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ADVENTURE PATH[™]



IRONFANG  INVASION

SIEGE OF STONE

by Thurston Hillman

SOUTHERN NIRMATHAS AND IRONFANG TERRITORIES



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ON THE COVER



Sometimes a copy is just as deadly as the original, as the iconics discover while fighting a simulacrum in this month's cover art by Remko Troost.



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REFERENCE

This book refers to several other Pathfinder Roleplaying Game products using the following abbreviations, yet these additional supplements are not required to make use of this book. Readers interested in references to Pathfinder RPG hardcovers can find the complete rules of these books available online for free at paizo.com/prd.

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TERRIFIED? THEY'RE PETRIFIED!

Between basilisks, spells, and now a medusa, players may start to think this is the *flesh to stone* Adventure Path instead of the Ironfang Invasion. And they're right.

One of the background themes of the Ironfang Invasion is the danger of the earth itself. Fire is dangerous—it can burn us. Water is dangerous—it can drown us. But all too often, the perspective is that the earth is stable and solid and represents safety:

"We're fine now that we're back on solid ground."

"Solid as a rock."

But consider earthquakes. Landslides. Sinkholes. We feel especially betrayed when the earth forsakes us. It's an alien threat—one we're not used to thinking about, and one that makes us uneasy in addition to being afraid. On a gut level, we need to make peace with dirt and stone—no matter where we go, it's right under our feet, but knowing that it might give way or heave upward at any moment takes away our illusion of safety. And magic only makes it worse, letting the stones beneath your feet reach out to grab you, or grind you to paste, or make you

one of them. One of the conscious design decisions in the Ironfang Invasion Adventure Path is to abuse that alienness by making earth and stone constant threats. Basilisks, earth elementals, traps that seal you in tiny chambers or transform you to stone—anywhere it makes sense, we replace the adventuring staple of *fireball* with *flesh to stone*, *transmute rock to mud*, or *stone call*^{APG}.

"Siege of Stone" epitomizes this by taking the PCs deep inside the treacherous earth, where deadly creatures and vile civilizations flourish away from the harsh light of day, and eventually confronts them with a villain closely tied to stone and petrification.

As you guide your party through the Darklands and explore the streets of Kraggodan, play up the strangeness of the situation. Neither the Darklands nor the Mountain Hold of Kraggodan sees daylight, so the PCs have no way of knowing just how much time may pass between their journey's start and end. They sleep as they grow tired, eat when they're hungry, and never see anything but cold stone above their heads—no sun, no clouds, no stars. Alien noises abound, echoing for miles through the stone

tunnels, and even their own senses can play tricks on them. In the real world, spelunkers away from the natural cycle of day and night can sleep far longer than the usual 8 hours—up to 30 hours at a time in some studies—completely warping their sense of time and natural rhythms. Without sunlight, human bodies have trouble processing certain vitamins as well, potentially leading to depression and respiratory problems. While the PCs won't be away from the sun long enough to develop rickets, a cruel Game Master should be all too willing to mess with the PCs' heads by describing challenges as overwhelming, the air as constantly thinning, and the ceiling as inching just a little bit closer every day.

It's entirely possible for one or all of your PCs to end up as yard ornaments over the course of this adventure thanks to Elacnida's petrifying gaze. The Adventure Path has tried to prepare the PCs for this in previous adventures—from the *lidless charm bracelet* to the several caches of *stone salve* sprinkled throughout various hoards—but now that the PCs have reached 11th level, they've finally gained access to the invaluable spell *stone to flesh*, which blunts the fangs of petrification a bit. *Stone to flesh* is hardly a perfect solution—petrified victims must succeed at a DC 15 Fortitude save to survive their restoration—but it offers a solution that costs nothing in terms of time or gold. If the party lacks an arcanist, magus, shaman, sorcerer, witch, or wizard to cast this useful spell, however, then they must continue to rely on other means—you may wish to sprinkle additional *stone salves* into your adventures, along with scrolls or elixirs, because petrification in Ironfang Invasion isn't going to end just because the medusa is dead.

Of course, what's good for the GM is good for the players, and beginning around 11th level, those classes listed above begin gaining access to *flesh to stone*. Few things take the wind out of your sails quite like a save-or-die spell sucker punching your main villain. Being a 6th-level spell automatically renders it a limited resource, and places it among similar “one-hit kill” spells like *circle of death* and *disintegrate*. Unlike *circle of death*, *flesh to stone* targets exactly who you want, and unlike *disintegrate* it is equally devastating regardless of your target's hit points. Game Masters possess a few protections against this dangerous spell that PCs do not, however. *Flesh to stone* affects only creatures with flesh—that is, muscle, fat, and skin—rendering creatures of the ooze and plant types immune. Elementals—who are composed of raw elements rather than flesh—are similarly resistant. It also requires a Fortitude saving throw, and so can't affect constructs and undead.

Note that *flesh to stone* is hardly a death sentence. Even a shattered statue is easily repaired with the 2nd-level spell *make whole*, and the Ironfang Legion commands its own stores of *stone salve* and similar magic, looted from the Vault Builder ruins they now

MEANWHILE, ON THE FRONT...

Having been defeated handily in the north, Azaersi adjusts her strategy and slows her expansion. In her estimation, the PCs represent genuine threats now, given their growing coalition of troops and resources. With a threat looming, she prefers to reinforce those territories she has already claimed rather than focus on growing her borders in the north. Phaendar in particular receives heavy reinforcements, and the local Ironfang commander, Scabvistan (father of Scarvinious, the bounty hunter the PCs confronted in *Pathfinder Adventure Path* #115), is tasked with monitoring and sabotaging the PCs' northern forces. This may be reflected in dispatches the PCs receive as they venture farther and farther afield, or, at your discretion, PCs who return to their reclaimed fortress may have side adventures routing out saboteurs and informants from among their militia. With this Adventure Path's heavy focus on old-school adventure rather than politics and intrigue, these escapades are left up to your own imagination.

To the south, the Legion finishes its invasion of the Nesmian Plains, seizing everything north of the Inkwater River and turning the Plains's residents into a labor force to begin assembling traditional fortresses to help it hold on to its conquests. It allows Molthune's military free passage through its territory to maintain the human siege on Kraggodan, but the proximity of a massive hobgoblin army raises more than a few hackles among the southern nation. Troops—ostensibly reinforcements to help escalate the siege—begin amassing in defensible positions along the Inkwater River. As Molthune's paranoia drives its troop placement, Azaersi dispatches her own scout forces behind Molthuni lines well into the Plains of Molthune, along with *onyx shards* her armies will use to surround the outnumbered defenders.

operate from. General Azaersi understands that all living creatures made of flesh suffer this same weakness, and is understanding of those minions transmuted into unloving rock. Encounters resolved via petrification are merely postponed, and such opponents—especially noteworthy ones—should appear again in the Adventure Path's conclusion, “Vault of the Onyx Citadel.”



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SIEGE OF STONE

FOREWORD

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SIEGE OF STONE

PART 1: GODDESS BELOW

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The PCs scour the Valley of Aloï in search of the Ironfang Legion's morlock allies and clues to help them fight the advancing hobgoblins. Hidden within the warrens lies a far more sinister threat: a duplicate of the tribe's goddess, the dark naga Zanathura.

PART 2: THE LONG WALK

PAGE 23

Discovering that General Azaersi began her rise to power in these tunnels and stole her fabulous Stone Road from the vaults below the Dwarven Sky Citadel of Kraggodan, the PCs retrace her steps on an expedition through the Darklands realm of Nar-Voth.

PART 3: JUDGMENT OF THE SKY CITADEL

PAGE 36

Arriving in besieged Kraggodan, the PCs must convince its skeptical leadership of their good intentions and persuade the dwarves to grant them access to the city's most ancient and revered secrets.

PART 4: GHOSTS OF THE PAST

PAGE 42

The heroes enter the sealed Reliquary of Ascension, where they battle through timeworn dwarven traps and brutish Darklands squatters. Discovering the site of the missing *Onyx Key*, the heroes come face to face with the ghost of the Ironfang Legion's treacherous former spymaster.

ADVANCEMENT TRACK

"Siege of Stone" is designed for four characters and uses the medium XP track.



The PCs begin the adventure at 11th level.



The PCs should be 12th level by the time they begin Part 2.



The PCs should be 13th level before entering the Reliquary of Ascension in Part 4.

The PCs should reach 14th level by the end of this adventure.

ADVENTURE BACKGROUND

All of Golarion shook when the *Starstone* fell—aboveground and below. The dwarves of the Darklands took this shaking as a sign promised by the great spirit Torag to begin the prophesied Quest for Sky. While many dwarves united under King Taargick to begin this quest, scattered clans remained behind, either to plan their own journeys or because they were too stubborn to abandon their homes. Many of these stragglers were spurred to action by Taargick's success. The young adventurer Kraggodan chose instead to delve deeper. Obsessed with the vast vaults of Orv and their long-dead creators, Kraggodan surmised that their empire must still hold some secret to surviving the hazardous Darklands journey. He stalked their silent halls and discovered a relic that grew bulwarks in only moments and connected them with sturdy tunnels: the *Onyx Key*.

Traveling the avenues of the Stone Road opened by the *Onyx Key*, Kraggodan's followers made their Quest for Sky with unprecedented speed; scouts advanced quickly and, once safe, opened tunnels through which the old, the young, and the infirm joined them. Tragically, Kraggodan died battling an orc chieftain before his people reached the surface, but his work so greatly eased the journey that Kraggodan's followers memorialized their leader by naming their new surface homeland in his honor.

Once construction of their Sky Citadel began, the dwarves turned to studying their mysterious blessing. Scholars had not dared remove the red *sardonyx shard* from the artifact's base, but the powerful conjuration magic it radiated suggested it had the potential to open the Stone Road farther afield. Taking the *sardonyx shard* into the Stone Road, they found a path to the roads' central hub: a utopian, jewel-lined vault deep within the Plane of Earth. But this land of plenty concealed terrible dangers as well, and powerful beasts flooded through the open gateway, slaughtering many of those dwarves the *Onyx Key* had so easily protected during the Quest for Sky. The dwarves of Kraggodan fought back against these invaders and sealed the Stone Road once more. Fearing the doorway could be opened again through careless use, the dwarves locked the *Onyx Key* away with other artifacts from their Quest for Sky in their Reliquary of Ascension, and its existence passed into myth.

Fifty years ago, the dark naga Zanathura—possessing a keen interest in dwarven history and magic—discovered the same Orvian vault from which Kraggodan had plundered the *Onyx Key*, and she followed his clan's ascent to the surface. She discovered a ruined dwarven outpost in the Valley of Aloï, and stayed there to study the wealth of knowledge collected in her travels. She enslaved a local tribe of morlocks to defend and serve her, convincing the simple creatures that she was a goddess. The morlocks embraced this new faith, dubbing her the World Serpent, the living goddess.

When General Azaersi began seeking information on the *Onyx Key*—having learned about the artifact years earlier while torturing a dwarven historian—her research quickly brought her to Zanathura, perhaps the region's greatest scholar of dwarven lore. Zanathura surprised Azaersi with her sorcerous abilities, a trait generally reviled by hobgoblins. Azaersi's ambition amused the naga, who enticed the hobgoblin commander with promises of great knowledge if Azaersi granted her power and influence within the growing Ironfang Legion. Azaersi reluctantly agreed to Zanathura's request, offering the naga a position within the Ironfangs as an advisor to help study and counter “elf magic.”

Zanathura provided what she knew about the legendary dwarven Stone Road and the *Onyx Key* that created it, and how the dwarves of Kraggodan used it during their Quest for Sky. But Azaersi gained more than mere information, as Zanathura also offered to take Azaersi and her compatriots to the vault that housed the artifact.

Zanathura left a simulacrum of herself to maintain her rule over the morlocks and departed with Azaersi and a retinue consisting of the warrior Dendrak and the medusa spy Elacnida (see page 56). The four traveled via the Darklands into Kraggodan's neglected lower levels and stole into the city's Reliquary of Ascension—a storehouse of lore related to the Quest for Sky. Once there, they planted evidence to frame Molthune for the burglary, but as they seized the *Onyx Key*, Elacnida's greed and paranoia overcame her and she turned on her allies, petrifying Dendrak and nearly killing Zanathura. Azaersi slew her traitorous minion, and she and Zanathura fled back into the Darklands too quickly to dispose of the body or seal the entrance behind them.

Darklands denizens soon plodded through the opened passage, drawing the dwarves' attention. As they repelled the invading aberrations, the dwarves uncovered the Legion's planted evidence and sent emissaries to Molthune demanding an account of the intrusion. Molthune imprisoned the emissaries. A dwarven army marched from Kraggodan, only to be repulsed by the superior Molthuni army. All of this played into Azaersi's overarching schemes, and the hobgoblin grew her Ironfang Legion, preparing for war against Nirmathas with both Kraggodan and Molthune now distracted by their growing conflict.

As the fires around Longshadow cool, the PCs are left with two clues of note. The first is the location from which the Legion marched—the inhospitable Valley of Aloï. Their second is the up-close view they gained of the Legion's ominous black tower—the apparent secret to the hobgoblins' swift attacks and instantaneous reinforcements—and the dwarven runes covering its surface. Only by tracing these elements can the PCs hope to learn more about the Legion, its history, and the vulnerable heart of its operations.

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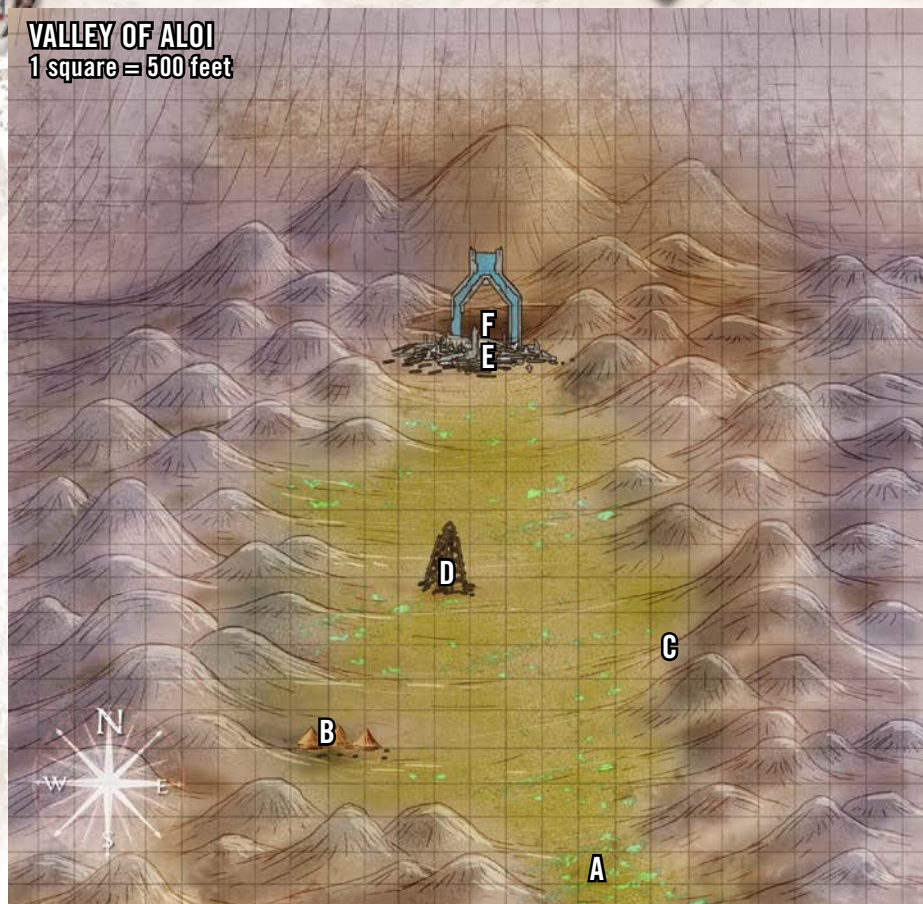
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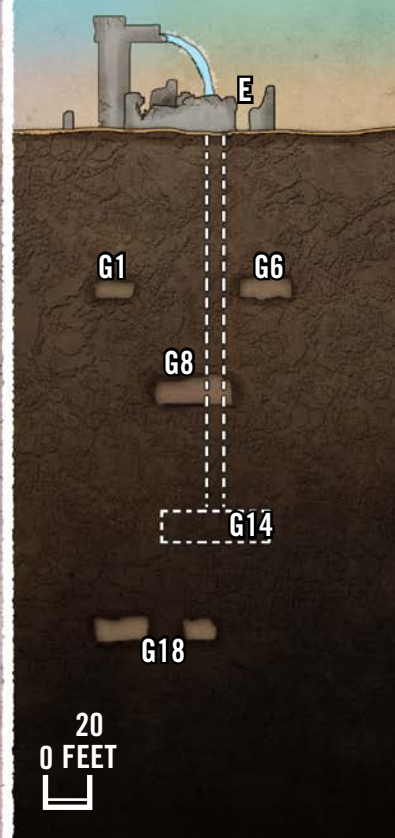
BESTIARY

VALLEY OF ALOI

1 square = 500 feet



F. GREVASSE SIDE VIEW



PART 1: GODDESS BELOW

The Ironfang Legion made a tiny mistake by recruiting the morlocks of the Mindspin Mountains. While the morlocks proved capable at tracking underground wealth, slaughtering those seeking shelter in the mines of the Hollow Hills, and charting the countless caverns that crisscross the region, locals universally associate the reclusive humanoids with the forbidding Valley of Aloi. Most of the Ironfang Legion's forces operate from relatively recent outposts—or remain concealed in their planar fortress, the Onyx Citadel—but the morlocks are the first truly static outpost. Canny PCs may have recovered Lieutenant Kosseluk's maps during the previous adventure, learning that the bulk of her forces operated from a secret base hidden in this same valley.

As the adventure begins, the PCs have just defended the town of Longshadow against the Ironfang Legion's assault. The Legion's numbers aren't limitless; Azaersi and her commanders know that the key to winning their long war is in the careful application of force where enemy forces are already diminished, not throwing good soldiers after bad targets in vainglorious assaults.

While Mayor Thom Crawbert (see *Pathfinder Adventure Path #117: Assault on Longshadow*) is eager to begin overseeing the reconstruction effort in Longshadow, both Aubrin the

Green (see "Trail of the Hunted") and Cirieo Thessaddin (see "Fangs of War") encourage the PCs to investigate the Valley of Aloi. They surmise that the Ironfang Legion will either quickly reinforce the camp—making it an ideal target for a retaliatory strike—or abandon it, potentially leaving behind valuable intelligence. If the PCs seem reluctant to become involved, the Chernasardo Rangers ask them to investigate the Ironfang encampment in the Valley of Aloi, or Mayor Crawbert may hire them to put an end to the ongoing morlock threat.

Many local miners, as well as Mayor Crawbert, can mark the valley on a map for the PCs. Local legends tell of rich bounties abandoned thanks to the area's vicious storms, territorial drakes, and flesh-eating morlocks, and almost every miner across the Hollow Hills can spin a yarn about a cousin's friend's sister who once spotted some timeworn treasure from the lip of the valley, only to be chased off by some monster or another. Although off the common trails, the Valley of Aloi is simple enough to reach from Longshadow, requiring about 5 days' travel through rough hills and mountainous switchbacks.

THE VALLEY OF ALOI

This gorge is roughly 20 miles southwest of Longshadow near the base of the Mindspin Mountains. Untamed mountains and sheer granite walls render it fairly

inaccessible except to wilderness-savvy travelers or those assisted by magic. Cresting hills flank the valley to the east and west, with the north eventually abutting a sheer face of a towering mountain. A deep crevasse, plunging down into lightless depths (and eventually into the Darklands), cuts into the earth just before the steep ascent of the adjacent mountains.

Dwarves from Kraggodan settled this valley thousands of years ago, building sturdy aqueducts to support a large fortress and dungeon complex which stood guard over the Darklands entrance. Long since abandoned, these architectural wonders have largely collapsed, leaving only two aqueducts and a few sturdy walls aboveground. The eastern aqueduct collapsed centuries ago, and now pours its water directly into the crevasse, but the western sluice still transports water into the dwarven ruins, where it tumbles into the morlock warrens below.

Many failed mining expeditions dot the terrain, as dozens of inspection parties disappeared over the past centuries. The cause of these disappearances is twofold: the local wildlife prey on anything that enters their territory, while the resident morlocks likewise see newcomers as potential meals.

Terrain: During the day, the Valley of Aloï is covered in perpetual fog rolling off the mountain, which covers the valley and effectively mimics the effects of the *fog cloud* spell (though it's not a magical effect). The fog thins as the sun begins to set, and it disappears for roughly 2 hours prior to nightfall. This gives explorers 2 hours each day to explore the valley with any reliable line of sight beyond their immediate surroundings. After sunset, morlocks and other predators emerge, though the fog doesn't return until sunrise.

The PCs likely have access to magical flight, allowing them to drop in and out of the valley. Daytime fog prevents easy overhead scouting of the region, limiting the PCs to only about 2 hours of searching with normal vision. Further complicating the PCs' use of flight are the valley's drakes and rocs, which aggressively accost flying PCs. The ogre mage Origa (see area B) can also fly, allowing for her to potentially join in aerial combat if she believes she can catch the trespassers at a disadvantage.

THE IRONFANGS AND THE MORLOCKS

The PCs' primary goals, at least for now, are to investigate the Ironfang camp and to locate the valley's morlocks. The remains of the Ironfang Legion camp (area B) are easily spotted upon entering the valley. The morlocks are less obvious, however, dwelling out of sight in the caves and tunnels below the dwarven ruins (area E) and abutting the crevasse at the valley's far end (area F). PCs searching the valley for any sign of morlocks who succeed at a DC 23 Survival check discern the monstrous humanoids' tracks along game trails or

VALLEY ENCOUNTERS

Many dangerous creatures nest in and around the Valley of Aloï, including drakes, morlocks, ogres, and other monsters listed here. While exploring, there is a 5% chance each day of encountering a danger during the foggy daylight hours. Once the fog lifts at dusk, this increases to 25% as predators become more active. Once the sun sets, the chance for a random encounter increases to 35% unless the PCs find a hidden recess in which to camp with a successful DC 23 Survival check.

d%	Result	Avg. CR	Source
1–10	1 advanced destrachan	9	<i>Bestiary</i> 2 292, 83
11–22	1 peuchen	10	<i>Bestiary</i> 5 189
23–33	1d6 morlock creepers	11	page 14
34–44	1d4 ogre hunters	11	<i>Monster Codex</i> 157
45–53	1 elder earth elemental	11	<i>Bestiary</i> 122
54–64	2 yrthaks	11	<i>Bestiary</i> 2 290
65–77	1 banelight	12	<i>Bestiary</i> 6 37
78–89	1 frost worm	12	<i>Bestiary</i> 2 126
90–100	1d6 fire giants	13	<i>Bestiary</i> 148

in the bogs where they fish. From that point, following them back to the crevasse is a simple matter. The morlocks also emerge each night to hunt, and attempt to ambush any PCs camping in their territory. Injured morlocks try to flee back to their warrens, unwittingly leading PCs to their lair.

A. VALLEY ENTRANCE (CR 11)

Read or paraphrase the following as the PCs first enter the Valley of Aloï.

The rough animal path comes to an abrupt end at the head of a fog-shrouded mountain valley. Hills rise to the east and west, with a near-vertical face of the Mindspin Mountains barring the way further north. Water rushes down the sides of the mountain, carried in crumbling aqueducts before pouring into a tumbledown ruin. Grass and weeds choke the ground ahead, with interspersed rocks and the occasional black pool or pillar of stone. The valley stretches on for thousands of feet, eventually plunging into a deep crevasse at the base of the northern mountains.

A few wooden buildings—far newer than the stone ruins littering the valley's northern end—huddle to the southwest, while a creaking, weather-grayed wooden tower peeks above the fog near the valley's center.

The most reliable way in and out of the valley is an old dwarven highway that has long since disintegrated into a simple game trail.

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Creature: Rocs nest throughout the nearby Mindspin Mountains, hunting rams and ibexes. Two of the massive birds have claimed a particularly ideal nesting site along this game trail. They recently attempted to prey on the newly arrived ogres as they set up camp, but were forced away by Origa's archery (see area B). The rocs now seek easier prey as the ogres continue picking off their food supply, driving them to attack any groups of smaller intruders. The hungry rocs hope to pounce on a single morsel, using their Flyby Attack feat to grapple an opponent, then return to the skies or their nest to eat in peace. If pursued, they turn to flight.

Should the PCs arrive in the valley via magic or flight, they encounter the prowling rocs later as the great birds hunt, perhaps in place of a random encounter or simply dropping on the PCs from above once the PCs dispatch the ogres.

In light of their recent fight with the ogres, the rocs begin any encounter with an attitude of hostile, and any Handle Animal or wild empathy checks to calm them take a –5 penalty. Regardless of any negotiations, the rocs only fight until reduced below 20 hit points, at which point they permanently retreat from the valley.

ROCS (2)

CR 9

XP 6,400 each

hp 120 each (*Pathfinder RPG Bestiary* 236)

Story Award: If the PCs deal with the rocs peacefully, award them XP as if they'd defeated the pair in combat.

B. KOSSERUK'S ENCAMPMENT (CR 12)

A handful of hastily built wooden buildings stand abandoned amid a sea of tent poles and tattered canvas hanging listlessly in the wet air. Hard-trodden earth and dozens of fireplaces speak to an army of hundreds—perhaps thousands—having recently occupied this eerily quiet military camp. Black stones piled higher than a tree fill a circle at the camp's center.

This camp served as the heart of Kosseluk's operations just weeks ago, and it supported over a thousand hobgoblin troops as well as minotaurs, war beasts, and hundreds of slaves to support them all. Much of the force followed their leader in an assault on Longshadow (detailed in the previous adventure), and the few who survived suddenly found themselves leaderless in the wake of the minotaur's defeat. General Azaersi ordered the camp disbanded, recalling the remaining forces to the Onyx Citadel. The pile of black stones at the camp's center is all that remains of the onyx tower that once connected the camp to the Ironfang Legion's Stone Road network, as Azaersi, operating from the Onyx Citadel, collapsed the tower to prevent any retaliatory force from Nirmathas from seizing it.

Creatures: An ogre mage named Origa leads a vicious tribe of ogres that watched the Ironfang camp for weeks from their home in the Mindspin Mountains. Once the hobgoblins packed up and moved on, they descended from the hills to scavenge any valuables left behind, and they now claim the ruined camp as their own.

Origa recognizes that the Ironfang Legion is turning Nirmathas into a war zone, and clans such as hers are being pressed into service if discovered, so she intends to wait out the conflict in the valley. Her simpleminded subordinates, however, have become increasingly imprudent in attacking creatures in the region and attracting attention to themselves.

Of the 13 ogres who initially came into the valley with Origa, only 10 remain. Two ogres have taken to training with Origa, and have become skilled scouts. The remaining ogres are brutal warriors, lazy and arrogant oafs who spend their time wrestling one another and hunting local wildlife. Origa maintains some control over the band, curbing the worst of their race's normal depredations.

At any given time, the camp contains six ogres. From the afternoon through dawn, Origa and her hunters scour the valley (see below), searching for food and ambushing morlocks who emerge from the nearby cavern. If the PCs attack the camp during the morning, they face Origa and her archers alongside the rank-and-file troops, increasing the difficulty of this encounter to CR 14.

OGRE BOSSES (6)

CR 7

XP 3,200 each

hp 76 each (*Pathfinder RPG Monster Codex* 155)

Treasure: The ogres have already scoured the camp, collecting all the remaining valuables they could find into a convenient pile in the former minotaur barracks they now claim. Their hoard includes 127 gp, 121 pp, a +1 *bashing heavy steel shield*, a *bodywrap of mighty strikes*^{UE}, an *oil of magic weapon*, a *potion of neutralize poison*, a *scroll of blessing of fervor*, a *scroll of prayer*, a *wand of greater magic weapon* (29 charges), and an erotic onyx statuette of two hobgoblin men embracing (worth 630 gp).

Development: Origa's band of ogres are responsible for stirring up many other predators in the Valley of Aloï. Their defeat allows the PCs access to the morlock warrens (area G) without fear of later attacks, and reduces the chances of a random encounter by 10%. Defeating just the ogre mage drives the remaining ogres to infighting, and any remaining ogres depart the valley over the course of the next 1d3 days.

Without ogre interference, it takes only a few minutes of searching to find Kosseluk's command center in one of the wooden buildings, which houses several maps of the Hollow Hills region detailing the forces and camps the PCs battled in the previous adventure. A neatly tied stack of war correspondence—deemed worthless by

the ogres—sits on her oversized desk and reveals many useful tidbits about the Legion, including the following:

- General Azaersi rules the Legion with an iron fist, but much of the day-to-day operations are left to her commanders. Kraelos commands military operations. Taurgreth directs the Legion's special forces, such as scouts and spies. High Priest Azlowe sees to the Legion's spiritual needs, casts divinations, and oversees their army of faithful. A fourth advisor, Zanathura, works outside the command structure and seems greatly disliked by all except Azaersi herself.
- General Azaersi has been consolidating her power for 2 years, ever since meeting the witch Zanathura in this same valley and learning from her how to open the Stone Road and maneuver her troops unseen.
- Several letters speak of a place called "Onyx Citadel" as a central location from which the Legion launches its attacks, but nothing mentions the citadel's location.
- Phaendar, now Fort Phaendar, continues to consume huge amounts of resources and appears to have a well-supplied garrison defending it from any possible counterattack.
- Zanathura's morlock servants dwell in caverns below the collapsed dwarven ruins at the far end of the valley.

Story Award: If the PCs investigate the camp and learn new details about the Ironfang Legion, award them 9,600 XP.

ORIGA'S HUNT (CR 12)

The ogre mage Origa and her two trainee hunters prowl the Valley of Aloï during the afternoon hours and well after sunset. They may surprise the PCs as they make camp, or attack them as they search the Ironfang camp.

Creatures: The two ogre hunters often scout ahead of Origa, searching for game with their wolf companions. They use Stealth to remain hidden, preferring to charge through the fog against any prey or enemies they detect. Origa stays behind, remaining invisible and occasionally critiquing her allies' skills. She prefers to keep her true nature hidden, even from her ogre underlings, taking the misshapen appearance of an ogre. If her allies are slain, she reveals her oni nature while making ranged attacks.

OGRE HUNTERS (2)

CR 9

XP 6,400 each

hp 81 each (*Pathfinder RPG Monster Codex* 157)

ORIGA

CR 10

XP 9,600

Female ogre mage fighter 2 (*Pathfinder RPG Bestiary* 221)

LE Large outsider (giant, native, oni, shapeshifter)

Init +10; **Senses** darkvision 60 ft., low-light vision; Perception +15

DEFENSE

AC 25, touch 15, flat-footed 19 (+5 armor, +6 Dex, +5 natural, -1 size)

hp 127 (10d10+72); regeneration 5 (fire or acid)

Fort +16, **Ref** +8, **Will** +12 (+1 vs. fear)

SR 21

OFFENSE

Speed 40 ft., fly 60 ft. (good)

Melee mwk greatsword +16/+11 (3d6+9/19-20)

Ranged +1 shock composite longbow +17/+12 (2d6+6/×3 plus 1d6 electricity)

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

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

Constant—fly

At will—darkness, invisibility

1/day—charm monster (DC 18), cone of cold (DC 19), deep slumber (DC 17), gaseous form



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TACTICS

Before Combat Origa casts *invisibility* on herself before approaching any potential conflict.

During Combat Origa attacks from a distance while her ogre hunters engage enemies. She opens combat invisibly with a volley of arrows easily mistaken for lightning strikes. Origa has developed an uncharacteristic fondness for her ogre scouts, and won't use her *cone of cold* unless she's sure she won't hit one of them.

Morale Having no intention of dying for a band of ogres, Origa retreats to the main camp for reinforcements if her scouts fall. She leaves the valley entirely if all her minions are slain and she is reduced below 30 hit points.

STATISTICS

Str 22, **Dex** 23, **Con** 25, **Int** 14, **Wis** 18, **Cha** 19

Base Atk +10; **CMB** +17; **CMD** 33

Feats Improved Initiative, Iron Will, Manyshot, Point-Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (longbow)

Skills Acrobatics +6 (+10 when jumping), Bluff +14, Disguise +14, Fly +12, Intimidate +17, Knowledge (arcana) +13, Perception +15, Sense Motive +15, Spellcraft +12, Survival +16, Use Magic Device +14

Languages Common, Giant, Undercommon

SQ change shape (small, medium, and large humanoid; *alter self* or *giant form I*)

Combat Gear *potion of displacement*; **Other Gear** +1 mithral chain shirt, +1 shock composite longbow (+5 Str) with 30 arrows, mwk greatsword, belt of incredible dexterity +2

C. DRAKE NEST (CR 12)

A collection of bones, branches, and dry weeds wedged into a rocky outcropping in the valley wall makes up the small nest of the valley's rift drakes. This resting place is crudely assembled along the eastern foothills of the valley, northeast of the ogre encampment.

Creatures: A trio of rift drakes nest in this valley, and consider it their domain. They hunt primarily at night after the valley's fog lifts. These drakes are entirely malicious beings, and they enjoy torturing weaker creatures for their amusement. They've had success in running down a few errant morlocks during the night but are reluctant to test themselves against the larger ogres. When they see the PCs, they believe they've found new sport and immediately attack.

RIFT DRAKES (3)

CR 9

XP 6,400 each

hp 126 each (*Pathfinder RPG Bestiary* 3 106)

Treasure: The drakes line their nest with valuables scavenged from the ruins. The nest requires a successful DC 27 Survival check to locate and a DC 30 Climb check to reach. Among the detritus of the nest, the PCs can find 2,674 gp, seven aquamarine gems (worth 165 gp each), and a *metamagic rod of bouncing spell*.

D. RUINED EXCAVATION

Four smashed carts lie haphazardly around a precariously leaning scaffold of weathered, gray wood. The structure stands above a ten-foot-wide drop in the ground. Scattered bones are visible amid the wreckage, along with shreds of tattered clothing caught on wooden splinters or firmly held by rocks.

Many years ago, a group of prospectors came to the Valley of Aloï in search of a potential new mining site. The presence of the dwarven ruins and the nearby gorge seemed good omens, so the prospectors set up a small camp. After only a few days, though, morlocks emerged from the nearby cave system and murdered the prospectors. Scattered wooden wreckage and a few of the miners' bones are all that's left. The equipment is a small setup to support digging a mine shaft, but it has been neglected too long to operate.

Treasure: A PC who succeeds at a DC 25 Perception check uncovers a hidden lockbox half-buried beneath the earth. The box contains a delicate parchment—a deed to the as-of-yet-unnamed mine shaft—as well as mineral samples from the area, including two rough, uncut rubies each the size of a human fist. The rubies are worth 1,500 gp each in their current state. A successful DC 25 Craft (jewelry) check to cut and polish the gems doubles their value, but failing this check by 5 or more ruins the gems, reducing their value by half.

E. DWARVEN RUINS (CR 12)

Several stone arches rise above broken pillars and scattered, tumbledown walls at the edge of a vast chasm. Icy water still pours into a central well here from a vast aqueduct that descends down the mountain and across the half-mile-wide crevasse. The only structures that seem unbothered by time are four statues of dour, dwarven warriors standing sentinel under the end of the aqueduct. Water thunders down into a ten-foot-wide hole carved in the stone.

The dwarves of Kraggodan maintained several watch outposts in the aftermath of their Quest for Sky. This fortress was once one such outpost, standing guard over the Darklands entrance in the crevasse. Time has since eroded most of its former glory. Since the dwarves abandoned the site after their devastating losses during the Shining Crusade, it has almost entirely collapsed. The water hall, as it was called, was once a grandiose feature in the fortress's foyer, and now its stones—magically reinforced to resist the erosive power of the water—are the only part of the ruin still largely intact.

In ages past, two aqueducts ran down from a central distribution off the mountain, traversing the fissure and connecting to the fortress. Today, only one aqueduct remains in working order; the other crumbled and

fell into the crevasse long ago. The waterfall from the remaining aqueduct's outflow rushes down through the morlock warrens (area **G**), passing through areas **G5** and **G10** before crashing into the pool in area **G14**.

Creatures: The dwarves did not abandon their stewardship entirely. Four cephalophores—powerful construct guardians—watch over the ruins and the aqueduct above, which connects to the same network that provides much of Kraggodan's water. They remain inactive until a creature enters the remains of the hall or otherwise interacts with the water. As combat begins, the cephalophores' heads disconcertingly slide off their stone necks and into the cupped hands at their chests. They defend the ruins, traveling only as far 200 feet from the site before returning to their resting places. They do not pursue PCs traveling through the waterfall well in the room's center. The morlocks below have learned to keep their distance from these statues.

A PC who succeeds at a DC 22 Knowledge (religion) check identifies the statues as depictions of Grundinnar, the dwarven god of friendship and hard work.

CEPHALOPHORES (4)

CR 8

XP 4,800 each

hp 96 each (*Pathfinder RPG Bestiary* 4 27)

Treasure: Each cephalophore wears a small silver hammer on a chain around its neck (worth 100 gp each).

The water hall was dedicated to Grundinnar when first created. The cephalophores were carved in his image, and a small plaque honoring the dwarven god of peace and camaraderie sits alongside a small offering bowl. Any creature placing one of the silver hammers from a cephalophore's neck into the bowl gains fast healing 1 for 24 hours or until it kills another sentient creature (whichever comes first), though this blessing destroys the hammer in the process. PCs can guess this function with a successful DC 22 Knowledge (religion) or Spellcraft check.

Development: The well in the dwarven ruins provide the most convenient access to the morlock tunnels below. A ladder carved into the well's side (Climb DC 10) descends to area **G5**. The hall also makes a useful fallback point. The morlocks fear the cephalophores (even if the PCs destroy the statues) and give the area a wide berth for 1d4 weeks after the PCs destroy the constructs.

F. THE CREVASSE

The exposed earth here descends more than 2,000 feet into the Darklands realm of Nar-Voth. After the first 1,000 feet, the fissure angles slightly to the north, naturally obfuscating sunlight to the deeper regions. It then expands into a series of lesser caverns. The bottom of the fissure connects into a larger cavern adjacent to the Darklands highway known as the Long Walk.

Further information on this area is provided in Part 2 of this adventure.

Most of the crevasse wall requires a successful DC 25 Climb check to traverse. The comings and goings of the morlocks over generations has worn handholds into the wall of the crevasse between the surface and areas **G1**, **G6**, **G8**, and **G18**. Following these paths requires only a successful DC 15 Climb check.

G. MORLOCK WARRENS

The morlocks dwell in a series of old dwarven fortifications and caverns along the adjacent Darklands crevasse. The caverns span four distinct levels, with three of the levels connecting via a series of rough handholds along the southern end of the fissure. Some of these chambers were once subterranean additions to the dwarven fortress above, but erosion and morlock mining have expanded the structure into a rat's nest of tunnels. Water from the ancient dwarven aqueduct flows from the dwarven ruins (area **E**) down through the three upper levels of these caverns.

The warrens support a wide variety of mutated morlocks, created by both Zanathura's magic and by exposure to the deadly blightburn deposits deeper in the warrens. The morlocks are immune to the deadly effects of the crystals' radiation, but they suffer a high infant-mortality rate. Those who survive are often twisted, blemished, and stronger, or even more radically changed, creating specific castes within the tribe. Additional information on blightburn and the sickness it causes can be found on page 17.

Unless otherwise noted, no light exists in any of the chambers, and ceilings are 15 feet high—the morlocks rely on their darkvision and natural climbing ability to get along. The walls are made entirely of stone. There are four levels to the area, separated by varying vertical heights, with some chambers connected by vertical tunnels.

Level 1: Consists of areas **G1** through **G7**. This area is located 100 feet below the surface.

Level 2: Consists of areas **G8** through **G12**. This area is located 60 feet below Level 1.

Level 3: Consists of areas **G13** through **G17**. This area is located 80 feet below Level 2.

Level 4: Consists of areas **G18** through **G22**. This area is located 60 feet below Level 3.

G1. DINING HALL (CR 11)

Dark, gruesome stains mar the floor and walls of this thirty-foot-wide chamber roughly carved into the southern face of the fissure. Tunnels veer off to the west, south, and southeast. Bits of gore and bone line the walls, and the chamber reeks of rot—a stench that would be overwhelming if not for the enormous opening into the crevasse.

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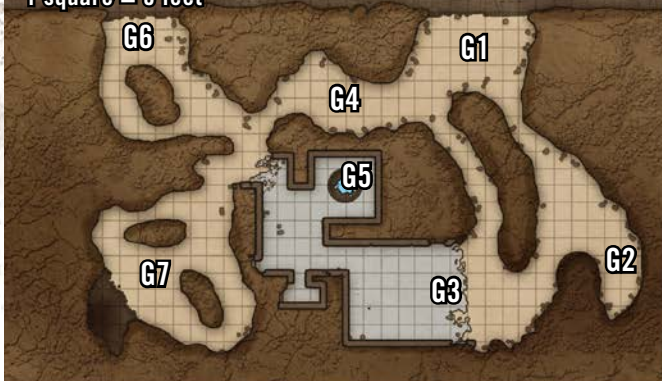
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1 square = 5 feet

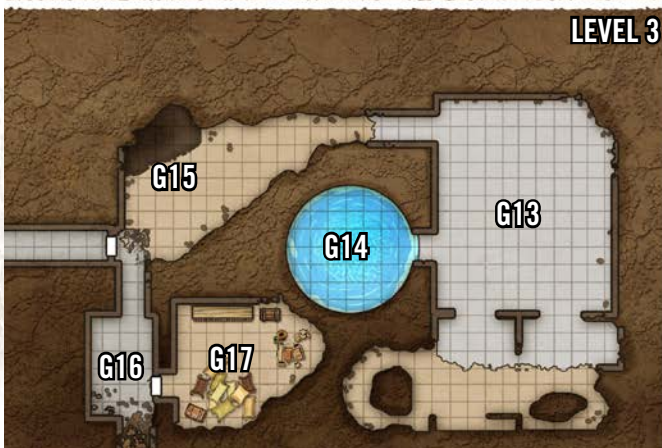
LEVEL 1



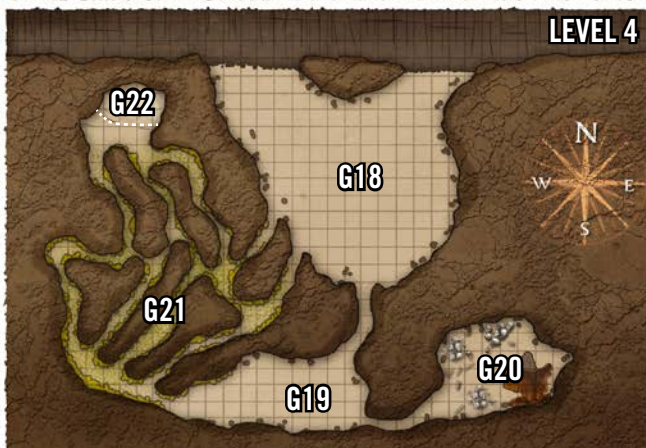
LEVEL 2



LEVEL 3



LEVEL 4



This chamber serves as the morlocks' primary entrance to their warrens, and as such is where most of the prizes from hunting and scavenging are torn apart by the tribe, making it the impromptu dining hall.

Creatures: Several morlocks lazily guard this uppermost entrance to the cave system, picking at scraps and gnawing on the bones of an ogre they pulled down into their warrens days earlier. Two hulking mutants—known as destroyers—accompany four of their average kin. The destroyers attack foes mercilessly with their greatclubs, immediately entering rages at the sight of intruders. They use throwing axes against targets flying outside of the room's entrance.

The lesser morlocks have no fear of death and seek only to impress their goddess. They position themselves to swarm with their allies, especially the destroyers, and use aid another actions to improve the destroyers' Armor Class and attack rolls. Against spellcasters, they intentionally ready actions to disrupt spellcasting. Against flying spellcasters, they make leap attacks and attempt to grapple opponents—they're entirely unafraid of falling to their deaths in the chasm below.

ADVANCED MORLOCKS (4)

CR 3

XP 800 each

hp 28 each (*Pathfinder RPG Bestiary* 294, 209)

MORLOCK DESTROYERS (2)

CR 8

XP 4,800

Variant morlock barbarian 5 (*Pathfinder RPG Bestiary* 209)

CN Medium monstrous humanoid

Init +8; **Senses** darkvision 120 ft., scent; Perception +7

DEFENSE

AC 20, touch 12, flat-footed 16 (+4 armor, +4 Dex, +4 natural, –2 rage)

hp 125 each (8 HD; 3d10+5d12+77)

Fort +14, **Ref** +10, **Will** +9

Defensive Abilities improved uncanny dodge, trap sense +1;

Immune disease, poison

Weaknesses light blindness

OFFENSE

Speed 35 ft., climb 30 ft.

Melee +1 *greatclub* +18/+13 (1d10+13), bite +11 (1d4+4)

Ranged throwing axe +12 (1d6+8)

Special Attacks leap attack, rage (19 rounds/day), rage powers (raging leaper +5, superstition +3), sneak attack +1d6, swarming

TACTICS

During Combat Morlock destroyers immediately enter rages and attack using Power Attack. If accompanied by other morlocks, they swarm to deal additional sneak attack damage; otherwise, they rely on their leap attacks.

Morale Morlock destroyers fight to the death.

Base Statistics When not raging, the destroyer's statistics are **AC** 22, touch 14, flat-footed 18; **hp** 109; **Fort** +12, **Will** +7; no bonus vs. spell-like abilities, spells, and supernatural abilities; **Melee** +1 *greatclub* +16 (1d10+10), bite +9 (1d4+3); **Ranged** throwing axe +12 (1d6+6); **Str** 22, **Con** 24; **CMB** +14; **Skills** Climb +24.

STATISTICS

Str 26, **Dex** 19, **Con** 28, **Int** 5, **Wis** 16, **Cha** 4

Base Atk +8; **CMB** +16; **CMD** 28

Feats Improved Initiative, Lightning Reflexes, Power Attack, Weapon Focus (*greatclub*)

Skills Acrobatics +14 (+19 when jumping), Climb +26, Intimidate +2, Perception +7, Stealth +7 (+11 in caverns), Survival +7; **Racial Modifiers** +8 Acrobatics, +16 Climb, +4 Stealth in caverns

Languages Undercommon

SQ expert climber, fast movement, hulking

Combat Gear *potion of cure serious wounds*; **Other Gear** mwk hide armor, +1 *greatclub*, throwing axes (4)

SPECIAL ABILITIES

Hulking (Ex) Morlock destroyers are exceptionally large and sturdy examples of their kind. They gain a +4 bonus to Strength and Constitution and a +3 natural armor bonus to AC, but they take a -2 penalty to Dexterity. These adjustments increase their CR by 1.

G2. CARCASS CHAMBER (CR 9)

A stack of animal corpses leans against the southern edge of this cave chamber. The mound of bodies is rank with the stink of decay, and hundreds of buzzing insects move about the heaped bodies. Tunnels exit to the north and south.

The morlocks stack the remains of meals here, occasionally picking through the festering meat when hunting grows lean and they don't want to climb down to the fungus farm. There's no treasure here, and the corpses have become home to a wriggling threat.

Creatures: A huge colony of rot grubs—enough to form two swarms—infests the lower region of the corpse mound. They spill out and attack any creatures examining the bodies.

ROT GRUB SWARM (2) CR 7

XP 3,200 each

hp 85 each (*Pathfinder RPG Bestiary* 3 215)

G3. SCRAWLING HALL

Lines of thick, red pigment cover the southern wall of this partially collapsed dungeon hall. The paint depicts countless figures, albeit without any refined artistic skill. Gnarled, disfigured creatures stand atop a virtual carpet of prostrate human forms. At the apex of the vast mural looms a coiled serpent that has a woman's face.

The depictions here are the crude images drawn by the morlocks of the caves. Originally, these images depicted only the morlocks abasing their human ancestors. Now, the fresh image of Zanathura adorns the apex of the mural. A DC 23 Perception check is required to identify the image of Zanathura as a recent addition, while a PC who succeeds at a DC 25 Knowledge (dungeoneering) can decipher the image as being that of a naga—specifically a dark naga, as evidenced by the telltale crest and spines.

G4. ALERT TRAP (CR 8)

A magical trap is the only thing in this passage.

Trap: Zanathura's simulacrum set up a small trap in this chamber, intended for any would-be explorers; the morlocks know about the trap and avoid the area. Creatures entering the chamber trigger the trap by passing through the center of the room. A magical sigil inscribed on the dirt glows as a visible manifestation just prior to the trap triggering. The effect causes a 20-foot-square section of the chamber's ceiling to transform into mud (as per *transmute rock to mud*), and sounds an audible alarm to the morlocks in areas **G1**, **G6** and **G7**. Triggering this trap also sends a mental alert to Zanathura's simulacrum in area **G17**.

MUDSLIDE TRAP CR 8

XP 4,800

Type magical; **Perception** DC 30; **Disable Device** DC 30

EFFECTS

Trigger proximity (*alarm*); **Reset** none

Effect spell effect (*alarm*); spell effect (*transmute rock to mud*; 8d6 bludgeoning damage and movement penalties; Reflex DC 21 half); multiple targets (all targets in a 20-ft. square)

Development: Once this trap is triggered, any remaining morlocks in area **G1** and **G6** arrive to investigate in 1d4 rounds.

G5. WATERFALL

The roar of water is almost deafening in this worked stone chamber. A raised dais stands two feet off the floor. Water cascades down from the shaft overhead, rushing through the ten-foot-wide circular hole in the center of the dais.

This area was once a sublevel of the dwarven ruins above, and served as an ingenious power supply, whereby the dwarves could wheel a variety of water-powered devices—mills, pistons, pumps, and the like—to exploit the power of the deluge. The chamber has endured in excellent condition through the years thanks to reinforcing magic set around the stone and path of the old aqueduct. The magic has faded, but the craftsmanship of the stone is enough that the area hasn't completely collapsed.

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The waterfall here descends from the dwarven ruins (area E) above, and continues down to area G10 and G14. It can be traversed by jumping into it, but stopping at area G10 requires a successful DC 20 Climb or Swim check to exit the rapidly tumbling water. Sturdy rungs carved into the shaft overhead allow a relatively easy (Climb DC 10)—if soggy—ascend to the dwarven ruins above.

G6. WESTERN WATCHPOST (CR 12)

A ledge leans out over a great break in the earth, which descends into blackness. Streaks of white coat the walls and floor of the cavern, and tangles of weeds and dried grass poke out from every cranny in the stone. A tunnel breaks off to the southeast.

The morlocks keep a watch from this chamber, along with a population of doves that nest in the walls. The morlocks find the birds' droppings useful enough for fertilizing their fungal garden and brewing poisons that they refrain from harassing the doves, though creepers on watch sometimes practice their aim on the birds coming and going through the crevasse beyond.

Creatures: Three morlock destroyers guard this particular entrance to the cave network alongside another mutant breed of morlock: a child-sized creeper, who clings skittishly to the walls and relies on blowguns to protect the warrens. Creepers are particularly agile morlock specimens who support their brutish destroyer brethren by poisoning their enemies.

The group ferociously defends the area, seeking to prevent intrusion into their home.

MORLOCK DESTROYERS (3) CR 8
XP 4,800 each
hp 125 each (see page 12)

MORLOCK CREEPER CR 7
XP 3,200
Variant morlock rogue 5 (*Pathfinder RPG Bestiary* 209)
CE Small monstrous humanoid
Init +12; **Senses** darkvision 120 ft., scent; Perception +12

DEFENSE
AC 23, touch 19, flat-footed 15 (+1 armor, +8 Dex, +3 natural, +1 size)
hp 67 (8 HD; 5d8+3d10+29)
Fort +7, **Ref** +15, **Will** +8
Defensive Abilities evasion, trap sense +1, uncanny dodge;
Immune disease, poison
Weaknesses light blindness

OFFENSE
Speed 40 ft., climb 30 ft.
Melee mwk short sword +8/+3 (1d4/19–20), bite +2 (1d3)
Ranged mwk blowgun +16/+11 (1 plus poison)
Special Attacks leap attack, sneak attack +4d6, swarming

TACTICS

Before Combat Prior to combat, the creeper coats two blowgun darts with bloodbrain venom and finds a hiding place in the nooks of the cavern wall.

During Combat The creeper fights from afar with its blowgun whenever possible. It clings to walls and makes repeated shots at enemies using its sneak attack ability and poisoned darts. It prefers to snipe enemies (taking the –20 penalty on Stealth checks) rather than reveal itself immediately.

Morale The creeper is cowardly for a morlock, and if reduced below 10 hit points, it flees to reinforce other defenders.

STATISTICS

Str 11, **Dex** 26, **Con** 17, **Int** 7, **Wis** 18, **Cha** 6

Base Atk +6; **CMB** +5; **CMD** 23

Feats Great Fortitude, Improved Initiative, Point-Blank Shot, Precise Shot

Skills Acrobatics +23 (+27 when jumping), Climb +23, Craft (alchemy) +8, Knowledge (dungeoneering) +7, Perception +12, Stealth +20 (+24 in caverns), Survival +12; **Racial**

Modifiers +8 Acrobatics, +16 Climb, +4 Stealth in caverns

Languages Undercommon

SQ expert climber, rogue talents (surprise attacks, swift poison^{APG}), trapfinding +2

Combat Gear bloodbrain venom (4 doses; see page 16);

Other Gear padded armor, mwk blowgun, mwk short sword, *amulet of natural armor* +2

SPECIAL ABILITIES

Spritely (Ex) Creepers are smaller and faster than the average morlock, but also weaker. Their size category is Small and they gain a +2 bonus to Dexterity, but they also take a –2 penalty to Strength. These modifications do not affect a creeper's challenge rating.

G7. THE NESTS (CR 7)

Carefully carved walls and tile floors give way to roughly dug burrows in this large chamber. Bone and animal-hide nests litter the cavern, and the pungent stench of sweat and filth hangs heavy in the air. A vertical shaft descends into darkness in the southwest, while the southeast contains the greatest concentration of cluttered bones. A tunnel enters the open space to the northeast.

Most of the tribe beds down in the various nests scattered throughout this room. The pit to the southwest leads down to area G11 and requires a successful DC 15 Climb check to descend.

Creatures: Before the Ironfang Legion absorbed most of the tribe's numbers, dozens of morlocks slept in this chamber at all times of day. Now, not even a dozen morlocks rest here.

These morlocks pose no real threat to the PCs. They react to intrusions by scattering and alerting other morlock groups. Once the PCs enter the chamber, five

of the morlocks immediately flee down the vertical shaft to warn the rest of the tribe below. The remaining six leap upon the intruders, relying on their swarming and aid another to harry intruders (with the benefit of swarming, an aid another bonus, and the advantage of higher ground as they cling to the ceiling or walls, up to three morlocks can attack each round with a total attack bonus of +10).

MORLOCKS (6) **CR 2**
XP 600 each
hp 22 each (*Pathfinder RPG Bestiary* 209)

Development: Escaping morlocks can augment encounters further on in the cave system, possibly allowing destroyers or creepers to benefit from their swarming ability.

G8. TRAINING GROUNDS (CR 10)

Two funneling paths lead to the southeast and southwest from this open cave. To the north, the chamber opens into a vast crevasse descending deep into the earth. Darts and holes pock several wooden stakes erected at the chamber's eastern end. Basins carved into the stone hold a variety of red fluids that bubble lazily.

The tribe uses this area to brew their bloodbrain venom and practice shooting with their blowguns.

Creature: Three morlock creepers skitter along the walls here, checking on the fermenting basins of poison and keeping an eye open for intruders.

MORLOCK CREEPERS (3) **CR 7**
XP 3,200 each
hp 67 each (see page 14)

Treasure: Only one basin of poison—containing 8 doses—is ready to be bottled and used; the fluid in the remaining basins causes little more than itching and painful swelling if applied to weapons. The morlocks use an *immovable rod*, scavenged from the ruins, as a stirring stick.

G9. TREASURE ROOM

Carvings cover the curved walls of this cavern. Dimly lit candles rest underneath these carved frescoes, giving off greasy smoke and granting the carvings the illusion of movement. The images depict humanoid figures within sketchily rendered domed cities replete with spires. A wide passage leads out to the east.

This area is the loose equivalent of a shrine and reliquary of the morlocks' history. The morlocks keep minor trinkets from their heritage as deformed offshoots of the ancient Azlanti in this chamber. Useless to the darkness-adapted morlocks, the candles here are purely for decoration and ancient tradition maintained by the oracle nearby.

Treasure: The morlocks maintain a small cache of treasure as offerings to the ancestors, though individuals regularly pillage the pile. Below the wall carving, a small pile contains 3,265 gp, 5,464 sp, a circlet of ridged silver and gold worth 980 gp, *spectacles of understanding*^{UE}, and a *+1 returning hunga munga*^{UE}.

G10. WATERFALL SHRINE (CR 11)

A well in the eastern end of this room breaks up the geometric architecture. Water rushes down from the hole above and into the well, coating the tile floor with rippling puddles. Candles line the surrounding walls, casting a dull glow through the chamber. Passages lead out to the southwest and southeast.

This chamber was once part of the dwarven outpost's sublevels. The waterfall courses through this floor from area G5 and the dwarven ruins above. It falls down into the third level of the caves, creating a lake in area G14.



MORLOCK CREEPER

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BLOODBRAIN VENOM

The morlock creepers brew a potent and fragrant poison harvested from the bright red sap of brain-shaped mushrooms that flourish in the lower caverns. Creatures struck by the poisoned darts are marked with a pungent fungal aroma for 10 minutes, even if they succeed at their Fortitude save. The scent is particularly potent to morlocks, allowing them to detect creatures tainted by it with their scent ability at a range of 100 feet even in the still air of the caves. The smell can be scrubbed off as a full round action with an alkalai substance, such as milk or soap.

One dose of bloodbrain venom costs 400 gp.

BLOODBRAIN VENOM

Type poison, injury; **Save** Fortitude DC 17

Frequency 1/round for 6 rounds

Initial Effect 1d6 Strength damage and scented for 10 minutes; **Secondary Effect** 1d3 Strength damage;

Cure 1 save

Ascending the wet tunnel to area **G5** requires a successful DC 25 Climb check.

Dozens of candles are arrayed against the walls here, providing dim illumination to the entire chamber.

Creature: Iuwlas, spiritual leader for the morlocks, paces in this chamber. Though a loyal acolyte of the “World Serpent,” he frets over inconsistencies he’s noticed from their supposed goddess over the past year, having seen through the simulacrum’s disguise. Iuwlas is having a crisis of faith, coming to realize that Zanathura is a false deity, though he doesn’t trust anyone else in his tribe enough to discuss the subject and so maintains the appearance of a loyal supporter.

Unusually intelligent for a morlock, Iuwlas sees any humanoid intruders as sick and degenerate creatures, but possibly useful. If the PCs don’t attack, he offers—in Undercommon—to direct them to the “false goddess” in area **G17**, though he doesn’t have any way of opening the sealed dwarven door (and neglects to mention the area’s trap). He hopes the intruders can draw out and weaken the false goddess, allowing him to slay her and make room for the “true” Zanathura to return. Should the PCs instead slay the simulacrum, Iuwlas immediately attempts to ambush them before they can recover from that fight.

If the PCs don’t understand Undercommon, or if they refuse his offer, Iuwlas grows frustrated and simply attacks them.

The morlock oracle wears a cloak that’s a stitched mess of numerous different capes and walks with a gem-studded club. A half-dozen ioun stones orbit his head—

all relics of the tribe’s distant Azlanti past—though only two of them possess any useful magic.

IUWLAS

CR 11

XP 12,800

Male variant morlock oracle 10 (*Pathfinder RPG Bestiary* 209, *Pathfinder RPG Advanced Player’s Guide* 42)

CE Medium monstrous humanoid

Init +8; **Senses** darkvision 120 ft., scent; Perception +14

DEFENSE

AC 24, touch 18, flat-footed 20 (+5 armor, +3 deflection, +4 Dex, +1 insight, +1 natural)

hp 162 (13 HD; 10d8+3d10+101)

Fort +15, **Ref** +15, **Will** +16

Immune disease, fatigue, poison

Weaknesses light blindness

OFFENSE

Speed 30 ft., climb 30 ft.

Melee mwk quarterstaff +12/+7 (1d6+1), bite +6 (1d4)

Special Attacks leap attack, sneak attack +1d6

Spell-Like Abilities (CL 13th; concentration +15)

3/day—*cure light wounds* (DC 16)

Oracle Spells Known (CL 10th; concentration +15)

5th (4/day)—*greater command* (DC 20), *mass inflict light wounds* (DC 20), *telekinesis*

4th (6/day)—*freedom of movement*, *inflict critical wounds* (DC 19), *poison* (DC 19), *spiritual ally*^{APG}

3rd (7/day)—*blindness/deafness* (2) (DC 18), *dispel magic*, *heroism*, *inflict serious wounds* (DC 18)

2nd (7/day)—*darkness*, *eagle’s splendor*, *enthrall* (DC 17), *hold person* (DC 17), *inflict moderate wounds* (DC 17), *spiritual weapon*

1st (8/day)—*divine favor*, *inflict light wounds* (DC 16), *obscuring mist*, *protection from good*, *sanctuary* (DC 16), *shield of faith*, *unseen servant*

0 (at will)—*bleed* (DC 15), *create water*, *detect magic*, *detect poison*, *guidance*, *mending*, *purify food and drink* (DC 15), *resistance*, *virtue*

Mystery ancestor

TACTICS

Before Combat If he hears anyone approaching or plans an ambush, Iuwlas casts *eagle’s splendor*, *protection from good*, and *shield of faith* on himself.

During Combat Iuwlas begins any conflict by unleashing his storm of souls revelation and then casting *spiritual ally*. He clings to the walls and ceiling and unleashes attack spells, beginning by using *telekinesis* to fling enemies into the waterfall and down to area **G14** for the lake’s denizen to finish off.

Morale Iuwlas retreats to his morlock allies in **G12** if reduced below 60 hit points. He makes a final stand in area **G19** with the tribe’s chief.

Base Statistics Without his spells, Iuwlas’s statistics are **AC** 21, touch 15, flat-footed 17; **Concentration** +13; **Cha** 16; reduce spell saving throw DCs by 2 each.

STATISTICS

Str 12, **Dex** 19, **Con** 22, **Int** 8, **Wis** 16, **Cha** 20

Base Atk +10; **CMB** +11; **CMD** 29

Feats Combat Casting, Extra Revelation^{APG}, Great Fortitude, Improved Initiative, Lightning Reflexes, Silent Spell, Toughness

Skills Acrobatics +12, Climb +20, Knowledge (history, religion) +8, Perception +12, Sense Motive +14, Spellcraft +12, Stealth +7 (+11 in caverns); **Racial Modifiers** +8 Acrobatics, +16 Climb, +4 Stealth in caverns

Languages Undercommon

SQ ancestor-touched, expert climber, oracle's curse (lame), revelations (spirit shield^{UM}, storm of souls^{UM}, voice of the grave, wisdom of the ancestors^{UM}), slow and steady

Gear +1 chain shirt, mwk quarterstaff, cloak of resistance +3, dull gray ioun stones (4), dusty rose prism ioun stone, pink rhomboid ioun stone, jade "holy symbol" of Zanathura (worth 150 gp)

SPECIAL ABILITIES

Ancestor-Touched (Ex) Iuwlas is an evolutionary throwback, possessing magic and intellect his people lost long ago. He gains a +6 bonus to his Charisma and can cast *cure light wounds* three times per day as a spell-like ability. Because of the awe and fear he inspires in other morlocks, he loses his swarming racial ability. This ability originally appeared in *Pathfinder Campaign Setting: Darklands Revisited*.

G11. THE WATCHERS

The carved stone walls of this large chamber bear the grim, stylized faces of a half-dozen leering dwarves, all of which have been defaced with smears of foul-smelling refuse. A passage leads off to the northeast. A vertical shaft goes up through the partially collapsed ceiling of the southwest.

This lower chamber was one of the basement sections of the dwarven fortress. Morlock digging has connected it to their bunk room above (area G7), though ascending the tunnel requires a successful DC 15 Climb check. The morlocks use this area as a garbage dump and latrine.

G12. FISSURE ROOM (CR 12)

A soft green glow emanates from arm-sized shards of crystal studding the rocky walls of this bulbous chamber. The cavern roof here reaches thirty feet at its highest point. A deep fissure mars the floor in the center of the chamber, roughly ten feet wide and running from the north to south. Tunnels snake out to the northwest and southwest.

This larger chamber is a common gathering place for the morlocks of the tribe, who bask in the warm glow



of the blightburn crystals here. The morlocks have developed a resistance to the radiation, and now only their unborn children risk any harm from the blightburn sickness that can afflict most other creatures (see below).

The fissure here opened when part of the complex below collapsed. The hole leads down to area G13; the fall between floors is 80 feet.

Creatures: Morlocks find the green light to be relaxing and rest here, on the far side of the chasm. Three morlock creepers cling to the walls, while a pair of towering destroyers engage in melee. The morlocks use the fissure to their advantage against less mobile foes; the creepers ready actions to stymie creatures attempting to leap or fly across the fissure, while destroyers attempt to bull rush enemies into the gaping maw.

Should the battle continue for more than 3 rounds, one of the centipedes from area G13 takes notice and emerges from the fissure. The centipede makes grapple attempts against PCs from within the fissure. If successful, the immense vermin takes its prize down to its lair to dine.

MORLOCK CREEPERS (3)

CR 7

XP 3,200 each

hp 67 each (see page 14)

MORLOCK DESTROYERS (2)

CR 8

XP 4,800 each

hp 125 each (see page 12)

Hazard: The blightburn crystals here blanket the entire cavern in radiation, and anyone entering must attempt a DC 22 Fortitude save each round against blightburn sickness, though additional exposure does not hasten or worsen the radiation's effect. Both the morlocks and the titan centipedes below are immune to this disease.

Touching the crystals themselves causes 2d6 points of fire damage as they burn the skin. The substance also inhibits teleportation magic. Anyone casting a teleportation spell within or teleporting into or out of area G12 must succeed a DC 30 caster level check or the spell fails.

BLIGHTBURN SICKNESS

CR 7

Type disease, contact (automatic when a creature comes within a 60-foot radius, and can be blocked only by lead sheeting, 1 foot of stone, or a force effect); **Save** Fortitude DC 22

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

Effect 1d6 Con damage and 1d6 Cha damage; **Cure** 2 consecutive saves

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G13. THE OLD LARDER (CR 11)

Several walls of this old, massive storehouse have collapsed, and rocks, detritus, and large, chitinous plates litter the floor. The ceiling rises to thirty feet here and has partially collapsed, exposing a large fissure leading up to a faint, green glow. The sound of rushing water echoes from the west. The only visible exit is a partially collapsed tunnel to the northwest.

This was once an immense storehouse for the dwarven fortress above, stocking years' worth of grain and other staples in case of a protracted siege. The roof and walls have largely collapsed thanks to age and the digging of massive vermin attracted by the rotting food.

Tumbled stone along the northwest of the chamber obfuscates a passage connecting to area G15.

Creatures: This chamber serves as a nest for two titan centipedes. They originally came here to feed on the rotting supplies and enjoy the abundant water—a relatively rare commodity—and have stayed thanks to offerings from the morlocks above. The morlocks accept the occasional devouring of one of their tribe, incorrectly fearful that harming the snakelike vermin may earn the ire of their serpentine goddess.

TITAN CENTIPEDES (2)

CR 9

XP 6,400 each

hp 135 each (*Pathfinder RPG Bestiary* 2 53)

G14. THE CISTERN (CR 9)

A cylindrical torrent of water rushes down from the ceiling into a 40-foot-wide cistern of water, creating a deafening racket. Colorful mineral formations cover the walls both above the water and below. A glint of gold twinkles from the water's depths.

The waterfall that begins in the aboveground dwarven ruins terminates here. Small overflow channels prevent the cistern from overflowing by draining excess water deeper into the Darklands. Over thousands of years, sediment has partially filled the cistern's 40-foot depth, so the water is only 30 feet deep. The waterfall ascends to area G10, though climbing the slick rocks requires a successful DC 25 Climb check.

Creature: The centipedes aren't the only vermin to feed on the warrens' bounty. A cave mantis shrimp climbed up through the cistern drains as a larva, and has since grown too large to escape. It feeds on trash and unfortunate animals who tumble down the waterfall, and it aggressively defends its tiny kingdom.

GIANT MANTIS SHRIMP

CR 9

XP 6,400

hp 105 (*Pathfinder RPG Bestiary* 5 232)

Treasure: A variety of treasures have tumbled down the waterfall—and the mantis shrimp has eaten most of them. An angular golden crown (worth 1,200 gp) rests in the silt at bottom of the cistern, but inside the shrimp's transparent carapace lies a hoard of 1,112 gp, 12 large amethysts (worth 150 gp each), and a *minor ring of cold resistance*.

G15. PATH OF THE LONG WALK

A visible chasm in the northwestern floor of this ragged cavern leads down into darkness, while the remainder of the room curves to the west and south. A massive, tarnished-bronze door is set into the partially collapsed southwestern wall, and piles of rubble line the remaining walls.

Much of this portion of the dwarven complex collapsed years ago. Zanathura ordered the morlocks to excavate it as she continued scouring the complex for dwarven history. Once she uncovered the old records room (area G17), she claimed this wing as her private sanctum. Today, the morlocks avoid most of this level of the complex unless deliberately seeking an audience with their goddess.

The southwestern door leads to the Darklands and the Long Walk deep below, though the settling of the construction has wedged the door shut (Strength DC 28 to force open).

The breach in the floor of this chamber leads down to area G22.

Treasure: The morlocks uncovered a great deal of dwarven equipment as they excavated the ruins. They took much of it, dividing it between their various members or leaving it as an offering to their goddess or their ancestor shrine, but a few pieces—especially anything sized to fit dwarves—has been discarded in a pile in the corner. A suit of +1 *light fortification stoneplate* and a collection of *marvelous pigments* in clay jars lie under a shabby old cloak.

G16. THE SUPPLICANTS' CHAMBER (CR 11)

A ten-foot-wide stone door stands within an excavated wall of stone on the east side of this basalt-walled rectangular chamber. The door is embellished with imagery of two stout humanoids barring the path with crossed axe-headed polearms. A recess just below the crossed weapons—shaped like a four-pointed star—appears connected to a deeper mechanism.

A passage departs north from the excavated door, while a similar hallway leading south has completely collapsed.

The door's magical lock is tied to two enchanted dwarven key stones. Zanathura's simulacrum has one, and the other is currently in the hands of Chief Grax.

Without a key stone, a successful DC 38 Disable Device or DC 28 Strength check is required to open the ancient door.

Trap: A magical trap created by Zanathura protects the door from forced entry. Attempts to pick the lock or force the door trigger the trap, which seals off the path north with a wall of stone. One round later, the area fills with a caustic cloud (as per *acid fog*, but dealing fire damage). Both effects remain for 10 rounds.

SCATHING FOG TRAP

CR 12

XP 19,200

Type magical; Perception DC 31; Disable Device DC 31

EFFECTS

Trigger location; Reset none

Effect spell effect (*wall of stone*), spell effect (variant *acid fog*, 2d6 fire damage each round for 10 rounds); multiple targets (all targets in area G16)

G17. ZANATHURA'S CHAMBER (CR 13)

Sections of brass plating line worked-stone walls to the west and north of the chamber. Cavernous rock protrudes inward throughout the remainder of the area. An earthen platform rises four feet above the floor of the chamber along the eastern wall, which is covered by a crude image depicting a snakelike figure with the face of a human female, coiled above masses of deformed humanoids. Far more intricate script covers the walls, inscribed alongside the image.

This chamber, once a basement section of the old dwarven ruins used to store records, collapsed in a violent earthquake. Zanathura's minions excavated the surviving sections, and the dark naga saw the secluded and secure chamber as the perfect study and bedchamber.

The surviving walls of the room are covered in brass-embossed depictions of scenes from the dwarven Quest for Sky, which can be identified with a successful DC 21 Knowledge (history) check. The scenes lack much of the earlier days of the Quest for Sky, but clearly depict images of stone towers that look like the onyx towers employed by the Ironfang Legion.

Creature: The goddess of the morlocks, Zanathura—or at least her surrogate—dwells in this secluded chamber. This crafted duplicate has led her tribe over the past 2 years, with only the priest Iuwlas suspecting the switch. The simulacrum's paranoid isolation prevented her from arousing the other morlocks' suspicion, but has also let much of her control of the tribe slip.

Four hulking morlock destroyers abase themselves before their goddess on the lowered floor of the chamber, standing guard. The destroyers hurl themselves at any intruders, fighting to the death in defense of their goddess. The simulacrum avoids close confrontation if at all possible, all too aware that she cannot recover from any damage dealt.

MORLOCK DESTROYERS (4)

CR 8

XP 4,800 each

hp 125 each (see page 12)

ZANATHURA THE SECOND

CR 9

XP 6,400

hp 105 (see page 60)

Treasure: The morlocks gifted Zanathura many of their tribe's treasures. While the real Zanathura took the greatest of these trinkets with her when she allied with Azaersi, her simulacrum guards the remainder. Beyond the equipment she wears, a small treasure pile rests along the northern end of the raised-earth platform. The pile consists of 435 pp and 3,268 gp, 12 solid rubies (worth 450 gp each), a *scroll of beast shape II*, two *scrolls of identify*, a *scroll of raise dead*, a *scroll of restoration*, a *scroll of vampiric touch*, a +2 *mighty cleaving dwarven waraxe*, and a set of ivory dwarven figurines worth 1,500 gp. The brass plates lining the walls are also valuable, though heavy. Each weighs 100 pounds and is worth 150 gp anywhere dwarven artistry is appreciated (such as Kraggodan). One or more of the panels could also be a treasure to win Karburtin Lightbrand's loyalty (see page 59). There are nine intact panels altogether.

In addition to these treasures, Zanathura's notes detail an obsidian troglodyte sword she recovered in the Darklands and awarded to Chief Grax (see area G19) when she made the hulking mutant her champion. The same notes also detail the ritual she used to enlarge the weapon to suit the hulking woman's frame, and with these same notes the PCs can reverse the ritual, transforming the Large-size nine-ring broadsword into a Medium-sized one suitable for their own use—if they can recover it from Chief Grax, of course. The reversing ritual takes 2 hours to perform, requires either a *potion of enlarge person* or a *potion of reduce person* as a material component, and only works on obsidian weapons.

Development: With the defeat of Zanathura's simulacrum, the morlocks fall into temporary disarray. If Chief Grax survives, she maintains power long enough for the real Zanathura to reestablish control in a few weeks and create a new simulacrum. Should both the simulacrum and Grax be defeated, the morlocks scatter into the Darklands. If the oracle Iuwlas still lives, he takes control of the tribe and leads them far from the ongoing conflict.

The greatest treasure in this chamber are Zanathura's journals—written in a combination of Dwarven and Undercommon—which detail her explorations in Orv, her ascent to the dwarven ruins here, her ongoing research on Kraggodan, and her eventual encounter with Azaersi. See the handout on page 20 for additional details.

PCs who can decipher these written languages easily piece together a rough map beginning from the base of

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This Azaersi woman has proven charming and challenging company, and quite the shrewd negotiator. She has agreed to my demands of support and protection in exchange for guiding her to her prize in the bowels of Kraggodan. The dwarves seem to have neglected this precious cornerstone of their heritage regardless, so it will find a far more loving home in my in our coils. Azaersi herself seems cunning but agreeable, and working alongside her seems a safe proposition so long as our goals align. Her lapdog Dendrak seems pliable enough, but I have misgivings of Elacnida. Never trust a serpent with legs, as Mother used to say.

The way south and east is simple enough along the gray dwarf highway that runs below my chasm. Azaersi assures me she has enough coin and muscle to dispel any "tolls" the Draskarites may try to impose. Once we reach the Five-Eyed Matron, cutting west through the secondary tunnels becomes considerably more hazardous, but a small and quiet group should reach Kraggodan's Furnace in only three days' travel once we leave the Long Walk.

Let us hope I don't come to regret allying with these Ironfangs, but even if they do betray me, I would devour a hundred hobgoblins to lay coils on the Onyx Key.

HANDOUT

the adjacent chasm and leading through the Darklands and into Kraggodan's lowest levels.

The notes also indicate that the "Stone Road" employed by the Ironfang Legion is somehow tied to the distant Sky Citadel of Kraggodan, which is the ultimate destination of the map.

Story Award: If the PCs destroy Zanathura's simulacrum—possibly driving out the morlocks—and learn more about Azaersi's past and plots, award them an additional 9,600 XP.

G18. LOWER WARRENS (CR 11)

Two landing pads of rocky earth open from the sheer stone face of a vast fissure. These entry points quickly converge to form a grandiose chamber of roughly hewn stone. Three small passages lead out from the area to the south.

The two wide caves open up to the crevasse, admitting morlocks to the lowest level of the warrens. When not feeding, most of the community spends its time here, wrestling, singing, and mating.

Creatures: Morlock defenders viciously guard this lowest level of their cave system. They eagerly attack any creatures that manage to make it into the chamber.

If combat persists here for long than 3 rounds, Chief Grax emerges from her chambers (area G19) to join in the fight, though she leaves her mates behind.

ADVANCED MORLOCKS (3) CR 3

XP 800 each

hp 22 each (*Pathfinder RPG Bestiary* 294, 209)

MORLOCK DESTROYER CR 8

XP 4,800

hp 125 (see page 12)

MORLOCK CREEPERS (2) CR 7

XP 3,200 each

hp 67 each (see page 14)

G19. CHIEF'S CHAMBER (CR 12)

This hand-dug cavern is home to the tribe's puppet ruler and is lined with various poorly preserved animal furs.

Creatures: The chief of the morlock tribe, Grax, resides in this chamber. A massive and bloated mutant, she rose through the ranks of the morlocks through strength alone. When Zanathura came to the tribe, the naga discreetly slew the previous chief and installed the obedient titan as the new leader. Grax's simplemindedness made her easy to control, and Zanathura's magic keeps her (and thus the remainder of the tribe) in line. She has no tolerance for intruders and attacks immediately.

Grax's bulk allows multiple morlocks to share her space with their swarming ability—up to four at a time—though they must select the specific square within her bulk that they wish to share.

Grax shares this chamber with her two favorite mates: aggressive warriors both ferocious enough to earn her notice and sturdy enough to survive coupling with her. They usually crawl around on her body, hurling their sharpened throwing disks at anyone who draws near their chief.

GRAX CR 11

XP 12,800

Female giant morlock fighter 8 (*Pathfinder RPG Bestiary* 295, 209)

NE Large monstrous humanoid

Init +8; **Senses** darkvision 120 ft., scent; Perception +1

DEFENSE

AC 26, touch 14, flat-footed 21 (+5 armor, +4 Dex, +1 dodge, +5 natural, +2 shield, -1 size)

hp 156 (11d10+96)

Fort +14, **Ref** +12, **Will** +6 (+2 vs. fear)

Immune disease, poison

Weaknesses light blindness

OFFENSE

Speed 40 ft., climb 30 ft.

Melee +1 *anarchic obsidian nine-ring broadsword* +19/+19/+14/+9 (2d6+8/×3 plus 2d6 vs. lawful), bite +12 (1d6+3)

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

Special Attacks leap attack, sneak attack +1d6, swarming, weapon training (heavy blades +1)

TACTICS

Before Combat If she heads into combat, Chief Grax quaffs a *potion of haste*.

During Combat Grax fights viciously with her sword and shield, taking advantage of her reach and using Cleave and Great Cleave. Against particularly durable foes, she switches to Vital Strike. She fiercely defends her mates, moving over their spaces to swarm in combat.

Morale Grax is fully invested in her devotion to Zanathura and her stewardship of the tribe and fights to the death in the name of her goddess.

Base Statistics Without her *potion of haste*, Grax's statistics are **AC** 25, touch 13; **Ref** +11; **Melee** +1 *anarchic obsidian nine-ring broadsword* +18/+13/+8 (2d6+8/×3 plus 2d6 vs. lawful), bite +11 (1d6+3).

STATISTICS

Str 23, **Dex** 19, **Con** 24, **Int** 5, **Wis** 12, **Cha** 8

Base Atk +11; **CMB** +18; **CMD** 32

Feats Bleeding Critical, Cleave, Critical Focus, Great Cleave, Improved Initiative, Improved Natural Armor, Intimidating Prowess, Lightning Reflexes, Power Attack, Toughness, Vital Strike

Skills Acrobatics +11 (+15 when jumping), Climb +24, Intimidate +12, Perception +1, Stealth +2 (+6 in caverns), Survival +8; **Racial Modifiers** +8 Acrobatics, +16 Climb, +4 Stealth in caverns

Languages Undercommon

SQ armor training 2, expert climber

Combat Gear *potions of haste* (2), *potions of resist fire* (2, CL 3rd); **Other Gear** mwk scale mail, mwk heavy wooden shield, +1 *anarchic^{UE} obsidian^{UC} nine-ring broadsword^{UE}*, jade crown (worth 300 gp), dwarven key stone to area **G17**

MORLOCK MATES (2)**CR 7**

XP 3,200 each

Male morlock ranger (deep walker) 5 (*Pathfinder RPG Bestiary* 209, *Pathfinder RPG Ultimate Combat* 66)

CE Medium monstrous humanoid

Init +11; **Senses** darkvision 120 ft., scent; Perception +11

DEFENSE

AC 21, touch 15, flat-footed 16 (+4 armor, +5 Dex, +1 natural, +1 shield)

hp 97 each (8d10+53)

Fort +12, **Ref** +16, **Will** +7

Immune disease, poison

Weaknesses light blindness

OFFENSE

Speed 40 ft., climb 30 ft.

Melee +1 *chakram* +12/+7 (1d8+5), bite +7 (1d4+2)

Ranged +1 *chakram* +14 (1d8+5)

Special Attacks combat style (thrown weapon), favored enemy (animals +2, humans +4), leap attack, sneak attack +1d6, swarming

Ranger Spells Prepared (CL 2nd; concentration +3)
1st—*alarm*, *returning weapon^{UC}*

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TACTICS

Before Combat The mates cast *returning weapon* on their chakrams immediately before beginning combat. Bonuses on initiative checks and Perception checks from their deep knowledge ability are already calculated into their statistics.

During Combat Grax's mates use her body for cover and focus on ranged attacks, usually targeting spellcasters as Grax engages with warriors.

Morale Grax's mates fight to the death.

STATISTICS

Str 18, **Dex** 21, **Con** 20, **Int** 5, **Wis** 12, **Cha** 8

Base Atk +8; **CMB** +12; **CMD** 27

Feats Endurance, Improved Initiative, Lightning Reflexes, Point-Blank Shot, Precise Shot, Toughness

Skills Acrobatics +13 (+17 when jumping), Climb +23, Heal +9, Perception +9 (+11 when underground), Stealth +8 (+10 when underground, +12 in caverns), Survival +9 (+11 when underground); **Racial Modifiers** +8 Acrobatics, +16 Climb, +4 Stealth in caverns

Languages Undercommon

SQ deep knowledge, expert climber, hunter's bond (companions), track +2, wild empathy +4

Gear +1 studded leather, buckler, +1 *chakram*^{APG}, *cloak of resistance* +2, filthy silk scarves, gold and ivory necklace (worth 300 gp)

Development: The death of Chief Grax is a blow to the tribe, but one they can recover from. Zanathura's simulacrum appoints a new chief in the following days unless she too is slain or driven off.

Grax has a dwarven key stone—a minor magically attuned four-pointed stone linked to the locked door to Zanathura's study in area **G17**.

G20. CHIEF'S VAULT

Dirt and rocks litter the floor here. Piles of small detritus fill the eastern corner of the chamber, along with a haphazard pile of rocks and cloth scraps. Ragged pieces of armor and ruined weapons form a small pile under the eastern wall. A single passage leads to the west.

Chief Grax sleeps here alongside her various chosen mates, and stores her various trophies and treasures as well. While she sometimes eats among her tribe, her pride at being Zanathura's chosen drives her to general isolation unless she's delivering orders.

Treasure: Most of Grax's treasure consists of useless but attractive bits scavenged from the dwarven ruins that caught her eye, or else bones and teeth from especially large monsters she has subdued. Picking through the piles takes an hour, but with a successful DC 20 Appraise check a PC uncovers the following genuine valuables: a *ring of evasion*, three *searing arrows*^{UE}, and a small tin holding 3 doses of *seer's tea*^{UE}.

G21. FUNGUS FARM (CR 10)

Narrow tunnels crisscross one another in a tangled web of passages. The ceiling, floors, and walls are caked with thick, brown fungal matter that reeks of rot.

This fungus farm provides food for the morlock tribe when hunting on the surface grows lean. The tribe spent generations as nomads wandering the Darklands, and the fungi planted by these morlocks are actually an assembly of plant life from across (and beneath) the world. Constant transplantation, cross-pollination, and exposure to blightburn radiation has spawned several unique and sickly crops, and well as a particularly aggressive and deadly defender.

Creatures: A pair of advanced psychepores cling to the ceiling of the tunnels here. These psychic hivemind plants are attuned to the morlocks and do not attack them, but other creatures are fair prey for the territorial entities. Creatures moving through the tunnels find themselves accosted by the plants' razor-sharp conks.

ADVANCED PSYCHEPORES (2)

CR 8

XP 4,800 each

hp 105 each (*Pathfinder RPG Bestiary* 5 288, 198)

G22. FUNGAL BREAK

Fungi cover the walls of this chamber, some of them with an oddly putrescent, violet glow. The light travels up along the walls, where it is eventually swallowed by the darkness of an open ceiling.

The walls here connect with area **G15**. A successful DC 15 Climb check is required to ascend the wall.

ONWARD, BELOW!

Defeating Zanathura's simulacrum and obtaining her notes on the Ironfang Legion and General Azaersi's journey to Kraggodan is the ultimate goal of scouring the morlock warrens. While there may be additional encounters, the PCs should recognize that the next leg of their adventure takes them into the Darklands to follow Azaersi's route and learn what they can about her secret weapon and potential stronghold.

Allow the PCs time to rest and resupply if they need to; the journey through the Darklands could easily take more than a week and poses a variety of unusual hazards. While some groups may be tempted to approach Kraggodan from the surface or the air, the Ironfang Legion controls most of the territory between Longshadow and the Sky Citadel. Beyond the hobgoblins, Molthune's army is surrounding the fortress-city, which itself is locked down and warded against magical intrusions to repel the siege.

PART 2: THE LONG WALK

The Sky Citadel of Kraggodan resides in the Mindspin Mountains, just over 75 miles from the Valley of Aloï across the Legion-dominated Nesmian Plains. Due to ongoing conflict with the nation of Molthune, the Sky Citadel cannot be accessed via normal trade routes. But Zanathura's notes describe a journey through the Darklands—a dangerous one, but one that also bypasses multiple armies and impenetrable walls.

A tunnel connecting to the Darklands region of Nar-Voth opens from the base of a 2,000-foot-deep crevasse in the Valley of Aloï. More useful than a typical Darklands entry point, this particular entrance is located near a prominent Darklands highway known as the Long Walk. The PCs can take this reliable tunnel on an almost direct path to the marked location of Kraggodan.

Any PC who succeeds at a DC 18 Knowledge (dungeoneering) check knows that the Long Walk is a major highway constructed and maintained by the duergar—a dour subterranean race descended from those dwarves who remained behind rather than migrate to the surface. Those whose result exceeds the DC by 5 or more are also aware that duergar care about surface folk only as slave stock, and that travelers in their territory should expect heavy tolls or fierce fights. Though their empire is very decentralized, duergar soldiers are nonetheless well trained and well armed.

The journey to Kraggodan is fraught with further peril. The Long Walk is a famous path, utilized by any number of denizens of the Darklands' upper layer. The end of the mapped journey also requires a short jaunt through numerous side tunnels, of which little is recorded.

Should your PCs still insist on taking a surface route, look at the various Long Walk events and side tunnel encounters on the pages that follow to devise your own encounters with Molthuni military forces, Darklands denizens, and a friendly face or two. The PCs will need to come up with their own plan to bypass Kraggodan's defenses once they finally arrive—the dwarves won't simply open their gates to strangers in the middle of a war—and even once within the Sky Citadel, they must still face the dwarven leadership to plead their case (see Part 3).

THE JOURNEY AHEAD

Because the Long Walk jogs south and east, it presents a longer journey that traveling as the crow flies: a little over 150 miles separate the fissure in the Valley of Aloï and the caverns beneath Kraggodan. The first 130 miles of the journey are made along the duergar highway known as the Long Walk. This portion of the journey requires the PCs to navigate duergar-held territory and interact with the occasional group of gray dwarves and other travelers. The PCs travel through a stretch of exceptionally treacherous side caverns during the final 20-mile leg of the journey.

THE LONG WALK

The Long Walk was constructed long ago by the first duergar as an underground highway to connect their cities. The primary tunnel system is fiercely guarded by the gray dwarves, who routinely impose tolls and tariffs on all those passing through it.

From side to side, the tunnel of the Long Walk narrows to no less than 50 feet, while at its largest points it caps out at almost 200 feet wide. Arched ceilings range from 30 to 50 feet in height. Ancient and immense stone monuments stare down from the ceilings at passersby. Several have eroded over the millennia into broken oddities, leaving the tunnels dotted with the occasional vast, pointing arm, or the arched eyebrow of a long-broken face.

There is no natural light along the Long Walk; phosphorescent fungi grow in isolated patches, but creatures traversing its vastness usually have darkvision or their own sources of light. Duergar patrols easily spot artificial light sources in the endless gloom, and take detours to impose themselves (and high tariffs) upon such travelers.

A group with a base land speed of 30 feet can travel 18 miles per day through the primary tunnels of the Long Walk, while a group traveling at 20 feet can travel 12 miles per day. The smaller tunnels to Kraggodan are far less spacious and take more time to travel, reducing the group's travel speeds to almost a quarter of those listed above. It should take roughly a week to travel the stretch of the Long Walk required to reach the secondary tunnels, and an additional 4 days to reach the secret entrance to Kraggodan's lower levels. Slower groups may take longer, while those with mounts or magical options can make the journey in far less time, but the PCs encounter several distinct events along the route regardless of their speed.

EVENT 1: MILITARY PATROL (CR 13)

This event occurs a few hours to a day after the PCs exit the base of the fissure and emerge onto the Long Walk. The PCs have time to realize where they are and see some of the architectural marvels—not to mention ruins—of the duergar highway. But after only a short while, the PCs encounter a military convoy from Fellstrok patrolling the roads and collecting taxes—essentially mercenaries and freebooters licensed by the distant duergar city.

Creatures: The patrol consists of three well-armed duergar soldiers and a half-dozen duergar and dwarf slaves, all led by Captain Flendak Derth. Eight docile giant stag beetles trundle along, each laden with pack saddles, chests, and boxes. Flendak had the beetles' mandibles cut, removing their bite and trample attacks

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and making them far more docile and easily handled, but rendering them useless in combat.

One of Flendak's slaves is Kisegar—a duergar hunter of some skill—sold into slavery to settle her considerable gambling debts. She made her living directing similar convoys throughout Nar-Voth and knows the area well, making her an invaluable (if unwilling) addition to Flendak's operation. Unlike the beetles of the convoy, Kisegar's verminous companion Chen still has mandibles. The beetle follows its mistress like a puppy, occasionally flying around the convoy in displays of ponderous aerial acrobatics.

Flendak makes the uninformed decision of attacking the PCs upon spotting them, hoping to take these obvious foreigners as slaves and plunder their gear. The grunts rush in to attack while Flendak casts *ironskin* and uses his shadow call ability before engaging with his slaver's crossbow.

Kisegar stays back, fighting at range and directing Chen to defend her. As the PCs likely overcome the caravan guards, Kisegar turns on her master, doing her best to ensure that she's the only duergar to survive.

FLENDAK DERTH

CR 9

XP 6,400

Male duergar taskmaster (*Pathfinder RPG Monster Codex* 47)
hp 64

DUERGAR ELITE GUARDS (3)

CR 8

XP 4,800 each

Duergar captain (*Pathfinder RPG Monster Codex* 50)
hp 90 each

KISEGAR

CR 8

XP 4,800

Female duergar hunter (verminous hunter) 9 (*Pathfinder RPG Bestiary* 117, *Pathfinder RPG Advanced Class Guide* 26, 98)
NE Medium humanoid (dwarf)

Init +3; **Senses** darkvision 120 ft.; Perception +11

DEFENSE

AC 20, touch 13, flat-footed 17 (+7 armor, +3 Dex)
hp 80 (9d8+36)

Fort +9, **Ref** +9, **Will** +8; +2 vs. spells and spell-like abilities

Immune paralysis, phantasms, poison

Weaknesses light sensitivity

OFFENSE

Speed 40 ft., climb 30 ft.

Melee mwk dwarven waraxe +7/+2 (1d10/x3)

Ranged +1 corrosive heavy crossbow +11 (1d10+1/19–20 plus 1d6 acid)

Spell-Like Abilities (CL 9th; concentration +8)

1/day—*enlarge person* (self only), *invisibility* (self only)

Hunter Spells Known (CL 9th; concentration +12)

3rd (4/day)—*air geyser*^{ACG} (DC 16), *cure moderate wounds* (2), *meld into stone*, *summon nature's ally III*

2nd (5/day)—*control vermin*^{MC} (DC 15), *gust of wind* (DC 15), *spider climb*, *summon nature's ally II*, *wind wall*
1st (6/day)—*alarm*, *entangle* (DC 14), *faerie fire*, *goodberry*, *resist energy*, *summon nature's ally I*
0 (at will)—*create water*, *detect poison*, *guidance*, *know direction*, *purify food and drink* (DC 13), *virtue*

TACTICS

Before Combat Given warning of a threat, Kisegar casts *greater longstrider* followed by *spider climb*.

During Combat Kisegar usually assumes the beetle animal aspect, granting her and Chen a +4 increase to their natural armor bonuses. She prefers to fight at range, either clinging to tunnel ceilings with *spider climb* or using Chen as cover. She casts *summon nature's ally III* to summon giant spiders if enemies close in.

Morale Kisegar is a practical woman, fighting from a distance and surrendering the moment combat seems to turn against her.

Base Statistics Without her spells, Kisegar's statistics are
Speed 20 ft.; **Skills** Climb –3.

STATISTICS

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

Base Atk +6; **CMB** +6; **CMD** 19 (23 vs. bull rush or trip)

Feats Coordinated Defense^{APG}, Coordinated Maneuvers^{APG}, Deadly Aim, Iron Will, Outflank^{APG}, Point-Blank Shot, Precise Shot, Rapid Reload, Weapon Focus (heavy crossbow)

Skills Acrobatics +5 (+1 when jumping), Climb +5, Handle Animal +7, Knowledge (dungeoneering, geography) +7, Perception +11, Ride +8, Spellcraft +7, Stealth +12, Survival +11; **Racial Modifiers** +8 Climb, +4 Stealth

Languages Common, Dwarven, Undercommon

SQ animal companion (giant beetle named Chen), animal focus (9 minutes/day, double), bonus trick (1), hunter tactics, improved empathic link, nature training, slow and steady, stability, swarm stride, swift tracker, track +4, wild empathy +8

Gear +1 breastplate, +1 corrosive heavy crossbow with 20 bolts, mwk dwarven waraxe, spell component pouch, 18 gp

CHEN

CR —

Giant beetle (*Pathfinder RPG Ultimate Magic* 36)

N Medium vermin

Init +2; **Senses** darkvision 60 ft.; Perception +0

DEFENSE

AC 24, touch 12, flat-footed 22 (+2 Dex, +12 natural)
hp 60 (8d8+24)

Fort +9, **Ref** +8, **Will** +2 (+4 vs. enchantments)

Defensive Abilities evasion

OFFENSE

Speed 20 ft., fly 20 ft. (poor)

Melee bite +11/+6 (1d8+7)

Special Attacks trample (1d4+7, DC 19)

STATISTICS

Str 20, **Dex** 14, **Con** 16, **Int** —, **Wis** 11, **Cha** 4

Base Atk +6; **CMB** +11; **CMD** 23 (31 vs. trip)

Feats Coordinated Defense^{APG}, Coordinated Maneuvers^{APG}, Outflank^{APG}

Skills Acrobatics +2 (–2 when jumping), Fly –2

SQ animal focus, devotion, tricks (attack [any target], come, defend, guard, seek), woodland stride

Treasure: The convoy has already spent several months “taxing” travelers on the Long Walk and has collected 328 gp, 100 days’ worth of trail rations, 300 pounds of fennel pollen (a savory spice worth 10gp/pound), 600 2-pound silver trade bars (worth 10 gp each), and a *belt of dwarvenkind*.

Development: If the PCs accept Kisegar’s sudden betrayal of her people, the duergar explains that she was sold into slavery for her gambling debts and is grateful for the opportunity to escape. Her debts remain unsettled, however, and she offers her guide services to the PCs in exchange for the 7,500 gp she needs to pay her creditors. Kisegar is willing to negotiate, and will reduce the requested recompense to 5,000 gp if a PC succeeds at a DC 26 Diplomacy or Intimidate check. If cajoled or threatened into guiding the PCs free of charge, she relents, but flees at the first opportunity. She knows the routes and dangers along the Long Walk well, and while the duergar scout leads them, the PCs reduce their chance of random encounters by half (see page 81).

Kisegar makes no secret of her hatred for surface dwarves, and while she will guide a group that includes one, she raises her fees 50% and singles out any dwarves for harassment, insults, and petty theft.

Story Award: If the PCs negotiate an agreement with Kisegar, award them 4,800 XP as though they had defeated her in combat.

EVENT 2: LURE OF TWILIGHT (CR 13)

This event occurs after the first 30 miles of the journey. The PCs come across a natural hazard of the duergar highway: a patch of iridescent twilight mushrooms. The patch grows atop a troglodyte corpse clutching a spear, and is tended by a pair of dangerous local predators who have learned how useful the deadly fungus can be.

Creatures: Two Darklands peludas—primitive subterranean dragons—recognized the value of twilight mushrooms (see Hazard below) decades ago, both in easily subduing prey and in attracting greedy duergar who come to pick at the corpses. They sprinkle the incandescent mushrooms over a fresh kill from each batch of their prey, and wait until the mushrooms’ toxin affects curious new visitors before launching from their hidden lair in a rocky nook high above. The peludas themselves aren’t immune to the poison, but thanks to their phenomenal Constitution scores, they have yet to succumb to the poison’s effect (and incorrectly believe themselves to be immune).

PELUDAS (2)

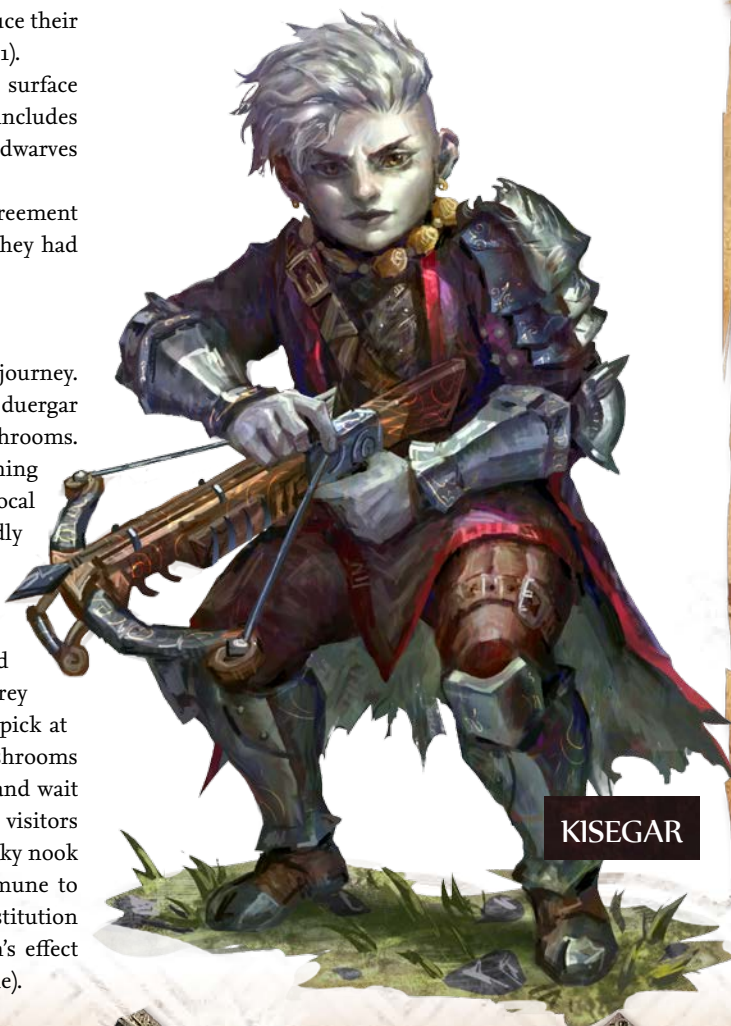
CR 10

XP 9,600 each

hp 126 each (*Pathfinder RPG Bestiary* 4 212)

Hazard: Twilight mushrooms are a violet-black variety of fungus that grow to about 4 to 6 inches in height. Patches of these mushrooms grow in damp, dark underground areas. The duergar cultivate particularly virulent strains throughout the Long Walk to deter trespassers (their own natural poison immunity renders the mushrooms harmless to them). This malicious practice leads to the occasional roadside corpse enshrouded in a bloom of twilight mushrooms—a risk-free opportunity for plunder.

A successful DC 28 Knowledge (dungeoneering or nature) check is required to identify the twilight mushrooms. Should Kisegar accompany the PCs, she warns them of the danger of these plants, though if the PCs are traveling with a surface dwarf, she insists dwarves are immune to the toxin and even offers to investigate the body alongside a surface dwarf companion. If a companion succumbs to the poison, she simply insists she had no idea surface dwarves lacked duergar immunity to poisons and apologizes for that pitiful weakness.



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VIRULENT TWILIGHT MUSHROOMS**CR 10**Variant twilight mushrooms (*Tome of Horrors Complete* 763)

Effect Twilight mushrooms sense vibrations and burst forth in a 20-foot-radius cloud of noxious and choking dust when a living creature comes within 10 feet of a patch. Creatures within the area must succeed at a DC 22 Fortitude saving throw or take 2d6 points of Constitution damage. One minute later, an infected creature must attempt another Fortitude save at the same DC or take 1d6 additional points of Constitution damage. Whether or not it succeeds at the save, a creature in the area is disabled for 2d4 rounds from fits of choking and coughing, and it can take no action other than to defend itself.

Sunlight renders twilight mushrooms dormant, and cold instantly destroys them.

Treasure: The troglodyte corpse clutches a +1 *spear*, but moving the weapon in any way triggers the noxious mushroom cloud.

The peludas' lair is 60 feet up a sheer rock wall, through a crack that requires a successful DC 24 Escape Artist check to pass through thanks to all the quills embedded in the surrounding rock (treat a failed check as if the creature had attacked a peluda in melee). Clearing these away requires 2 hours of work. Within is 6,107 cp, 11,457 sp, 92 gp, 26 pp, an *oil of shrink item*, a *periapt of health*, a *potion of fly*, a *wand of magic missile* (CL 7, 32 charges), an opal (worth 350 gp), four amethysts (worth 100 gp each), and a dragon statuette carved from a red dragon's femur (worth 500 gp).

EVENT 3: TRADER IN THE DARK

As the PCs reach the final 50 miles of their journey to the side tunnels to Kraggodan, they come across a unique convoy. Unlike the duergar they've become accustomed to, this caravan consists of somber men and women swathed head to toe in dirty rags—dark folk—towing a makeshift wagon. The caravan wagon mostly holds supplies—blankets, sleeping mats, rations, water, ropes, canvas, oil, and lanterns—while most of the valuable stock is carefully hidden away from prying eyes in various pockets sewn into the caravan members' equipment and clothing.

Creatures: This caravan consists of a dozen caligni—throwbacks to the dark folk's ancient past before the mysterious owbs (*Pathfinder RPG Bestiary* 4 210) devolved them into their current caste society. Exiled from their tribe as tensions with the neighboring fey courts saw a sudden upswing of xenophobia, they now loyally serve the caravan mistress who took them in.

That caravan mistress is a svirfneblin named Novvi (whom the PCs may have met while occupying the troglodyte caverns in *Pathfinder Adventure Path* #115: *Trail of the Hunted*). Like the PCs, Novvi has not rested on her laurels, and she has honed her skills as a spy and scout

while growing her trading empire amid the fighting between the dark folk and fey. Novvi offers the party a chance to resupply. She trades with anyone with coin to spend, and her business has expanded to the point that she can offer goods as if she were the marketplace of a small town, with a 75% chance of having any given item on hand worth 1,000 gp or less and up to 5,000 gp available to buy items from the PCs. Her stock also includes a few higher-value magic items: a mithral heavy shield, a +1 *ki focus short sword*, a +1 *ghost touch sling*, a *wand of dispel magic* (15 charges), a *wand of sound burst* (48 charges), and a spare *bag of holding* (type II) in addition to her personal one.

Novvi travels disguised as a dark creeper (*Pathfinder RPG Bestiary* 53)—unsettling Darklands natives the duergar generally allow to pass without harassment—but reveals herself if she recognizes the PCs as previous clients. Even if she does not recognize the PCs or hasn't yet met them, Novvi is happy to see any non-duergar face and warms up to anyone who approaches her hoping to trade. She feels more confident in her home territory than she may have in the troglodyte caverns.

If attacked, the caravan relies on Novvi and their hidden protectors Palies and Caleb, a pair of shadow collectors Novvi rescued from a svirfneblin raid on their community, while the caligni flee into the surrounding tunnels. The shadow collectors unleash their *shadow conjuration* to create horrible Darklands beasts. Ultimately, Novvi and her caravan only want enough of a distraction that they can escape and will reluctantly abandon their wagon—while it contains plenty of mementos and personal effects, it holds few valuables.

CALIGNI (12)**CR 1/2****XP 200 each****hp** 12 each (*Pathfinder RPG Bestiary* 5 66)**PALIES AND CALEB****CR 8****XP 4,800 each**Shadow collectors (*Pathfinder RPG Bestiary* 5 228)**hp** 90 each**NOVVI****CR 9****XP 6,400**Female svirfneblin expert 4/rogue 5 (*Pathfinder RPG Bestiary* 261)

N Small humanoid (gnome)

Init +7; **Senses** darkvision 120 ft., low-light vision; Perception +2**DEFENSE****AC** 21, touch 16, flat-footed 16 (+5 armor, +3 Dex, +2 dodge, +1 size)**hp** 63 (9d8+23)**Fort** +6, **Ref** +10, **Will** +9**Defensive Abilities** evasion, trap sense +1, uncanny dodge;**SR** 20

OFFENSE

Speed 20 ft.

Melee +1 short sword +11/+6 (1d4/19–20)

Ranged mwk shortbow +11/+6 (1d4–1/x3)

Special Attacks hatred, sneak attack +3d6

Spell-Like Abilities (CL 9th; concentration +10)

Constant—*nondetection*

1/day—*blindness/deafness* (DC 13), *blur*, *disguise self*

TACTICS

During Combat If attacked, Novvi targets her attacker with *blindness/deafness* before attempting to flee.

Morale Novvi is a merchant, not a warrior, and hopes only to distract attackers long enough for the rest of her caravan to get to safety.

STATISTICS

Str 8, **Dex** 16, **Con** 14, **Int** 12, **Wis** 10, **Cha** 12

Base Atk +6; **CMB** +4; **CMD** 19

Feats Deceitful, Improved Initiative, Improved Iron Will, Iron Will, Weapon Finesse

Skills Acrobatics +2 (–2 when jumping), Bluff +15, Diplomacy +13, Disguise +12, Knowledge (dungeoneering, local) +8, Linguistics +8, Perception +2 (+4 to notice unusual stonework), Profession (merchant) +12, Sense Motive +12, Sleight of Hand +10, Stealth +20 (+22 when underground), Survival +8; **Racial Modifiers** +2 Perception, +2 Stealth

Languages Aklo, Common, Dark Folk, Dwarven, Gnome, Sylvan, Undercommon

SQ gnome magic, rogue talents (coax information^{APG}, hard to fool^{APG}), trapfinding +2

Combat Gear *potion of cure moderate wounds*, *potion of gaseous form*; **Other Gear** +1 chain shirt, +1 short sword, mwk shortbow with 20 arrows, *bag of holding* (type II, sewn into her jacket lining), disguise kit, forger's kit, 22 hematites (10 gp each), 62 gp

Treasure: Much of the caravan's wealth is actually carried in concealed pockets of the clothing and rags worn by the caligni attendants, and unless they are subdued, attackers have no way to loot the caravan's entire stock. In addition to her listed equipment, Novvi herself carries only 2,000 gp in the form of 10 small trade bars in her sewn-in *bag of holding*, along with the *wand of sound burst* listed as part of the caravan's stock.

Development: If the PCs are friendly, Novvi invites them to join her caravan for a meal and discuss what they've seen on their trip so far, quietly plying them for information on the direction she'll be traveling. She offers the PCs the same courtesy, mentioning a few of the patrols and creatures she has seen the past few days. If the PCs listen and succeed at a DC 27 Sense Motive or Survival check, they can ignore any chance of random encounters for the next 1d3 days.

Story Award: If PCs meet with Novvi and learn anything about the Darklands or the road ahead, award them 9,600 XP.

EVENT 4: THE FIVE-EYED MATRON (CR 14)

Phosphorescent fungi cling to the walls here, shining a soft violet light across a large underground pool to one side of the paved highway. An immense statue of a plump dwarven woman appears to hold the ceiling aloft by the shore, her spiderlike face half-collapsed and leaving only a scowling mouth and five eyes behind.

The Five-Eyed Matron is a fairly well-known landmark along the Long Walk, both for the distinct statue and the agreeable campsite and water supply next to it. Mineral-laden water pools from several small side caverns, creating a hundred-foot-wide underground lake home to blind fish and aggressive, translucent insects.

The tunnels past the lake eventually lead to Kraggodan.

Creatures: A caravan of duergar pilgrims camped by this lake 2 days earlier on their way to Fellstrok, and their trox (*Pathfinder RPG Bestiary* 4 264) slaves saw the tunnels across the lake as a perfect opportunity to throw off their shackles and escape. The trox did not escape quietly, either, tearing through the camp and battering their captors to deter pursuit before fleeing down the same tunnels the PCs now need to follow to Kraggodan.

Rovalda, priestess of the duergar deity Droskar, is leading the procession from a monastery near Mabbryn to distant Fellstrok. As the PCs arrive, Rovalda's caravan is still recovering from the slave revolt and repairing its wagons. The diversion proved costly, and the duergar lost three caravan guards and killed a valuable trox slave in the conflict. Rovalda has since used magic to heal herself and her mount back to fighting strength. Several duergar pilgrims have already turned back to Mabbryn, and now Rovalda worries about her reputation should she return empty-handed to Fellstrok or Mabbryn.

Rovalda doesn't immediately attack. She's not keen on splitting her remaining force to both track the escaped slaves and guard the caravan, but neither is she particularly interested in losing her prized trox slaves. As such, the duergar priestess is willing to negotiate with the PCs, offering to let them proceed into the connecting tunnels unmolested so long as they promise to report back on the location of any of her four escaped trox. If the PCs seem reluctant, she relents and offers a bounty of 1,000 gp for each trox the PCs return alive—she assumes the outlanders are simply playing coy, and can't fathom anyone not wanting to keep or recover powerful slaves if they could. If the PCs agree, she insists on placing a *lesser geas* on whichever member she decides is the leader, and even provides a *scroll of sending* to allow the PCs to communicate, assuming at least one PC can use it.

If the party refuses to assist her, or if a surface dwarf travels among the PCs, Rovalda simply decides to replace her slave stock with these strapping foreigners and orders her remaining guards to attack. In this case,

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the PCs can convince the caravan to stand down with a successful DC 32 Diplomacy or Intimidate check.

Rovalda is a psychic, and she hones her power through her faith in Droskar, the dwarven deity of slavery and toil. Though her psychic spells do not require a holy symbol, she has nonetheless etched Droskar's unholy symbol into her beetle mount's carapace, and her own flesh.

DUERGAR ELITE GUARDS (4)

CR 8

XP 4,800 each

Duergar captain (*Pathfinder RPG Monster Codex* 50)

hp 90 each

ROVALDA

CR 10

XP 9,600

Female duergar psychic 11 (*Pathfinder RPG Bestiary* 117, *Pathfinder RPG Occult Adventures* 60)

LE Medium humanoid (dwarf)

Init +4; **Senses** darkvision 120 ft.; Perception +17

DEFENSE

AC 24, touch 10, flat-footed 24 (+8 armor, +4 shield)

hp 107 (11d6+66)

Fort +14, **Ref** +8, **Will** +14; +2 vs. spells and spell-like abilities

Defensive Abilities resilience of the faithful +3; **Immune** paralysis, phantasms, poison

Weaknesses light sensitivity

OFFENSE

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

Melee +1 spell storing punching dagger +7 (1d4/×3)

Special Attacks divine energy (inflict, maximum 2), phrenic amplifications (defensive prognostication, dispelling pulse, mindtouch, overpowering mind), phrenic pool (7 points)

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

1/day—*enlarge person* (self only), *invisibility* (self only)

Psychic Spell-Like Abilities (CL 11th; concentration +14)

1/day—*detect thoughts* (DC 11), *telepathic bond*

Psychic Spells Known (CL 11th; concentration +14)

5th (4/day)—*commune*, *true seeing*, *wall of ectoplasm*^{OA} (DC 18)

4th (6/day)—*confusion* (DC 17), *guardian of faith*^{ACG}, *lesser geas* (DC 17), *telekinesis*

3rd (7/day)—*blink*, *fly*, *heroism*, *magic vestment*, *nondetection*

2nd (7/day)—*bull's strength*, *hold person* (2, DC 15), *mirror image*, *silence* (DC 15), *spiritual weapon*

1st (7/day)—*bless*, *charm animal* (DC 14), *charm person* (DC 14), *entropic shield*, *quintessence*^{OA}, *shield*

0 (at will)—*arcane mark*, *daze* (DC 13), *detect magic*, *know direction*, *mending*, *read magic*, *resistance*, *stabilize*, *telekinetic projectile*^{OA}

Psychic Discipline faith (Droskar)



ROVALDA

TACTICS

Before Combat Rovalda casts *magic vestment* on her armor every day. She prepares for combat or strangers by casting *heroism* on her group and *fly*, *shield*, and *true seeing* on herself.

During Combat Rovalda begins combat by casting *mirror image*. She lets her minions and mount fight directly while she hovers overhead controlling the battlefield, unleashing *confusion* and *telekinesis* on warriors and spellcasters (respectively), often paired with her dispelling pulse to rip apart magical protections. She loves using *wall of ectoplasm* to isolate healers from their allies.

Morale Rovalda is no fool, and she sues for negotiation when four or more caravan guards are slain, her mount is slain, or she's reduced to 40 or fewer hit points. If a peaceful solution is not forthcoming, she does her best to retreat from the battlefield. If the PCs party contains any surface dwarves, Rovalda does not surrender or seek a peaceful solution—she fanatically fights to the death.

Base Statistics Without her spells, Rovalda's statistics are **AC** 16, touch 10, flat-footed 16; **Fort** +12, **Ref** +6, **Will** +12; **Speed** 20 ft.; **Melee** +1 spell storing punching dagger +5 (1d4/×3); **Skills** Diplomacy +8, Intimidate +13, Perception +15, Profession (soothsayer) +15, Sense Motive +15, Spellcraft +16.

STATISTICS

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

Base Atk +5; **CMB** +4; **CMD** 14 (18 vs. bull rush or trip)

Feats Great Fortitude, Improved Initiative, Light Armor Proficiency, Medium Armor Proficiency, Scribe Scroll, Toughness

Skills Acrobatics -1 (-5 when jumping), Appraise +5, Bluff +2, Climb -2, Diplomacy +10, Disguise +2, Escape Artist -1, Fly -1, Heal +4, Intimidate +15, Perception +17, Profession (soothsayer) +17, Ride -1, Sense Motive +17, Spellcraft +18, Stealth +3, Survival +4, Swim -2; **Racial Modifiers** +4 Stealth

Languages Aklo, Common, Dwarven, Giant, Goblin, Undercommon

SQ detect thoughts, slow and steady, stability, telepathic bond

Combat Gear *potion of cure serious wounds*, *scrolls of sending* (2), *scroll of telekinesis*, *wand of lesser confusion* (20 charges), *wand of shield* (38 charges); **Other Gear** mwk breastplate, +1 spell storing punching dagger (currently holds *vampiric touch*), belt of mighty constitution +2, cloak of resistance +1, gold-and-ruby necklace (250 gp), iron unholy symbol of Droskar, lockbox key, 23 gp

CHAPEL BEETLE**CR 10****XP 9,600**Variant giant stag beetle (*Pathfinder RPG Bestiary* 33)

N Huge vermin

Init +0; **Senses** darkvision 60 ft.; Perception +0**DEFENSE****AC** 22, touch 8, flat-footed 22 (+14 natural, -2 size)**hp** 142 (15d8+75)**Fort** +14, **Ref** +5, **Will** +5**Immune** mind-affecting effects**OFFENSE****Speed** 20 ft., fly 20 ft. (poor)**Melee** bite +18 (3d8+13)**Space** 15 ft.; **Reach** 10 ft.**Special Attacks** trample (1d8+13, DC 26)**STATISTICS****Str** 28, **Dex** 10, **Con** 20, **Int** —, **Wis** 10, **Cha** 9**Base Atk** +11; **CMB** +22; **CMD** 32 (40 vs. trip)**Skills** Acrobatics +0 (-4 when jumping), Fly -8

Treasure: In addition to their equipment, Rovalda's caravan carries a portion of their temple treasury in a lockbox (Disable Device DC 35) bolted to the chapel beetle's flank and holding 310 pp, 1,138 gp, and 17 rings of lead and malachite worth 75 gp each. Also in the lockbox are ownership papers for Rovalda's trox slaves and a copy of her church charter. While this paperwork has little meaning to the PCs, the ownership papers can be used to gain the loyalty of the trox warrior Kharazhar (see area H4), while the church charter is an invaluable insight into duergar philosophy that helps win Karburtin Lightbrand's friendship (see NPC section).

A second lockbox was stolen by the escaping slaves—ripped from the beetle's carapace—and anyone examining the beetle can plainly see a painful wound where part of its shell was broken away.

Development: The statue here is the “five-eyed matron” referenced in Zanathura's notes, and from here the PCs diverge from the Long Walk into less civilized secondary and tertiary caverns. Crossing the lake presents little challenge—though deep and icy cold, the lake's waters were cleared of dangerous predators by the duergar centuries ago.

H. KRAGGODAN'S FURNACE

Nearly 30 miles of untamed caverns and tunnels connect the lower levels of Kraggodan to the Long Walk, and along this route the PCs' journey requires more spelunking than walking. Narrow ledges, sheer climbs, sudden drop-offs, switchbacks, and tight passageways mark most of this journey. The disused nature of this track means duergar and other civilized threats of the Darklands have little interest or business in these caverns. Only a few duergar smugglers know these backwater tunnels lead to Kraggodan, and the duergar propensity to withhold

information for personal gain ensures that the tunnel's existence remains a well-guarded secret. The tunnels are mostly uninhabited, save for the area immediately underneath the Sky Citadel.

Closer to Kraggodan, more and more of the tunnels transition into lava tubes, gas vents, and other features of the volcano network that helped to shape the Mindspin Mountain range (and created the cave systems that helped guide the dwarves to the surface thousands of years earlier). The city itself harnesses the heat and volatile gases from the magma chambers to power industry above, and many creatures inhabit these caverns to enjoy that same warmth—a luxury in the Darklands. A tribe of gugs (*Pathfinder RPG Bestiary* 2 151) once dominated the area, but Azaersi's recent passage disrupted the local power structures. Many newcomers have arrived since and still jockey for territory, making them more aggressive than usual.

H1. CRYSTAL CAVERN (CR 13)

Highly reflective crystals protrude from the cavernous walls of this spacious chamber. The interiors of some of the crystal formations glow with a white light that illuminates the entire area. Connecting tunnels in the stone continue to the north and to the south, while a smaller passage slopes down to the northeast.

After the volcano's last eruption eons ago, mineral-laden water trapped in this pocket eventually formed massive crystalline growths, some as long as 3 feet. Erosion eventually opened this bubble up to the network of lava tubes beneath Kraggodan.

Creatures: Two patches of carnivorous crystal reside in this chamber, hiding amid the crystalline formations of the wall. The two masses of animate crystal attack any creatures disturbing their home.

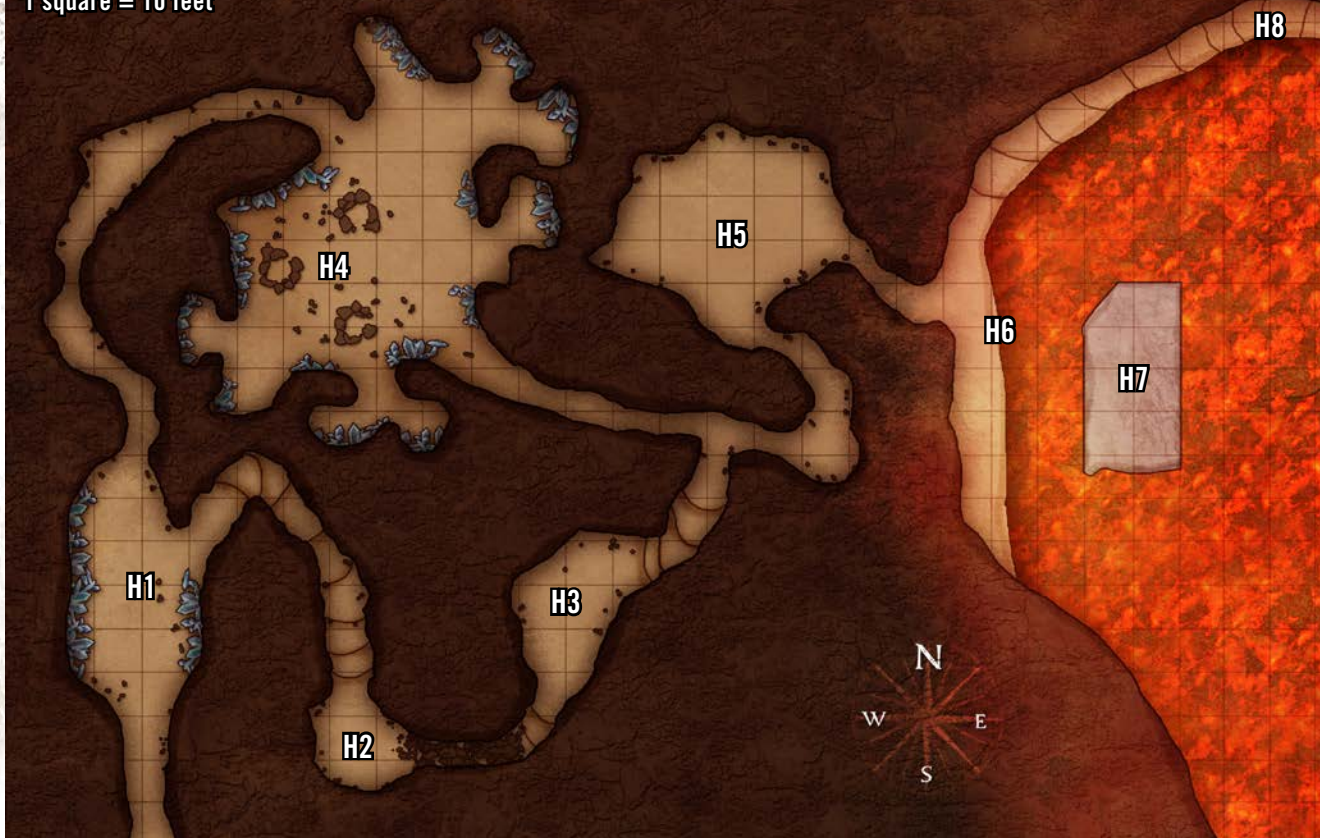
CARNIVOROUS CRYSTAL (2)**CR 11****XP 12,800 each****hp** 136 each (*Pathfinder RPG Bestiary* 3 45)

Treasure: Gugs once dwelled in these tunnels, and though the crystals lining the wall are relatively worthless quartz, the aberrations carved several into grotesque works of art. Eight 3-foot lengths of quartz have been cut into elegant, unsettling columns of mouths, eyes, and tendrils (worth 300 gp each). A set of large needles has also been shaped from the crystals and enchanted into *needles of fleshgraving*^{UE}. The needles have been used to tattoo disease-riddled gugs, so anyone they are used on must succeed at a DC 15 Fortitude saving throw or contract red ache (*Pathfinder RPG Core Rulebook* 557). A successful *cure disease* spell cast on the needles removes this side effect.

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H. KRAGGODAN'S FURNACE

1 square = 10 feet



H2. CARBAUXINE DEPOSIT (CR 10)

Dozens of tiny cracks mar the otherwise glassy-smooth walls of this small alcove. A passage enters from the north, while dozens of stone boulders bar passage east from this chamber.

This area was once indirectly connected to the lava lake (area H6), but the eastern tunnel has since collapsed. Clearing the northern tunnel requires 5 successful DC 20 Strength checks, each of which takes 1 hour and automatically imparts the fatigued condition to anyone attempting it, thanks to the low-quality air in this chamber (see Hazard below).

Hazard: Invisible carbauxine gas—a heavy, flammable gas many dwarven settlements harvest to fuel their forges or heat their homes—fills most of this low chamber, seeping in through cracks in the rocks from a much deeper volcanic source. A PC who succeeds at a DC 20 Knowledge (dungeoneering) or Survival check identifies the gas by its subtle odor and the presence of carbon on the walls from previous explosions. Due to the thin air, for every hour spent in this chamber, a character must succeed at a DC 15 Fortitude save or become fatigued. Once a character is fatigued, every 15 minutes she spends here she takes 1d6 points of nonlethal damage and she slowly suffocates. Creatures that do not breathe are immune to this effect.

Carbauxine gas is highly explosive and even the smallest open flame (such as a torch or lantern) ignites it in a vast explosion. Moving rocks to clear the tunnel carries a 10% chance per Strength check attempted of creating sparks that detonate the gas (double this chance if the PCs use metal tools). The compressed gas in this area is particularly concentrated and explodes in a blast that deals 10d6 points of fire damage to all creatures within 60 feet of the chamber. A detonation clears the fallen rocks from the northern tunnel.

Any area-effect spell that deals cold damage renders the gas inert for 1 hour.

Development: If the PCs identify the gas vent here, they can provide the information to the dwarves of Kraggodan (particularly Hikal Balatum; see page 38). Doing so demonstrates their canny nature and increases the dwarves' respect for the PCs. Kraggodan dispatches a small team to begin extracting the useful gas from its deeper source. Balatum rewards them with a tidy 2,500 gp for the valuable resource. If the PCs detonated the gas pocket, Hikal needs to invest additional resources to reinforce the devastated cavern and can only offer a share of 1,750 gp in reward.

Story Award: If the PCs successfully identify the gas deposit without igniting it, or if they survive the blast afterward, award them 4,800 XP.

H3. WEAKENED CHAMBER (CR 11)

This chamber is swelteringly hot, and a warm orange light shines from the northeastern passage. Crude paintings of a three-eyed circle with bat wings line the walls. Rubble fills the southwestern passage.

Gugs once maintained this secondary lava pool for sacrifices and rituals. A successful DC 25 Knowledge (religion) check is required to identify the symbols on the walls as crude representations of Nyarlathotep, but little else can be gleaned. Without constant oversight from the gugs and their magic, the pool has begun to cool, forming a thin, brittle crust that seems to be an ordinary cave floor.

Hazard: The floor of this passage is exceptionally weak—just a thin crust of stone over molten lava. Creatures intentionally examining the room can attempt a DC 20 Knowledge (dungeoneering) or Craft (stonemasonry) check to identify noticeable structural inconsistencies in the floor and walls. A dwarf can attempt this check simply by entering the area. Detecting this structural weakness may compel the PCs to search for an alternative route around.

A creature walking through the chamber has a 10% chance per round to accidentally break through the thin surface stone of the floor. Doing so partially submerges the creature in the lava below, dealing 10d6 points of fire damage. A character who succeeds at a DC 22 Reflex save instead takes 2d6 points of fire damage.

On the start of the following round, the entire chamber begins to rumble as the walls start collapsing. Characters remaining in the chamber at the end of the following round take 8d6 points of damage, or half that amount with a successful DC 15 Reflex save. They are subsequently buried by molten debris that deals an additional 2d6 points of fire damage each round a character remains buried. Characters who aren't buried can dig out trapped creatures (see Cave-Ins and Collapses on page 415 of the *Core Rulebook*), but take 2d6 points of fire damage each round they do so.

Story Award: Reward the PCs 12,800 XP if they detect the hazard and bypass it, or if they escape the collapse.

H4. QUARTZ CAVITY (CR 13)

Small white crystals coat every surface in this grand chamber, lending it the appearance of a winter landscape. The entire chamber is like a wide kaleidoscope of shifting white and gray patterns, reflecting along the jutting rocks of the cavern.

Like area H1, this area is coated in a layer of glittering mineral formations, though smaller and less impressive. The gug tribe who dominated the area laired here, and much of the floor has been trampled into white sand,

though the giants have been replaced by the cavern's new, serpentine stewards.

The quartz crystals filling this chamber give it a unique and distorting effect. Sighted creatures in this chamber take a –5 penalty on ranged attack rolls and Perception checks until they leave or until their senses adjust over the next hour. Creatures with extraordinary senses, such as blindsight, scent, or true seeing, are unaffected by this effect. The nagas and their new friend have acclimated to the cavern's distortions, and take no penalties.

Creatures: Two bickering spirit naga siblings, Sylveese and Synvaar, live in this spacious cavern. The two previously lived as parasites, skulking and picking through the gug tribes' leftovers. The gugs worshiped the Haunter of the Dark, an aspect of the Great Old One Nyarlathotep, and considered the slithering, magic-inclined serpents to be kindred spirits in their god's vision for the world—tolerated, but rarely appreciated.

General Azaersi's band of adventurers fought their way past the gugs, who followed the Ironfang forces into Kraggodan after licking their wounds. The gugs have since established themselves there, abandoning this former territory to the nagas. This newfound freedom, though, has ignited the nagas' old sibling rivalry, causing constant arguments about which of the pair should be considered ruler of their domain.

One of Rovalda's (see page 27) escaped slaves—a trox named Kharazhar—fled into this area not too long ago. Synvaar enraptured the brute with his charming gaze, "persuading" her to stay and help the nagas establish their new stronghold. They have been using the insectoid woman to keep threats to their domain away and to clean up the larger messes the gugs left behind. Sylveese attempts to usurp her brother's control over their newfound servant with a drastic mind game: treating the trox with actual tenderness and respect. Kharazhar stole several valuable pieces of magical equipment from her duergar slave masters, and Sylveese has further ingratiated herself in the trox's mind by helping Kharazhar adjust many of the worn pieces to fit her large frame. Kharazhar clearly appreciates the attention Sylveese gives her and thinks of the naga as her only remaining friend—especially given the male naga's anger—but remains firmly under Synvaar's mental control. Synvaar so far fails to recognize that, day by day, his sister sees less of a need for him and more of a need for the brute strength of Kharazhar.

The arrival of the PCs briefly unifies the siblings, and they work together to force back or overpower the intruders. Synvaar orders Kharazhar to attack the PCs while he and his sister provide magical support. If attacked, the nagas cast *shield of faith* on themselves before ordering a reluctant Kharazhar to restrain intruders. Both want new pawns for their power struggle and prefer trying to charm trespassers with their gaze attacks.

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SYNVAAR**CR 9****XP 6,400**Male spirit naga (*Pathfinder RPG Bestiary* 213)**hp** 95**OFFENSE****Spells Known** (CL 7th; concentration +10)3rd (5/day)—*dispel magic*, *lightning bolt* (DC 16)2nd (7/day)—*eagle's splendor*, *hideous laughter* (DC 15),
*mirror image*1st (7/day)—*charm person* (DC 14), *cure light wounds*,
mage armor, *magic missile*, *shield of faith*0 (at will)—*bleed*, *daze* (DC 13), *detect magic*, *mage hand*,
open/close, *ray of frost*, *read magic***SYLYESEE****CR 9****XP 6,400**Female spirit naga (*Pathfinder RPG Bestiary* 213)**hp** 95**OFFENSE****Spells Known** (CL 7th; concentration +10)3rd (5/day)—*displacement*, *fireball* (DC 16)2nd (7/day)—*bear's endurance*, *invisibility*, *scorching ray*1st (7/day)—*charm person* (DC 14), *cure light wounds*,
lock gaze^{uc}, *magic missile*, *shield of faith*0 (at will)—*bleed*, *daze* (DC 13), *detect magic*, *mage hand*,
open/close, *ray of frost*, *read magic***KHARAZHAR****CR 11****XP 12,800**Female trox barbarian 10 (*Pathfinder RPG Bestiary* 4 264)

CN Large monstrous humanoid

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

Perception +11

DEFENSE**AC** 18, touch 12, flat-footed 16 (+6 armor,
+3 deflection, +2 Dex, -2 rage, -1 size)**hp** 140 (10d12+70)**Fort** +13, **Ref** +8, **Will** +6**Defensive Abilities** improved uncanny dodge,
trap sense +3; **DR** 2/—**OFFENSE****Speed** 30 ft., burrow 20 ft.**Melee** unarmed strike +18/+13
(1d4+8 plus 2d6 on charge) or unarmed strike
+16/+11 (1d4+8), unarmed strike +16 (1d4+4),
bite +13 (1d6+4)**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** frenzy, rage (25 rounds/
day), rage powers (animal fury, brawler^{APG},
greater brawler^{APG}, powerful blow +3,
reckless abandon^{APG})**TACTICS****Before Combat** Kharazhar does nothing to prepare for
combat, but her naga friends cast *shield of faith* to protect
their champion.**During Combat** Kharazhar charges at anyone
threatening her newfound friends. She grapples
foes, hoping to use her *bonebreaker bracers* to
incapacitate especially powerful-looking warriors
early in the fight. Her grabbing appendages allow her to
use Power Attack on unarmed strikes and bites against
held foes. Once she takes any damage, her frenzy ability
increases her Strength and Constitution, providing a +1
bonus on her attack rolls, combat maneuvers, damage,
and Fortitude saves, and increasing her hit points by 10.**Morale** When reduced to 70 hit points, and again when
reduced to 35 hit points, Kharazhar can attempt a DC 20
Will save to escape the charmed thrall of her captors.
If she succeeds, she ignores Synvaar's commands and**KHARAZHAR AND SYLYESEE**

disregards his safety, but continues to protect Sylveese. Whether she succeeds or fails, she fights to the death as long as the PCs threaten Sylveese. If Sylveese is slain, Kharazhar flees into the Darklands, but may return to harry the PCs later.

Base Statistics When not raging and without protective spells, the barbarian's statistics are **AC** 17, touch 11, flat-footed 15; **hp** 120; **Fort** +11, **Will** +4; **Melee** unarmed strike +15/+10 (1d4+6 nonlethal); **Str** 20, **Con** 16; **CMB** +16 (+18 grapple); **Skills** Climb +12

STATISTICS

Str 24, **Dex** 14, **Con** 20, **Int** 6, **Wis** 10, **Cha** 8

Base Atk +10; **CMB** +18 (+20 grapple); **CMD** 29 (31 vs. grapple)

Feats Alertness, Combat Reflexes, Improved Grapple^B,

Lightning Reflexes, Power Attack, Toughness

Skills Acrobatics +7, Climb +14, Intimidate +4, Linguistics -1, Perception +10, Sense Motive +2, Survival +9

Languages Terran, Undercommon

SQ fast movement, grabbing appendages

Combat Gear *bonebreaker bracers*^{UE}; **Other Gear** *rhino hide, amulet of mighty fists +1, cloak of resistance +1, steel lockbox* (Disable Device DC 35) containing an *elemental gem* (fire) and 2,540 gp

Development: If the PCs defeat Synvaar, then the trox Kharazhar becomes far less aggressive, moving closer to Sylveese and only attacking anyone who attempts to approach them. Sylveese wants new minions as much as her brother, but has no desire to die attempting to win them. If her brother is slain and she still doesn't have the upper hand, she begs for mercy. Proclaiming that her "wicked, wicked brother" had "bewitched her mind," she asks only that she and Kharazhar be allowed to leave. She has developed some genuine kinship with the trox, and doesn't wish to see the brute killed. If the PCs allow the unusual pair to pass, Kharazhar thanks them by presenting them with the unopened lockbox she stole from Rovalda's beetle mount.

If the PCs present Kharazhar with her ownership papers, taken from Rovalda's treasure (see page 29), the trox coos in joy and offers to accompany the PCs until they reach their destination as a sign of thanks (asking Sylveese to remain behind for her own protection). Kharazhar accompanies the PCs to area **H8** and protects them to the best of her ability. If the PCs show her exceptional kindness, she may even elect to stay as a cohort (if a PC has the Leadership feat) or ally.

Depending on the PCs' negotiations with Rovalda, they may have promised to provide the duergar with information on Kharazhar's whereabouts or to return the escaped slave. Should the PCs use the provided *scroll of sending* to inform the duergar of Kharazhar's death (truthfully or otherwise), then Rovalda indicates her intentions of collecting the corpse but refuses to pay any bounty. If the PCs indicate that the trox escaped or was

not found, Rovalda eventually gathers enough courage to explore the caverns herself. If the PCs cross the duergar priestess, she may return later in this adventure to exact revenge, perhaps discovering the PCs' entry into Kraggodan and following suit to claim a few dwarves as replacement slaves.

Story Award: If the PCs make peace with the trox or Sylveese, award them XP as if they had defeated them in combat.

H5. Khardajeen's Rest (CR 14)

Rough-hewn stone forms the walls of this extended cave complex, while the floor consists of broken bits of rock. Insectile body parts litter the area. Smaller nooks, eight to ten feet deep, are dug into the walls, reaching almost to the ceiling.

The gugs dug out this much smaller area into a large nest long ago.

The scattered chunks of insectile viscera are the remains of two of Rovalda's escaped trox slaves, who tried to make it past the room's guardian after escaping from the nagas elsewhere in the tunnels. Only a single trox succeeded.

Creature: A forgotten horror of ancient times floats eerily in this great cavern. Known as a khardajeen, this aberrant mass of congealed liquid and shifting detritus rests here. Attracted by Azaersi's activation of the *Onyx Key*, it has waited patiently since for a new burst of ancient mystical energy, and in the meantime it mercilessly tears apart any living creature entering its domain.

When the PCs arrive, the khardajeen manifests dusty rose, green, pearly white, and red gems. It adjusts its gem manifestations as necessary, substituting in a pale lavender against powerful spellcasters, or changing up the elemental damage of its ray-based attacks.

KHARDAJEEN

CR 14

XP 38,400

hp 210 (see page 88)

Treasure: A distressing chunk of a trox's torso still carries a duergar scabbard stolen in his escape. The belt holds a +1 *adamantine construct bane battleaxe* and is latched with a *golembane scarab*.

H6. LAVA LAKE

A beach of glassy stone edges a vast lake of lava that stretches out for several hundred feet. An ancient lava tube exits to the west, while to the north an ascending path of rock curves up the sides of the immense chamber. A stone structure floats gently atop the bubbling pool of lava some twenty feet from the shore. The ceiling is shrouded in darkness and rises at least several hundred feet. A few clusters of metal pipe and ceramic tubes descend from above.

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This area is an ancient magma chamber that rests under the Sky Citadel of Kraggodan. Normal vision, even with the help of the lambent magma glow, isn't enough to discern the roof above. Only by traveling higher can one discover the Sky Citadel. The ceiling far overhead consists of a dome of cooled lava from the volcano's last eruption, long before the dwarves' arrival. A few clusters of metal and ceramic piping help divert heat, steam, and noxious gases up into the city above to help fuel Kraggodan's industry and to prevent another eruption by ensuring the magma chamber's pressure is always carefully monitored and bled off.

This entire chamber (including area H7 and H8) counts as extreme heat (*Core Rulebook* 444), dealing 1d6 points of fire damage every minute simply from breathing the air.

H7. FALLEN VAULT (CR 12)

An angled block of stone juts from the lava. The upper side of the stone block has cracked open, exposing a hollow interior.

The clan Xoletl's family vault of—an ancient part of Kraggodan's earliest and now-crumbling infrastructure—fell away after an earthquake several centuries ago. With clan Xoletl wiped out during the Shining Crusade, no one has bothered to fund a recovery, but the vault's basalt structure has proven too durable for the magma to melt.

Creatures: Three magma elementals reside in the lava pool, and they consider anything in it theirs. These creatures wait within the lava surrounding the fallen vault, gaining a +10 circumstance bonus on Stealth checks to avoid detection. Once a creature attempts to enter the exposed vault entrance, one of the elementals makes a grapple attempt at reach to apprehend the explorer. The remaining elementals move as a pack to attack the first target, clambering ashore to attack any living beings outside of the lava pool. They do not move into the Sky Citadel or the adjacent chambers beyond areas H6–H8.

GREATER MAGMA ELEMENTALS (3)

CR 9

XP 6,400 each

hp 123 each (*Pathfinder RPG Bestiary* 2 119)

Hazard: The vault's surface is as hot as the surrounding air, but its interior is several hundred degrees warmer—hot enough to deal 2d6 points of fire damage each round to any creature entering. The molten electrum pooling on the vault's floor (see *Treasure* below) deals an additional 1d6 points of fire damage each round for light contact, or 10d6 points of fire damage each round for full immersion.

Treasure: The extreme heat has destroyed most of the Xoletl family's treasures and melted their stockpiles of gold and silver into a knee-deep pool of liquid electrum. The electrum is hot enough to inflict horrific burns

without magical protection (see *Hazard* above), but is worth a total of 7,600 gp if the PCs can figure out how to extract the molten metal.

A +2 *fire resistance heavy steel shield* floats atop the metal pool. Cradled in the shield, protected by its energy resistance effects, is a scroll case containing a *scroll of cone of cold*, a *scroll of raise dead*, and a *scroll of true seeing*.

H8. ASCENT

A stone path curves up the northern side of the immense chamber housing the lava lake. It rises several hundred feet before abruptly stopping at a stone-arched entrance leading into a long tunnel.

This maintenance tunnel connects lower Kraggodan to the magma pool below. Azaersi and her compatriots entered the Sky Citadel through this entrance, and a DC 30 Survival check is sufficient to note the distinct tracks of four creatures that made their way through this area years ago. With a successful DC 25 Survival check, a PC notes the tracks of several larger unidentifiable creatures—the gugs that followed in Azaersi's wake.

The massive stone door is reinforced (hardness 8, hp 120, break DC 28) and enchanted with immunity to fire. Two oversized locks (Disable Device DC 40) seal it securely when not in use. The upper platform before the door has a silent *alarm* spell placed upon it, which alerts Karburtin (see pages 35–36) when disturbed, while the door itself bears a second *alarm* spell that sounds an audible bell throughout Vault Way.

Treasure: Shoved into the corner beside the door and overlooked by dwarven maintenance staff, Elacnida's *restless lockpicks*^{UE} lie under a layer of dust and soot. Their leather carrying case still shows a faintly embossed Ironfang Legion coat of arms.

I. FALLEN DEFENDERS (CR 12)

The worn stairway eventually ends in a large chamber filled with mining equipment and tools for maintaining the various pipes and ducts accessing the lava lake below. Two dwarven bodies, mummified by the heat, lie near the entrance to Kraggodan's Vault Way.

Creatures: When the inhabitants of Kraggodan discovered Azaersi's intrusion and identified their vulnerable flank, they stationed two valiant dwarven defenders—Draggo and Calhun—to guard against further intrusions until they determined how to seal off the Darklands access. Before long, however, the gugs that Azaersi and her band fought their way past followed the hobgoblins' trail and poured into the city, making short work of the overwhelmed defenders they encountered.

Dying by the blade in service to their lord, the pair arrived in the afterlife as *einherji*—outsiders who exist for glorious battle. Having left Kraggodan unguarded,



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they returned to the mortal realm, and now Draggo and Calhun maintain their sworn duty to protect Kraggodan from intruders until the city is safe—until the Molthuni siege ends. The pair allows dwarves to pass freely—though they tease passersby hoping for a friendly brawl—but steadfastly refuse to allow any other beings passage into the city. While not malicious, they are not merciful either, and they have no concern for strangers' good intentions or kind words.

DRAGGO AND CALHUN

CR 10

XP 9,600 each

Einherji (*Pathfinder RPG Bestiary 4* 84)

hp 123 each

Story Award: For reaching Kraggodan, award the PCs an additional 19,200 XP.

VAULT WAY (CR 12 OR 14)

The pathway from the ascent chamber leads directly into Kraggodan's Vault Way. Once the lowest level of the city, full of bustling shops and warm homes, it was abandoned after early experiments with the *Onyx Key* unleashed all manner of planar monsters upon the dwarves. This area of the Sky Citadel was later reconstructed as a secure maze of vaults and ossuaries to store family bones and

relics of Kraggodan's history. The maintenance entrance emerges past the fourth of seven massive iron doors that guard further pieces of dwarven lore. Between each of the doors are dozens of smaller stone doors leading into the various family crypts and treasure vaults.

When Azaersi's group penetrated this layer 2 years ago, they dealt with the guards swiftly and brutally—Elacnida petrified the dwarven defenders and Azaersi ordered Dendrak to cast the statues into the molten lake behind them, eliminating any corpses that might otherwise be spoken with magically or resurrected. This action allowed Azaersi's squad access to the nearby entrance to the Reliquary of Ascension without alerting responders. In the wake of this bizarrely silent invasion, Kraggodan—and more specifically the local temple of Trudd, the dwarven god of defense—vastly increased its physical and magical protections on this level.

Zanathura's notes do not describe this portion of the Sky Citadel, and the PCs find themselves walking into the most heavily defended portion of Kraggodan unawares.

Creatures: The theft of the *Onyx Key* has prompted Kraggodan's ruling council to begin cataloging the entirety of Vault Way to determine whether anything else has been stolen, tying up much of the free time of Royal Archivist Karburtin Lightbrand. It also prompted the temple of Trudd to augment its guard presence. As part

of his investigation, Karburtin maintains several *alarm* spells around the level.

Four steadfast defenders guard the maintenance door here at all times after Azaersi's attack and the subsequent gug invasion. Once either of the *alarm* spells goes off, Karburtin and Colga—head of her temple's defense forces and a stalwart paladin—gather another pair of monks and rush to the door. With a successful DC 18 Knowledge (religion) check, a PC can identify the dwarves' religious affiliations and knows Trudd as the lawful good dwarven god of bravery, strength, and defense.

Colga immediately uses her *detect evil* ability to scrutinize any trespassers. As long as the PCs' group isn't made up entirely of evil members, the dwarves do not attack—the paladin specifically orders her troops to stand at ease as a gesture of good will, in hopes of de-escalating the situation.

Karburtin makes several exasperated noises before demanding to know their business in Kraggodan's vaults. He'll answer a few basic questions, but for now remains uncharacteristically tight-lipped. If he and Colga are convinced the PCs aren't an immediate threat to the city (and especially if the PCs describe their mission following Azaersi's footsteps, or show the *restless lockpicks* Elacnida used to break in 2 years earlier), the dwarves decide to escort the newcomers up to the city. Karburtin questions them endlessly—at first only about their mission and motives, but soon more generally about the surface world and the customs of other races.

If the PCs refuse an escort—Colga and Karburtin hesitate to call it an "arrest," as they have no intention yet of charging the PCs with any crime—the dwarves demand they return to the Darklands. If an actual fight breaks out, the dwarves fight to subdue the intruders, relying on nonlethal options like stunning fist and Karburtin's wall spells.

KARBURTIN LIGHTBRAND

CR 9

XP 6,400

hp 67 (see page 58)

COLGA OF TRUDD

CR 11

XP 12,800

Forge rider (*Pathfinder RPG NPC Codex* 119)

hp 142

STEADFAST DEFENDERS (4 OR 6)

CR 8

XP 4,800 each

hp 93 each (*Pathfinder RPG NPC Codex* 100)



KARBURTIN

Development: The adventure assumes that the PCs' arrival in Kraggodan leads to an inquest from the ruling synod of the Sky Citadel. It's possible the PCs sneak past the defenders and make their way directly into the Reliquary of Ascension. If they do so, simply skip Part 3 of this adventure (though the PCs lose out on the XP reward and material support the dwarves can eventually offer).

Story Award: As long as the PCs don't start a fight with the dwarves of Vault Way, award them 25,600 XP for either bypassing or negotiating with the defenders.

PART 3: JUDGMENT OF THE SKY CITADEL

This portion of the adventure is a brief interlude from the ongoing dungeon and wilderness exploration, and provides the PCs with a chance to rest, trade, explore the Sky Citadel, and make new allies.

The wardens take the PCs to rest briefly in the temple of Trudd while awaiting orders from Prince Gorm Greathammer. After a few hours, word arrives that the PCs will be given ambassadors' quarters in the Greathammer Bastion in the city's center (luxurious accommodations that are also, conveniently, easy to secure should these visitors prove problematic). Prince Gorm also appoints a somewhat reluctant Karburtin to serve as their escort, see to their needs, and apprise the strangers of the local political situation. The PCs are permitted to move freely throughout the city's public areas so long as Karburtin or a guard from the temple accompanies them, and in 3 days the Evenhanded Synod—the current ruling council of Kraggodan—will hear their case and decide the outsiders' fate.

Karburtin takes some time to explain the city's recent history (as he sees it), starting with Molthune's intrusion on Kraggodan's most sacred historical repository, the Reliquary of Ascension, and then the imprisonment of the dwarven diplomats sent to negotiate the matter, escalating into the current siege by Molthune. He sees no easy solution to the problem, short of Molthune growing bored and leaving, and sees any claims of hobgoblin involvement as pointless rumors without any evidence to back them up.

DWARVEN HOSPITALITY

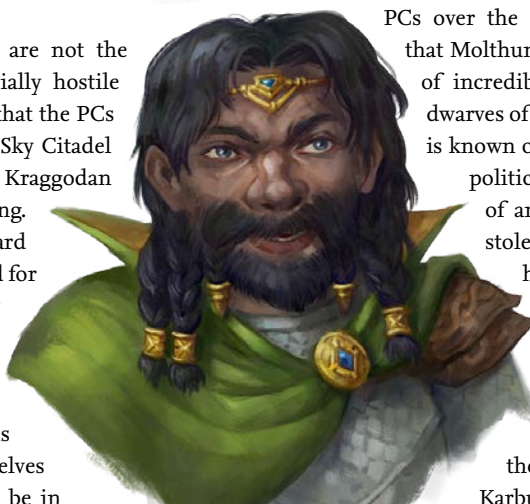
The dwarves of Kraggodan are true to their word, and the PCs are escorted peacefully to their temporary accommodations in Clan Greathammer's stronghold. Karburtin feels wasted in the role of babysitter, but soon

becomes fascinated with the PCs, their stories, and their habits, asking about every little trait and soon excitedly showing them around the city.

The dwarves of Kraggodan are not the PCs' enemies, nor even especially hostile or suspicious. Despite the fact that the PCs show up in the middle of the Sky Citadel amid a siege, the dwarves of Kraggodan are more curious than anything. They've seen little trade and heard little news from the wider world for years, and visitors—especially non-dwarves—are a new point of interest. As long as the PCs accommodate the reasonable requests of Kraggodan's curious citizenry, they find themselves treated better than they would be in most surface settlements.

Reactions to these new arrivals are mixed. Some of Kraggodan's dwarves worry the PCs are Molthuni spies, like the ones who (they believe) raided the vaults years earlier and started this siege. Others worry that the visitors are hapless adventurers who accidentally found their way into the city, but allowing them to leave could eventually lead to Molthune learning of the same secret entrance the PCs discovered. A few cantankerous sorts believe the PCs—like all humans—are looters come to plunder the wealth of Kraggodan's past, and are now simply making up a wild story about hobgoblin invasions to escape consequence. Finally, more than a few optimistic souls hold out hope that these visitors from outside are official diplomats sent by Nirmathas, who will make an alliance with Prince Greathammer and help break the siege.

Common citizens look on with some wonder, but they also keep their distance, while Kraggodan's artisans are eager to show off their wares and learn of the newest styles and innovations, competing for the PCs' attentions as they explore the city. The dwarves of Kraggodan are always eager for trade, and while the PCs' ultimate fate within the Sky Citadel has yet to be decided, representatives from the businesses of Runesmith Alley hear of their arrival. These enterprising trade-minded dwarves present themselves to the PCs and offer their crafting services in the form of magical arms and armor, including further enhancements to equipment the PCs already possess. These traders promise that any purchases made will be honored, even if the PCs are forced to leave the Sky Citadel. If the PCs' interactions with the Evenhanded Synod go well, they may receive an additional discount on the services rendered by the smiths of Runesmith Alley; treat this as a refund presented with the completed item.



GORM GREATHAMMER

MOLTHUNI IMPLICATIONS

Karburтин mentions the history of the siege to the PCs over the course of their preparations—that Molthune stole the *Onyx Key*, an artifact of incredible cultural significance to the dwarves of Kraggodan (though its existence is known only to a handful of scholars and politicians anymore). He is skeptical of any claims that an outside agent stole the object, and he dismisses any hobgoblins involved as “mere flunkies for Molthune's machinations,” in the face of the evidence they have implicating Molthune.

If the PCs ask to see the evidence again Molthune, Karburтин arranges a viewing. The dwarven investigations were cut short when the gugs attacked, but even in searching the first chambers of the

Reliquary of Ascension, they uncovered Molthuni coins and equipment left behind when the thieves fled. Magical divinations also traced all the recovered equipment to Molthune, and recognized human soldiers as the last to wield them. Altogether, three masterwork longswords, a trio of cloak pins, a scrap of fabric from a military uniform, and 516 gp implicate Molthune in the crime. A PC can attempt a DC 15 Knowledge (nobility) check to identify the markings on the cloak pins and weapons as belonging to the military of Molthune. However, with a subsequent successful DC 24 Knowledge (history) or Knowledge (nobility) check, the character notices that the styles and insignias belong to a unit disbanded over 7 years ago—well before the supposed vault intrusion—and recalls that disbanded equipment is typically sold off to mercenary units.

Elacnida, the Ironfang spymaster, acquired and transported these items very carefully, intentionally purchasing them used and never handling them directly in order to deliberately mislead divination magic. She merely opened the crate and dumped the materials across the floor as she and Azaersi made their way into the vault. Only the coins provide any hint at the truth, coming from the Ironfang Legion's coffers despite their Molthuni minting. Any divination magic to determine who last held any given coin has a 70% chance of revealing a hobgoblin and a 10% chance of revealing a vision of Elacnida herself.

THE EVENHENDED SYNOD

It takes 3 days for Kraggodan to gather four members of the Evenhanded Synod—enough members to participate in an inquest into the PCs' arrival. Due to the important and strange nature of the PCs' arrival, the four members

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of the Synod present are also those with the highest prestige among the governing body.

The membership of the PCs' tribunal includes the following.

Royal Archivist Karburtin Lightbrand

(LN male dwarf wizard 10): The royal archivist of Kraggodan, Karburtin is responsible for maintaining the vast troves of lore available in the Sky Citadel's many libraries. He has a particular affinity for the history of surface-dwelling nations, which has clouded his judgment when dealing with those from outside the Sky Citadel. While Karburtin is initially distrustful of outsiders, his 3 days spent with the PCs makes him their most solid advocate on the Synod—though that doesn't stop him

from poking holes in their stories or correcting their grammar. Karburtin is fully described in the NPC Gallery of this adventure (see page 58).

Prince Gorm Greathammer (N male dwarf bard 7/

Pathfinder chronicler 2): The third child of Kraggodan's king, Gorm is also a member of the Pathfinder Society. After his father's sudden self-exile, Gorm compromised and took a seat on the Evenhanded Synod rather than take the mantle of king for himself. He craves the thrill of adventure and exploration more than anything, but he understands the duties that come with his lineage. Gorm enjoys tales of adventure and sees a bit of himself in the heroes, so long as they paint themselves as heroic and larger than life. Despite his enthusiasm, Gorm takes his responsibility with traditional dwarven pride and stubbornness, and despite his fascination and even displays of affection, he is skeptical and slow to persuade on most matters.

Exemplar Thramirra Greathammer (LG female dwarf paladin 11): Thramirra is the highest-ranked member of the church of Trudd in Kraggodan. She's the second child of Kraggodan's king, though her position as exemplar of the church prevents her from taking on a leadership role beyond her position in the Evenhanded Synod. Even-tempered and analytical, Thramirra is a strategist, whose primary challenge is keeping the militaristic elements of her faith stable and focused during the siege. She was one of the few members of the Evenhanded Synod to not immediately demand Molthuni blood for the supposed intrusion into the vaults, much to the amazement of others. She is very invested in the security of the Sky Citadel, however, and reluctant to let outsiders investigate the crime on her behalf, making her the least likely member of the Synod to be won over to the PCs' cause.



Lady Hikal Balatum (LN female dwarf aristocrat 10):

As the most junior member of the present members of the Evenhanded Synod, Hikal Balatum still commands immense power within the Sky Citadel. She

maintains the various commerce and trade agreements between the clans of Kraggodan. She also presides over all major trade arrangements with external powers, such as Kraggodan's exports to Druma, Nirmathas, and (formerly) Molthune. Thanks to the siege, she has grown bored and turned into something of a gossip to keep her mind sharp. These days, her interest is piqued only by scandal or talk of new trade opportunities. As an effective trade ambassador for the Sky Citadel, Hikal has little interest in whether the PCs stay or go, only that they spend coin or offer new deals while they remain. She is especially interested in

proving Molthune innocent of trespass in the Reliquary of Ascension, as she's eager to see the siege end and full trade return to Kraggodan.

THE TALE-TELLING TRIBUNAL

Rather than being escorted to a traditional tribunal, the PCs are brought to a feasting hall in Greathammer Bastion where a table has been set with food and drink. The PCs sit opposite the members of the Evenhanded Synod. Several guards—identical to the steadfast defenders of Vault Way (and indeed, several of the same individuals, if the PCs befriend dwarves beyond Karburtin)—line the outer walls of the hall, standing sentinel over the proceedings.

Once the Evenhanded Synod arrives, Gorm Greathammer takes the opportunity to introduce himself and his colleagues.

"Greetings and welcome to the Sky Citadel of Kraggodan. Though your visit comes at a suspicious time, we dwarves aren't ones to skimp on hospitality, so I hope your stay has been pleasant thus far. My name is Gorm Greathammer, third prince of Kraggodan and First Seat of the Evenhanded Synod. Along with me is my sister and exemplar of Trudd, Thramirra Greathammer; the overseer of Kraggodan's trade and clan relations, Lady Hikal Balatum; and Royal Archivist Karburtin Lightbrand.

It seems you have quite a tale to tell us of your arrival here at our home, and I, for one, am eager to hear it."

The PCs aren't expected to defend their actions in entering Kraggodan. Instead, the Evenhanded Synod wants to hear an entire recounting of the PCs' journey up until they entered the vault passages of the Sky Citadel. This social encounter is an opportunity for the PCs to recount their journey thus far—possibly with

embellishment or falsehoods—to the ruling dwarves of Kraggodan. From this narrative, the Synod will judge if the PCs' need is great enough and motive pure enough to enter the Reliquary of Ascension. If players recount their adventures in character with particular passion or hilarity, you should feel free to grant small bonuses to their related skill checks.

The story the PCs tell the tribunal is divided into four sections: the fall of Phaendar, rescuing the Chernasardo Rangers, defending Longshadow, and finally the events that directly led to the PCs' arrival in Kraggodan.

Each of the four retellings is divided into three checks—conveniently matching the beginning, middle, and end of the adventure—which can be explained with a variety of skill checks. A PC can attempt a check using Appraise (presenting a trophy from the tale), Bluff, Diplomacy, Handle Animal (pushing an animal companion or a familiar to reenact events), Intimidate, Knowledge (varies), Perform (varies), Sense Motive, or Spellcraft (presenting an acquired magical item); however, the dwarves of the Evenhanded Synod are quickly bored by a single style of story, and each time the PCs use the same skill for a subsequent check, the DC increases by 5. The DC also increases by 5 if the same PC attempts more than one check in a row, as the tribunal wishes to hear from as many of the heroes as possible. PCs can perform the aid another action to enhance a companion's story, and powerful roleplaying should be rewarded with an appropriate bonus ranging from +2 to +5. Any PC who speaks Dwarven gains a +2 circumstance bonus on skill checks in this event.

In addition, each of the tales has specific bonuses associated with it, as detailed below. A PC can get an idea for what skills may provide bonuses or penalties in each tale with a successful DC 20 Sense Motive check to read the social situation.

TALE ONE: TRAIL OF THE HUNTED

This tale-telling should encompass the events of the first adventure, from the PCs' doomed defense of Phaendar, to their retreat into the forest, and end in the defeat of the bugbear Scarvinious.

Influence DC: 22

Beginning: As this introduction sets the tone for the rest of the PCs' trials, the dwarves listen keenly. If a PC succeeds at this first check, he may immediately attempt a DC 20 Sense Motive check to notice a subtle emotional reaction from Thramirra, who is obviously moved by the PCs' retreat from Phaendar. The PCs can capitalize on this empathy for the middle and end, gaining a +2 bonus on both checks.

Middle: Karburtin poses many questions about the troglodytes the PCs encountered. He is keenly interested in the Vault Builder "crypt" present in the lower levels of the lair; a PC gains a +2 bonus on his check if he conveys

this portion of the tale in sufficient detail while using an Appraise, Knowledge (engineering), or Spellcraft check.

End: The main objective in closing off the first tale is recounting the PCs' battle against Scarvinious. Doing so has both Thramirra and Gorm on the edge of their seats. A PC attempting a Perform check to play up the drama in the story's climax gains a +2 bonus on her check.

Consequences: As long as the PCs succeed at two of the checks for this tale, they emphasize their early defeats and victories. Statements of condolence and praise from the Evenhanded Synod exemplify the dwarves' empathy with the PCs. Should one or more PCs do an exceptional job of retelling their dramatic escape from Phaendar or their battle against Scarvinious, Prince Gorm stands up from his seat and offers a bear hug.

Story Award: Award the PCs 4,200 XP for each successful check they make during this first portion of the tale-telling.

TALE TWO: FANGS OF WAR

The second tale details the PCs' explorations of the Fangwood, their rescue of the ranger Cirieo, and finally their battle at Fort Trevalay and the defeat of the black dragon Ibzairiak.

Influence DC: 27

Beginning: The PCs detail their exploration of the Fangwood Forest. This is incredibly bland for the dwarves, and all but Gorm find it difficult to engage with the concept of exploring a forest. Because of this lack of interest, the DC for this check increases by 2 unless the PC recounting the tale is a dwarf or else uses the Intimidate skill to play up the creepy, alien nature of the forests of the surface.

Middle: Here the PCs recount their ordeal in Fort Ristin, defeating the cavorting fey and freeing the imprisoned ranger Cirieo. The tension here regains the interest of the Synod, particularly Gorm Greathammer, who finds himself enraptured by the tales of adventure. Karburtin becomes removed from the conversation, believing himself to be an authority on fey and pointing out whatever holes he sees in the PCs' descriptions. Any PCs attempting a Bluff or Knowledge (nature) check or relying heavily on descriptions of fey in explaining this portion of the story must also beat the result of Karburtin's Knowledge (nature) check (+16 bonus) or else have their explanations rebuffed, imposing a -2 penalty on their actual skill checks in the tale-telling.

End: The PCs' second tale culminates in their battle with the Ironfang forces at Fort Trevalay and their battle with the black dragon Ibzairiak. Presenting a token or trophy from that final battle grants the PCs a +2 bonus on this skill check. The PCs also gain an additional +2 bonus on the check if they bring up the relationship between Ibzairiak and the dragon Naphexi—Karburtin's lore of the deeper Fangwood convinces him of the PCs' veracity.

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Consequences: This portion of the tale-telling is the least impactful to the dwarves of the Evenhanded Synod (thus the higher skill DC). Karburtin is knowledgeable about the Fangwood fey, but has little interest in the politics of Nirmathas. Lady Thramirra shows some passing interest in the fortresses and defenses employed. But as long as the PCs succeed at at least two of the checks, they keep the attention of the Evenhanded Synod. Should they fail to do so, they find their next tale difficult to begin—the PCs must roll their skill check for the next tale's beginning twice and take the lower result.

Story Award: Award the PCs 8,600 XP for each successful check they make during this portion of the tale-telling.



HIKAL BALATUM

TALE THREE: ASSAULT ON LONGSHADOW

Following their taming of the Chernasardo, the PCs relate their tale of exploring the Hollow Hills and engaging the Ironfang Legion indirectly before reinforcing Longshadow and finally detailing their battle with Kosserek's army.

Influence DC: 25

Beginning: The PCs first describe their efforts to unite their ragtag followers and explore towns like Radya's Hollow, wiped out by the Ironfang Legion. The thought of communities rebuilding from disaster—and the potential markets that opens up—stirs something in Hikal, who would like to explore these new markets were it not for the Molthuni siege. If a PC fails this initial check, she can attempt a DC 20 Sense Motive check immediately afterward to notice Hikal's reaction to the refugees' plight. If successful, this PC can reattempt this portion of the retelling, using Appraise with a +4 bonus.

Middle: Exploring the Hollow Hills once again appeals to Gorm Greathammer's sense of adventure, and the dwarven prince is eager to hear of lands so close to his own. PCs using Knowledge (dungeoneering) or Knowledge (geography) to tell this portion of the tale gain a +2 bonus.

End: Rallying Longshadow and resisting the Ironfang Legion's assault is the pinnacle of the PCs' third tale, and earns a reaction from all members of the Evenhanded Synod, who sympathize with the plight of the besieged. Two separate PCs can attempt to tell this portion of the tale so long as they don't use the Bluff skill.

Consequences: By this point, the Evenhanded Synod starts piecing together what has brought the PCs to their mountain, though they don't jump to conclusions. If the PCs succeed at two or more of the checks for this tale, then Lady Thramirra moves to the PCs' side of the table to better hear the details.

Story Award: Award the PCs 6,400 XP for each successful check they make during this portion of the tale-telling tribunal.

TALE FOUR: SIEGE OF STONE

This final tale is what the Evenhanded Synod cares most about and will most scrutinize: the events that directly led to the PCs' arrival in Kraggodan. This tale only includes two parts—beginning and middle—and the final portion is where the PCs can finally plea for help and petition for access to the dwarves' history.

Influence DC: 29

Beginning: The PCs should open their tale with the Valley of Aloï, the morlock warrens below, and their confrontation with Zanathura's simulacrum. The discovery of the naga's notes on reaching Kraggodan raise concerns among the Synod members,

who wish to know how Zanathura ever learned of the Sky Citadel's accidental back door. Hikal shows particular interest in the dwarven ruins in Aloï, seeing the potential for future restoration of the fortress. Before a PC's skill check to tell the tale, she can attempt an Appraise or Knowledge (engineering) check to recount details of the dwarven fortress; if successful, she gains a +4 bonus on her primary check.

Middle: The PCs relate their journey through the Darklands and the Long Walk before entering the caverns beneath Kraggodan. All members of the Evenhanded Synod are interested in the journey that brought the PCs to their doorstep. As the story reaches its conclusion, allow PCs actively contributing to the story with roleplaying to use any of the listed skills to attempt an aid another action, instead of just the skill used by the PC attempting the check.

End: Rather than add a conclusion to their tale, the PCs here must finally present their case, telling the Evenhanded Synod what they need from Kraggodan and requesting access to the Reliquary of Ascension. The PCs can use only Bluff, Diplomacy, Intimidate, or Knowledge (history) on this final skill check.

Consequences: As the final portion of the tale-telling, this tale has the most impact on the members of the Evenhanded Synod. At the tale's conclusion, the dwarves have the PCs escorted back to their barracks while they deliberate on what they've heard—effectively another bout of raucous eating and drinking as the members of the Synod discuss their opinions on the PCs and their tales.

Story Award: Award the PCs 8,600 XP for each successful check they make during this portion of the tale-telling.

KARBURTIN'S TESTIMONY

Gorm Greathammer intentionally appointed a member of the Evenhanded Synod to watch the PCs for several days to judge their character and behavior. If the PCs showed some courtesy, answered his questions, or demonstrated generosity—generally respecting the law or promoting good—Karburтин develops a positive opinion of them. If they demonstrate greed or insularity, or mock or slip away from the academic dwarf—behaving in a chaotic or evil manner—he develops a generally negative opinion of them.

If Karburтин develops a positive opinion of the PCs, his testimony after the tale-telling adds one success to the PCs' total. If he develops a negative opinion, his testimony instead subtracts one success.

RESULTS

Each of the tales consists of three checks at which the PCs can succeed or fail. The number of successful checks determines what members of the Evenhanded Synod think of the PCs and their tale, as well as how they can progress in their quest.

10–12 Successes: The PCs convince Kraggodan's leadership to back them without further question. The Evenhanded Synod actively requests the PCs investigate the Reliquary of Ascension, hoping they can uncover proof of their claim that the Ironfang Legion, and not Molthune, is truly responsible for the theft—perhaps leading to an eventual truce with Molthune. They offer the PCs a reward of 20,000 gp for such proof, and with a successful DC 27 Diplomacy check, a PC can convince the synod to provide half up front so they can prepare themselves for the dangerous mission. Gorm Greathammer provides them with a magical *sigil of Kraggodan* to open the vault and quell some of the dangers within. In addition, Karburтин agrees to craft items for the PCs using his skills, as long as they pay the cost of materials. The PCs also receive a 15% discount on purchases made from the smiths of Runesmith Alley.

8–9 Successes: The PCs assure most of the Evenhanded Synod of their good intentions. The dwarves allow the PCs to remain within the Sky Citadel, even allowing them to continue staying in Greathammer Bastion. The PCs are free to explore the Reliquary of Ascension—coming and going so they can rest or restock in the city—and they are provided with a magical *sigil of Kraggodan* to open the vault and aid in their exploration. Should the PCs find proof of Ironfang involvement in the theft of the *Onyx Key*, the dwarves offer a reward of 15,000 gp. The PCs also receive a 10% discount on purchases made from the smiths of Runesmith Alley.

5–7 Successes: The PCs eventually manage to convince half the members of the Evenhanded Synod

NEW MAGIC ITEM

These rings of adamantine and stone were common in ages when Kraggodan still had the resources to regularly maintain its lower levels. The rings allowed safe passage past the vaults' many traps and guardians, allowing wardens to clean and maintain the ancient equipment without risking their lives. Now, *sigils of Kraggodan* number only in the dozens.

SIGIL OF KRAGGODAN

PRICE
16,000 GP

SLOT ring

CL 10th

WEIGHT —

AURA moderate abjuration

This adamantine band is capped with a stone sigil of the first clan to settle the Sky Citadel of Kraggodan. This ring is keyed to interact with several devices and traps within the vaults—storehouses of ancient history and family wealth—of the Sky Citadel. The ring grants its wearer acid resistance 10. Three times per day as a swift action, the wearer can make himself undetectable by crafted and magical traps and creatures of the construct type for the following minute. This functions like *greater invisibility* within these limits and also prevents the character's weight or presence from triggering traps.

CONSTRUCTION REQUIREMENTS

COST 8,000 GP

Forge Ring, *resist energy*, *sanctuary*

that their tale bears further investigation, but not without some suspicions. Karburтин convinces his fellow dwarves to allow the PCs to explore the sealed Reliquary of Ascension, though they must do so without any real support from Kraggodan, paying for their own equipment and accommodations. The PCs are provided with a nonmagical sigil of Kraggodan—a simple key that opens the vault and some of the doors within. Should the PCs find proof of Ironfang involvement, the Synod offers them a 7,500 gp reward.

0–4 Successes: The PCs utterly fail to convince enough of the Evenhanded Synod of their noble intentions, or even the veracity of their tale. The dwarves instead believe the PCs are neither evil nor well-intentioned; they likely see the PCs as delusional, incompetent, or more likely, both. The dwarves agree to allow the PCs one final night to rest and settle any remaining business they might have in the city, but the next day, they are to be escorted out of the city, either through a surface exit (safely delivered to Molthune, if they chose) or back into the Darklands tunnels (before that path is sealed). See *One Last Chance* at the beginning of Part 4 for more details on how to proceed with this dire outcome.

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The deepest levels of Kraggodan were bustling city streets in the Sky Citadel's earliest years, but after disaster struck and elemental horrors from beyond the Stone Road rampaged through the community, the founding clans rebuilt the wreckage into a level of secure vaults. First intended to secure the *Onyx Key* away from curious hands, the Reliquary of Ascension quickly grew into a repository of knowledge, artifacts, and honored dead related to the Quest for Sky. Vault Way grew up around the Reliquary of Ascension, with families gaining prestige by interring their loved ones and family wealth in proximity to the sacred vault. Today, Vault Way is rarely visited except by bankers and funerary processions, but the adamantine-lined doors to the Reliquary of Ascension remain a key fixture of this lowest level.

As long as the PCs don't completely fail at their attempts to impress Kraggodan's ruling elite, they earn the chance to explore the Reliquary of Ascension. If the PCs managed to score at least 8 or more successes during the course of the trial, then the Sky Citadel of Kraggodan accommodates them for a prolonged visit.

ONE LAST CHANCE

If the PCs fumbled their diplomatic efforts with the Evenhanded Synod, they still find some support from Karburtin Lightbrand. The royal archivist doesn't necessarily like the PCs (depending on how badly they failed their tale-telling), but he recognizes that this issue may be far more complex than Kraggodan's rulers are willing to accept. As most of the city beds down, Karburtin secretly escorts the PCs back through Vault Way and offers them one chance to explore the Reliquary of Ascension, warning that he and they will likely be arrested when they emerge unless they return with overwhelming evidence of their claims that the Ironfang Legion and not Molthune was responsible for the theft. He buys them extra time by casting *wall of stone* on the reliquary's entrance once they're inside, slowing any attempt by Kraggodan's peacekeepers to follow them, but also sealing the adventurers in the dangerous ruin. In this unlikely event, the PCs have only one chance to fully explore the vault, lest they suffer the wrath of Kraggodan for defying the Evenhanded Synod.

J. RELIQUARY OF ASCENSION

The Reliquary of Ascension stands past the gateway of Vault Way, and is conveniently close to the passage that brought the PCs to Kraggodan.

With the reliquary sealed long ago to all but the ruling families, the memory of the *Onyx Key* slipped into legend, and most Kraggodan dwarves now consider the tales of the Stone Road to be a metaphor for the trail walked by their ancestors, rather than a literal magical path.

Other artifacts of the Quest for Sky were added to the vault for centuries afterward. Today, the exact contents of the vault are up to debate, as many records were lost in chaos following the Shining Crusade and the Rending (despite Kraggodan's physical distance from the Five Kings Mountains).

Kraggodan's investigations into the break-in were cut short, sadly. Gugs from the Darklands followed Azaersi's entry into Vault Way and attacked the dwarves as they searched for evidence and attempted to piece together the course of events. After a short but fierce battle, the dwarves fell back and sealed the Reliquary of Ascension behind them, hoping the gugs would simply starve to death = in time. Instead the aberrations have endured, tunneling through some of the walls and reconnecting the vault to the Darklands. Their population survived happily until the recent arrival of several forgefiends, elemental escapees resulting from the Ironfang Legion's heavy use of the *Onyx Key*. These newcomers have claimed part of the complex and cut the gugs off from their Darklands entrance. Isolated and under attack, the gugs have become even more aggressive.

EVIDENCE

The PCs' goal in exploring the Reliquary of Ascension is to reveal the Ironfang Legion's theft of the *Onyx Key*. While the Spymaster Elacnida concocted a compelling set of false evidence that led Kraggodan to implicate Molthune, the strongest pieces of evidence against this claim are her and Dendrak's remains, which still lie within the Chamber of Keys (area J19). There several bits of evidence that suggest the hobgoblins assisted Molthune, or else cast some doubt on the nation's involvement, but only the medusa or hobgoblin remains from deep within can thoroughly convince Kraggodan's leaders of their error and begin the peace process.

FROZEN IN TIME

After her betrayal and death, Elacnida's (see page 56) covetous spirit clung to the physical world and now moves freely throughout the vault. The ghost is anchored to the physical world by the statues of those she has petrified—especially Dendrak (see area J19). Each new petrified victim makes her feel more firmly rooted in the living realm, and she has erroneously concluded that petrifying enough new victims will somehow restore her to life. Rather than try to petrify the PCs immediately, Elacnida hopes to encourage them to dispatch the gugs keeping the dwarves at bay and bring more victims to her final resting place.

Elacnida's ghost can see through the eyes of any creature she petrifies, and she can change her shape and voice to resemble her previous victims at will. She uses this ability frequently throughout the PCs' visit to the reliquary to encourage some actions and discourage

others, and she emphatically discourages restoring any of her petrified victims to flesh and blood. Elacnida also conceals her own death, insisting in her disguised forms that a “deadly medusa, betrayed by her masters” lurks in the vault’s heart, without mentioning her incorporeal state. Specific details about how Elacnida interacts with the PCs are presented in their respective areas.

The only way to destroy Elacnida’s ghost forever is to destroy all her anchors, either by returning them to flesh and blood (a dangerous proposition in some cases), or else utterly destroying their stone forms. Simply smashing the statues or deforming them with *stone shape* is insufficient; they must be annihilated by pulverizing them into dust (requiring several hours of noisy work), melting them in magma, or dispatching them with the *disintegrate* spell. Even a piece as small as an arm or leg is enough for her ghost to retain its hold on the material world, though it may take months for her to rejuvenate with such a tenuous tether.



EUSTATIUS TONDERE

J1. ENTRY HALL

This vast hallway stretches from south to north for roughly a hundred feet before abruptly stopping at a cave-in. Collapsed ceiling and stone block the path of what was once a far longer hall. Immense, eight-foot-wide stone pillars bedecked in glowing lights and rune-etched plaques reach up to the ceiling some sixty feet above, while an eerily lifelike statue of a dwarven woman frozen in shock stands near the southern entrance. Four side passages lead out of this cyclopean hall: two to the west and two to the east.

The plaques here are memorials carved from marble in the Dwarven language. Each describes one family’s journey, victories, and tragedies during the Quest for Sky. Several of the northern passages and sub-vaults are blocked off by the collapse here, which happened as the dwarves and gugs battled in this memorial hall. The collapse separates this area from area J16 by 40 feet at its narrowest point, which effectively inhibits the use of magic like *stone shape* and single castings of *passwall* to traverse the barrier.

If the PCs make a great deal of noise here—such as attempting the excavate the northern collapse or arguing with Bellachal’s “ghost”—they attract the attention of the gugs from area J2.

Creature: The petrified dwarf here was once Bellachal Dergik, a young paladin assisting in the robbery investigations when the gugs attacked. Unseen in the chaos, Elacnida’s spirit appeared before the young

warrior and petrified her, and her allies sealed the vault door counting Bellachal among the dead. Identifying the statue as a petrified dwarf requires a successful DC 22 Knowledge (engineering) or Knowledge (nature) check

Elacnida spies on the PCs through Bellachal’s stone eyes, and the PCs if investigate the statue, she appears before them in a ghostly form of the young dwarf. This faux Bellachal spins a woeful tale to the PCs of vicious gugs invading and a medusa in the center of the vault, betrayed by her master and lashing out. She insists that she has been away from dwarven society for too long and would have no place if restored to flesh (neglecting to mention Bellachal has been stone for only 2 years), but asks for the PCs’ aid: they must destroy the

gugs infesting the vault and bring more dwarves to this sacred place to fully understand the depth of the crimes Molthune has committed. If the PCs ask for additional details or suggest she testify to an authority, the ghost Bellachal simply asks them to bring as many judges and leaders as they can find after destroying the gugs. She can explain much of the vault’s recent history as well, but repeatedly encourages the PCs to bring more people to the vault, rather than remove her from it—insisting her spirit would be cast free if her remains are disturbed.

The PCs can attempt Sense Motive checks opposed by Elacnida’s substantial Bluff check (even with the –10 penalty she suffers for her lie being far-fetched), but even without attempting a skill check, many elements of Bellachal’s story do not align with what the PCs have already learned. If Bellachal is restored to flesh, Elacnida’s ghost retreats deeper into the vault, and Bellachal herself recounts a very different story of investigating the robbery and feeling that the evidence against Molthune seemed too conveniently placed. After that, the gugs assaulted the vault, and she remembers glowing blue eyes and nothing else.

Bellachal’s vague suspicions are not enough evidence to convince the Evenhanded Synod of Molthune’s innocence, but restoring her to flesh will destroy one of Elacnida’s anchors to the physical world.

Treasure: If the PCs return Bellachal to flesh and blood, they earn her eternal thanks. Though she has little to offer immediately beyond four *potions of cure serious wounds*, she returns to the temple of Trudd and persuades her superiors to offer a more substantial reward. The next time the PCs emerge from the Reliquary of Ascension, the temple of Trudd offers them healing free of charge, and provides each PC with an *aegis of recovery*^{UE} in the shape of the holy symbol of the character’s god.

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KRAGGODAN

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BESTIARY

J. RELIQUARY OF ASCENSION

1 square = 10 feet



J2. SETTING SUN OSSUARY (CR 14)

The burrowing of some immense creature has linked these three separate chambers into one. A vast mural of symbols adorns the western wall.

Three former vaults and a cavern compose this area, which has become the primary sleeping area for the remaining gugs. The area was once an ossuary for the first generation of dwarves to see the setting sun, though most of the bones are long gone. The mural on the western cave wall depicts various symbols in the Aklo language—mostly gibberish reproductions, as none of the common gugs speak Aklo.

Creatures: Four gugs reside in this area. Two of them crouch by the mural; having long since eaten most of the sacred bones here, they now consume bones and other detritus to gain what little sustenance they can. The remaining two squat in the northern chamber.

The two gugs under the mural immediately attack outsiders, and their kin in the adjacent chamber join on the following round.

GUGS (4)

CR 10

XP 9,600 each

hp 127 each (*Pathfinder RPG Bestiary* 2 151)

Treasure: The northernmost vault contains a small cleft in the eastern wall containing 561 gp, three diamonds with bright orange interiors (worth 400 gp each), and a *horn of battle clarity*^{UE}.

J3. SOUTHEAST VAULT

Magical lights buzz atop spaced bronze sconces, illuminating this stone chamber. The room is bare, save for the upper body of a stone statue, whose handsome young face grimaces terror.

Dwarven engineers used this small vault to store equipment while initially building the vault, and later it was used to store minor curios from the Darklands—all of which the gugs looted long ago. The area is entirely empty, save the petrified upper torso of a former Molthuni commando.

Creatures: As tensions mounted between Kraggodan and Molthune, the human nation dispatched a team of commandos to secretly investigate the robbery. Teleporting into the vault, the Molthuni were immediately set upon by the gugs, and their group was savagely overwhelmed. Only a single survivor escaped the carnage: a social attaché named Eustatius Tondere. Eustatius's reprieve was short-lived, as he came across the ghost of Elacnida and was petrified mid-sprint. His stone body crashed onto the floor, breaking into three pieces—a torso and two legs.

The medusa ghost Elacnida (see page 56) uses her statue sight ability to watch through Eustatius's eyes, and appears to the PCs posing as Eustatius's ghost as they investigate the room. The false Eustatius insists he was part of the original Molthuni mission to steal the Onyx Key and that he cannot move on until he confesses his sins to Kraggodan's authorities. He begs the PCs not to try restoring him to flesh, as his grievous post-petrification injuries would kill him painfully within moments and damn his spirit before he can confess his crimes. The ghost likewise "warns" the PCs of the trap in area J7, but tells them it can be deactivated by shouting the phrase "Torag grants me passage" before walking through the area. This is a lie, and one Elacnida hopes will convince curious PCs to turn back.

EUSTATIUS TONDERE

CR 11

XP 12,800

Dilettante (*Pathfinder RPG NPC Codex* 151)

hp 57

Development: In order to restore Eustatius to a living state, the PCs must collect his two petrified legs and join them with the torso before attempting to reverse the petrification. One leg rests with the gug savant's grisly trophies in area J6, while the remaining leg was left in area J14 when a gug used it as an improved cudgel against the forgefiends there. If restored, Eustatius is astonished and seeks to learn as much as he can from the PCs. Counter to his "ghost's" testimony, he is eager to prove Molthune's innocence, but he does not wish to enter any further dangerous situations.

While restoring Eustatius to life destroys another of Elacnida's anchors on the Material Plane, the testimony of a Molthuni spy who secretly infiltrated their vault will do nothing to convince the Evenhanded Synod of the nation's innocence.

Story Award: If the PCs retrieve Eustatius's legs and successfully reverse his petrified state, award them 12,800 XP as if they defeated him in combat.

J4. RISING SUN OSSUARY (CR 12)

Crude tunneling has connected these two adjacent vaults into one large, rubble-strewn chamber. Smashed ceramics line the floor. A ten-foot-wide hallway connects the southern room to a vast hallway to the west. The northern chamber expands into a larger cavern to the east.

Like the setting-sun ossuary across the great hall (area J2), these vaults interred the remains of the first Kraggodan dwarves to ever witness a sunrise, though the gugs have long since devoured most of the bones. Wrecked pottery here once contained written records from Kraggodan's founding and various family lines.

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Now potsherds cover the southern room in this area, counting as difficult terrain for creatures of Medium or smaller size. The gugs have no trouble traversing this area.

Creatures: Two gugs laze around in the northern chamber. They immediately react to intruders, and move to engage any creatures that are caught up in the shattered pottery.

GUGS (2)

CR 10

XP 9,600 each

hp 127 each (*Pathfinder RPG Bestiary 2* 151)



ISHGAHKAH

J5. WORSHIPPING CAVES (CR 15)

Water streams down in thin curtains along the fungi-covered eastern wall of this cavern, forming a long pool at the base. The cave extends to the north, while a stunted offshoot abruptly ends forty feet to the southeast. Vibrant fungi cover the walls of the side chamber, and crude pigment lines on the floor form a series of concentric, wriggling circles surrounded by three eyes.

Water along the walls leaks in from higher portions of the mountain, where icecap melt seeps down through the rocks. The water source enables rampant fungal growth, providing an alternative source of nourishment to the gugs.

With a successful DC 23 Spellcraft check, a PC can identify the scrawled symbols on the ground as part of a shoddy demonic summoning ritual. Destroying or tampering with the symbols has no impact at this stage of the ritual, as the ritual is now fully linked to the creature that inscribed it.

Creatures: The gug savant Ishgahkah dwells in this spacious cavern. Ishgahkah's natural magical talents saw it rise to dominate the small tribe, and it now leads them in worship of the mysterious Haunter of the Dark (an aspect of Nyarlathotep). Its faith never drew any additional praise or power, however, until the tribe became trapped in the Reliquary of Ascension. Studying several ancient dwarven texts and consuming a variety of tainted magic items infused the savant with abyssal energies—not enough to transform its own body, but enough to affect its children. Now, whenever Ishgahkah births new gugs—a swift process for the infamously fecund race—it creates fiendish young.

Ishgahkah has accomplished this task twice so far, and those abyss-touched gugs dwell nearby in area J9.

As the PCs arrive, Ishgahkah is resting from an ongoing ritual, eating fungi along the eastern wall. It is partway through a weeks-long process of summoning a demonic messenger to guide the tribe. As part of the ceremony, it wears the skinned face of a former Molthuni commando over its own, keeping this face and others fresh with repeated castings of *gentle repose*. The gug is irate at the PCs' intrusion, and immediately attacks, hoping that bloodshed will speed the summons.

In fact, spilling blood does attract demonic attention. When a combined total of 30 points of damage are dealt to or by Ishgahkah in this area, the summoning circle activates. The bloodshed calls forth a kalavakus demon, which joins the gug savant in repelling the PCs. The demon immediately targets the PC who dealt the triggering damage to Ishgahkah with its *enslave soul* ability. Afterward, the kalavakus fights alongside Ishgahkah to the death.

ISHGAHKAH**CR 14****XP 38,400**Gug savant sorcerer 7 (*Pathfinder RPG Bestiary* 2 151)

CE Large aberration

Init +3; **Senses** darkvision 60 ft.; Perception +21**DEFENSE****AC** 30, touch 12, flat-footed 27 (+4 armor, +3 Dex, +14 natural, -1 size)**hp** 208 (22 HD; 7d6+15d8+117)**Fort** +12, **Ref** +10, **Will** +16**Immune** disease, poison; **Resist** electricity 5**OFFENSE****Speed** 40 ft., climb 20 ft.**Melee** bite +20 (1d8+7), 4 claws +21 (1d8+7)**Space** 10 ft.; **Reach** 15 ft.**Special Attacks** rend (2 claws, 1d6+10)**Spell-Like Abilities** (CL 10th; concentration +16)1/day—*invisibility*, *spike stones* (DC 20), *transmute rock to mud* (DC 21), *unholy blight* (DC 20)**Sorcerer Spells Known** (CL 7th; concentration +13)3rd (5/day)—*gentle repose* (DC 19), *rage*, *slow* (DC 19)2nd (8/day)—*acid arrow*, *blindness/deafness* (DC 18),*bull's strength*, *summon swarm*1st (8/day)—*burning hands* (DC 17), *cause fear* (DC 17),*mage armor*, *magic missile*, *shield*, *true strike*0 (at will)—*acid splash*, *detect magic*, *disrupt undead*,*ghost sound* (DC 16), *message*, *ray of frost*, *read magic***Bloodline** abyssal**TACTICS****Before Combat** If Ishgahkah notices the sounds of combat, it casts *invisibility* and *mage armor* on itself.**During Combat** Ishgahkah immediately uses a *scroll of summon monster VII* to summon 1d4+1 babaus while still invisible, then casts *slow* before closing to melee. As a gug, it revels in bloodshed, and it uses Arcane Strike and Power Attack to rend enemies with its claws, unleashing more spells only on opponents who keep their distance.**Morale** If reduced to 80 or fewer hit points, Ishgahkah retreats to the support of its fiendish kin in area J9, where the savant makes its final stand.**Base Statistics** Without *mage armor*, Ishgahkah's statistics are **AC** 26, flat-footed 23.**STATISTICS****Str** 25, **Dex** 16, **Con** 20, **Int** 13, **Wis** 14, **Cha** 23**Base Atk** +14; **CMB** +22 (+26 bull rush); **CMD** 35 (37 vs. bull rush)**Feats** Arcane Strike, Awesome Blow, Blind-Fight, Cleave, Combat Reflexes, Eschew Materials, Greater Bull Rush, Improved Bull Rush, Lunge, Magical Aptitude, Power Attack, Skill Focus (Perception), Weapon Focus (claw)**Skills** Acrobatics +3 (+7 when jumping), Climb +15, Escape Artist +13, Knowledge (arcana, planes) +18, Knowledge (dungeoneering) +11, Perception +21, Spellcraft +23, Stealth +15, Survival +15, Use Magic Device +18; **Racial****Modifiers** +4 Escape Artist**Languages** Abyssal, Undercommon**SQ** bloodline arcana (summoned creatures gain DR 3/good), compression**Combat Gear** *scroll of giant form I*, *scroll of greater dispel magic*, *scroll of mass cure moderate wounds*, *scrolls of summon monster VII* (3); **Other Gear** ring of *spell knowledge I^{UE}* (currently contains *comprehend languages*), *robe of scintillating colors*, ruby-and-gold unholy symbol of Nyarlathotep (worth 750 gp)**KALAVAKUS DEMON****CR 10****XP 9,600****hp** 125 (*Pathfinder RPG Bestiary* 2 78)**J6. FACE VAULT**

Jagged, red-inked script covers the walls of this stone mausoleum. A snaking cavern enters through crumbled walls to the south, while a passage leads out to the west. A small, strangely organic-looking pillar stands to the north, supporting a gruesome stack of finely preserved human faces.

The gugs long ago ate the mummified remains of those dwarven elders laid to rest here, and now Ishgahkah uses the room as a private sanctum. The script on the walls is written in Undercommon and consists mostly of translation notes to help the savant translate Dwarven texts, as well as shorthand notes on its demon-summoning ritual.

Even cursory inspection reveals that the small pillar in the vault is actually one of Eustatius Tondere's missing petrified legs (see area J3). The four skins of human faces atop the pillar are worthless and soon rot without Ishgahkah's ministrations.

Development: PCs claiming the leg from this chamber can combine it with Eustatius's two other petrified parts before restoring life to the Molthuni commando.

J7. EASTERN HALL (CR 12)

This wide hallway stretches on for over a hundred feet. Debris from collapsed walls blocks the route south, while to the north the hallway turns to the northwest before abruptly ending in a similar collapse. Two short corridors exit to the east, while a third exits to the northeast.

Frescoes painted into the plaster walls here depict a dramatization of the Quest for Sky, with a dusky-skinned, redheaded dwarven man leading and assisting other dwarves through a variety of Darklands hazards.

Trap: Because the rearmost vaults once housed the reliquary's most precious treasures, the dwarven builders protected this hallway with a deadly trap, which animates the painted axes and ugroshes of the frescoes into a deadly hail of steel blades. A creature wearing

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an activated magical *sigil of Kraggodan* is essentially invisible to the trap's magical senses, and shouting the phrase "Folgrit grants me passage" deactivates the trap for 1 minute. Otherwise, the trap activates when any living creature travels more than halfway through its target area. Unlike a normal *blade barrier*, the blades conjured by this trap only last 1 round before melding back into the frescoes.

PAINTED BLADES TRAP**CR 12****XP 19,200****Type** magical; **Perception** DC 31; **Disable Device** DC 31**EFFECTS****Trigger** proximity (*alarm*); **Reset** automatic**Effect** spell effect (*blade barrier*, 14d6 slashing damage, Reflex DC 19 half); multiple targets (all targets in a 20-ft.-square area)**J8. AURUM STORE (CR 13)**

Golden brackets line the walls of this chamber, lit by flickering flames from a ceiling-mounted brazier. Alongside the brackets are gold and silver alcoves, each resembling storage areas roughly two feet wide. Blocky dwarven script lines the tops of each alcove.

A Dwarven-script plaque at the entry hall to this subvault denotes it as "The Aurum Store." Rather than belonging to a single clan, this vault stored a pool of wealth for the city to fall back on in case of emergency, for the betterment of all. Each founding clan of the city placed a small fortune in gold into a lockbox-like storage alcove made from magically reinforced granite. All but one of the eight alcoves remains sealed, with the opened alcove having been cleaned out by a still-living Elacnida. The remaining alcoves are each locked (hardness 16, hp 120, Disable Device DC 40).

Creatures: Two stone golems covered in golden paint stand sentinel in the eastern corners of this vault. They react to intrusion by animating and approaching. They cannot see a creature wearing an activated magical *sigil of Kraggodan* unless such a creature attacks them first, though other creatures receive no such protection. The golems don't pursue creatures outside of the chamber, though they seek cover by the sidewalls if creatures attack them from the hallway.

STONE GOLEMS (2)**CR 11****XP 12,800 each****hp** 107 each (*Pathfinder RPG Bestiary* 163)

Treasure: Each of the seven sealed alcoves contains 10 10-pound gold ingots (worth 500 gp each) stamped with the city seal. One alcove contains a *stone of alliance*^{UE} in addition to its gold.

J9. CALM MENAGERIE (CR 13)

Chunks of metal and stone cover much of the floor here, along with piled bones and streaks of blackened blood. To the north, the wall abruptly ends in a jagged collapse, opening to a wider cavern beyond. The only other exit from the chamber is a connecting hall to the southwest.

A plaque at the entry hall to this vault reads, "The Calm Menagerie" in Dwarven. The inside area once housed numerous animals and exotic creatures from the Darklands, kept in stasis by powerful magic. When the gugs arrived, they happily devoured the bounty they found here.

Creatures: Two particularly wretched gugs squat in this subvault. Ishgahkah birthed these two, the sorcerer's abyssal blood changing the new creatures into fiendish gugs. They dwell in this area, knowing to avoid the western chambers, as the forgefiends there have repeatedly repelled them. The pair waits for instructions from Ishgahkah, but otherwise attack any intruders.

FIENDISH GUGS (2)**CR 11****XP 12,800 each****hp** 127 each (*Pathfinder RPG Bestiary* 2 292, 151)**J10. ABANDONED NESTS (CR 13)**

A section of tunnel extends to the east and curves to the south before abruptly ending in a pile of overturned earth.

The gugs once slept in this featureless burrow, but moved on when the new occupant arrived.

Creature: The abyssal sorceries of Ishgahkah and the presence of the savant's two fiendish offspring have attracted the attention of a particularly vile Darklands creature that shares their fiendish bloodline. Dubbed the Endless Maw, the fiend-blooded purple worm stalked Sekamina for centuries before winding its way up into the dwarven vaults. If the abyss-touched gugs are slain, the Endless Maw rouses from its torpor and seeks to punish the PCs for their trespasses.

ENDLESS MAW**CR 13****XP 25,600****Advanced fiendish purple worm** (*Pathfinder RPG Bestiary* 294, 230)**hp** 200**J11. FOLGRIT'S OSSUARY**

Stone reliefs of hearths and a plump dwarven woman appear on both the eastern and western walls of this immense stone mausoleum. A great stone pillar in the center of the chamber rises up to the ceiling some thirty feet above. Gray-and-orange

pictograms of dwarves in mourning processions are carved out of the pillar's sides. Four-foot-wide alcoves cover every remaining surface, each containing a small, linen-wrapped bundle draped with necklaces and dried flowers.

A hallway, partially blocked by rubble, enters from the south, and the northeastern corner opens into a large cavern.

Instead of interring the remains familial lines, this crypt—consecrated to the dwarven goddess Folgrit—is reserved for those children who perished in the Quest for Sky. Local legend has it that Folgrit took in those children who died on the difficult journey, and they now live forever in the warmth of the mother-goddess of all dwarves until they decide to return in auspicious births to the land of the living. PCs recognize the location's connection to Folgrit, and her position within the dwarven pantheon, with a successful DC 22 Knowledge (religion) check.

The sanctified nature of this chamber bars Elacnida's ghost and the abyssal gugs from entering, and even the ordinary gugs are too unnerved by Folgrit's divine presence to disturb the interred children herein. Despite its morbid surroundings, this chamber is one of the few safe places to rest within the Reliquary of Ascension.

J12. NORTHWEST HALL (CR 10)

Ceiling-high rubble blocks this angling corridor to the east and south. Doors to the north and northwest and an open doorway to the west exit the corridor. A lifelike statue of a four-armed giant stands against the wall opposite the north door.

At the edge of the hallway stands the towering form of a petrified gug. Elacnida petrified the gug when the otherworldly giants first invaded the vault, but found them distasteful as anchors for her mortal soul. Ishgahkah's retribution—via *magic missiles*—was swift and painful. The medusa has since kept her distance from the gugs.

Creatures: Elacnida watches the PCs through the gug statue's eyes. By this point, she's likely identified at least one of the PCs as a threat—likely PCs with high Intelligence scores or who vocalize doubts about Molthune's involvement in the vault intrusion. As they enter the hallway, she appears as a gug ghost, unleashing her frightful moan ability to break the party apart and cause further panic. She positions herself so at least one PC who fails his save flees into area J14, where the forgefiends reside.

The PCs can restore the gug statue to flesh and blood to destroy one of Elacnida's material anchors, but if they do so, the ravenous creature immediately attacks.

GUG

CR 10

XP 9,600

hp 127 (*Pathfinder RPG Bestiary 2* 151)

J13. VAULT OF THE FIRST THRONE (CR 14)

Three elaborate stone sarcophagi rest upon a stone dais rising four feet high along the northwestern wall of this room, which is filled with relief carvings of warfare against orcs and shadowy monsters. Two immense lead statues stand in the corners of the chamber farthest from the door, their forms inexactly rendered into dwarf warriors.

This chamber serves as the final resting place of the Enthroned King, the first ruler of Kraggodan upon the Sky Citadel's completion. Depicted on the back wall is a long-forgotten war between the dwarves of Kraggodan and the orcs who greeted them upon emerging on the surface, and later struggles against the duergar who resented their cousins' ambitions.

Creatures: During the tumultuous early years of Kraggodan's history, the city came under many threats, first from orcs of the surface and then from the duergar below. The king took drastic measures to continue his stable rule, using alchemy and arcane magic—and, some whisper, blood sacrifice—to extend his reign far beyond the normal dwarven life span. His mind remained sharp, but eventually grew cruel as his body withered into dust.

After centuries beyond his allotted years, the people of Kraggodan quaked under their increasingly distant king's rule, and they plotted a revolt to place a living heir on the Sky Citadel's throne. The Enthroned King lashed out, calling down unspeakable violence at the hands of conjured inevitables (*Pathfinder RPG Bestiary 2* 161). Horrified to discover what he was capable of, the king abdicated in the bloody wake of his actions and ordered his name be stricken from Kraggodan's records for his shameful deeds. As he waited to die, however, he soon discovered that he had so long spurned Magrim, the dwarven lord of death, that death would no longer take him, leaving him nothing but breath in a bottle. Today, no record remains of whether this fanciful tale is true, or if the Enthroned King extended his life by transferring his psyche into an intelligent magic item (see the sidebar on page 49).

The Enthroned King ordered himself to be interred in his family crypt alongside his long-dead children, and commissioned a pair of lead golems to serve as both guardians and jailers. The golems prevent him from escaping or divining the world outside, lest his mind slip to terrible deeds once again.

Any creature entering the area rouses the sleeping monarch in his bottle. He addresses newcomers in Dwarven, wanting to know who has disturbed his slumber. He is cautious around the PCs, and can be convinced to talk only with a successful DC 35 Diplomacy check. The DC of this check decreases to 28 if the PCs have a dwarf among their number. PCs with a magical *sigil of Kraggodan* gain a +5 circumstance bonus on this check (the king laughs at a nonmagical sigil).

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NEW MAGIC ITEM

Having long outlived his physical body and now contained in an enchanted bottle, the Enthroned King has become an intelligent magic item, and an extremely willful one at that. Imperious and learned, he wants Kraggodan to know peace and security but gravely fears he may once again slip into an authoritarian madness, and he only willingly allows himself to be owned or wielded by a lawful good or neutral good creature. He attempts to dominate any other wielder as soon as possible and see himself returned to Kraggodan and his crypt.

THE ENTHRONED KING

MINOR
ARTIFACT

SLOT —	CL 13th	WEIGHT 2 lbs.
AURA strong evocation and necromancy		
ALIGNMENT neutral good		
SENSES 60 ft. (darkvision)		
Intelligence 16	Wisdom 16	Charisma 19 Ego 16
Language Common, Dwarven, Terran, Undercommon		

Roiling blue smoke fills this small glass bottle, occasionally forming an aged face that vanishes just as quickly. So long as the bottle is worn openly on a creature's body, the *Enthroned King's* inspiring presence grants its carrier a +1 luck bonus on all ability checks, saving throws, and skill checks. The spirit trapped within is utterly devoted to protecting dwarves, and especially the Sky Citadel of Kraggodan. Three times per day, the *Enthroned King* may invest his wielder with some of his own immortal life force, granting her 1d10+10 temporary hit points.

DESTRUCTION

The Enthroned King must prostrate himself before a powerful servant of Malgrim, the dwarven guardian of the afterlife—a task that requires him to once again have a body rather than his current form of only dust and breath.

Should the PCs fail this check, the king demands they leave him immediately; if they linger, he attacks alongside his golems. While resting atop his sarcophagus, the Enthroned King gains access to additional spell-like abilities harvested from the physical remains of his body interred within. While the bottle and spirit within are essentially impervious to physical harm, removing the bottle from its current resting place separates the Enthroned King from these additional spells. A successful ranged attack against AC 27 that deals at least 5 points of damage is sufficient to knock the bottle off, as is physically lifting the 2-pound artifact. These additional spell-like abilities increase this encounter's Challenge Rating by 1. The lead golems cannot see a creature wearing an activated magical *sigil* of Kraggodan, but the Enthroned King is not affected by its magic.

RESOLUTE LEAD GOLEMS (2)

CR 11

XP 12,800 each

hp 107 each (*Pathfinder RPG Bestiary* 5 289, 127)

THE ENTHRONED KING

CR —

XP —

See the sidebar.

OFFENSE

Spell-Like Abilities (CL 13th, concentration +17)

1/day—*greater command* (DC 19), *order's wrath* (DC 18), *scrying*

3/day—*acid arrow*, *lesser restoration*, *sanctuary* (DC 15)

Treasure: The Enthroned King himself is the only treasure kept in this stark vault. As an intelligent magic item (see the sidebar), he agrees to assist the PCs only if their motives seem pure and their dedication to protecting Kraggodan matches his own. If looted against his will, he makes himself a thorn in the PCs' side at every opportunity, attempting contests of will and singing loudly throughout the night.

Development: Convincing the Enthroned King that they are not a threat earns the PCs some time to speak with him, as does defeating his golems but showing his remains some compassion. He leads a sheltered existence, though a naga visited him some time ago (he has no way of marking the passage of time within his lonely tomb) to discuss dwarven history and magic, and he found her insightful, charming, and respectful despite her hideous appearance. The Enthroned King relays Zanathura's interest in the *Onyx Key*, an artifact he knows much about.

When he was a young man, the Enthroned King traveled alongside the legendary dwarf Kraggodan leading their people to the surface. He knows well the sight of an onyx tower growing from the ground and the Stone Road yawning wide to allow passage. He details his clan's the Quest for Sky for anyone willing to listen. It was also his command that opened the Stone Road to the otherworldly vault beyond and its Onyx Citadel, dooming Kraggodan's earliest settlers to fight for their lives against elemental horrors. He solemnly warns the PCs against activating the *sardonix shard*, which links any tower to that otherworldly realm and its alien citadel.

As little more than a spirit in a bottle, the Enthroned King can accompany the PCs on their journey, though he loses many of his magical abilities away from his tomb and fears once again sliding into the role of tyrant. Convincing him to help willingly requires a second successful Diplomacy check at the same DC as above. If taken against his will, the artifact dominates his owner as soon as possible to return himself here.

Story Award: If the PCs manage to convince the Enthroned King to talk and avoid combat, award them XP as though they defeated him and his golems in combat.

J14. FORGEFIEND'S DOMAIN (CR 14)

Shards of twisted metal jut from the walls of a cavern to the west of a stone room. Rotting, fur-covered corpses line the ground near the east entrance. Beyond the bodies, near the chamber's west side, a ponderous iron statue stands motionless.

This abandoned vault has been exposed to further caverns beyond by the same seismic shifts that opened other subvaults in the area. The bodies here are those of slain gugs.

Creatures: Two scanderigs, creatures native to the Elemental Plane of Earth and more commonly called forgefiends, turned this chamber into their temporary home. The forgefiends entered the Material Plane accidentally through one of the Legion's onyx towers and were drawn to the reliquary by the *Onyx Key's* lingering magic aura, in hopes they would find a new bridge home. They once numbered six, but several losses over the past few months have whittled them down to a desperate pair. The two remaining survivors occasionally feast on the iron deposits in the surrounding rock. They've repeatedly suffered attacks by the gugs but remain unaware of fiendish gugs replacing those they'd previously slain.

The pair managed to cobble together a corpse-like bomb (see Trap below) from parts of their slain kin. The forgefiends simply wait just within the cavern. When the PCs get close enough, one of the forgefiends detonates the bomb using its *shatter* spell-like ability, and the other closes off the battlefield by casting *wall of fire*. From here, the two fight to the death against the new intruders. A PC can identify the creatures as scanderigs with a successful DC 26 Knowledge (planes) check.

FORGEFIENDS (2)

CR 10

XP 9,600 each

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LE Large outsider (earth, extraplanar)

Init +6; **Senses** see in darkness; Perception +15

DEFENSE

AC 25, touch 11, flat-footed 23 (+2 Dex, +14 natural, -1 size)

hp 137 each (11d10+77)

Fort +14, **Ref** +5, **Will** +10

Immune fire, poison; **Resist** acid 10, cold 10

OFFENSE

Speed 20 ft., burrow 20 ft., earth glide

Melee bite +17 (2d6+7 plus rend armor), bite +17 (1d6+7), 2 claws +17 (1d6+7)

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

Special Attacks adamantine bite, searing spew

Spell-Like Abilities (CL 10th; concentration +12)

Constant—*pass without trace*

At will—*major image* (DC 15), *passwall*, *shatter* (DC 14), *stone shape*

3/day—*deeper darkness*, *dimensional anchor*, *flesh to stone* (DC 18), *quicken produce flame*, *wall of fire*, *wall of stone*

STATISTICS

Str 24, **Dex** 14, **Con** 25, **Int** 15, **Wis** 12, **Cha** 15

Base Atk +11; **CMB** +19 (+23 sunder); **CMD** 31 (33 vs. sunder)

Feats Combat Reflexes, Greater Sunder[®], Improved Initiative, Improved Iron Will, Improved Sunder[®], Iron Will, Quicken Spell-Like Ability (*produce flame*), Vital Strike

Skills Acrobatics +16 (+12 when jumping), Climb +21, Craft (traps) +16, Disable Device +16, Knowledge (dungeoneering) +16, Perception +15, Sense Motive +15, Stealth +12

Languages Common, Dwarven, Infernal, Terran

SPECIAL ABILITIES

Adamantine Bite (Ex) A forgefiend's bite attacks are treated as adamantine for the purposes of overcoming damage reduction.

Rend Armor (Ex) When a forgefiend hits with a bite attack, it chews any armor worn by the target—this grants the forgefiend a free sunder attempt against armor worn by the target if the victim fails a DC 22 Reflex save. A forgefiend also gains Greater Sunder and Improved Sunder as bonus feats. The save DC is Strength-based.

Searing Spew (Ex) A forgefiend can belch forth a searing pile of slag from its body maw as a standard action once every 1d4 rounds. This blob of molten metal affects any 10-foot-square area adjacent to the forgefiend. Any creature in this area takes 14d6 points of fire damage (Reflex DC 22 half). The slag quickly cools, forming a rugged pile of worthless scrap and misshapen metal that is treated as difficult terrain and crumbles to powder in 1 hour. The save DC is Constitution-based.

Trap: The two forgefiends cobbled together enough alchemical ingredients from the vaults and bits of their dead companions to create a trapped, hollow body resembling a forgefiend. This outer shell contains an immense amount of volatile ingredients. Even a minor amount of damage is enough to unleash this precarious magical flame out into the chamber.

FALSE FORGEFIEND

CR 12

XP 19,200

Type magic; **Perception** DC 31; **Disable Device** DC 31

EFFECTS

Trigger manual (any damage to false shell); **Reset** none

Effect spell effect (maximized *fireball*, 60 fire damage, Reflex DC 19 half); multiple targets (all targets in a 20-ft.-radius burst)

Treasure: The forgefiends keep a trove of precious gems worth 5,300 gp near the western edge of the chamber, along with a *headband of counterspelling* they took from a previously defeated gug.

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Development: Also among the forgefiends' collected spoils is one of Eustatius Tondere's petrified legs (see area J3). The gugs wielded the leg as a cudgel in their early battles against the forgefiends, and discarded the weapon when they retreated back to the eastern portion of the vault.

J15. WESTERN CAVERN (CR 13)

Several stalagmites break up this ancient cave, varying from the height of a human child to almost twenty feet tall. A pit looms in the southern extension of the cavern. To the east, the rocky ground gives way to a finely carved stone floor.

Several stalagmites fill the southern section of the cavern, right before a precipitous drop that leads several hundred feet down into a tertiary Darklands tunnel. This tunnel eventually connects to the second layer of the Darklands, Sekamina, but now sees little use, thanks to its new guardian. Several bones (belonging to drow, ghouls, and svirfneblin) lie around the gaping hole, picked clean of any flesh.

Creature: This tunnel to the Darklands has yet to see any major travel save for the arrival of a cantankerous roper located on the southwestern side of the gap, who now ensures few visitors emerge from the tunnel. Rather than accost the few travelers within the vault, the roper has spent the past few months dropping rocks and coins down the pit and consuming any Darklands explorers climbing up to investigate the shaft. The aberration otherwise enjoys the solitude of the area—the forgefiends and gugs give it a wide berth. While evil, the roper enjoys discussions on any topics relating to its Knowledge skills (dungeoneering and religion), though it also listens keenly to creatures discussing other matters. A successful DC 30 Knowledge check of any type can convince the roper to leave the PCs alone for the moment, though it refuses to leave the vault.

The roper's preferred tactic is to use its strands to pull victims across the pit to its perch in the southwest. It uses Stealth to appear as a stalagmite, and then reveals itself to confront obviously weaker or individual targets. Despite its cranky nature, the roper enjoys talking to creatures as it drains their life force.

ADVANCED ROPER CR 13
XP 25,600
hp 186 (*Pathfinder RPG Bestiary* 294, 237)

J16. NORTHERN HALL (CR 15)

Four massive stone pillars rise up to the ceiling of this grand hall. Rocky debris piled from floor to ceiling blocks passage further south. Similar debris blocks a connecting hall that leads to the east. Side chambers are accessible to the east and west,

while a hall leads to the west, some thirty feet north of the western connecting chamber. A vast iron door—nearly twenty feet wide and decorated with dwarven iconography—seals the chamber's northern exit.

This area is the northern section of the entry hall in area J1. Wreckage prevents movement further south and to the east. A grand iron door adorned with brass filigree fills the northern wall. The symbols are in Dwarven and denote the area beyond as the "Chamber of the Onyx Key." The door requires a successful DC 15 Strength check to open.

With a successful DC 22 Perception check, a PC notices a trail of long-dried blood droplets leading from here to the massive northern doors, as if a grievously wounded creature stumbled into the chamber beyond.

Haunt: Azaersi and Zanathura discovered Elacnida in this hall after she petrified Dendrak (see area J19). The three fought a vicious battle, and in the end Elacnida fell. Though she later rose as a ghost, the spiritual impact of the battle is still strong in this area and manifests as a unique haunt. Creatures spending more than 1 minute in this area trigger the haunt.

ELACNIDA'S FALL CR 15 XP 51,200

LE belligerent^{OA} chained^{OA} persistent haunt (area J16)

Caster Level 8th

Notice Perception DC 15 (to hear the shouts of battle between Azaersi, Elacnida, and Zanathura)

hp 90; **Weakness** surmountable (see below); **Trigger** proximity; **Reset** 1 day

Effect Creatures in the haunt's area when it triggers witness a battle between a spectral hobgoblin woman in a hooded coat (Azaersi), a similarly blurred serpentine figure (Zanathura), and the medusa Elacnida. The haunt manifests as an exaggeration of the duel, and inflicts Elacnida's death upon any nearby living creatures. At the climax, Zanathura's image calls forth a swarm of spectral tentacles. This functions as the *black tentacles* spell, with a total CMB of +23. Creatures still held by the tentacles the next round hear a harsh voice whispering in their ears in the Goblin tongue: "Thus always to traitors." A ghostly blade impales them from behind, dealing 8d6 points of piercing damage. Creatures continue to take another 4d6 points of damage every round until they struggle free of the tentacles or the haunt is dispersed. A PC successfully evading the spectral tentacles is unaffected in later rounds.

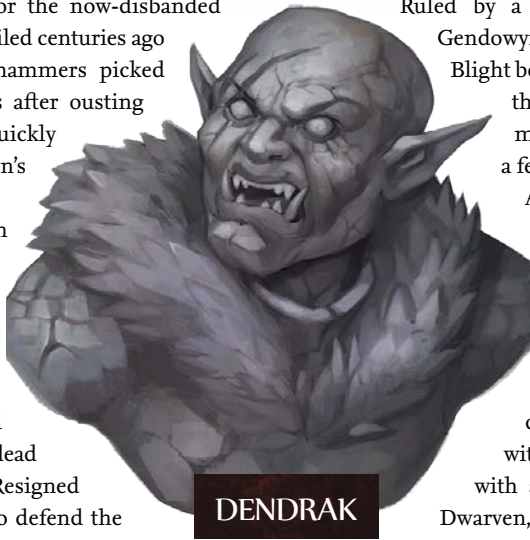
Destruction This haunt is chained to Elacnida and is destroyed only if Elacnida's ghost is put to rest.

J17. WEAPON VAULT (CR 13)

Metallic racks line the walls of this stone vault, each covered in dust-shrouded weaponry.

A plaque at the entrance to this chamber reads, “Clan Daraign Weapon Vault.” As the name suggests, the area was a weaponry archive for the now-disbanded dwarven clan of Daraign, exiled centuries ago for diabolism. The Greathammers picked over the choicest weapons after ousting Clan Daraign, but were quickly turned back by Clan Daraign’s unexpected servant.

Creature: If any weapon in this chamber is disturbed, the temperature suddenly plummets to freezing. One round later, Clan Daraign’s ancient contracts conjures the ice devil Krymous, one of the long-dead clan’s outsider servants. Resigned to her duties, she attacks to defend the vault and the weapons within. Her contract only binds her services for 1 minute at a time, however, before shuffling her back to Hell, and only three summonings remain in her contract before she is freed from this duty.



DENDRAK

KRYMOUS

CR 13

XP 25,600

Female ice devil (*Pathfinder RPG Bestiary* 77)

hp 161

Treasure: The weapon vault still contains 10 masterwork longswords, five +1 *dwarven waraxes*, four +4 *heavy crossbows*, and three +1 *warhammers*. A hidden panel in the back wall (Perception DC 30) also contains an *intensified metamagic rod*, a *ring of force shield*, and a +1/+1 *holy dwarven urgrosh*, all overlooked for centuries.

J18. THE SCRIPTORIUM OF VOICES (CR 13)

A plaque on the door leading to this door reads in Dwarven, “Solemn silence is to be respected within, for the focus and safety of all.”

Sturdy bronze bookshelves line the outer walls of this octagonal chamber. A simple lectern sits near the western wall, bearing an open tome.

This chamber houses a plethora of lore pertaining to the ancient dwarven society and spiritualism. The dwarves of the Sky Citadel forget much of the contents of this room, and its preservation is a boon to those dwarves interested in their history, as it details thousands of spirits from lowly mephits and elementals to powerful fey lords.

Of particular interest to the PCs’ future exploits, the scriptorium contains several volumes on a powerful fey

court called Accessiel in the nearby Fangwood Forest, which Kraggodan counted among its allies long ago.

Ruled by a so-called “earth goddess” named Gendowyn, the court vanished when the Blight began—a shock to dwarven scholars at the time, who considered Gendowyn’s military might surprisingly strong for a fey.

A few tomes refer to the *Onyx Key* as well, but mostly in relation to the extraplanar entities encountered within the Stone Road.

Trap: A dangerous trap protects the sanctity of this library, harshly reprimanding any intruders who do not maintain the utmost silence within. Any loud disturbance is met with a staggering shout of “Silence!” in Dwarven, powerful enough to inflict harm and cause temporary deafness. Casual footfalls and whispers are not enough to trigger the trap, but the clatter of medium or heavy armor and casual conversation are. Any creature wearing medium or heavy armor or searching through the books must succeed at a DC 16 Stealth check within the scriptorium or set off the trap.

PUNISHING SILENCE TRAP

CR 13

XP 25,600

Type magic; Perception DC 31; Disable Device DC 31

EFFECTS

Trigger special (see above); **Reset** automatic

Effect spell effect (empowered *shout*, 7d6+3 sonic damage plus deafened for 3d6 rounds, Fortitude DC 17 half); multiple targets (all targets in area J18)

Treasure: Sitting on the lectern is an ancient dwarven magical text composed largely of arcane theory, but also containing scrolls of the following spells: *earthquake*, *statue*, *stoneskin*, and *wall of stone*. Without the scrolls, the tome is worth 2,000 gp to a collector (such as Karburtin). A successful DC 30 Appraise or Spellcraft check to search the stacks uncovers a *manual of gainful exercise* +1.

J19. CHAMBER OF KEYS (CR 16)

Four thirty-foot-wide alcoves mark the corners of this massive chamber. Bronze reliefs decorate each alcove, depicting dwarven figures in exploration, celebration, battle, and mourning. In the center of the chamber, four heavy chains support a circular stone platform a foot above the room’s floor, and below it a pit drops thirty feet into glowing lava.

Near the chamber’s center stands a statue of a hobgoblin captured in a fearsome roar. The upper half of its face and head have been smashed.

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USING THE MILITIA SYSTEM

Pathfinder Campaign Setting: Lands of Conflict introduces an optional militia system for managing large groups of NPCs and developing them from relative nobodies into a paramilitary force to be reckoned with. This volume presents some challenges for the PCs, as they must travel alone and are likely out of contact with their forces. Ideally, they should appoint replacement officers to run the operation in their stead, chosen from those NPCs they have befriended up until this point. PCs with some magical means of communicating over long distances can maintain direct command, but the lack of direct oversight imposes a -2 penalty on all organization checks. You may allow the PCs to bring one team with them on their underground adventure to act as followers, and the PCs take no organization check penalty to command this force.

The following NPCs from this adventure can be recruited into the PCs' militia, granting specific benefits.

Karburtin (unique ally): Karburtin is a font of useful information, which he happily passes along to anyone willing to listen. So long as Karburtin remains with the militia, he grants a +4 bonus on all Knowledge Check actions. He can also ply the markets in Kraggodan, granting access to the Broker Market action. Most importantly, Karburtin can craft rods, scrolls, wands, and wondrous items upon request.

Kharazhar (unique ally): If the PCs show exceptional kindness to the trox barbarian Kharazhar, she agrees to help with their fight for freedom just as they helped with hers. Kharazhar is a big, loyal brute and guardian; she grants a +4 bonus on Secrecy checks for the Rescue Character action and increases the competence bonus provided by the Strike Team action from +2 to +3.

The Chamber of Keys once housed the *Onyx Key* safely away from curious hands, atop a stone plinth that could be dropped into the magma below should it ever threaten Kraggodan's safety.

The carvings in each alcove depict various portions of Kraggodan's earliest history, from the time Kraggodan explored the depths of Orv, to his claiming the *Onyx Key*, and ending with his death at the end of the Quest for Sky. A PC who succeeds at a DC 24 Knowledge (history) check recognizes these depictions; otherwise, PCs viewing the murals can learn, through images, the history of Kraggodan and the *Onyx Key* up until the artifact's placement in this chamber after it unleashed monsters on the city. Four hours spent studying these carvings and the runes beneath them can reveal the same history of the *Onyx Key*, the *Onyx Citadel*, the *onyx shards*, and the *sardonyx shard* that the Enthroned King can (see area J13).

Azaersi and her band lowered the circular platform by operating levers in each of the four corners of the chamber. These levers can be used to raise the platform up farther or lower it into the lava. There's nothing but lava under the platform.

Creatures: Elacnida spends most of her time in this chamber, along with two elder earth elementals, who remain within the chamber's floor until called upon. Zanathura wove a spell to co-opt control of this chamber's guardians, and its effects bind them to Elacnida's will even after her death.

The petrified remains of Azaersi's bodyguard, Dendrak, stand here. The medusa smashed his torso before she died in a final, petty gesture to deny Azaersi her friend. A chunk broken off the guard's torso was kicked into the lava pool years ago, and the wound proves instantly fatal if Dendrak is restored to flesh.

As the PCs enter, Elacnida appears before them in the ghostly visage of the hobgoblin Dendrak, congratulating them on their extraordinary prowess, demonstrated by reaching his final resting place. He weaves a tale of how he and Azaersi betrayed the medusa Elacnida, and she lashed out, petrifying him and smashing his torso in a righteous dispensation of justice. He then instructs the PCs that the medusa "dwells in the treasure chamber below," gesturing to the lava pit. He insists the magma is simply an illusion meant to ward the foolish away from "Kraggodan's immeasurable wealth," and grows increasingly agitated if the PCs delay or refuse to leap into the molten pool. Elacnida's frustration grows until she eventually dispenses with the disguise and simply orders her elemental minions to destroy the intruders.

Damaged though it is, this statue of Dendrak is Elacnida's final anchor to the world of the living, and if it is restored to flesh or utterly destroyed (such as by dropping it into the lava below), and if every other petrified statue has been dealt with similarly, Elacnida's ghost begins to fade away. She becomes staggered for 5 rounds, after which she fades away, defeated, unless she can petrify a new victim.

ELACNIDA

CR 15

XP 51,200

hp 207 (see page 56)

ELDER EARTH ELEMENTALS (2)

CR 11

XP 12,800 each

hp 168 each (*Pathfinder RPG Bestiary* 123)

Treasure: Elacnida's mortal remains lie in the northwest alcove, desiccated by the chamber's heat and dry air. She still carries a +2 *seeking composite shortbow*, a set of +3 *improved shadow studded leather armor* emblazoned with the Ironfang Legion's crest, and a *stalker's mask*^{UE}, as



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well as her notes detailing the vault's defenses and the equipment she purchased to frame Molthune.

Development: Even if the PCs defeat Elacnida's ghost in this chamber, they might not permanently destroy the former Ironfang spy mistress. So long as any of her petrified victims remain, Elacnida can return days or weeks later. If her equipment or mortal remains are carried by a PC, the ghost can track them and leave the vault to pursue her quarry, returning to literally haunt the PCs when they least expect it.

The overwhelming evidence found on Elacnida's remains, as well as the dwarves' ability to conduct magical investigations now that the dangers of the Reliquary of Ascension have been pacified, is enough to convince the Evenhanded Synod that the PCs' words are true and Molthune isn't involved in the theft of their ancient artifact.

CONCLUDING THE ADVENTURE

Throughout the PCs' exploration of the Reliquary of Ascension, they come across various pieces of evidence implying that the Ironfang Legion is responsible for the theft of the Onyx Key, without any involvement from Molthune. Most of this evidence is circumstantial, and only uncovering Elacnida's remains and her notes is damning enough proof to sway the rulers of the Sky Citadel. However, with Elacnida's remains (and time

to conduct independent investigations), the dwarves are thoroughly convinced of the Ironfangs' involvement in the attack on their vault. They find Molthune to have no part in the action, and Prince Gorm and Exemplar Thramirra excuse themselves to immediately begin the shaky process of diplomacy with Molthune, hoping to meet with the besieging army and broker a truce.

Even if Molthune is exonerated from any involvement in Kraggodan's affairs, it still takes time for the peace process to take hold. While the siege is effectively paused, the dwarves can ill afford to send troops to assist the PCs with Molthune still so close. As the adventure ends, Karburtin Lightbrand spends much time studying his vast libraries of textbooks and the Reliquary of Ascension in search of something to assist the PCs. This process can be as short or as long as required to fill the PCs' time in Kraggodan. Should the PCs need several weeks to have magic items crafted or imported, this time can be filled with Karburtin's studies. However long they stay, the Greathammer family extends their hospitality, allowing the PCs to maintain their residence in the family's stronghold as long as they like.

At the completion of his studies, Karburtin presents the PCs with another potential ally against the Ironfang Legion: the fey of the Fangwood Forest. How such fey can be roused to assist the PCs in their struggle is a topic explored fully in the next adventure, *Prisoners of the Blight*.

ELACNIDA

Once the spymaster for the nascent Ironfang Legion, Elacnida betrayed her compatriots and fell by Azaersi's hand. Consumed with hatred and anchored to her existence by those she petrifies, she longs to exact revenge.

ELACNIDA

CR 15

XP 51,200

Female medusa ghost master spy 10 (*Pathfinder RPG Bestiary* 201, 144; *Pathfinder RPG Advanced Player's Guide* 270)

LE Medium undead (augmented monstrous humanoid, incorporeal)

Init +9; **Senses** darkvision 60 ft.; Perception +39

DEFENSE

AC 23, touch 23, fl at-footed 17 (+7 deflection, +5 Dex, +1 dodge)

hp 207 (18d8+126)

Fort +12, **Ref** +16, **Will** +15

Defensive Abilities all-around vision, channel resistance +4, incorporeal, rejuvenation; **Immune** undead traits

OFFENSE

Speed fly 30 ft. (perfect)

Melee corrupting touch +20 (15d6)

Special Attacks death attack (DC 22), draining touch, frightful moan (DC 26), malevolence (DC 26), petrifying gaze, sneak attack +4d6

Master Spy Spell-Like Abilities (CL 10th; concentration +17)
Constant—mind blank, nondetection
2/day—magic aura (appear nonmagical only)

TACTICS

Before Combat Elacnida prefers to trick and meddle with newcomers while disguised as her previous victims. She uses these images to confuse enemies, lead potential threats into traps, and weaken opponents before revealing her true nature.

During Combat Elacnida suppresses her gaze attack while disguised, but immediately resumes it upon reverting to her true form. She uses her frightful moan to disperse enemies, and then chases after stragglers with her corrupting touch. She desperately wants to petrify at least one new victim to strengthen her hold on the living world, and if only one or two targets remain, she attacks solely with her petrifying gaze.

Morale Elacnida is no longer fully lucid and fights until she is destroyed.

STATISTICS

Str —, **Dex** 20, **Con** —, **Int** 14, **Wis** 15, **Cha** 24

Base Atk +15; **CMB** +20; **CMD** 38

Feats Ability Focus (petrifying gaze), Alertness, Combat Expertise, Deceitful, Dodge, Improved Initiative, Iron Will, Mobility, Weapon Finesse

Skills Bluff +34, Disguise +34, Fly +13, Intimidate +28, Knowledge (dungeoneering, local) +15, Perception +39, Sense Motive +37, Stealth +34, Use Magic Device +26; Racial Modifiers +12 Perception, +8 Stealth

Languages Common, Goblin, Undercommon

SQ concealed thoughts, fool casting, glib lie, mask alignment, master of disguise, petrified assumption, quick change, slippery mind, statue sight, superficial knowledge

SPECIAL ABILITIES

Petrified Assumption (Su) Elacnida can assume the appearance and voice of any creature she has petrified, but only as a ghostly version. This otherwise works exactly like and replaces the assumption class ability provided by Elacnida's master spy class levels. Elacnida can also learn any piece of information known to the petrified creature by spending a move action.

Rejuvenation (Su) After her betrayal and death, Elacnida's covetous spirit clung to the physical world, anchored to the statues of Dendrak and those she has petrified as a ghost. Only by eliminating all her anchors—either by returning them to flesh and blood or else utterly destroying their stone forms—can Elacnida's tether to the mortal realm be severed, allowing her spirit to move on to the Boneyard.

Statue Sight (Su) As one of her ghostly abilities, Elacnida can see through the eyes of any creature she has petrified since her death. Activating this ability is a move action, and it can be maintained every round by spending a move action. Once per day, Elacnida can channel her petrifying gaze through a statue she is currently looking through. Creatures gain a +2 circumstance bonus on Fortitude saves to resist petrifying gazes performed in this manner.

Elacnida served as spymaster for the Ironfang Legion, from the time of its inception as a mercenary league under Molthuni command. Azaersi discovered the medusa while training in the city of Eranmus. Then a crime lord, Elacnida welcomed the hobgoblin's friendship when adventurers discovered her inhuman identity. Though the pair slew Elacnida's enemies, too much of her criminal network had been exposed, and she chose to flee. Having spent her entire life blending in among humanity, however, life beyond the city streets was alien. Elacnida eventually reconnected with her monstrous heritage in the wilds, and found succor with the Ironfang Legion as Azaersi's right hand—the only thing that gave her a sense of stability in her new life.

The presence of a medusa—especially one with Elacnida's gift for duplicity—proved useful for the Legion. Her talent for disguise and subterfuge enabled Azaersi's growing Legion to make contacts and inroads normally unavailable to goblinoid races, and quiet assassinations sowed chaos in the dawn before many a battle. Elacnida's predations were not entirely external, though, and many ambitious lieutenants died under mysterious circumstances before they could demand kalech-mar—an honor duel among hobgoblins to supplant a superior.

As the legion's spymaster, Elacnida helped interrogate the old dwarven scholar who first filled Azaersi's head with tales of the Stone Road. When Azaersi consulted with Azlowe, her barghest oracle, and learned of the historian Zanathura, Elacnida heard only the name of a new force threatening her position as the general's favored daughter. Azaersi and Elacnida, along with Azaersi's bodyguard Dendrak, journeyed to the Valley of Aloï, where they met Zanathura in person.

Azaersi was fascinated by Zanathura's power and skill at subterfuge, which only strengthened Elacnida's suspicions and fear of being replaced. As their party journeyed through the Darklands, Elacnida's mind wandered back to her metropolitan life and what price the artifact they sought

could fetch in the cosmopolitan realms of humans. She dreamed of the now-absent creature comforts she had once enjoyed, even as her mind wove imaginary tales of Azaersi's inevitable betrayal in favor of this upstart naga newcomer.

By the time they reached the Onyx Key and began arranging to frame Molthune for the incursion, Elacnida had resolved to steal the artifact and flee, lest she die in an inevitable double-cross. Her theft was interrupted by Dendrak, and Azaersi and Zanathura arrived as she petrified him. Azaersi's justice was swift and brutal—she slaughtered her friend and left the body to rot.

Elacnida's death was not her end; her rage and betrayal somehow bound her immortal soul to Dendrak's petrified remains. When the dwarves of Kraggodan arrived to investigate the theft, Elacnida petrified a new victim and found herself even more firmly bound to the living world. Her spirit is anchored to these victims, unable to move more than a few hundred feet from any given remains. Elacnida now believes—

inaccurately—that she can restore herself to life by petrifying enough victims; she hopes to draw as many newcomers into the vault as possible to regain her flesh and the vengeance it can deliver.

CAMPAIGN ROLE

The circumstances of Elacnida's demise have trapped her within the vaults under Kraggodan, cut off from most living creatures and preventing her from seeking further vengeance on the Ironfangs or Azaersi. She serves as the primary antagonist of this adventure, but also as a confounding presence during Part 4 as she attempts to mislead the PCs into bringing her more victims to petrify or uses her ghostly abilities to make them blunder into traps. Throughout the later part of the adventure, Elacnida's ghost accosts the PCs as they explore. She uses her petrified assumption ability to present herself as the myriad creatures and explorers she has petrified since Azaersi's expedition. Unless the PCs are thorough in destroying the anchors she clings to the most—the dwarf

Bellachal Dergik (area J1), the Molthuni spy Eustatius Tondere (area J3), a nameless gug (area J12), and Dendrak (area J19)—Elacnida's spirit could return to threaten them in the future.



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KRAGGODAN

ECOLOGY OF THE NAGA

BESTIARY

KARBURTIN LIGHTBRAND

Royal archivist of Kraggodan, Karburtin Lightbrand unexpectedly took on the position at an early age. He is skeptical yet curious about the surface world, and he knows his people can't hide in their mountain home forever.

KARBURTIN LIGHTBRAND

CR 9

XP 6,400

Male dwarf abjurer 10

LN Medium humanoid (dwarf)

Init -1; **Senses** darkvision 60 ft.; Perception +8

Aura protective ward (10 ft., +3 deflection, 5 rounds, 8/day)

DEFENSE

AC 10, touch 10, flat-footed 10 (+1 deflection, -1 Dex)

hp 67 (10d6+30)

Fort +5, **Ref** +2, **Will** +10; +2 vs. poison, spells, and spell-like abilities

Defensive Abilities defensive training, energy absorption (30/day), resistance; Resist acid 5

OFFENSE

Speed 20 ft.

Special Attacks hatred

Abjurer Spells Prepared (CL 10th; concentration +15)

5th—*dismissal* (DC 20), *mage's private sanctum*, *telepathic bond*, *wall of stone*

4th—*arcane eye*, *lesser globe of invulnerability*, *remove curse*, *scrying* (DC 19), *shout* (DC 19)

3rd—*arcane sight*, *dispel magic*, *explosive runes*, *protection from energy*, *tongues*

2nd—*locate object*, *make whole*, *obscure object* (DC 17), *scorching ray*, *see invisibility*, *shatter* (DC 17)

1st—*identify* (2), *mage armor*, *magic missile*, *protection from evil*, *true strike*, *unseen servant*

0 (at will)—*arcane mark*, *detect magic*, *mending*, *read magic*

Opposition Schools illusion, necromancy

TACTICS

Before Combat Karburtin rarely expects combat, only casting mage armor on himself if told to.

During Combat Karburtin stays out of combat if possible.

He keeps a few offensive spells prepared, but relies on defensive spells like lesser globe of invulnerability or wall of stone to protect himself or others.

Morale Karburtin flees combat at the first opportunity, contacting Kraggodan's guards to deal with threats.

STATISTICS

Str 10, **Dex** 8, **Con** 14, **Int** 20, **Wis** 16, **Cha** 12

Base Atk +5; **CMB** +5; **CMD** 15 (19 vs. bull rush or trip)

Feats Arcane Builder^{UM}, Craft Rod, Craft Wand, Forge Ring, Improved Familiar, Magical Aptitude, Scribe Scroll, Skill Focus (Spellcraft)

Skills Acrobatics -1 (-5 when jumping), Appraise +5 (+7 to assess nonmagical metals or gemstones), Craft (stonemasonry) +13, Knowledge (arcana, dungeoneering, geography, history, nature) +18, Perception +8 (+10 to notice unusual stonework), Spellcraft +28; **Racial Modifiers** +2 Appraise to assess nonmagical metals or gemstones, +2 Perception to notice unusual stonework

Languages Aklo, Common, Dwarven, Orc, Sylvan, Terran, Undercommon

SQ arcane bond (magma mephit named Cobblenovis)

Combat Gear *wand of comprehend languages* (24 charges);

Other Gear *headband of vast intelligence* +4, *ring of protection* +1, *robe of useful items*, reading glasses, spell component pouch, spellbook, 68 gp

Karburtin grew up in the mountain hold of Kraggodan, researching the history of his people and learning the intricacies of the arcane arts. His father, Rambard Lightbrand, served faithfully as Kraggodan's royal archivist, a position that necessitated immense knowledge of the various relics and magical items stored in the lower vaults of the Sky Citadel. Rambard's research trips to foreign libraries ended with his disappearance 3 years ago. Since then, Karburtin has taken on the mantle of royal archivist, dedicating himself to the studies of Kraggodan's hidden wonders.

Previous holders of the royal archivist title spent decades wandering the surface world, partaking in adventure and learning an assortment of martial skills before assuming that role; Karburtin's sudden elevation to the position robbed him of this privilege. As a result, he lacks the combat prowess and physical strength valued by dwarven society. Karburtin compensates for his lack of worldly

experience by studying tomes regarding the history and customs of the surface world, and he considers himself Kraggodan's expert on foreign affairs. This fact-based research gives Karburtin a somewhat grim view of the outside world, as his texts often point to the myriad conflicts and disasters brought on by surface-dwellers.

The formation of Kraggodan's Evenhanded Synod granted Karburtin a seat at the new governing body of Kraggodan. When guards discovered evidence of Molthuni agents infiltrating Kraggodan's vaults, Karburtin was among those members of the Synod voicing worry about the actions of the surface-dwellers. Karburtin regrets his hasty reaction to the supposed intrusion, having watched in frustration as the political incident spiraled out of control, culminating in the current siege outside Kraggodan's Upper Fastness. He knows that Kraggodan can endure for decades without worry, but fears the dangers of ignorant humans pilfering the deeper vaults and the immense damage that could befall the Sky Citadel.

Karburtin's lack of experience beyond the interior of the Sky Citadel and his nonconfrontational nature make him something of an outcast in the city. While highly regarded for his knowledge on Kraggodan's history and many sealed secrets, he lacks any true friends. Much of his social awkwardness is the result of having few intellectual equals among the people of Kraggodan, as most seeking the royal archivist are in need of knowledge rather than peers.

The royal archivist's only true companion is the magma mephit Cobblenovis—an outsider Karburtin accidentally summoned as part of his research into Kraggodan's history. The mephit has remained on the Material Plane ever since; she adores Karburtin and attempts to emulate the dwarf. She carries “books” fashioned from ceramic and clay tablets, wears unnecessary spectacles to copy Karburtin's intellectual air, and sometimes even parrots her companion's gestures while he speaks. Thus far, the members of the Evenhanded Synod display equal parts amusement at the mephit's obsession and pity for Karburtin, whose social skills leave much to be desired.

CAMPAIGN ROLE

As a member of the Evenhanded Synod, Karburtin judges the PCs after they arrive in Vault Way during the third part of the adventure. If the PCs prove themselves to be more than tomb robbers, Karburtin likely becomes one of their staunchest supporters. If the PCs fail to impress the Evenhanded Synod, Karburtin even puts his reputation on the line to provide access to the vault. Karburtin's fascination with the surface world and his distance from dwarven society make him eager to befriend the PCs. Once he identifies these strangers as

explorers and not the bloodthirsty tyrants he's read about in books, Karburtin is an overeager friend who asks far too many questions. He wants to prove his knowledge, even correcting characters on matters of surface etiquette and tradition, not realizing his scholarly studies lack the verisimilitude of firsthand experience. Though he's initially frustrated if corrected, his inquisitiveness helps him listen, learn, and grow. Karburtin is even an potential romantic interest, though he has no interest in a physical relationship.

Beyond his role as arbiter, Karburtin can impart additional information to the PCs at the beginning of the following adventure, *Pathfinder Adventure Path #119: Prisoners of the Blight*. He dislikes travel and is unlikely to accompany the PCs beyond Kraggodan, but he remains a prolific pen pal. Having Kraggodan's resources at his disposal allows Karburtin access to the finest crafters of all varieties. It's also possible for a PC with the Leadership feat to take him on as a cohort. Karburtin makes repeated use of spells such as sending, along with hired messengers and teleporting to provide crafted equipment and other support to the PCs in a long-distance relationship. If forced to travel, he prefers spending all his time within the privacy of his *mage's private sanctum*.



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BESTIARY

ZANATHURA THE SECOND

Zanathura the Second is a simulacrum who rules the morlock tribe in the original Zanathura's stead. Like her creator, she craves knowledge, and she has grown frustrated by her inability to retain new information.

ZANATHURA SIMULACRUM

CR 9

XP 6,400

Dark naga simulacrum sorcerer 5 (*Pathfinder RPG Bestiary* 211, *Pathfinder RPG Core Rulebook* 343)

LE Large aberration

Init +5; **Senses** darkvision 60 ft., *detect thoughts*;
Perception +16

DEFENSE

AC 24, touch 15, flat-footed 18 (+4 armor, +5 Dex, +1 dodge, +5 natural, -1 size)

hp 105 (10 HD; 5d6+5d8+65)

Fort +9, **Ref** +9, **Will** +11 (+13 vs. charm effects)

Defensive Abilities guarded thoughts; **Immune** poison

OFFENSE

Speed 40 ft.

Melee bite +8 (1d4+1), sting +8 (2d4+1)

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

Special Attacks poison, tremor

Sorcerer Spells Known (CL 9th; concentration +15)

4th (5/day)—*acid pit*^{APG}, *black tentacles*

3rd (7/day)—*dispel magic*, *elemental aura*^{APG} (DC 19),
vampiric touch

2nd (8/day)—*bear's endurance*, *darkvision*, *glitterdust*
(DC 18), *resist energy*, *spider climb*

1st (8/day)—*alarm*, *expeditious excavation*^{APG}, *identify*,
mage armor, *magic missile*, *vanish*^{APG} (DC 17)

0 (at will)—*acid splash*, *detect magic*, *light*, *mage hand*,
mending, *message*, *prestidigitation*, *read magic*

Bloodline deep earth^{UM}

TACTICS

Before Combat Zanathura the Second casts alarm spells irregularly. If strangers enter her domain, she casts *bear's endurance*, *mage armor*, and *resist energy* (selecting an energy type she sees the intruders rely on) on herself.

During Combat Zanathura the Second casts *black tentacles* on her enemies before using *vanish* to hide and allow her bodyguards to confront intruders. Finally, she casts *elemental aura* on herself (preferring acid) and closes to melee, using *vampiric touch* as often as possible.

Morale With nowhere to go, Zanathura the Second fights to the death. If reduced below 0 hit points, she reverts back to the snow and ice from which she was formed.

Base Statistics Without her spells cast, Zanathura the Second's statistics are **AC** 20, touch 15, flat-footed 14; **hp** 85; **Fort** +7; **Con** 16.

STATISTICS

Str 12, **Dex** 21, **Con** 20, **Int** 20, **Wis** 17, **Cha** 22

Base Atk +8; **CMB** +10; **CMD** 26 (can't be tripped)

Feats Combat Casting, Deceitful, Dodge, Eschew Materials^B,
Lightning Reflexes, Toughness

Skills Acrobatics +5 (+9 when jumping), Appraise +10, Bluff +18, Climb +6, Disguise +8, Escape Artist +12, Knowledge (arcana, dungeoneering) +18, Perception +16 (+18 to notice unusual stonework), Sense Motive +13, Spellcraft +18, Stealth +11, Swim +7, Use Magic Device +14; **Racial**

Modifiers +2 Perception to notice unusual stonework

Languages Common, Goblin, Infernal, Terran, Undercommon

Combat Gear *pearl of power* (3rd level); **Other Gear** *circlet of persuasion*

Zanathura the Second came into existence only 2 years ago, when the real dark naga Zanathura opted to expand her knowledge and power base by serving the hobgoblin Azaersi's ambitious Ironfang Legion. The simulacrum is nothing more than an inferior copy of the true Zanathura shaped from mountain snow, but she has proven more than capable of maintaining the naga's deific role among the simple morlocks in the Valley of Aloï. But perpetuating her predecessor's legacy has done little to fulfill the simulacrum, who has come to realize how temporary her existence is, and how limited her growth.

Zanathura the Second maintains much tighter control and deals out harsher punishments than the original "goddess," in part to cow her minions into never questioning her, but also from a fundamental lack of empathy. Though she shares all of Zanathura's memories, they come as if from a textbook, lacking the nuances

of personal experience. Pain and fear have no context to the sheltered serpent, and so she dishes out both disproportionately. More recently, the original Zanathura ordered most members of the tribe to abandon their warrens and serve the Ironfang Legion; as the Second sulks and rules her gutted domain, her increased frustration has begun to look suspicious to the oracle Iuwlas, once her strongest ally. Iuwlas has since been barred from entering the goddess's chambers. Since that moment, Zanathura's double has pondered the best method of handling the plotting oracle, as the morlocks' spiritual leader is a strong tether to their previous beliefs and likely the one creature that could sway the tribe against her.

Zanathura's double conceals herself in a tightly guarded chamber with her most devoted followers. This isolation only adds to the air of mystery surrounding the "goddess" Zanathura, and the remaining morlocks of the warren eagerly await any sighting of their secluded deity. Zanathura's simulacrum secretly fears others discovering her true nature—an event that could oust her from the tribe and mean that her creator would have no further use for her.

The nature of her existence frustrates the simulacrum, who understands that she's nothing more than a pawn to her progenitor. She is unflaggingly loyal to her creator, but without her mistress's presence she is left bereft of purpose and drive. She shares Zanathura's thirst for knowledge, but exists as a moment frozen in time, unable to master new skills or fully absorb new knowledge. Though initially she was just frustrated with her inability to recall any of the historical texts she studies, over time her absentmindedness has left her struggling to put the events of her life in the correct order or context, and she sometimes spends days at a time reliving the same few hours of study. Trapped in a personal hell, Zanathura the Second grows increasingly anxious for any way to escape.

CAMPAIGN ROLE

Zanathura's simulacrum is almost certainly fated to be destroyed by the PCs. Her destruction is a massive blow to the morale of the morlock tribe, which quickly rallies around any surviving figureheads (Chief Grax or Iuwlas being the most likely candidates). It takes the real Zanathura time to learn of her simulacrum's destruction, by which point most of the morlocks have abandoned the Ironfang cause and scattered into the Darklands.

What the simulacrum guards is paramount to moving the adventure along: detailed notes on the path taken by Azaersi's band through the Long Walk and into Kraggodan. Once discovered, the tomes assembled by the original Zanathura point the PCs towards

the Long Walk and the way to the dwarven Sky Citadel. These notes also make mention of the Stone Road, which is a key story element of the ongoing campaign. By the time the PCs overcome Zanathura's simulacrum, they should have discovered enough information to continue into the Darklands on the cold trail of Azaersi's prior expedition to the vaults under the Sky Citadel.

The adventure assumes that PCs defeat the simulacrum, but it is possible that she may somehow survive her confrontation. In this event, she does her best to retreat to the Onyx Citadel and warn her creator of the PCs' meddling. She has little choice in the matter, as only the original Zanathura is capable of repairing any damage dealt to the simulacrum. The real Zanathura reacts with icy rage, repairing the damage to her simulacrum's body, but simultaneously leaving her skin marred by offensive marks and ruining her duplicate's otherwise beautiful visage. The simulacrum can return later in the campaign as a recurring villain, potentially recruiting additional allies to help defeat the PCs.



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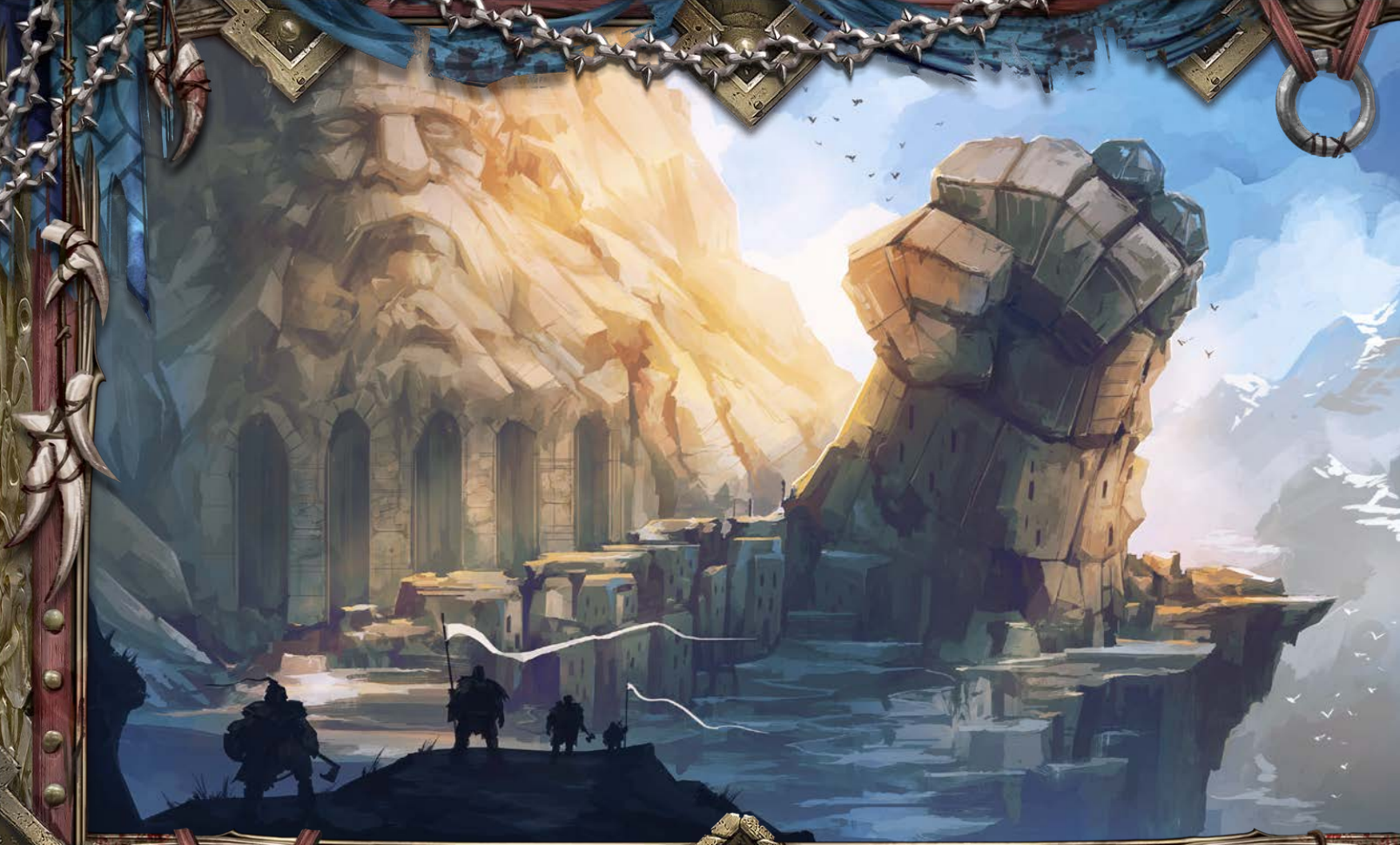
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KRAGGODAN

ECOLOGY OF THE NAGA

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KRAGGODAN

“Remember that we are a people apart from our cousins of the Five Kings Mountains. We are isolated from our kin in the other great Sky Citadels of antiquity, though we all shared the same ordeal of completing the Quest for Sky. Remember that their failings are their own, and that our successes are, indeed, our successes. While most of us live within the bosom of the mountain, we’re as much a part of the surface world as any nation beyond. We proved this when we marched alongside humans and elves against the orcs and the unliving legions of the Whispering Tyrant so many ages ago. Let history remember our deeds as our own, and let it never be said that we were anything but the architects of our own destiny!”

—Queen Karagar Greathammer,
coronation speech following the destruction of clan Dar-Ain

The Sky Citadel of Kraggodan stands atop the peaks of the Mindspin Mountains in southern Nirmathas. One of only 10 such marvels of dwarven engineering in existence, Kraggodan also bears the mantle of being one of but five Sky Citadels to still rest in dwarven hands. The soaring architecture wrought by Kraggodan's masons is visible from across the southern hills of Nirmathas and well into the plains of northern Molthune. Stern visages of long-dead dwarven monarchs stare out across the lands, a mere sampling of Kraggodan's unmatched dwarven engineering, which has only grown more impressive since the initial completion of the Sky Citadel millennia ago.

Kraggodan exists as a bastion of dwarven culture and society, separate from the strife-prone dwarven holds in the Five Kings Mountains. The Sky Citadel is often remembered for its contribution to the Shining Crusade, when its soldiers took up arms beside the armies of Avistan's humans to defy the depredations of the Whispering Tyrant. Today, Kraggodan bears the brunt of an ongoing siege from the nearby nation of Molthune. The conflict consists of numerous forays in which the Molthuni forces march into the upper peaks of Kraggodan, only to break apart when the dwarves retreat into the mountain. Kraggodan's stubborn citizens show no sign of acquiescing; in the aftermath of every Molthuni attack, it takes only days before the dwarves once again return to their Upper Fastness and reopen their closed markets.

APPEARANCE

Built both atop and within a peak of the Mindspin Mountains, Kraggodan consists of two major sections: the external Upper Fastness, exposed to the sun and stars, and the Mountain Hold, secure within the mountain's living stone.

The Upper Fastness is equal parts market and military fortress. Large mechanical lifts connect the depths of the Mountain Hold to the Upper Fastness, ceaselessly moving in times of peace and locked in place in times of war. Checkpoints and small forts outside the few bottleneck entryways to the interior caverns are built into the rock of the mountain. These military holdouts stand as bulwarks against invaders, as well as temporary lodgings for the merchants who populate mercantile stalls in times of peace. Both foreign and citadel-born merchants occupy the numerous market stalls lining the ascending walkways of the Upper Fastness. These basic stone stands serve as places of business when the Upper Fastness is secure, but function as choke points to slow invaders should invaders attack.

The Mountain Hold stands in a large, open cavern of iron-rich stone that rises impossibly from a roiling lake of lava hundreds of feet below the city. Both metal and stone are prominent in the architecture of Kraggodan's

KRAGGODAN

LG large city

Corruption +2; **Crime** +1; **Economy** +1; **Law** +4; **Lore** +4; **Society** +9

Qualities adventure site, insular, magically attuned, racially intolerant (Molthuni humans), Sky Citadel

Danger +5; **Disadvantage** besieged

DEMOGRAPHICS

Government Council (Evenhanded Synod)

Population 24,000 (22,565 dwarves, 1,023 humans, 207 halflings, 180 oroads, 25 other)

NOTABLE NPCs

Exemplar Thramirra Greathammer, former second princess of Kraggodan (LG female dwarf paladin of Trudd 11)

King Borom Greathammer, self-secluded king of Kraggodan (LN male dwarf fighter 10/stalwart defender^{APG} 4)

Marshal Rhenso, military commander of the Upper Fastness (NG female oroad^{ARG} cavalier^{APG} 7)

Prince Gorm Greathammer, third prince of Kraggodan (LN male dwarf bard 7/Pathfinder chronicler 2)

Royal Archivist Karburtin Lightbrand, keeper of Kraggodan's history (LN male dwarf wizard 10)

MARKETPLACE

Base Value 9,600 gp; **Purchase Limit** 75,000 gp; **Spellcasting** 9th

Minor Items 4d4; **Medium Items** 3d4; **Major Items** 2d4

SPECIAL QUALITIES

Adventure Site Kraggodan's numerous connections to the Darklands and association with the Pathfinder Society has long attracted curious adventurers from across the land. (*Society* +2, *increase purchase limit by 50%*)

Besieged The armies of Molthune maintain an ongoing siege of Kraggodan's Upper Fastness. The citizens of the upper levels of the Sky Citadel are accustomed to frequent relocations between the upper and lower levels as the Molthuni army attacks. (*Economy* -1, *decrease purchase limit by 20%*; *Note: To illustrate a Kraggodan prior to the siege, this disadvantage and the racially intolerant quality should be removed from the city stat block.*)

Sky Citadel Kraggodan's Mountain Hold is built within the mountain, granting it a defensive position and sheltering it from surface-dwelling enemies. It also has one of the few caches of ancient dwarven lore dating back to the time before the Quest for Sky. (*Law* +2, *Lore* +4, *Danger* -5)

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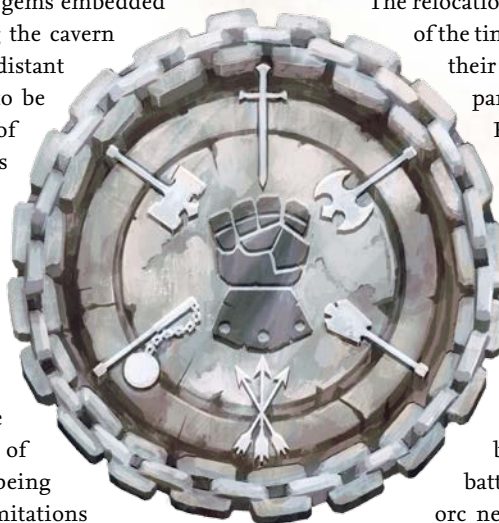
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interior city, with the two materials often interwoven in unique displays that highlight the dwarven acumen for such craftsmanship. Immense bronze braziers hang

from the cavern's ceiling on great iron chains, burning with a bright but warm glow. This light reflects off a multitude of grain-sized quartz gems embedded into the stone above, providing the cavern with the same illumination as a distant sun. Even were these braziers to be quenched, the lambent glow of the lava far below the city is enough for those with normal vision to see by, though it provides only dim lighting. The constant illumination is a more a concession to dwarven vanity than it is for outsiders, as the light allows the populace to marvel at the myriad architectural feats of the Mountain Hold without being subjected to the aesthetic limitations of darkvision.



HISTORY

While most dwarves pushed ever upward against a tide of orcs to reach greater heights during the legendary Quest for Sky, not all clans partook in the initial endeavor. Some made fell pacts with dark gods and eventually evolved into the duergar (who still make their homes in the Darklands), while other dwarven clans simply embarked on their exodus later. Among the dwarves who remained in the Darklands was Kraggodan, who not only didn't climb to the surface, but actively traveled in the other direction. Religion, including the Toragdan prophecies that had precipitated the Quest for Sky, was never as important to Kraggodan as the opportunity to build his own legend as one of his people's greatest explorers. In the ancient tradition of his dwarven forebears, Kraggodan hoped to reach a greater depth in the Vaults of Orv than any previous expedition. It was this drive that led him to the Midnight Mountains beneath the heart of Avistan, and there, an artifact that would forever change his path—the *Onyx Key*.

Initially baffled by the otherworldly relic, Kraggodan spent months translating the strange glyphs covering the ruins in which he found the treasure. Eventually, this gave him the knowledge of how to operate the *Onyx Key*, which allowed for travel across great distances via a shortcut through the Plane of Earth. Though the Quest for Sky had not previously interested Kraggodan, he realized the potential the artifact held for his kin's quest. Were he to use the *Onyx Key* to lead his clan efficiently and safely on its own, late-embarking exodus, he could earn renown far beyond anything gained by simply plumbing an unexplored cave in the earth's gut. He used the artifact to quickly return to his clanhold far above the Midnight Mountains, and by the end of the

year (–4982 AR), the clan had set out for its prophesied new home on Golarion's surface.

The relocation was complete in a mere fraction of the time other clans needed to complete their Quest for Sky, thanks in no small part to the *Onyx Key* and the Stone Road it unlocked. While not the first dwarves to see the surface, Kraggodan's followers moved at a pace unmatched by their kin. Though efficient, the journey was not devoid of conflict, and Kraggodan's clan encountered the same hostile orcs who had so plagued the other dwarves' journey. On the eve of their breaching the surface, the final battle between the dwarves and their orc nemeses took place, during which

Kraggodan himself fought the orc chieftain who had tormented his people. While the dwarves won the day, the orcs exacted a high price: among the bodies strewn across the floor of the massive, lava-illuminated cavern that served as the battlefield was that of Kraggodan. History laments that Kraggodan died mere minutes from the first openings to the surface sun he'd been so driven to find. However, the dwarves pressed on, driving the orcs out of the mountains and naming their new home in honor of the martyred leader who'd led them to it.

For the following half-decade, as construction of the great Sky Citadel commenced, the dwarves of Kraggodan studied the mysterious *Onyx Key* left to them by their former leader. Several forays were made to the end of the Stone Road—an action Kraggodan never dared to undertake—but the efforts ended with disaster. During one such research expedition, numerous frenzied elemental creatures emerged into the nascent Sky Citadel. Hundreds of dwarven lives were lost in containing the rampaging creatures, and in the end, the dwarves of Kraggodan sealed the *Onyx Key* into what would be their first vault.

In –4901 AR, the construction of Kraggodan's primary districts was complete. The people of the completed Sky Citadel expanded out into the territories of what would one day become Nirmathas, while keeping close to the Mindspin Mountains. During this time, their greatest allies were the similarly nascent settlement of Glimmerhold and the Sky Citadel of Koldukar in the land now known as the Hold of Belkzen. By –3708 AR, however, the orcs of Belkzen had organized sufficiently to besiege and capture Koldukar. The few dwarven survivors of the catastrophic defeat retreated to Kraggodan; to this day, their descendants bitterly wait for a chance to retake their ancestral home.

The intervening millennia saw the dwarves of Kraggodan remain vigilant against an orc invasion that never came—their military prepared but never found itself called upon. The dwarves had long had good if erratic relations with the local Kellid tribes; when Taldor's Armies of Exploration arrived, particularly around 499 AR, the dwarves forged peaceful treaties with the newcomers. The lands of modern Nirmathas were ceded to these new humans, as the dwarves of Kraggodan found the idea of a buffer between them and Belkzen appealing. Many other dwarves resented Kraggodan's aloof nature and the distance its inhabitants maintained from the rest of dwarven affairs, but nevertheless Kraggodan kept itself apart from its distant kin for fear of suffering the infighting that befell the Five Kings Mountains.

Kraggodan readied for war again in 3203 AR, when the orcs of Belkzen aligned themselves with the Whispering Tyrant. All were surprised when Kraggodan pledged its support to the Shining Crusade, joining the fight against the undead and their orc allies. The armies of Kraggodan proved instrumental in the final defeat of Tar-Baphon's armies, despite reducing the Sky Citadel's population to almost a third of its previous numbers. Having suffered incredible losses in achieving victory—a bitter reminder of Kraggodan's own sacrifice millennia earlier—the dwarves of Kraggodan removed themselves from most surface-world politics.

Less than 200 years after the end of the Shining Crusade, the dwarves of the nearby Five Kings Mountains were devastated by an event known as the Rending. Kraggodan hoped to avoid a similar fate, eventually seeking out powerful fey allies in the nearby Fangwood forest, who the dwarves believed could help prevent other natural disasters. The dwarves and fey reached an accord, though the specifics remained a secret closely guarded by both parties. Eventually, a force known as the Darkblight corrupted the fey, and all the dwarves could do was staunch the flow of maligned fey out of the Fangwood, erecting a series of runestones before returning to Kraggodan.

In 4665 AR, an unexplained magical incident left King Borom Greathammer's eldest child, the scholar-warrior Darund, encased in a prison of impenetrable crystal. Unable to free Darund and restore his heir to life, the king had the crystal hidden in the citadel's deepest, most secure vault and removed himself from governance in a period of extended mourning. Since that day, governance of Kraggodan has fallen to a select group of representatives known as the Evenhanded Synod.

In just the last 2 years, events took an even more calamitous turn, as evidence came to light of Molthuni intrusion into Kraggodan's vaults (including that which held Prince Darund). While the full extent of damage has yet to be fully cataloged, the audacity of such an attack prompted Kraggodan's diplomats to demand

an explanation. The Molthuni government escalated matters by imprisoning the diplomats, leading to an ill-fated sortie by a punitive army from Kraggodan. Unable to retrieve their diplomats, the dwarves returned to their mountain fortress with the Molthuni army at their backs. Since then, Molthuni forces have besieged Kraggodan, and a sizable army remains camped in Nirmathi territory in the eastern foothills at the base of the Mindspin Mountains.

GOVERNMENT AND LAW

A monarchy based around ruling clans has traditionally ruled Kraggodan. Ascendant clans made up the first rulers of the Sky Citadel, providing a king or queen to manage governance. The succession of these clans has been tumultuous in the past, with some dying off, finding themselves evicted from their ruling position in the aftermath of scandal, or simply desiring to move away from governance. In the past 300 years, Kraggodan had one of its deadliest changes in leadership, when clan Greathammer deposed clan Dar-Ain following the shocking discovery of Dar-Ain allying with Droskarans from the Five Kings Mountains.

The more recent and unexpected loss of King Borom Greathammer's first son has muddled Kraggodan's line of succession. By right, Borom's second child, Thramirra Greathammer, is in line to become queen of the Sky Citadel. She's refused the position as part of her paladin's oath to Trudd, whose local church and sizable armed militia she leads with the title of Exemplar. Gorm Greathammer, Borom's third child, also refuses to take the title, believing that his father will one day return from his self-imposed isolation to once again rule his people. In light of this, the leaders of Kraggodan formed the Evenhanded Synod, a temporary governing body made up of several prominent political, military, and religious leaders within Kraggodan.

While the Evenhanded Synod dispenses new edicts and presides over judgment of accused criminals, it falls to the armies of Kraggodan to enforce the law. Kraggodan's military has existed since before the Quest for Sky in one form or another, and for the dwarves, there is no difference between the role of a battlefield veteran and a seasoned keeper of the peace—to Kraggodan's citizens, the army is the city guard. Warriors bedecked in iron breastplates patrol the streets with rigid efficiency, while those encased in intricate sets of stoneplate are summoned only to deal with the few threats arising within the Mountain Hold. As the adherence to law is an important cultural element of Kraggodan's dwarves, the Sky Citadel's defenders spend far more time repelling the occasional Darklands intruder than they do suppressing insurrection among the populace.

The churches of Drannngvit and Kols are routinely summoned when subtler means are necessary to

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Mountain Hold

To Upper Fastness



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keep the peace. Inquisitors of both churches are dispatched—often by direct order of the Evenhanded Synod—to prevent the escalation of tensions between Kraggodan's many clans. Servants of Kols call upon the noble aspirations of clans, helping them see the error of their ways before matters of internal strife escalate to the point of violence. The grim-faced interrogators of Dranngvit are far less forgiving, and their appearance is often sufficient to curtail growing tensions between families. In the extremely rare cases where clans or other entities ignore the entreaties of these churches, more direct (and often violent) action is taken to maintain order within the Sky Citadel.

SOCIETY

Clans compose much of Kraggodan's social structure, with their total numbers always close to 100. The number of Kraggodan's clans was once far higher, swollen by clans fleeing from the fall of Koldukar, but dropped precipitously in the aftermath of the Shining Crusade. Each clan is a familial unit, sometimes numbering in the hundreds, though many clans include only a few dozen members. Clans are responsible for various duties and often bear longstanding ancestral charges, such as maintaining sections of the Sky Citadel or administering certain services within the settlement.

Kraggodan's desire for foreign commerce and trade began when explorers from expansionist Taldor made their way to the base of the Mindspin Mountains. The arrival of non-nomadic peoples (unlike the indigenous Kellids, with whom the dwarves had conducted genial but inconsistent business) necessitated the conversion of the Upper Fastness into as much a trade market as it was a series of defensible military choke points. Foreigners making brief stops at the Sky Citadel could sell their wares in the looming shadow of the mountains, while only those with longer-term interests would be admitted to the Mountain Hold. Even today, while enduring an ongoing Molthuni siege, the stubborn dwarves of Kraggodan do their utmost to maintain their trade agreements with outside parties.

A number of the Sky Citadel's institutions are guided by religion, even those without direct affiliation to a specific temple. In addition to their faithful devotion to Torag, the dwarves of Kraggodan also revere several other deities. Angradd the Forge-Fire, the dwarven god of war, is believed to have

had a direct hand in influencing Kraggodan to join the Shining Crusade against the Whispering Tyrant, but nearly all of his faithful were lost in the war, and his worship has since fallen out of favor. As Kraggodan is now more determined to protect its holdings than to send crusaders out into the wider world, the militant faith of Trudd has largely supplanted that of Angradd. The deities Dranngvit, Grundinnar, and Kols are equally revered for fostering business and community within Kraggodan, and each maintain sizable churches within the Mountain Hold.

GAZETTEER

The following section presents information on key locations found throughout Kraggodan, including areas in the Mountain Hold and Upper Fastness. Many more sites of interest exist in the city than are listed here; these brief overviews are merely representative examples of the unique locales that await discovery in the Sky Citadel.

UPPER FASTNESS

Fortresses and outposts appear for miles along the northern and southern paths of the Mindspin Mountains, but only the Upper Fastness is considered truly connected to Kraggodan. This area is partially



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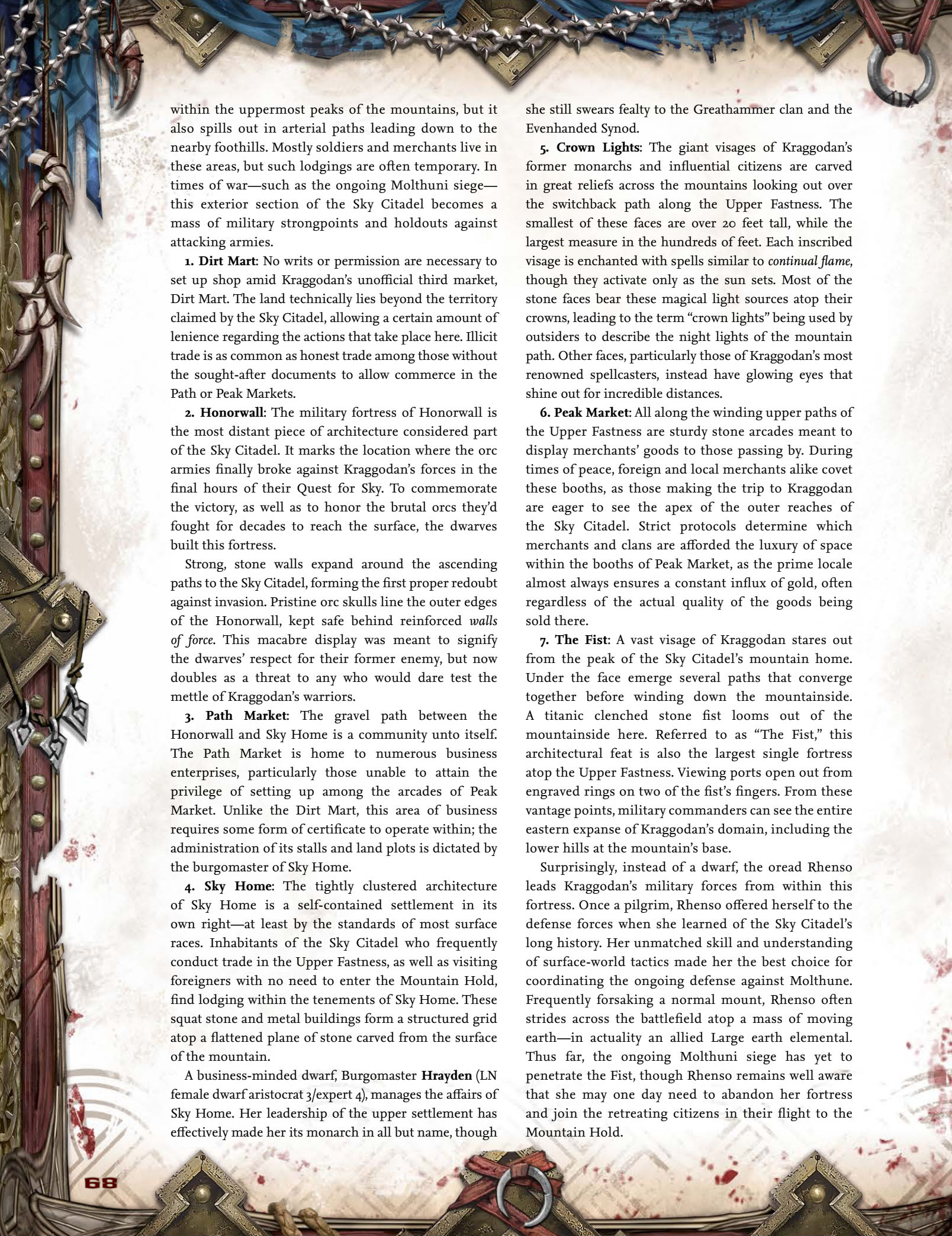
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within the uppermost peaks of the mountains, but it also spills out in arterial paths leading down to the nearby foothills. Mostly soldiers and merchants live in these areas, but such lodgings are often temporary. In times of war—such as the ongoing Molthuni siege—this exterior section of the Sky Citadel becomes a mass of military strongpoints and holdouts against attacking armies.

1. Dirt Mart: No writs or permission are necessary to set up shop amid Kraggodan's unofficial third market, Dirt Mart. The land technically lies beyond the territory claimed by the Sky Citadel, allowing a certain amount of lenience regarding the actions that take place here. Illicit trade is as common as honest trade among those without the sought-after documents to allow commerce in the Path or Peak Markets.

2. Honorwall: The military fortress of Honorwall is the most distant piece of architecture considered part of the Sky Citadel. It marks the location where the orc armies finally broke against Kraggodan's forces in the final hours of their Quest for Sky. To commemorate the victory, as well as to honor the brutal orcs they'd fought for decades to reach the surface, the dwarves built this fortress.

Strong, stone walls expand around the ascending paths to the Sky Citadel, forming the first proper redoubt against invasion. Pristine orc skulls line the outer edges of the Honorwall, kept safe behind reinforced *walls of force*. This macabre display was meant to signify the dwarves' respect for their former enemy, but now doubles as a threat to any who would dare test the mettle of Kraggodan's warriors.

3. Path Market: The gravel path between the Honorwall and Sky Home is a community unto itself. The Path Market is home to numerous business enterprises, particularly those unable to attain the privilege of setting up among the arcades of Peak Market. Unlike the Dirt Mart, this area of business requires some form of certificate to operate within; the administration of its stalls and land plots is dictated by the burgomaster of Sky Home.

4. Sky Home: The tightly clustered architecture of Sky Home is a self-contained settlement in its own right—at least by the standards of most surface races. Inhabitants of the Sky Citadel who frequently conduct trade in the Upper Fastness, as well as visiting foreigners with no need to enter the Mountain Hold, find lodging within the tenements of Sky Home. These squat stone and metal buildings form a structured grid atop a flattened plane of stone carved from the surface of the mountain.

A business-minded dwarf, Burgomaster **Hrayden** (LN female dwarf aristocrat 3/expert 4), manages the affairs of Sky Home. Her leadership of the upper settlement has effectively made her its monarch in all but name, though

she still swears fealty to the Greathammer clan and the Evenhanded Synod.

5. Crown Lights: The giant visages of Kraggodan's former monarchs and influential citizens are carved in great reliefs across the mountains looking out over the switchback path along the Upper Fastness. The smallest of these faces are over 20 feet tall, while the largest measure in the hundreds of feet. Each inscribed visage is enchanted with spells similar to *continual flame*, though they activate only as the sun sets. Most of the stone faces bear these magical light sources atop their crowns, leading to the term "crown lights" being used by outsiders to describe the night lights of the mountain path. Other faces, particularly those of Kraggodan's most renowned spellcasters, instead have glowing eyes that shine out for incredible distances.

6. Peak Market: All along the winding upper paths of the Upper Fastness are sturdy stone arcades meant to display merchants' goods to those passing by. During times of peace, foreign and local merchants alike covet these booths, as those making the trip to Kraggodan are eager to see the apex of the outer reaches of the Sky Citadel. Strict protocols determine which merchants and clans are afforded the luxury of space within the booths of Peak Market, as the prime locale almost always ensures a constant influx of gold, often regardless of the actual quality of the goods being sold there.

7. The Fist: A vast visage of Kraggodan stares out from the peak of the Sky Citadel's mountain home. Under the face emerge several paths that converge together before winding down the mountainside. A titanic clenched stone fist looms out of the mountainside here. Referred to as "The Fist," this architectural feat is also the largest single fortress atop the Upper Fastness. Viewing ports open out from engraved rings on two of the fist's fingers. From these vantage points, military commanders can see the entire eastern expanse of Kraggodan's domain, including the lower hills at the mountain's base.

Surprisingly, instead of a dwarf, the oread Rhenso leads Kraggodan's military forces from within this fortress. Once a pilgrim, Rhenso offered herself to the defense forces when she learned of the Sky Citadel's long history. Her unmatched skill and understanding of surface-world tactics made her the best choice for coordinating the ongoing defense against Molthune. Frequently forsaking a normal mount, Rhenso often strides across the battlefield atop a mass of moving earth—in actuality an allied Large earth elemental. Thus far, the ongoing Molthuni siege has yet to penetrate the Fist, though Rhenso remains well aware that she may one day need to abandon her fortress and join the retreating citizens in their flight to the Mountain Hold.

MOUNTAIN HOLD

Kraggodan's oldest edifices occupy a wide cavern over a vast body of molten lava, referred to as Mountain Hold. The area houses the majority of Kraggodan's permanent population, and connects to the surface by a series of lifts that lead up to the surface entrances of the Upper Fastness. Stone aqueducts connect to the interior walls of the mountain, providing both the Mountain Hold and the Upper Fastness sub-settlement of Sky Home with fresh water.

8. Vault Way: A series of seven reinforced adamantine doors bar the path between the Mountain Hold and the lowest vaults of Kraggodan. Each of the immense metal doors is inscribed with dozens of runic glyphs, empowering them against attack and unleashing terrible dwarven magic against any would-be destroyers. Between each set of doors is a wide hall, connecting to numerous storage vaults located throughout the mountain. The furthest vaults bear the items of greatest import, with the final door barring passage to Kraggodan's greatest charge, the crystal-encased body of Prince Darund.

The brown- and gray-clad wardens of the church of Trudd stand alongside honored members of Kraggodan's formal military in defense of the passage. All such guardians are permanently sealed into their stoneplate armor. These guards are each provided with a *ring of sustenance* to ensure their bodies do not wither, and have special training that enables them to sleep while standing in their ornate armor.

9. Trudd's Stronghold: The sound of weapons clashing and armor deflecting assaults echoes from the halls of Trudd's Stronghold. The dwarven servants of the Mighty honor their deity by constantly engaging in defensive drills, preparing for any future assaults on the citadel. With the Molthuni army at the Upper Fastness's gates, the faithful have increased the frequency and intensity of this training, and veteran followers take it upon themselves to train both neophytes and lay citizens of Kraggodan for the impending conflict.

Exemplar Thramirra Greathammer directs the operations of the stronghold and satellite churches when not fulfilling her responsibilities to the Evenhanded Synod. Her devotion to the church of Trudd is such that she makes no claim to the throne of Kraggodan. Like her father, she mourns the loss of Kraggodan's former heir apparent, her brother Darund, but she believes she can honor him best by ensuring no dwarf ever succumbs to the same fate.

10. Edge Mines: Kraggodan's first settlers feared that the iron-rich stone that made up the Sky Citadel's primary cavern would foster resentment and greed among the city's inhabitants, as ravenous clans might turn on one another to claim the resource-rich deposits. Even in the face of such temptation, however, the city's founders trusted that the people would never wish to

live in a mine, but rather the artfully constructed city that would rise from the stone. To slake any conflict over the cavern's resources, the founders established iron mines (as well as many dedicated to other ores, gems, and precious metals) deep beneath the cavern, in the bowels of the mountain. These mines are accessible via intricate systems of scaffolding scaling the high rock face overlooking the great lava lake deep beneath the city.

Clan Gilmholm currently holds the warrants necessary to perform mining in these hard-to-reach locations, a task which it does with great care. Miners bedecked in spelunking equipment rappel off the edge of the iron cavern floor in search of new veins to claim. When authorized to do so, mining operations begin with the creation of a horizontal tunnel into the edifice, which is later accessible by semi-permanent stairs or, in rare cases, mechanical lifts and conveyors. Prospector **Dhuzra** (NG female dwarf expert 5/ fighter 2) oversees Clan Gilmholm's mining efforts, just as she's overseen the past half-dozen houses to earn Kraggodan's mining rights. Unlike with other mining endeavors, she's considered temporarily halting the current operation after reports of at least a dozen miners going missing. The cause for these disappearances remains unknown, but some point to a marked increase of earth elemental activity in the caverns surrounding Kraggodan.

11. Igneous Prison: This inward-facing fortress is built atop a perfectly cylindrical hole in the floor of Kraggodan's Mountain Hold. With a diameter of almost 60 feet, the blemish is reputedly the work of numerous dwarven spellcasters working together to intentionally create a disposal chute for the Sky Citadel's waste. The chute eventually opens into a vast cavern located below Kraggodan, its floor a lake bed of molten lava.

While the lower levels of the chute do connect to numerous waste disposal tunnels, the edges of the upper levels are instead scored with hundreds of open cells. Here, the worst of Kraggodan's few criminals are held to await judgment, or serve time as determined by the Evenhanded Synod. Wardens move among the cells with the help of magical floating platforms keyed to their identities, thus preventing the inmates from using them to escape. Even if an inmate manages to escape his cell, the upper fortress of the Igneous Prison contains almost a hundred skilled dwarven soldiers in service to the deity Kols.

12. Kraggodan's Fall: A silver likeness of the Sky Citadel's namesake stands here, defiantly facing down an iron statue of an orc. The scene represents Kraggodan's death, and marks the spot where the final great battle to decide the fate of Kraggodan's expedition occurred. A circular base of gold-capped stone bears the twin statues, along with memorials to every monarch to

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rule Kraggodan since that defining battle. Even fallen rulers or those with ignominious legacies, such as the monarchs of clan Dar-Ain, are listed, as the church of Dranngvit believes any sort of perversion of knowledge is a sin against the goddess.

13. Clan Dar-Ain's Seat: Almost 300 years ago, clan Dar-Ain bore the crown of Kraggodan. Its king seeded his clan's downfall when he secretly married a daughter of Ordrik Talhrik, former ruler of the Five Kings Mountains. The Talhrik clan was fervently devoted to Droskar, and the marriage led clan Dar-Ain down a similar path. Before the whole of Kraggodan fell to the Dark Smith's pervasive toil, clan Greathammer besieged the ancestral seat of Dar-Ain and ended that clan's rule. The abandoned halls of the destroyed clan Dar-Ain remain sealed to the people of Kraggodan. Warders from both Kraggodan's army and the church of Trudd patrol the outer edges of the vast fortress, preventing inquisitive citizens or visitors from entering the haunted halls.

A multitude of corrupt elementals, demons, dwarven traps, and even undead retainers of clan Dar-Ain infest

the sprawling compound. Thus far, all attempts to cleanse the fortress have failed, and a policy of containment has kept all but the foul memory of the former ruling clan from seeping out. Some members of the Evenhanded Synod are interested in seeing this stain in Kraggodan's midst fully cleansed, though thus far, the only parties interested in exploring the charred iron keep are agents of the Pathfinder Society. Gorm Greathammer is eager to let the Pathfinders in, but other members of the Synod are less willing to allow outsiders a glimpse of such a blemish on their history.

14. Greathammer Bastion: The seat of clan Greathammer was considered one of the great clan halls, even prior to its ascension to Kraggodan's throne. The Greathammer clan took the reins of power when it prevented the previous ruling clan, Dar-Ain, from converting the Sky Citadel to the worship of Droskar. No other clan opposed the change, and the Greathammers have ruled Kraggodan ever since that tumultuous point in history.

The outer walls of the fortress are covered in great adamantine sheets embossed with the clan emblem—the eponymous greathammer. Once the home of the former king, the fortress now houses only Borom's loyal descendants, most notably his third son, Gorm Greathammer. A storied Pathfinder faced with the burdens of leadership, Gorm has accepted a prominent position among the Evenhanded Synod as a concession for his refusal to take the mantle of king. When not dealing with political matters, Gorm invites foreigners (especially Pathfinders) to his familial hold, treating them to a fine dwarven meal in exchange for tales of adventure and happenings outside of Kraggodan.

Though no sanctioned Pathfinder Lodge exists in Kraggodan, Greathammer Bastion is the closest to one, and some members of the Society believe Greathammer will soon be promoted to venture-captain and make the clan hall's role in the organization official.

15. Runesmith Alley: A handful of smiths and arcane spellcasters maintain shared shops in this unique district. Each smith crafts masterwork arms and armor, while the spellcasters offer enhancement services at reasonable rates. Such practices are performed by dwarves currently unaffiliated with any of Kraggodan's clans,

RHENSO

as clan spellcasters and smiths are often required to provide their services only to clan members. This area is one of the most highly visited sections of the city by outsiders; both mercenaries and nobles clamor for the finely wrought equipment that dwarves are renowned for producing.

16. Delvers' Lodge: The fast-talking **Pate** (NE male human rogue 7) operates the Delvers' Lodge, capitalizing on Gorm Greathammer's open association with and encouragement of the Pathfinder Society's activities in Kraggodan and the surrounding areas. He offers "missions" to those not affiliated with the Society, spinning these endeavors as a way of fast-tracking individuals interested in joining the Pathfinder Society or as opportunities for those who have, for whatever reason, gotten into the Decemvirate's poor graces.

Masquerading as a street cafe, the Delvers' Lodge is nothing more than a front for Pate's impromptu mercenary operations. He takes a sizable finder's fee, and frequently offers missions that take interested parties down into the Darklands. Pate also maintains many contacts among the guards maintaining Kraggodan's lower vaults, and can gain adventurers entry into the first three gates of Vault Way, a level of access he maintains through a mix of bravado, bribery, and extortion. Despite creating unwanted competition for the Pathfinder Society, Pate has thus far done a good job of avoiding the Society's attention, largely by keeping his expeditions limited to less scrupulous missions than the Pathfinders undertake in the region under the guidance of a member of the Evenhanded Synod, Gorm Greathammer.

SKY CITADEL BESIEGED

Much of the information presented in this article details Kraggodan as it would be found during times of peace. However, at the onset of the Ironfang Invasion Adventure Path, Kraggodan is a place under siege. In 4715 AR, approximately 2 years prior to the expected start of the Adventure Path, the nation of Molthune assaulted Kraggodan. The following provides important information relating to the siege, as well as potential future perils of the Sky Citadel specifically tailored to GMs running the Ironfang Invasion.

Dwarves in Their Mountain: Perhaps the most important tactical element to understand about the ongoing Molthuni siege is that it has yet to break past Kraggodan's uppermost fortress of the Upper Fastness, the Fist. The implacable defense of Marshal Rhenso ensures that enemy soldiers have yet to enter the mountain. Molthune's armies continually blunt themselves against the dwarven defenses, unable to fully dismantle the sturdy stone bulwarks set against them. The sub-settlement of Sky Home has repeatedly fallen to Molthuni aggression, but most times it has already been

abandoned by the time the army marches up its wide entry stairs. Rhenso sees the eventual need to retreat to the Mountain Hold as a foregone conclusion, but she enjoys harrying her Molthuni counterparts, who she assumes realize that the battle of the Upper Fastness is just a preview of the hardship to come in assaulting the mountain's interior.

Inside the Mountain Hold, the Evenhanded Synod holds routine discussions on how to proceed should the Upper Fastness fall. Ample food stores and underground farming ensure the dwarves can last for centuries before worrying about starvation. While much of Kraggodan's armed forces are engaged on the surface, there is no doubt that should the Mountain Hold come under threat, the divine defenders of Trudd will lead the active defense against the human aggressors. Even then, the mechanics of the elevators connecting Mountain Hold to the Upper Fastness are such that Kraggodan could easily lower the elevators and prevent them from returning to the surface, effectively isolating the interior city from a traditional siege.

All of these considerations, when combined with Kraggodan's ongoing successes, mean that the dwarves feel little active pressure regarding the human siege. They view the assault as a reaffirmation of their martial prowess and the pigheaded nature of Molthune. After all, 2 years is a short span in the life of a dwarf, and thus far Molthune has—in most dwarves' eyes—only managed to displace and inconvenience a number of merchants.

Molthune's Advance: The determined General **Cadmius Ortho** (LG male human bard 4/cavalier^{APG} 7/battle herald^{APG} 3) leads Molthune's siege armies, and has come to equally loathe and respect his foes. Orders from his political superiors demand that the Sky Citadel's architecture remain as undamaged as possible—a feat that effectively hobbles the ongoing attempts to claim the dwarven bastion. Every time a significant advance is made against the dwarves, Ortho is forced to recall his forces to regroup in light of concentrated dwarven fire from within their numerous guard posts and fortresses along the mountain pass.

As though to mock Ortho, each time the Molthuni army regroups at the base of the mountain, the elevators of the Sky Citadel activate and disgorge previously sheltered civilians back to the upper markets. The sudden influx of noncombatants necessitates a slow advance by the Molthuni, as Ortho is diligent to ensure that no innocent blood falls by his troops' hands. This process has repeated itself five times since the commencement of the siege, and many in the Molthuni army now urge their commander to dismantle the various markets leading to the mountain's summit and permanently claim Sky Home as a forward base of operations.

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Ravithra's naga children gathered around the bowl placed before them, bending their sinuous necks so that they might lap up the elixir of immortality she had promised them. But their servant, Sudachala, had betrayed them. The bowl was an illusion, and the nagas cut their tongues on blades of sharp sedge grass. Hissing in pain, they slithered away in all directions—down dark holes, beneath ruined temples, into the most untamed of jungles, and even into the realm of dreams. Alone in the forgotten places of the world, some of Ravithra's children took comfort in tending to lost things and old secrets, growing in power as they lorded over their newly claimed dominions. But the spirit nagas nursed their bitterness over long seasons. They had been denied godhood, and they would not forgive.

—Prandeep Vash, *Commentaries on the Azvadeva Pujila*

With their giant-snake bodies and intelligent humanoid faces, nagas are unmistakable denizens of Golarion's dark caverns and moldering temples. The typical naga encountered by most adventurers is a cruel, suspicious creature, poised to spit a spell or lash out with fangs at the slightest provocation. But nagas can also be wise, thoughtful, and even benevolent when approached with respect. Careful students of the histories of fallen empires—including their own—nagas know secrets that even the ancient elves have forgotten.

The naga race comes in a variety of subspecies, each with its own unique physiology, supernatural talents, and outlook on the world. They dwell in equally diverse habitats: city sewers, crumbling ruins, secluded rivers, and even the Dimension of Dreams. If there is a common theme in their choice of lairs, it is isolation. Nagas tend to prefer living in spaces that other races have forgotten, keeping to themselves or gathering only the servants they require to satisfy their needs. When they do partner with other races or settle near the hustle and bustle of civilization, it is because doing so furthers their private aims.

And these private aims are everything to a naga.

That is the one trait that unites the entire naga race, despite their otherwise divergent alignments and personalities: possessiveness. All nagas are obsessives of one kind or another, and all have a domain they think of as exclusively their own. In water nagas (*Pathfinder RPG Bestiary* 3 199), this expresses itself as simple territoriality. For dark and slime nagas (*Pathfinder RPG Bestiary* 6 199), it manifests both in the odd collections they accrue and as a need to dominate lesser creatures. Guardian and royal nagas (*Bestiary* 3 198) claim ancient vaults or even entire abandoned cities. Alternatively, the domain might be an area of expertise. Lunar nagas (*Bestiary* 3 197) track the movement of the stars, dream nagas (*Bestiary* 6 198) slip in and out of sleepers' nightmares, and spirit nagas hoard occult secrets. Whether her domain is a literal or figurative one, in her own realm a naga sees herself as the absolute authority. Those who would challenge a naga in the domain she has claimed would do well to beware.

ECOLOGY

Nagas are reptilian creatures. Cold-blooded by nature, they prefer warm to temperate climates. Unlike snakes, most nagas are either naturally light-averse or simply too cautious to spend much time basking in the sun to warm up. Instead, they do their best to make their lairs as comfortable as possible. They collect sumptuous rugs and silken curtains with which to line their chambers, and command their servants to stoke burning braziers or fire pits. When possible, they also take advantage of hot baths or natural sulfurous springs. Nagas whose pursuits take them deep underground or into colder

climates favor the spell *endure elements*, though they prefer to gain the abjuration from a magical ring or amulet rather than expend their magical gifts learning it for themselves.

In combat, nagas are first and foremost spellcasters. Even the basest water naga can cast spells in the manner of a sorcerer, and some nagas' magical talents are so potent they can even master divine spells. Dream nagas, for their part, wield psychic spells. Encounters with a naga thus typically begin with the serpent bringing her magic to bear, sizing up the party under the cover of *invisibility* or *obscuring mist*. If the naga believes the party can be misdirected or bent to her will, she casts charm spells upon the weakest minds—and many naga varieties have supernatural talents that aid in these efforts. If combat cannot be avoided, the naga casts spells from a distance, and from behind cover if possible, before slithering away. Only if backed into a corner or forced to defend her domain will she strike out physically.

Nagas are carnivorous, rightly seeing themselves at the top of their respective food chains. They tend to travel when they hunt, to preserve the sanctity of their lairs. Nagas primarily devour livestock and wild herbivores, though humanoids follow at a close second; in civilized areas, nagas hunt the slums at night, or make discreet arrangements with local drovers and slavers. With so many magical and physical attacks at their disposal, including poisonous bites or stings, they have little trouble subduing and devouring prey—some even charm their victims into a deadly embrace.

Despite their humanlike faces, nagas can easily dislocate their jaws to swallow human-sized prey. However, digesting such huge meals leaves nagas lethargic and clumsy. Further, they regard themselves as creatures of intellect, with base biological needs being somewhat embarrassing and beneath their consideration. So while a dark naga might keep her servants in line by threatening to devour them alive, in truth naga dining is an intensely private affair. Unless they have a strategic reason to do so, nagas never let anyone see them eat.

This is not to say that nagas don't enjoy a banquet. All but slime nagas have keen senses of smell, and they love indulging their senses with delicacies that are both fragrant and easily devoured with no hands. The rare naga who entertains guests treats her visitors to course after course of small plates loaded with edible flowers, honeycombs, and aromatic fruits. These dishes are accompanied by wine and liqueurs served in widemouthed chalices, while incense burns in every corner. Guests at these functions would do well to thank their naga host but not linger at the table. More than one impertinent adventurer has remarked on the absence of a main course, only to become dessert after his fellows have departed.

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Mating among nagas is usually an informal affair driven more by instinct and lust than by affection, though guardian and royal nagas take pairing seriously, and deep nagas (see page 90) reproduce asexually. Unless two nagas share a certain territory or interest, the male quickly departs after mating. The female then lays a clutch of three to seven eggs. (Dark, slime, and water nagas may lay more, but infant fratricide is common and many of their hatchlings do not survive to adulthood.) Naga eggs take around 3 months to hatch, and the mother rarely leaves the nest in that time.

Despite these unglamorous beginnings, nagas are surprisingly doting parents. It takes naga hatchlings a full 3 years to come into their magical abilities, and in that time they are carefully watched and nurtured. Even the crude water nagas exhibit a fierce pride in those offspring who survive the predation of their siblings. The mother nagas do everything they can to prepare their young for the harsh realities of their environs, indoctrinating them with a lifetime of strategies for manipulating humanoids and preserving their own skins.

After 3 years, the young nagas are able to make their way in the world. Dark, slime, and water nagas immediately push their hatchlings out of the nest to forge their own domains. Other species may allow their young to remain for further magical instruction or foster them with elder blood relatives for long apprenticeships. Firstborn guardian and royal nagas may never leave their parents' sides, forming dynasties that can last for centuries.

Once out of the nest, a young naga works to secure territory of her own and pursue her esoteric interests. She also eagerly hunts for gold or magical items that can aid in the pursuit of these ends. Most of the nagas encountered as sidekicks or as servants of other creatures are awaiting some payment in the form of gems, magical finery, or rare tomes. Once she has built up a sizable amount of material wealth, the naga departs to claim

a lair of her own—ideally an overlooked ruin or temple—where she can conduct her studies in peace or force the local humanoids into servitude. Once she has established herself, she allows no other naga into her domain unless they are related by blood. With the exception of mating season, rivals are fought off and weaker nagas are bullied into submission.

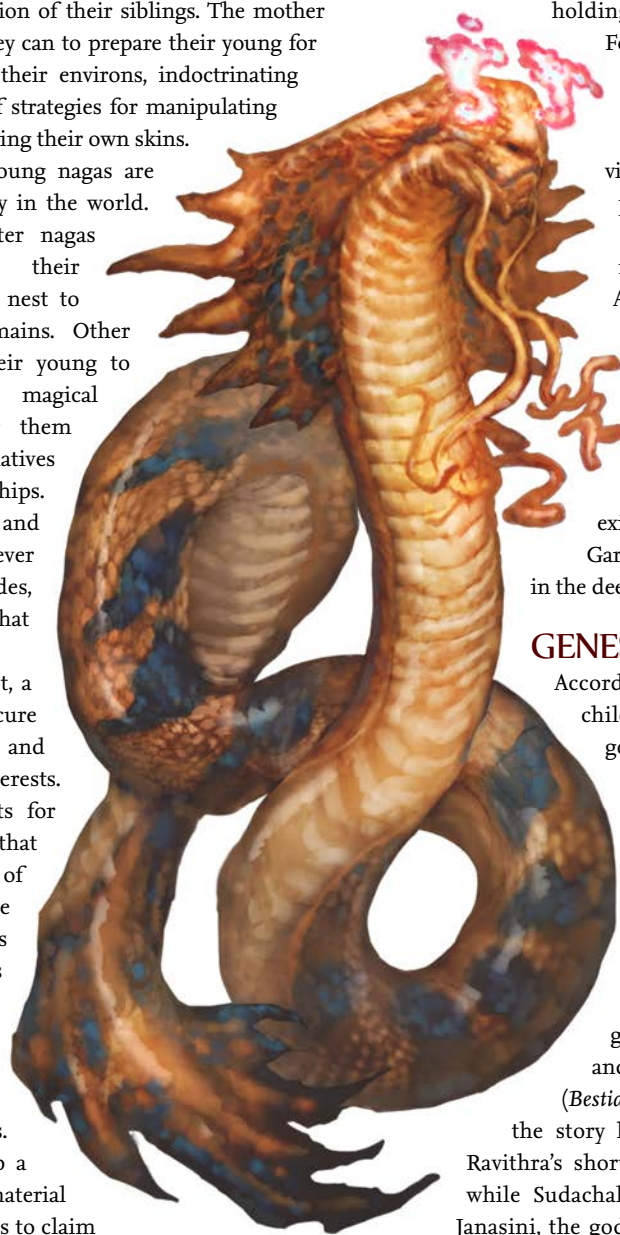
Once they reach their full adult size, nagas age slowly. If not felled by injury or disease, an active naga lives about 250 years. However, most nagas choose to hibernate about once every 70 years instead. This period of torpor, which can last for decades, has a regenerating effect, essentially restarting the naga's biological clock. For all practical purposes, this renders the naga effectively immortal. However, these periods of hibernation grow longer with age, and they leave the naga's territorial holdings at the mercy of her rivals.

For this reason, many elder nagas still seek the secret of true immortality.

Nagas primarily advance via class levels. However, a particularly long period of torpor may cause a naga to grow in both size and magical ability. A naga who has just awakened in this manner is half-blind and must shed her skin, rendering her particularly vulnerable, and hence suspicious and violent, until she has done so. Reports exist of nagas who have attained Gargantuan and even Colossal size in the deepest jungles.

GENESIS AND SOCIETY

According to myth, nagas are the children of Ravithra, the Vudrani goddess of nagas and snakes. In these tales, Ravithra is a canny matriarch, always angling to accrue more power and influence for her nestlings. In one well-known epic, she nearly succeeded in granting the naga race immortality, only to be thwarted by the god Gruhashta the Keeper and Sudachala, the first garuda (*Bestiary* 3 123). (Human versions of the story hint that Gruhashta resented Ravithra's shortcut past true enlightenment, while Sudachala sought to free his mother Janasini, the goddess of birds, whom Ravithra



had enslaved.) Injured in the incident, Ravithra's naga children slithered off in all directions, splintering the naga race into its various subspecies and beginning an enmity between nagas and garudas that persists to this day.

Nagakind may not have been gifted with immortality, but it was gifted with an empire: nagas were Vudra's first rulers. Amid the vast jungles, rolling hills, and unspeakably tall mountains of southeastern Casmaron, the early nagas built one of Golarion's first nation-states. Hungry for subjects and labor, they secured the services of the native ophidian races, particularly vishkanyas (*Bestiary* 3 281), as well as Vudra's nascent gripli (*Pathfinder RPG Bestiary* 2 149) and catfolk (*Bestiary* 3 47) tribes. When humanity rose to prominence, nagas eagerly incorporated them into their holdings as well. Prizing the humans' gift for stone- and metalwork, the ruling nagas spurred their servants to create resplendent palaces of marble and mahogany to house them, and soaring, intricately carved stone temples so that their slaves might worship them. Over time, the humans grew so prolific and so capable that the nagas relied on them even for administrative tasks, creating classes of professionals that were the beginnings of the caste system that persists in Vudra even today.

Then, the naga empire fell—in historical terms, practically overnight. Not even the nagas know why. The cataclysm was so sudden, so abrupt, that it erased even the memory of itself.

A few scattered tales and persistent divinations offer hints. Some—particularly spirit naga scholars—blame Gruhastha and Sudachala again, seeing the fall of nagaled Vudra as an echo of the maiming of Ravithra's children. Another story, unearthed by scholars in Jalmeray, speaks of an assembly of hierophants, guided by Desna, that wove a spell that put all of nagakind into a torpor, in which they dreamed of their empire for 444 years. When the nagas awoke, Desna knocked the scales from their eyes, revealing the crumbling ruins of a now-fallen nation. According to certain Pathfinder archaeologists, however, the cause might be more mundane. They claim that the nagas' human thralls, realizing that they outnumbered their serpentine masters, simply rose up in a rebellion so bloody and swift that when the next generation of nagas awoke from their hibernation cycle, they found their forebears had been utterly cast down and themselves left with nowhere to turn for aid.

No matter the cause, the loss of Vudra shattered nagakind as a society. Already insular and territorial, nagas became paranoid and obsessive. They retreated far from the humans who had replaced their empire. They pored over ruins and cryptic texts—their own and from the empires of others—looking for clues to turn back time or right the scales of history. Eventually

their drive to study and collect became an end in and of itself. Their subspecies became even more divided and diverse, isolated in their peculiar habits and habitats, and they ceased to cooperate as a race.

Today naga society exists by and large at the family level. The nest is the core unit of naga culture, with the matriarch at the top and all others deriving their status based on their relationship to her by blood or sometimes mating, as well as on their own personal power. Most groups of nagas that adventurers encounter are thus typically relatives of some kind. Any other such grouping is usually short-lived, unless the nagas are strongly united by a common interest (such as access to an observatory or ley line). Even then, many nagas attempt to formalize the relationship through ritual adoption or some other rite that simulates the family bond.

Naga relationships with other races tend to be determined by relative power. They dominate humanoids when they can, ally with them when it is useful, fight them when they must, and avoid them otherwise. Nagas hate garudas with a passion and regard most other avian creatures with antipathy. They respect dragons for their obvious might, and many nagas have indentured themselves to one dragon or another, particularly if they think doing so will gain them access to treasure or lore. Nagas loathe divs (*Bestiary* 3 82) and most other evil outsiders for the destruction and despoliation they cause—though some resentful spirit nagas ally with asuras (*Bestiary* 3 21), eager to get their coils around stolen artifacts while revenging themselves upon the gods for a thousand slights, real and imagined.

Nagas have a contentious relationship with doppelgangers, rakshasas, and other shapeshifting races. All roughly rival nagakind in power, all have a strong presence in Vudra, and all have ruled major portions of that land at one point or another before becoming unmasked. Currently the rakshasas are once again ascendant, which means many Vudrani nagas find themselves compelled to work with the animal-headed fiends—for now.

NAGAJOR AND THE NAGAJI

There is, of course, one exception to the nagas' tale of societal collapse and insularity: the mighty and mysterious land of Nagajor. A peninsular nation in southwestern Tian Xia, Nagajor is a realm thousands of years old ruled exclusively by nagas. Founded by the matriarch Nalinivati, who went on to become Nagajor's patron goddess, Nagajor is the lone surviving piece of Vudra's lost naga empire. Indeed, many nagas claim their race arose in Nagajor, as if trying to erase the shame of their decline in Vudra.

Two things have contributed to Nagajor's success. The first is the nagaji (*Pathfinder RPG Bestiary* 4 199), a race of humanoid reptiles similar to serpentfolk, albeit stockier

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and well muscled. By magically crossbreeding naga volunteers and humans, Nalinivati and her aides created a servitor race more akin to nagakind in temperament, who would revere the nagas as rulers rather than resent their control.

The second contributing factor is the religious and social structure of Nagajor. Though she herself was a sorcerer, Nalinivati promoted a faith that blended druidic respect for nature with Tian notions of civic religion. Over the millennia, nagaji have come to believe that faithful performance of their duties will be rewarded in social and spiritual advancement, in this life and in their next reincarnations. And just as their patron ascended from queen to goddess, nagaji know their druids can become true nagas if they are faithful (see the naga aspirant archetype on page 196 of *Pathfinder RPG Advanced Race Guide*)—so why should they themselves not persevere in their stations and be good stewards of their lands?

This blend of faith and tradition not only ensures that nagaji serve their masters, but also restrains the nagas' aristocracy. Isolated in sovereign territories separated by wilderness—and bound by law not to harm their neighbors—the ruling nagas have few opportunities to quarrel and scheme beyond the local level.

The result, while not a utopia, manifestly works. Despite superficial appearances, the nagaji are not blind adherents to their rulers. Their naga superiors can be remote, overbearing, or dangerous, and sometimes need to be overthrown. But among the nagaji, this is always seen as a failing of that particular naga, not the system. Their faith in the royal family, their way of life, and Nagajor as a whole remains unshakable.

For more information on Nagajor, see *Pathfinder Campaign Setting: Dragon Empires Gazetteer*. For the nagaji as a race, see *Pathfinder RPG Advanced Race Guide* and *Pathfinder Player Companion: Blood of the Beast*. For a look at a typical nagaji village under the influence of competing naga factions, see *Pathfinder Society Scenario #3-17: Red Harvest*.

FAITH

Vudra is a land where deities manifest in a dizzying array of aspects and avatars, and every mortal rajah's cupbearer might be a demigod in disguise. Meanwhile, every naga in the Dragon Empires knows that Nalinivati spent her mortal life as Nagajor's first queen, elevating herself to godhood through sheer might of magic.

Small wonder, then, that nagas respect the gods but feel little call to revere them. Spirit and guardian nagas don't even need to pray to access their cleric spells. After all, nagas were nearly immortal once, if the stories are to be believed. And if time is cyclical (as many Vudrani mystics espouse), nagas might once again be well along the path to godhood.

Thus nagas tend to emulate the gods rather than worship them, observing their rites as a means of understanding their majesty. Some nagas even purport to be living avatars of one deity or another, encouraging humanoid thralls to worship them. To them this is not blasphemy: they truly see such masquerades as right and proper flattery. Ravithra and Nalinivati, at least, do not appear to begrudge these cults.

Nagas also honor local incarnations of Calistria, Desna, Gozreh, Irori, Pharasma, and Yamatsumi. Lunar nagas favor celestial deities such as Tsukiyo; water nagas are fond of Hanspur. Dark and spirit nagas are especially tempted by fell whispers from beyond. While Ravithra grudgingly cedes this last portion of nagakind to Dhalavei, the Unsuspected Rot (see page 6 of *Pathfinder Module: Cult of the Ebon Destroyers*), because of their shared interest in Vudra, she grows alarmed at the growing influence that Abraxas, Geryon, Lamashtu, and Yaezhing have over her beloved children.

NAGA VARIETIES

Below are the nine most commonly encountered species of naga. With their race's penchant for isolation and secrecy, doubtless more uncatalogued varieties yet exist.

Dark Nagas: Frequenting both subterranean ruins and urban slums, dark nagas are the species most familiar to adventurers. They are interested in material wealth, especially jewelry and luxury items. Dark nagas loathe other nagas—other dark nagas in particular—though they gladly lord over goblins, kobolds, lizardfolk, and orcs. Typical dark naga obsessions include macabre or gothic jewelry; grave goods; and magical bands, circlets, or torques.

Deep Nagas: Little is known of the deep nagas, found far below Golarion's surface in the vaults of Orv. Vast, giant-headed creatures more reminiscent of purple worms than snakes, deep nagas appear to be drawn to and even feed off the ley lines that run through the planet's crust. Cunning and powerful, they sometimes allow troglodytes, skum, and degenerate serpentfolk to reside near them, offering safety so long as the tribes' sacrifices of flesh and magical artifacts keep coming. Isolated as they are deep below even their other subterranean kin, deep nagas are in many ways the least naga-like of any subspecies. See page 90 for more information.

Dream Nagas: Intent on shaping the destiny of the multiverse—or on snuffing out that destiny so that the next cycle of existence may begin—the cobra-like dream nagas slip into sleepers' minds as cryptic messengers and witnesses. Dream nagas have few allies, though they respect samsarans (*Bestiary* 4 230), who take a similarly long view of existence. Dream naga nests often owe allegiance to a single rishi whose precepts guide their actions. Dream naga lairs are always carefully tucked

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away deep in the Dimension of Dreams. Typically, these are filled with pearls as large as harvest apples—some of which may contain an important memory, a suspended spell, or a whispered prophecy.

Guardian Nagas: Guardian nagas protect sites of religious ecstasy or natural wonder, including shrines, monasteries, sacred grottoes, or waterfalls. Often they are found in mated pairs, and a single naga family may protect the same site for centuries, aiding and aided by the shrine's humanoid faithful (if any yet remain). Many are on friendly terms with couatls. Guardian nagas place great value on preserving the rituals and regalia of endangered or extinct religions. However, theirs is a static notion of preservation, with little room for study or curation: most guardian nagas consider scholars and archivists no better than tomb raiders.

Lunar Nagas: The weakest nagas currently known, lunar nagas are nocturnal creatures who love to study the sky. They prefer to dwell on mountaintops or abandoned towers, though a rare few take positions at universities or aboard ships as navigators. Astrologers and cosmologists by nature, lunar nagas each tend to focus on a specific heavenly body, constellation, or astronomical phenomenon, collecting instruments and treatises that will further their mastery. Ancient observatories tend to attract nests of lunar nagas, some of whom go on to form stargazing cults. Many lunar nagas are driven mad by their studies, however, so these cults often come to tragic ends.

Royal Nagas: The paragons of nagakind, royal nagas are majestic, five-headed serpents with cobra hoods and crippling supernatural gazes. Even more than most nagas, they are obsessed with fallen empires and lost cities. In her native jungle, one royal naga may lay claim to an entire temple complex or shattered palace. Other royal nagas live among humanoids, using their supernatural shapechanging ability to put on as many as five different guises. One of these is always a ruler, hierophant, merchant prince, or guru of some sort. Royal nagas who suffer a great trauma or loss of status are prone to multiple-personality disorders. Some adventurers have found themselves working for a royal naga, only to find the serpent's most hated foe is simply another aspect of herself.

Slime Nagas: Slime nagas are hideous creatures that dwell in sewers and fungal caverns. They exhibit supernatural control over unintelligent oozes. In addition to her pet slimes, a slime naga often builds cults from the tramps, ragpickers, and mongrelmen (*Bestiary* 2 191) who share her sewers, masquerading as a herald of Dhalavei, as the demon lord Jubilex or Cyth-V'sug, or as a deity in her own right. Slime

nagas also bully outcast Darklands species, including dark folk (*Pathfinder RPG Bestiary* 5 66), derros, skulks (*Bestiary* 2 248), and weaker nagas. Status and secrets are everything to slime nagas, and their schemes almost always involve blackmail. Often the secrets they collect inspire more material collections as well—a slime naga tormenting a counterfeiter may start collecting rare coins, for instance.

Spirit Nagas: Spirit nagas are the witches of nagakind, making dark pacts with even darker powers. They dwell in sites of corruption and desolation: acidic bogs, battlefields, desecrated graveyards, and spell-blasted wastes. Greasy-haired and pockmarked, spirit nagas rely on their charming gazes to ensnare thralls. Their rare alliances are typically with other, equally foul beings, particularly lesser asuras, ogres, oni (*Bestiary* 3 205), and tieflings. Hags sometime consider spirit nagas honorary sisters. Typical spirit naga obsessions include blasphemous tomes, sacrificial blades, spirit dolls, and objects associated with millenarian cults. For more information, see page 213 of the *Bestiary*.

Water Nagas: Both migratory and highly territorial, water nagas are a threat to fishers, boaters, and barges. Nevertheless, these serpents pride themselves on being travelers and tale collectors. Riverfolk who avoid a



water naga's territory but welcome her when she comes calling can learn all manner of gossip. Water nagas often squabble with each other and alternately trade with or subjugate local lizardfolk, fey, and the odd green hag. In addition to collecting stories, they gather waterproof maps, signal flags, and the magical tokens given as favors by the fey.

NAGAS ON GOLARION

Nagas dwell throughout Avistan, Casmaron, Garund, Tian Xia, and beyond, as well as in the Darklands beneath the same continents. Below are only some of the many dark corners where they may be found.

Absalom: Nagas are surprisingly common near the City at the Center of the World. From the sunken alleys of the Puddles district to the siege castles that dot the Cairnlands, there is a great deal to attract the obsessive serpents, especially dark, slime, and water nagas. Of late, the spirit naga Chali Deathtongue has come to lurk in the shadows near the Ascendant Court, interrogating and dispatching acolytes of those who have failed the Test of the *Starstone*.

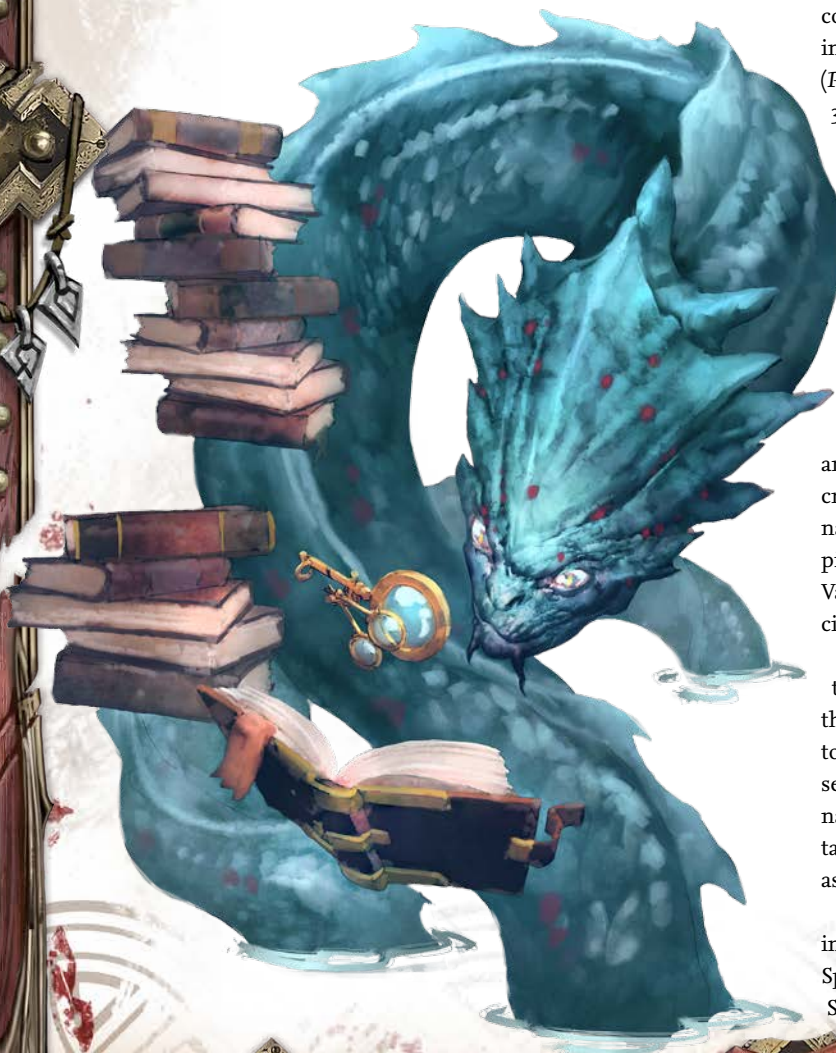
Kaer Maga: No account of nagakind would be complete without a mention of Kaer Maga, where dark and spirit nagas, known colloquially as “wormfolk,” slither openly in the streets. Presumably they seek to plumb the secrets of the Asylum Stone's mysterious creators, though their individual motivations are likely as varied as the city's disparate inhabitants. Some of the wormfolk here sport the elaborate golden headpieces and jewelry popular among the nagas of Nagajor, but the fact that no nagaji servitors accompany them suggests that these individuals may be exiles or apostates of some kind. Beyond the walls of the City of Strangers, in greater Varisia, nagas plunder the ruins of ancient Thassilon, fighting with local giants and lamia-kin for supremacy.

Mwangi Expanse: Nagas are found throughout the Mwangi Expanse, luxuriating in the warm climate and enjoying ample access to game. The jungles also offer miles of forgotten kingdoms to explore and defend, sometimes to the death—and beyond. Recently an explorer's journal turned up at auction in the Sargavan capital of Eleder. Though battered, the journal described a lost Mwangi city straddling a canyon, the sides connected by only two bridges (a third having crumbled into the chasm). On one side of the divide, charau-ka (*Pathfinder Campaign Setting: The Inner Sea World Guide* 308) gibbered and screeched. The other half of the city was held by the ghost of a guardian naga and a clan of halfling balloonists, who engaged in a daily barrage of spells and alchemical grenades to keep the charau-ka at bay.

Nagajor: Nagajor is the pinnacle of naga achievement in the modern era. Like many nations in the Dragon Empires, though, Nagajor is feeling pressured to open its borders to trade, adventurers, and other outside influences. Many lower-caste nagas and nagaji see this as an opportunity. More and more villages have witnessed the rise of nagaji criminal gangs or short but bloody coups among the naga overseers. Meanwhile, drugs, rare spices, and pilfered artifacts—including giant eggs from the Valashmai Jungle—are moving through the coastal cities at an alarming rate.

River Kingdoms: Water nagas are common throughout the River Kingdoms, particularly during their spring and fall migration periods. River folk come to know the nagas in their area and avoid the creatures' seasonal domains. One loosely affiliated nest of water naga bards, calling themselves the Rattlers, spread tales of oathbreakers wherever they go—and offer to assassinate the same.

Shenmen: Evil fey and undead are not the only inhabitants of Tian Xia's land of spiders and ghosts. Spirit nagas too depraved for rigid Nagajor find Shenmen to be a welcoming haven and a font of vile



inspiration. Meanwhile, the upwelling of dark energies beneath Shenmen's subterranean capital has drawn the attention—and appetites—of the rare deep nagas.

The Sodden Lands: The rain-soaked realm that was once Lirgen has become a beacon for lunar nagas, scores of whom have laid claim to the abandoned viewing towers and orreries that belonged to the Saoc Brethren. One prominent cabal known as the Wanderer's Children is helping a green dragon astronomer restore a vast stone calendar. The timepiece appears to track the circuits of the planets Castrovel, Triaxus, and a third, unnamed heavenly body.

Vudra: Nagas no longer rule Vudra openly, but they are by no means absent from that great realm. Most have retreated to vine-covered ruins deep in Vudra's many jungles. A rare few, mostly royal nagas, have reclaimed their ancestral holdings, ruling them through layers of illusions, factotums, and brutal spy networks. One such rajah, Gesh Bhannacharyeh of Chakdahna, is the latest in an unbroken line of succession stretching back centuries, in part thanks to a local belief that once in a generation the rajah must don a serpent skin and kill a chimera to keep evil outsiders at bay.

Other nagas are content to carve out subtler domains. In hilly Jaman, twin slime nagas control most of that city's underworld. Their influence is particularly strong over the betting rings associated with Jaman's competitive kite-fighting scene. Spirit nagas in skull masks lurk amid the cremation pits of Geer Pharas, stealing bodies from the pyres prior to their destruction. Spirit nagas also serve as the totems, tutors, and ritual memory for an academy of witch-trained slayers (*Pathfinder RPG Advanced Player's Guide* 65, *Pathfinder RPG Advanced Class Guide* 53) known as the Night Sashes. Far to the east, at the lightning-struck Monastery of the Sky, naga mystics hone their kinetic powers over earth, air, and aether via elaborate duels atop rocky crags. Wielders of fire and water are forbidden to enter, though no one will say why.

NAGAS AND THE OCCULT

With their interest in astrology, dead religions, ruins, and other esoteric subjects, nagas fit naturally into occult-themed adventures. Exceptional specimens may even take levels in the occult classes, with or without class archetypes, found in *Pathfinder RPG Occult Adventures*. Nagas of all types are often drawn to take levels as mesmerists (*Occult Adventures* 38), perhaps due to their serpentine physiology and the common belief that snakes hold the power to hypnotize their prey.

Collectors of macabre curios, dark nagas tend to become occultists (*Occult Adventures* 46) or relic channelers (*Occult Adventures* 93) to tap the psychic resonances inherent in these objects. Guardian nagas find power in defending their chosen domains as mediums (*Occult Adventures* 30) or battle hosts (*Occult*

NAGAS IN MYTHOLOGY

Nagas have a long history in real-world mythology from the Indian subcontinent, including prominent appearances in Hindu, Buddhist, and Jain texts. While their physical descriptions vary from story to story, they are almost always associated with serpents in some form or another, whether taking on the shapes of serpentine humans or simply large snakes.

In the *Mahabharata*, nagas are presented in a generally negative light, often deceiving or scheming against the epic's protagonists. This epic also presents the nagas' animosity toward garudas, an element that has made its way into Pathfinder lore as well, including the tale in which nagas cut their tongues on sharp grass while attempting to drink an illusory elixir of immortality.

Modern Hinduism portrays nagas as guardian spirits of springs, wells, and rivers, bringers of rain and fertility but also drought and floods. In some Buddhist regions of southeast Asia, the concept of nagas has been merged with local traditions of dragons. In all traditions, nagas often guard treasure, be it underwater or underground, leading to their portrayal in roleplaying games as residents of ruins and isolated regions of the world.

Nagas and naga-inspired creatures have appeared in modern mythology as well, from Lord Voldemort's snake Nagini in the Harry Potter book series to the cobras Nag and Nagaina in Rudyard Kipling's "Rikki Tikki Tavi."

Adventures 100). Obsessed with the spirit world and sites of corruption, spirit nagas often become mediums or spiritualists (*Occult Adventures* 72). Those enthralled by blood magic become blood kineticists (*Occult Adventures* 88). Most water nagas are too brutish to pursue mysteries of the mind, though well-traveled individuals might train as storytellers (*Occult Adventures* 95) or hydrokineticists (*Occult Adventures* 10).

The stargazing lunar nagas are almost exclusively aero- or telekineticists (*Occult Adventures* 10). Royal nagas prefer disciplines that emphasize their mastery over others, especially the psychic duelist (*Occult Adventures* 107), sha'ir (*Occult Adventures* 102), and tome eater (*Occult Adventures* 102) archetypes. Slime nagas are potent mesmerists; many become cult masters (*Occult Adventures* 96) as well.

Already gifted in psychic magic, dream nagas usually continue their studies as full-fledged psychics (*Occult Adventures* 60). Miles underground, the isolated deep nagas gorge on meat and magical energies alike, becoming flesheaters (*Occult Adventures* 114) or ley line guardians (*Occult Adventures* 125). More often than other naga species, however, deep nagas advance with extra hit dice rather than via class levels.

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All nagas are reclusive, but none match the deep nagas' craving for complete solitude and isolation. Of course, the beasts permit one another's company, but rarely, and only when one specimen is clearly superior to the other. More so than any of their kin, deep nagas are fascinated by ancient sites of potent magic. From such locations, be they ley lines, genius loci, long-abandoned temples, or arcane battlefields, these huge nagas draw power, siphoning it from the ether and augmenting their already remarkable innate magical abilities. In some ways, such as their size and chitinous plating, they are the least naga-like of any subspecies, while in others, such as their unique poison and magical aptitude, they are paragons of their race. Were they more plentiful above the deepest Vaults of Orv, we might know more about them. Perhaps, however, we're better off keeping our distance.

—Revliff Gebreil, *On Nagas*

Until now, the PCs have faced the terrible predations of the Ironfang Legion and the devastation it has wrought on Golarion's surface. However, the strange power the Legion wields—giving its monstrous forces the apparent ability to attack from anywhere at any time—originates from a much darker, deeper place. If the PCs are to stand any chance of defeating the Ironfang Legion, they must plumb the very depths of the earth and uncover the secret behind General Azaersi's ongoing conquest.

In this installment of the Ironfang Invasion, the PCs delve into the Darklands and the halls of dwarven diplomacy, both of which are fraught with their own forms of peril. This bestiary provides additional threats to augment this underground exploration, including animals native to Nar-Voth; a primal, Darklands-dwelling naga; a new inevitable; a strange aberration capable of manifesting powerful magical gems from within itself; and beasts that are the product of millennia of dwarven animal husbandry.

ADDITIONAL ENCOUNTERS

The Darklands are far larger than a single adventuring party could ever hope to explore in full, with three distinct levels, each containing more secrets than could be uncovered in an entire lifetime. While the adventure provides many encounters with Darklands denizens, there are myriad possibilities for further adventure around every twist in the subterranean tunnels. The Darklands Encounters table presented here features dangers the PCs can confront beyond those in the adventure itself. During the course of the adventure, the PCs have a 30% chance of a random encounter every hour they spend exploring the Darklands. If they travel beyond Nar-Voth into the second layer, Sekamina, this chance increases to 40%. They should not have more than three random encounters per 24-hour period.

Since the adventure spans a range of levels, some random encounters might be too simple or too difficult for the PCs, depending on where they are in the course of the adventure. If the result rolled is outside the Challenge Rating range appropriate for the PCs, roll again on the table or choose a different encounter.

Drow Hunting Party (CR 13): While normally encountered only in the tunnels of Sekamina, deeper than the PCs are expected to travel as part of the adventure, some drow venture up into Nar-Voth for a variety of reasons. This particular band of dark elves has traveled to the Darklands' upper reaches in search of valuable slaves for an upcoming auction being held by their house to honor the wedding of the matron's youngest daughter. While they could find duergar or other Darklands races easily enough nearer to home, the ambitious drow are banking on earning their mistress's favor by returning with slaves from the surface, which are sure to sell for a

DARKLANDS ENCOUNTERS

d%	Result	Avg. CR	Source
1–6	1 gug	10	<i>Bestiary</i> 2 151
7–11	1d3+2 chardas	11	<i>Bestiary</i> 2 55
12–17	1d4 lava drakes	11	<i>Bestiary</i> 4 78
18–22	1 sayona	12	<i>Bestiary</i> 4 231
23–28	1 roper	12	<i>Bestiary</i> 237
29–34	1 fossil golem	12	<i>Bestiary</i> 3 136
35–40	1 purple worm	12	<i>Bestiary</i> 230
41–48	1d4 ghonhatine	12	<i>Bestiary</i> 4 102
49–54	Drow hunting party	13	See below
55–60	1 azruverda	13	<i>Bestiary</i> 3 30
61–66	Troglodyte warren	13	See below
67–71	1 khardajeen	14	See page 88
72–78	1d3 syricatas	14	<i>Bestiary</i> 5 239
79–86	1 vemerek	14	<i>Bestiary</i> 2 278
87–92	2 deep nagas	14	See page 90
93–97	1 hyakume	15	<i>Bestiary</i> 4 153
98–99	2 ghorazaghs	15	<i>Bestiary</i> 3 124
100	1 hollow serpent	16	<i>Bestiary</i> 3 149

much higher price. The hunting party consists of a drow poisoner (*Pathfinder RPG Monster Codex* 38), two drow master scouts (*Monster Codex* 34), and three drow house captains (*Monster Codex* 35).

Troglodyte Warren (CR 13): Not all enemies in the Darklands are actively seeking conflict; some are instead simply protecting themselves from perceived threats, including the PCs' presence. The troglodytes of the Xugrukk tribe are just such an enemy. The tribe is particularly insular and doesn't interact overmuch with its neighbors, whether they be dwarves, morlocks, svirfneblin, or even other troglodytes. They grow fungus in rudimentary gardens and hunt wild beasts of the Darklands for meat, and they have avoided open warfare with civilized races for almost 4 years (a very long time compared to most members of their brutish race). As the PCs explore the Darklands, however, they may stumble upon the tribe's warren, and in so doing prompt a defensive response from the warren's guardians and the tribe's most formidable warriors. They initially encounter a contingent of four troglodyte champions (*Monster Codex* 216) guarding the outskirts of the warren. If two or more of the champions are defeated, the remaining guards retreat deeper into the warren, where they hope to find reinforcements and aid in the defense of the tribe's most precious resource—the nesting chamber, where females lay their eggs. Here the champions gain the assistance of two troglodyte warren guards (*Monster Codex* 218), who fight to the death.

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BEASTS OF NAR-VOTH

The Darklands' harsh environment and radiation have spawned a wide range of creatures, from terrible abominations to animals specially evolved to fill subterranean niches. Of the three levels of the Darklands, Nar-Voth holds the largest population of animals still connected to surface varieties; deeper levels host truly alien animals, born from the tinkering of the extradimensional Vault Builders or imported from other worlds.

DALLO

This squat, grunting creature stinks of musk and earth. Leathery plates and black horns protect its woolly underside.

DALLO

CR 1



XP 400

N Small animal

Init +0; **Senses** darkvision 30 ft., low-light vision, scent; Perception +6

DEFENSE

AC 14, touch 11, flat-footed 14 (+3 natural, +1 size)

hp 13 (2d8+4)

Fort +5, **Ref** +3, **Will** +3; +4 vs. ingested poisons

OFFENSE

Speed 20 ft., burrow 10 ft.

Melee 2 claws +2 (1d3), gore +2 (1d4)

Special Attack spit

ECOLOGY

Environment any underground

Organization solitary, pair, or herd (6–30)

Treasure none

STATISTICS

Str 11, **Dex** 10, **Con** 15, **Int** 2, **Wis** 13, **Cha** 8

Base Atk +1; **CMB** +0; **CMD** 10

Feats Iron Will

Skills Perception +6

SPECIAL ABILITIES

Spit (Ex) Once per hour, a dallo can regurgitate the contents of its stomach, spitting the foul material at a single target within 10 feet. The target must succeed at a DC 13 Fortitude saving throw or be sickened for 1d4 rounds. The save DC is Constitution-based.

Sometimes called dwarf goats or dwarf boars, dallos are more closely related to surface sloths and armadillos. These stocky, stubborn animals originate from smaller, more skittish species that inhabit the caverns of Sekamina, but they were domesticated by dwarves long before Earthfall and brought along in the Quest for Sky. Dwarves, duergar, and svirfneblin all raise herds of the bleating creatures for meat, leather, and the warm wool that coats their soft bellies.

Populations of feral dallos occupy many of the larger caverns of Nar-Voth, feeding on nearly anything from fungus to many poisonous molds and plants. They make

up the bottommost level of the food chain, providing sustenance for countless predators and scavengers of the Darklands and fertilizing subterranean flora with their droppings. Though their large horns and leathery plates provide some protection from danger, dallos' real secret to success is their prodigious reproduction rate; a mother can give birth to up to a half-dozen calves at a time, which grow to adulthood in just a few months.

A domesticated dallo measures 3 feet from snout to tail and weighs 60 pounds. Feral dallos can grow much larger.

Dallo Animal Companions

Starting Statistics: **Size** Small; **Speed** 30 ft., burrow 10 ft.; **AC** +2 natural armor; **Attack** 2 claws (1d3), gore (1d4); **Ability Scores** Str 11, Dex 12, Con 13, Int 2, Wis 13, Cha 8; **Special Qualities** darkvision 30 ft., low-light vision, scent.

4th-Level Advancement: **Size** Medium; **AC** +2 natural armor; **Attack** gore (1d6), 2 claws (1d4); **Ability Scores** Str +4, Dex –2, Con +2.

GALLEROK

This stout, serpentine creature's body ripples with muscle. Jagged fangs line its broad, powerful jaws.

GALLEROK

CR 2



XP 600

N Large animal

Init +6; **Senses** blindsight 60 ft., low-light vision; Perception +4

DEFENSE

AC 15, touch 11, flat-footed 13 (+2 Dex, +4 natural, –1 size)

hp 19 (3d8+6)

Fort +5, **Ref** +5, **Will** +1

OFFENSE

Speed 30 ft., climb 20 ft.

Melee bite +4 (1d6+4 plus grab)

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

Special Attacks constrict (1d6+4)

STATISTICS

Str 16, **Dex** 14, **Con** 15, **Int** 1, **Wis** 10, **Cha** 5

Base Atk +2; **CMB** +6 (+10 grapple); **CMD** 18

Feats Improved Initiative, Skill Focus (Stealth)

Skills Climb +11, Perception +4, Stealth +10 **Racial Modifiers** +4 Stealth

SQ glide

ECOLOGY

Environment any underground

Organization solitary, pair, or coil (3–6)

Treasure incidental

SPECIAL ABILITIES

Glide (Ex) A gallerok takes no damage from falls, as if under the effect of *feather fall*, but this ability is nonmagical. In addition, it can move up to 5 feet in any horizontal direction for every 1 foot it falls, at a speed of 60 feet per round. It cannot use this ability to gain height, merely to coast in other directions as it falls.

Distant cousins of so-called glass lizards, galleroks appear to be stout-bodied serpents. These descendants of crocodilian reptiles long ago shed their legs to more easily navigate the confines of the Darklands. They still retain powerful shoulders and hips, however, allowing them to flatten their bodies and glide for long distances, crossing underground chasms and swooping on prey from above. Galleroks are primarily ambush hunters. One drow-sized meal can sate a creature for weeks, but just before nesting, a mother gorges herself so she can lay eggs and guard her brood without sleeping or hunting—for 6 months.

Most Darklands residents believe that galleroks are a legacy of the long-fallen xulgath empire, where they served as guard animals. Many troglodyte tribes still keep some of the otherwise antisocial serpents to protect their territory or help hunt more dangerous beasts.

The average gallerok measures 12 feet long and weighs 1,000 pounds.

Gallerok Animal Companions

Starting Statistics: **Size** Medium; **Speed** 30 ft., climb 20 ft.; **AC** +2 natural armor; **Attack** bite (1d4); **Ability Scores** Str 12, Dex 16, Con 13, Int 1, Wis 10, Cha 5; **Special Qualities** darkvision 60 ft., low-light vision.

4th-Level Advancement: **Size** Large; **AC** +2 natural armor; **Attack** bite (1d6); **Ability Scores** Str +4, Dex –2, Con +2; **Special Attacks** constrict 1d6, grab.

ROCK TUATARA

The stony-looking hide of this fat reptile ends in a studded, heavy club of a tail.

ROCK TUATARA CR 1/3   

XP 100

N Tiny animal

Init +1; **Senses** darkvision 120 ft., low-light vision; Perception +4

DEFENSE

AC 13, touch 13, flat-footed 12 (+1 Dex, +2 size)

hp 5 (1d8+1)

Fort +3, **Ref** +3, **Will** +0

OFFENSE

Speed 20 ft., climb 20 ft.

Melee bite +3 (1d3–3), tail slap –2 (1d3–3)

Space 2-1/2 ft.; **Reach** 0 ft.

STATISTICS

Str 5, **Dex** 12, **Con** 12, **Int** 1, **Wis** 10, **Cha** 5

Base Atk +0; **CMB** –1; **CMD** 5 (9 vs. trip)

Feats Weapon Finesse

Skills Climb +9, Perception +4, Stealth +9 (+13 in rocky areas), Survival +4; **Racial Modifiers** +4 Stealth in rocky areas, +4 Survival

ECOLOGY

Environment any underground

Organization solitary, pair, or nest (3–12)

Treasure none

SPECIAL ABILITIES

Primitive Eye (Ex) Rock tuataras have a primitive third eye on their foreheads that can detect only light and movement. They do not take a penalty on Perception checks while asleep.

Although tuataras are practically extinct on Golarion's surface, they flourish in the caverns and tunnels of Nar-Voth, where they have adapted their camouflage to blend in with the rocky cave surfaces. Dwarves and duergar in particular keep tuataras as humans or elves might keep cats. They skitter through granaries and homes, eating vermin and providing companionship.

The rock tuatara listed here is the most common subterranean breed. Other varieties include flute tuataras, with decorative spines to help them blend into fungal gardens; mossy tuataras, which sleep underwater for such extended periods that moss often grows on their craggy hides; and viper tuataras, which deliver a deadly venom with their bites. The average rock tuatara grows to nearly 2 feet long and weighs around 4 pounds.

Rock tuataras can make loyal familiars for spellcasters. The master of a rock tuatara familiar gains a +3 bonus on Stealth checks in rocky environments.



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BURSTIGEIT

This four-legged creature has the tusked jaw, broad shoulders, and bristled back of a boar, and large eyes with cross-shaped irises. A pair of short, bony protrusions mark its forehead, as though its horns had broken off in battle.

BURSTIGEIT

CR 3



XP 800

N Large magical beast

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

DEFENSE

AC 17, touch 11, flat-footed 15 (+2 Dex, +6 natural, -1 size)
hp 30 (4d10+8)

Fort +6, **Ref** +6, **Will** +2; +2 vs. poison, spells, and spell-like abilities

Defensive Abilities ferocity, hardy; **Resist** cold 5, fire 5

Weaknesses light sensitivity

OFFENSE

Speed 30 ft., climb 20 ft.

Melee gore +7 (1d8+6)

Space 10 ft.; **Reach** 5 ft.

Special Attacks powerful charge (gore, 2d8+6)

Spell-Like Abilities (CL 3rd; concentration +2)

1/day—*ant haul*^{APG} (self only)

STATISTICS

Str 18, **Dex** 15, **Con** 15, **Int** 2, **Wis** 13, **Cha** 8

Base Atk +4; **CMB** +9; **CMD** 21 (25 vs. trip)

Feats Acrobatic Steps, Nimble Moves

Skills Climb +12, Perception +8, Survival +0 (+4 to find food); **Racial Modifiers** +4 Survival to find food

ECOLOGY

Environment any underground

Organization solitary, pair, or herd (3-18)

Treasure none

SPECIAL ABILITIES

Hardy (Ex) Burstigeits receive a +2 racial bonus on saving throws against poison, spells, and spell-like abilities.

Burstigeits were created by the dwarves generations ago to serve as beasts of burden. Bred to withstand the hardships of the Darklands, these pack animals are an integral part of dwarven culture, especially in communities that rely heavily on trade with surface dwellers.

Burstigeits are sturdy, quadrupedal mammals with broad shoulders. Like boars, burstigeits have thin tails that hang halfway to the ground; tough, bristly hair on their backs; and tusks jutting from their lower jaws. While vaguely similar to massive boars, their hind legs are longer and thicker than those of their porcine cousins. Burstigeits' hooves are also sharper and stronger than those of a boar, letting them climb nearly as well as mountain goats.

A typical adult burstigeit stands 6 feet tall at the shoulder and weighs 1,600 pounds.

ECOLOGY

After the dwarves emerged from the Darklands, they set to work building the Sky Citadels, which served as symbols of their strength and power as well as staging points to conduct trade with and defend against surface dwellers. The increased trade brought the dwarves great wealth, but it also put stress on the supply lines that they had relied upon for generations. Hand carts and pack baskets quickly became insufficient for carrying the large quantities of ore, gems, and fine dwarven crafts demanded by their customers in the world above. Though some creatures in the Darklands could be used as pack animals, few of them were suited for travel aboveground, and transferring shipments from deeper communities onto surface-dwelling beasts cost time and money. Efficiency-minded dwarves began searching for beasts that could be bred to better meet their needs.

The dwarves living within the Sky Citadels had discovered mountain goats and sheep almost immediately upon emerging from the Darklands. Trade with humans soon also brought them into contact with pigs and cows. They saw the benefit of raising these herd animals and cleared flat areas around their mountain homes where the creatures could be put out to pasture. Dwarves living near the surface learned to harvest valuable resources from these animals, and the cleverest among them realized that these beasts had certain characteristics that could prove useful in transporting goods from the deepest mines all the way to distant surface markets.

Even so, it wasn't until the rulers of Tar Taargadth established a prize for the person who could breed a pack animal that met such a purpose that dwarven druids and wizards began working on the concept in earnest. This spurred quite a bitter competition, with dozens of failed experiments. The dwarves tried numerous approaches, believing that some kind of surface-dwelling animal must be the right foundation upon which to focus their efforts. Dwarves hold burrowing animals, especially badgers, sacred and avoided experimenting on them. Instead, they looked to animals that were capable of living underground for short periods of time, like wild boars, which sometimes move into small caves or dens to avoid predators, especially when mating.

Eventually, one family's successes rose above all others, the members' work earning them both the prize money and the prestige that came with it. The beast they created through natural breeding and magical influence was the burstigeit, occasionally referred to as a "bristled goat."

The use of magic, and perhaps infusions of the strange energies that can influence life in the Darklands, imbued the burstigeit with useful traits, including the ability to carry even greater loads for long periods of time. Burstigeits also developed the ability to tolerate both the extreme heat of forges and deep tunnels and the harsh cold of the high mountains and frozen climes.

With these hardy workers to help them, the dwarves could at last carry raw ore from the deepest regions of the Darklands and transport materials and crafted goods all over the world.

HABITAT AND SOCIETY

Burstigeits are similar to the herd animals from which they were bred. Because they are domesticated, their organization is heavily controlled by their breeders, but they generally follow the social structures common to wild boars. Burstigeit herds are dominated by a single, older female and consist primarily of other females and their young. Adult males are separated from the females, except during breeding season, which is in late fall through early winter (Lamashan through Kuthona).

Burstigeit young are called piglets—though mostly out of convenience, since they aren't pigs. Unlike their parents, whose fur tends to be a uniform gray-brown, the piglets bear light-and-dark horizontal striping. Piglets reach maturity after about a year, at which point most burstigeits are sold.

Some underground dwarven settlements do keep normal pigs and goats, but must rely on natural or artificial ventilation to keep the livestock's waste from creating unpleasant and dangerous problems. Fortunately, in the case of burstigeits, dwarven ingenuity overcame this challenge. The dwarves feed the creatures a diet of fungus combined with specially grown algae that reduces the smell and toxicity of their waste.

Being bred in the Darklands, burstigeits do suffer from sensitivity to bright lights. When they travel on the surface, their dwarven keepers fit them with blinders or special headgear with darkened lenses. This measure keeps them calmer and makes it easier for handlers to manage them, but unfortunately makes it harder for the beasts to see predators or other dangers approaching.

Burstigeits are slightly more stubborn than a typical donkey, and those prone to stereotyping might say that the burstigeits' personality is a reflection of the dwarves who bred them. However, the creatures are slow to anger and don't startle easily; if something does manage to rile them up, they can be quite dangerous. When disturbed, burstigeits unleash a wailing shriek—halfway between a squeal and a scream—that can be unsettling to those who aren't used to being around them.

While burstigeits are rarely encountered outside of dwarven settlements, the creatures have existed for thousands of years, and occasionally a beast escapes. If the creature manages to survive long enough, it can go

wild, and sometimes small groups of surviving beasts gather together. A herd of feral burstigeits can wreak havoc on a Darklands farming community, devastating fungus crops and causing other damage.

VARIANT BURSTIGEIT

Burstigeits are mainly used as pack animals, but some breeders have attempted to create versions to use as mounts. A burstigeit's temperament usually dooms such attempts to failure, but there are occasional successes.

Burstigeit Warbeast (CR 5): Warbeasts are advanced burstigeits bred and trained as combat mounts. In addition to its gore attack, a burstigeit warbeast can use its front hooves to make two secondary natural weapon attacks that each deal 1d6 points of bludgeoning damage.



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BESTIARY

INEVITABLE, KASTAMUT

This squat figure seems to be a clockwork approximation of a dwarf, crafted from dark bronze or a strange steel alloy. Its eyes glow with a piercing white light.

KASTAMUT

CR 6



XP 2,400

LN Medium outsider (extraplanar, inevitable, lawful)

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

Perception +14

DEFENSE

AC 19, touch 12, flat-footed 17 (+3 armor, +2 Dex, +4 natural)

hp 80 (8d10+36); regeneration 3 (chaotic)

Fort +8, **Ref** +4, **Will** +9

Defensive Abilities armor of will, constructed; **DR** 5/chaotic; **SR** 17

OFFENSE

Speed 20 ft.

Melee +1 warhammer +14/+9 (1d8+7/×3)

Special Attacks compulsive orthodoxy

Spell-Like Abilities (CL 8th; concentration +10)

At will—*bane* (DC 13), *command* (DC 13), *forbid action*^{UM} (DC 13), *litany of sloth*^{UC} (DC 13)

5/day—*litany of weakness*^{UC} (DC 13)

3/day—*divine favor*, *enthrall* (DC 14), *litany of entanglement*^{UC} (DC 15), *protection from chaos* (DC 13), *zone of truth* (DC 14)

1/day—*bestow curse* (DC 15), *litany of vengeance*^{UC} (DC 17), *terrible remorse*^{UM} (DC 16)

1/week—*plane shift* (self only)

STATISTICS

Str 18, **Dex** 15, **Con** 15, **Int** 10, **Wis** 17, **Cha** 14

Base Atk +8; **CMB** +12; **CMD** 24

Feats Alertness, Improved Initiative, Persuasive, Weapon Focus (warhammer)

Skills Diplomacy +13, Intimidate +13, Knowledge (history, religion) +6, Knowledge (planes) +9, Perception +14, Sense Motive +14, Survival +12

Languages truespeech

SQ discern heritage, slow and steady

ECOLOGY

Environment any

Organization solitary, pair, or council (3–5)

Treasure standard (+1 warhammer, other treasure)

SPECIAL ABILITIES

Armor of Will (Su) A kastamut's powerful will generates a protective field of force that grants it an armor bonus equal to the kastamut's Wisdom modifier.

Compulsive Orthodoxy (Su) Once per week as a full-round action, a kastamut can place a *geas*-like curse upon a single target. If the target creature fails a DC 16 Will save, it must conform unerringly to specific cultural traditions or customs chosen by the kastamut. Each time the cursed creature fails to perform a customary ritual or tries to

commit a prohibited act, it must attempt a new Will save at the same DC. If it fails, it is forced to conform to the culture's accepted mores. If it succeeds, its actions are not restricted, but it immediately takes 2d6 points of nonlethal damage and gains the sickened condition until it resumes following the chosen customs. This curse remains in effect for 1 year or until the afflicted creature benefits from a *break enchantment* or *remove curse* spell (use the kastamut's caster level for associated caster level checks). This is a mind-affecting, compulsion effect. The save DC is Charisma-based.

Discern Heritage (Su) As a swift action, a kastamut can determine the cultural heritage of a single creature it can see. The kastamut learns the target's racial background, clan affiliation, and any other pertinent information that can help it determine the customs and traditions most appropriate to that creature's bloodline and upbringing. A target can resist this effect with a successful DC 16 Will saving throw. A creature that succeeds at the save cannot be affected by that kastamut's discern heritage ability for 24 hours. The save DC is Charisma-based.

Slow and Steady (Ex) A kastamut's speed of 20 feet is never modified by armor or encumbrance.

Many know how the axiomites, entities of pure law who dwell in the Eternal City of Axis, forged the first and greatest of the inevitables—living constructs to wage war against the proteans and the unbridled chaos of the Maelstrom. Yet, even as the laws governing the multiverse have been altered over time, so too has the role of the inevitables changed. Beyond defending Axis's borders, inevitables were tasked with seeking out threats to the order of all things. To fulfill these missions, the axiomites created many more types of inevitables. Among the lesser known are the kastamuts, charged with protecting the traditions of cultures spread across the Great Beyond.

Like kolyaruts (*Pathfinder RPG Bestiary* 2 163), kastamuts are humanoid in shape. However, kastamuts are shorter and stockier, giving the appearance of a dwarf—or an artistic impression of a dwarf—crafted in flowing curves and planes from dark bronze or gold-tinged steel. Unlike kolyaruts, kastamuts make no effort to disguise their identities when dealing with mortals. Depending on how long a kastamut has been in service, dents or cracks may mar its metallic shell, evidence of past battles against rebels and renegades.

A typical kastamut stands about 5 feet tall and weighs approximately 250 pounds.

ECOLOGY

Kastamuts represent the powerfully conservative forces of tradition and custom at the core of most well-defined civilizations. They oppose sudden, radical changes in the course of a culture's traditions, and work to prevent the destruction of established belief systems, rites, and

social customs. While some kastamuts carry out this task by protecting a society's heritage sites, most work directly against agents of change—internal or external—that threaten a civilization.

Kastamuts do not waste time or energy on small infractions against tradition. A petulant child resisting his parent's teachings draws no attention from Axis. Even fundamental shifts in the beliefs shared by a large group of people are allowed, so long as they progress along the lines of a normal cultural development. What kastamuts do work against are immediate, substantial changes, such as when a new ruler outlaws a nation's long-standing religion and seeks to wipe out all practice of the old faith in favor of a new one, especially if the new religion has no precedent. Turning slowly from old ways to new ones can be part of the natural order, but violently rebelling against traditional practices in favor of untested systems gives rise to chaos, which the powers of Axis cannot abide.

Some scholars speculate that a kastamut's appearance reflects the level of importance tradition has within dwarven society. It would be easy to assume the similarity is mere coincidence, except for the fact that, in Axis, actual coincidences are rare, and almost everything has a logical explanation behind it.

HABITAT AND SOCIETY

Kastamuts are constructs crafted from the pure essence of law, so their culture is strictly defined by the laws of Axis. No kastamut has rank or authority above any another kastamut. Each is subject solely to those commands given by the Transcendental Council of the Defined Infinite, also known as the Godmind of Axis, or its direct representatives.

Dwarves are the most likely to have dealings with kastamuts, as they take their traditions much more seriously than most other races. Dwarves' long lifespans mean that any changes in custom that do take place usually happen very slowly, but they are more prone to violent upheavals than elves, increasing the chances that a kastamut will get involved in order to prevent things from changing too much at once.

Kastamuts find human civilization vexing. Humans' comparatively short lifespans and their tendency toward individualism create countless variations of culture and tradition and introduce the

high probability of sudden and radical change. Only human civilizations that manage to survive 20 or more generations seem to acquire the metaphysical depth necessary to gain the Godmind's attention.

Since their missions on the Material Plane focus on preserving cultural traditions, kastamuts spend most of their time around centers of civilization. Aside from dwarven population centers like Highhelm, Janderhoff, and Kalsgard, kastamuts have been known to be active in Taldor, Osirion, Vudra, and even Geb and Tian Xia.

This does not mean, however, that kastamuts are never encountered in the wilderness. In fact, many of the cultures in the greatest danger of being subverted or destroyed are found in the wilds. A few of these inevitables are believed to operate in the jungles of the Mwangi Expanse, working against those Chelish colonists seeking to quell resistance by the region's indigenous population. Pathfinder Society reports also indicate that at least one kastamut haunts the western border of Irrisen, working against white witches and their minions who attempt to eliminate the many Ulfen tribes that dwell there. At the same time, kastamuts have also appeared in Irrisen and Nidal to oppose rebels seeking to undermine the cultural status quo.



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KRAGGODAN

ECOLOGY OF THE NAGA

BESTIARY

KHARDAJEEN

Four tentacles stick out of a churning nucleus of multicolored fluid. Plates of rock and metal orbit the floating mass.

KHARDAJEEN

CR 14



XP 38,400

NE Medium aberration

Init +11; **Senses** darkvision 120 ft., *true seeing*; Perception +29

DEFENSE

AC 29, touch 17 flat-footed 22 (+7 Dex, +12 natural)

hp 210 (20d8+120)

Fort +12, **Ref** +15, **Will** +18

Defensive Abilities amorphous, darkvision adaptation

OFFENSE

Speed 20 ft., fly 60 ft. (perfect)

Melee 4 tentacles +19 (1d8+4)

Ranged manifest gem +23 touch (6d6/19–20, see text)

Special Attacks powerful tentacles, ray mastery

Spell-Like Abilities (CL 14th; concentration +23)

Constant—*true seeing*

STATISTICS

Str 18, **Dex** 25, **Con** 22, **Int** 19, **Wis** 22, **Cha** 29

Base Atk +15; **CMB** +19; **CMD** 36

Feats Combat Casting, Combat Expertise, Critical Focus, Greater Spell Penetration, Improved Critical (ray), Improved Initiative, Lightning Reflexes, Point-Blank Shot, Spell Penetration, Weapon Focus (ray)

Skills Fly +30, Intimidate +32, Knowledge (arcana) +27, Knowledge (dungeoneering, geography) +24, Perception +29, Spellcraft +27, Use Magic Device +29

Languages Aklo, Azlanti, Terran, Undercommon (can't speak any language)

SQ manifest gems, no breath

ECOLOGY

Environment any underground

Organization solitary, pair, or a disassembly (3–12)

Treasure incidental (1d4+1 *dull gray ioun stones*)

SPECIAL ABILITIES

Darkvision Adaptation (Ex) A creature using darkvision has a 50% miss chance when targeting a khardajeen. Creatures using regular sight or other means of vision or detection do not take this penalty.

Manifest Gems (Su) As a swift action, a khardajeen can turn some of its liquid body into a hardened, gemlike structure. These gems appear at the ends of its four tentacles. A manifested gem lasts indefinitely, or until dismissed as a swift action. Manifested gems have a hardness of 10, 25 hit points, and AC 22. A destroyed gem cannot be reformed for 1 round. A manifested gem grants the khardajeen an ability based on its coloration. Only one gem of each color can be manifested at a time. Manifested gems are otherwise treated as ongoing spell effects, counting as 6th-level spells. The khardajeen is considered caster level 14th for the purposes of its gem abilities.

Blue—While manifested, this gem grants the ability to

shoot a ray as a ranged touch attack against a creature within 120 feet. A creature struck by the ray takes 6d6 points of cold damage.

Dusty Rose—While manifested, this gem grants a +4 insight bonus to AC.

Green—As per blue, but deals 6d6 points of acid damage.

Orange—While this gem is manifested, ray attacks with manifested gems deal an additional 1d6 points of damage.

Pale Lavender—While manifested, this gem can absorb a single spell of 6th level or lower as an immediate action. It then dulls for 1d4 rounds. While dulled, this gem cannot be dismissed and cannot absorb spells.

Pearly White—While manifested, this gem grants fast healing 5. It also grants resistance 10 against energy types associated with manifested red, green, blue, or topaz gems.

Red—As per blue, but deals 6d6 points of fire damage.

Topaz—As per blue, but deals 6d6 points of electricity damage.

Powerful Tentacles (Ex) A khardajeen's tentacles are primary natural attacks.

Ray Mastery (Ex) A khardajeen can make as many ranged attacks in a round as it has manifested gems that provide ray attacks, to a maximum of four. Ranged ray attacks from manifested gems do not provoke attacks of opportunity. A tentacle making a ray attack in a round cannot be used to make a melee attack.

The true name of these creatures is one of Golarion's many forgotten mysteries. The name "khardajeen" is rough and ancient Dwarven for something akin to "scourge of the deep." These aberrant creatures silently float throughout the tunnels of the Darklands. They are attracted to sites of great antiquity, particularly the treasure troves of dwarven Darklands kingdoms and the deeper Orvian depths. A khardajeen is a shifting mass of gray flesh and thick, multicolored blood that stretches roughly 6 feet tall and weighs approximately 250 pounds.

ECOLOGY

Khardajeens appear as little more than rock and metal orbiting an exposed liquid core. Some mental force ensures their liquid interiors do not spill out, while tentacles of blood allow them basic manipulation. They're renowned for their innate ability to form crystalline gems atop their tentacles. These gems are believed to imitate the properties of the magical *ioun stones*, leading some to believe that these creatures are related to the ancient Azlanti or even aboleths.

The ability to obfuscate darkvision is one of the khardajeens' unique adaptations. This natural effect causes visual distortions when viewing khardajeens with darkvision, granting the aberrations an incredible advantage when facing other Darklands foes. As a result, surface-dwelling species with magical or natural light sources have an easier time hunting khardajeens than

the natural inhabitants of the Darklands. Whether khardajeens evolved this adaptation over their millennia of wandering in the dark or as an augmentation selected by their mysterious creators is entirely unknown.

Most scholars who've studied khardajeens believe that their survival is connected to their pearly white manifested gems. These gems reinvigorate the creatures, replenishing any life-sustaining fluids lost in the rigors of combat and healing other damage taken. Khardajeens don't breathe or sleep, allowing them to be constantly active. Those not under any immediate compulsion might enter a state of torpor; such khardajeens harden their blood into a fleshlike compound, making them resemble a roughly human-sized ball of mottled, purple skin.

HABITAT AND SOCIETY

The history of khardajeens is an enigma, and none make any claim on their creation. There is one imperative that seems to drive khardajeens: seeking out ancient artifacts. Khardajeens are innately attracted to the presence and use of magical devices associated with primordial Darklands empires, particularly the aboleths, the dwarves, and the Vault Builders.

Khardajeens rarely work in tandem, though they occasionally cross paths and awkwardly travel together, attracted by similar, inscrutable goals—but without any true allegiance or ability to communicate. A conglomeration of khardajeens is known as a disassembly, for they gather in such numbers only to tear down great works or destroy historically significant objects. A disassembly of khardajeens currently stalks the lowest levels of the Sky Citadel of Kravenkus, their goals a mystery to the dwarves guarding the upper levels of the fortress-city.

Khardajeens have an odd relationship with the Darklands species known as delvers (*Pathfinder Campaign Setting: Misfit Monsters Redeemed* 10). Khardajeens can't create their own tunnels—save for very slowly, using their manifested rays—so they rely on delvers to facilitate their travels. How such a union occurs is inexplicable, but many khardajeens silently float behind the ravenous, cavern-digging delvers, waiting until they reach some forgotten Darklands chamber. After the delver completes a tunnel, the khardajeen abandons it and continues its own journey without incident.

Munavris (*Pathfinder RPG Bestiary* 6 197) wage an ongoing conflict against khardajeens. The aberrations glide up from beneath the Sightless Sea to assail the munavris' island cities. The munavri-held region of Beryl Island sees the greatest frequency of these attacks, and dozens of gallant munavris have sacrificed themselves to stymie the khardajeens' advance. The khardajeens concentrate their erratic efforts on pushing into the most secure area of the munavris' holdings: the central city of Valcergos. Attackers have yet to enter the mythical city, but it's only a matter of time before one of the aberrations closes in on whatever draws their attention.



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KRAGGODAN

ECOLOGY OF THE NAGA

BESTIARY

NAGA, DEEP

This creature's massive, serpentine body is covered in dark purple scales. Its humanoid head has a wide mouth filled with fangs.

DEEP NAGA

CR 12



XP 19,200

NE Huge aberration

Init +9; **Senses** darkvision 120 ft., low-light vision; Perception +21

DEFENSE

AC 27, touch 13, flat-footed 22 (+5 Dex, +14 natural, -2 size)

hp 161 (17d8+85)

Fort +10, **Ref** +10, **Will** +15

Defensive Abilities spell siphon; **SR** 23

Weaknesses ley-line dependent

OFFENSE

Speed 40 ft., burrow 20 ft., swim 20 ft.

Melee bite +20 (2d6+9/19-20 plus magical disruption), tail slap +17 (2d6+4)

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

Special Attacks breath weapon (80-ft. line, 12d6 force damage plus magical disruption, Reflex DC 23 for half, usable every 1d4 rounds)

Sorcerer Spells Known (CL 11th; concentration +14)

5th (4)—*commune with nature*, *telekinesis*

4th (6)—*bestow curse* (DC 17), *cure serious wounds*, *illusory wall* (DC 17)

3rd (7)—*aversion*^{OA} (DC 16), *dispel magic*, *greater magic fang*, *snare*

2nd (7)—*barkskin*, *false life*, *resist energy*, *scare* (DC 15), *web* (DC 15)

1st (7)—*cure light wounds*, *magic missile*, *obscuring mist*, *pass without trace*, *true strike*

0 (at will)—*bleed* (DC 13), *detect magic*, *ghost sound* (DC 13), *guidance*, *mage hand*, *open/close*, *read magic*, *resistance*, *virtue*

STATISTICS

Str 28, **Dex** 21, **Con** 20, **Int** 13, **Wis** 16, **Cha** 17

Base Atk +12; **CMB** +23; **CMD** 38 (can't be tripped)

Feats Combat Reflexes, Improved Critical (bite), Improved Initiative, Improved Vital Strike, Iron Will, Multiattack, Step Up, Vital Strike, Weapon Focus (bite)

Skills Acrobatics +8, Intimidate +18, Knowledge (arcana) +12, Knowledge (local) +15, Perception +21, Sense Motive +15, Spellcraft +16 (+20 to attune to ley lines), Stealth +12, Swim +17; **Racial Modifiers** +4 Spellcraft to attune to ley lines

Languages Aklo, Undercommon

ECOLOGY

Environment any underground

Organization solitary, pair, or nest (3-4)

Treasure standard

SPECIAL ABILITIES

Ley-Line Dependent (Su) Deep nagas draw their power from ley lines deep underground. While attuned to a ley line (*Pathfinder RPG Occult Adventures* 233), a deep

naga gains an additional +1 bonus to its effective caster level, increasing the maximum bonus possible from a ley line to +6. If the deep naga is more than 100 feet from its attuned ley line or its attunement is broken for any reason, the deep naga takes 1d6 points of nonlethal damage per caster level of the ley line, cannot use its breath weapon, and must succeed at a concentration check (DC = 15 + spell level) in order to cast spells until it attunes itself to a new ley line or its attunement to its previous ley line is restored.

Magical Disruption (Su) A deep naga's bite and breath weapon have powerful dispelling effects. A creature that takes damage from either attack has any ongoing spell effects on it disrupted as though targeted by a *dispel magic* spell (CL 11th).

Spell Siphon (Su) A deep naga draws magical energy from its surroundings. Any spell that fails to penetrate the naga's spell resistance is absorbed. Once per round, as an immediate action while absorbing a spell in such a manner, the deep naga can decrease the time until it can use its breath weapon by 1 round, attempt a new saving throw against an ongoing magical effect, or regain a spell slot of a level equal to or lower than the level of the absorbed spell.

Spells A deep naga casts spells as per an 11th-level sorcerer and can cast spells from the druid list as well as those normally available to a sorcerer. Druid spells are considered arcane spells for a deep naga.

More bestial than their surface cousins, deep nagas jealously guard their lairs in the lightless depths of the Darklands. Deep nagas live near ley lines and other places of power because they hunger for magical energy, which they are able to siphon from their surroundings. Their volatile natures make them dangerous to deal with, but creatures who manage to appease them can earn safety within their territory. Most deep nagas measure 40 feet in length and weigh 1,800 pounds.

Some deep nagas are infused from birth with energy native to another plane of existence. These variant deep nagas replace their breath weapon damage with one of the following damage types: acid, cold, electricity, fire, or negative energy. They set up lairs in places where the borders between planes are thin rather than along ley lines, and their appearances often reflect the influence of those elemental planes.

ECOLOGY

The chitinous scales that cover deep nagas' serpentine bodies are reminiscent of the dark purple plates that protect purple worms. Their heads resemble those of giant, androgynous humanoids, with wide mouths filled with multiple rows of sharp fangs. Though deep nagas enjoy eating flesh, they are obsessed with the magical energy they absorb. They are able to sustain themselves

in hibernation on nothing but magical energy when sources of meat are sparse, but deep nagas have a fixation on magic that goes beyond mere survival and is more akin to an addiction. What deep nagas lack in sophistication compared to the innate magic of their surface cousins, they make up for in raw power.

Deep nagas that reside in places of great magical power are able to extend their lifespans to centuries and beyond, and even their reproduction cycles are tied to magical energy. Once adult deep nagas have found a place with a steady flow of magic, they are able reproduce asexually, laying anywhere from one to three large eggs every few years.

HABITAT AND SOCIETY

Deep nagas can be found throughout the Darklands, from the deepest Vaults of Orv to the uppermost reaches of Nar-Voth. Wherever magical energy runs strongest along ancient ley lines, deep nagas make their isolated lairs and protect them with a fervor unmatched by other naga species. Deep nagas tend to be solitary creatures in the upper layers of the Darklands, where they are rarer and surrounded by races like the dark folk, derros, drow, and duergar. These nagas even drive out their progeny as soon they can fend for themselves, so that the offspring won't wrest the lair from their parent as they grow in power. Deep nagas of Orv form nests in ancient sites of power, with the founding deep naga lording over several generations of her progeny, the number depending on her age—though even in Orv, the strong drive out the weak if the number of deep nagas grows too high for the lair to sustain.

Solitary deep nagas and smaller nests are more likely to allow tribes of troglodytes, skum, or degenerate serpentfolk to live in their territory for mutual benefit. These tribes tend to treat deep nagas as fickle, godlike creatures who are dangerous but offer protection to those that placate them, for the nagas are extremely hostile toward intruders within their territory. Treating with deep nagas usually falls to the shamans of the tribes, and some tribes have even formed cults that worship the creatures. These tribes bring offerings of flesh and magic to deep nagas who share their territory with the tribe. The nagas especially enjoy the flesh of magic users, which makes dealing with them even more dangerous for the shamans. If a naga is in a bad mood, the head shaman might be tempted to send an apprentice in his place because—as the tribal lore teaches—a great serpent that has feasted is easier to deal with. Ever paranoid, a deep naga is never too far from turning on a tribe

that worships her if given a reason, imagined or real. If creatures of another race aren't useful to the deep naga, they are treated as food or threats to be extinguished.

Deep nagas are very particular about and protective of their lairs. They exert a substantial effort to find one that suits their needs, so they don't give them up without a fight. Unless the source of magic depletes or they are driven out by a more powerful deep naga, they rarely abandon their lairs. However, if a deep naga learns of an even more potent magical site, she might try to conquer this new lair for herself. Deep nagas do not usually care what tribes that serve them do, as long as the offerings keep coming, but they might push the tribes to conquer a superior place for a lair.



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NEXT MONTH

PRISONERS OF THE BLIGHT

By Amanda Hamon Kunz

The key to defeating the Ironfang Legion lies somewhere within the Fangwood's blighted depths, where corrupt fey bow to the tainted dryad Arlantia! Guarded by an immortal dragon, twisted beasts out of fairy tales, and agents of the Ironfang Legion, this fey monarch is beyond the reach of all but the most fearless heroes. Can the PCs brave the dark wilderness and siege Arlantia's Pestilent Palace, or will they join so many others as prisoners of the Blight?

CYTH-V'SUG

By Jason Keeley

Anywhere rot and decay have overtaken the natural world, the demon lord Cyth-V'sug holds sway. Learn of the god's faith and followers, and add new spells and his divine obedience to your foul repertoire.

FEY BOONS AND BANES

By Isabelle Lee

Long have adventurers sought out the world's wild places to placate their capricious fey protectors and gain their

otherworldly favor. Explore the curses and blessings various fey creatures can bestow upon those who raise their ire or earn their trust.

BLIGHTED LANDS

By Larry Wilhelm

The Fangwood is not the only part of the Inner Sea region marred by powerful, inhuman forces. Explore other blasted realms, including the Mana Wastes, the Sodden Lands, Tanglebriar, and the Worldwound, with new hazards, plots, and rules elements to support adventuring in each!

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Pathfinder Roleplaying Game Horror Adventures Takes Your Heroes into the Darkest Reaches, Where the Dead Hunger for the Living, Alien Gods Brood in Dreams, and Madness and Death Lurk Around Every Corner!

- Corruptions turn PCs into monsters, including blood-drinking vampires and savage werewolves!
- Horror-themed archetypes, feats, spells, and more!
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PATHFINDER[®]

ROLEPLAYING GAME™

SATANIC PANIC!

BESTIARY 6**66**

THE GREATEST FOES OF FANTASY ALIGN TO LAY WASTE TO HEROES EVERYWHERE. THIS NEW HARDCOVER INCLUDES ARCHFIENDS, GREAT OLD ONES, HORSEMEN OF THE APOCALYPSE—AND A FEW GOOD GUYS.

AVAILABLE MARCH 2017



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IRONFANG RECRUIT MANUAL

ENTRY 7-1: DAY OPERATIONS

Any hobgoblin old enough to pull away from her mama's teat knows that night is the only decent time to live or die. Not only does it cloak all your activities, but half the time, due to their weak eyes, your enemies will light candles and lamps, making themselves easier targets.

But those same enemies hide at night and fight by day. Your average elf might putter around at twilight, but humans and halflings fight like the sun is a hovering parent they have to please. If you must fight during the day, keep these basics in mind to minimize the advantage your prey might gain from the light.



SMOKE

We fight at night because our enemies can't hit what they can't see. But smoke blinds you as much as your enemy, so be smart. Instead of fighting in smoke, use it to snuff out flames and block the light from windows, leaving a darkened room where only you can see!

PROPER EYE PROTECTION

Daylight doesn't slow us down like it does those soft orcs, but you'll be working with them and other recruits who aren't so resilient. You must learn to build basic eye protection using your kit and any available materials. Remember, these recruits can be powerful tools, but a tool is useless if you let it go dull.



Whenever possible, rely on stalling tactics to push combat until sundown. And as always: be wary of elf magic! One of the first tricks elves learn is how to conjure lights from nothing, so always target any mages first.

EVIL SHINES IN THE DARK

The secret to the Ironfang Legion's unstoppable conquest lies buried in myth and legend! To uncover their enemy's weakness, bold adventurers must confront degenerate morlocks, journey through the deadly Darklands below the world's surface, and explore an ancient dwarven vault lost to history. But a dark legacy stands in their way. Can the PCs survive the ghosts of Ironfang betrayal and return to the light of day with the key to the Legion's defeat—or will they join generations of the dead in the cold embrace of stone?

This volume of Pathfinder Adventure Path continues the Ironfang Invasion Adventure Path and includes:

- "Siege of Stone," a Pathfinder adventure for 11th-level characters, by Thurston Hillman.
- A gazetteer exploring the ancient dwarven Sky Citadel of Kraggodan—an underground city now besieged by human forces—plus its diverse denizens and locales, by Thurston Hillman.
- An ecology of the enigmatic nagas, serpentine masters of magic and intrigue, by Patchen Mortimer.
- A bestiary packed with new beasts of the Darklands and beyond, by Paris Crenshaw, Crystal Frasier, Thurston Hillman, and Kalervo Oikarinen.



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