—all to no avail. A hidden room below her manor (DC 30 Perception check to locate) contains the hideous, half-plant remains of dozens of humans she's failed to transform—many of these bodies are missing members of the Tribe of the Sacred Serpent (see area J).

Egzimora spends most of her time disguised as an attractive human woman with long, dark hair—when she encounters other humans, she attempts to pass herself off as a fey-touched spellcaster magically bound to this lonely castle, and begs her visitors to remain and keep her company for the night. Visitors foolish enough to take her up on her offer are likely to find themselves bound by vines and enduring her violent and deadly experiments—the nature of these experiments are left to the GM to devise, should the entire party fall victim to the green hag. If her deception is revealed, or if she's out on the hunt, Egzimora reverts to her true form to attack.

EGZIMORA CR 9
XP 6,400

Female green hag sorcerer 7
(*Pathfinder RPG Bestiary* 167)
CE Medium monstrous humanoid
Init +7; **Senses** darkvision 90 ft.;
Perception +20



Egzimora

DEFENSE

AC 24, touch 13, flat-footed 21 (+3 Dex, +11 natural)
hp 112 (16 HD; 9d10+7d6+39)
Fort +9, **Ref** +11, **Will** +13; +2 vs. poison and sleep
SR 16

OFFENSE

Speed 30 ft., swim 30 ft.

Melee 2 claws +16 (1d4+4 plus weakness [DC 18])

Spell-Like Abilities (CL 9th; concentration +13)

Constant—*pass without trace*, *tongues*, *water breathing*
At will—*alter self*, *dancing lights*, *ghost sound* (DC 14),
invisibility, *pyrotechnics* (DC 16), *tree shape*, *whispering*
wind

Bloodline Spell-Like Abilities (CL 7th;
concentration +11)

7/day—*tanglevine* (+11)

Sorcerer Spells Known (CL 7th; concentration
+11)

3rd (5/day)—*speak with plants*, *stinking cloud*
(DC 17), *suggestion* (DC 18)

2nd (7/day)—*barkskin*, *scorching ray*, *summon*
swarm, *touch of idiocy*

1st (7/day)—*charm person* (DC 16), *endure*
elements, *entangle* (DC 15), *magic missile*, *ray*
of enfeeblement (DC 15), *shocking grasp*

0 (at will)—*acid splash*, *bleed* (DC 14), *daze* (DC
15), *detect magic*, *ray of frost*, *read magic*, *touch of*
fatigue (DC 14)

Bloodline verdant

TACTICS

Before Combat Egzimora casts *barkskin* before combat.

During Combat Egzimora reverts to her true form
so she can use her claws in combat. If reduced to
fewer than 80 hit points, she attempts to escape
by becoming invisible, then takes up a position
where she can utilize her spells at range
without facing foes in melee.

Morale If reduced to fewer than 25
hit points, she flees entirely, only
to seek out the PCs' camp at a
later date to try to lure one of
them or their allies away to a
hideous fate.

STATISTICS

Str 18, **Dex** 16, **Con** 14, **Int** 15, **Wis** 15,
Cha 18

Base Atk +12; **CMB** +16; **CMD** 29

Feats Acrobatic Steps, Alertness, Blind-
Fight, Combat Casting, Deceitful, Eschew
Materials, Great Fortitude,
Improved Initiative,
Nimble Moves, Spell Focus
(enchantment)

Skills Bluff +26, Disguise +22, Knowledge (arcana) +14, Knowledge (nature) +14, Perception +20, Sense Motive +10, Stealth +21, Swim +18

Languages Aklo, Common, Giant

SQ bloodline arcana, mimicry, photosynthesis

Combat Gear *potions of cure moderate wounds* (2), *potion of resist energy* (fire), *wand of bestow curse* (9 charges), *wand of lightning bolt* (23 charges); **Other Gear** *elixir of love*, 45 gp

SPECIAL ABILITIES

Photosynthesis (Ex) Egzimora can feed upon nature's raw essence. Her need to eat and sleep is reduced as if she were wearing a *ring of sustenance*, and she gains a +2 racial bonus on saving throws made against poison and sleep effects.

Tanglevine (Sp) As a standard action, Egzimora can create a 15-foot-long, animated vine that springs from her hand. This vine lasts for 1 round and can be used to make a single disarm, steal, or trip combat maneuver, using her sorcerer level plus her Charisma modifier in place of her normal CMB.

Verdant Bloodline The verdant bloodline may be found on page 141 of the *Pathfinder RPG Advanced Player's Guide*.

PART SIX: THE SACRED SERPENT

This district housed Saventh-Yhi's artisans and artists. Inspired by the Spear of Eager Striving, Azlanti craftsmen worked here to craft the finest examples of their trade—statuary, art, jewelry, literature, music, and dance. Many came to the artisan district in search of a muse—and in some cases, finding that muse was much more literal. During Saventh-Yhi's height, the patron deity of this district was none other than Shelyn, goddess of art and beauty, and her interests in seeing the city's culture and art flourish were guided and represented by several powerful lillends, who each symbolized a different form of art.

Yet when the citizens of Saventh-Yhi began to go mad, a doom punctuated by Earthfall, the luxury of having time for art vanished from not just this city but the whole world. Shelyn's faith—and that of many other gods—suffered greatly during this time, and many of her followers went mad, including the lillend muses of Saventh-Yhi. Today, only one of these ancient lillends survives—a mad and dangerous (yet not malicious) creature known as the Radiant Muse.

Over the thousands of years since Saventh-Yhi's fall, the Radiant Muse has gone through a variety of insanities, ranging from the manic to the depressive, from bouts of deranged violence to periods of tranquil lucidity. At first unable to return to the Great Beyond, and eventually unwilling to abandon the district she has come to see as hers, she has tended this corner of Saventh-Yhi for ages, at times alone, and at other times (such as today) with numerous loyal followers.

The current inhabitants of this district are a clan of Garundi humans who call themselves the Tribe of the Sacred Serpent. These men and woman both love and fear the Radiant Muse—she has saved them from countless dangers and provided cryptic advice on many occasions, yet she has also had violent tantrums and periodically refuses to help with some situations. As a result, the Tribe of the Sacred Serpent does its best to keep the Radiant Muse happy, but also tend to avoid paying visits to the insane lillend except during semi-regular, scheduled visitations.

The Tribe of the Sacred Serpent views sculpture—the art form the Radiant Muse symbolizes—as the highest form of art. The various statues and carvings in this district are particularly well preserved as a result, and all Knowledge (history) checks made to learn clues about Saventh-Yhi's history in this district gain a +4 bonus. A DC 25 Knowledge (religion) check made while examining any of these carvings is enough to note that the patron deity of this district was none other than Shelyn, although in the ancient days of Azlant before Earthfall, she was represented as a beautiful Azlanti woman, not a Taldan woman, and she did not yet possess her brother's glaive. Instead, she is represented as wielding only a harp, a paintbrush, or a chisel-like knife.

ARTISAN DISTRICT

XP 6,400

Primary Tribe Tribe of the Sacred Serpent (280 humans)

Leader Osond (CN male human druid 9; area J3)

Notable NPCs **The Radiant Muse** (CN female lillend bard 6; area J4)

INTERACTIONS

Patrol The humans patrol this district in groups of 4 tribal hunters (a CR 7 encounter).

Reaction The Tribe of the Sacred Serpent is the least warlike of the various tribes dwelling in Saventh-Yhi, but this hardly makes its members peaceful or welcoming. When confronted by intruders who are obviously not boggards, charau-ka, serpentfolk, troglodytes, vegpepygmies, or other obviously inhuman creatures, the tribe members do not immediately attack, but neither do they react with open arms. The tribe members speak Polyglot, and if the PCs can convince the first patrol they meet that they mean no harm with a successful DC 24 Diplomacy check, the patrol agrees to bring the PCs to speak to Osond at area J3. If the PCs attack a patrol, the combat has a 50% chance of drawing a new patrol to the region to investigate 4d6 rounds after the previous fight ends. If the PCs defeat more than 4 patrols, word of their murderous rampage spreads and attracts the attention of both Osond and the Radiant Muse. Osond confronts the PCs with a single patrol (a CR 10 encounter), with a new patrol arriving to bolster the group once every 4d6 rounds. The Radiant Muse herself arrives to defend her followers at a dramatic point sometime during this fight.

RESOLUTIONS

Allegiance If the PCs can secure an audience with Osond, it's a DC 19 Diplomacy check to make him friendly and consider an offer of alliance with the PCs and their faction. Yet although Osond is the leader of the Tribe of the Sacred Serpent, he makes no significant decision without first consulting the Radiant Muse; he invites the PCs to accompany him to meet with the lillend, who (assuming the PCs treat her with respect) asks the PCs to perform a service for her to prove their sincerity (see area J4).

Conquered The artisan district is conquered if any three of the following conditions are met: slay the Radiant Muse (area J4), slay Osond, (area J3), slay all of the Radiant Muse's pet basilisks (area J5), slay all of the snake swarms (area J2), or slay at least 150 human members of the tribe.

SPEAR EFFECTS

Passive All creatures in this district gain a +2 bonus on Craft and Perform checks.

Activation Triggers Use bardic performance (any effect) for 10 rounds in a single day while standing atop the ziggurat (these rounds need not be consecutive), channel energy into the spear (requires one use of channel energy from a cleric who worships a deity associated with art or crafting), or perform a 1-hour ritual of creating a work of art atop the ziggurat (requires a DC 25 Craft or Perform check).

Active Once the spear is activated, the time required to craft magic items is reduced by 20%, to a minimum of 1 day (round fractional days down).

TRIBAL HUNTERS

CR 3

XP 800 each

Human ranger (guide) 2/rogue (sniper) 2 (*Advanced Player's Guide* 125, 134)

N Medium humanoid (human)

Init +8; Senses Perception +8

DEFENSE

AC 17, touch 14, flat-footed 13 (+3 armor, +4 Dex)

hp 30 each (4 HD; 2d10+2d8+10)

Fort +4, Ref +10, Will +1

Defensive Abilities evasion

OFFENSE

Speed 30 ft.

Melee mwk battleaxe +6 (1d8+2/×3), kukri +5 (1d4+2/18–20)

Ranged mwk composite longbow +9 (1d8+2/×3)

Special Attacks accuracy, ranger's focus, sneak attack +1d6

TACTICS

During Combat The tribal hunters hold back in combat, using their longbows to pick off enemies if possible. Once the enemy engages them in melee, they abandon their bows and work in pairs to flank foes so they can make sneak attacks with their axes.

Morale These tribal hunters fight to the death as long as the Radiant Muse lives—if they know she is dead, they flee

combat once reduced to 15 or fewer hit points.

STATISTICS

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

Base Atk +3; CMB +5; CMD 19

Feats Improved Initiative, Point-Blank Shot, Toughness, Weapon Focus (composite longbow)

Skills Acrobatics +11, Climb +9, Escape Artist +11, Heal +6, Knowledge (local) +5, Knowledge (nature) +7, Perception +8, Stealth +11, Survival +8

Languages Polyglot

SQ rogue talents (snap shot)

Combat Gear +1 arrows (10), *elixir of hiding*, *potion of cure moderate wounds*, *potion of darkvision*, smokestick, thunderstone; Other Gear masterwork studded leather, masterwork battleaxe, kukri, masterwork composite longbow (+2 Str) with 10 arrows, flint and steel, 6 gp

SPECIAL ABILITIES

Accuracy (Ex) A sniper halves all range increment penalties when making ranged attacks with a bow or crossbow. This ability replaces trapfinding.

Ranger's Focus (Ex) Once per day, a guide can focus on a single enemy within line of sight as a swift action. That creature remains the ranger's focus until it is reduced to 0 or fewer hit points or surrenders, or until the ranger designates a new focus, whichever occurs first. The ranger gains a +2 bonus on attack and damage rolls against the target of his focus. This ability replaces favored enemy.

Snap Shot (Ex) A rogue with this talent may treat her initiative roll as a 20 for a surprise round, regardless of her initiative, but she may only take an attack action with a ranged weapon. Her normal initiative roll is used in subsequent rounds. If two or more rogues possess this talent, their initiative determines the order in which they act, but they all go before any other creature. If a rogue is prevented from acting in the surprise round, this talent has no effect.

J1. THE PATH (CR 7)

A seventy-foot-wide road leads up from the lake's edge, transforming into a long flight of stairs as it passes through a number of immaculately tended garden terraces. Dozens of incredibly lifelike statues of elderly men and women, their faces calm and serene, stand vigil along the edges of this roadway.

The statues that line this pathway are in fact the honored dead of the Tribe of the Sacred Serpent. When elderly members of the tribe feels that their death is near, the elders often choose to submit to the Radiant Muse's pet basilisks (see area J5) rather than die, so that they can be put on display as art rather than being left to rot away in the ground.

Creatures: The path is watched not only by the dead, but also by a patrol of living humans who paint themselves

with mud and pigments and stand motionless among the statues. They gain a +4 bonus on Stealth checks to hide amid the statues, and wait until intruders move into a position where the humans can step out of their positions to easily surround them before confronting the intruders.

TRIBAL HUNTERS (4)
CR 3
XP 800 each
hp 30 each (see page 36)

J2. SAVITH'S MEMORIAL (CR 7)

A line of golden pillars stands before a forty-foot-tall statue of a beautiful human warrior in this plaza. The warrior stands with one foot triumphantly on the body of a decapitated reptilian humanoid on the ground before her. In her left hand the warrior wields a curved blade, and in her right she holds high the severed, snake-like head of her fallen enemy.

This plaza contains a memorial statue commemorating Savith's defeat of the serpent god Ydersius. The workmanship on the statue is incredible—carved from marble, the graceful lines look almost as if the immense statue were at one time living creatures that became petrified. The statue is maintained by a particularly potent version of the city's preservative magics—damage done to the statue repairs itself with the next sunrise, and permanent *unseen servants* work to keep the entire plaza clean.

Creatures: Despite its beauty, the humans avoid this memorial, but not only because of the eerie way in the statue repairs itself and remains clean. Swarms of venomous snakes dwell here as well—the plaza's magic cleans away the filth they constantly create, but the snakes themselves are beyond the scope of the *unseen servants* to destroy. The snakes are attracted to this memorial, which celebrates Savith's triumph as much as it does Ydersius's defeat, for the serpent god is not truly dead, and strange echoes of his frustration and lingering anger cause the place to be strangely compelling for the snakes. In all, there are three venomous snake swarms present here, and they react with single-minded fury against any non-serpentine intruders, fighting to the death.

VENOMOUS SNAKE SWARMS (3)
CR 4
XP 1,200 each
hp 37 each (see page 82)

J3. THE PROCESSION OF GLORY (CR 10)

Two groups of three large truncated pyramidal structures sit facing each other across a wide promenade. Each of the buildings is covered with carvings depicting a different form of

art or craft—sculpting, painting, writing, singing, music, and dance. Numerous large fire pits smolder in the street between the buildings.

Once a series of artistic academies, these six buildings now house the majority of the members of the Tribe of the Sacred Serpent. Each building contains dozens of different rooms—originally classrooms, offices, or workshops, but now converted over into living quarters for the current inhabitants.

Creatures: A half dozen tribal hunters are always on hand here to guard and protect the tribe—if an alarm is raised, a new patrol arrives to help defend the area once every 2d6 rounds until at least 5 patrols in all have answered the call. The tribe's current leader, Osond, answers the call of an alarm much more quickly, joining any battles here within 1d4 rounds of the alarm being sounded.

If the alarm is not raised, numerous other tribe members (all 1st-level commoners or experts) can be found here as well, cooking, eating, socializing among the fires, or more likely working to perfect their latest sculpture in stone, wood, or clay. The open areas to the northwest and southeast are cluttered with the results of the tribe's artistic endeavors, an ever-growing display of artistry of varying degrees of skill.

The northernmost of the buildings here has been converted into a sick ward, for the Tribe of the Sacred Serpent is fighting a virulent contagion. Currently, a dozen victims of bubonic plague are quarantined in this chamber in varying stages of sickness. Every day, Osond enters to cast several *remove disease* spells and then lead the cured victims back out into society, but every week, the visitations of a strange monster brings down more victims. This creature, described by those who have seen it, is some sort of hairless, blood-drinking ape—as long as its weekly attacks continue, the only thing keeping the plague from spiraling out of control are Osond's daily applications of *remove disease* upon the sickest of the sick.

Osond is a soft-spoken man at most times, but when his anger is aroused, he can be furious and swift to violence. He respects and fears the Radiant Muse, but is perhaps the only one of the tribe who realizes she is not in fact a deity capable of arbitrarily giving or taking life. He also understands that the Radiant Muse is quite powerful, however, and so he remains silent. It's easier and safer to retain the alliance with the lillend than it is to risk her wrath by exposing the truth.

Osond treats the PCs with the same sort of hesitant caution that he does the Radiant Muse. He's quick to realize that if the PCs are powerful enough to reach his tribe alive, they would make better allies than enemies, and is receptive to an allegiance with them provided the PCs haven't caused too much mayhem among his people.

Serpent's Skull

The regalia of the Radiant Muse (the wings of flying Osond wears) is a sort of “badge of office” worn by the tribe’s leaders—although when he needs to fly, Osond prefers to wild shape into an air elemental or bird.

OSOND CR 8

XP 4,800

Male human druid 9

CN Medium humanoid (human)

Init +2; Senses Perception +18

DEFENSE

AC 23, touch 13, flat-footed 21 (+6 armor, +1 deflection, +2 Dex, +4 natural)

hp 76 (9d8+36)

Fort +8, Ref +7, Will +10; +4 vs. fey and plant-targeted effects



Osond

Defensive Abilities resist nature’s lure, **Immune** poison

OFFENSE

Speed 20 ft.

Melee +1 scimitar +7/+2 (1d6+1/18–20)

Ranged sling +8/+3 (1d4)

Special Attacks lightning lord (9 bolts/day), storm burst (1d6+4 nonlethal damage, 7/day), wild shape 9 hours/day

Spells Prepared (CL 9th; concentration +13)

5th—*call lightning storm* (DC 19), *ice storm*^D

4th—*cure serious wounds*, *flame strike* (DC 18), *freedom of movement*, *sleet storm*^D

3rd—*call lightning*^D (DC 17), *remove disease* (4; already cast)

2nd—*barkskin*, *bear’s endurance*, *bull’s strength*, *chill metal* (DC 16), *flame blade*, *fog cloud*^D

1st—*cure light wounds*, *entangle* (DC 15), *goodberry*, *magic stone*, *obscuring mist*^D, *produce flame*

o (at will)—*detect magic*, *guidance*, *light*, *stabilize*

D Domain spell; **Domain** Weather

TACTICS

Before Combat Osond casts *barkskin* before entering combat.

During Combat Osond lets his hunters engage foes while he hangs back to cast defensive spells like *bear’s endurance*, *bull’s strength*, and *protection from energy*. He interrupts these spells to cast supporting spells into a battle to aid his allies or to provide additional summoned monsters as allies. Once half his hunters have fallen, Osond steps in to join in melee, using wild shape to assume the form of a Medium air elemental to fight.

Morale Osond fights to the death.

STATISTICS

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

Base Atk +6; CMB +6; CMD 19

Feats Alertness, Combat Casting, Lightning Reflexes, Natural Spell, Toughness, Vital Strike

Skills Fly +12, Heal +16, Knowledge (geography) +8, Knowledge (nature) +15, Perception +18, Sense Motive +11, Survival +18

Languages Celestial, Common, Druidic, Polyglot

SQ nature bond (Weather domain), nature sense, trackless step, wild empathy +8, woodland stride

Gear +2 *hide armor*, +1 *scimitar*, sling with 10 bullets, *regalia of the Radiant Muse* (feathered cloak that functions as *wings of flying*), *ring of protection* +1, spell component pouch

TRIBAL HUNTERS (6) CR 3

XP 800 each

hp 30 each (see page 36)

J4. SPEAR OF EAGER STRIVING (CR 13)

This one-hundred-foot-high ziggurat is capped by a hundred-foot-tall spire of stone. The sides of the ziggurat’s tiers are

covered with carvings of humans and beautiful women with angel wings and snake tails working together to create astonishing works of art.

Creature: This ziggurat is the home of the district's sole remaining lillend—a creature known today only as the Radiant Muse. She dwells in a small, simple complex of rooms carved into the uppermost tier, protected from the outside by only a curtain of beads hanging in an open doorway.

The Radiant Muse is both a beautiful and a frightening creature—despite her serpentine features, she has no love for the serpentfolk or their god Ydersius, and any attempt to draw a parallel between her and them is guaranteed to incite her wrath. The Radiant Muse has dwelt in Saventh-Yhi since before Earthfall, yet she is not a trustworthy source of information about those ancient times, for in the centuries of her life here in the city, she has gone mad multiple times. Fortunately for both the PCs and the Tribe of the Sacred Serpent, the past several years have seen the lillend in a state of relative calm and lucidity, but if the PCs enrage her, that calm ends and she decides the time to wipe the district clean of its current inhabitants has come. In this case, the PCs may find themselves allying with the Tribe of the Sacred Serpent in a battle for their lives against their former goddess.

A better (and safer, as the Radiant Muse is one of the most powerful entities dwelling in Saventh-Yhi) option is to remain on the lillend's good side. Earthfall, the following Age of Darkness, and numerous other “bad times” since have left the lillend with more than her share of mental scars—although her body has not aged over those years, her sanity has borne the brunt of her situation. When the madness takes her, she becomes a vindictive and destructive creature, and often destroys much of this district's works of art—fortunately, her periods of lucidity always last much longer, giving her plenty of time to not only rebuild what she's ruined but often to mother and guide new tribes of followers. The Tribe of the Sacred Serpent is the fifteenth tribe she's served as a sort of god to, yet she has no real memories of the previous tribes (or of her periods of violence) as anything other than half-remembered dreams and nightmares.

The Radiant Muse is particularly fond of sculpture—this is one personality element that has remained constant since her time as one of the district's muses before Earthfall. She spends the majority of her time either restoring sculptures and carvings found in the city, or in carving her own new works of art—projects that often involve her for years at a time. She has a particular fondness for basilisks, for to the Radiant Muse, the transformation of an enemy into a work of art is much more desirable than wasting that potential by creating a disgusting corpse fit only for the flies. She

keeps her pet basilisks in an old ball court to the southwest of the ziggurat (area J5), and often slithers down to visit them. One of her favorite methods of dealing with enemies is to charm them and then command them to hold various artistic poses so that she can then use a basilisk to petrify them—most of these enemies are on display in area J5, but one in particular, an ancient ape demon, she buried under a hill to the north (see area D2) because she found the monster too ugly to look upon, even in petrified form.

The Radiant Muse views herself as a fair and benevolent leader. Her tenets are clear—no outside force may threaten or attack her people without retribution, and no creature may safely exist within her territory unless it has the ability to create beauty. Such beauty traditionally takes the form of sculpture or painting, the tools of memory, but performance art such as song or story is equally valued. Even less respectable arts such as esthetically pleasing fighting routines are acceptable. If a person can demonstrate a talent, he is treated as a welcome equal and invited into the community.

If the PCs seek an alliance with the Radiant Muse, they will need to first secure an audience with her (likely through Osond; see the “Allegiance” section of the district stat block on page 36). No amount of Diplomacy can secure an alliance with the Radiant Muse—she will only ally with those she finds to be particularly artistic, or who can prove their worth to her by aiding her followers. If every member of the party can impress her with a DC 25 Perform check, she'll agree to an alliance without any further requests. A character who exceeds this DC can use his Perform check for additional allies as well—for every 5 points by which the PC exceeds the DC 25 Perform check, he can “grandfather” one more ally in under the aegis of his talent.

If even one PC fails to be covered by a performance, however, the Radiant Muse asks the party to prove their worth and dedication to the Tribe of the Sacred Serpent by performing a task for them. The Radiant Muse explains that a horrific spirit has been preying upon her people for many months—a creature that comes in the night and drinks blood. She knows that the monster is some form of bestial vampiric undead, and that it dwells in a ruined barracks on the far side of the ridge that separates the artisan district from the farming district (see area K3). What she doesn't reveal to the PCs is that while she could have destroyed this creature herself many months ago, she let it continue its predations to test the worth and mettle of her followers, whom she feels have become too complacent of late.

THE RADIANT MUSE

CR 13

XP 9,600

Female lillend bard 6 (*Pathfinder RPG Bestiary* 26)

CN Large outsider (azata, chaotic, extraplanar)



Serpent's Skull

Init +10; **Senses** darkvision 60 ft., low-light vision; **Perception** +14

DEFENSE

AC 29, touch 16, flat-footed 23 (+5 armor, +1 deflection, +6 Dex, +8 natural, -1 size)

hp 156 (13 HD; 7d10+6d8+91)

Fort +9, **Ref** +16, **Will** +14; +4 vs. bardic performance, language-dependent, and sonic

Immune electricity, petrification, poison; **Resist** cold 10, fire 10

OFFENSE

Speed 30 ft., fly 70 ft. (average)

Melee mwk longsword +15/+10/+5 (2d6+6/19-20), tail slap +9 (2d6+2)

Ranged +2 composite longbow +19/+14/+9 (2d6+6/x3)

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

Special Attacks bardic performance 34 rounds/day (countersong, dirge of doom, distraction, fascinate, inspire competence +4, inspire courage +3, inspire greatness, soothing performance, suggestion), constrict (2d6+4)

Spell-Like Abilities (CL 7th; concentration +13)

3/day—darkness, hallucinatory terrain (DC 20), knock, light

1/day—charm person (DC 17), speak with animals, speak with plants

Bard Spells Known (CL 13th; concentration +19)

5th (2/day)—mass cure light wounds, summon monster V

4th (4/day)—dimension door, dominate person (DC 20), greater invisibility, rainbow pattern (DC 20)

3rd (5/day)—charm monster (DC 19), crushing despair (DC 19), cure serious wounds, good hope, lesser geas (DC 19)

2nd (7/day)—blindness/deafness (DC 18), blur, hold person (DC 18), suggestion (DC 18), whispering wind

1st (7/day)—cure light wounds, hideous laughter (DC 17), hypnotism (DC 17), lesser confusion (DC 17), remove fear, ventriloquism

0 (at will)—dancing lights, daze (DC 16), detect magic, ghost sound (DC 16), prestidigitation, read magic

TACTICS

During Combat The Radiant Muse's first act in combat is to cast *greater invisibility* and inspire courage with her bardic performance. If she has allies nearby, she lets them fight while bolstering them with her spells or hindering the PCs with the same. On her own, she stays in motion for the first several rounds of combat, using spells while flying from rooftop to rooftop. Once she's got the party disorganized with her magic, she settles down on a rooftop and focuses her longbow attacks on a single foe.

Morale The Radiant Muse fights to the death, but will accept any request of an enemy to surrender.

STATISTICS

Str 18, **Dex** 22, **Con** 23, **Int** 16, **Wis** 18, **Cha** 23

Base Atk +11; **CMB** +16; **CMD** 33 (can't be tripped)

Feats Combat Casting, Improved Initiative, Improved Precise Shot, Point-Blank Shot, Precise Shot, Toughness, Weapon Focus (composite longbow)

Skills Craft (sculpture) +19, Intimidate +22, Knowledge (arcana) +15, Knowledge (history) +15, Knowledge (nature) +15, Knowledge (religion) +11, Perception +14, Perform (dance) +22, Perform (oratory) +22, Perform (string) +24, Sense Motive +20, Survival +18, Use Magic Device +20;

Racial Modifiers +4 Survival

Languages Celestial, Common, Draconic, Infernal; truespeech

SQ bardic knowledge +3, lore master 1/day, versatile performance (dance: Acrobatics, Fly; string: Bluff, Diplomacy)

Combat Gear +1 flaming arrows (3), +1 frost arrows (3), +1 merciful arrows (2), +1 monstrous humanoid bane arrows (3), scrolls of comprehend languages (3); **Other Gear** +1 glamered chain shirt, green crystal +1 flaming composite longbow (+4 Str) with 9 arrows, masterwork longsword, belt of mighty constitution +2, ring of protection +1, masterwork harp



The Radiant Muse

Treasure: Scattered about the Radiant Muse's lair are several small stone sculptures of creatures native to Saventh-Yhi—each of these eight sculptures were carved with such skill and artistry that they're worth 500 gp apiece.

J5. BALL COURT (CR 8)

A five-hundred-foot-long open plaza sits in the shadow of the ziggurat, its paving stones creating a strange pattern of squares and lines. Two three-foot-wide basins sit in the middle of the two halves of the plaza. A ten-foot-high stone wall surrounds the entire area, and dozens of strangely lifelike statues stand along the inner side of this wall, as if put on display to evoke imagery of a watching crowd.

Creatures: This was once a court used by the Azlanti to play several different team-based ball games, but is now used as a pen for the Radiant Muse's pet basilisks. As an azata, the lillend is immune to her pets' petrifying gazes, but she built the wall surrounding the field to keep the monsters safe and to prevent them from wandering among her followers. Originally, she kept the creatures charmed, but they've come to recognize and adore their mistress. They do not react so kindly to seeing other intruders in their pen, and attack on sight, fighting to the death. Killing any of these basilisks is a sure-fire way to ruin any chance at an alliance with the lillend, and likely to result in her wrath unless the PCs can cool her anger with a DC 31 Diplomacy check, a moving DC 30 Performance check, or a tribute worth at least 8,000 gp for each basilisk slain.

BASILISKS (3) **CR 5**
XP 1,600 each
hp 52 each (*Pathfinder RPG Bestiary* 29)

J6. HAUNTED RUINS

This secluded building is rumored to be haunted, and is destined to become the fortress of serpentfolk necromancer Sozothala at the end of the adventure. If explored by the PCs before then, the building is empty. What happens once Sozothala occupies the ruins is presented in detail in Part Nine.

PART SEVEN: LAND OF THE GREEN GOD

This district was dedicated to the virtue of abundance and was once the city's farming district. The southern half of the district originally consisted of numerous fields tended by a small number of farmers who lived in the buildings to the north (or on the rim overlooking the lands to the far south). Over time, the farmlands, which were not shielded under the city's preservative magics, subsided and turned

into swampland and a large lake—perfect for the region's current inhabitants, a tribe of boggards.

The boggards are not in the best condition these days, however, for their spiritual leader has gone missing. Without their oracle Ugimmo (who is currently under the magical control of the aboleth Yog'oltha, and can be found serving his new master's desires in area F2), the boggards have no way to appease the giant froghemoth that lives in the lake to the south (area K5)—a monster the boggards believe is the reincarnated form of their tribe's first chieftain, but whom they also fear, especially now that Ugimmo is not here to lead the appropriate religious ceremonies. The boggards also worry that the magical fetish Ugimmo built to protect them from the vampiric spirit that lurks on the western fringe of their territory might fail (see area K1), and that their troglodyte and human enemies to the east and west might learn of their weakness and attack. Thus, the PCs find the so-called Tribe of the Green God in a desperate plight indeed, one that the PCs could capitalize upon to form an alliance, or one that they could take advantage of to easily conquer the district.

FARMING DISTRICT

XP 6,400

Primary Tribe Tribe of the Green God (140 boggards)

Leader Garluu (CE male boggard fighter 8; area K2)

Notable NPCs Tentagard (CE male hezrou demon; area K4)

INTERACTIONS

Patrol The boggards patrol this district in groups of four normal boggards led by a boggard subchief (a CR 7 encounter).

Reaction The boggards have long been caught between the humans (in area J) and the troglodytes (in area L), and all three tribes are relatively hostile to one another. When a boggard attacks, either alone or as part of a patrol, its terrifying croak is a highly efficient method of raising the alarm. Once a boggard uses its croak in a battle, a new patrol to the area arrives to investigate 4d6 rounds after the previous fight ends. The tribe's leader Garluu accompanies the fifth patrol answering a call in this manner.

RESOLUTIONS

Allegiance The boggards are quick to distrust, but if the PCs attempt to establish a diplomatic meeting with them, they'll need to secure safe passage to the chieftain with the first boggard patrol they encounter, requiring a DC 24 Diplomacy check. Once an audience with the chieftain is arranged, the PCs can secure a tentative alliance with a DC 29 Diplomacy check, but this alliance won't last more than a couple of days unless the PCs agree to perform a service for the boggards. Garluu requests that the PCs either assassinate the Radiant Muse (see area J4), assassinate the troglodyte priest Lessikal (see area L3), or seek out and return their wayward oracle Ugimmo (see area F2). Make these Diplomacy checks in

secret—if any fail by 5 or more, the boggards pretend to be interested in an alliance, but instead lead the PCs to the lake to serve as meals for the froghemoth. The boggards attempt to keep the PCs in the dark by telling them their actual chieftain lives in the lake and that they should lay down their arms to show him they mean no harm.

Conquered The farming district is conquered if any two of the following conditions are met: slay Garluu (area **K2**), destroy Ugimmo's fetish and thus allow the vrykolakas to feed on the boggards (area **K1**), release or kill Tentagard (area **K4**), slay the froghemoth (area **K5**), or kill at least 70 boggards.

SPEAR EFFECTS

Passive All creatures in this district gain a +2 bonus on Survival checks.

Activation Triggers Host a grand feast upon the ziggurat in which no fewer than 50 people are fed well, channel energy into the spear (requires one use of channel energy from a cleric who worships a deity associated with farming or hunting), or perform a 1-hour ritual of planting seeds in the soil-filled grooves of the ziggurat (requires a DC 25 Profession [farmer] or Survival check).

Active Once the spear is activated, all creatures in the district are sustained with nourishment as if wearing a *ring of sustenance*, and receive a +4 bonus on all saving throws against disease, insanity, or poison.

BOGGARDS

CR 2

XP 600 each

hp 22 each (*Pathfinder RPG Bestiary* 37)

BOGGARD SUBCHIEFS

CR 4

XP 1,200 each

Boggard barbarian 2 (*Pathfinder RPG Bestiary* 37)

CE Medium humanoid (boggard)

Init +1; **Senses** darkvision 60 ft., low-light vision; Perception +9

DEFENSE

AC 16, touch 9, flat-footed 15 (+4 armor, +1 Dex, +3 natural, –2 rage)

hp 53 each (5 HD; 3d8+2d12+27)

Fort +11, **Ref** +2, **Will** +4

Defensive Abilities uncanny dodge

OFFENSE

Speed 20 ft., swim 30 ft.

Melee +1 *greataxe* +12 (1d12+10/×3), tongue +5 touch (sticky tongue)

Ranged throwing axe +5 (1d6+6)

Special Attacks rage (9 rounds/day), rage powers (superstition +2), terrifying croak (DC 12)

TACTICS

During Combat A boggard subchief rages at the start of combat and uses his terrifying croak (more to raise an alarm than in hopes of frightening the PCs), then enters combat in melee. The subchief only makes ranged attacks with

throwing axes if it seems apparent that the boggard can't engage any foe in hand-to-hand combat.

Morale A boggard subchief fights to the death.

Base Statistics When not raging, a subchief's statistics are **AC** 18, touch 11, flat-footed 17; **hp** 43; **Fort** +9; **Melee** +1 *greataxe* +10 (1d12+7/×3), tongue +3 touch (sticky tongue); **Ranged** throwing axe +5 (1d6+4) **Str** 19, **Con** 16; **CMB** +8; **Skills** Intimidate +11, Swim +14

STATISTICS

Str 23, **Dex** 13, **Con** 20, **Int** 8, **Wis** 13, **Cha** 8

Base Atk +4; **CMB** +10; **CMD** 19

Feats Dazzling Display, Intimidating Prowess, Weapon Focus (*greataxe*)

Skills Acrobatics +3 (+15 when jumping), Intimidate +13, Perception +9, Survival +5, Swim +16

Languages Boggard

SQ fast movement, hold breath, swamp stride

Combat Gear *potion of cure light wounds*; **Other Gear**

masterwork hide armor, +1 *greataxe*, throwing axes (3), 141 gp

K1. EFFIGY ISLAND

The perimeter of this island is ringed by hundreds of stakes driven into the ground, the tops of which are decorated with animal, human, and troglodyte skulls. Vines decorated with smaller bones are draped between these stakes to form a crude and not very effective fence around the island—but a fence that works well at keeping out boggards, who don't intrude on this island for fear of angering their oracle (even though their oracle has been missing for weeks).

At the heart of the island lies the oracle's abandoned den—he left nothing of value behind save for a large effigy shaped like an immense frog-like monster made of mud, straw, branches, and bits of animal carcasses. This effigy radiates moderate abjuration and necromancy, and serves to protect the eastern half of this district from the vrykolakas that dwells in area **K3**—as long as the effigy remains intact, the vampiric monster cannot set foot on either this island or the swampy land to the south (including area **K2**). A DC 25 Spellcraft check is enough to identify the effigy's purpose, but not the exact creature it was built to ward against or the location of that creature's lair. The effigy can be easily torn apart with only a few minutes of work, destroying its protective properties.

K2. SPEAR OF ABUNDANCE (CR 9)

This one-hundred-foot-high ziggurat is capped by a hundred-foot-tall spire of stone. The mossy sides of the ziggurat's tiers are covered with carvings of humans working in fields or tending to livestock like antelopes or buffalo. A mud-and-reed hut sits on the uppermost tier of the ziggurat next to the base of the spire.

Creature: The hut atop the ziggurat is the home of the tribe's chieftain—a muscular and temperamental boggard named Garluu. As much as he fears Ugimmo, Garluu's driving desire now is to see the return of his tribe's oracle. In the interim, Garluu's taken to blaming every tiny misfortune that visits himself or his tribe on Ugimmo's abandonment of his people. Garluu first response is to angrily attack any intruders not accompanied by a boggard patrol, but he may be reasoned with if the PCs seek a diplomatic alliance (see the "Allegiance" portion of the district's stat block on page 41).

GARLUU **CR 9** **XP 6,400**

Male boggard fighter 8 (*Pathfinder RPG Bestiary* 37)

CE Medium humanoid (boggard)

Init +6; **Senses** darkvision 60 ft., low-light vision; Perception +5

DEFENSE

AC 23, touch 12, flat-footed 21 (+7 armor, +2 Dex, +4 natural)

hp 109 (11 HD; 3d8+8d10+52)

Fort +12, **Ref** +5, **Will** +6; +2 vs. fear

Defensive Abilities bravery +2

OFFENSE

Speed 20 ft., swim 30 ft.

Melee +2 *falchion* +20/+15 (2d4+12/15–20), tongue +10 touch (sticky tongue)

Ranged mwk heavy crossbow +13 (1d10/19–20)

Special Attacks weapon training (heavy blades +1), terrifying croak (DC 12)

TACTICS

During Combat Garluu only resorts to his crossbow against foes he can't reach in combat, as he much prefers to use his falchion. He also prefers to fight in swampy land where his ability to move through the difficult terrain gives him an advantage.

Morale Garluu fights until reduced to fewer than 30 hit points, at which he drops his weapon and begs for mercy in a cowardly fashion—he'll even agree to an alliance with the PCs if they spare his life.

STATISTICS

Str 20, **Dex** 14, **Con** 16, **Int** 8, **Wis** 13, **Cha** 8

Base Atk +10; **CMB** +15; **CMD** 27

Feats Critical Focus, Greater Weapon Focus (falchion), Improved Critical (falchion), Improved Initiative, Improved Natural Armor, Iron Will, Power Attack, Toughness, Vital Strike, Weapon Focus (falchion), Weapon Specialization (falchion)

Skills Acrobatics +4 (+16 when jumping), Intimidate +7, Perception +5, Stealth +4 (+12 in swamps), Swim +12

Languages Boggard

SQ armor training 2, hold breath, swamp stride

Combat Gear *potion of cure moderate wounds*; **Other Gear** +1 breastplate, +2 falchion, masterwork heavy crossbow with 20 bolts

K3. LAIR OF THE VAMPIRE (CR 10)

This building may have once been a guardhouse, judging by its fortifications and tall tower, but it now appears to be quite abandoned.

Creature: This building is the lair of a strange and dangerous type of feral vampire known as a vrykolakas. The monster is a recent addition to Saventh-Yhi, having come here several weeks ago after fleeing persecution at the hands of a hill tribe several days to the east. The monster has found that the combination of plentiful humanoid prey in Saventh-Yhi, combined with the lack of any strong and organized defense, makes for excellent hunting. It originally preyed upon the boggards, but after their oracle erected a ward against it, the monster has turned to stalking the artisan district (area J) once a week to slake its blood thirst.

The vrykolakas appears as a hulking, vaguely humanoid creature with leathery brown skin, hunched shoulders, crooked legs, and a long, bony neck ending in an almost ape-like head. Its mouth is filled with sharp fangs, and it moves with disturbing quickness. When it hunts, it often does so by disguising itself as an animal like an ape, only revealing its true form when it attacks.

VRYKOLAKAS **CR 10** **XP 9,600**

NE Medium undead (*Pathfinder* #29 88)

Init +8; **Senses** darkvision 60 ft.; Perception +17

Aura pestilent aura (5 ft., DC 21)

DEFENSES

AC 23, touch 15, flat-footed 18 (+4 Dex, +1 dodge, +8 natural)

hp 115 (10d8+70); fast healing 5

Fort +9, **Ref** +9, **Will** +11

Defensive Abilities channel resistance +4; **Immune** undead traits

Weaknesses vulnerability to fire

OFFENSE

Speed 40 ft., climb 20 ft.

Melee 2 claws +13 (1d6+6 plus energy drain), bite +13 (1d6+6)

Special Attacks create spawn, energy drain (1 level, DC 21), rend (2 claws, 1d6+9)

Spell-Like Abilities (CL 10th)

3/day—*charm animal* (DC 17), *disguise self* (DC 17), *fear* (DC 20)

TACTICS

During Combat The vrykolakas attempts to charm any animal companions the PCs might have with them, then uses *fear* to try to scatter foes so it can focus its attacks on a single target (preferably a divine spellcaster).

Morale If reduced to 0 hit points, the vrykolakas attempts to possess a nearby frog (use stats for a toad—*Pathfinder RPG Bestiary* 133). The frog has a Will save of +1; if it fails to resist the possession attempt, the creature tries to stealthily return to the vrykolakas's den to recover—when it awakens, it emerges

from its grave and attempts to seek out the PCs for revenge.

STATISTICS

Str 22, **Dex** 19, **Con** —, **Int** 7, **Wis** 18, **Cha** 23

Base Atk +7; **CMB** +13; **CMD** +28

Feats Dodge, Improved Initiative, Lightning Reflexes, Stealthy, Toughness

Skills Climb +14, Disguise +6, Perception +17, Stealth +21; **Racial**

Modifiers +8 Disguise when impersonating its former living self

Languages Common

SQ feral possession

SPECIAL ABILITIES

Create Spawn (Su) Any

humanoid creature that is slain by a vrykolakas's natural attacks becomes a vrykolakas itself in 1d4 days if not blessed and properly buried. A blessing might entail either the spell *bless* or a more mundane consecration.

A vrykolakas's spawn are free-willed and wild, typically remembering nothing of their moment of death and caring nothing for the vrykolakas that killed them. They do not possess any of the abilities they had in life.

Feral Possession (Ex) Upon being reduced to 0 hit points, a vrykolakas's spirit attempts to possess any animal within 100 feet. This ability is similar to the spell *magic jar*, but does not require a receptacle and has a duration equal to 1 hour for every Hit Die the vrykolakas possesses. The target must make a DC 21 Will save or be possessed. If the possession fails, the vrykolakas immediately dies. If the possession succeeds, the animal immediately retreats to the vrykolakas's grave, where it attempts to bury itself in the earth. If left uninterrupted for 1d4 days, the animal transforms into a new vrykolakas with all the same statistics as the original. If discovered and slain during this time, both the animal and the vrykolakas spirit are destroyed. The save DC is Charisma-based.

Pestilent Aura (Su) All creatures that come within 5 feet of a vrykolakas must save to resist contracting bubonic plague. Any creature that successfully saves against a vrykolakas's pestilent aura cannot be affected by the aura of that same vrykolakas for 24 hours. The save DC is Charisma-based.

Bubonic Plague: Aura—inhaled; save Fort DC 21; onset 1 day; frequency 1/day; effect 1d4 Str damage and 1 Cha damage and target is fatigued; cure 2 consecutive saves.



in a small stone building atop the center of the ziggurat.

This ziggurat was once used to store food, but its lower levels are now flooded and clogged with mud and silt. The building atop the ziggurat, however, was once the home of the first leader of the boggard tribe, a powerful wizard who the boggards believe was reincarnated as the frogemoth that lives in the nearby lake. In truth, the boggard wizard vanished into the Abyss after a failed ritual to gain the half-fiend template.

Creature: The green light that emanates from the room atop this ziggurat comes from a large glass bottle sitting atop a stone table. This bottle is filled with glowing green mist, and is the subject of a *binding* spell (cast by the original boggard chieftain, CL 15th) that traps a hezrou demon named Tentagard within, using the metamorphosis variant of the spell. The hezrou has remained in its prison here for many years, and its frustration at its imprisonment is considerable—especially considering the fact that the boggard wizard worked into the *binding* that the hezrou would be freed after it *correctly* answered 101 questions, which it's dangerously close to doing. Although the boggard wizard never intended to ask that many questions, he vanished before making clear that intent to others. Since then, various boggard oracles and priests have visited the hezrou to seek its advice on arcane matters many times—the most recent oracle consulted the hezrou often on how best to build the effigy at area K1. As a result, the hezrou has so far answered 99 questions.

When Tentagard sees the PCs, he eagerly asks them to approach and offers to answer any of their questions. At first, the hezrou hopes to trick the PCs into asking inane questions that are simple to answer, only admitting his expertise in arcana and spellcraft if pressed. If the PCs do ask him that fateful 101st question, the hezrou answers with cackling glee, then emerges from his prison to attack. The monster isn't keen on dying so soon, though, and if the PCs reduce its hit points to less than 90, it teleports to safety (even if said safety is only across the district to a rooftop in sight). Once freed, Tentagard remains in Saventh-Yhi until slain—it can become a recurring villain or even seize control of a tribe and use them to wage war as you see fit.

K4. HOUSE OF THE HEZROU (CR 11)

The topmost tier of a two-tier stone ziggurat protrudes from the lake here. A sickly green light seems to shine from an open archway

TENTAGARD

CR 11

XP 12,800

Hezrou (*Pathfinder RPG Bestiary* 62)

hp 145



K5. LAKE OF THE GREEN GOD (CR 13)

Whereas the waters of Lake Hirilaka are clear and deep, this lake's waters are dark and relatively shallow. Algae grows thick here, and while the waters themselves never exceed 80 feet in depth, they are so thick with silt and plants that vision within is limited. The boundaries between the lake and the rest of the farming district are indistinct along its eastern and much of its northern shore, where giant frogs, crocodiles, snakes, and other creatures splash and lurk.

Creatures: The waters of the lake itself are strangely empty of fish, for those that do find their way into this region are soon eaten by the lake's tremendous denizen—a froghemoth, worshiped as a god by the local boggards, and perhaps the most dangerous inhabitant of Saventh-Yhi. The froghemoth has learned that the sacrifices offered it by the boggards make for easy hunting, but it still periodically lumbers into other districts to hunt. The monster is quick to attack any non-boggard it encounters—and if the

boggards do not quickly retreat or offer it food, they're fair game as well.

THE GREEN GOD

CR 13

XP 25,600

Froghemoth (*Pathfinder RPG Bestiary* 136)

hp 184

Treasure: The small island where the canal drains into the lake is where the boggards leave offerings to their giant frog god. Collected here are a +1 *glaive* decorated with sun motifs, a *chime of opening* with 7 charges remaining, an aquamarine-studded silver *ring of swimming*, a rusty masterwork short sword, three masterwork javelins, a jade necklace worth 500 gp, a gold brooch in the shape of a nautilus shell worth 400 gp, pearl earrings worth 400 gp, an ivory comb worth 150 gp, a beaten copper bracelet worth 50 gp, four uncut garnets worth 100 gp each, and

scattered coins of both ancient and more modern mint worth a total of 197 gp.

In addition, three rare *litheria blossoms* (see page 55) may be harvested from the swampy area to the southeast of the lake. A successful DC 15 Survival check or DC 25 Perception check is required to find the rare flowers.

PART EIGHT: THE MANTIS HERESY

Once the first district that visitors to Saventh-Yhi beheld, the temple district was also where the majority of the city's temples were located. Not every deity in the large pantheon worshiped by the ancient Azlanti had a temple here, but many did—including the Mantis God Achaek, primarily known today as the patron deity of the Red Mantis assassins.

Today, the temple district is controlled by a tribe of troglodytes who have chosen an unusual deity to worship—the mantis god Achaek. Unlike the Red Mantis assassins, who venerate this deity as a paragon of assassins, the Cult of the Mantis troglodytes worship him in much more the way the ancient Azlanti did—as a god of monsters, natural disasters, and blood. The troglodytes see themselves as the proper rulers of Saventh-Yhi, but their chaotic nature has made it difficult for their leaders to organize them into a force capable of doing more than tormenting their boggard neighbors in the farming district to the west.

TEMPLE DISTRICT

XP 9,600

Primary Tribe Cult of the Mantis (290 troglodytes)

Leader Lessikal (NE male troglodyte cleric of Achaek 8/ fighter 2; area L3)

Notable NPCs none

INTERACTIONS

Patrol The troglodytes patrol this district in groups of four advanced troglodytes led by two acolytes of Achaek (a CR 8 encounter).

Reaction Although the clerics of Achaek are adept at working together, the bulk of the cult's troglodytes are quick to bicker and fight among themselves. Every patrol or encounter the PCs defeat raises the entire district's awareness of the PCs' presence, but the troglodytes do not mount an organized offense in response. Instead, once the PCs defeat at least three groups of troglodytes, Lessikal decides to bring an additional patrol's worth of troglodytes to area L3 to help protect the spear and his relics. If a day passes without any more troglodytes slain, Lessikal relaxes the defense again to what is listed in area L3.

RESOLUTIONS

Allegiance The Cult of the Mantis is violent and unpredictable—mind-control is required to force a patrol to guide the PCs to their leader. Lessikal won't consider an alliance unless the

PCs pledge their loyalty to the Mantis God (if the PCs aren't honest about this pledge, they'll need to Bluff the troglodyte high priest) and give Lessikal a tribute worth at least 10,000 gp as proof, at which point a DC 32 Diplomacy check is enough for Lessikal to agree to an alliance—although he'll require additional weekly tributes worth 250 gp as long as the alliance persists. An intelligent prisoner offered to the tribe as a sacrifice is worth 1,000 gp to Lessikal (thus, 10 prisoners can prove the PCs' initial loyalty, while one can provide enough tribute for a month-long alliance). Alternatively, if the PCs manage to achieve two of the "Conquered" conditions and Lessikal still lives, the troglodyte high priest will agree to an alliance offer without requesting tribute (the DC 32 Diplomacy check is still required, but in this case the character making the check gets a +5 circumstance bonus on the roll).

Conquered The temple district is conquered if any three of the following conditions are met: slay the jungle mantises (area L1), slay at least a dozen acolytes of Achaek, slay Lessikal (area L3), steal the *mantis blade* (area L3), or kill at least 140 troglodytes.

SPEAR EFFECTS

Passive All creatures in this district gain a +2 bonus on Sense Motive checks.

Activation Triggers Lead a mass prayer service in honor one of the gods of Saventh-Yhi for at least 50 people (these people need not be worshipers of the deity, but must remain quiet and attentive for the duration of the service), channel energy into the spear (requires one use of channel energy from a cleric who worships one of the deities of Saventh-Yhi), or perform a 1-hour ritual of prayer and contemplation to any deity (requires a DC 25 Knowledge [religion] check).

Active Once the spear is activated, all spellcasting creatures in this district can cast spells (whether arcane or divine) with increased potency—spell effects manifest at +1 caster level.

ACOLYTES OF ACHAEK

CR 4

XP 1,200 each

Troglodyte cleric of Achaek 4 (*Pathfinder RPG Bestiary* 267)
NE Medium humanoid (reptilian)

Init +1; **Senses** darkvision 90 ft.; Perception +3

Aura stench (30 ft., DC 12, 10 rounds)

DEFENSE

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

hp 37 each (6d8+10)

Fort +8, **Ref** +2, **Will** +7

OFFENSE

Speed 30 ft.

Melee +1 *shortspear* +7 (1d6+3), claw +1 (1d4+1), bite +1 (1d4+1) or 2 claws +6 (1d4+2), bite +6 (1d6+2)

Ranged javelin +5 (1d6+2)

Special Attacks channel negative energy 4/day (DC 13, 2d6)

Domain Spell-Like Abilities (CL 4th; concentration +7)

Gods of Saventh-Yhi

As the PCs explore Saventh-Yhi and study the surviving murals, carvings, and statues, they can discover many aspects of ancient Azlanti religion. You can use these deities to liven up any description of ancient art or ruins the PCs might study in Saventh-Yhi. A Knowledge (religion) check DC is listed for each of these deities in order to either recognize the deity's ancient Azlanti incarnation or to know the now-dead or forgotten deity's name and role in that era's religion.

Abadar (DC 30): Abadar's incarnation in Azlant focused more on his role as a god of cities and wealth than as a god of law.

Acavna (DC 30): A goddess of battle and the moon who vanished not long before Earthfall.

Achaek (DC 30): In Azlant's time, the Mantis God was worshiped more as a god of monsters and natural disasters than as a god of assassinations.

Amaznen (DC 35): Amaznen was the primary god of magic in Azlant, a deity whose name and worship were strictly forbidden in ancient Thassilon and who died during Earthfall.

Curchanus (DC 30): A now dead deity of travel, beasts, and endurance, slain at some point after Earthfall by Lamashu.

Desna (DC 20): Desna was worshiped primarily as a goddess of the stars in ancient Azlant.

Groetus (DC 20): Imagery of Groetus seems almost as if it was added as a late addition in most places it appears—he was not worshiped in Saventh-Yhi until the end drew near.

Nurgal (DC 25): A demon lord associated with warfare and the sun, Nurgal's worship dropped dramatically during the Age of Darkness.

Pharasma (DC 25): Pharasma was primarily seen as the patron of prophecies—many of her images in Saventh-Yhi appear to have been defaced long ago.

Shelyn (DC 30): Shelyn was seen as a muse to the Azlanti; most of her temples are found in the artisan district (area J) rather than in the temple district.

Zura (DC 25): The demon lord of blood and cannibalism was not openly worshiped in Saventh-Yhi, but hidden shrines to her still exist in remote ruins.

6/day—bleeding touch (2 rounds)

6/day—battle rage (+2 damage)

Spells Prepared (CL 4th; concentration +7)

2nd—*aid*, *cure moderate wounds*, *hold person* (DC 15),
spiritual weapon^D

1st—*bane* (DC 14), *cure light wounds*, *divine favor*, *doom*
(DC 14), *magic weapon*^D

0 (at will)—*bleed* (DC 13), *guidance* (DC 13), *resistance*, *virtue*
D Domain spell; **Domains** Death, War

TACTICS

Before Combat An acolyte casts *magic weapon* on its shortspear before combat begins.

During Combat An acolyte casts *aid* and *spiritual weapon* in the first few rounds of combat, then *divine favor* before entering melee. It relies upon its *wand of sound burst* against foes at range or who cluster in groups. It drinks its *potion of invisibility* if reduced to fewer than 15 hit points, then uses healing magic on itself before resuming combat.

Morale An acolyte fights to the death.

STATISTICS

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

Base Atk +4; **CMB** +6; **CMD** 17

Feats Combat Casting, Nimble Moves, Selective Channeling

Skills Knowledge (religion) +3, Sense Motive +8, Spellcraft +4, Stealth +6 (+10 in rocky areas)

Languages Draconic

Combat Gear *potion of cure light wounds*, *potion of invisibility*, *wand of sound burst* (19 charges); **Other Gear** javelins (5), masterwork shortspear, wooden holy symbol of Achaek, spell component pouch, 28 gp

ADVANCED TROGLODYTES

CR 2

XP 600 each

hp 17 each (*Pathfinder RPG Bestiary* 267, 294)

L1. THE PROMENADE (CR 9)

This large plaza, nearly one-hundred-fifty-feet-wide and nearly three-hundred-fifty-feet-long, is decorated with fourteen ninety-foot-high stone pillars, each of which is carved with complex religious images and thickly overgrown with tangles of leafy vines.

Creatures: Once the center of worship for most of Saventh-Yhi's lower and middle-class citizens, this region and the surrounding buildings now house the majority of the troglodytes of the district. The plaza itself is the lair of a group of three immense jungle mantises, each nearly 25 feet in height, that cling to the pillars awaiting prey—this allows them to use their bonus on Stealth checks

in forest. The mantises periodically attack troglodytes (the cult views death by mantis as a particularly honored method of suicide), but the foul smell exuded by the creatures generally compels the mantises to seek out other prey.

If the mantises are slain, the surrounding buildings erupt into a storm of shrieks, roars, and pounding drums as the troglodytes, who were watching the battle from the ruins, become enraged. If the PCs remain in this area, a new patrol of troglodytes emerges from the ruins to attack every 2d6 rounds until at least four patrols are defeated in the area, at which point the troglodytes lose interest in attacking here.

JUNGLE MANTISES (3)

CR 6

XP 2,400

Advanced giant mantis (*Pathfinder RPG Bestiary* 200)

N Huge vermin

Init +1; **Senses** darkvision 60 ft.; Perception +6

DEFENSE

AC 19, touch 9, flat-footed 18 (+1 Dex, +10 natural, -2 size)

hp 76 (8d8+40)

Fort +11, **Ref** +3, **Will** +4

Immune mind-affecting effects

OFFENSE

Speed 30 ft., climb 30 ft., fly 40 ft. (poor)

Melee 2 claws +11 (1d8+7 plus grab)

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

Special Attacks lunge, mandibles (bite +6, 1d8+3), sudden strike

TACTICS

During Combat The mantises attack any creatures that come within reach, and pursue foes until they lose line of sight.

Morale The jungle mantises fight to the death.

STATISTICS

Str 24, **Dex** 12, **Con** 20, **Int** —, **Wis** 14, **Cha** 11

Base Atk +6; **CMB** +15 (+19 grapple); **CMD** 26 (30 vs. trip)

Skills Climb +15, Fly -7, Perception +6, Stealth -3 (+9 in forests);

Racial Modifiers +4 Perception, +4 Stealth (+12 in forests)

L2. SAVITH'S CRYPT

A series of magnificent towers rises from an immense boulder protruding from the basin here. The sides of the huge rock rise one hundred feet, and the towers above another two hundred, so that the upper spires are often bathed in sunlight, giving the structure a golden glow.

Flight is the only safe way to approach this area—climbing up the surrounding cliffs requires a series of DC 20 Climb checks, with a fall of hundreds of feet to the sharp rocks below as the price for failure. The structure atop the cliffs is the crypt of Savith herself, the Azlanti hero responsible for Ydersius's ancient defeat and the

namesake of this entire city. The spires above, and the hidden catacombs below, have remained unexplored over the ages, for the entire place is protected both by a permanent *forbiddance* and an *antipathy* effect against all creatures not of pure Azlanti stock (both function at CL 20th). The ancient Azlanti spared no expense to ensure that Savith's enemies would not find robbing her tomb an easy task, and as a result the guardians and traps within still await discovery.

Savith's Crypt is deliberately not detailed in this adventure, and are left intentionally as a "blank slate" for you to develop into a dungeon as you see fit. If you aren't interested in distracting your players with this possibility, you should change things so that the crypt was looted long ago.

L3. SPEAR OF FERTILITY (CR 11)

This one-hundred-foot-high ziggurat is capped by a hundred-foot-tall spire of stone. The sides of the ziggurat's tiers are decorated with images of an immense giant mantis laying waste to various cities and devastating all manner of humanoid cultures.

This ziggurat and its spear are the focus of the Cult of the Mantis. Although the sides of the ziggurat once depicted all of the gods of Saventh-Yhi, troglodyte clerics have, over the past several centuries, used spells like *stone shape* to rework these carvings into something more "appropriate" to their religious sensibilities. A DC 15 Craft (sculpture) or Knowledge (history) check is enough for an observer to realize that the quality of this ziggurat's carvings is much cruder than that of other ziggurats in the ruins.

Creature: Lessikal, the current high priest of the Cult of the Mantis, dwells in a small chamber carved into the upper tier of the ziggurat. He is guarded at all times by a pair of trained deinonychuses, as well as an honor guard of two acolytes of Achaekek—a single acolyte and dinosaur typically patrols the upper tier while the other acolyte and deinonychus remain close at hand should Lessikal need them.

LESSIKAL

CR 10

XP 9,600

Male troglodyte cleric of Achaekek 8/fighter 2 (*Pathfinder RPG Bestiary* 267)

NE Medium humanoid (reptilian)

Init +3; **Senses** darkvision 90 ft.; Perception +3

Aura stench (30 ft., DC 12, 10 rounds)

DEFENSE

AC 24, touch 12, flat-footed 24 (+4 armor, +3 deflection, -1 Dex, +8 natural)

hp 88 (12 HD; 10d8+2d10+32)

Fort +13, **Ref** +3, **Will** +9; +1 vs. fear

Defensive Abilities bravery +1

OFFENSE

Speed 30 ft.

Melee +1 mighty cleaving scythe +14/+9 (2d4+5/19–20/×4), bite +7 (1d4+1) or
2 claws +12 (1d4+3), bite +12 (1d4+3)

Ranged +1 light crossbow +9 (1d8+1/19–20)

Special Attacks channel negative energy 5/day (DC 16, 4d6), scythe of evil (4 rounds, 1/day), weapon master (8 rounds/day)

Domain Spell-Like Abilities (CL 8th; concentration +11)

6/day—touch of evil (4 rounds)

6/day—battle rage (+4 damage)

Cleric Spells Prepared (CL 8th; concentration +11)

4th—*divine power*^D, *summon monster IV*, *unholy blight* (DC 17)

3rd—*cure serious wounds* (2), *dispel magic*, *magic vestment*^D, *stone shape*

2nd—*cure moderate wounds*, *death knell* (DC 15), *silence* (DC 15), *resist energy*, *spiritual weapon*^D

1st—*bane* (DC 14), *cure light wounds*, *command* (DC 14), *doom* (DC 14), *entropic shield*, *protection from good*^D

0 (at will)—*bleed* (DC 13), *detect magic*, *guidance*, *virtue*

D Domain spell; **Domains** Evil, War

TACTICS

Before Combat Lessikal casts *magic vestment* every day, and drinks a *potion of barkskin* and *potion of shield of faith* as soon as he hears his guards raise the alarm.

During Combat Lessikal uses *summon monster IV* to summon a fiendish giant mantis (normally not a creature most spellcasters can summon with this spell), then uses his other ranged spells to provide support. He prefers to heal his pet dinosaurs or his summoned mantis before healing his acolytes. Just before entering melee combat, he casts *divine power*.

Morale If Lessikal is reduced to 40 hit points or fewer, he flees to his lair and uses *stone shape* to retrieve the *mantis blade* from hiding, hoping that he can use it to defeat the PCs. (Remember that while he does not have the proficiency to wield the *mantis blade* as a light weapon, he can still wield it as a martial weapon.) Once armed with the blade, Lessikal fights to the death.

STATISTICS

Str 16, **Dex** 9, **Con** 12, **Int** 10, **Wis** 16, **Cha** 14

Base Atk +9; **CMB** +12; **CMD** 24

Feats Improved Critical (scythe), Improved Initiative, Lightning Reflexes, Power Attack, Selective Channeling, Toughness, Vital Strike, Weapon Focus (scythe)

Skills Diplomacy +11, Intimidate +11, Knowledge (local) +3, Knowledge (religion) +9, Sense Motive +9, Stealth +3 (+7 in rocky areas)

Languages Draconic

Combat Gear *potions of barkskin* (2), *potions of shield of faith* +3 (2), *wand of lesser restoration* (13 charges); **Other Gear**

leather armor, +1 light crossbow with 10 bolts, *mantis claw scythe* (+1 mighty cleaving scythe), wooden holy symbol of Achaek, spell component pouch, 317 gp

ACOLYTES OF ACHAEK (2)

CR 4

XP 1,200 each

hp 37 each (see page 46)

ADVANCED DEINONYCHUSES (2)

CR 4

XP 1,200 each

hp 42 each (*Pathfinder RPG Bestiary* 84, 294)

Treasure: The most sacred relic of the Cult of the Mantis lies embedded in the far wall of Lessikal's chamber—a *mantis blade* (see page 56). The troglodyte uses *stone shape* to reach the blade when he needs it—he doesn't normally use it in combat out of respect and fear for what it can do. A DC 25 Perception check to note the strangely polished section of wall, followed by a DC 23 Knowledge (arcana) check, allows a character to recognize that section of wall has been affected by a *stone shape* spell.



Lessikal

Normally, the troglodyte high priests use the blade to “judge” hopeful troglodytes who seek to become clerics of the Mantis God. If a would-be cleric is chaotic evil, the blade imparts its negative level from its *axiomatic* power, revealing the truth that the aspirant would not take to training for a class that requires, at best, a neutral evil alignment. Most troglodytes who take this test and fail become sacrifices and dinner for the rest of the tribe—not necessarily in that order.

L4. THE SOUTHERN ENTRANCE (CR 9)

This open-air complex is surrounded by a thirty-foot-high stone wall. Inside, numerous monolithic statues of soldiers stand vigil. A huge nest of blood-soaked branches and vines hangs amid the statues to the southwest.

Creature: This area was once the primary entrance to Saventh-Yhi proper, but is now little more than the nesting ground for an immense parrot-like monster known as a *camulatz*. Savage and cruel, this beast has killed its fair share of troglodytes over the years—the troglodytes now take care to offer it regular meals of captured victims, so the bird monster leaves them alone, usually. It won’t do the same for other intruders in this area, however, and upon noticing them, emerges from its nest with a raucous shriek to attack. It fights to the death.

CAMULATZ CR 9
XP 6,400
hp 114 (see page 80)

Treasure: Gathered in the *camulatz*’s nest and scattered throughout the complex are the remains of the giant bird’s victims. The following valuables can be recovered from the remains—a *scroll of wall of fire*, a *monstrous humanoid slaying arrow*, two *stunstones* (see page 57), an amber snake pendant worth 100 gp, a gold locket holding a lock of red hair (worth 50 gp), a tablet of carved jade worth 500 gp, a yellow topaz worth 100 gp, a citrine worth 60 gp, three smoky quartzes worth 50 gp each, four pieces of obsidian worth 10 gp each, 241 gp, 673 sp, and 937 cp.

L5. PHARASMA’S THRONE (CR 11)

A fortress built like a series of towers connected by a wall stands against the cliff side, separated from the basin below by a forty-foot drop. A wide set of stairs leads up to the crumbling ruins, which seem to be strangely barren of overgrowth.

This large building was once the center of worship for Pharasma back during the height of Saventh-Yhi, and

it was here that many of the city’s religious rulers often met. It was also here that the initial seeds of Saventh-Yhi’s doom, in the form of the mad priest Urschlar’s paranoid schemes, first bloomed. More details on Urschlar and how his madness grew to infect many of Saventh-Yhi’s leaders will be revealed in the next adventure.

Creatures: When Earthfall struck and the world changed forever, many of Saventh-Yhi’s priests and leaders went mad. The clergy of Pharasma was no exception, save that when four of the church’s more powerful clerics chose to end their lives in a suicide pact, their souls did not leave this world to be judged by their goddess. Instead, these clerics became ghosts bound to the building as punishment. Still quite paranoid, the ghosts haunt the halls of this building—each minute intruders remain in this building, there’s a cumulative 20% chance that one of the ghosts finds them and attacks. Once this occurs, the other ghosts arrive one at a time every 1d4 rounds to join the battle.

Each of these ghosts appears as a forlorn Azlanti man or woman dressed in archaic robes that can be, with a DC 25 Knowledge (religion) check, identified as Pharasmin robes. Before they attack, the ghosts address the intruders in Azlanti, demanding to know whether the doom is gone from the streets of Saventh-Yhi and the “scaled ones” are no more. Unfortunately, their paranoia prevents any answer from satisfying their rage; they attack regardless of what answer is given.

INSANE GHOSTS (4) CR 7
XP 3,200 each

Human ghost ex-cleric of Pharasma 7 (*Pathfinder RPG Bestiary* 144)
CE Medium undead (augmented humanoid, incorporeal)
Init +6; **Senses** darkvision 60 ft.; Perception +11

DEFENSE

AC 17, touch 17, flat-footed 14 (+4 deflection, +2 Dex, +1 dodge)
hp 73 each (7d8+42)

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

Defensive Abilities channel resistance +4, incorporeal, rejuvenation; **Immune** undead traits

Weaknesses bound to Pharasma, paranoia

OFFENSE

Speed fly 30 ft. (perfect)

Melee corrupting touch +7 (7d6, Fort DC 17 half)

Special Attacks shriek of madness (DC 17)

TACTICS

During Combat The insane ghosts open combat with their shrieks of madness, then move up to attack with their corrupting touches. They do not pursue foes out of this area.

Morale The ghosts fight until destroyed. In order to put these ghosts to rest, the ghosts must either be pardoned by a cleric (an *atonement*, *raise dead*, *resurrection*, or *true resurrection* spell cast on one of these ghosts immediately causes it to vanish with no save—using these spells in this manner does

not consume any material components) or be commanded to do one final task by a cleric of Pharasma using Command Undead (see Bound to Pharasma below). After performing this final task, or after a time of service equal to 1 hour (whichever comes first), a ghost commanded in this manner sighs, finally at peace with his or her fate, and fades away into nothingness.

STATISTICS

Str —, **Dex** 14, **Con** —, **Int** 12, **Wis** 17, **Cha** 18

Base Atk +5; **CMB** +7; **CMD** 22

Feats Dodge, Improved Initiative, Iron Will, Lightning Reflexes, Toughness

Skills Fly +10, Heal +8, Knowledge (history) +8, Knowledge (religion) +11, Perception +11, Profession (fortune-teller) +13, Sense Motive +10, Spellcraft +8, Stealth +1

Languages Azlanti, Celestial

SPECIAL ABILITIES

Bound to Pharasma (Ex) These insane ghosts will never attack anyone wearing a holy symbol or other obvious raiment of Pharasma. A cleric of Pharasma may attempt to command each of these ghosts once as if the cleric possessed the Command Undead feat (but see Morale).

Paranoia The ghost suffers from paranoia, as does any creature affected by the ghost's shriek of madness. A paranoid character is convinced that the world and all who dwell within it are out to get him. She takes a –4 penalty on Will saves (already included in the ghost's stat block) and Charisma-based skill checks, cannot receive benefit from or attempt the Aid Another action, and cannot willingly accept aid (including healing) from another creature unless she makes a DC 17 Will save (*Pathfinder RPG GameMastery Guide* 251).

Shriek of Madness (Su) The insane ghost can emit a mind-shattering shriek as a standard action. All living creatures within a 30-foot spread must make a DC 17 Will save or go insane, suffering from paranoia. This is a sonic, mind-affecting effect. A creature that successfully saves against the shriek cannot be affected by the same ghost's shriek for 24 hours.

PART NINE: ESCAPE FROM THE UNDERWORLD

"City of Seven Spears" is a true sandbox adventure. While there are numerous stories and encounters waiting to unfold or be discovered by the players as they explore the ruins, there is no true overarching plotline to this adventure. This does not hold true for the rest of the Serpent's Skull Adventure Path, for in the final half of this campaign, the PCs finally learn the true extent of the serpentfolk menace that's growing deep below Saventh-Yhi, and can take steps to prevent the return of Ydersius and the resulting rise of a new serpent empire.

The point at which this change occurs is as soon as the PCs reach 10th level. At this point, you should run this final event to serve as a climax for the adventure—an encounter with a group of undead serpentfolk

Insanity

Full rules for forms of insanity like paranoia can be found on pages 250–251 of the *Pathfinder RPG GameMastery Guide*. Recovering from insanity naturally is a lengthy process—once per week, you make a Will save against the insanity's current DC. If you succeed, the insanity's DC is reduced by a number of points equal to your Charisma bonus (minimum of 1). You continue to suffer the full effects of an insanity until its DC is reduced to 0, at which point you are cured and the insanity vanishes completely.

Restoration reduces the current DC of one insanity currently affecting a creature by an amount equal to the caster's level. *Greater restoration*, *heal*, *limited wish*, *miracle*, or *wish* immediately cures a target of all insanities.

and a mysterious half-elf woman named Juliver. The exact location where this encounter takes place can be customized to fit your game. While the adventure assumes that the Tribe of the Sacred Serpent comes to the PCs for aid against a sudden uprising of undead serpentfolk, if in your game the PCs have forged a stronger alliance with one of Saventh-Yhi's other tribes, you should move these events to that district instead (we assume this finale takes place in the artisan district simply because the Tribe of the Sacred Serpent comprise the friendliest of the denizens of Saventh-Yhi). If the PCs haven't allied with one of the city's tribes, they could instead be alerted to the peril by an allied faction, or even by their own expedition suddenly besieged by serpentfolk ghosts.

JULIVER'S ESCAPE

Deep below Saventh-Yhi, the hidden serpentfolk city of Ilmurea is awakening. Tribes of feral morlocks, body-stealing intellect devourers, blood-drinking urdefhans, and stranger creatures that have long inhabited the city are rousing to activity as a serpentfolk priest of Ydersius named Vyr-Azul leads scaly armies into the ruins to reclaim the lost lands once ruled by their ancestors. One of the few who know about Vyr-Azul's goal to reunite his beheaded god's skull with his mindless body is an exiled Pathfinder named Eando Kline.

But when Kline attempted to oppose Vyr-Azul with his own ragtag group of adventurers, he failed. For some time now, Kline and his companions have languished in a serpentfolk prison in the heart of Ilmurea, but recently

one of Kline's allies, a woman named Juliver, managed a dangerous and daring escape. She led her pursuers on a frantic chase through the city and managed to find her way into one of the few remaining pathways between Ilmurea and Saventh-Yhi—a linked pair of portals. She stumbled through the portal and, in a desperate attempt to prevent her pursuers from following her through, she destroyed the delicate crystals that helped to focus the portal's magic, rendering it inert until replacement crystals can be found (this quest takes up the majority of the next adventure, "Vaults of Madness").

Yet while she had thrown off pursuit from Ilmurea, the underground complex Juliver found herself in was anything but safe. The ancient Azlanti originally created the portal to Ilmurea as a route through which they could send periodic scouting missions down into the ruins below to ensure that the serpentfolk had not returned to rebuild. As Saventh-Yhi collapsed, however, a desperate group of undead serpentfolk hiding in Ilmurea, led by a necromancer named Sozothala, made an attempt to strike against the city's leaders. Their plans collapsed in the face of Saventh-Yhi's self-destruction and Earthfall itself, and Sozothala decided to hole up in the small dungeon complex that contained the portal to Ilmurea to wait out the apocalypse. That wait ended up lasting for thousands of years, and Sozothala essentially went into a sort of hibernation not long after the disaster.

When Juliver burst into the complex and destroyed the portal, Sozothala roused from his undead torpor. He attacked the half-elf, who fled the monster and managed to make her way out of the dungeon complex only to finally succumb to a *feblemind* spell cast by Sozothala. With her intellect reduced to that of a frightened animal, she stumbled into the waters of the Lake Hirilaka and, while Sozothala marveled at the changes to Saventh-Yhi, she managed to escape.

NIGHT OF THE HISSING DEAD (CR 10)

There are a few ways in which you can begin this final encounter for "City of Seven Spears." While this adventure assumes that Juliver and the serpentfolk ghost Sozothala surface in the artisan district, you can shift this around however you wish in order to coincide better with how your specific campaign has developed. When the PCs are 10th level and ready to make the transition to the next adventure, you can use one of the following three hooks to get them involved in this encounter.

- While exploring the artisan district, the PCs encounter **Juliver** (CN feeble-minded female half-elf

rogue 5/Pathfinder chronicler 3) crashing through the jungle, in obvious fear for her life. As she's currently feeble-minded, she can do little more than grunt and cry and scream, but she recognizes on an instinctual

level that the PCs are like her and perhaps friends. She cowers among them, favoring elves or obvious Pathfinders. Juliver herself is in terrible condition, with only a few hit points and covered with bruises and various wounds. She has a profound fear of snakes and dark, enclosed spaces—the only real hints at what she's endured. She has no weapons, and wears only rags—she had to abandon her gear in the Ilmurean prison she escaped. The only clue to her identity that remains is a small tattoo on her right shoulder of the glyph of the open road—the symbol of the Pathfinder Society. *Feeblemind*

is a difficult condition to remove, and this adventure assumes that the PCs won't be able to cure Juliver at this point—indeed, her cure and the information she can then reveal to the PCs is a key part of the next adventure, "Vaults of Madness." If the PCs manage to cure her *feblemind*, consult "Vaults of Madness" for details on what she can tell them about Ilmurea, Eando Kline, and the serpentfolk's plans to heal their headless god.

- Rather than the PCs rescuing Juliver, she instead stumbles into the center of the Tribe of the Sacred Serpent (area J3). Unable to cure her *feblemind* and noting similarities between her and the PCs, the Tribe of the Sacred Serpent gives her shelter and contacts the PCs for their advice and aid in healing the woman, if possible.
- Instead of having Juliver begin this event, you can simply begin with the first assault by undead; in this case, Juliver might be encountered at some point thereafter, or she could even be a captive at Sozothala's fortress (area J6), to be kept alive only so long as it takes for her to succumb to ghoulish fever and arise as a new minion of the necromancer.

Creatures: The night after the PCs begin this encounter, they should face their first assault by a group of Sozothala's undead minions. The nature of this attack obviously varies, depending on whether the PCs are at their own camp, exploring the jungle on their own, or preparing to defend a tribe from an attack. The total number of undead involved in the attack should vary—if the PCs are alone, they face a single CR 10 encounter as detailed below, but if they are



Juliver

defending their camp or one of the city's districts with an allied tribe, for example, perhaps hundreds of undead assault the PCs and their allies. In this case, be sure to indicate to the PCs that other undead are attacking at other points—the success or failure of that assault should mirror the PCs' success or failure against their own undead encounter.

Regardless of the total number of undead involved in the attack, the PCs have to personally deal with a group of four wights and eight ghouls led by a single mummy—the undead are a mix of charau-ka and the dominant local tribe (this does not impact their actual stats in any way, but does provide for some eerie descriptive flavor). The undead fight to the death—after the battle, the monsters can be tracked to Sozothala's fortress (area J6) with a DC 9 Survival check.

MUMMY **CR 5**
XP 1,600
 hp 60 (*Pathfinder RPG Bestiary* 210)

WIGHTS (4) **CR 3**
XP 800 each
 hp 26 each (*Pathfinder RPG Bestiary* 276)

GHASTS (8) **CR 2**
XP 600 each
 Advanced ghouls (*Pathfinder RPG Bestiary* 146, 294)
 hp 17 each

J6. SOZOTHALA'S FORTRESS (CR 12)

After awakening and emerging from his long stay in one of the Vaults of Madness between Saventh-Yhi and Ilmurea, the undead serpentfolk necromancer Sozothala is eager to relocate to a new lair. He's rather pleased by what appears to be a long-abandoned and ruined Saventh-Yhi, and is eager to begin building an army of undead minions so that he can dominate the immediate area before looking toward seizing control of the whole city of his ancient enemies—Sozothala has no concept that his living brethren are already far ahead of him at a similar goal deep below, and indeed, until he encounters the degenerate serpentfolk of the government district he might even believe that he represents the last of his kind in the world.

Sozothala's new choice for a lair is an old, ruined manor on the southwest rim of the artisan district—area J6. This ruin has long held a reputation of being haunted, but now that the necromancer and his growing army of undead have moved in, the ruins are legitimately haunted.

The most direct way for the PCs to learn of Sozothala's location is to track his undead minions from the Night of the Hissing Dead encounter back to the keep. Despite its reputation, the locals know something of the fortress's layout and can provide the PCs with a rough map of the

area to aid in their assault on the place. If the PCs do not attack the fortress, Sozothala simply continues to be a thorn in their sides until he's dealt with—this could easily extend into the next adventure, if you wish, but Sozothala does not have an official major role to play in the rest of the Adventure Path.

Creatures: Sozothala's remaining undead forces consist of four ghouls, three wights, and a single mummy. He has only one *scroll of create undead* left, but can create more reinforcements with *animate dead* or his own ghoul fever. You can even add normal zombies or skeletons if you wish—especially if Sozothala can secure the remains of key creatures or NPCs whom the PCs have already defeated in the area. He keeps these undead posted as guards throughout his fortress, and maintains a mental *alarm* spell at the entrance to the central dome of the fortress. It is in this large room that Sozothala has started to set up his new laboratory—and this is where he keeps Juliver, if she's his captive.

SOZOTHALA **CR 11**
XP 12,800
 Male serpentfolk ghast necromancer 9 (*Pathfinder RPG Bestiary* 146, 294)
 CE Medium undead
Init +9; **Senses** darkvision 60 ft.; Perception +21
Aura stench (10 ft., DC 17, sickened for 1d6+4 minutes)

DEFENSE

AC 25, touch 17, flat-footed 20 (+2 deflection, +5 Dex, +4 natural, +4 shield)
hp 160 (14 HD; 5d8+9d6+107)
Fort +10, **Ref** +9, **Will** +14
Defensive Abilities channel resistance +4; **Immune** undead traits

OFFENSE

Speed 30 ft.
Melee bite +14 (1d6+6 plus disease and paralysis), 2 claws +14 (1d4+6 plus paralysis)
Special Attacks channel negative energy (DC 20, 8/day), paralysis (1d4+1 rounds, DC 19)
Necromancer Spell-Like Abilities (CL 9th; concentration +14) 8/day—grave touch (4 rounds)
Necromancer Spells Prepared (CL 9th; concentration +14)
 5th—*quicken shield*, *waves of fatigue* (2)
 4th—*animate dead*, *bestow curse* (DC 19), *fear* (DC 19), *wall of fire* (DC 19)
 3rd—*dispel magic*, *fly*, *lightning bolt* (DC 18), *ray of exhaustion* (DC 18), *vampiric touch*
 2nd—*blindness/deafness* (DC 17), *command undead*, *darkness*, *false life*, *scorching ray*, *touch of idiocy* (DC 17)
 1st—*alarm*, *charm person* (DC 16), *magic missile* (3), *ray of enfeeblement* (2, DC 16)
 0 (at will)—*bleed* (DC 15), *detect magic*, *mage hand*, *message*, *touch of fatigue* (DC 15)

SERPENT'S SKULL

Opposition Schools Conjururation, Illusion

TACTICS

Before Combat Sozothala casts *false life* before combat.

During Combat Sozothala relies on his undead to enter melee and thus give him time to attack the PCs from afar; he casts quickened *shield* on the first round of combat, then uses spells like *waves of fatigue* or *fear* that won't harm his undead when they're mixed in among the PCs. In melee, he prefers to fight with his bite and claws, using *vampiric touch* as soon as he's reduced to fewer than 100 hit points.

Morale Sozothala fights until destroyed.

STATISTICS

Str 22, **Dex** 20, **Con** —, **Int** 20, **Wis** 18, **Cha** 22

Base Atk +7; **CMB** +13; **CMD** 30

Feats Ability Focus (paralysis), Arcane Strike, Combat Casting, Combat Reflexes, Command Undead, Improved Initiative, Quicken Spell, Scribe Scroll, Weapon Focus (claws, bite)

Skills Acrobatics +11, Climb +15, Intimidate +15, Knowledge (arcana) +22, Knowledge (history) +22, Knowledge (religion) +22, Perception +21, Spellcraft +22, Stealth +22, Swim +15

Languages Aklo, Azlanti, Common, Necril, Orvian,

Undercommon

SQ arcane bond (wand), life sight (10 feet, 9 rounds/day)

Combat Gear scroll of create undead (CL 15th), wand of enervation (10 charges); **Other Gear** ring of protection +2, onyx gems worth 600 gp, spellbooks (containing all spells prepared, plus *feeblemind*, plus 5 more spells of each level from 1st to 5th of your choice)

MUMMY

CR 5

XP 1,600

hp 60 (*Pathfinder RPG Bestiary* 210)

WIGHTS (3)

CR 3

XP 800 each

hp 26 each (*Pathfinder RPG Bestiary* 276)

GHOSTS (4)

CR 2

XP 600 each

Advanced ghouls (*Pathfinder RPG Bestiary* 146, 294)

hp 17 each

CONCLUDING THE ADVENTURE

Although this adventure has a climactic fight against an undead monster and an opportunity for the PCs to rescue a woman who holds the key to a hideous plot unfolding beneath the PCs' very feet, you'll probably need to keep this volume handy for the remainder of your Serpent's Skull Adventure Path. The PCs do not need to absolutely explore every single corner of the ruined city before moving on to the next adventure, and can continue working to secure alliances or conquer tribes, explore old ruins, or otherwise enjoy the mysteries and dangers this lost city has to offer as long as they remain intrigued by its potential.

The next adventure begins as the PCs struggle to discover Juliver's story, either by finding a cure for her condition or by backtracking through the clues that will lead them to the first Vault of Madness below Saventh-Yhi. Yet as they begin to look below, other eyes turn to Saventh-Yhi. The presence of the five factions in the ruins has spread interest far and wide through the Mwangi Expanse, and as reinforcements for the rival factions arrive in the city, a new faction appears as well—for the Gorilla King is on his way to Saventh-Yhi!

APPENDIX:

TREASURES OF SAVENTH-YHI

Saventh-Yhi is a trove of ancient wonders, both of the intellectual and magical variety. This appendix presents several items that either come from the ancients who built



Sozothala

Saventh-Yhi, or were invented by its current denizens. Many of them appear in this adventure; the rest may be used as you see fit.

CHARM OF FATE

Aura faint abjuration; **CL** 5th

Slot neck; **Price** 5,000 gp; **Weight** —

DESCRIPTION

This talisman made of bone, claws, and beads protects its wearer from bad luck, evil spirits, and foul magic. The first time each day that the wearer fails a saving throw, the *charm of fate* causes the wearer to instead successfully save if the roll was missed by 5 or less. If the saving throw was missed by 6 or more, the charm's daily use is expended to no effect.

CONSTRUCTION

Requirements Craft Wondrous Item, *remove curse*; **Cost** 2,500 gp

ELIXIR OF SPIRIT SIGHT

Aura faint divination and transmutation; **CL** 5th

Slot none; **Price** 1,000 gp; **Weight** —

DESCRIPTION

This elixir seems to be made of thick vapor rather than liquid, and constantly emits soft whispers when uncorked. For 1 minute, the drinker gains the ability to *see invisibility* (as the spell), and his weapons and armor are treated as if they had the *ghost touch* special ability.

CONSTRUCTION

Requirements Craft Wondrous Item, *plane shift*, *see invisibility*; **Cost** 500 gp

HAMMERTAIL

Aura moderate transmutation; **CL** 10th

Slot none; **Price** 10,305 gp; **Weight** 2 lbs.

DESCRIPTION

This +1 *bolas*, crafted from strands of jungle vine woven into strong cord and weighted with rocks, is favored by the charauka. Ranged trip attacks with a *hammertail* are made with a +4 enhancement bonus on the CMB check. In addition, if an attack with a *hammertail* misses its target, the weapon returns as if it had the *returning* property.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *entangle*, *telekinesis*; **Cost** 5,305 gp

HYENA SPIRIT SKIN

Aura moderate transmutation; **CL** 9th

Slot shoulders; **Price** 16,000 gp; **Weight** 2 lbs.

DESCRIPTION

This ragged piece of fur and skin contains powerful magic. Once per day, when draped over the head and shoulders, the skin grants its wearer the physical characteristics of a hyena for 10 minutes as the *aspect of the wolf* spell. The wearer gains

Using the Faction Guide

If you have *Pathfinder Chronicles: Faction Guide*, your PCs can also gain prestige from their faction for meeting certain milestones in the adventure. This Prestige Award (PA) can then be spent on special resources and rewards offered by that faction. The Sargavan Government is not covered in the *Faction Guide*, but PCs working for that faction can still spend PA on the standard boons available to all factions, as outlined on pages 54–55 of the *Faction Guide*. The PCs can earn PA for completing the following tasks:

Defending their campsite from a rival faction: 1 PA

Defeating a rival faction leader (see pages 58–65):

1 PA

Allying with a district's dominant tribe: 1 PA (this award can only be gained once)

Conquering a district: 1 PA (this award can only be gained once)

Activating either the Spear of Abundance (area K2) or the Spear of Rest (area G2): 1 PA

Finding the *ring of seven virtues* (area C): 1 PA

Defeating the Radiant Muse (area J4): 1 PA

Defeating the vrykolakas (area K3): 1 PA

Defeating the frogemoth (area K5): 1 PA

Defeating the aboleth Yog'oltha (area O): 1 PA

Defeating Sozothala (area J6): 1 PA

In addition, the five factions grant PA for completing specific tasks for the faction.

Aspis Consortium: Finding the remains and spellbooks of Edren Lekadnus (area E3): 2 PA

Free Captains: Donating at least 10,000 gp worth of treasure or magic items to the Free Captains: 2 PA

Pathfinder Society: Finding the journal of the lost Alithorpe expedition (area C): 2 PA

Red Mantis: Recovering the *mantis blade* (area L3): 2 PA

Sargavan Government: Allying with or conquering at least four districts: 2 PA

a +4 enhancement bonus to Strength and Dexterity, the scent ability, and a +2 enhancement bonus on trip attacks, and she can make a trip combat maneuver as a swift action that does not provoke attacks of opportunity.

CONSTRUCTION

Requirements Craft Wondrous Item, *aspect of the wolf* (*Advanced Player's Guide* 204); **Cost** 8,000 gp

LITHERIA BLOSSOM

Aura moderate necromancy; **CL** 7th

Slot none; **Price** 1,400 gp; **Weight** —

Serpent's Skull

DESCRIPTION

The *litheria blossom* is a rare but naturally occurring flower with large, pink petals. The pollen of the *litheria blossom* bridges the gap between life and death, functioning like an elixir, though inhaled rather than imbibed. A creature inhaling the pollen gains the benefit of the *death ward* and *deathwatch* spells. Both effects last for 10 minutes. If plucked, the flower remains vibrant and alive until the pollen within the flower is inhaled, at which point the flower wilts and dies. The pollen remains potent only so long as it held within the flower or immediately thereafter. If removed from the flower for longer than 1 round, both the pollen and the flower become nonmagical.

CONSTRUCTION

Requirements Craft Wondrous Item, *death ward*, *deathwatch*;
Cost 700 gp

MANTIS BLADE (MINOR ARTIFACT)

Aura strong evocation; **CL** 20th

Slot none; **Weight** 2 lbs.

STATISTICS

Alignment LE; **Ego** 16

Senses vision and hearing 60 ft., darkvision 60 ft.

Int 10, **Wis** 12, **Cha** 14

Communication telepathy

Special Purpose slay all

Spell-Like Abilities (CL 20th, concentration +22)

3/day—*alter self*, *darkness*, *spider climb*, *true strike*

1/day—*clairaudience/clairvoyance*, *deeper darkness*, *dimension door*, *greater invisibility*

DESCRIPTION

The *mantis blade* is an intelligent +2 *axiomatic sawtooth sabre* made of red chitin that forms a curved, serrated blade. It grants its wielder the ability to make a +1d6 sneak attack. This ability functions exactly like the rogue ability of the same name, and stacks with sneak attack bonuses the wielder may already have. When a creature is wounded with the blade, the wielder can activate the blade's *bane* special ability against that type of creature as a swift action. The *bane* ability lasts for 10 minutes and is usable once per day. Sacred to the faith of the mantis god Achaek, the *mantis blade* also grants bonuses to a Red Mantis assassin who wields it. A Red Mantis assassin wielding the *mantis blade* gains a +2 bonus to the DC of her prayer attack, and may use her red shroud and fading abilities each an additional time per day.

DESTRUCTION

If a single wielder uses the *mantis blade* to slay nine rightful ruling monarchs, the weapon can be destroyed by a successful sunder maneuver.

MONKEY'S PAW

Aura faint enchantment; **CL** 5th

Slot neck; **Price** 12,000 gp; **Weight** —

DESCRIPTION

This tiny, shrunken, mummified monkey hand is worn around the neck on a leather strap. Once per day as a free action, the wearer of a *monkey's paw* may reroll one attack roll, skill check, or saving throw. The reroll must be made before the result of the initial die roll is known. The second die roll must be used even if the result is worse than the original roll. If the second die roll is worse than the original, the wearer suffers a sense of impending doom, causing him to be shaken for 1d4 rounds.

CONSTRUCTION

Requirements Craft Wondrous Item, *doom*, *prayer*; **Cost** 6,000 gp

RING OF SEVEN VIRTUES

Aura moderate transmutation; **CL** 9th

Slot ring; **Price** 10,000 gp; **Weight** —

DESCRIPTION

This bronze band is covered in geometric shapes and studded with tiny pearls. The wearer of the ring gains a constant *endure elements* effect and a +5 competence bonus on Survival checks made in jungles. In Saventh-Yhi, the wearer also enjoys the active benefits of one of that city's seven spears for as long as she is in that spear's district. The wearer loses the benefits of a particular spear if she leaves that spear's district, but gains new active benefits if she enters a new spear's district. The ring's wearer can only gain the benefits of a single spear at any one time.

CONSTRUCTION

Requirements Forge Ring, Self-Sufficient, *endure elements*;
Cost 5,000 gp

ROD OF WELL-DESERVED REST

Aura strong enchantment and evocation; **CL** 12th

Slot none; **Price** 62,000 gp; **Weight** 5 lbs.

DESCRIPTION

This rod is made of polished gold, and features three blown-glass onion domes at one end. It functions as a +1 *light mace*. Up to three times per day, with a successful hit in combat, the wearer may attempt to put the target of the attack asleep (DC 14 Will save negates). This functions as *sleep*, but there is no limit to the number of Hit Dice that may be affected.

In addition, the wielder may create an opaque sphere of force to protect himself from the elements once per day, as a *tiny hut* spell with a 5-foot radius. If the wielder goes to sleep with the rod in his possession, 8 hours of sleep provides healing equivalent to a full day of bed rest. Upon waking, the wielder enjoys the benefits of a *good hope* spell for 1 hour.

CONSTRUCTION

Requirements Craft Rod, *deep slumber*, *good hope*, *restful sleep* (*Advanced Player's Guide* 239), *tiny hut*; **Cost** 31,000 gp

SAVAGE STING

Aura strong divination; **CL** 12th



Slot none; **Price** 38,302 gp; **Weight** 1 lb.

DESCRIPTION

This +1 *seeking blowgun* is made of a hollowed piece of reed lacquered in vibrant orange hues and decorated with a fetish of brilliantly colored feathers. Up to three times per day, the wielder may envenom a dart fired from the blowgun with a virulent toxin, which functions as the *poison* spell.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *poison*, *true seeing*; **Cost** 19,302 gp

STUNSTONE

Aura faint evocation; **CL** 5th

Slot none; **Price** 350 gp; **Weight** 1 lb.

DESCRIPTION

This naturally occurring, glowing purple crystal can be thrown as a ranged attack with a range increment of 20 feet. When it strikes a target or hard surface (or is struck hard), the crystal shatters in a burst of sound and light. Every creature in a

10-foot-radius spread is outlined in *faerie fire*, takes 1d8 points of sonic damage, and must make a DC 13 Fortitude save or be stunned for 1 round.

CONSTRUCTION

Requirements Craft Wondrous Item, Craft (alchemy) 5 ranks, *faerie fire*, *sound burst*; **Cost** 175 gp

WAVECUTTER

Aura moderate abjuration; **CL** 10th

Slot none; **Price** 10,320 gp; **Weight** 4 lbs.

DESCRIPTION

This unusual +1 *keen terbutje* (*Adventurer's Armory* 5, or as a longsword) is made of sharp chunks of quartz embedded along a length of steel. A *wavecutter* may be used underwater without suffering a slashing weapon's normal –2 penalty on attack rolls.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *freedom of movement*, *keen edge*; **Cost** 5,320 gp



EXPEDITION TO SAVENTH-YHI

THE JUNGLE HAS A MILLION WAYS TO KILL YOU. THERE IS THE LURKING BEAST IN THE BUSH, HUNGRY FOR YOUR FLESH. OR THE STING OF A VENOMOUS INSECT PASSING OTHERWISE UNSEEN. OR THE HUNGRY VIOLENCE OF SAVAGE CANNIBALS. OR EVEN SIMPLY THE EXHAUSTING HEAT OF THE REMORSELESS SUN. YET THE JUNGLE RUIN COMPOUNDS THESE DANGERS, FOR HERE LIES THE FALSE PROMISE OF SECURITY IN AN OLD BUILDING'S SHELTER. YET KNOW THIS—IT IS WITHIN THE RUINS OF THE MWANGI EXPANSE THAT THE GREATEST AND OLDEST DANGERS AWAIT THE CHANCE TO END LIVES.

—BORL ENGAVEN, OVERLY DRAMATIC (AND NOW MISSING) MWANGI GUIDE

In a hostile region like Saventh-Yhi, the question of where to shelter large numbers of relatively low-level people is an important concern. And once an expedition's campsite is chosen, there comes the matter of defending it from the natives, creating reliable trade routes with the outside world, and beginning the process of exploring the safer parts of the city.

CHOOSING THE CAMPSITE

A good campsite provides shelter and access to clean water, and helps to defend against wild animals or enemies. Allow the PCs to choose the location of their own campsite—once they've selected a specific area, they need to ensure that there are no hostile encounter areas within a 500-foot radius. Once any nearby hostile encounter areas are handled, have one PC make a Survival check to prepare the site—any other PCs, as well as any important NPC allies they have with them, can attempt DC 10 Survival checks to aid another. Preparing the site requires a full day of work (during which you should roll for wandering monster encounters as detailed on page 79). If a PC fails the Survival check to prepare the site, he may attempt to do so again on a following day—each consecutive attempt in the same location gains a cumulative +2 bonus on the roll.

Jungle (DC 30): This is a campsite located in the area surrounding the city but not in the city itself—any campsite within 500 feet of a ruined building is technically a ruin site, not a jungle site.

Ruin (DC 25): Any campsite within 500 feet of the ruined buildings of Saventh-Yhi is a ruin campsite.

Water (DC +5): A water site is either a jungle or a ruin site located within 500 feet of a river or lake. Water sites are generally more difficult to prepare (add 5 to the base DC for preparing the site).

CAMPSITE SCORES

Every campsite has three scores that represent its chances at success or failure: Defense (the camp's ability to defend against attack, to protect its inhabitants, and to recover from disasters), Exploration (the camp's ability to survey Saventh-Yhi, discover its secrets, and record any findings), and Supply (the camp's ability to keep its inhabitants nourished and to retain contact with the civilized world). When the PCs establish a camp, they have 24 points that they can split among the three categories in any combination they wish, from a minimum score of 0 to a maximum of 15 (this maximum can then be exceeded by additional bonuses as detailed below). If the PCs wish to change these scores, they need to build a new camp.

When the PCs (or any faction) either ally with or conquer one of the seven districts of Saventh-Yhi, their camp gains a +1 bonus to all three scores. This bonus is removed if they lose control of their alliance with that district.

The PCs can also assign named NPC allies (as long as the named NPC is at least 2nd level) to aid in defense, exploration, or supply. For each NPC assigned to a category, that score gains a +1 bonus (to a maximum bonus of +4 for four NPCs aiding on any one score).

DEFENSE

To make a Defense check, roll 1d20 and add your campsite's Defense. If the camp is located at a jungle site, it gains a +2 bonus to its Defense. The Sargavan government is quite efficient at defense, and they gain a +4 bonus to Defense.

Attacks: Once per day, make a wandering monster check (see page 79). If the PCs are at the camp for that day, they can defend the campsite on their own—if the PCs are not at the camp, then the camp must make a Defense check (DC 15 + the CR of the wandering monster encounter). Success indicates that the monsters are defeated or driven off, but failure results in the camp gaining a number of Destruction points equal to the wandering monster encounter's CR.

EXPLORATION

To make an Exploration check, roll 1d20 and add your camp's Exploration. If the camp is located at a ruin site, it gains a +2 bonus to its Exploration. The Pathfinder Society is quite adept at exploration, and it gains a +4 bonus to camp Exploration.

Discovering Mysteries: The PCs can ask their camp's researchers to try to discover one of the many mysteries about Saventh-Yhi's past by specifically focusing their study on one section of the ruin's numerous carvings. Each time a new mystery is discovered (whether via a camp's exploration or a PC's own discovery during the course of the adventure), the camp gains 1 Discovery point.

Exploring the City: Every day the camp doesn't spend discovering mysteries, it makes an Exploration check to determine its progress toward mapping and surveying Saventh-Yhi. With a successful DC 20 Exploration check, the camp earns 1 Discovery point—and every 10 points by which this check exceeds the DC 20 Exploration check earns an additional 1 Discovery point.

SUPPLY

To make a Supply check, roll 1d20 and add your campsite's Supply. If the camp is located at a water site, it gains a +2 bonus to its Supply. The Free Captains of the Shackles are quite efficient at managing and transporting supplies, and they gain a +4 bonus to camp Supply.

Repairs: Once per day, a camp can attempt a DC 15 Supply check to repair damage and heal the wounded. A successful check removes 1d6 Destruction points. For every 5 points by which the check exceeds the DC, an additional 1d6 Destruction points are removed.

Supplies: A campsite can be used to resupply or to purchase items—all encampments have a base value of 2,500 gp for buying and selling items. For anything more expensive, the PCs must place orders for items, and the camp's traders then make their way back to civilization to make the purchases. There's a 30-day delay between placing an order and actually receiving items. The delay is reduced by a number of days equal to the result of the Supply check (minimum of 1 week). If the PCs wish to use their own resources (such as *teleport* spells), they can handle their own trade and sales without involving their camp.

DESTRUCTION

If at any point a campsite accumulates 20 Destruction points, it is irrevocably destroyed. The PCs and named NPCs involved with the camp might survive, but the faction itself loses any further influence in Saventh-Yhi. If the PCs' camp is destroyed, they can either continue the Serpent's Skull Adventure Path without the support of a faction, or they could join another faction that the GM feels would accept the PCs as new allies.

A faction can attack another faction's campsite. In this case, both factions make a Defense check, with the higher roll indicating who wins the fight. The winner gains 1d6 Destruction points and steals half of the loser's total Discovery points. The loser gains 2d6 Destruction points and loses half its Discovery points.

If the PCs are involved in such an attack, you should play out the battle between the PCs and the enemy faction's group (this group should consist of the enemy faction leader and enough of that faction's guards to make a CR 10 encounter).

FINAL GLORY

The race to be the faction with the right to claim discovery of Saventh-Yhi is one of this adventure's many goals. In order to claim this right, a faction must accumulate 120 Discovery points. You can alter this total as you wish to adjust the expected time it will take for a faction to "win" if you wish (you can assume every 30 points roughly equates to about a month of game time, on average). Being the first to reach 120 points means that history will record that faction as the true "discoverer" of Saventh-Yhi.

Once a winner claims this final glory, award the PCs experience points based on what rank their faction places in the race.

GLORIOUS XP AWARDS

Rank	XP Award
1st	9,600
2nd	4,800
3rd	2,400
4th	1,200
5th	600

THE FIVE FACTIONS

The remainder of this article presents statistics for the five factions involved in the exploration of Saventh-Yhi. For all five factions, stats for their campsites, as well as the locations for their campsites, are given—ignore these totals and locations for the PCs' faction, since these scores and the location of their campsite should be determined by the PCs themselves. As more of the city is explored during the adventure, these factions might move their campsites, and redistribute their campsite scores as needed. Finally, each faction lists a benefit—this benefit only applies to the faction if it is the PCs' faction. In addition, stat blocks are provided for each faction's leader and its guards. The PCs can encounter these representatives of other factions as they explore the city, or if they decide to attack rival factions' campsites.

As the adventure progresses, you'll need to make daily checks for each of the factions—checking for wandering monsters (and resolving encounters with Defense checks), checking for attrition, rolling Supply checks to repair damage, and rolling Exploration checks to determine that day's Discovery point award for each faction. You might wish to consider tracking each faction's Discovery and Destruction points in the open for all the PCs to see—this can simulate their own knowledge about their rivals and can create a fun sense of competition between these factions and the PCs' faction.

THE ASPIS CONSORTIUM

The Aspis Consortium chooses one of the smaller cenotes just west of the military district (area D) as their campsite.

Defense: 10; **Exploration:** 8; **Supply:** 12

PC Benefit: If the PCs are part of the Aspis Consortium, they gain a +5 bonus on all Diplomacy checks made to secure alliances with tribes in Saventh-Yhi.

Leader: Dargan Etters is a charismatic merchant solely interested in his own prestige within the Consortium.

DARGAN ETTERS	CR 8
XP 4,800	
Male human sorcerer 9	
LE Medium humanoid (human)	
Init +6; Senses Perception +1	
DEFENSE	
AC 20, touch 15, flat-footed 17 (+4 armor, +2 deflection, +2 Dex, +1 dodge, +1 natural)	
hp 45 (9d6+14)	
Fort +4, Ref +8, Will +10	
Defensive Abilities fated +2	
OFFENSE	
Speed 30 ft.	
Melee mwk club +4 (1d6–1)	
Bloodline Spell-Like Abilities (CL 9th; concentration +13)	

7/day—touch of destiny (+4)

Sorcerer Spells Known (CL 9th; concentration +13)

4th (5/day)—*charm monster* (DC 18), *dimension door*, *freedom of movement*

3rd (7/day)—*fly*, *lightning bolt* (DC 17), *protection from energy*, *ray of exhaustion* (DC 17)

2nd (7/day)—*acid arrow*, *blur*, *false life*, *scorching ray*, *web* (DC 16)

1st (7/day)—*alarm*, *expeditious retreat*, *mage armor*, *magic missile*, *ray of enfeeblement* (DC 15), *shield*

o (at will)—*acid splash*, *detect magic*, *detect poison*, *light*, *message*, *open/close*, *ray of frost*, *read magic*

Bloodline destined

TACTICS

Before Combat He casts *false life* and *mage armor* every day.

During Combat Dargan first casts defensive spells like *shield*, *blur*, and *mirror image*, then uses other spells to target any ranged attacker or spellcaster who can harm him from range.

Morale If reduced to 15 hit points or fewer, Dargan casts *dimension door*, *fly*, or *expeditious retreat* to escape combat.

STATISTICS

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

Base Atk +4; **CMB** +3; **CMD** 18

Feats Dodge, Eschew Materials, Forge Ring, Improved Initiative, Iron Will, Lightning Reflexes, Persuasive, Weapon Focus (ray)

Skills Appraise +14, Bluff +16, Diplomacy +10, Intimidate +18, Knowledge (history) +10, Profession (merchant) +13, Spellcraft +14

Languages Boggard, Common, Polyglot

SQ bloodline arcana

Combat Gear *potion of cure moderate wounds*, *wand of endure elements* (21 charges), *wand of knock* (6 charges), *antitoxin* (2); **Other Gear** masterwork cane (as club), *amulet of natural armor* +1, *cloak of resistance* +1, *ring of feather falling*, *ring of protection* +2, *light horse* (combat trained), jewelry worth 100 gp, courtier's outfit, signet ring, merchant's scale, 138 gp

ASPIS MERCENARIES

CR 3

XP 800 each

Human fighter 1/ranger 3

N Medium humanoid (human)

Init +2 (+4 urban); **Senses** Perception +9 (+11 urban)

DEFENSE

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

hp 30 each (4d10+8)

Fort +6, **Ref** +5, **Will** +3

OFFENSE

Speed 30 ft.

Melee +1 *scimitar* +7 (1d6+4/18–20) and *kukri* +5 (1d4+3/18–20)

Ranged composite shortbow +6 (1d6/×3)

Special Attacks favored enemy (humans +2)

STATISTICS

Str 16, **Dex** 15, **Con** 12, **Int** 10, **Wis** 14, **Cha** 8

Retaliations

As the PCs progress through “City of Seven Spears,” their actions can result in increased aggression from denizens of Saventh-Yhi. These angered natives can then launch attacks of their own against the PCs’ camp. Some sample retaliation attacks and their affects are listed below—you can use these examples to design additional retaliations as you see fit. Most retaliations should be resolved with a camp Defense check, as if the camp were attacked by a wandering monster, but some can be resolved by specific interactions between a monster’s attack and an NPC’s stats.

Aboleth Abduction: If the PCs slay Ugimmo (area F2) or otherwise attract Yog’oltha’s attention, the aboleth may attempt to dominate their faction leader or a key NPC at some point, stealing that NPC away to replace one of his lost agents.

Egzimora’s Lusts: Once she’s aware of the PCs and their camp, Egzimora (area G3) might disguise herself as a member in order to abduct a faction leader or key NPC.

Undead Recruitment: Once Sozothala is active (see Part 9 of the adventure), he may send one of his undead groups (see Night of the Hissing Dead on pages 52–53) to attack the PCs’ camp.

Vengeance: If the PCs attack a district but do not conquer it, the district could send patrols out to make retaliatory strikes against the PCs’ camp.

Base Atk +4; **CMB** +7; **CMD** 19

Feats Double Slice, Endurance, Toughness, Two-Weapon Defense, Two-Weapon Fighting, Weapon Focus (scimitar)

Skills Climb +9, Intimidate +6, Perception +9 (+11 urban), Profession (soldier) +6, Ride +6, Stealth +8 (+10 urban), Survival +9 (+11 urban), Swim +9

Languages Common

SQ favored terrain (urban +2), track +1, wild empathy +2

Combat Gear alchemist’s fire, caltrops, thunderstone; **Other Gear** masterwork chain shirt, +1 *scimitar*, *kukri*, composite shortbow with 20 arrows

THE FREE CAPTAINS

The Free Captains choose the buildings in the valley just southwest of area B as their campsite.

Defense: 8; **Exploration:** 10; **Supply:** 12

PC Benefit: +4 Supply

Leader: Kassata Lewynnn hopes to use the treasures of Saventh-Yhi to buy herself a seat on the pirate council.

KASSATA LEWYNN

CR 8

XP 4,800

Female human fighter 5/rogue 4

CN Medium humanoid (human)

Init +3; Senses Perception +12

DEFENSE

AC 20, touch 14, flat-footed 16 (+6 armor, +3 Dex, +1 dodge)

hp 59 (9 HD; 5d10+4d8+14)

Fort +6, Ref +10, Will +2; +1 vs. fear

Defensive Abilities bravery +1, evasion, trap sense +1, uncanny dodge

OFFENSE

Speed 30 ft.

Melee +1 longsword +14/+9 (1d8+7/19–20)

Ranged mwk hand crossbow +13 (1d4/19–20)

Special Attacks sneak attack +2d6, weapon training (heavy blades +1)

TACTICS

During Combat Kassata lets her crew engage most opponents, hanging back from combat and attempting sneak attacks with her hand crossbow.

Morale If reduced to fewer than 15 hit points or if all of her crew members are defeated, Kassata surrenders.

STATISTICS

Str 16, Dex 16, Con 12, Int 14, Wis 10, Cha 8

Base Atk +8; CMB +11; CMD 25 (27 vs. disarm)

Feats Athletic, Combat Expertise, Dodge, Improved Disarm, Improved Feint, Lightning Reflexes, Quick Draw, Vital Strike, Weapon Focus (hand crossbow), Weapon Focus (longsword), Weapon Specialization (longsword)

Skills Acrobatics +15, Appraise +10, Bluff +11, Climb +12, Disable Device +10, Intimidate +8, Knowledge (local) +8, Perception +12, Profession (sailor) +12, Stealth +15, Swim +15

Languages Common, Orc, Polyglot

SQ armor training 1, rogue talents (combat trick, weapon training), trapfinding +2

Combat Gear elixir of tumbling, feather token (fan), potion of cat's grace, potion of cure moderate wounds, alchemist's fire (2); Other Gear +2 chain shirt, +1 longsword, masterwork hand crossbow with 10 bolts, dagger, ring of swimming, spyglass, thieves tools, 63 gp

SHACKLES FREEBOOTERS

CR 3

XP 800 each

Human fighter 2/rogue 2

CN Medium humanoid (human)

Init +7; Senses Perception +7

DEFENSE

AC 16, touch 14, flat-footed 12 (+2 armor, +3 Dex, +1 dodge)

hp 26 each (4 HD; 2d10+2d8+6)

Fort +4, Ref +6, Will +0; +1 vs. fear

Defensive Abilities bravery +1, evasion

OFFENSE

Speed 30 ft.

Melee +1 rapier +7 (1d6+4/18–20)

Ranged hand crossbow +6 (1d4/19–20) or throwing axe +6 (1d6+3)

Special Attacks sneak attack +1d6

STATISTICS

Str 16, Dex 16, Con 12, Int 13, Wis 10, Cha 8

Base Atk +3; CMB +6; CMD 20

Feats Athletic, Combat Expertise, Dodge, Improved Feint, Improved Initiative, Weapon Finesse

Skills Acrobatics +10, Bluff +6, Climb +10, Intimidate +6, Perception +7, Profession (sailor) +7, Stealth +10, Swim +10

Languages Common, Polyglot
SQ rogue talents (combat trick), trapfinding +1

Combat Gear potion of cure light wounds, potion of jump, potion of shield of faith +2, alchemist's fire; Other Gear leather armor, +1 rapier, throwing axes (3), hand crossbow with 10 bolts, dagger, grappling hook, silk rope (50 ft.), 62 gp

THE PATHFINDER SOCIETY

The Pathfinder Society chooses a ruined tower near a stream just north of the mercantile district (area E) as their campsite.

Defense: 8; Exploration: 12; Supply: 10

PC Benefit: +4 Exploration

Leader: Amivor Glaur is a veteran of several Mwangi expeditions, but is not so successful at social situations.

AMIVOR GLAUR

CR 8

XP 4,800

Male human bard 3/rogue 3/Pathfinder delver 3 (Seekers of Secrets 58)

CG Medium humanoid (human)

Init +3; Senses Perception +15

DEFENSE

AC 18, touch 14, flat-footed 14 (+4 armor, +3 Dex, +1 dodge)

hp 58 (9d8+18)

Fort +4, Ref +11, Will +4; +4 vs. bardic performance, language-dependent, and sonic

Defensive Abilities evasion, trap sense +2

OFFENSE

Speed 30 ft.

Melee +1 short sword +10/+5 (1d6+1/19–20) or mwk whip +10/+5 (1d3 nonlethal)

Ranged mwk shortbow +10/+5 (1d6/×3)

Special Attacks bardic performance 11 rounds/day

Leader: Chivane has recently fallen from favor among the Red Mantis, and has come to Saventh-Yhi hoping to redeem her honor by seeking out a legendary Achaek-associated artifact she believes is hidden somewhere in the city (this artifact is, of course, the *mantis blade*).

CHIVANE CR 8

XP 4,800

Female elf rogue 5/Red Mantis assassin 4
LE Medium humanoid (elf)

Init +4; **Senses** low-light vision; Perception +15

DEFENSE

AC 20, touch 16, flat-footed 15 (+4 armor, +1 deflection, +4 Dex, +1 dodge)

hp 54 (9d8+14)

Fort +4, **Ref** +11, **Will** +3; +2 vs. enchantments

Defensive Abilities evasion, red shroud (1/day, 4 rounds), trap sense +1, uncanny dodge

OFFENSE

Speed 30 ft.

Melee +1 sawtooth sabre +10/+5 (1d8+4/19–20), mwk sawtooth sabre +10 (1d8+2/19–20)

Ranged mwk hand crossbow +11 (1d4/19–20 plus poison)

Special Attacks prayer attack (DC 18), sneak attack +5d6 plus 5 bleed

Red Mantis Spell-Like Abilities (CL 4th; concentration +6)
1/day—*summon mantis*

Red Mantis Spells Known (CL 4th; concentration +6)
2nd (2/day)—*blur*, *cat's grace*, *invisibility*

1st (3/day)—*expeditious retreat*, *feather fall*, *spider climb*, *true strike*

TACTICS

During Combat Chivane uses her red shroud ability as combat begins. She picks a single target and attempts to use her prayer attack against that enemy. If hard pressed, Chivane summons fiendish giant mantises to aid her priests.

Morale Chivane fights to the death.

STATISTICS

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

Base Atk +6; **CMB** +7; **CMD** 23

Feats Alertness, Dodge, Exotic Weapon Proficiency (sawtooth sabre), Two-Weapon Fighting, Weapon Finesse, Weapon Focus (sawtooth sabre), Weapon Specialization (sawtooth sabre)

Skills Acrobatics +21, Bluff +14, Climb +10, Disable Device +12, Disguise +8, Escape Artist +8, Intimidate +14, Knowledge (nature) +6, Knowledge (nobility) +6, Knowledge (religion) +6, Perception +15, Sense Motive +6, Stealth +16, Use Magic Device +14

Languages Common, Polyglot



Chivane

SQ elven magic, rogue talents (bleeding attack +5, weapon training), sabre fighting (gains Weapon Specialization as a bonus feat), trapfinding +2, weapon familiarity

Combat Gear *potion of cure light wounds*, *potion of cure moderate wounds*, antitoxin; **Other Gear** +1 studded leather, +1 sawtooth sabre, masterwork hand crossbow with 10 shadow essence poisoned bolts, masterwork sawtooth sabre, *boots of elvenkind*, *cloak of resistance* +1, *ring of protection* +1, disguise kit, spell component pouch, masterwork thieves' tools

SPECIAL ABILITIES

Prayer Attack (Su) Chivane must be within 30 feet of and visible to her victim to use this specialized assassination attack. Beginning a prayer attack is a standard action, and causes her victim to be fascinated by her unless he makes a DC 18 Will save. She can maintain the fascination effect by concentrating. The victim may attempt a new save to escape fascination each time a potential threat (other than the fascinating assassin) appears. At any point after 3 rounds, she may make a coup de grace attack against the target, provided that the target is still fascinated.

Red Shroud (Su) Chivane can create a veil of red mist once per day as a move-equivalent action. The red shroud persists for 4 rounds, granting a +1 dodge bonus to AC and fast healing 1. This mist cannot be dissipated by wind. If she is slain while this ability is active, she can choose to remain corporeal or disintegrate into a cloud of red mist that leaves behind only her gear.

Summon Mantis (Sp) Once per day, Chivane may summon an advanced fiendish giant mantis, 1d3 fiendish giant mantises, or 1d4+1 giant mantises, as if using *summon monster V*. She can mentally direct the actions of these summoned vermin as a free action. All mantises summoned by this spell-like ability are blood-red, and gain no racial bonus on Stealth checks in forests.

RED MANTIS PRIESTS CR 3

XP 800 each

Human cleric of Achaek 4
LE Medium humanoid (human)

Init +1; **Senses** Perception +3

DEFENSE

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

hp 26 each (4d8+8)

Fort +4, **Ref** +2, **Will** +7

OFFENSE

Speed 20 ft.

Melee mwk sawtooth sabre +6 (1d8+1/19–20)

Ranged dart +4 (1d4+1)

Special Attacks channel negative energy 5/day (DC 14, 2d6)

Domain Spell-Like Abilities (CL 4th; concentration +7)

6/day—copycat (4 rounds)

6/day—battle rage (+2 damage)

Spells Prepared (CL 4th; concentration +7)

2nd—*death knell* (DC 15), *invisibility*^D, *silence* (DC 15), *sound burst* (DC 15)

1st—*bane* (DC 14), *divine favor*, *doom* (DC 14), *magic weapon*^D, *shield of faith*

o (at will)—*bleed* (DC 13), *detect magic*, *guidance*, *light*

D Domain spell; **Domains** Trickery, War

STATISTICS

Str 12, **Dex** 13, **Con** 10, **Int** 10, **Wis** 16, **Cha** 14

Base Atk +3; **CMB** +4; **CMD** 15

Feats Selective Channeling, Toughness, Weapon Focus (sawtooth sabre)

Skills Bluff +7, Knowledge (history) +4, Knowledge (religion) +7, Sense Motive +7, Stealth +5

Languages Common

Combat Gear *elixir of hiding*, *potion of cure moderate wounds*, *scrolls of cure light wounds* (2), *scrolls of endure elements* (2), *scroll of obscuring mist*; **Other Gear** masterwork breastplate, darts (6), masterwork sawtooth sabre, *phylactery of faithfulness*, silver holy symbol of Achaekek, spell component pouch, rations (6), red cleric's vestments, 4 gp

THE SARGAVAN GOVERNMENT

The Sargavan Government chooses the jungle along the riverbank north of area B as their campsite.

Defense: 12; **Exploration:** 8; **Supply:** 10

PC Benefit: +4 Defense

Leader: Rotilus Havelar is a stereotypical arrogant colonial—a military man through and through.

GENERAL ROTILIUS HAVELAR

CR 8

XP 4,800

Male human fighter 6/ranger 3

LN Medium humanoid (human)

Init +1 (+3 jungle); **Senses** Perception +6 (+8 jungle)

DEFENSE

AC 23, touch 12, flat-footed 22 (+7 armor, +1 deflection, +1 Dex, +4 shield)

hp 82 (9d10+33)

Fort +13, **Ref** +7, **Will** +6; +2 vs. fear

Defensive Abilities bravery +2

OFFENSE

Speed 30 ft.

Melee +1 *longsword* +12/+7 (1d8+8/17–20), mwk heavy spiked shield +10 (1d6+2 plus bull rush)

Ranged mwk heavy crossbow +11 (1d10/19–20)

Special Attacks favored enemy (humans +2), weapon training (heavy blades +1)

TACTICS

During Combat General Havelar directs his troops, but has no trouble entering combat personally if the situation demands it.

Morale If all of his soldiers are killed, he flees the city.

STATISTICS

Str 18, **Dex** 13, **Con** 15, **Int** 8, **Wis** 10, **Cha** 12

Base Atk +9; **CMB** +13; **CMD** 25

Feats Endurance, Great Fortitude, Improved Critical (longsword), Improved Shield Bash, Iron Will, Power Attack, Shield Focus, Shield Slam, Toughness, Two-Weapon Fighting, Weapon Focus (longsword), Weapon Specialization (longsword)

Skills Intimidate +10, Knowledge (engineering) +6, Knowledge (geography) +3, Perception +6, Profession (soldier) +10, Ride +8, Survival +5

Languages Common

SQ armor training 1, favored terrain (jungle +2), track +1, wild empathy +4

Combat Gear *potion of bull's strength*, *potions of cure serious wounds* (2); **Other Gear** +1 *breastplate*, +1 *heavy steel shield* with masterwork shield spikes, +1 *longsword*, masterwork heavy crossbow with 20 bolts, *cloak of resistance* +1, *ring of protection* +1, heavy horse (combat trained), everburning torch, 55 gp

SARGAVAN GUARDS

CR 3

XP 800 each

Human fighter 4

LN Medium humanoid (human)

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

DEFENSE

AC 16, touch 11, flat-footed 15 (+5 armor, +1 Dex)

hp 34 each (4d10+12)

Fort +6, **Ref** +2, **Will** +1; +1 vs. fear

Defensive Abilities bravery +1

OFFENSE

Speed 30 ft.

Melee +1 *halberd* +10 (1d10+9/×3)

Ranged light crossbow +5 (1d8/19–20)

STATISTICS

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

Base Atk +4; **CMB** +8; **CMD** 19

Feats Cleave, Endurance, Power Attack, Step Up, Weapon Focus (halberd), Weapon Specialization (halberd)

Skills Climb +7, Perception +4, Profession (soldier) +7, Survival +7, Swim +7

Languages Common, Polyglot

SQ armor training 1

Combat Gear *potion of cure light wounds*, antitoxin; **Other Gear** masterwork scale mail, +1 *halberd*, light crossbow with 20 bolts, backpack, bedroll, rations (6), tent, tindertwigs (5), waterskin



THE PATH OF JUJU

"YOU CALL 'EM 'PRIMITIVES'? HA! I'LL TELL YOU HONEST, NOBLE LORDS, MY WHOLE COMPANY WAS ARMED WITH THE FINEST CHELISH STEEL, HARD AND SHARP, OUR BREASTPLATES BURNISHED TO SHINE LIKE THE SUN. THOSE 'PRIMITIVES' WITH THEIR BLOWGUNS AND FLINT-HEAD SPEARS WOULD BE NO MATCH FOR OUR MODERN ARMS AND TACTICS, RIGHT? WHEN THEM JUJU SHAMANS SHOWED UP, OUR FRONT RANK DROPPED LIKE THE BONES WAS TOOK RIGHT OUT O' THEM, AND LAY ON THE GROUND MEWLING LIKE NEWBORNS WHILE THEY GOT THEIR THROATS SLIT! I'D NEVER SEEN ANYTHING LIKE IT—AND AFTER A LONG SAIL HOME, I HOPE NEVER TO SEE ANYTHING LIKE IT AGAIN."

—CORPORAL BESCU DIMALLA, SOLE SURVIVOR OF THE TANKA INCIDENT

To outsiders, people from the urbane cultures of Avistan and Garund, mention of “juju” conjures frightful images of wild abandon: frenzied ritual dancing, pounding drums of hypnotic intensity, blood sacrifice, sinister tools of sympathetic magic—and perhaps most disturbing, the enslaved walking dead. The exotic beliefs and customs of juju have led to many prejudices and misunderstandings. Most common is the belief that juju is a dangerous, savage faith, practiced by bloodthirsty people. The truth is that this creed is as diverse as the varied peoples who adhere to its assorted practices. Its believers can be of any ideal or moral philosophy, and this variation may be what is most utterly foreign to cultures whose faiths are detailed in holy books and whose tenets are written in stone. The doctrines of juju, in contrast, are flexible and growing, adapting to the challenges and dangers of life in the midst of unforgiving wilderness.

The foundations of juju are hidden in the ancient past, in lost empires now known only by the sprawling, vine-choked ruins they left behind. Mwangi denizens practice their faith in the shadow of these tomb-like remnants; the ruins act as reminders of past glory and the folly of pride. Central is the belief that the spirit world, *hana juju*, exists in parallel to the Material Plane, encompassing all that we see. It is in the interests of all to commune with *hana juju*, and this communion is conducted through the *wendo*, a vast pantheon of spirit beings who seek congress with the Material Plane. While not gods, the *wendo* are supernatural entities that have no physical form but play an intimate and active role in the day-to-day lives of inhabitants of the Mwangi Expanse. Juju culture is an oral one, rich and flexible, bending to the needs of each community.

JUJU CULTURE & WORSHIP

Though largely unseen, the spirit world of *hana juju* is tangible to the peoples of the Mwangi Expanse. Spirit ceremonies and rituals are part of everyday life. Families often have various totems in the home, as well as a devoted shrine where they lay out offerings of fruit, grain, and goat's milk as a welcome to the *wendo*. It is not unusual for a village devoted to *hana juju* to have as many as four worship ceremonies in a single week.

Worship is a collective affair, and its location is considered the heart of a community. Always held after sunset, rites are conducted around a great bonfire fed with fragrant woods and spices. Led by juju oracles, who are known as *wendifa* (literally “friend of the *wendo*”), these ceremonies involve ritualistic drumming and the music of flutes and stringed instruments, chants and singing, ecstatic dancing, and animal sacrifice. Ceremonies are sacred affairs, and nonbelievers, sometimes known as *ben kudu* (“lost ones”), are strictly forbidden from witnessing them. If intruders are discovered, the ritual

stops as the attendees seek to capture the person or persons defiling their ceremony. What happens to these unfortunates is driven by the prevailing moral alignment of the offended juju sect. Forgiving juju adherents may simply employ force to eject *ben kudu* from the area, accompanied by shouts of rebuke and unfriendly cuffs to the head. Neutral juju adherents, on the other hand, may require *ben kudu* to atone through blood sacrifice or an act of service to the community. Evil juju devotees will demand an even more costly penance, ranging from lavish blood sacrifice (such as the severing of a hand or the loss of an eye) to gruesome, protracted death. How juju culture deals with the wide variety of ethical and moral ideals of adherents is a testimony to the creed's great flexibility and dynamism: practitioners believe that differently aligned juju devotees are simply accessing the wrong *wendo* spirits, duped into choosing an erroneous path. Some even maintain that it was mistaken devotion to the wrong spiritual path that led to the demise and collapse of the great kingdoms of antiquity that once ruled the Mwangi Expanse.

Integral to all ceremony is the summoning of lesser *wendo*, minor spirit beings who serve as messengers and agents of the greater spiritual entities. The *wendo* have no physical form. Rather, these lesser *wendo* possess humanoid bodies and act through them. In most cases, this possession is a willing, symbiotic event, with the host (often a juju priest, though any participant may be honored by the *wendo*) accepting the spirit as part of a rite. This invocation of several *wendo* spirits necessitates the complex rituals of sacramental music, dancing, and sacrifice, as well as the crafting of elaborate sigils known as *metumbe*. *Metumbe* are the only aspect of juju culture that strays from its strictly oral tradition, and juju clergy put much strenuous study into the memorization of these numerous and complex pictograms. Each major *wendo* has its own *metumbe*, which must be drawn on bare ground with exacting precision, utilizing sacred chalks, powders, spices, and grave dirt. Any significant error in the crafting of these symbols risks spiritual confrontations. Rather than summoning a *wendo* of alignment in harmony with the gathering, an error may result in the arrival of a “contrary,” a *wendo* of opposing alignment who seeks to possess the summoner or another participant in order to wreak havoc and thereby defile the ceremony.

There are recorded incidents in which a greater *wendo* (or some spirit being claiming to be one) takes possession of a worshiper. Persons so overcome have been known to exhibit amazing, even miraculous powers, and such possessions have been reported to last many days. Happenings of this sort often presage great cataclysmic events, though on some occasions the possessing spirit has arrived to exact vengeance for some kind of transgression

Common Wendo

Wendo	Nickname	Weapon	Sacred Animal
Kindo Kane	The One Who Stands at the Gate	Longspear	Panther
Sister Liiza	Sweet Sister	Dagger	Chicken
Lo Lulu	Night Lord	Blowgun	Spider
Adamde Baaka	The Jungle Spirit	Shortbow	Monkey
The Serpent King	Wise Brother	Quarterstaff	Snake
Omoror	The One Mighty and Strong	Club	Warthog
Mfuello	The Journeyer	Shortspear	Frog
Old Ba	Old Man, The Ancient	Quarterstaff	Goat

by a community or by one of its more prominent members, or for some more mundane purpose.

Several of the best-known wendo appear in the table above. Also listed are their most commonly used epithets, weapons often used by those who identify with the specific spirits, and the animals most often associated with their worship and sacrifices.

JUJU ORACLES: THE WENDIFA

Wendifa serve as both the direct channels of wendo power and leaders of their communities, worshiping all the major wendo and acting as a bridge between the world of mortals and spirits. Wendifa occupy a position of respect and influence within their tribes, and typically only one exists within a given community—though a wendifa might have numerous assistants with peripheral knowledge of her secrets. Although wendifa interact with their divine patrons, spirits of nature, and the undead in ways that frighten members of many other cultures, such fears largely arise from ignorance of the juju faith.

Wendifa are always oracles, typically possessing the juju mystery (see New Mystery: Juju), and the haunted, wasting, or tongues oracle's curse. Like all oracles,

wendifa can be of any alignment, though most are neutral, seeking to balance the forces of nature, life, and death with the needs of the world's tempestuous spirits. Manipulation of spirits and dead bodies is not taboo in the juju faith as it is in most other religions, but typically good wendifa avoid creating the undead, while evil wendifa indulge in creating undead servitors and spreading fear.

NEW MYSTERY: JUJU

Oracles with the juju mystery have the following abilities and options.

Deities: Wendo

Class Skills: An oracle with the juju mystery adds Bluff, Intimidate, Knowledge (nature), Perform (oratory), and Survival to her list of class skills.

Bonus Spells: *Speak with animals* (2nd), *hideous laughter* (4th), *fear* (6th), *charm monster* (8th), *create undead* (as a 5th-level spell; juju zombies only; see sidebar) (10th), *magic jar* (12th), *creeping doom* (14th), *trap the soul* (16th), *shapechange* (18th).

Revelations: An oracle with the juju mystery can choose from any of the following revelation s.

Beast Tongue (Ex): Choose a single type of animal (birds, cats, snakes, fish, and so on). You can communicate with these creatures as if you were constantly using the spell *Speak with animals*. Although this ability grants you the ability to converse with such creatures, it grants you no special influence over them.

Craft Juju Fetish (Ex): You can craft juju fetishes as if you possessed the Craft Wondrous Item feat. All juju fetishes you create are treated as being CL +1. If you possess this revelation and Craft Wondrous Item, all juju fetishes you create are treated as being CL +2.

Dream Haunter (Su): You can send your spirit to torment another being's dreams. A number of times per week equal to 1 + your Charisma modifier, but only once per day, you can cast the spell *nightmare*. You must be at least 11th level before selecting this revelation. At 15th level, you can also pass on a message as part of the *nightmare*, as per the spell *dream*.



False Death (Su): Add *charm person* and *dominate person* to your spell list. You must select these spells using your allotment of spells known. Any creature under the effect of one of these spells or *charm monster* appears dead to any examiners. Although affected creatures do not detect as undead, they look pale and death-like while under the effects of your magic. Additionally, an affected creature ordered to lie still gains a +20 circumstance bonus on Disguise skill checks to look like a corpse.

Juju Sight (Ex): You can recognize other wendifa on sight, reading the emanations of their magic. In addition, you gain a +2 bonus on Spellcraft checks made to identify juju fetishes, and your *detect magic* and *identify* spells have no chance of destroying such items.

Natural Divination (Ex): You can read the entrails of a freshly killed animal or humanoid to gain an insight bonus equal to your Charisma modifier on one saving throw. Alternatively, by observing and interpreting the flight of birds, you may apply a +10 competence bonus on any one skill check. Finally, by charting marks in dirt or on stone, or observing the behavior of sand thrown into the wind, you gain a +4 insight bonus on one initiative check. These bonuses must be used during the next 24 hours, and you must declare you are using the bonus before the check or save is made. Making a natural divination takes 10 minutes. You may use natural divination (in any combination) once per day plus one additional time per day for every four oracle levels you have attained.

Path of the Snake (Su): As a standard action, while in contact with earth or a living plant, you can become shadowy and incorporeal. While in this form, you gain a +10 bonus on Stealth checks and can move in any direction and through any object (except for those made of force). You can take no action other than to move while in this form. You remain in this form for a number of rounds equal to your oracle level, but you can end this effect prematurely with a standard action. You can use this ability once per day at 11th level, and twice per day at 15th level. You must be at least 11th level to select this revelation.

Reminder of Death (Su): You can imbue a handful of salt with the power of life, making it a potent ward against undead creatures. As a standard action, you can throw salt at a single undead creature within 5 feet, affecting it as per the spell *halt undead*. Alternatively, you can spend a full-round action covering a 5-foot-square with imbued salt, causing any single undead creature that enters this square within the next 10 minutes to be affected as per *halt undead*. You can use this ability a number of times per day equal to 3 + your Charisma modifier. The save DC is Charisma-based.

Spirit Vessels (Su): You can channel wendo spirits into lifeless bodies, reanimating them to aid you. Necromancy spells that create undead lose the evil descriptor when you

JUJU ZOMBIES

One of the best-known and most feared aspects of juju culture is the juju zombie, an unquestioning and deathless servitor of a juju practitioner. While most tales of such creatures tell of unholy transformations and cannibalistic corpses, many such “zombies” are actually misidentified victims of other juju magic. In the rites and rituals of juju, three ways exist to create a zombie.

Dead Zombies: Some juju practitioners create undead, including the actual feared juju zombie—a powerful, thinking form of walking corpse. From these dangerous creatures come most of the fear and misinformation surrounding juju culture.

Living Zombies: Many juju practitioners have the power to make a living creature appear dead—either through death-like enchantments or the actual theft of the creature’s soul. These morbid spells might expire or be ended by the juju worker after the victim has been judged dead or even buried, creating the appearance of undeath.

Entranced Zombies: The most baffling form of “juju zombies” are those who live, yet are enslaved to the power of a juju practitioner. Taking on the chalky complexion, shambling gait, and halted vital functions of the undead, these victims only appear dead because of eerie enchantments. Those familiar with juju magic refer to such beings as “laubo.” Although other magic reveals that laubo are not truly undead, the spells or noxious fetishes of a juju user make them appear so as they do their master’s bidding. Such magic fades over time, but often too late for a victim mistaken for the walking dead.

cast them. Mindless undead created by your magic are of neutral alignment, while thinking undead possess your alignment. When using the *animate dead* spell, you can control 6 HD worth of undead creatures per caster level rather than 4 HD. In addition, any zombies or juju zombies you create using *animate dead*, *create undead*, or similar spells possess maximum hit points.

Undead Servitude (Su): You gain Command Undead as a bonus feat. You can channel negative energy a number of times per day equal to 3 + your Charisma modifier, but only to use Command Undead. You can take other feats to add to this ability, such as Improved Channeling, but not feats that alter this ability, such as Alignment Channel.

Final Revelation: You gain mastery over spirits and the fundamentals of life. When you cast *trap the soul*, you

can choose to imprison just the target's soul in the gem as per the spell *magic jar*, leaving its body soulless and, by all appearances, dead. Once the gem is occupied by a soul, you may, as a standard action, swap your essence with that in the gem, giving the trapped soul control over your body while harboring your own spirit within the gem. While within the gem, you have no control over your body or the soul occupying it, but may attempt to possess other creatures—including your now possessed body—as per the spell *magic jar*. Alternatively, you may swap souls between other creatures. By trapping a soul within a gem you can then use that gem to make a single touch attack against another creature. If you succeed, the target must succeed at a Will save or have its soul trapped within the gem, while the soul in the gem transfers into the target's body. The soul within the gem does not gain the power to possess other creatures (as per *magic jar*) and the gem cannot be used to transfer souls again unless a second *trap the soul* spell is cast upon it.

JUJU MAGIC & FETISHES

All juju magic flows from the spirit world of the wendo, and the spirit world exists in intimate union with the Material Plane, enveloping all that is visible. Because of this intimate connection, juju magic is very personal; possessing an item from the intended target of a spell increases the spell's effectiveness, while possessing an item from the spellcaster acts as a counter charm and increases the target's resistance to her sorcery. There are two types of possessions that affect the function of juju magic. Material items are possessions of an individual: articles of clothing, jewelry, keepsakes, frequently employed implements or the like. Items used once and discarded by an individual are considered material items if they retain something from the person, such as cloth that has absorbed blood, sweat, or saliva. Intrinsic items, on the other hand, are items that were once an actual part of the individual: hair, nail clippings, a tooth, the odd severed finger, or some other lost body part. These items are usually sealed by the caster in individual pouches. Material items give a +1/-1 bonus/penalty on saving throws, while intrinsic items give a +2/-2 bonus/penalty. For instance, if a caster possesses the tooth of a target (an intrinsic item), the target makes all Will saves against magic originating from this caster at -2; a person who possesses the hat of a caster (a material item) makes Will saves against that caster's magic at +1. It is also important to note that because of the unusual nature of juju magic, non-juju casters attempting to identify a spell being cast by a wendifa using the Spellcraft skill do so at a -2 penalty.

JUJU FETISHES

Juju fetishes are charms with finite lifespans, created for the purpose of aiding or harming the possessor. Many fetishes take the form of ensorcelled pouches about half the size of a human hand, made of skin or leather and containing bones, vegetable matter, stones, spices, broken pottery, hair, blood, grave dirt, and other such ingredients. The exterior may be dyed, or strange scratches may be worked into the surface. On occasion, some other item may be sewn onto the surface, such as the severed foot of a chicken tied with colored ribbon, or a frog's leg bone etched with strange patterns. However, a cursory examination of a pouch or its contents cannot reveal the fetish's purpose or nature, as each fetish is unique.

Juju fetishes are created in much the same way as any other kind of wondrous item. They differ in duration and durability, however, as all juju fetishes last for 1 week plus a number of days equal to the creator's caster level. Once this time has passed, the fetish loses all of its magical properties and often falls apart, as they are generally constructed of crude or deteriorating elements. This limited duration is reflected in the price and creation cost of each of the following fetishes.



In addition to their limited life spans, juju fetishes are so delicate that *identify* or similar spells meant to divine a fetish's properties have a 50% chance (minus 5% times the caster's CL) of destroying the item's magic, rendering it useless. Nonmagical attempts to reveal a juju fetish's properties function as normal.

BLACK BLESSING

Aura faint abjuration; **CL** 3rd

Slot neck; **Price** 500 gp; **Weight** —

DESCRIPTION

This small black pouch typically bears a symbol of a heart, bird's head, or fish scribed in blood. It grants the wearer a +1 resistance bonus on Fortitude and Reflex saving throws. However, the wearer also takes a –2 penalty on all Will saves against spells cast by the item's creator.

CONSTRUCTION

Requirements Craft Wondrous Item, *resistance, bane*; **Cost** 250 gp

GANJI DOLL

Aura moderate necromancy; **CL** 6th

Slot none; **Price** 16,000 gp; **Weight** 1/2 lb.

DESCRIPTION

A ganji doll is the pinnacle of juju sympathetic magic, a fetish tied so intimately to its intended victim that good or ill may be done to the target through the doll itself. During the item's creation, the creator must choose a humanoid creature to bind the doll to. This requires the creator to obtain and craft a bit of the intended target's body—typically hair, blood, or a tooth—into the fetish. Once this has been done, the ganji doll affects no other creature aside from the bound target. The target of the ganji doll cannot be changed after crafting is complete.

Once the doll has been created, three times per day, any bearer can employ the doll to create any one of the following effects. These effects only target the creature bound to the doll. The target takes a –2 penalty on all saving throws against these effects.

Blind: Covering the doll's head with a cloth blinds the target for 1 minute (DC 16 Will save to resist).

Damage: Stabbing the doll with a sharp instrument, waving it over an open flame, wrapping a cord around the doll's neck, or otherwise damaging the doll causes the target to take 3d6 points of damage (DC 16 Fortitude save for half). This damage ignores all resistances and immunities.

Target: The ganji doll functions as the bound target itself for the purpose of any spell with a range of touch. The target receives the effect of any spell cast upon the doll (up to the doll's limit of 3 effects per day) as if the caster had actually touched him. The target may make saving throws against such spells, if allowed, as normal, but takes the –2 penalty imposed by the doll. Beneficial spells, such as *cure light wounds*, can also be used in this manner.

CONSTRUCTION

Requirements Craft Wondrous Item, *bestow curse*, and a piece of the body of the humanoid to be affected; **Cost** 8,000 gp

GANJI DOLL, GREATER

Aura moderate necromancy; **CL** 12th

Slot none; **Price** 36,000 gp; **Weight** 1/2 lb.

DESCRIPTION

A *greater ganji doll* looks similar to and functions as the normal version, except that it can be used 5 times per day, imposes a –4 penalty on the target's saving throws against its effects, and has the following altered or additional special abilities in addition to all the abilities of a *ganji doll*.

Damage: Damaging the doll causes the target to take 6d6 points of damage (DC 16 Fortitude save for half). This damage ignores all resistances and immunities.

Locate Creature: The bearer of a ganji doll can use it to locate its bound target, as per the spell *locate creature*.

Suggestion: The user whispers in the doll's ear, creating the effect of a *suggestion* spell. The target must make a DC 16 Will save to resist the effect. Unlike the spell, the target need not comprehend the user's language.

CONSTRUCTION

Requirements Craft Wondrous Item, *bestow curse, suggestion*, and a piece of the body of the humanoid to be affected; **Cost** 18,000 gp

LAUBO POWDER

Aura moderate enchantment; **CL** 10th

Slot none; **Price** 2,800 gp; **Weight** —

DESCRIPTION

Salt, chalk, and powdered bone goes into the creation of this thick powder. When it is smeared over the face of a willing or helpless humanoid, the victim is affected as per the spell *dominate person*. The victim receives a save against the powder's effect, but makes it at a –2 penalty. Those who fail the save are affected by the spell and are under the control of the powder's creator (not necessarily the powder's user). In addition, the victim cannot articulate beyond making a low moaning, and takes on a death-like pallor, appearing to be a zombie. Spells like *detect undead* or a minute of uninterrupted examination followed by a DC 20 Heal check reveal that the victim is not actually undead.

Creating a batch of *laubo powder* provides enough for 3 uses.

CONSTRUCTION

Requirements Craft Wondrous Item, *dominate person, disguise self*; **Cost** 1,400 gp

SPIRIT TEAR

Aura faint divination; **CL** 5th

Slot neck; **Price** 1,800 gp; **Weight** —

DESCRIPTION

This small glass ornament is usually molded into the shape of an eye or drop. Once per day the wearer can activate the tear, gaining the ability to *see invisibility* with a range of 10 feet for 5 minutes.

CONSTRUCTION

Requirements Craft Wondrous Item, *see invisibility*; **Cost** 900 gp





PLAGUE OF LIGHT: 3 of 6

The Condemned

We stagger quickly through Free Station's muddy lanes, the halfling nature priestess and I, ready for pursuers to appear at our heels. She owes her uneven tread to palm wine; I, to the beating delivered by Brachantes' hired slavers.

Sunasuka scratches her mane of matted hair, withdrawing a fat nit. She frowns at it, quizzical. "What did I tell you?" she asks. She is speaking to the insect. A hundred black dots emerge from her scalp, gather on her neck, and crawl obediently down her arm. She leans against a stray sapling jutting boldly from the roadside. The nits exit onto it. She zigzags back to me. Taking note of my injuries, she mutters and waggles her fingers.

My mangled lip knits back together. In an instant, my bruises lighten, turn green and yellow, then vanish. The

pain in my ribs goes away, followed by the dull throb in my gut.

I nod my thanks and return to what I'd been saying before. "You aren't joking then."

She blinks, as if seeing through a fog. "About what?"

"You weren't sent to rescue me."

"Sent? By the others? The others are here?"

I explain again about the mission, and Verkusht, and how he left me to be captured. How my coming accounting with him might be gentler if it turned out that he had found Sunasuka and sent her to get me.

"The others!" she exclaims.

She is drunker than usual, I think.

But then I see she is looking ahead, and here they come—Verkusht, and Obai the balance priestess, and

a small legion of guardsmen lent by Thorold, our Aspis Consortium patron.

And one other.

Katiiwa strides toward us with her usual grace. Never a movement or gesture that is more than required. Her jagged harpoon, cast in an unknown metal and gleaming azure blue, rests confidently over her shoulder. Incised arcane symbols cover its surface. Katiiwa wears the coral-colored garb of her seafaring people, the Bonuwat. A patterned head wrap gathers her coiled hair into a crown atop her serene features.

When she turns toward us, the ear with the torn, missing lobe becomes visible. Pale trails, left by a barracuda's teeth, rake down the side of her neck.

Katiiwa embraces Sunasuka, undeterred by her coating of filth. The others keep the halfling at bay.

Verkusht approaches. I glower.

"Naturally," he explains, "I had to be careful not to be seen on the way back. Couldn't allow an ambush at the counting house. Securing the boy was crucial. And not a scratch on you, I see, so all has turned out well. I trust you learned something while you were there."

We turn back to the counting house. I tell the others about Brachantes, of his intention to make the boy a trophy in a distant menagerie. We do not speak of our plans for him.

Nor do I ask how or why Katiiwa has joined us. It is always better not to know.

Aside from Arok, who waits for us still in the forest, now all of us are here.

"Come to think of it," Sunasuka suddenly blurts, "it's quite a thing that the place that refused to serve me anymore had our Xhasi prisoner in the back, isn't it?"

Obai is amused. "Quite a thing indeed."

"Coincidence follows you around, doesn't it?" Verkusht says. He fidgets with the folds of his linen headdress.

Sunasuka produces a gourd from her reeking pack and takes a happy swig. "Someone once said to me that coincidence doesn't follow me. I follow it."

"I said that," says Katiiwa.

"There you go then," replies the halfling, as if all has been explained.

"There is no coincidence," Obai says. "Only the actions of Nethys, god of balance, acting invisibly."

"Everything is coincidence," says Katiiwa.

"Including your presence here?"

"Especially that."

There is more of this, all the way back to the counting house. Once there, I approach the boy's room. An Aspis guard unlocks the door.

Sunasuka follows. Her interest in the boy might bring trouble, but I can't see how to keep her out. The rest of us are hard, each in our own way. We will be ready to consign

Mwonduk to his fate. Of the drunken nature priestess, I can't be sure.

The room is large and well furnished, though the shutters are nailed shut and the door barred and manned. The boy does not sit on the bed or in any of the chairs, but has instead lodged himself in a corner. The Aspis have given him clean, fine clothes in the outlander style. He has not thrown them off, at least. The tunic is open, displaying the firefly birthmark on his chest, red and unmistakable. The mark of his ancestral curse. Cradled between his hands is a cooked yam. It is barely touched, a few nibbles taken off the top. He holds it as if for comfort.

"Are you well, Mwonduk?" I ask.

He nods, his eyes deep and wet.

On a table sits a bowl, full of fruits. Beside it, a round loaf of mashbread. No sign that he's eaten any of it.

"Is there anything you'd like, that we could get you?"

He shakes his head.

"We'll be leaving soon. Taking you into the jungle with us. Did Obai explain this?"

A nod, smaller than the one before it. Finally he speaks. His voice is a whisper. I guess that it is not much used. "She said you were taken by the men who tried to take me."

"I was, but my friend came to save me."

"Like you saved me," Mwonduk says.

"Yes. Eat some food. We'll be leaving soon."

"Before they come after us?"

"Yes. Eat some food."

He puts the yam in his pocket.

We leave Free Station soon after—the five of us, and the boy. Offered the aid of a small party of Aspis explorers, we refuse. They would slow us down. Some would die.

When Free Station is out of sight, Arok appears beside us. Mwonduk's face widens in wonder. He is surprised to greet a talking ape, but shows no fear of him.

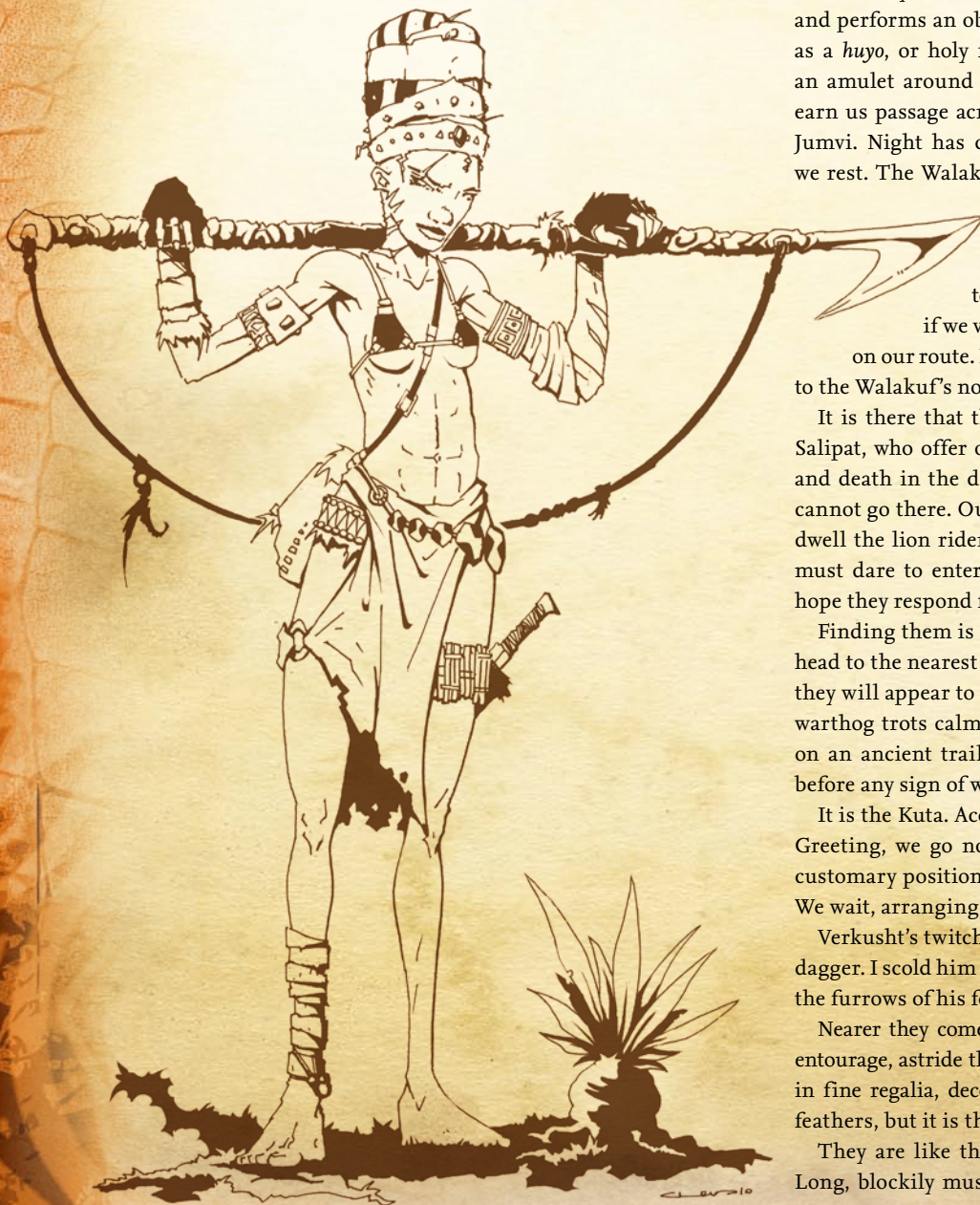
Our route will take us across the grasslands. We will traverse Rechiend's Plains, then enter the jungle. The openness of the vast savanna puts me on edge. I would sooner be under the shade of the high forest canopy. Arok shares my unease.

Wide swathes of the jungle escape claim by any clan or tribe. One may travel through them without trespassing. The grasslands clans, whose ways are different from ours, claim between them most every inch of the plains. Negotiation is always required. To move through them, one must seek permission, if not a grant of hospitality. The clans guard their borders jealousy, against their neighbors most of all. Between the six of us, we have nearly enough friends to patchwork our way across the great plain, connecting the lands of one friendly tribe to another. But we may have friends among two tribes who distrust each other. We may arrive on the borders of one

tribe only to find that it has changed its Great Mother, or that its Women's Council now bars entry to strangers. The boy will pose a problem, too. Their spirits will smell the curse upon him, and tell their spirit-talkers.

My friendship with the Sabudu allows us passage through their lands. I warn them to steer clear of the boy. They reward us with gourd milk and cured antelope meat. Obai invokes the eighth taboo of the Budii, earning their reluctant passage. We are warned not to eat a blade of grass or step upon a spider and sent on our way, watched from a

***"Katiwa does
what must be done."***



distance. The Budii watchers whoop and brandish arrows as we near Charpa territory, and come upon a hunting group on the opposite shore of a contested watering hole. The Charpa whoop and threaten back, until Arok beats his breast and screams, drowning out both parties. This seems to satisfy their code of aggression, or at least confuse them, and both withdraw. The Charpa allow us passage by ignoring our presence. From there we dash across a spur of land claimed by the Unnameable Tribe, who are not flesh and blood but are made of shadow. The sun is high, so they do not molest us.

Then we are feasted among the Walakuf, for whom Verkusht once performed a deadly favor, which neither he nor they will name. There Sunasuka becomes drunk and performs an obscene dance, winning her recognition as a *huyo*, or holy fool. When she passes out they drape an amulet around her neck, and tell us that it will also earn us passage across the lands of their sister tribe, the Jumvi. Night has come and Sunasuka is immovable, so we rest. The Walakuf anoint the boy with protective oils; the protection is for them, not him.

They tell us that the fireflies came last night, for their hated neighbors to the east, the Kesh. We would be killed if we venture into the Keshlands, but it is not on our route. In the morning we are joyfully escorted to the Walakuf's northern reach.

It is there that the troubles start. To the west live the Salipat, who offer outsiders hospitality in the wet season and death in the dry. It is the wrong time of year, so we cannot go there. Our other choice lies to the north, where dwell the lion riders of Kuta. None of us know them. We must dare to enter their lands, wait to be accosted, and hope they respond favorably to the Stranger Greeting.

Finding them is a matter of being found by them. If we head to the nearest of their watering holes, we can be sure they will appear to challenge us. I look for animal runs. A warthog trots calmly past us, his hooves kicking up dust on an ancient trail. I beckon the others to follow. Long before any sign of water, dots appear on the horizon.

It is the Kuta. According to the protocol of the Stranger Greeting, we go no further. I hold up my shield in the customary position, then make a show of setting it down. We wait, arranging ourselves around the boy.

Verkusht's twitching fingers wander near the hilt of his dagger. I scold him with a look. A bead of sweat grows from the furrows of his forehead to slide down his nose.

Nearer they come: eight warrior women and their male entourage, astride their riding lions. The Kuta are outfitted in fine regalia, decorated in gold, zebra hide, and ostrich feathers, but it is the beasts that seize my attention.

They are like the lions I know, but taller and longer. Long, blockily muscular legs replace the lithe springing

limbs of an ordinary big cat. Their feet widen into broad, hardened paddles, armed with wicked yellow claws. I have never seen a lion that would weigh half as much as these. Fiber saddles hold the proud-shouldered Kuta on their backs. The women ride lions; the men, lionesses. The beasts twist their heads, snarling, as if asking for orders. They're hoping that their riders will let them tear us apart. It is scarcely a leap to imagine that they have done so before, to petitioning visitors who displeased their mistresses.

Though I have not seen the Kuta lions before, I know the myth. The first of the Kuta people, of course also called Kuta, gathered her starving family around her, unable to make her way in the harshness of the world, back when it was all one vast grassland. She went to the toad goddess, who could not bear her wailing and burrowed away from her, into the sand. She went to the bird goddess, who taunted her and flew away into the sky. Then she came by accident upon the proud lion goddess, who saw no threat in this spindly, starving creature. Driven by hunger and love for her children, Kuta wagered that she could wrestle the lion to the ground. In her desperation, she won out, and so the lion goddess gave her the weakest of her brood, transforming them into beasts of burden. In exchange for this, Kuta agreed that no member of her people would ever slay another, no matter how fearsome the crime.

As they advance, I see that we stand before the Kuta queen herself. The seven gold rings in her ear and the tattoos on her brow proclaim her royalty. In her right hand she holds the feathered crop of authority. In the left she grasps a leash. It leads to a pathetic and naked prisoner, covered only by a layer of sandy dirt. This battered wretch must run alongside the queen's lion, the tallest and most powerful of the lot.

Obai steps forward to perform the customary half-bow, which neither claims superiority nor admits submission. "I am a stranger, and I greet thee, queen of the Kuta. I present my true name to you: I am Obai, of the Scarred Ones, a clan of the clanless. I am a stranger, and request naught else but passage through your goddess-granted lands."

The queen replies. "You have spoken correctly and so will not be slain. But passage will not be granted." A horsefly lands in her mount's thick mane. The queen swats the fly with the tip of her crop, and her lion snarls its annoyance. The bug drops, smashed, beside its paw. On her fiber saddle, the queen straightens, rising to her full height.

Obai lowers her head ever so slightly. To abase herself to a tribal matriarch is not an easy thing for her; I see it in the tautness of her wiry frame. "May I ask why, Lion Queen?"

"We are lions. That is all the explanation you require."

Katiiwa makes a barely audible clucking sound. Obai notes it and withdraws, in favor of the sorceress. Katiiwa leaves her harpoon behind before stepping forward, sticking its sparkling blue haft into the dry savanna soil.

CRY OF MERCY

You invoke an ancestral boon to modify your fatal blows, and those of your allies, so that they render your foes merely unconscious.

Prerequisite: Wis 13

Benefit: As a swift action once per day, you may call upon the spirits of your ancestors to prevent your opponents from dying. For the remainder of the combat, all of your dying opponents are stabilized at their current hit points, and any opponents who would be killed by damage from you or your allies are instead reduced to -1 hit point and stabilized. This is a supernatural ability. If an ally wants to kill an opponent despite the efforts of your ancestral spirits, she may attempt a Will saving throw (DC equal to 10 plus half your level plus your Wisdom modifier); success means her attacks affect the opponents normally.

"I am Katiwa. I offer you the solution to a problem."

A rattle-shaking woman, painted from head to toe in the swirls and whorls of a grassland spirit-talker, leans to the queen's right. She sniffs the air, frowns, and whispers something into the monarch's seven-ringed ear.

"You are a demon," the queen says.

Katiiwa is unfazed. "Only by distant descent, Queen Lion. The Kuta subscribe to a killing code, do they not?"

"The customs of my tribe are not your concern."

"My comrade Xhasi was of the Ara, and knows well of killing codes, though his is surely different from yours. One Kuta may not slay another. Even a queen may not, not even when the crime is the gravest possible. Is it so?"

The queen shifts in her saddle. "What if it were?"

"The outcast. Her ear bears seven holes, where once the rings of queenship rested. Is it so?"

"Your eyes see well, demonkin."

"Her crimes would be terrible indeed, to see her stripped of her crown. Paraded like a dog."

The queen spits, nearly missing the outcast. "The dog is a wretched beast."

"Were it not a worse crime than hers, you would surely wish this dog's life ended."

Queen Lion shudders. "This dog committed the worst crime. First, she kept food back when all were starving. Gave it to close kin only, even after granted the lion's share. When discovered, she slew her own, to hide her shame."

Without looking back, Katiiwa holds out her hand. I step forward, placing her harpoon in it. "Then today is a fortunate day for the Kuta, good queen. For my weapon and I perform the dirty work of justice."

The bedraggled outcast silently weeps—from terror or relief, I cannot say.

"You are not of our people," the queen says.

"Nor bound by your code."

"I may not command you to do it, which is like doing it myself."

"You have no authority to command me, good lion. If I choose to mete justice, it is not your doing."

The queen drops the leash.

Sunasuka takes Mwonduk, wraps her arm around him, and pulls his head into her shoulder, so he won't see what happens next.

The former queen stands quaking for a moment. Then she turns and runs, stumbling, exhausted, kicking up a cloud. Katiwa strides evenly after her. The outcast stumbles. Katiwa raises, then lowers, the azure harpoon. It is done with a stroke, with hardly a gurgle. The dry sand instantly drinks down the deposed queen's blood.

Katiwa turns her back on the slain woman. Her harpoon has cleaned itself of her victim's gore. When she passes me to return to the group, dread skitters spider-like down my spine. Though I do not wish to, I am sensing the demon part of her. Fed, it resumes its slumber.

The lions champ at their grass-fiber reins. They quiver in frustration while the queen and her retinue slowly dismount. Finally they have completed their dignified clamber, allowing the lions to pounce on the corpse. The maned lions of the women's retinue are allowed to feast, while the lionesses ridden by the men look on in envy.

This is a Kuta funeral. Were the victim not dishonored, toasts and ceremonies would precede the eating. The lions are considered part of the tribe, and like its two-legged members, may not kill its members. The divine law does not, it seems, forbid them from eating those already dead. When a person dies, the lions feed. When a lion dies, it is the people who consume its roasted meat.

The beasts tear apart flesh and break into bone. Of our party, all but Katiwa and Arok turn away.

It is over in moments, the meal finished to the marrow. When we turn around, only scraps of reddened bone remain. The queen and her aides climb back onto their mounts. Assembled tribe members, human and feline alike, regard us and our discomfort with haughty amusement. They say it in the way they hold their heads: they are lions.

The queen and her attendants depart, lion tails switching behind them. We are left in the company of the lesser functionaries. They ride their lionesses toward a bare knoll to the north of the Kuta lands. We follow them—to Guest Hill, they tell us. Along the way, the ridden lionesses growl lowly at Arok, and he huffs threateningly back. Apes and lions have never liked one another.

Guest Hill reveals itself as a barren jut of stone and sand. Aided by an energetic Sunasuka, Katiwa sets to work

erecting a canvas shelter. I walk around the hill. White grains and pebbles of uneven shape rise between my toes.

Bone shards. Most guests here, I realize, remain on the hill, though not in recognizable form. I review the words exchanged between Katiwa and the queen. Hospitality was granted with all the proper terms and observances. It is unlikely, I decide, that the Kuta will break the rules of hospitality and fall upon us in the night. Most probably those taken as prey on Guest Hill are exploring outlanders, who do not give the Strangers Greeting in the right way, and thus deserve only false promises.

I share this judgment with Katiwa. It has been a long time since all six of us traveled together, so she reviews our customary sleeping shifts.

Before we turn in, I see Sunasuka huddled with Mwonduk. She has called a pair of bright red finches to whirl and dive in the air before his eyes. The boy watches, entranced. When the birds tire and fly away, he lapses back into his dull quiet, staring at nothing.

The halfling rises. She brushes dirt from her hide breeches, somehow getting them more dusty than when she started, and ambles toward me.

"Tell me again," she says, none too quietly, "what crime the boy has done."

I lead her away, down the side of the hill. "Ask Obai."

"Obai will talk complicated nonsense and I will know less than when we started. I ask you, Xhasi."

"Don't make trouble."

"Me? Trouble?"

"It is not a crime, but a curse. An angry goddess calls. You are a priestess. I should not need to explain."

Sunasuka spits. "The world comes before the gods."

"Ask Arok. He will tell you the world is out of joint."

"I know that!" She looks up at the boy, silhouetted before the last purple light of the evening sky. "If the ape feels it, don't you think I can feel it too?" The halfling uncorks a gourd. It releases the sharp reek of fermented mash, refilled at the Walakuf feast. She offers it to me; I shake my head. "It doesn't sit right. There must be another way."

"If there were, one of us would know it."

"He's just a boy."

"Don't make it harder."

She drinks deep. "Every now and again, it should be fair."

There is nothing to be said to this, so nothing is what I say.

Darkness settles over the plains. As if in answer to her complaint, a glimmer appears in the far distance. A yellow-green pinpoint shimmers and resolves into a cloud.

Fireflies.

At first they seem to be coming our way, but as the swarm gathers, it settles and stops in the distance.

On the flatlands, sound travels faster than an antelope. We hear shrieks, groans. Drums pound out, then go silent.

"Is it the Kuta?" the halfling asks.

By now the others are at our side.

"Too far away. A neighboring tribe."

"The Salipat?" Katiwa asks. It would be best if it were the Salipat, whose lands we do not intend to enter.

I shake my head. "The Latari. Their first queen dug up the gourd goddess when she was buried under the hot earth and could not get out. Latari breathed her last breath into the goddess, who then revived her and gave her people life."

The shrieks rise and echo across the grassland, then taper off. Soon they are replaced by mourning chants.

Mwonduk has joined us. He takes Sunasuka's hand. "What is happening?" he asks.

Sunasuka looks at him. "We're being told to hurry."

Dawn comes too slowly. As we leave Kuta territory, we see lion riders from afar, making sure that we go. If we turn back, it will be as prey.

The soil grows richer as we intrude deeper into Latari territory. Thick green vines appear amid the dry brown stalks of grass. Yellow blossoms sprout from curls of leaf. By harvest time they will be gourds, heavy with the ancestral blessings of the Latari goddess. We take care not to uproot the vines as we enter a sea of grass. Arok towers above the tips of the stalks, but the rest of us are enveloped.

Not long after, Verkusht hisses a warning. "Visitors."

Arok and I sense it too. The rhythm of the wind on the high grasses around us has altered, barely. They're coming at us from all sides.

Obai calls out. They can't see us, but she performs the visual rituals of the Stranger Greeting.

A woman's voice, grief-ravaged, rings out to the left of us. "Surrender the accursed one, and the rest shall live."

"Neither he nor we pose a threat to you," Obai responds.

"Dozens of us already lie dead, slain by the cloud of glowing death he sent against us in the night."

"Your spirit-talkers divined this?" Obai asks.

"Delay us not with lies. Convey him to our justice, so that no one else may die."

"For that to happen, the boy must be taken to the goddess who has cursed him."

A second, deeper voice, also a woman's, comes from behind us. "You are unshakeable in this?"

"Your thirst for justice is understandable, yet cannot be quenched through the means you propose."

"Then all must die!" cries the second voice. War-whoops rise up from the obscuring grasses. Leaping Latari warriors are all among us. The fight is joined.

Three Latari jump my way. I parry the lunges of their three spears with my one. A Latari screams as Arok lifts him high overhead and hurtles him out of sight. Verkusht has a warrior from behind, his blade poised to cut a red furrow into his throat. Katiwa summons a cloud of sickly

poison vapors, ready to roll its death into the grass and over our foes. Obai prepares her own fatal god-calling.

These people cannot take the boy, but to want to is not wrong. For these actions, they should not die. I utter the Cry Of Ara, turning lethal blows to a gift of slumber.

Arok's rending hands turn indistinct as they pass through his opponents. They drop, breathing lightly. Verkusht's knife, shrouded by the hero of my birth-tribe, passes into flesh without tearing it. Katiwa's venom cloud sends those trapped in it to the realm of sleep.

The retreating Latari regroup. Sunasuka has fallen, a gash from a spearhead traversing the length of her thigh.

We can see the Latari now. Fear plays across their faces, but is overcome by determination. Mighty as we may be, the six of us cannot fight our way through an entire tribe.

The boy pushes his way through his defenders. He faces the Latari.

"I am the Accursed One," he says. "Hear me speak."

***"Mwonduk is a solemn child,
old for his years."***





BESTIARY

THE JONQUIL KRAIT NUMBERS AMONG THE DEADLIEST VIPERS FOUND ALONG THE MWANGI EXPANSE'S BUUNTA FLOW. FAVORING THE HEAT AND MOIST SHADOWS PROVIDED BY THE BROAD-LEAF FERNS THAT GROW ALONGSIDE THE GREEN WATERS, THESE FLAT-HEADED HUNTERS COLLECT IN GREAT NUMBERS BOTH TO DETER PREDATORS AND TO BRING DOWN PREY NONE COULD HOPE TO CONQUER ALONE. ESPECIALLY DURING THE COOLEST MONTHS OF THE YEAR, WHEN THEY PURSUE MATES, UPWARD OF 300 KRAITS MIGHT CONGREGATE IN KNOTTING SWARMS. TRAVELERS SHOULD REMAIN MINDFUL OF PITS AND HOLLOWES WHERE THESE SNAKES MIGHT LURK, FOR ALTHOUGH THE BITE OF A SINGLE KRAIT RARELY PROVES DEADLY, THE COMBINED TOXINS OF AN ENTIRE NEST CAN LAY LOW ANY MAN OR BEAST IN SECONDS.

—AMILOS H. VALK, NATURALIST AND EXPLORER

Beyond the jungle fringes lies a hidden world of wonder and danger. Beasts thought to be mere legends stalk a realm of endless menace, where even the most mundane creatures adopt deadly forms. Those that once might have been called humans take on a nightmarish aspect as well, reshaped by the brutal realities of this merciless world. This month's entry into the Pathfinder Bestiary reveals a host of these creatures, beings of myth and mystery now roaming the lands surrounding the lost city of Saventh-Yhi. Yet as many consumed by the jungle learn too late, elusiveness and deadliness often prove to be one and the same.

DISTRICTS OF SAVENTH-YHI

"The City of Seven Spears" sets the PCs loose amid the all-too-lively ruins of Saventh-Yhi. Here, among the broken stones and tarnished relics of the fallen metropolis, lurk innumerable threats and a society of dangerous new residents. GMs planning to generate random encounters for their PCs will find a wide variety of threats lurking in the ancient city. There is a 10% chance of a random encounter while exploring Saventh-Yhi. GMs should roll for random encounters four times per day—at dawn, noon, dusk, and midnight. Because of the size of Saventh-Yhi and its varied locales, not all of the encounters on the adjacent table work for every district, some being better suited to aquatic or outdoor areas. GMs should keep this in mind, and should feel free to reroll as often as they require.

Among the creatures on the Saventh-Yhi Random Encounters table, two encounter types bear special note.

District Patrols: The ruins of Saventh-Yhi comprise seven different districts, and within each, a separate power holds sway. While exploring these quarters, PCs might encounter servants of that district's ruling faction. If you roll a random encounter featuring a patrol, look on the referenced page from the adventure. The patrols for Saventh-Yhi's seven districts are as follows: an artisan district patrol is made up of 4 tribal hunters (see page 36), a farming district patrol is a group of 4 normal boggards led by a boggard subchief (see page 42), a government district patrol consists of 3 degenerate serpentfolk (see page 27), a military district patrol consists of a dire ape led by 2 charau-ka thugs (see pages 19–20), a residential district patrol is 8 advanced vegepygmies (see page 31), and a temple district patrol is 4 advanced troglodytes led by 2 acolytes of Achaekek (see pages 46–47). The mercantile district has no organized patrols; if an encounter with a mercantile district patrol is rolled, reroll for another encounter.

Rival Faction Parties: As the PCs explore Saventh-Yhi, the PCs might encounter members of the other factions exploring the city. If you roll a random encounter featuring a rival faction party, roll randomly to determine which faction the PCs encounter and look on the referenced page for details. A rival faction party consists of 2d6 guards from

Saventh-Yhi Random Encounters

d% roll	Result	Avg. CR	Source
1–6	1d4 dire bats	4	Bestiary 30
7–10	1d4 leopards	4	Bestiary 40
11–13	1 tiger	4	Bestiary 265
14–15	1 basilisk	5	Bestiary 29
16–19	1d6 boars	5	Bestiary 36
20–23	1d6 crocodiles	5	Bestiary 51
24–27	1d4 dire apes	5	Bestiary 17
28–30	1 gibbering moulder	5	Bestiary 153
31–32	1 mummy	5	Bestiary 210
33–36	Rival faction party	varies	see below
37–40	2d4 boggards	6	Bestiary 37
41–46	1d6 keches	6	see page 24
47–49	1d6 pteranodons	6	Bestiary 85
50–51	1d6 shadows	6	Bestiary 245
52–55	2d6 troglodytes	6	Bestiary 267
56–57	1d6 wights	6	Bestiary 276
58–60	1 chimera	7	Bestiary 44
61–64	District patrol**	varies	see below
65–67	1d6 venomous snake swarm	7	see page 82
68–71	2d4 charau-ka thugs	8	see page 19
72–73	1d8 degenerate serpentfolk	8	see page 27
74–78	1d8 deinonychus	8	Bestiary 84
79–82	1d4 girallons	8	Bestiary 154
83–86	1d4 jungle mantises	8	see page 48
87–89	1d4 camulatz	9	see page 80
90–91	Mokele-mbembe*	9	see page 84
92–94	Sarcosuchus*	9	see page 24
95–97	1d8 megapiranha swarms	10	see page 82
98–99	Yog'oltha*	11	see page 17
100	Green God*	13	see page 45

* Unique creature. If this result is rolled a second time, roll again.

** See description.

a given faction. The parties for the five factions exploring Saventh-Yhi are as follows: Aspis Consortium guards are Aspis mercenaries (see page 61), Free Captains guards are Shackles freebooters (see page 62), Pathfinder Society guards are Pathfinder agents (see page 63), Red Mantis guards are Red Mantis priests (see page 64), and Sargavan Government guards are Sargavan guards (see page 65).

Unique Monsters: Numerous unique creatures inhabit the ruins of Saventh-Yhi. Some play roles within the adventure, but are either peripheral enough to the plot to appear at random or otherwise destined to face the PCs in combat. Regardless of the creature's part within the adventure, if it has already been slain, reroll for another encounter.



CAMULATZ

Vibrant blue and yellow feathers adorn the body of this giant, parrot-like bird, but its curved beak and powerful talons are instead adorned with dried blood and gore.

CAMULATZ	CR 9	  
XP 6,400		
CE Large magical beast		
Init +3; Senses darkvision 60 ft., low-light vision; Perception +14		
Aura frightful presence (60 ft., DC 18)		
DEFENSE		
AC 22, touch 12, flat-footed 19 (+3 Dex, +10 natural, -1 size)		
hp 114 (12d10+48)		
Fort +12, Ref +11, Will +6		
OFFENSE		
Speed 10 ft., fly 80 ft. (average)		
Melee bite +18 (2d6+6/19-20 plus 2d6 bleed), 2 talons +17 (1d6+6)		
Space 10 ft.; Reach 5 ft.		
Special Attacks decapitating strike, hypnotic display, rend (2 talons, 1d6+9)		
Spell-Like Abilities (CL 12th; concentration +14) 3/day— <i>entropic shield</i> , <i>ventriloquism</i> (DC 13)		
STATISTICS		
Str 23, Dex 17, Con 18, Int 8, Wis 15, Cha 14		
Base Atk +12; CMB +19; CMD 32		
Feats Bleeding Critical, Critical Focus, Flyby Attack, Improved Critical (bite), Improved Natural Attack (bite), Skill Focus (Perception)		
Skills Fly +10, Perception +14		
Skills Bluff +5 (+13 to mimic sounds), Fly +7, Perception +14; Racial Modifiers +8 Bluff to mimic sounds		
Languages Abyssal, Auran		
SQ sound mimicry		
ECOLOGY		
Environment tropical jungles		
Organization solitary, flight (2-5), or aerie (6-12)		
Treasure none		
SPECIAL ABILITIES		
Decapitating Strike (Ex) On an attack roll of a natural 20 (followed by a successful roll to confirm the critical hit) with its bite attack, a camulatz severs its opponent's head (if the opponent has one). Most creatures die when their heads are cut off. This ability functions as the <i>vorpal</i> weapon special ability.		
Hypnotic Display (Su) As a full-round action, a camulatz may cause its coat of feathers to change colors, shifting through a mesmerizing pattern that lures creatures to the camulatz's side. All creatures who can see the camulatz (even other camulatz) must succeed on a DC 18 Will saving throw or become captivated. A creature that successfully saves is not subject to the same camulatz's hypnotic display for 24 hours. A victim under the effects of the hypnotic display		

moves toward the camulatz using the most direct means available. If this path leads the victim into a dangerous area, such as through fire or off a cliff, that creature receives a second saving throw to end the effect before moving into peril. Captivated creatures can take no actions other than to defend themselves. A victim that is within 5 feet of the camulatz simply stands and offers no resistance to the camulatz's attacks. This effect lasts for 1d6 rounds. Sightless creatures are not affected. This is a mind-affecting pattern effect. The save DC is Charisma-based.

Sound Mimicry (Ex) A camulatz can perfectly imitate certain sounds or the speech of any creature it has heard, though this ability does not allow it to speak or to understand languages it does not know. The listener must make a Sense Motive check opposed by the camulatz's Bluff check to recognize the mimicry, although if the listener isn't familiar with the person or the type of creatures mimicked, it takes a -8 penalty on its Sense Motive check. The camulatz has a +8 racial bonus on its Bluff check to mimic speech or sounds that it has listened to for at least 10 minutes. It cannot duplicate the effects of magical abilities (such as bardic performance or a harpy's captivating song), though it may be able to mimic the sound of those abilities.

Hidden within the high canopy overlooking the jungle floor dwells a race of enormous, vicious, and vibrantly colored birds known as camulatz. Possessing a cruel intelligence, camulatz are vile headhunters and aggressive demon-worshippers, preying on all sentient creatures as sacrifices to their chosen demon lord: Pazuzu, King of the Wind Demons. Camulatz revel in trickery and bloodshed, luring victims into ambushes where the camulatz can indulge their bloodlust and take their victims' heads as grisly trophies.

The iridescent coloration of a camulatz's feathers assists in mesmerizing unfortunate souls, luring them to the killing ground below the brightly colored bird's aerie. Camulatz also have a special affinity for sounds, naturally mimicking voices and animal noises, while perfecting the magical ability to displace such sounds, making them seem to emanate from other creatures or objects. Camulatz delight in using both their magical ventriloquism and their beautiful plumage to mislead and separate victims before surprising them with diving attacks from above.

All camulatz possess sharp talons on their feet, capable of rending the most heavily armored foes, but they rely on their cruelly curved beaks to decapitate their victims. The vivid patterns of a camulatz's feathers also provide some protection to the birds, forming a magical field of clashing colors that can deflect ranged attacks.

A mature camulatz is just over 14 feet in length from its beak to the ends of its tail feathers, but weighs only

300 pounds because of its lightweight bone structure. Each individual camulatz bears its own unique feather coloration, which it can consciously manipulate in set patterns to produce its hypnotic display.

ECOLOGY

Camulatz are carnivores who prefer the raw flesh of intelligent creatures above all else, but they also hunt large jungle mammals, reptiles, and even fish to augment their diet or when their favored prey is particularly scarce. The ferocious birds especially enjoy eating the heads of their victims, whom they decapitate with their razor-sharp beaks, preferably while the victim is still alive. Camulatz devour the bodies of their victims without ceremony, but they take the severed heads back to their treetop aeries for ritual feasts, dining on the eyes, ears, tongues, and brains as savored delicacies. Thereafter, camulatz save their victims' skulls as trophies, using them as tribute to Pazuzu, ornamentation for their nests, and markers for the bounds of their territory and favored hunting grounds.

While camulatz never forget which individual is responsible for harvesting a given skull, most groups prefer to store their skulls communally, as they believe that their demonic patron finds more appeal in a single titanic collection of skulls than many small individual ones. As such, each aerie has a central altar where skulls are stacked in order of ascending prominence. This location, known as the Place of Screeching, is often used as a meeting place or the location for important rituals, and powerful females may occasionally choose to mate directly upon the altar in the hope that Pazuzu will notice and, in his demonic voyeurism, provide the resulting offspring with fiendish boons. For both genders, however, providing the skull that crowns the altar's tower is a lifelong goal for every individual.

Camulatz mate only once a year, or even less, usually with different partners on each occasion. During mating cycles, female camulatz use their hypnotic display ability to lure and seduce their chosen mates, mating frantically and violently with the entranced, nearly helpless males. Afterward, females lay 1–3 eggs, which they jealously guard thereafter—even driving away the fathers—until the eggs hatch in about 3 months. Females communally raise their young for 2 years until the hatchlings reach adulthood, at which point the fully grown camulatz separate according to gender—the males band together to hunt and raid, while the females establish new aeries to maintain and defend. Camulatz have lifespans of 80 to 100 years, and though they have no written histories or oral legends beyond the braggadocio of individual members, their memories are long, and a camulatz never forgets a slight or the face of a prey animal that got away.



HABITAT & SOCIETY

Camulatz make their homes in treetop aeries high above the jungle floor, only venturing below their canopy homes when hunting. Male camulatz range the farthest afield, often spending days or even weeks away from home, building temporary nests on the borders of their territory from which to launch hunting sorties. Meanwhile, female camulatz rule over the larger aeries, safeguarding their eggs and hatchlings. Both genders are equally violent and capable in combat.

Camulatz believe they are the chosen followers of Pazuzu, revering the demon prince in all they do. They view the act of decapitation as a holy sacrifice to Pazuzu, and their faith requires them to appease their demon lord by sacrificing a sentient creature at least once per month. Camulatz believe that consuming a creature's head gives them some measure of the victim's power—hence the reason for preying on intelligent creatures rather than simple beasts—and that these ritual feedings attract the favor of their demon lord.

Camulatz bear a special hatred for monstrous humanoids and worshipers of Lamashtu, taking up the same battle waged between Pazuzu and the Mother of Monsters. As such, the skulls of gnolls, monkey goblins, and jungle harpies are especially prized by camulatz, and frequently decorate their lairs. Some Mwangi tribes even appease camulatz by offering them such captives in exchange for safe travel through the camulatz's territory or safety from predation, though any deals made with the notoriously fickle bird people are tenuous at best. Many are the tribes who thought to purchase their safety with slaves and sacrifices, only to find their members' own skulls mounted among the sacrifices in the camulatz's Place of Screeching.

MOKELE-MBEMBE

A triangular reptilian head with a mouth full of curved teeth, attached to a long snaking neck, rises from the surface of the water. Long spines run down its neck, back, and whip-like tail, which uncurls to snap the air with a loud report.

MOKELE-MBEMBE	CR 9
	
XP 6,400	
N Huge animal	
Init +5; Senses low-light vision, scent; Perception +15	
DEFENSE	
AC 23, touch 9, flat-footed 22 (+1 Dex, +14 natural, –2 size)	
hp 119 (14d8+56)	
Fort +13, Ref +12, Will +8	
OFFENSE	
Speed 30 ft., swim 30 ft.	
Melee bite +17 (2d6+9), tail slap +12 (2d6+4)	
Space 15 ft.; Reach 15 ft. (20 ft. with tail)	
Special Attacks trample (1d8+13, DC 26), whip tail	
STATISTICS	
Str 28, Dex 13, Con 18, Int 2, Wis 15, Cha 11	
Base Atk +10; CMB +21; CMD 32 (36 vs. trip)	
Feats Awesome Blow, Improved Bull Rush, Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Skill Focus (Perception)	
Skills Perception +15, Stealth +3, Swim +17	
ECOLOGY	
Environment tropical lakes and rivers	
Organization solitary, pair, or pack (3–6)	
Treasure none	
SPECIAL ABILITIES	

Whip Tail (Ex) When not submerged, a mokele-mbembe can crack its tail as a standard action, creating a sonic boom in a 5-foot burst, up to 20 feet away. Any creature in the burst's area must make a DC 21 Fortitude save or be stunned for 1 round. The save DC is Constitution-based. Other mokele-mbembe are immune to this effect.

Known as “water lions” in some local tongues, mokele-mbembe are large, reptilian predators that inhabit the hottest jungles, always close to lakes, rivers, or other large bodies of water. A mokele-mbembe's long, whip-like tail accounts for half its length. Its dense, four-legged body is the size and shape of an elephant's, and its greenish-brown hide has the texture of tree bark. An adult mokele-mbembe can grow up to 40 feet in length and weighs almost 10 tons. Males are only slightly longer and heavier than females.

ECOLOGY

Although they resemble some larger, herbivorous dinosaurs, mokele-mbembe are cunning and territorial predators. They make their lairs in riverside caves, close

to their food source, where they can sun themselves after eating. Natural swimmers, mokele-mbembe have webbed feet, but their long legs enable them to move easily on land as well. They spend much of their time in the water, where they can relax and float or use their long necks to attack while submerged, favoring blind river bends to ambush prey. Mokele-mbembe require large quantities of food daily, and feed on fish, birds, and even large mammals—humanoids included. Hippopotamuses are a favorite prey, and mokele-mbembe attack them on sight. Battles between these two river giants are legendary among local tribes, whose shamans often see portents or prophecies in the outcomes.

A mokele-mbembe's powerful jaws contain sharp teeth for tearing chunks of meat from prey. The bark-like texture of the creature's hide is actually caused by a network of osteoderms that provide added protection against competing predators and larger herbivores. Thanks to a pair of parallel, beam-like bones at the top of its rear legs, the mokele-mbembe carries a massive tail that tapers from a wide base to an end no wider than a halfling's finger. A vast array of muscles and flexible vertebrae within the tail let the creature move this appendage with surprising speed. By sharply reversing motion up and down the length, it can crack its tail like an enormous bullwhip. Louder than a thunderclap, this sonic boom is not only a potent weapon, but also a booming call to other members of the mokele-mbembe's pack over large distances, summoning them either to share a kill or to defend the group's young.

HABITAT & SOCIETY

Although they are most commonly encountered alone, mokele-mbembe form mated pairs to hatch and rear their young once every 3 years. A female lays a clutch of 5 to 6 enormous, hard-shelled eggs in a cavern near the water, with the eggs hatching in 90 days. Mokele-mbembe young are small upon hatching—no larger than a goat or foal—and are extremely vulnerable during the first 4 to 5 weeks of life. Many fall prey to large snakes, leopards, crocodiles, and even dire bats. It is rare for even half a clutch to survive these initial weeks. Mothers stay close to their young during this time, while the fathers hunt and bring food back to the nest. As hatchlings grow, the father ceases to bring food back from his kills, and instead uses his tail to call both mother and hatchlings to the site of the kill, forcing the young to venture forth to gain food. Mokele-mbembe reach maturity at an alarming rate, growing to full size in just over a year, and reaching reproductive maturity at 2 years of age.

Mokele-mbembe occasionally form packs, but only in areas where food is prevalent, as a large pack can kill and

eat an entire bloat of hippopotamuses in under a week's time. Most packs are formed of three to four unrelated males and one to two females close to reproductive age. Scholars have noted that males bring food to a female preparing to lay eggs for fertilization. Females choose their mates from the largest and strongest of pack members, based primarily on who provides the largest offering. Some sages purport that this practice is the genesis of the mokele-mbembe's feud with hippos, because the fat-heavy water horses provide an abundant energy source for females preparing to reproduce. Once females choose their mates, uncoupled males usually leave the pack to hunt on their own. Surprisingly, the mokele-mbembe males are relatively good-natured in their competition for mating rights, and outside of the desperate race to find more food for a female—a struggle that can sometimes lead to devastating attacks on human villages—the competitors almost never resort to violent displays against each other.

Jungle-dwelling elves and humans respect mokele-mbembe for their strength and for the sound of their “thunder.” Lizardfolk, however, revere mokele-mbembe as vessels of divine power, and are the only humanoid race that can successfully train and domesticate them, using them as pack beasts, hunting companions, and battle mounts. Often sharing the same territory, black dragons sometimes use their charm reptiles ability to press mokele-mbembe into servitude, using them as guards for their underwater lairs.

Mokele-Mbembe in Folklore

Although it is known by many names throughout the Congo River basin, the Mokele-mbembe is a creature of folklore that has captured the excitement of explorers for over a century. Physical descriptions of the creature vary along certain lines—some cultures claim the beast has a horn like a rhino, others a single tooth—but all tales of the Mokele-mbembe share common elements that suggest a relation to long-necked dinosaurs. Some tribes see the Mokele-mbembe as a spirit, but most natives of the Lake Tele region—one of its supposed hiding places—as well as the scientists and explorers who have mounted more than 30 expeditions to find it, believe it is a very real and dangerous reptile. Local anecdotes from sources along the Congo River detail the creature's hatred for hippos and its ability to destroy small boats that enter its territory, and local tribes erect river fences of huge, sharp stakes to keep it away from fishermen. Consensus on the Mokele-mbembe's size is based on footprints that explorers have photographed, as well as tribal relics like the creature's hide or bones that have allegedly been passed down for generations among natives. Most evidence of the Mokele-mbembe is anecdotal, leaving zoologists in doubt about the creature's existence, but its ability to fuel the imagination suggests that “the lost dinosaur of the Congo” will be hunted for years to come.



TRIBAL TOTEM

With the splintering sound of dry, cracking wood, a human-sized graven image lurches to life. Its features shift and reform with every step, cycling through a variety of faces both strange and oddly familiar. Bits of feather, leaves, and decorative stone embellish its surface, and the strong smell of lacquer and resin assaults the senses as it draws near with a menacing, ponderous gait.

TRIBAL TOTEM	CR 6			
XP 2,400				
N Medium construct				
Init +2; Senses darkvision 60 ft., low-light vision; Perception +1				
DEFENSE				
AC 19, touch 12, flat-footed 17 (+2 Dex, +7 natural)				
hp 69 (9d10+20)				
Fort +3, Ref +5, Will +4				
DR 5/slashing; Immune construct traits				
Weaknesses ceremonial activation, vulnerable to fire				
OFFENSE				
Speed 20 ft.				
Melee 2 slams +12 (1d10+3)				
Special Attacks spirit link				
STATISTICS				
Str 17, Dex 14, Con —, Int —, Wis 13, Cha 14				
Base Atk +9; CMB +12; CMD 24				
SQ effigy, mouthpiece				
ECOLOGY				
Environment any				
Organization solitary or gang (2–4)				
Treasure Value none				
SPECIAL ABILITIES				

Ceremonial Activation (Su) A tribal totem stands inert unless empowered each day by spiritual energy. This activation requires that at least 10 participants perform an hour-long ceremony of chanting and adoration. For each hour this ritual lasts, the totem remains alert and functional for 1 day. The worshipers need not include the creator or possess any special divine powers.

Effigy (Su) As a full-round action once per day, a tribal totem can mimic the shape of any Small or Medium humanoid within its line of sight, reforming itself into a wooden depiction of that creature. Upon doing so, the target can be affected by the effigy ability. While in this shape, the tribal totem knows the location of its target as if persistently using the spell *locate creature*. A *warp wood* or *wood shape* spell immediately forces the tribal totem to revert to its normal form. Although the tribal totem may only use this ability once per day, it can retain a shape indefinitely.

Mouthpiece (Sp) Although a tribal totem cannot speak on its own, every day it can store a single message for its creator and repeat that message upon a prescribed condition. This ability functions as the *magic mouth* spell, and its creator may change or reset the conditions of the message each day.

Spirit Link (Su) As a standard action, a tribal totem may attempt to join its animating energies with a creature within its line of sight that also shares its likeness (as per the effigy ability). The target can resist this effect with a DC 16 Will save. If this save fails, the target is affected as if it had cast the spell *shield other*, taking half the damage inflicted upon the tribal totem. In addition, any spell with a range of “creature touched” cast upon the tribal totem affects the linked creature rather than the construct. If the spell allows a saving throw, the linked creature can make a saving throw as normal to resist the effect. Spirit link lasts for 4 hours and ends immediately if the tribal totem no longer possesses the target’s shape. The save DC is Charisma-based.

Tribal totems represent a significant cultural achievement for their adopted tribe. Imbued with a spark of life from the continued worship of those they protect, they stand as lifelong guardians of their villages, defending them against enemies and predators alike. To aid them in this function, they also possess the unusual ability to reshape themselves into the likeness of other creatures, targeting them with eerie pains and ailments. This ability enables their tribe to more actively hunt down such enemies while their quarry is hindered and tracked by the totem.

As mindless automatons, tribal totems remain ever dependent on their creators to direct them. Some serve only a defensive role, strategically placed within villages to aid against attacks. Others carry stored messages on their tribe’s behalf or vocalize their creator’s words. Rarer still are the tribal totems purposed for war, which emerge from the jungle as a potent force capable of spearheading invasions and targeting enemy champions.

While most tribal totems are made of wood and combine exaggerated features of folkloric monsters with simple decorations and images of strength (like streaks of blood, the claws of defeated beasts, or enemy skulls), few look exactly alike, as each embodies the deities, fears, or legends of its creator’s people. Tribal totems tend to stand 7 feet tall and weigh over 300 pounds.

ECOLOGY

As constructs, tribal totems have no significant ecological niche. They exist at the whim of their creators and protect their assigned tribes from harm. The divine spark that powers them emanates from the continued adulation and combined spiritual energy of the tribe, but relies upon constant rekindling. Each morning, the totem requires lengthy ritual adoration to renew its power. Otherwise, the totem remains still, appearing to be nothing more than a decorative statue.

During elaborate festivals and revels, tribal natives usually spend several hours honoring the totem to ensure it remains vigilant for many days. They also take care to

mend and repair any damage it might have suffered on their behalf. Once charged in this manner, the totem may operate remotely for many days at a time, undertaking longer trips on the tribe's behalf to hunt down enemies whose likeness it acquires.

HABITAT & SOCIETY

Tribal shamans, oracles, or witchdoctors most commonly undertake the rituals necessary to construct a tribal totem, guiding the rest of the tribe in worshiping and maintaining it. The totem only obeys the commands of its creator or someone appointed by her. In the event of conflicting orders, it always obeys its creator above anyone else loaned such authority. Typically, a tribal totem spends its entire existence within the confines of its creator's village, and is completely dependent on the continuing worship of the tribe to give it a semblance of life. Only in rare cases might a multitude of tribes gather their totems together for some shared offensive. Tales also tell of crazed hermits and shamanic outcasts who have created multiple tribal totems and then set them against specific individuals or whole tribes who garner their ire.

GREATER TRIBAL TOTEMS

Legends also tell of more advanced versions of tribal totems, some reaching Large or even Huge size. Serving as guardians of important religious or cultural sites, these totems possess multiple faces, one on each side of their heads, enabling them to take on the conjoined likeness of up to four victims at a time. They also gain the following additional abilities:

- +3 natural armor
- +4 Strength, +2 Wisdom, +2 Charisma
- **All-Around Vision (Ex)** A greater tribal totem gains a +6 bonus on Perception checks and cannot be flanked.
- **Extended Effigy (Su)** A greater tribal totem is no longer dependent on line of sight to affect victims with its shared condition ability. Instead, it can extend this power to any creature that has ever been in its line of sight and is currently within 5 miles, often enabling its creators to inflict terrible punishments upon their enemies through the totem's connection.

CONSTRUCTION

A tribal totem is always carved from a single type of wood chosen for its density and beauty—typically, ebony, mahogany, or some other valuable resource whose value is at least 1,000 gp. Some tribes use ivory instead, lashing together the pieces and then relying on the magic of the totem's construction to knit everything into a single whole. Decorations of leafy fronds, stones, animalistic trophies, and paint help complete the appearance.

Initially, a creator shapes a totem's features into a ferocious, monstrous image. Then, the application of the proper spells enables the construct to alter its appearance to mimic other creatures.

TRIBAL TOTEM

CL 8th; Price 19,000 gp

CONSTRUCTION

Requirements Craft Construct, *animate objects*, *disguise self*, *locate creature*, *magic mouth*, *shield other*, creator must be caster level 11th; **Skill** Craft (carpentry) and Craft (sculpture) DC 20; **Cost** 10,000 gp.

GREATER TRIBAL TOTEM

CL 9th; Price 22,000 gp

CONSTRUCTION

Requirements Craft Construct, *animate objects*, *arcane eye*, *disguise self*, *locate creature*, *magic mouth*, *shield other*, creator must be caster level 13th; **Skill** Craft (carpentry) and Craft (sculpture) DC 24; **Cost** 12,000 gp.



UMASI

An emaciated humanoid bursts through the trees, brandishing a knife of black stone. His body is a patchwork of hair, skin, scales, and strange limbs stitched together with thick, black thread.

UMASI	CR 4			
XP 1,200				
CN Medium monstrous humanoid				
Init +6; Senses darkvision 60 ft.; Perception +12				
DEFENSE				
AC 18, touch 12, flat-footed 16 (+2 Dex, +4 natural, +2 shield)				
hp 42 (5d10+15)				
Fort +6, Ref +6, Will +5; +2 vs. poison				
Immune disease				
Weaknesses immune to healing				
OFFENSE				
Speed 40 ft.				
Melee dagger +7 (1d4+4/19–20), 2 unarmed strikes +7 (1d3+2 nonlethal)				
Ranged shortbow +7 (1d6/x3)				
STATISTICS				
Str 18, Dex 15, Con 17, Int 10, Wis 13, Cha 8				
Base Atk +5; CMB +9; CMD 21				
Feats Great Fortitude, Improved Initiative, Multiweapon Fighting				
Skills Heal +13, Intimidate +6, Perception +12, Stealth +11, Survival +8; Racial Modifiers +8 Heal, +4 Perception, +4 Stealth				
Languages Polyglot				
SQ graft flesh, harvest organs, immortal flesh				
ECOLOGY				
Environment tropical jungles				
Organization solitary, hunting party (2–8), or tribe (10–30)				
Treasure NPC gear (heavy wooden shield, obsidian dagger, shortbow and 20 arrows, other treasure)				
SPECIAL ABILITIES				
Graft Flesh (Su) Umasi can graft the flesh and even limbs of other humanoids to their own bodies in a ritual that takes 1 hour to complete. To heal damage, an Umasi must have a supply of flesh (either living or dead), and the Umasi must make a DC 20 Heal check to treat deadly wounds. The Umasi can only heal damage with his graft flesh ability once per day, but there is no time limit on healing wounds and the Umasi does not need a healer's kit (and does not take a penalty for lacking one). This ability otherwise functions as the treat deadly wounds use of the Heal skill. Umasi can also graft additional limbs onto their bodies; each extra arm gives the Umasi an additional unarmed strike, while each additional leg adds +5 feet to the Umasi's speed. An Umasi can have a maximum of six arms and six legs. Harvest Organs (Su) An Umasi can remove a vital organ when he delivers a coup de grace against a humanoid opponent with a slashing or piercing weapon. The next round, the Umasi can consume the harvested organ as a move action to gain the benefits of the <i>death knell</i> spell (caster level				

equal to the Umasi's Hit Dice).

Immortal Flesh (Su) Umasi are immune to disease and aging effects, and they gain a +2 racial bonus on saving throws against poison.

Immune to Healing (Ex) Umasi do not heal damage naturally, and are not healed by positive or negative energy.

Reclusive and shrouded in mystery, the Umasi—or Harvestmen, as they are known across the Mwangi Expanse—are a race of humanoids who exist between life and death. Unable to heal or procreate naturally, the Umasi extend their lives by transplanting the skin, organs, or even entire appendages of other humanoids onto parts of their own bodies. As a result, there is no typical description for a Harvestman—each is a patchwork conglomeration of different features, though most Umasi have multiple limbs of varying sizes. The need to use body parts of generally the same size and shape makes most Umasi human-sized; few are over 6 feet tall. Most weigh between 150 and 300 pounds, and the constant addition of new flesh has left little distinction between genders.

ECOLOGY

Zenj legends say the Umasi were an ancient tribe of arrogant scholars who lived deep in the Mwangi Jungle. When a powerful witch doctor came to the Umasi seeking their wisdom, he was rebuffed as being unworthy of receiving the Umasi's knowledge. Enraged, the witch doctor used a taboo ritual to curse the Umasi, stealing away fragments of their very souls and binding them to the flesh of others, forcing them to harvest the bodies of humanoids to sustain a bitterly extended existence. This curse left the Umasi a sterile, afflicted people somewhere between the living and the living dead.

Contrary to their appearance, Umasi are living creatures. They eat, breathe, and sleep like other humanoids, but their bodies are in a constant state of decay. This divided nature grants the Harvestmen immunity to disease and resistance to toxins, but even minor injuries don't heal naturally; Umasi must graft new flesh onto existing tissue to heal their wounds.

Staving off the endless decay of their bodies requires more extreme measures. As limbs and organs rot, Umasi elders use obsidian blades to remove the subject's decaying parts, replacing them with similar parts from fresh corpses and linking the replacements to the original body through a complex ritual combining ancient Umasi knowledge with the forbidden juju rites of their original curser. When the ritual is complete, the new body part joins perfectly with the Umasi and death is cheated... for a time.

In much the same way, Harvestmen are not born, but made. Barren, infertile, and missing pieces of their souls,

Umasi are unable to breed. Their only recourse is to tear off chunks of their own flesh, bind them together with the remains of dead humanoids, and animate the results using the same ancient juju rites.

Many people have sought the secret to the longevity of the Harvestmen, only to be turned away with little explanation. Because the joining ritual requires one to give away a part of his soul willingly, the Umasi only accept those ready to make such a dire compact because they have no other choice. The Harvestmen only give their “gift” to humanoids who find themselves at the edge of death, whether from a grievous wound or some magically resistant affliction or disease. During the ritual, a piece of the dying humanoid is exchanged with a corresponding piece of an Umasi “donor.” Once the stitches are sewn, the dying creature’s wounds are healed, and he joins the ranks of the Harvestmen forevermore.

HABITAT AND SOCIETY

Umasi society is as much a patchwork as its members. Some live off the jungle, hunting and farming as they did before the curse. Other tribes lead sedentary lives, trading ancient artifacts of the first Umasi with explorers in exchange for needed goods. Umasi have no organized leadership or traditional families, and children are unheard of among their kind. Regardless, all Umasi tribes form around a council of elders.

While some Umasi still dwell deep in the Mwangi Jungle amid the skeletal ruins of their former kingdom, the majority of the Harvestmen have spread to the Kaava Lands and the Screaming Jungle, distancing themselves from the memory of their curse. Umasi are reclusive wherever they dwell, preferring to stay on the fringes of settlements. Although they need humanoid flesh to survive, most Umasi kill only as a last resort, taking flesh from the newly dead instead. This practice often stigmatizes them further, with other races considering them little more than grave robbers. A few Umasi embrace their near immortality in a darker way, viewing other humanoids as prey. These Harvestmen roam the Bandu Hills with undead ghouls, hunting travelers and harvesting what they wish, sometimes before their victims are even dead.

However, some Umasi use their peculiar nature to live harmoniously with other humanoids. Pathfinders tell of human villages where Umasi act as gravediggers during plague outbreaks. Their immunity to disease allows the Harvestmen to safely dispose of infected corpses, while at the same time gaining the flesh they need and also garnering goodwill from those they help.

Harvestmen rarely fight with other races, but competition over resources like water or hunting grounds

can cause conflict, and those knowingly trespassing on Umasi land may court their anger. When driven to combat, Umasi are extremely dangerous, laying ambushes for enemies and swarming their targets in the hope of harvesting their strength. With their obsidian blades, Harvestmen can punch through the chest cavities of helpless or dying humanoids to extract vital organs. Any Umasi who consumes these pieces of their victims gains a ferocious surge of power, turning the tide of even a desperate battle.

All Harvestmen know the heavy price they pay to cheat death. Some, over the lonely centuries, have come to regret their existence, roaming the lengths of the Mwangi Expanse and beyond in search of powerful magic to free them from their curse. Sadly, no mortal magic has yet proven strong enough to undo the fell curse of the Umasi.



SERPENT'S SKULL



MALE HUMAN

DEITY Atheist
HOMELAND Absalom

CHARACTER TRAITS

CLASS/LEVEL Wizard 7
ALIGNMENT Neutral Good
INITIATIVE +3
SPEED 30 ft.

ABILITIES

STRENGTH 11
DEXTERITY 9
CONSTITUTION 12
INTELLIGENCE 21
WISDOM 15
CHARISMA 9

DEFENSE

HP 34
AC 12, touch 9, flat-footed 12 (+3 armor, -1 Dex)
Fort +7, Ref +3, Will +9

SKILLS

Appraise +10, Diplomacy +2, Knowledge (arcana) +15, Knowledge (geography) +15, Knowledge (history) +15, Knowledge (local) +15, Knowledge (planes) +15, Linguistics +15, Perception +9, Spellcraft +15, Swim +5

FEATS

Arcane Strike, Combat Casting, Empower Spell, Great Fortitude, Improved Initiative, Scribe Scroll, Spell Penetration

OFFENSE

Melee mwk cane +4 (1d6)
Ranged mwk light crossbow +3 (1d8/19-20)
Base Atk +3; CMB +3; CMD 12
Special Abilities arcane bond, hand of the apprentice (8/day)

Spells Prepared (CL 7th; concentration +12)
4th—ice storm, stoneskin
3rd—dispel magic, fireball (DC 18), fly
2nd—bull's strength, invisibility, scorching ray, web (DC 17)
1st—alarm, mage armor, magic missile (2), shield
o (at will)—daze (DC 15), detect magic, light, read magic

Familiar weasel named Sneak

Combat Gear *potion of cure moderate wounds* (2), *wand of magic missile* (CL 3rd, 50 charges), alchemist's fire (2); **Other Gear** mwk cane (as club), mwk light crossbow with 20 bolts, dagger, bracers of armor +3, cloak of resistance +2, headband of vast intelligence +2 (Knowledge [planes]), pearl of power (1st level), backpack, rations (4), scroll case, spell component pouch, spellbook, 15 gp

Born to a successful spice merchant in one of Absalom's more affluent districts, Ezren's childhood was pleasantly safe. This changed when his father was charged with heresy. Ezren spent much of his adult life attempting to prove his father's innocence, only to discover his father was guilty. The revelation shook to the core Ezren's faith in family and church, and he abandoned both, setting out into the world to find a new life. Ezren fell naturally into the ways of wizardry, and swiftly became a gifted spellcaster.



FEMALE HUMAN

DEITY Sarenrae
HOMELAND Qadira

CHARACTER TRAITS

CLASS/LEVEL Cleric 7
ALIGNMENT Neutral Good
INITIATIVE -1
SPEED 20 ft.

ABILITIES

STRENGTH 13
DEXTERITY 8
CONSTITUTION 14
INTELLIGENCE 10
WISDOM 20
CHARISMA 12

DEFENSE

HP 49
AC 21, touch 10, flat-footed 21 (+8 armor, +1 deflection, -1 Dex, +3 shield)
Fort +8, Ref +2, Will +13

SKILLS

Diplomacy +11, Heal +15, Knowledge (religion) +10, Perception +12, Swim -3

FEATS

Channel Smite, Improved Channel, Iron Will, Selective Channel, Weapon Focus (scimitar)

OFFENSE

Melee +1 scimitar +5 (1d6+2/18-20)
Ranged light crossbow +2 (1d8/19-20)
Base Atk +5; CMB +6; CMD 16
Special Abilities channel positive energy 4/day (DC 16, 4d6 [+7 vs. undead]), healer's blessing, sun's blessing
Domain Spell-Like Abilities (CL 7th; conc. +12)
8/day—rebuke death (1d4+3)
Spells Prepared (CL 7th; concentration +12)
4th—divine power, fire shield^D, restoration
3rd—dispel magic (2), prayer, searing light^D
2nd—aid, bull's strength, heat metal^D (DC 16), resist energy, spiritual weapon
1st—bless, command (DC 15), divine favor (2), endure elements^D, shield of faith (2)
o (at will)—create water, detect magic, light, mending
D Domain spell; Domains Healing, Sun

Combat Gear *potion of lesser restoration*, *wand of cure moderate wounds* (CL 3rd, 50 charges); **Gear** +2 chainmail, +1 heavy wooden shield, +1 scimitar, light crossbow with 20 bolts, cloak of resistance +1, headband of inspired wisdom +2, ring of deflection +1, backpack, silver holy symbol, rations (6), 75 gp

Kyra was one of the few survivors of a brutal raid on her hometown, and on the smoking ruins of her village, she swore her life and sword arm to Sarenrae. Possessed of a fierce will, pride in her faith, and skill with the scimitar, Kyra has traveled far since her trial by fire. She lost her family and home that fateful day, yet where another might be consumed by anger and a thirst for revenge, Kyra has found peace in the Dawnflower, and in the belief that if she can prevent even one death at evil hands, her own losses will not have been in vain.



FEMALE ELF

DEITY Calistria
HOMELAND Varisia

CHARACTER TRAITS

CLASS/LEVEL Rogue 7
ALIGNMENT Chaotic Neutral
INITIATIVE +9
SPEED 30 ft.

ABILITIES

STRENGTH 12
DEXTERITY 20
CONSTITUTION 12
INTELLIGENCE 10
WISDOM 13
CHARISMA 10

DEFENSE

HP 49
AC 21, touch 16, flat-footed 15 (+4 armor, +5 Dex, +1 dodge, +1 natural)
Fort +4, Ref +11, Will +4; +2 vs. enchantments
Senses low-light vision
Defensive Abilities evasion, uncanny dodge

SKILLS

Acrobatics +14 (+19 on jumps), Bluff +10, Climb +11, Disable Device +15, Perception +13, Sleight of Hand +15, Stealth +15, Swim +11

FEATS

Dodge, Improved Initiative, Mobility, Weapon Finesse

OFFENSE

Melee +1 keen rapier +11 (1d6+2/16–20)
Ranged dagger +10 (1d4+1/19–20)
Base Atk +5; CMB +6; CMD 22
Special Abilities sneak attack +4d6, trapfinding +3, trap sense +2

Rogue Talents bleeding attack, fast stealth, trap spotter

Combat Gear *potion of cat's grace* (2), *potion of cure moderate wounds* (2), *potion of invisibility*, acid, alchemist's fire (2); **Other Gear** +2 leather armor, +1 keen rapier, daggers (12), amulet of natural armor +1, belt of incredible dexterity +2, cloak of resistance +1, ring of jumping, backpack, grappling hook, hooded lantern, oil (5), rations (3), silk rope, thieves' tools, 25 gp

Merisiel's life experiences have taught her to enjoy things to their fullest as they occur, since it's impossible to tell when the good times might end. Never the sharpest knife in the drawer, Merisiel makes up for this by carrying at least a dozen of them on her person. She hasn't met a problem yet that can't, in one way or another, be solved with things that slice. While she's always on the move and working on her latest batch of plots for easy money, in the end it comes down to being faster than everyone else—either on her feet, or with her beloved blades. She wouldn't have it any other way.



MALE HUMAN

DEITY Cayden Cailean
HOMELAND Andoran

CHARACTER TRAITS

CLASS/LEVEL Fighter 7
ALIGNMENT Neutral Good
INITIATIVE +7
SPEED 30 ft.

ABILITIES

STRENGTH 18
DEXTERITY 16
CONSTITUTION 12
INTELLIGENCE 13
WISDOM 8
CHARISMA 10

DEFENSE

HP 57
AC 22, touch 13, flat-footed 19 (+8 armor, +3 Dex, +1 shield)
Fort +7, Ref +6, Will +2

SKILLS

Climb +13, Intimidate +10, Perception –1, Survival +9, Swim +13

FEATS

Combat Expertise, Disruptive, Improved Initiative, Improved Two-Weapon Fighting, Step Up, Two-Weapon Defense, Two-Weapon Fighting, Weapon Focus (longsword), Weapon Specialization (longsword)

OFFENSE

Melee +1 frost longsword +14/+9 (1d8+10 plus 1d6 cold/19–20) or
Dual Wielding +1 frost longsword +12/+7 (1d8+8 plus 1d6 cold/19–20) and +1 short sword +10/+5 (1d6+3/19–20)
Ranged +1 shortbow +8 (1d6+5/x3)
Base Atk +7; CMB +11; CMD 24
Special Abilities armor training 2, bravery +2, weapon training (heavy blades +1)

Combat Gear *potion of cure serious wounds* (2), alchemist's fire; **Other Gear** +2 breastplate, +1 frost longsword, +1 short sword, +1 composite shortbow with 20 arrows, belt of giant strength +2, cloak of resistance +1, backpack, rations (2), silk rope, 14 gp

Born a farmer's son in the quiet Andoran countryside, Valeros spent his youth dreaming of adventure and exploring the world. For the past several years, he's been a mercenary with the Band of the Mauler, a guard for the Aspis Consortium, a freelance bounty hunter, and hired muscle for a dozen different employers. Gone is his youthful naivete, replaced by scars and the resolve of a veteran warrior. While noble at heart, Valeros hides this virtue beneath a jaded, sometimes crass demeanor, often claiming that there's no better way to end a day's adventuring than with "an evening of hard drinking and soft company."



VAULTS OF MADNESS

by Greg A. Vaughan

The city of Saventh-Yhi has been found, yet while it has given up some of its secrets and treasures, its true dangers and legacy of insanity have yet to be confronted. Something dire is building in an even more ancient ruin below Saventh-Yhi, and the only route to this long-forgotten serpentfolk city is through a network of dungeons known as the Vaults of Madness. Will the heroes of Saventh-Yhi be able to rebuild the route to the city below? And what new perils await them when the infamous Gorilla King himself comes to Saventh-Yhi?

ECOLOGY OF THE CHARAU-KA

The degenerate and demon-worshipping ape-men known as the charau-ka, the “chosen of Angazhan,” have long dominated the vast jungle reaches of the Mwangi Expanse. This article explores their twisted society and cruel natures, as well as the eerie link between them and the legendary Gorilla King.

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Trap-filled tombs have long been a staple of adventuring life. This article presents six complex and devious traps, fit for inclusion as additional challenges in the Vaults of Madness or any dungeon of your own design.

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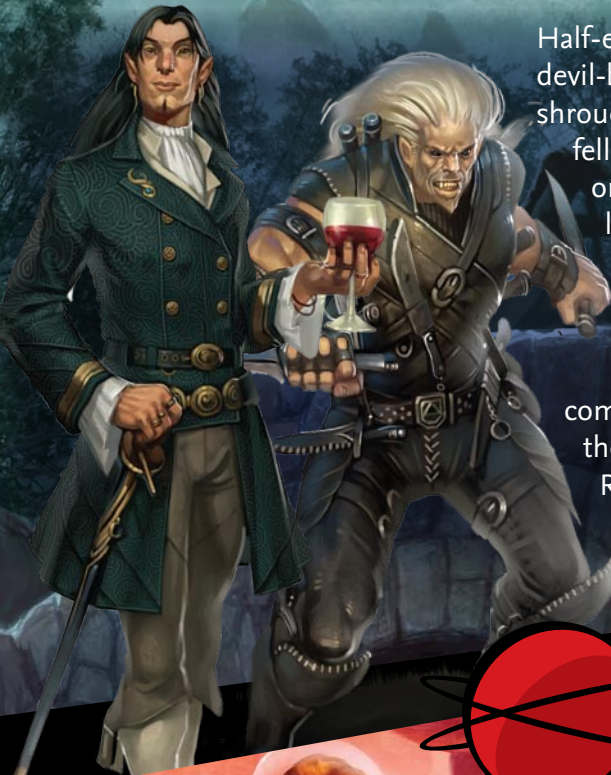


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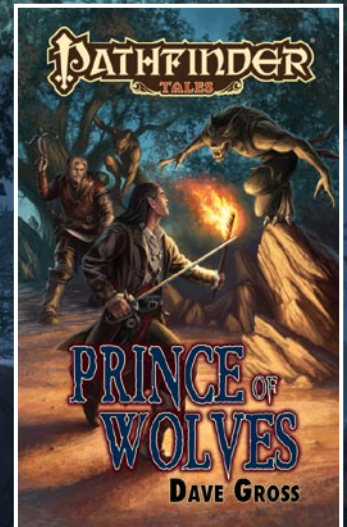
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Mwangi Fauna

Howler Mandrill

With their brightly colored faces, muscular prehensile tails, and tusk-like teeth, the howler mandrill presents one of the more frightening visages among the Mwangi's fauna. The shrieking howl of this carnivorous primate sounds eerily like that of a dying human. Many legends of hauntings in the jungle likely have howler mandrills at their root.



Vine Viper

The vines that hang from every tree are not always harmless. They aren't always even plants! The vine viper is one such peril, a reptile that coils around the upper branches of the canopy and hangs its body down, resembling a vine terminating in a large, leafy end. This "end" is, of course, the vine viper's head, and its capacity to strike with staggering speed, when combined with its potent venom, makes it a dangerous predator indeed.



Secrets of the Lost City

The legendary lost city of Saventh-Yhi, known to some as the City of Seven Spears, has finally been found! Yet while the ancient city's mysteries have long remained hidden, all manner of man-eating beasts and plants still dwell within the vine-choked ruins. Can the PCs be the first among five competing factions to claim the rights of discovery? Or will they become but the latest of Saventh-Yhi's victims?

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