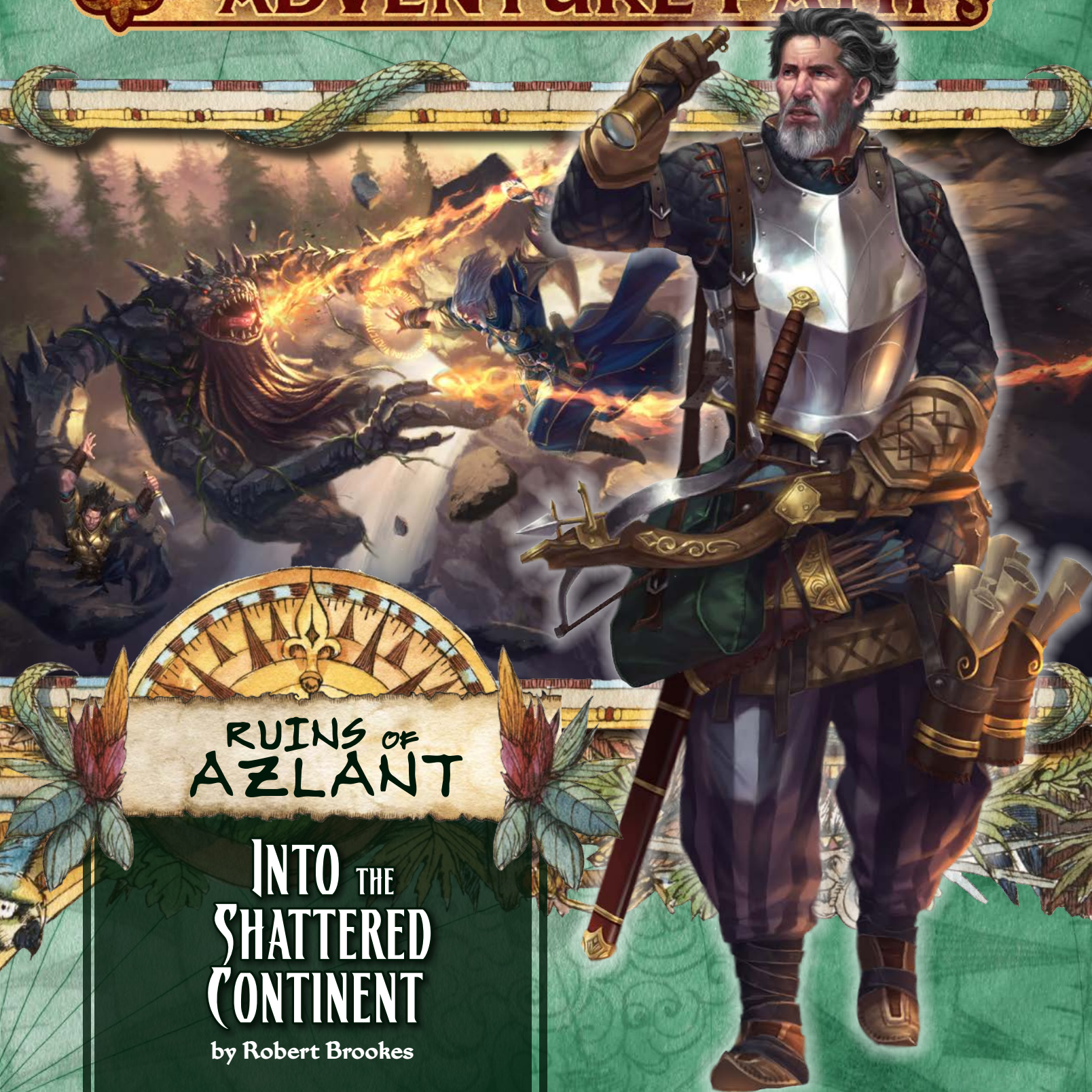


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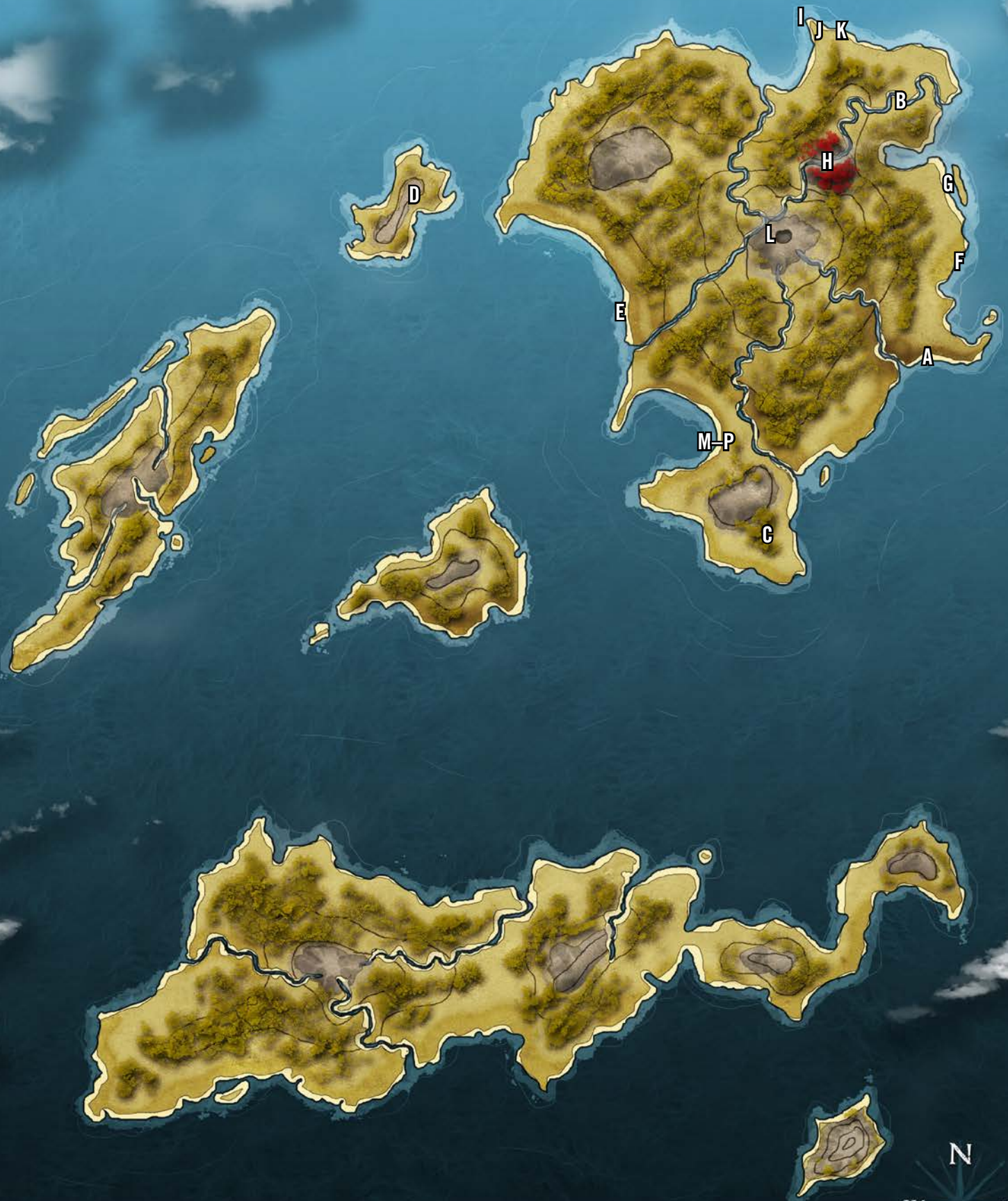


RUINS OF
AZLANT

INTO THE
SHATTERED
CONTINENT

by Robert Brookes

RUINS OF AZLANT REGION



0 5 MILES



PATHFINDER ADVENTURE PATH

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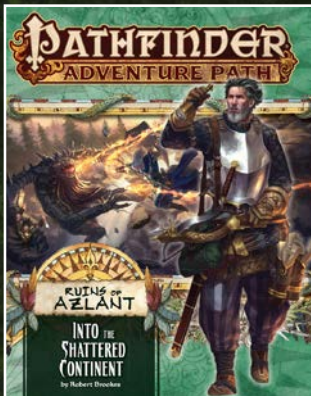
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ON THE COVER



An enormous chittering chuul erupts from its peaceful waterfall pool to attack the intruding iconic characters in this dynamic scene in this month's action-packed cover art by Setiawan Lie.



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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.

<i>Advanced Class Guide</i>	ACG	<i>Occult Adventures</i>	OA
<i>Advanced Player's Guide</i>	APG	<i>Ultimate Combat</i>	UC
<i>Bestiary 2</i>	B2	<i>Ultimate Equipment</i>	UE
<i>Bestiary 6</i>	B6	<i>Ultimate Magic</i>	UM



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A GROWING COLONY

In the previous adventure, “The Lost Outpost,” you were introduced to Talmandor’s Bounty and presented with a mysterious vanishing of the previous wave of colonists. You also read about a handful of the colony’s more interesting characters whom hopefully the PCs befriended. These characters should grow and develop over the course of the campaign, ultimately becoming some of the PCs’ closest friends and allies. As the PCs progress in level, the others in the colony should as well. Granted, since these NPCs aren’t facing the same types of challenges, they will likely remain behind the PCs in level.

Having the other colony members increase in level benefits the PCs by giving them resources that scale as the PCs face greater threats. In later adventures, the priests in the colony can provide more healing and eventually offer magical ways to bring dead characters back into the action.

Remember, each colonist is entitled to a small share of the colony’s profits once the initial costs are recouped by the Bountiful Venture Company, which may take some time. In addition, each colonist is entitled to a land grant once the colony becomes self-sufficient. While it might not be an immediate reward, the land grant allows the PCs to start planning for their future. They can choose to start a business or scout out land on which to build a house. The land grant isn’t limited to Talmandor’s Bounty, so PCs could choose to establish themselves in the forest or along another stretch of coastline if they feel the colony has become too crowded for their taste.

While the kingdom-building and downtime systems from *Pathfinder RPG Ultimate Campaign* aren’t hard-coded into this Adventure Path, some GMs and players might enjoy using these systems to direct the growth of the colony. As the scale of this colony doesn’t exactly match

up with the assumptions of the kingdom-building rules, some adjustments might be required.

A number of the side quests listed on pages 12–13 of this adventure lead the PCs to sites full of resources to help grow the colony. They can find useful places in which to harvest more lumber, a mine where the colony can extract metals for tools and weapons, and a quarry that can provide them with more durable and defensive building materials for the colony. These side quests give the PCs experience points for completing them, but if you are using settlement-building rules, completing the side quests can also increase the settlement's resources.

In some ways, *Talmandor's Bounty* is like its own character, and it too can grow and develop as the Adventure Path progresses. Whenever a ship from Andoran arrives to resupply the colony—such as ship that comes to the settlement between the first and second adventures, or the *Argent Cornucopia*, which arrives toward the end of this adventure—you can decide that other colonists have come to help expand *Talmandor's Bounty*. Each ship can carry 50–80 new colonists, provided the settlers have space in which to live in the colony. Depending on how many new colonists you choose to have show up, the population of *Talmandor's Bounty* could grow to the size necessary to be categorized as a village or even a small town. If you are using settlement rules from the *Pathfinder RPG GameMastery Guide*, this would adjust the statistics for *Talmandor's Bounty*.

The increase in population can also help if a PC meets a grisly end in the course of the campaign. As the Adventure Path takes place far from established civilized lands, the fastest and most reliable way to replace a PC is by recruiting from within the colony. A player replacing a dead character with someone in the colony can choose to take over an established personality—such as Eamon Caranth, Lyra Heatherly, or Perrell Beys—or create a new character to represent any other person in *Talmandor's Bounty*. As nearly everyone in the colony went through the same selection process for the expedition, these new characters have access to the same campaign traits.

As the PCs progress, their relationships with others in *Talmandor's Bounty* inevitably grow. This can lead to strong academic partnerships, business opportunities, friendships, and romantic relationships. Encourage these interactions and make notes during the campaign to help reinforce the relationships and inspire plot twists later in the Adventure Path as relationships shift and interesting interactions occur.

During the course of this adventure, there are two groups of humanoid for the PCs to meet: the locathahs, who move about in migratory trading and hunting groups, and the strix of Sheshkadrann. The PCs can trade with these two groups for items that they might not be able to obtain normally. The locathahs hunt for

AUTHOR SHOUT-OUT

Stepping up to tackle his first Adventure Path adventure is Robert Brookes. Robert first came to my attention on the Paizo messageboards with his creative and fun posts, in which he frequently shared his creations with other Pathfinder fans. His creativity proved to be a strong factor in his performance in RPG Superstar 2014, where he placed in the top 4. Since I enjoy his work, I approached him shortly after the competition to write some monsters, and he has yet to disappoint me with a turnover. He brought both creativity and professionalism to this project as he worked with me and the other contributors to this Adventure Path to tie the story together between the six adventures.

In addition to his writing for Paizo, Robert formed his own company and created the Aethera Campaign Setting along with other creators he drew to his project. Robert tirelessly encourages and promotes new and up-and-coming writers and designers and works with them in his projects to develop their work, making him a wonderful asset to the hobby.

salvage from sunken ships and trade with other coastal and underwater communities, so they would have the most varied wares to trade with the PCs. Gold doesn't impress the locathahs as much as bartering, but the values for most items should be similar. An exception to this is items that allow a character to function more easily underwater, such as an item that allows a PC to breathe underwater—something of little use to an aquatic humanoid. These items are worth half their normal value to the locathahs (or less if you prefer). The strix are less useful as trading partners, but they may have items that the PCs can use.

As far as trading goes, the PCs can use the resupply ships to send their treasures back to Almas and request that a broker with the Bountiful Venture Company obtain particular items that the PCs want or need. These agents have inroads to many markets in Almas, which has a base value of 27,456 gp and a purchase limit of 150,000 gp, so it is likely that the PCs can get what they want if they are willing to wait for the ships to sail from the colony to port and back.



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The heroes are tasked with exploring the isle of Ancorato to discover resources critical to the survival of the colony and surveying the island for native inhabitants and perils. Meanwhile, faceless stalkers begin supplanting the settlers.

PART 2: THE TOWER OF SUNDERED PROPHECIES..... 41

The heroes must venture to an ancient tower once dedicated to the goddesses Desna and Pharasma to confront the powerful hag oracle Helektherie before she can turn her power-hungry gaze on the people of Ancorato.

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The faceless stalkers infiltrating Talmandor's Bounty turn their attention on the heroes, attempting to eradicate them before they can become a greater threat to their master. The heroes must overcome this sinister force and learn who—or what—sent these shapeshifting foes.

ADVANCEMENT TRACK

“Into the Shattered Continent” is designed for four characters and uses the medium XP track.



The PCs begin the adventure at 4th level.



The PCs should reach 5th level during Part 1.



The PCs should be 6th level before they explore Nal-Shakar.

The PCs should reach 7th level by the end of the adventure.

ADVENTURE BACKGROUND

When Aroden, last of the Azlanti, died in the year 4606 AR, the power of prophecy died with him—and the consequences of that catastrophic event are still felt today. With older predictions rendered unreliable by Aroden's demise, the legacy of prophecy's once-potent power has diminished greatly. Contemporary scholars question whether divination was ever truly trustworthy, or whether the string of calamities following Aroden's death were but consequences of the god's demise rather than fallout from the death of prophecy itself. As each age comes and goes, the impact that true prophecy once had on the world becomes the stuff of fable and myth. Still, even as the modern age forgets the importance of what was lost, there remain those who cling to the vestiges of the old ways and yearn for a future when the power of prophecy will return to the world. These deluded and oftentimes dangerous individuals place their full faith in a flimsy system that has long since come apart at the seams, and when their own prophetic agendas unravel, so too does their already tenuous grasp on reality.

Millennia ago, the people of Azlant knew full well the true power of prophecy. During the centuries-long war with the serpentfolk, the Azlanti allied themselves with the cyclops oracles of Ghol-Gan and utilized the cyclopes' divinatory gifts to better prepare themselves for the horrors of the wars to come. In the era of this alliance, Azlanti oracles constructed elaborate observatories from which they would chart the movements of the heavens and interpret these signs as part of the greater tapestry of fate. It was through oracular institutions such as these that they caught the first fleeting glimpses of Azlant's true masters—the algholthus. Suggestions of unseen manipulators pulling the strings of the Azlanti empire began as whispered rumors within closed circles of oracles and prophet-priests. As these prophecies birthed an undercurrent of paranoia, the prophets turned on one another, believing they saw agents and spies of these yet-unknown shadow masters in every corner.

In response to this growing paranoia, many of these oracular observatories closed their doors to outsiders. Their members sequestered themselves, delving ever deeper into their mysteries through drug-fueled reveries and divinatory seances in an attempt to determine the identities of their unseen malefactors. These isolated observatories were also home to the Ghol-Gani cyclopes who had pledged their oracular services to the Azlanti people during the war with the serpentfolk. While few of these observatories yet stand in the contemporary age, due to both the cataclysmic upheaval of Earthfall and the ordinary ravages of time, one such structure still

stands vigil over the isle now known as Ancorato. This observatory, Nal-Shakar, was constructed atop an ancient ley line that crossed Azlant east to west. The oracles of Nal-Shakar tapped into this occult fount with a minor artifact known as an *Azlanti orrery* to enhance their divinatory powers.

Nal-Shakar has changed hands several times over the intervening centuries. Most recently, the observatory has become home to a sea hag named Helekhterie, a well-traveled and well-learned student of lost oracular arts. For decades, Helekhterie has consolidated her power base on Ancorato, making deals with local tribes of scraggs and sahuagin, cultivating native fauna, and researching the ancient art of Azlanti divination. Helekhterie's greatest accomplishment thus far is the capture of a cyclops during one of her forays into the Inner Sea region. Helekhterie mistakenly believes that, with the combination of the information contained in Nal-Shakar, the artifact located at its peak, and her own oracular powers, she could revive the power of prophecy herself and attain a higher consciousness. Despite her repeated failures to attain this lofty goal, Helekhterie's mania continues to grow and she becomes more deeply entrenched in the notion that she is "one step closer" to achieving her aim, no matter how many lives are lost in its pursuit.

When the first settlers from Andoran arrived on Ancorato, Helekhterie ordered her sahuagin allies to keep an eye on the humans' activities, but she did not consider the handful of colonists as an actionable menace. Through her divinations, Helekhterie has now become aware of a growing threat on the island, but she misconstrues these portents to indicate the human settlers of Ancorato rather than the peril the humans accidentally released, one that she is unaware of: Ochymua.

This veiled master has only recently learned of Helekhterie and the survival of Nal-Shakar through his subordinate, the aboleth psychic Onthooth. Onthooth's own servants, primarily faceless stalkers and skum, are of no help in infiltrating the hag's coterie of monstrous allies. For the time being, Ochymua is content to let Helekhterie be and hopes that the humans of Ancorato deal with her themselves. To encourage this, the veiled master has requested that Onthooth use its faceless stalkers to guide the settlers into a confrontation with Helekhterie. Ochymua is concerned that the information in Nal-Shakar could contain secrets about the algholthus that could unravel its own agenda, and it seeks to secure the information as soon as Helekhterie can be dealt with.

As the adventure progresses, the player characters find themselves in the middle of a secret invasion of faceless stalkers operating under the command of Onthooth. These shapeshifting spies are tasked with kidnapping and replacing the population of Ancorato and delivering the captives directly to Onthooth for

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interrogation and experimentation. The leader of this invasion, Thanaldhu, is maneuvering to replace Venture-Captain Carver Hastings and intends to use the PCs as information-gathering assets and agents against Helekhterie. The PCs must discover this subterfuge, deal with Helekhterie, and assure the long-term sustainability of the colony.

PART I: ACROSS THE SHATTERED SHORES

The adventure begins after the PCs have explored a small portion of the island, during which they discovered two survivors from the original settlers of Talmandor's Bounty and made the connection that both settlers suffered their fates at the hand of one of humanity's ancient enemies. With the new colonists now settled in Talmandor's Bounty, it falls on the PCs to assist in securing the settlement against known threats on the island and surveying sites for renewable resources that can help the fledgling colony survive.

This adventure assumes roughly 6 weeks have passed since the end of the previous adventure. During this time, a resupply ship arrived from Almas, possibly carrying items that the PCs have bought and sold through an agent on the ship. At some point after the PCs have had the time to rest, perform any downtime activities they desire, and reconnect with NPCs, they are summoned to the government house by colony leader Ramona Avandth. Ramona reintroduces the PCs to Carver Hastings, revealing—if they have not already discovered the truth—that he is a member of the Pathfinder Society operating undercover for an important mission. The Society did not wish to reveal Carver's involvement when he left Andoran out of fear of interference from the Pathfinder Society's rivals in the Aspis Consortium and concerns that the Bountiful Venture Company might not want Society involvement in the new colony. Now that the settlers are isolated on the island, Carver feels more comfortable revealing the nature of his placement among the colonists.

Since Perrell Beys and Lyra Heatherly are both occupied on other missions, Ramona requests the PCs' assistance in surveying the island to chart its geography and secure resources essential for maintaining and expanding the colony. Their tasks include locating a quarry of stone suitable for construction of larger buildings, prospecting for precious metals or ore that could expand the settlement's trade arrangements, flagging forests to establish lumber camps, and discovering whether there are any peaceful indigenous inhabitants—and if so, opening diplomatic relations with them. Ramona notes that scouts have spotted aquatic humanoids of

an unknown nature just up the coast to the west of Talmandor's Bounty, which may be a good place to start investigating. These aquatic humanoids are locathahs, and if the PCs ask for a description of these creatures (perhaps to ensure that these are not the skum that the PCs had previously encountered), Ramona can provide a description.

Additionally, Ramona also asks the PCs to speak with Carver about helping with the Society's operation on Ancorato. Carver is apologetic about deceiving the PCs (and other colonists) about his identity, but he is eager to reveal to them more of his mission now that he knows they are trustworthy. Eager to move past his previous deception, Carver explains the following to the PCs.

"I'm sorry to have deceived you, but the state of affairs within the Pathfinder Society isn't conducive to an open operation in Azlant, of all places. When I first heard that a ship was bound for these islands, I knew that the Society needed a presence on here. But that brings me to why I wanted to talk to you. I am not the first Pathfinder to set foot on Ancorato. That, my friends, would be the legendary explorer Durvin Gest."

Carver reveals that he believes the legendary Pathfinder Durvin Gest explored Ancorato during his exploration of the shattered continent, an expedition detailed in the first-ever *Pathfinder Chronicles* published in 4317. Durvin Gest is perhaps the most famous Pathfinder, and he documented his journeys in some of the earliest *Pathfinder Chronicles* before vanishing sometime around 4360 AR. After studying the first chronicle, Carver Hastings deduced, due to calculations and similar reference points, that Ancorato was just one of many islands the Pathfinder documented. In addition, colleagues in the Pathfinder Society discovered that some of the artifacts brought to Avistan from Ancorato contained hidden information—precious knowledge encoded inside seemingly ordinary *ioun stones*. This fragmentary information, dating back to the empire of Azlant itself, suggests a vast conspiracy bubbling beneath the fabric of Azlanti society, the secret of which may still be hidden somewhere on Ancorato.

Carver wants the PCs to follow in Durvin's footsteps, revisiting locations noted in the first volume of the *Pathfinder Chronicles*. Up until now, those Pathfinders who have ventured to the ruins of Azlant have either never returned from the journey or didn't find anything relevant. When Carver discovered that Andoran had successfully seeded a colony on Azlant's perilous shores, he knew he had to make the voyage. Carver knows of a handful of locations spoken of in the first *Pathfinder Chronicles* volume, though not precisely where on the island they may be—if they're even on Ancorato at all. These sites include an abandoned Ulfen settlement on the

east coast, a cave behind a waterfall on the northeast side of the island, a sunken laboratory long swallowed by the earth, a crystal monument on a small island northwest of Ancorato, and an ancient observatory located somewhere in the mountains. The PCs undoubtedly have questions for Carver regarding these sites, and he does his best to answer their inquiries with what little information he has.

Abandoned Ulfen Settlement (Area A): Named “Joskadahlr” in volume 1 of the *Pathfinder Chronicles*, this lost Ulfen camp allegedly exists on the east coast of Ancorato, hidden from view of the ocean by its placement in a rocky cove. Durvin’s account of the settlement claims it has an “unsettling presence” and that he did preliminary investigations but did not stay long. Carver believes this site may not be far from Talmandor’s Bounty and narrows down the search area to an 8-mile stretch of coast.

Waterfall Cave (Area B): Durvin’s account of this cave speaks of unusual etchings and murals that may have been an archaeological excavation by the Azlanti themselves, potentially of an even older civilization dating back to the beginning of the Age of Legend or perhaps further. Carver estimates the location to be on the far northeastern side of Ancorato in the foothills.

Sunken Laboratory (Area C): This fabled site is where Durvin Gest claims to have discovered ancient Azlanti technology that led to the creation of *wayfinders*. Durvin’s journals claim that he was never able to fully explore the ruin due to a puzzling series of locking mechanisms and the presence of dangerous undead. Carver believes this site could hold invaluable information to the Society regarding the nature of *ioun stones* and how they were used in ancient Azlant.

Crystal Monument (Area D): While Durvin did not personally explore this site, in volume 1 of the *Pathfinder Chronicles* he describes seeing a massive azurite monolith etched with strange runes rising up from a forest-covered island off Ancorato’s northwest coast. An approaching storm prevented Durvin from exploring the island, and Carver wants a detailed account of what lies there. Carver is unaware that the monument has since become the center of an Azlanti strix community called Sheshkadraann.

Ancient Observatory (Area K): Somewhere in the mountains of Ancorato, Durvin Gest became lost during his expedition and stumbled upon an ancient tower that contained a trove of Azlanti writing, star charts etched into the walls, and a still-functional orrery used to chart the movement of the planets. Durvin was driven from the observatory by packs of creatures Carver believes were aberrations called chokers. Unfortunately, Carver does not know exactly where this observatory is—or even if it still stands after so many centuries—and tasks the PCs with finding out if it still exists and what may lie inside.

Once the PCs have met with Ramona and Carver, they are free to approach this adventure in whatever

order they wish. However, some of the encounters are more dangerous than others, and GMs should nudge the PCs toward some of the easier encounters on Carver Hastings’ list first. Obviously, certain sites have been seeded with better details and possible locations, but most of this adventure is a sandbox of exploration and discovery. During their investigations, the PCs might end up backtracking or returning to locations that they visited previously. For example, to unlock a pair of chambers in area C, the PCs need two specific *ioun stones* that act as keys. The PCs have a chance to find these *ioun stones* in other locations on the island, and they might have to go back to area C with their newly found *ioun stones* in order to completely explore that area.

Should the PCs need a hint about where to go first, Ramona can stress the importance of the proximity of the aquatic humanoids and how they might pose a potential danger to the colony. In truth, the locathahs will become strong allies for the PCs in this and future adventures and can help direct them to more places of interest. Additionally, some NPCs in Talmandor’s Bounty will offer side quests to the PCs that can help foster the development of the colony (see Side Quests on page 12 for more information).

EVENTS IN TALMANDOR’S BOUNTY

While the PCs travel across Ancorato, events in Talmandor’s Bounty begin to unfold in their absence. By the time the adventure begins, five faceless stalkers have already taken up residence in the settlement, having replaced a group of scouts on their way back from patrol. As the PCs explore Ancorato, the faceless stalkers work quickly to insinuate themselves into the settlement and ferry their captives away to a remote island stronghold (the fates of these kidnapped settlers are addressed in the following adventure).

The leader of this group of faceless stalkers is a clever specimen named Thanaldhu. The faceless stalker arrives the first night the PCs are away on a mission after their meeting with Carver. It subdues the Pathfinder in his residence, swiftly replacing him and handing his unconscious body off to its faceless stalker allies to be taken to a neighboring island and enslaved by Onthooth. From this point on, Thanaldhu reviews the Pathfinder’s meticulous journal and determines that the PCs may be prime candidates to deal with the sea hag Helekhterie, a longtime enemy of Onthooth.

Thanaldhu and its subordinates are seasoned in this art of replacement, having used the same procedure to supplant and kidnap almost the entirety of the first wave of settlers to the island. However, faceless stalkers experience discomfort in forms other than their own and are unable to process the same food that humanoids

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KIDNAPPED COMPANIONS

Throughout this adventure, faceless stalkers abduct a number of colonists and replace them in their roles in Talmandor's Bounty. Some of these colonists are named NPCs that the PCs may have gotten to know during the previous adventure or in this one. Don't worry! These named NPCs are alive, but they are imprisoned on an island roughly 16 miles to the west. So far, they've languished in their prison, being interrogated by an aboleth named Onthooth and prepared for the sadistic creature's experiments. At the beginning of the following adventure, the PCs learn this information and can make for the island to rescue the captive colonists.

do—instead subsisting on blood. This vulnerability gradually leaves the stalkers agitated and anxious to complete their mission, causing them to grow lazy or mismanage some kidnappings, which leads to a series of unusual events in Talmandor's Bounty that foreshadows the ultimate takeover of the colony.

Each time the PCs return to Talmandor's Bounty during the adventure, one or more of the following events should take place in the order in which they are presented. Not all of these events present a strong challenge to the PCs, and only a few of them offer experience rewards. They are placed here to advance the secondary storyline throughout this adventure as the faceless stalkers further infiltrate Talmandor's Bounty. Over the course of these events, the stress the faceless stalkers are under and their growing frustration with having to once again replace and kidnap an entire settlement are revealed. Were it not for fear of Onthooth and Thanaldhu's wrath, they would likely abandon the plan altogether.

SHAPESHIFTERS AND DETECTION

Thanaldhu's entire plot could be foiled by specific magic or abilities designed to detect shapeshifters or aberrations. The *Pathfinder RPG Advanced Player's Guide* introduces the *detect aberration* spell, and *Pathfinder RPG Ultimate Combat* includes the Shapeshifter Foil feat, both of which could allow the party to discover Thanaldhu's deception before it is the exciting reveal at the end of this adventure. While these and other options to notice shapeshifters aren't common, don't feel as though you must protect Thanaldhu or other faceless stalker NPCs against discovery. If one faceless stalker is uncovered, it creates a current of suspicion, fear, and tension throughout the community. It could put a stop to further infiltration, but those faceless stalkers already in the

settlement will do whatever it takes to stoke the fires of paranoia and redirect suspicion to others. If Thanaldhu is found out and can't talk its way out of the situation, it will simply flee and take on the guise of another towns person (of less noteworthy importance) later on.

No matter the circumstances, the faceless stalkers' plan going awry only proves to them that the PCs pose a threat. Thanaldhu is likely to report back to Onthooth about these events, and Part 3 of this adventure can play out roughly the same, with the faceless stalkers still assaulting Talmandor's Bounty. However, due to the PCs' diligence and canny investigation, the settlers may be better prepared for such a shocking attack.

If the PCs are in the habit of using *detect evil* on most of the people and creatures they come across, modify the behavior of the faceless stalkers accordingly. If the PCs show they are suspicious, the faceless stalkers in the colony are likely to notice, and they will tend to shy away from the PCs or only engage them as long as necessary. This might change how some of the encounters play out in your campaign, but it helps preserve the ruse the faceless stalkers are perpetrating.

If the PCs discover the faceless stalkers in the colony prior to the explosive reveal in Part 3 of this adventure, they can still search the locations initially presented to them by Carver Hastings, and doing so would be beneficial to the PCs, as they will acquire experience points and gain helpful treasure for future adventures. If the PCs find out where the faceless stalkers have been taking the captured colonists and go straight to the island to find their friends, let them do so, but know that it will be much more difficult for them at a lower level. In this case, the PCs might venture to the neighboring island where the captives are being held, fight through a few encounters, and then return to the safety of Talmandor's Bounty.

At the end of this adventure, when the PCs reach 7th level, a character might have the ability to cast *scrying* to locate the missing colonists. In this case, a PC viewing an NPC through the *scrying* sensor sees the character in a dark prison cell with other colonists. The PCs could also use *sending* to contact their kidnapped friends; a colonist can reply to the caster's message, but those abducted aren't entirely sure where they are. They can report being in the possession of faceless stalkers and skum, but they know little else about what's going on. See *Pathfinder Adventure Path* #123: *The Flooded Cathedral* for more information on what captured colonists might know about their captors.

EVENT 1: THE SOCIETY'S SHADOW

After reading about the meeting with the PCs in Carver Hastings' journal, Thanaldhu, in the guise of the Pathfinder, asks to talk with the PCs again the first

time they return to Talmandor's Bounty. The purpose of this exchange is for Thanaldhu to get a sense of the PCs personally—particularly any PC who appears to act as a leader or spokesperson. In their discussion, he attempts to learn more about the PCs' individual abilities, strengths, and weaknesses, but the faceless stalker rarely poses direct questions of this nature, instead hoping for such information to reveal itself through casual conversation. Thanaldhu hides the reason for this meeting behind an anxious desire to "check in" and track the status of their assignments.

EVENT 2: MISSING FISHER (CR 5)

When the PCs return to Talmandor's Bounty, they find a pair of the settlement's colonial soldiers limping back to the village with visible injuries. The soldiers were investigating the disappearance of **Soran Vigaldo** (N male human expert 2). Soran went out fishing at dusk 2 days prior and hasn't yet returned. When the soldiers went down the west coast to look for signs of him, a pair of strange, winged reptilian creatures ambushed them. The injured soldiers ask the PCs if they could discover whether those monsters had anything to do with Soran's disappearance—and deal with them if possible.

The site the PCs are sent to investigate lies 3 miles south of Talmandor's Bounty, on a rocky stretch of coast by sheer basalt cliffs near the mouth of the bay. Driftwood twists along the rocks and patches of sandy beach, and the PCs can note plentiful crabs scuttling about in the shallow tide pools—a potential source of food for the colonists.

Creatures: Crouched in a dark split between the rocks, a pair of winged chupacabras hides in wait for their next victims. Chupacabras rely on stealth and speed to take their prey, and they avoid settlements of humanoids. These two aren't likely to pose a direct threat to Talmandor's Bounty, but if the creatures discover the settlement's livestock, they might begin preying on that source of food stock.

CHUPACABRA MUTANTS (2)

CR 3

XP 800 each

Variant chupacabra (*Pathfinder RPG Bestiary* 2 57)

N Small magical beast

Init +7; **Senses** darkvision 60 ft., low-light vision; Perception +6

DEFENSE

AC 16, touch 14, flat-footed 13 (+3 Dex, +2 natural, +1 size)

hp 30 each (4d10+8)

Fort +6, **Ref** +7, **Will** +3

OFFENSE

Speed 30 ft., fly 60 ft. (average)

Melee bite +6 (1d4+1 plus grab), 2 claws +6 (1d3+1)

Special Attacks chupar, pounce

TACTICS

Before Combat The chupacabras wait until the PCs are at least within 30 feet before they launch their ambush.

During Combat The chupacabras swoop through the air and attack using Flyby Attack until the PCs have been weakened. They then rush at the more wounded PCs and use pounce to take them down.

Morale If reduced to 10 or fewer hit points, the chupacabras flee the fight to search for a less aggressive meal.

STATISTICS

Str 13, **Dex** 16, **Con** 14, **Int** 3, **Wis** 15, **Cha** 6

Base Atk +4; **CMB** +4 (+8 grapple); **CMD** 17

Feats Flyby Attack, Improved Initiative

Skills Acrobatics +7 (+11 when jumping), Fly +5,

Perception +6, Stealth +16 (+20 underground or in

rocky areas); **Racial Modifiers** +4 Stealth (+8 Stealth

underground or in rocky areas)

Languages Aklo (can't speak)

SPECIAL ABILITIES

Chupar (Ex) When a mutant chupacabra is invigorated from drinking blood, its fly speed increases to 90 feet (average).

Development: After the chupacabras are dealt with, there is still no sign of Soran or his boat. Four days after this event, Soran returns to Talmandor's Bounty, claiming to have become lost at sea after he fell asleep while fishing, and to have needed a few days to get back. In truth, a faceless stalker kidnapped and replaced Soran.

EVENT 3: RECORD THEFT (CR 1/2)

Upon the PCs' return from their most recent mission, Ramona Avandth calls them to the government house to inform them that a satchel containing the ship's manifest and resupply schedule was stolen from the building the previous night, along with a leather purse containing 50 gp.

Ramona believes Medrinnah Harleau, the teenage daughter of colonial soldier Sighra Harleau, may have perpetrated the theft, but she is reluctant to make this transgression into a big deal as long as the property is retrieved. She knows that initiating legal proceedings could put undue strain on the family and the colony. She asks the PCs to find Medrinnah at the tailor's shop where she is apprenticing and talk to her about the missing manifest and gold.

Creature: Medrinnah did steal the satchel, but after pocketing the gold, she ditched the manifest and documents right outside the office, where an opportunistic agent of Thanaldhu stole the documentation. Medrinnah had a history of petty theft back in Andoran, mostly done out of boredom and rebellion against her mother, whom she sees as overbearing and suffocating. Furthermore, the young woman pushed back against her mother's plans to join the colony at every opportunity, fearful that she

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would never see her friends again, and she resents being forced to live out in the middle of nowhere. As soon as Medrinnah sees the PCs inquiring about her at work, she runs and attempts to elude capture. As at least one PC in the party is likely to have the same speed as Medrinnah, it shouldn't take too much effort to catch her. The teenager attempts to head into the woods from her place of apprenticeship. If she has enough of a lead on the PCs, she runs for 1 minute before finding a place to hide among the thick foliage.

MEDRINNAH HARLEAU

CR 1/2

XP 200

Pickpocket (*Pathfinder RPG*

GameMastery Guide 264)

hp 5

Development: Medrinnah isn't

looking for a fight and surrenders to the PCs if they show any sign of aggression or manage to catch up to her. She confesses to stealing the gold and returns it to the PCs, but she refuses to take any blame for stealing the manifest, which she insists that she ditched behind the government house. If Medrinnah successfully evaded the PCs and hid in the woods, she eventually returns to Talmandor's Bounty late the following day, having no desire to rough it in the woods by herself. Upon returning, she finds one of the pursuing PCs and admits to her thievery as above. If the situation is brought up with her mother, Medrinnah is severely punished and confined to the family's residence for a time.

EVENT 4: LEFTOVERS

News reaches the PCs that several of the colony's goats were found dead from exsanguination. The five goats, all from farmer Irvin Lourdein's herd, were discovered completely drained of blood that morning. Five faceless stalkers broke away from the town the night before and ravaged Irvin's animals. While they were reckless enough to feed and not hide the remains, they still were clever enough to hide their tracks. A PC who succeeds at a DC 25 Survival check can find traces of bare humanoid footprints in the field that lead to the shore. The faceless stalkers took care to hide their scent in the ocean before emerging farther down the shore and returning to town under cover of darkness.

PCs investigating the exsanguination who succeed at a DC 20 Heal check can determine that the goats bear multiple circular bite marks resembling those made by a lamprey. The colonists are at first frightened that chupacabras—or even vampires—may be living in the wilderness surrounding the town. If the PCs don't

calm these concerns (requiring a successful DC 20 Diplomacy check), the colonists eventually harass

Ramona Avandth to put together a search party to scour the local wilderness for the creatures responsible, ultimately turning up nothing of note. If the PCs already fought the pair of winged chupacabras and successfully identified them, the PCs might assume that the dead goats were victims of those creatures' predations.

EVENT 5: HUNGER STRIKE

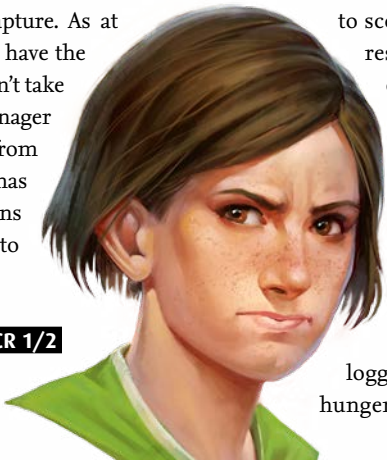
Rumors that Andvara Jeclair, a wealthy Andoren colonist determined to start a logging company on the island, has gone on a hunger strike in protest of the dangerous living conditions in Talmandor's Bounty. This scandal is in fact a cover dreamed up by the faceless stalker that replaced the kidnapped Andvara

when family members discovered that she was not eating her meals. Andvara insists that the people of Talmandor's Bounty are in extreme danger and claims that she will not eat until Ramona Avandth takes more serious measures to protect the colonists from local perils. Andvara goes as far as citing the exsanguinated goats, Soran's "near death at sea," and the many dangerous creatures inhabiting the island as proof of her stance. Andvara Jeclair's cause unfortunately draws a significant number of followers who, stirred by her hunger strike, join their voices in protesting the security of the settlement and demand that the bulk of the colony's workforce be directed to finishing the fortified wall around the central group of buildings and extending it to surround the other residences as soon as possible. The faceless stalker replacing Andvara is aghast at the attention this approach is receiving and is terrified that the truth will be uncovered.

If the PCs approach Andvara and attempt to dissuade her from the hunger strike, she takes the opportunity (regardless of the result of the PCs' attempts at negotiation) to claim that she's had a change of heart. Andvara encourages the people of Talmandor's Bounty to trust in the PCs and their ability to defend the town. Unfortunately, not all of Andvara's adherents are as easily dissuaded, and an undercurrent of frustration and anxiety continues to build in the settlement.

EVENT 6: SUDDEN CLOSURE

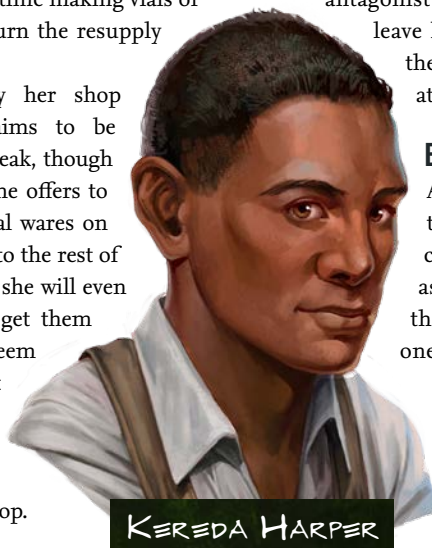
A faceless stalker replaces Alba Divenvaar, the colony's alchemist, 1 day prior to the PCs' return to Talmandor's Bounty. Alba's kidnapping and replacement form a vital part of Thanaldhu's overall plan, and the leader of the faceless stalkers orders her replacement to shutter her



MEDRINNAH HARLEAU

business, claiming that the alchemist has run out of necessary reagents. In truth, the faceless stalker that replaced Alba is spending all its time making vials of alchemist's fire to be used to burn the resupply ship when it next arrives.

If the PCs investigate why her shop is closed, Alba Divenvaar claims to be overworked and in need of a break, though if pressed (Diplomacy DC 20), she offers to discreetly sell the PCs alchemical wares on the side if they don't mention it to the rest of the colonists. (If the PCs persist, she will even offer them a 20% discount to get them to leave her alone.) If the PCs seem overly suspicious or are caught investigating or spying on the alchemist, she is ordered by Thanaldhu to cut her losses, not risk discovery, and reopen her shop.



KEREDA HARPER

EVENT 7: ATTEMPTED KIDNAPPING

When the PCs return to town, word of the attempted abduction of a colonist named **Kereda Harper** (NG male human expert 2) by people wearing sackcloth masks quickly reaches them. Kereda was nearly kidnapped the day after the PCs last left Talmandor's Bounty. His description of the event implicates two masked humanoids with burlap sacks tied over their heads. The door was barred, but the kidnappers quietly crept through the windows during the night and nearly beat Kereda unconscious. He was able to escape and alert the guards, but the attackers had fled by the time the soldiers arrived. The attackers were in fact a pair of faceless stalkers in their human guises, using sackcloth to hide their identities. Both have assumed the roles of colony soldiers who were meant to be on duty that night, and slipped in among the first responders on the scene.

Kereda and many of the other colonists place the blame on other local inhabitants, such as locathahs or strix (if the PCs have encountered them), while others still believe that Kereda is making up the entire event to drum up support for the construction of the town wall (Kereda was a vocal supporter of Andvara Jeclair's hunger strike).

EVENT 8: RECANTED STORY

A faceless stalker replaces Kereda Harper before the PCs' next return. Upon their arrival at the colony, the PCs hear that Kereda has now recanted his story about the abduction entirely and claims to have made up the attack in an attempt to garner support for the creation of the town wall. Other supporters of the wall believe that Ramona Avandth may have put pressure on Kereda and that she may even have been complicit in the events

that led to his attempted kidnapping. Faceless stalkers in Talmandor's Bounty attempt to paint Avandth as an antagonist and an incompetent leader, and they leave her to be replaced last, hoping to turn the entire settlement against her and draw attention away from their own activities.

EVENT 9: WITCH HUNT (CR 6)

As a diversionary tactic to throw off the growing fear and suspicion in the colony, a faceless stalker masquerading as the farmer Irvin has turned some of the town's remaining residents against one another.

In the weeks since the second wave of colonists arrived in Talmandor's Bounty, it has emerged that Eskelda Teredein has abilities that she didn't disclose when she joined the colony as a weaver. Most of the colonists are accepting of Eskelda's talents, and many

have come to her in recent weeks for counseling or for treatment of minor ailments. However, since many don't know where her mystical abilities come from, it is easy for the colonists to jump to conclusions.

Irvin has rounded up a mob of 15 concerned colonists by painting Eskelda Teredein as a dangerous witch in league with infernal forces, and thus as the source of all the colony's woes. Irvin's mob marches through the streets at sundown the next time the PCs are in Talmandor's Bounty. They start at Irvin's farm and move on a meandering and very public route through the settlement until they reach Eskelda's house, hollering and banging objects together as they go.

Creatures: The mob consists of 15 colonists of varying age and occupation. None of the colonists likely bears any ill will toward the PCs, but they are eager to drive Eskelda out of Talmandor's Bounty—or potentially worse. If the PCs confront the mob before it reaches Eskelda's house, Irvin insinuates himself into the mob and allows another towns person to speak rather than draw attention to himself. Stopping the mob requires a PC to succeed at either a DC 15 Diplomacy check (as a full-round action) to reason with the mob or a DC 20 Intimidate check (as a free action) to cow them. If the PCs made poor impressions on the other colonists so far in the campaign or were responsible for any colonists' deaths, the PCs take a -4 penalty on these checks. Success at either of these checks causes the mob to disperse, and Irvin is quick to slip away with the others.

If the PCs take any hostile action, such as drawing weapons or casting spells (even nonhostile spells, as the colonists in the mob can't immediately tell the

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difference), the mob attacks the PCs. The members of the mob aren't interested in killing the PCs (and are likely outclassed by the PCs as well), but the PCs should take care not to accidentally (or intentionally) kill any of the colonists, as this could cause serious disruption in the colony. In addition to any personal relationships that might be soured by such an event, if this encounter comes to combat, the PCs take a -4 penalty on future Bluff and Diplomacy checks against members of the colony, although they gain a +2 bonus on Intimidate checks. They might also face higher prices when buying items or services from members of the community. Since the PCs came to Eskelda's defense, these penalties don't apply to Eskelda, who will offer to provide the PCs with scrolls and spellcasting at a 25% discount.

While this event is unlikely to come to actual blows, the following statistics are provided for both the assembled mob and Eskelda. Though she is not present in this encounter, Eskelda's provided statistics can be used in the future if the PCs need any of her spellcasting services or call upon any of her skills and abilities.

COLONISTS (15) CR 1/2 XP 200 each

Human commoner 1/warrior 1
NG Medium humanoid (human)
Init +0; **Senses** Perception +1

DEFENSE

AC 10, touch 10, flat-footed 10
hp 12 each (2 HD; 1d6+1d10+3)
Fort +3, **Ref** +2, **Will** +1

OFFENSE

Speed 30 ft.
Melee machete +2 (1d6+1/19-20)
Ranged sling +1 (1d4+1)

STATISTICS

Str 13, **Dex** 11, **Con** 12, **Int** 9, **Wis** 12, **Cha** 8
Base Atk +1; **CMB** +2; **CMD** 12
Feats Lightning Reflexes, Skill Focus (Craft [carpentry])
Skills Craft (carpentry) +6, Craft (stonemasonry) +3, Handle Animal +3, Profession (farmer) +5
Languages Common
Gear machete, sling with 10 bullets, artisan's tools, waterskin

ESKELDA TEREDEIN CR 3 XP 800



Female middle-aged human adept 5
N Medium humanoid (human)

Init +0; **Senses** Perception +4

DEFENSE

AC 10, touch 10, flat-footed 10
hp 27 (5d6+10)
Fort +3, **Ref** +3, **Will** +7

OFFENSE

Speed 30 ft.
Melee club +0 (1d6-2)
Ranged sling +2 (1d4-2)
Adept Spells Prepared (CL 5th; concentration +8)
2nd—*cat's grace*, *cure moderate wounds*
1st—*command* (DC 14), *protection from evil*, *sleep* (DC 14)
0 (at will)—*detect magic*, *mending*, *purify food and drink* (DC 13)

STATISTICS

Str 7, **Dex** 10, **Con** 11, **Int** 12, **Wis** 16, **Cha** 10

Base Atk +2; **CMB** +0; **CMD** 10

Feats Great Fortitude, Lightning Reflexes, Scribe Scroll, Toughness

Skills Craft (cloth) +7, Heal +10, Knowledge (arcana, local, nature) +6, Perception +4, Sense Motive +4, Spellcraft +7

Languages Common, Vudrani

SQ summon familiar (raven named Mirwe, speaks Vudrani)

Combat Gear *scroll of cat's grace*, *scrolls of cure light wounds* (3), *scroll of cure moderate wounds*; **Other**

Gear club, sling with 10 bullets, spell component pouch, wooden holy symbol

Treasure: If the PCs successfully disperse the mob, Eskelda thanks the PCs for their efforts when she returns to Talmador's Bounty by discreetly passing them four *scrolls of cure moderate wounds*.

Development: If the PCs successfully disperse the mob without violence, the scattered colonists become deeply distraught about their actions and any further attempts by Irvin to incite them to mob violence fail. Should the PCs fail to stop the mob, the angry colonists arrive at Eskelda's home and demand her presence. Eskelda, having been warned of the mob's approach by her raven familiar Mirwe, has already fled Talmador's Bounty, headed north up the coast, and eventually seeks temporary shelter in the forest. If the PCs break up the mob before it reaches Eskelda's home, the hedge witch returns within 1d4 days.

SIDE QUESTS IN TALMADOR'S BOUNTY

In addition to the above events and other encounters in this adventure, PCs can take on numerous quests

that can earn them additional rewards in the form of experience points, treasure, or ways to benefit Talmandor's Bounty.

Many of these side quests can be completed when the PCs visit encounter locations throughout this adventure. Details on these quests appear in the text for those encounters, and they are summarized below for ease of reference.

Each of the side quests below lists the person asking the PCs for assistance and the point at which the PCs gain access to that side quest. The side quests also indicate what the PCs need to do to satisfy the requirements of the quest, and the rewards for completing them.

Natural Resources (Lumber Locations): Find materials to allow the colony to grow.

Source: Daib Joiner (available after **Event 1**).

Details: Building a town takes considerable lumber resources, and the PCs are asked to scout out forests for suitable and safe locations to start logging. There are many forests on Ancorato, and the PCs can spend 24 hours performing a search of one forest (resulting in a random encounter on the table on page 81). After the PCs successfully complete this encounter, the forest is "cleared" and can be marked for forestry operations. While the Bleeding Forest (area **H**) is a forest, it is too dangerous for forestry operations and does not count toward the success of this side quest.

Reward: Award the party 400 XP for scouting out a forest and marking it for logging. The PCs can mark up to three forest locations in this way.

Natural Resources (Quarry): Find more durable materials with which to build.

Source: Lyra Heatherly (after **Event 1**).

Details: Lyra requests the PCs' assistance in scouting Ancorato for areas of stone suitable for creating structures in the colony. Not just any stone will suffice for long-lasting buildings, and Lyra is looking for areas of high-quality stone.

Reward: Award the PCs 800 XP for finding the basalt cliffs in area **A**. Award the PCs 600 XP for discovering the pumice caves in area **B**. Award the PCs 800 XP for finding the andesite deposits in area **L**.

Necessary Resources (Mining Location): Find useful metals to help the colony grow and better defend itself.

Source: Luetin Calewick (available after **Event 1**).

Details: The PCs are asked to search Ancorato for any signs of previously active mines or areas that could be converted into mining operations so the colony can gain self-sustaining access to useful metals.

Reward: Award the party 800 XP for discovering the iron deposits in area **B**.

Necessary Resources (Trade Relations): Allow the colony to expand trade.

Source: Ramona Avandth (adventure's start).

Details: The PCs are tasked with discovering and making contact with friendly inhabitants on the island and securing trade arrangements to help support the settlement.

Rewards: Award the party 1,600 XP for establishing trade relations with the locathahs, and 800 XP for establishing contact with the strix of Sheshkadrann.

Security Sweep: Ensure the safety of the colony.

Source: Ramona Avandth (adventure's start).

Details: Ramona asks the PCs to scout the island for any indigenous hazards that could pose an immediate threat to Talmandor's Bounty, and to neutralize them if necessary.

Reward: Award the party 600 XP for defeating the sahuagin at Ershrani Reef and another 600 XP for defeating Helekhterie.

EXPLORING ANCORATO

After meeting with Ramona Avandth, the PCs are free to set out and explore Ancorato as they desire. The locations in this section may be explored in any order, provided the PCs have enough leads to discover a particular place. Traveling across Ancorato is almost as perilous and arduous an undertaking as braving dungeons and ruins. Ancorato has no infrastructure remaining from ancient Azlant, and as such there are no proper roads on the island, thus extending overland travel times and exposing them to random encounters.

Additionally, if the PCs are interested in exploring more of Ancorato than is presented in this adventure, you can refer to the gazetteer of the region beginning on page 64 to create interesting new encounters that can be inserted at any point in the adventure. Refer to the map on the inside front cover to find the following locations.

A. RUINS OF JOSKADALR (CR 6)

The ancient remnants of a long-lost settlement are nestled away in a lowland cove surrounded by high cliffs. A single, large building of old river stones with a collapsed wood roof stands on a low hill around a flooded reach of tidal pools and empty cellar holes.

More than 500 years ago, the *Joskadallr*, an Ulfen ship bound for the fabled shores of Valenhall in Arcadia, was caught in a terrible storm while crossing the northern reaches of the Arcadian Ocean. Blown wildly off course, the ship ended up hundreds of miles to the south and ran aground on the east coast of Ancorato. The survivors, a group of 47 Ulfen, were stranded in an unknown land. Unable to immediately repair their ship, the survivors began building a settlement where they spent the better part of 2 years. Local wildlife, a poor harvest, and a surging storm that consumed most of the coastline they settled on ultimately caused their fledgling colony to fail. Many of the Ulfen settlers died

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in the hurricane that destroyed their village, drowning in the storm surges that tore down their homes. Durvin Gest rediscovered this site during his expedition across Azlant, some time prior to the publication of the first volume of the *Pathfinder Chronicles*, roughly a hundred years after its inhabitants perished.

A search of the ruined lodge on the hill reveals a threadbare bedroll, a rusted iron pot, and other signs of a makeshift camp, as well as strange markings on the wall near the camp. These markings represent early prototypes of cipher glyphs used by the Pathfinder Society to covertly communicate with agents in the field. The ciphers were engraved by Durvin Gest himself to pass on information to potential future Pathfinders investigating the ruin. The cipher glyphs are based on Varisian trail signs and can be deciphered with a successful DC 20 Knowledge (local) or DC 25 Linguistics check. Members of the Pathfinder Society gain a +4 circumstance bonus on this check and can attempt the check untrained. If successfully interpreted, the cipher glyphs at Joskadahl convey the following simple concepts: *undead in water* and *no safe shelter here*. Additionally, Durvin left a marker indicating his next destination, an enciphered series of coordinates that can be followed by a character with a compass or *wayfinder*

with a successful DC 10 Survival check for each hour of travel from this site. If followed, these coordinates can lead the PCs directly to an ancient Azlanti archaeological site in the northern foothills (see area B).

Additionally, a PC who succeeds at a DC 15 Knowledge (dungeoneering) or Knowledge (geography) check can identify the cliffs surrounding the ruins of Joskadahl as being made of basalt, a type of stone suitable for use in construction. This discovery satisfies one of the requirements of the Natural Resources (quarry) side quest (see page 13).

Creatures: The restless spirits of Ulfen who were killed when a hurricane destroyed their small settlement still haunt these ruins. In addition, the captain of the doomed vessel rose as a draugr captain, and his two most trusted sailors rose as normal draugr. These drowned dead lie at the bottom of the tidal pools, and they attack when any living creature disturbs the water within 30 feet of them, even if that creature simply tosses a stone into the water.

DROWNED ULFEN CAPTAIN

CR 3

XP 800

Draugr captain (*Pathfinder RPG Bestiary* 2 110)

CE Medium undead (water)

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

DEFENSE

AC 16, touch 12, flat-footed 14 (+2 Dex, +4 natural)

hp 25 (3d8+12)

Fort +4, **Ref** +3, **Will** +5

DR 5/slashing or bludgeoning; **Immune** undead traits;

Resist fire 10

OFFENSE

Speed 30 ft., swim 30 ft.

Melee +1 *underwater greataxe* +8 (1d12+8/x3 plus energy drain) or

slam +7 (1d10+7 plus energy drain)

Special Attacks energy drain (1 level, DC 14)

Spell-Like Abilities (CL 3rd; concentration +6)

3/day—*obscuring mist*

STATISTICS

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

Base Atk +2; **CMB** +7; **CMD** 19

Feats Power Attack, Toughness

Skills Acrobatics +5, Intimidate +9, Perception +8,

Profession (sailor) +5, Stealth +8, Swim +13

Languages Common, Skald (can't speak)

Gear +1 *underwater greataxe* (see Treasure below)

DRAUGR (2)

CR 2

XP 600 each

hp 19 each (*Pathfinder RPG Bestiary* 2 110)

Haunt: The tidal pools here are suffused with the suffering of the Ulfen who drowned here and have manifested as an unsettling haunt. While the haunt isn't deadly on its own, its effects can make fighting the draugr in the area more difficult. The area this haunt affects is marked with a dotted line on the map.

DROWNING SENSATION

CR 3

XP 800

CE persistent haunt (30-ft. radius)

Caster Level 3rd

Notice Perception DC 10 (to notice unusual movement in the water and a thickness in the air)

hp 13; **Weakness** ineffective against creatures that do not need to breathe or can breathe underwater; **Trigger** proximity; **Reset** 1 day

Effect The seawater churns with movement and cries of panic fill the air. All creatures in the area experience the sensation of drowning: they feel their lungs begin to fill with water, and a suffocating sense of isolation renders them staggered for as long as they remain in the area. A successful DC 11 Fortitude save negate this effect, but if a character leaves the area of the haunt and reenters, it must attempt a new save.

Destruction The bones of the Ulfen below the water must be exhumed and given a proper burial on dry land.

Treasure: Searching the flooded cellar holes reveals 12 corroded longswords (treat as broken), a +1 *light steel shield*, a masterwork handaxe, a *ring of swimming*^{UE}, and 210 gp, 76 sp, and 310 cp in scattered coins. Details for the draugr captain's +1 *underwater greataxe* can be found in *Pathfinder Campaign Setting: Aquatic Adventures*; the *underwater weapon special ability* means that when

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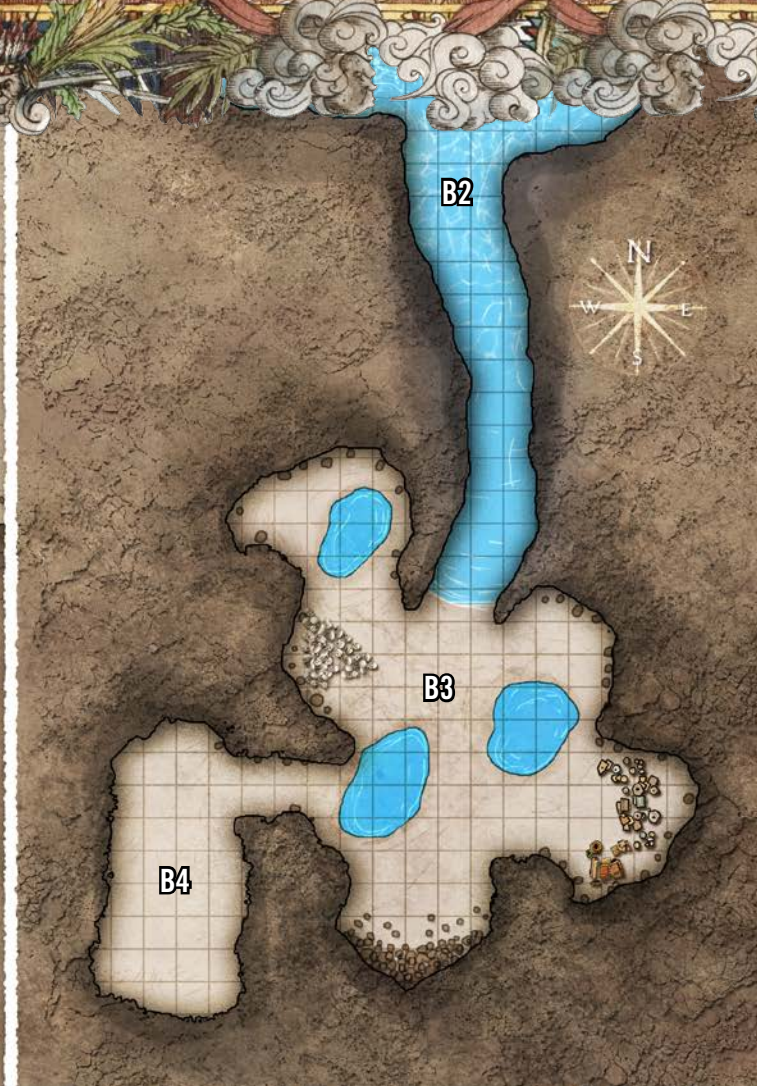
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DROWNED ULFEN CAPTAIN



fighting underwater the wielder doesn't take the usual -2 penalty on attack rolls and the weapon deals full damage.

B. AZLANTI ARCHAEOLOGICAL SITE

While much of Azlanti society followed a forward-thinking ideology pushed forth by prophets, philosophers, and scholars, there existed a small stratum of academia interested in researching the ancient history of humanity. Little is known in the contemporary era of Azlanti archaeology, and historical records dating back prior to the Age of Serpents are largely nonexistent.

The Seekers of the Past were a minor organization of archaeologists and anthropologists dedicated to discovering the history of humanity during that era and earlier, perhaps even as far back as the Age of Creation. Aboleth agents influencing members of the Azlanti government stymied much of the Seekers' activity, subtly directing their work away from information that would lead them to discover any truth behind Azlant's aquatic puppet masters. Earthfall destroyed nearly all the knowledge collected by the Seekers, but a few scattered sites of historical import still survive to the present day.

A cave dating back to humanity's first footsteps during the Age of Serpents lies along a small river that winds

through a dense forest in the northern foothills. This remote region of Ancorato has been left untouched for thousands of years and is lush with vegetation and wildlife.

B1. CHUUL POOL (CR 7)

A river winds down from the foothills through the dense forest. While the river's source isn't immediately visible, the roar of a nearby waterfall indicates its direction. While the river flows at a rapid pace, the water is broken up into rapids by large rocks.

A clearing in the forest reveals a thundering waterfall. Large, flat rocks covered in green moss dot the waterfall's plunge pool, and a stream continues through the forest to the north. The pool's basin is gradually sloped, reaching a depth of 10 feet where the waterfall hits the pool. The stream itself is only 5 feet deep at the center.

PCs can cross the stream by leaping from rock to rock, but since creatures can't get a running start for these short jumps, the Acrobatics DC to jump from rock to rock is 10. This slick surface also imposes a -2 penalty on Acrobatics checks to jump from rock to rock. Failing this

Acrobatics check causes the creature to fall into the water. A creature that falls into the stream is swept away north at a rate of 25 feet per round unless it succeeds at a DC 15 Swim check to stay in place.

From the edge of the waterfall's pool, a PC who succeeds at a DC 22 Perception check notices a large cave located behind the waterfall.

Creature: While the stream appears uninhabited, this area conceals the nest of a dangerous chuul who has moved inland, hunting more bountiful prey and watching over its newly hatched young. Strange tracks cover the muddy ground around the stream and waterfall pool, identifiable with a successful DC 20 Survival check as those made by a chuul. The chuul spends most of its time in the waterfall basin, fully submerged, lying in wait for any creatures that get close to the water's edge. Once a creature enters a square adjacent to the pool or stream, the chuul surfaces near the south end of the pool and approaches the creature. The chuul doesn't back down from a fight in which it is outnumbered, but once it grabs and subdues a victim with its paralytic tentacles, it drops that creature and attempts to immobilize another target.

This encounter can prove exceptionally dangerous if the PCs decide to explore this area early on in the adventure. If you are concerned that this encounter is too tough for the party, consider reducing the chuul's hit points or the save DC for the paralytic tentacles special ability. Allowing the PCs to attack the chuul from a distance could also give them an advantage in this situation.

CHUUL CR 7
XP 3,200
hp 85 (*Pathfinder RPG Bestiary* 46)

B2. CAVE ENTRANCE (CR 5)

The cave behind the waterfall is flush with glowing blue worms that shed light like candles. These tantalizing creatures cling in clusters overhead, barely moving except in subtle, squirming undulations. The partially flooded cave leads away from the roaring curtain of the waterfall.

The glowing worms in this cavern are harmless invertebrates that feed on phosphorescent cave fungus, giving them their unusual glow. These worms continue to glow for 1 hour after death, and a handful of worms smashed into a paste creates a faintly luminous paint that gives off light as bright as a lit candle.

The tunnel is flooded with water from the waterfall to a depth of about 2-1/2 feet. Midway through the tunnel is a clutch of stony-looking chuul eggs (some already hatched), and the partly devoured corpse of a winged humanoid with dark skin lies among the chuul eggs. The corpse's features have been mostly torn away by feasting

larval chuuls and ruined by natural decomposition. A PC who succeeds at a DC 15 Heal or Knowledge (local) check identifies the corpse as that of a strix. This body is that of Arkshul, a strix hunter who went missing several weeks prior. If the PCs have not yet discovered Sheshkadrann (area D), this discovery is likely unexpected, as strix are not known by Avistani to reside outside of Cheliah.

A PC who succeeds at a DC 20 Knowledge (dungeoneering) check identifies the presence of hewn stone behind calcific growths formed long ago on the wall, indicating that this location may have been a manufactured structure sometime in the ancient past. Additionally, this success is also sufficient to identify the presence of iron ore in this cave. This discovery satisfies the requirements of the Necessary Resources (mining location) side quest (see page 13).

Creatures: Recently hatched from the submerged eggs are four larval chuuls. They have been feeding on creatures their mother has brought to the cave and deposited in the water here in anticipation of the whole brood hatching. When the PCs enter the tunnel and draw near the strix that the larvae have been eating, the larvae attack the PCs. If the PCs somehow haven't dealt with the chuul yet, it comes to investigate what's disturbing its young after 1 round of combat.

LARVAL CHUULS (4) CR 1
XP 400 each
hp 13 each (see page 82)

Treasure: A +1 composite longbow (Str 16), a quiver with 10 arrows, and a crystal amulet etched with small runes worth 50 gp lie near the strix corpse.

Story Award: If the PCs bring the amulet to the strix of Sheshkadrann, award the party 600 XP.

B3. DIG SITE

This large cavern is composed of a combination of hand-hewn stone and natural cave features, as if the very stone of the walls were reclaiming an ancient structure. Enormous calcite pillars stretch from floor to ceiling, surrounded by bristling stalagmites and stalactites. Tiered, mineral-ringed pools of still water are tinted with a rainbow mottling of subterranean algae. Hidden by layers of calcite, mold, and luminous fungus are dilapidated, corroded, and crumbling picks, shovels, and other digging tools.

This large cave was once an archaeological site tended to by the Seekers of the Past. The cave was partially excavated more than 10,000 years ago, but now it is mostly covered with limestone deposits and filled with water. A pair of inert clockwork servants (customized for excavating work) lie alongside the tools. Any trace of

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what the Seekers were digging up in this cave is long since gone.

Near the clockwork diggers, PCs who succeed at a DC 20 Perception check can find cipher glyphs left behind by Durvin Gest, partly concealed by splotches of mold. With a successful DC 20 Knowledge (local) check or DC 25 Linguistics check, a PC can interpret the following simple message from the glyphs: *safe haven* and *historical significance*. Additional coordinates are found among the glyphs, like those discovered in Jorskadalr. These coordinates lead to the ruins of Ankyhathyra.

Creatures: The most noteworthy tools left behind in this cave are a pair of inert clockwork servants, specially modified for digging and excavation. One of the clockwork creatures was crushed by falling stone, while the other has become encrusted with calcite deposits and badly rusted. A character with the Craft Construct feat can repair the intact clockwork servant by spending 3,750 gp (half the construct's full cost) to perform necessary repairs. If the PCs successfully repair the clockwork digger, award them experience as if they defeated it in combat.

CLOCKWORK DIGGER

CR 2

XP 600

Variant clockwork servant (*Pathfinder RPG Bestiary* 3 56)
N Medium construct (clockwork)

Init +6; **Senses** darkvision 60 ft., low-light vision;
Perception +0

DEFENSE

AC 16, touch 14, flat-footed 12 (+2 Dex, +2 dodge, +2 natural)

hp 31 (2d10+20); fast healing 2

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

Immune construct traits

Weaknesses vulnerability to electricity

OFFENSE

Speed 30 ft.

Melee drill +6 (1d6+6/×3)

STATISTICS

Str 19, **Dex** 14, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +2, **CMB** +6, **CMD** 20

Feats Improved Initiative^B, Lightning Reflexes^B

SQ difficult to create, drill, repair clockwork, swift reactions, winding

SPECIAL ABILITIES

Drill (Ex) A clockwork digger is outfitted with a drill arm that it can use to bore through solid rock. A clockwork digger's drill attack ignores half the hardness of stone objects. When equipped with a *pale blue rhomboid ioun stone*, a clockwork digger can spend 1 hour drilling and chiseling at a stone surface to clear a 5-foot-by-5-foot area, allowing it to create tunnels or passages other creatures can pass through. This ability replaces a clockwork servant's net and repair clockwork abilities.

Treasure: Each clockwork digger has a *dull gray ioun stone* embedded in a slot in its chest. Additionally, a PC who succeeds at a DC 15 Knowledge (dungeoneering) or (engineering) check identifies much of the rock of this cave as pumice, a volcanic rock suitable as an additive for making alchemical cement. This discovery satisfies one of the requirements of the Natural Resources (quarry) side quest (see page 13).

In addition, the chuul has arranged a number of trophies in her den. Twenty-three skulls are stacked into a rough triangle against the western wall of this chamber. In the southeastern section of this chamber, six battered and rusted helmets are arranged in a circle surrounding an odd, elongated mask. A PC who succeeds at a DC 15 Knowledge (local) check can identify the mask as the kind worn by Mordant Spire elves. Against the wall, a dozen small piles of mundane adventuring gear (such as torches, grappling hooks, leather sacks, frayed and moldering rope, and cookware) sit sorted by material and shape. A small steel shield holds a rainbow of colored river rocks, among which are nestled eight cut emeralds (worth 25 gp each) and a *tourmaline sphere ioun stone* (see page 21).

B4. MURAL CAVE

This small cave is relatively dry and cramped, with a low ceiling and uneven natural rock underfoot. Faint murals and carvings line the cave's walls, depicting winged humanoid figures holding lanterns as they descend from a mountaintop. Smaller humanoid shapes are depicted kneeling and reaching up to these figures. An adjacent cave wall illustrates primitive human religious concepts and hunter-gatherer imagery.

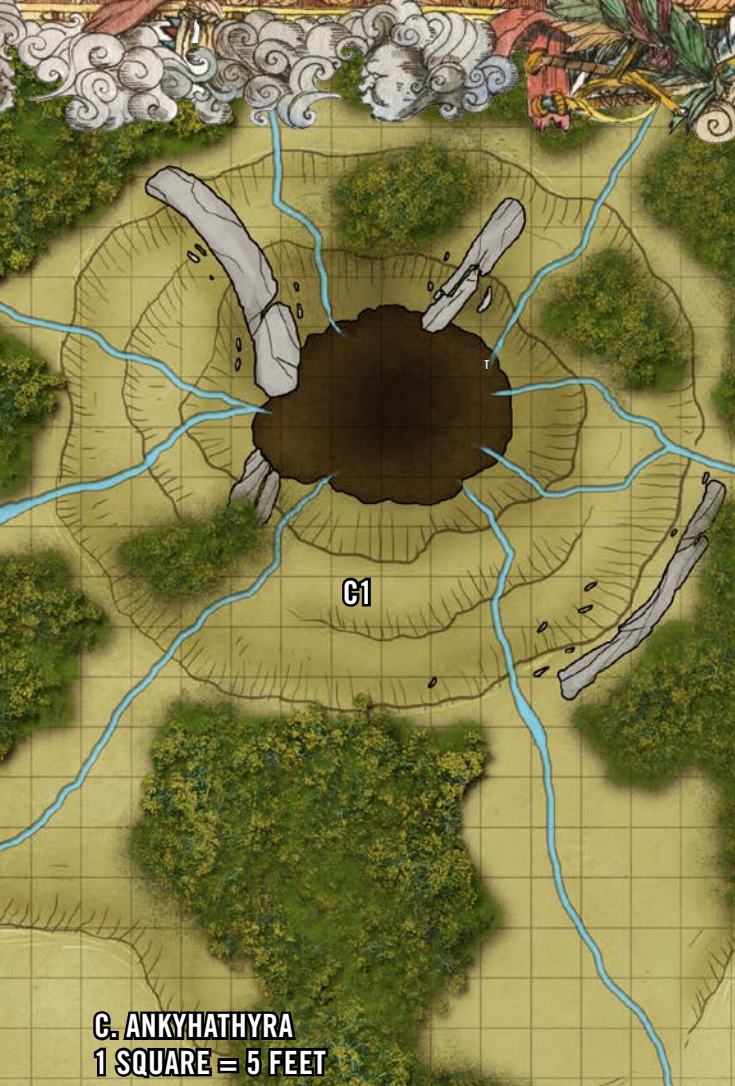
This cave contains some of the oldest examples of human art in the known world. These cave paintings and engravings were made in the early Age of Serpents, before the alghollthus began uplifting humanity to create the Azlanti people. While no record of the identity of these primitive humans is available in this cave, future explorers and historians visiting Azlant could benefit from this astounding discovery.

Story Award: If the PCs transcribe or otherwise find a way to record the contents of this chamber's mural and return the copy to Carver Hastings, award the party 600 XP.

C. ANKYHATHYRA

Ankyhathyra is all that remains of an arcane research and development site focused on creating advanced astronomical devices such as orreries, telescopes, and the like.

During Earthfall, Ankyhathyra—then a remote mountaintop facility, prior to Azlant's sinking into the Arcadian Ocean—was struck by a meteorite that



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obliterated much of the facility and destroyed its staff in the following conflagration. Some of the victims of this calamity were reanimated as terrible undead creatures called blast shadows, continuously reliving the final moments of Earthfall.

While most of Ankyhathyra was destroyed in Earthfall, some of the site's subterranean depths remained partly intact. Here, some of the wondrous technology constructed in Ankyhathyra still remains operational, a testament to Azlanti ingenuity. When Durvin Gest first stumbled upon Ankyhathyra centuries ago, he did not fully grasp the magnitude of his discovery, though the schematics and samples of technology he brought back from this ruin would later be used by the Pathfinder Society to develop the first *wayfinders*.

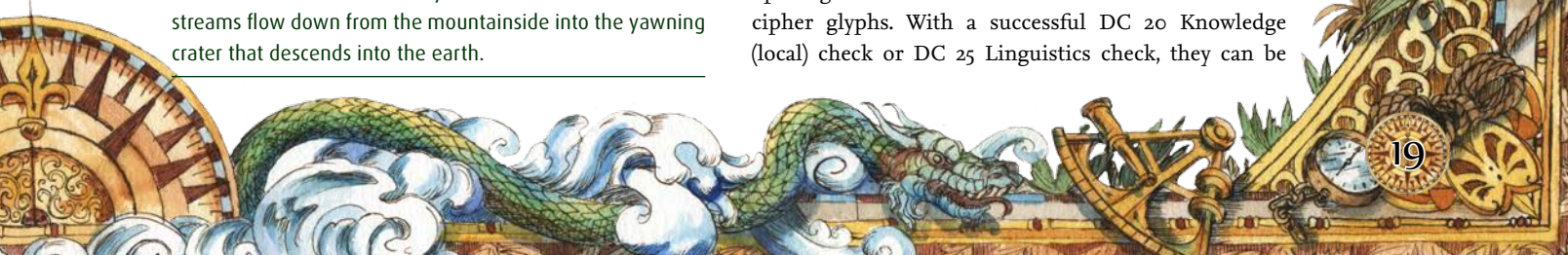
C1. IMPACT CRATER (CR 6)

An impact crater more than a hundred feet across punches into the mountainside, shrouded in dense vegetation and surrounded by toppled stone blocks, crumbling pillars, and shattered statues obscured by the island's lush flora. Small streams flow down from the mountainside into the yawning crater that descends into the earth.

Ruins of Ankyhathyra's surface-level dormitories, laboratories, and libraries litter the mountainside. Crumbling portions of roads, partial walls, and shattered statues litter the forest floor. Even after 10,000 years, parts of these structures are still somewhat intact, serving as a lasting testament to the durability of Azlanti architecture. The crater wall is a steep slope covered with vegetation that descends to a lower tier and then opens into a gaping chasm. The basement level of Ankyhathyra (areas C2–C4) lies 80 feet below this cavernous opening, cast in the shadow of the plant life surrounding the opening.

As the PCs make their descent down to the lower tier of the crater, a PC who succeeds at a DC 15 Perception check notices humanoid shadows burned into the stone of crumbling walls and other ruined architecture. These afterimages are all that remain of victims of Earthfall who were exposed to the apocalyptic heat and flame that bleached the stone around them white and left their shadows as a dark photonegative of their demise.

A successful DC 18 Perception check allows a PC to notice old carvings on an ancient, mossy pillar near the opening of the chasm. These are more of Durvin Gest's cipher glyphs. With a successful DC 20 Knowledge (local) check or DC 25 Linguistics check, they can be





interpreted to mean “danger” and “undead,” above an arrow pointing into the chasm. Other markings nearby provide coordinates that can successfully lead the PCs to area D, Sheshkadran.

Haunt: When a creature enters a space adjacent to the chasm leading into area C2, it triggers a haunt formed from the terrified consciousnesses of creatures caught in the final moments of Earthfall.

ECHOES OF EARTHFALL

CR 6

XP 2,400

CE persistent haunt (50-ft. radius)

Caster Level 6th

Notice Perception DC 15 (to spot moving humanoid silhouettes cast against the ruins)

hp 12; **Trigger** proximity; **Reset** 1 day

Effect Each creature in the area witnesses the final moments of Earthfall: the sky darkens and fiery stones plummet toward the ground, exploding in a fiery impact causing 6d6 points of fire damage each round. A successful DC 14 Reflex save reduces this damage by half.

Destruction The blast shadows in Ankyhathya must all be destroyed within the same 24-hour period.

Treasure: A successful DC 23 Perception check reveals an ancient, skeletal, humanoid form partially fused to the stone ruins by intense heat. While most of the skeletal figure’s gear is fused to the remains and the stones behind it, the corpse wears an elaborate (and now heat-warped and worthless) circlet set with a faceted sapphire worth 875 gp. The sapphire can be easily removed from the warped circlet.

C2. BURIED LABORATORY (CR 7)

This chamber features an enormous vertical cavern tunnel to the surface. Much of this structure has collapsed and is in severe disrepair, and everything sits skewed at an awkward angle. A portion of the chamber is flooded with water flowing from streams cascading through the overhead cavern opening. The floor, partially obscured by piles of broken stone and crumbling masonry, consists of corroded, interlocking tiles of copper and brass lined with delicate silver circuitry. A pair of steel doors is set in the wall to the north, and a break in the wall to the east reveals another chamber.

All that remains of Ankyhathya’s basement levels is this partly intact structure buried below the ground-level ruins. A fissure in the south wall of the caved-in chamber leads to a narrow, winding passage that eventually dips down below the water line in the cave. This dangerously narrow tunnel snakes all the way to Nar-Voth, the uppermost level of the Darklands, but such a journey is beyond the scope of this adventure.

The floor of this chamber is made of copper and brass, inlaid with circuitry linked to empty sockets on the walls designed to house an *ioun stone*. Two sets of steel doors connect to adjacent chambers, but they can be unlocked only by placing the appropriate *ioun stone* in the corresponding socket.

The door to each adjoining room is locked and barred from the other side (hardness 10, hp 90, break DC 28). Placing the appropriate *ioun stone* in its node unlocks that door until the stone is removed. These locks have degraded over time, and while they once only functioned for specific *ioun stones*, they will now function for any *ioun stone* of the correct shape. The door to C3 can be unlocked with any spindle-shaped *ioun stone*. Any sphere-shaped *ioun stone* (except a *dull gray ioun stone*) can unlock the door to C4. Inserting an *ioun stone* into a node is a standard action. A PC who studies these nodes for 10 minutes and succeeds at a DC 18 Knowledge (arcana) check surmises their function as unlocking mechanisms for the doors.

Both types of *ioun stone* appear in this adventure for the PCs to find. A *clear spindle ioun stone* and a *tourmaline sphere ioun stone* can be found in area G, and another *tourmaline sphere ioun stone* can be found in area B3. At this point in the adventure, the PCs might not have these *ioun stones*, and might have to return to this area later in the adventure to access one or both of the doors here.

UNCOMMON IOUN STONES

Researchers and spellcasters in ancient Azlant developed dozens of different types of *ioun stones*, and not all of them have yet been discovered. While people in the Inner Sea make use of a wide array of *ioun stones*, some of these mysterious devices are rarer than others.

The *mossy disk ioun stone* originally appeared in *Pathfinder Campaign Setting: Seekers of Secrets*, and the *tourmaline sphere ioun stone* originally appeared in *Pathfinder Player Companion: Pathfinder Society Primer*. Both have been reprinted here for your convenience. If either of these *ioun stones* is slotted into a *wayfinder*, there is a 75% chance that it manifests a resonant power.

MOSSY DISK IOUN STONE

PRICE
5,000 GP

SLOT none

CL 12th

WEIGHT —

AURA strong divination and evocation

This stone grants you a +5 competence bonus on checks with one Knowledge skill (chosen by the stone’s creator).

Resonant Power: This stone grants a +1 competence bonus on Appraise checks.

Cracked: This stone grants a +1 competence bonus on checks with one Knowledge skill (chosen by the stone’s creator). *Price:* 200 gp.

Flawed: This stone grants a +5 competence bonus on checks with one Knowledge skill (chosen by the stone's creator) and imparts a -2 penalty to Constitution. *Price:* 1,600 gp.

CONSTRUCTION REQUIREMENTS	COST 2,500 GP
Craft Wondrous Item, <i>fox's cunning</i> , creator must be 12th level	

TOURMALINE SPHERE IOUN STONE		PRICE 1,000 GP
SLOT none	CL 12th	WEIGHT —
AURA strong transmutation		

This stone grants you a benefit when you're dying. When determining the number of negative hit points you must accrue to die, treat your Constitution score as if it were 2 higher. This doesn't provide a bonus to Constitution, so it doesn't grant a bonus on checks to stabilize, but it does provide you 2 additional rounds in which you can attempt such checks. You can benefit from only one *tourmaline sphere ioun stone* at a time.

Resonant Power: This stone grants a +1 bonus on Constitution checks to stabilize when dying.

Cracked: This stone grants a +1 insight bonus on saving throws against death effects. *Price:* 800 gp.

Flawed: This stone functions as a normal *tourmaline sphere ioun stone*, but you take a -1 penalty on Constitution checks to stabilize when dying. *Price:* 600 gp.

CONSTRUCTION REQUIREMENTS	COST 500 GP
Craft Wondrous Item, <i>bear's endurance</i> , creator must be 12th level	

Creatures: One round after creatures enter the chamber, their presence rouses the tortured remnants of creatures slain in the fiery blast that destroyed Ankyhathyra. These terrifying undead are known as blast shadows, nightmarish entities formed from the burned shadows of the dead blasted against the landscape during Earthfall. If the PCs are entering through the opening in the ceiling 60 feet overhead, the blast shadows hide and wait to ambush the PCs as they begin exploring the buried laboratory.

BLAST SHADOWS (2) CR 5

XP 1,600 each

CE Medium undead (fire)

Init +8; **Senses** darkvision 60 ft.; Perception +12

DEFENSE

AC 18, touch 14, flat-footed 14 (+4 Dex, +4 natural)

hp 60 each (8d8+24)

Fort +5, **Ref** +6, **Will** +7

Immune fire, undead traits

Weaknesses vulnerable to cold

OFFENSE

Speed 40 ft.

Melee 2 claws +11 (1d8+2 plus 1d6 fire)

Special Attacks cloud of smoke and fire, death burst

STATISTICS

Str 15, **Dex** 18, **Con** —, **Int** 10, **Wis** 13, **Cha** 16

Base Atk +6; **CMB** +8; **CMD** 22

Feats Combat Reflexes, Improved Initiative, Weapon Finesse, Weapon Focus (claw)

Skills Acrobatics +12, Climb +13, Perception +12, Stealth +15

Languages Azlanti

SPECIAL ABILITIES

Cloud of Smoke and Fire (Su) As a swift action, a blast shadow can surround itself with a cloud of smoke that burns living flesh. While this ability is active, the blast



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shadow gains concealment, and all living creatures within 5 feet take 1d6 points of fire damage per round. If the blast shadow takes any cold damage, this cloud is dispelled and can't be activated again for 1d6 rounds.

Death Burst (Su) When a blast shadow is reduced to 0 or fewer hit points, it explodes in a blast of flame. All creatures within 30 feet take 5d6 points of fire damage (Reflex DC 17 half). The save DC is Charisma-based.

Treasure: A node on the wall to the east near the gap where a door once stood contains a *dull gray ioun stone*.

C3. COMMUNICATION HUB

A smooth metal dais rises from the floor of this chamber, surrounded by four crystal pillars containing fine threads of silver in angular patterns. Sputtering, irregular lights flicker and flash from each crystal pillar, and arcane sigils on the floor of the dais spark and crackle with energy.

An agent of the Spindle Solution covertly directed operations within Ankyhathya when it was a functioning research facility. That agent used the equipment in this chamber to communicate with the Spindle Solution headquarters elsewhere in the region.

The communication device no longer functions properly. However, with the PCs can attempt a DC 20 Knowledge (arcana) check to partly reactivate the device long enough to play back a message stored in its crystal matrix. If they succeed, read or paraphrase the following, and alert the players that the dialog is spoken in Azlant.

The crystal pillars flare to life and the arcane sigils on the dais crackle with activity. A moment later, a spectral image of a robed figure in an ornate helmet that obscures its face flickers into view. "The time we have been preparing for is now upon us. Our enemies move to bring about our end, but we will not allow them this victory. Hold fast, remain brave, and have faith that the final solution is at hand. Soon we will rid the world of this veiled menace. Glory to Azlant!" The spectral figure raises a clenched fist and then disappears like the blown-out flame of a candle.

PCs who watch this message and succeed at either a DC 22 Knowledge (arcana) or Knowledge (nobility) check recognize the style of helmet the figure wore as a *decemvirate helm* (*Pathfinder Campaign Setting: Artifacts & Legends* 58), a type of minor artifact worn by the mysterious leaders of the Pathfinder Society.

While the *programmed image* created by this communication hub may seem harmless, it is in fact connected to a member of the Spindle Solution named Jazradan, who has survived the ages as a ghost. Jazradan can see and hear everything that occurs around an active

communication hub, but he can't otherwise act on this information. Activating the hub in Ankyhathya alerts Jazradan to the presence of the PCs on Ancorato (if he wasn't already aware of them through the events of the previous adventure), which can have repercussions in later adventures.

Creature: Trapped in this room for the last 10,000 years is another blast shadow, a victim of the events of Earthfall. As soon as the PCs open the door, the creature rushes to attack, focusing all its anger and frustration on the living PCs.

BLAST SHADOW

CR 5

XP 1,600

hp 60 (see page 21)

C4. VAULT

The ceiling of this chamber collapsed long ago, filling much of what was once a colossal vault with stone debris and water. A musty odor wafts up from the stagnant pools on the floor, and mold encrusts the walls and ceiling. Most of what was contained in here lies in twisted heaps of corroded metal and smashed crystal.

This vault once contained prototype ioun technology developed in the labs of Ankyhathya. Now it is a flooded and mostly collapsed ruin.

Treasure: PCs who search the collapsed vault and succeed at a DC 15 Perception check discover some salvageable items in the rubble: an *ioun gauntlet* and a *mossy disk ioun stone* (Knowledge [engineering]). Additionally, the PCs find sheets of engraved metal containing detailed mechanical schematics for an orrery designed to chart the course of the planets in Golarion's solar system. These are the plans for the orrery of Nal-Shakar located in area L. The plate is etched with a serial number on the back and reads, "Commissioned for Nal-Shakar" in Azlant.

D. SHESHKADRANN

The village of Sheshkadrann is a wondrous sight: a settlement of numerous wooden and stone structures suspended high in the boughs of massive live oaks and pines. All the structures are built around the base of a massive, octagonal tower of glittering blue crystal that reaches into the sky.

When the enigmatic race known as the strix fled (or were banished from, as some accounts claim) the continent of Arcadia, they crossed the Arcadian Ocean, eventually arriving on the shores of Cheliah during the Age of Darkness to settle the region now known as Devil's Perch. However, not all strix completed the journey to Cheliah. When the strix crossed the Arcadian

Ocean, they stopped on several occasions as they crossed the broken continent of Azlant, using this landmass as a waypoint on their exodus. Not all strix left Azlant's shores with their brethren; some remained behind to settle the islands in small, isolated pockets. These strix clans, collectively called the Akkiti-Skah (which means the People of Sea and Sky), have formed a close-knit community, with a rich society stretching back nearly 10,000 years.

The Akkiti-Skah strix were among the first humanoids to resettle the isles of Azlant during the Age of Darkness, and thousands died in the intervening years due to the dangers of the era. The Akkiti-Skah number roughly 12,000 in total, divided up among villages and hamlets across a dozen or more islands, some hundreds of miles apart. The Akkiti-Skah have no central authority or rulership, instead allowing each village to self-govern, led by the oldest artist of the respective settlement.

Art is valued highly among the Akkiti-Skah, particularly music and poetry, and much of their history is retained in song and poem, often carved into cliff faces or other permanent natural landmarks, so as to make their history a part of the world for all time.

Unlike Avistani strix, the Akkiti-Skah did not undergo years of abuse at the hands of humans or experience the other supernatural ordeals that Avistani strix survived during the last leg of their exodus. They are, perhaps, more like the strix that were once native to Arcadia (and may yet still exist on that distant continent). Because of their differing past in comparison to strix found in Cheliox, the Akkiti-Skah speak Syrinx (rather than Strix). While the Akkiti-Skah have the black wings and dark gray skin of their eastern cousins, their features are softer and less influenced by infernal forces. Additionally, the Akkiti-Skah go to great lengths to decorate their bodies with art, from using colorful pigments to tattoo their skin and record personal or familial histories, to painting their wings in vibrant chromatic hues, giving them the appearance of iridescent peacock feathers. Other Akkiti-Skah practice more extreme body modifications, such as head binding, lip gauging, and scarification as forms of personal art and expression.

The Akkiti-Skah know nothing of their Avistani cousins, and little of their ancient past and the migration from Arcadia has survived the long march of time. The Akkiti-Skah do not call their departure an exile, but rather an exodus, and they believe it was their choice to come to the shattered ruins of Azlant. Notably, the Akkiti-Skah have history indicating that the strix traveled to Azlant from Arcadia prior to Earthfall and may have had limited trading arrangements with the Azlanti.

If presented with an Avistani strix (such as a strix PC) the Akkiti-Skah react with a mixture of fascination and



IOUN TECHNOLOGY

Wayfinders and door locks aren't the only items the ancient Azlanti created that can accept *ioun stones*. The gauntlet presented here is another example of this type of ioun technology.

IOUN GAUNTLET

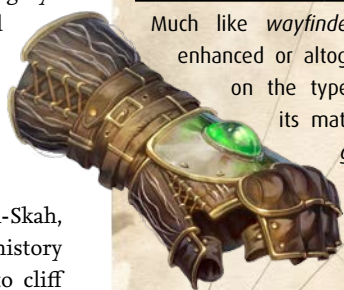
PRICE
1,600 GP

SLOT hand

CL 5th

WEIGHT 5 lbs.

AURA faint divination and evocation



Much like *wayfinders*, an *ioun gauntlet* grants enhanced or altogether new abilities depending on the type of *ioun stone* inserted into its matrix. In its base form, an *ioun gauntlet* grants its wearer the ability to cast *detect magic* as a spell-like ability once per day. When the *detect magic* effect is active, the gauntlet also sheds illumination as *light* in the 60-foot cone of the *detect magic* effect.

An *ioun gauntlet* features a single matrix in the back of the hand, suitable for one *ioun stone*. When an *ioun stone* is inserted into the matrix as a standard action, the wearer gains the associated bonus from the *ioun stone* as well an additional effect based on the shape of the *ioun stone* inserted, as listed below. While a creature can put on two *ioun gauntlets*, the wearer gains the additional benefit from only one inserted *ioun stone*.

Cabochon: +1 enhancement bonus on Acrobatics checks.

Disk: +1 enhancement bonus on Linguistics checks.

Ellipsoid: +1 enhancement bonus on Knowledge (arcana) checks.

Nodule: +1 enhancement bonus on Knowledge (geography) checks.

Pentacle: +1 enhancement bonus on Knowledge (religion) checks.

Prism: +1 enhancement bonus on Perception checks.

Pyramid: +1 enhancement bonus on Appraise checks.

Rhomboid: +1 enhancement bonus on Stealth checks.

Sphere: +1 enhancement bonus on Sense Motive checks.

Spindle: Bonus language (Aboleth).

Star: +1 enhancement bonus on Knowledge (nobility) checks.

Trillian: +1 enhancement bonus on Bluff checks.

CONSTRUCTION REQUIREMENTS

COST 800 GP

Craft Wondrous Item, *detect magic*, *light*

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sympathy, seeing in the hardened features of Avistani strix the hardships of their past. Akkiti-Skah welcome their Avistani cousins with open arms. They eagerly share their art, culture, and history and encourage a cultural exchange of ideas and traditions. The Akkiti-Skah even go so far as to suggest that a representative of their tribe should travel to Avistan to meet with strix clans there and see how their long-lost cousins fared across the ocean.

Sheshkadrann is a relatively recent strix settlement on a small island they call Nikkrashana. The village houses 134 strix and was established only 70 years ago as a satellite community of the larger strix settlement of Okorishkatra, located on an island 320 miles to the northwest. At the

heart of Sheshkadrann stands an octagonal crystal tower 170 feet tall, with a jagged top that is clearly indicative of a fracture. The tower is solid all the way through, but fine silver circuitry runs through its interior. In the time of ancient Azlant, the tower rose an awe-inspiring thousand feet into the air, but its top was shorn off during Earthfall. The remnants of the tower lie scattered through the forest to the north of Sheshkadrann and in the ocean beyond the northern shore. During the Age of Legend, this tower served as a relay for communication magic, interconnecting the audio-visual communication hubs (such as the damaged hub in Ankyhathyra).

Creatures: As the PCs near the village, a pair of strix flies down to determine who they are and what they're doing here. A scout discovered Talmandor's Bounty a few weeks back, but the strix hadn't made the time to investigate the human settlement yet. If the PCs ask to speak to someone in charge, one of the strix flies away to summon Skalorah.

The strix are kind and curious, but they still retain some suspicion of the land-bound humanoids who have come to visit. Despite this mild wariness, the PCs have an easy time dealing with the peaceful strix and require only a successful DC 15 Diplomacy check to win the winged humanoids over to their side. Bringing gifts or sharing important information reduces the DC of this check by 5.

If the PCs discuss the possibility of open trade between Talmandor's Bounty and Sheshkadrann with the village elder Skalorah, she is eager to exchange cultural ideas and crafts, and will welcome colonists to the island without need of convincing, provided the PCs have not acted with rudeness or hostility toward any of the Akkiti-Skah.

PEOPLE OF SHESHKADRANN

Sheshkadrann is a small community of artists and musicians. The following NPCs are those individuals most likely to interact with the PCs. Communicating with the strix of Sheshkadrann is a complicated matter, as Syrinx is not commonly spoken in the Inner Sea region and PCs are unlikely to know the language. However, Skalorah and Oorka speak both Azlanti and Celestial in addition to their native tongue, making them a more likely vector for communication with PCs who lack magical translation capabilities.



SKALORAH

Skalorah (N old female strix skald^{ACG} 4): Skalorah, the leader of Sheshkadrann, is an old and experienced musician who favors deep chant and multivocal harmonies. Skalorah is keen to listen to the PCs' stories and share information about Ancorato with them. Skalorah can inform the PCs of the location of the locathah shoal (area E) and the locathahs' general disposition (see below).

Kalikk (N female strix ranger 3): As Sheshkadrann's strongest hunter, Kalikk has explored the entirety of Nikkrashana and a large portion of Ancorato (which the strix call Reshkatara, Isle of Mysteries). Kalikk is willing to serve the PCs as a guide on Nikkrashana or the western and southern coasts of Ancorato. Kalikk also offers to act as an envoy of the strix in Talmador's Bounty.

Oorka (NG young female strix oracle^{APG} 1): Barely a teenager, Oorka is nonetheless a revered figure of the Akkiti-Skah. Oorka was blinded by a childhood illness, but in the wake of that loss she discovered that she had been touched by otherworldly forces that granted her a supernatural sense of the divine and oracular glimpses into the future. Oorka is a curious and precocious youth with an overabundant desire to experience the world. If the PCs offer to serve as mentors or guides, taking Oorka under their wing, she will gladly travel with the PCs (with Skalorah's blessing). Oorka makes an excellent choice for a cohort of a divine spellcasting PC or a character with an interest in foreign culture and history.

Story Award: If the PCs successfully forge a trade arrangement with the strix, award the PCs 600 XP.

Side Quest: The following side quest is available in Sheshkadrann.

TRADE RELATIONS (LOCATHAHS)

Repair the relationship between the strix and the locathahs.

Source: Skalorah (Once the PCs reach Sheshkadrann).

Details: If the PCs successfully establish trade relations with the Akkiti-Skah, Skalorah asks the PCs if they would be willing to negotiate the same manner of agreement between the Akkiti-Skah and the locathahs. The strix and locathahs have a tense relationship due to a misunderstanding several years ago that resulted in the death of a locathah hunter. Convincing the locathahs to put old grudges behind them and work toward a new cooperative future requires a successful DC 23 Diplomacy check.

Reward: If the PCs succeed in forging a trade relationship between the locathahs and Akkiti-Skah strix, award the party an additional 600 XP.

E. LOCATHAH SHOAL

A small hunting camp rises from the coastal shallows of Ancorato. The camp primarily comprises driftwood frames draped with mesh netting upon which fish and

masses of seaweed drip-dry. Other racks hold gutted fish that hang over the open water.

The Okoloro, a locathah tribe native to the waters surrounding Ancorato, occasionally settle on the western shores of the island to hunt in the shallows and satisfy their curiosity for the surface world with brief expeditions inland to forage for tubers, which they consider a delicacy. This temporary settlement is a migratory hunting camp, and the locathahs here live most of the time in a small community not far from Ancorato, with frequent forays to Talasantri, the largest undersea settlement in the region. The locathahs are generally a friendly and affable people, quick to make alliances and forge social bonds with land-dwelling creatures. The locathahs appear slow and ungainly on land, but those seen swimming in the shallows around the coast move with a startling speed and grace.

Creatures: The locathahs at the shoal number only 20 and are led by the seasoned hunter Koloshkora. Koloshkora wishes to establish a lasting connection with the colonists, and after word of their arrival reached the locathahs she brought her hunting party to the shore to trade with the first wave of Andoren colonists. However, when her group arrived, they found Talmador's Bounty mysteriously empty. Koloshkora doesn't know what happened to the original settlers, although she is aware that the narrow island west of Ancorato is extremely perilous and has long been controlled by a dangerous aboleth named Onthooth.

Koloshkora is eager to establish a trade relationship with the colonists of Talmador's Bounty, but only if the safety of her tribe can be assured. Locathahs moving supplies to and from the undersea city of Talasantri are prime targets for a pack of marauding sahuagin residing just off the east coast of Ancorato. Koloshkora knows the sahuagin are servants of a powerful sea hag named Helekhterie, who has lived on Ancorato for more than a century and is the only force keeping the aboleth Onthooth from claiming the island. Helekhterie, a well-known and terrifying menace to undersea inhabitants, has led kidnappings of aquatic peoples for generations. Koloshkora doesn't know exactly where Helekhterie resides, but she believes the hag's sahuagin followers do.

Koloshkora is willing to open trade relations with the settlers of Talmador's Bounty, provided that the PCs promise to help eradicate the sahuagin threat. To this end, Koloshkora instructs her band to settle closer to Talmador's Bounty as a show of trust, but the locathahs will not begin trade until the sahuagin are dealt with. If the PCs promise to defeat the sahuagin, Koloshkora further agrees to accompany them whenever they are close to the shore or below the water, but not on the surface, as she is too slow to be of any help while on land (unless the PCs have a means to mitigate her slow land speed).

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F. ERSHRANI REEF
1 SQUARE = 5 FEET

Koloshkora is also aware of the water naga Vriskirsa, the former resident of the reef the sahuagin have taken over. While Koloshkora does not know Vriskirsa well, she suspects that the naga might be convinced to help the PCs if they offer to drive off the sahuagin that took her home. Koloshkora can guide the PCs to Vriskirsa's lair or indicate on a map where it can be found (area G).

KOLOSHKORA CR 6
XP 2,400
hp 64 (see page 60)

Development: The locathahs have relations with various settlements in the region and can serve as a nomadic marketplace. There's a 75% chance that the locathahs have access to a specific item worth 2,000 gp or less, a 50% chance they have access to an item worth 5,000 gp or less, and a 10% chance that they can provide more expensive items.

If the PCs request an item that the locathahs don't immediately have, Koloshkora can direct her followers to seek out the desired item in the undersea town of Talasantri or another settlement. Requesting items from other settlements takes time, but the locathahs

can typically return with the desired item in 2d6 days. Talasantri is fully detailed in *Pathfinder Adventure Path #124: City in the Deep*; it has a base value of 2,600 gp and a purchase limit of 15,000 gp. Items that aid land-dwellers in underwater conditions (scavenged from shipwrecks or drowned adventurers) can be purchased at a 25% discount, as the aquatic humanoids who make up the settlement don't have need for such things. Spellcasting services and weapon and armor enchantment are available in the town as well, provided the PCs don't mind being without their item for the time necessary to transport and enchant it.

Side Quest: The following side quest becomes available in the locathah shoal.

BLOOD IN THE WATER

Rid the area of dangerous opponents.

Source: Koloshkora (once the PCs encounter the locathah shoal).

Details: The PCs must travel to the Ershrani Reef just off the east coast of Ancorato and defeat Skorika, the leader of the sahuagin marauders.

Reward: If the PCs defeat Skorika and disperse the sahuagin menace, award the party an additional 1,800 XP.

F. ERSHRANI REEF

The Ershrani Reef is a jagged crescent of coral and rock shelves spanning 4-1/2 miles of the eastern coast of Ancorato, and it has served as home to numerous kinds of intelligent sea life in the millennia since Earthfall. In 4215 AR, the Ulfen ship *Joskadadr*, bound for the distant and isolated Arcadian colony of Valenhall, was tossed onto the reef by a powerful storm. It sank, killing nearly all of its crew. While the few survivors of the wreck made it to Ancorato and founded the settlement Joskadadr, named in honor of their lost vessel, the ship itself drifted down into the depths and eventually became incorporated into the reef. Three decades after that wreck, a water naga named Vriskirsa claimed the wrecked ship as her home and resided within the vessel for centuries. All this changed in 4716 AR, when the sea hag Helekhterie cemented a pact with a ravenous clan of sahuagin, trading magical trinkets and weapons to them in exchange for their services. Helekhterie instructed the sahuagin to patrol the shores surrounding Ancorato, capture intelligent ocean-dwellers, and deliver them to her mountain lair at Nal-Shakar to serve as subjects for her ritual sacrifices and as sources for her blood magic.

The sahuagin eventually drove Vriskirsa from the wreck of the *Joskadadr* and claimed the destroyed ship as their base of operations. Ever since, the sahuagin have been kidnapping, torturing, and murdering creatures foolish enough to venture too close to their reef home. Due to increasing activity on the island, Helekhterie has become aware of the colonists in Talmandor's Bounty, and it is only a matter of time before she sends her sahuagin allies to capture a sampling of the colonists and slaughter the remainder.

When the PCs venture to the Ershrani Reef, they will need to travel underwater to combat the sahuagin threat. Journeying into an underwater environment will require the PCs to prepare for hazards they may not be accustomed to (such as the inability to breathe or easily fight underwater). Even if the PCs can breathe underwater (for example, through effects such as *water breathing*), they will still be at a disadvantage against the sahuagin if they do not somehow gain a swim speed. Even in ideal conditions, combat underwater is still treacherous, as attacks often deal significantly less damage. Be familiar with the rules for underwater combat and ensure that the PCs are aware of the hazards before they set off for the reef. If the PCs need aid underwater, they can purchase potions or scrolls of *water breathing* from Koloshkora.

Unless otherwise noted, visibility around the Ershrani Reef is limited to 180 feet, and all lighting is considered dim light during daytime hours and darkness at night.

F1. REEF PERIMETER (CR 6 OR CR 8)

The Ershrani Reef is a sprawling series of twisting, serpentine ridges bristling with a vibrant rainbow of sea life. Tall stands of vermillion kelp drift in the ocean currents, schools of tiny fish glitter like a spray of silver knives as they swim past, and the multicolored symphony of coral polyps, spines, and pillars create an otherworldly landscape. In the distance, the dark hulk of a wrecked sailing vessel stands out against the sea of life and color.

The perimeter surrounding the Ershrani Reef is a series of coral ridges that abound with sea life. While the sahuagin are voracious predators, they do little to sea creatures generally below their notice. Schools of small, silvery fish twist in and out of the reef along with groups of tiny, harmless jellyfish. The reef itself lies 15 feet below the surface of the water, close enough that natural sunlight can spill down from above during daytime hours, though much of the reef and the water around it are cast in dark, shifting patterns of shadow and light at all times of day.

Creatures: Four sahuagin swim the perimeter of the reef during daylight hours, making a leisurely circuit around the wreck of the *Joskadadr* every hour. At night, the reef perimeter becomes the hunting ground for a massive shark named Elder Maw. Most of the sahuagin fear Elder Maw and refuse to patrol while it is out hunting—and the beast knows this.

SAHUAGIN (4)

CR 2

XP 600 each

hp 15 each (*Pathfinder RPG Bestiary* 239)

ELDER MAW

CR 8

XP 4,800

Feeder in the depths (*Pathfinder RPG Monster Codex* 196)
hp 105

F2. BROKEN BOW (CR 7 OR CR 4)

The bow of the *Joskadadr* lies on its side, long ago having become part of the reef. Coral grows up the hull of the wrecked ship, and bone fetishes tied with sinew decorate the gaping opening in the hull. The front half of the *Joskadadr* has been converted into a den for Helekhterie's sahuagin allies.

Creatures: During the daytime, four sahuagin and the brutal warrior Sikkith reside here. At night, only two sahuagin can be found here, while the others venture away from the reef, hunting for captives to deliver to Helekhterie.

SAHUAGIN (4)

CR 2

XP 600 each

hp 15 each (*Pathfinder RPG Bestiary* 239)

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SIKKITH**CR 3****XP 800**Sahuagin brute (*Pathfinder RPG Monster Codex* 191)**hp 36****SKORIKA**

Treasure: Amid a pile of humanoid bones erected as a grotesque altar to the demon lord Dagon rests a *wind-caller compass*^{UE} with an inscription in Skald that reads, "May the winds ever fill your sails."

F3. SKORIKA'S LAIR (CR 6)

The stern of the *Joskadahlr* rests upright with the splintered hull breach angled toward the sandy ocean floor. A curtain of hanging kelp creates a screen of privacy around the entrance. Inside, the stern is decorated with the skeletal remains of aquatic humanoid creatures, arranged to form a sigil.

The stern of the *Joskadahlr* is pitched at a 45-degree angle. Creatures walking on the floor of the ship treat this terrain as a steep incline. A PC who succeeds at a DC 18 Knowledge (religion) check can identify the sigil as that of the demon lord Dagon.

Creatures: The rear half of the *Joskadahlr* has become the lair of the sahuagin leader Skorika, a vicious and bloodthirsty coward who has aligned himself with Helekhterie to protect his tribe's position. He is terrified of the aboleth Onthooth and fears that if Helekhterie

does not maintain her seat of power, he and the rest of his clan will soon become slaves to the aboleth overlord. A bodyguard usually accompanies Skorika during daytime hours. At night, this bodyguard travels with the sahuagin on hunting raids miles away from the reef. The treasure entry for the sahuagin scout below replaces the gear listed in the *Pathfinder RPG Monster Codex*.

Skorika is a coward, and if his bodyguard is slain or he's reduced to 20 hit points or fewer, he pleads for his life and will offer up any information the PCs request. Skorika can tell the PCs where Helekhterie's tower is located and explain how he and his band use magical necklaces provided by Helekhterie (see the sidebar on page 29) to breathe above the waves and transport captive creatures (typically merfolk and locathahs) to her tower in the mountains. Skorika can even offer a thin stone tablet etched with a map and directions to Helekhterie's lair.

Skorika does not truly wish to help the PCs, though, and attempts a Bluff check to claim ignorance of Helekhterie's defenses. If caught in his lie and pressed with a successful DC 20 Diplomacy or Intimidate check, he reveals that Helekhterie has three vicious scraggs working for her that receive captives. Beyond that, Skorika does not know—or care—what happens to his victims.

If the PCs allow Skorika to escape, he flees to a location not far from Talasantri and joins up with other sahuagin dwelling there, trying to rebuild a power base with the hope of striking back at the PCs in the future.

SKORIKA**CR 5****XP 1,600**Male sahuagin fighter 3 (*Pathfinder RPG Bestiary* 239)

LE Medium monstrous humanoid (aquatic)

Init +7; **Senses** blindsense 30 ft., darkvision 60 ft.; Perception +9

DEFENSE

AC 22, touch 14, flat-footed 18 (+3 armor, +3 Dex, +1 dodge, +5 natural)

hp 50 (5d10+23)**Fort** +8, **Ref** +7, **Will** +6 (+1 vs. fear)**Weaknesses** light blindness**OFFENSE****Speed** 30 ft., swim 60 ft.

Melee +1 *ranseur* +10 (2d4+7/x3) or bite +9 (1d4+4), 2 claws +9 (1d4+4)

Ranged mwk underwater heavy crossbow +9 (1d10/19–20)**Space** 5 ft.; **Reach** 5 ft. (10 ft. with *ranseur*)**Special Attacks** blood frenzy**STATISTICS****Str** 18, **Dex** 17, **Con** 16, **Int** 12, **Wis** 15, **Cha** 9**Base Atk** +5; **CMB** +9; **CMD** 23

Feats Dodge, Great Fortitude, Improved Initiative, Power Attack, Toughness

Skills Handle Animal +4, Intimidate +7, Perception +9, Ride +8, Stealth +8, Survival +7, Swim +17

Languages Aquan, Common; speak with sharks

SQ armor training 1

Combat Gear *potions of cure moderate wounds* (2); **Other**

Gear studded leather, +1 *ranseur*, mwk underwater heavy crossbow^{UE} with 20 bolts, *necklace of air adaptation* (see the sidebar), 4 pieces of polished red coral (100 gp each)

SAHUAGIN SCOUT

CR 3

XP 800

hp 34 (*Pathfinder RPG Monster Codex* 190)

Combat Gear +1 *locathah bane bolts* (3), +1 *merfolk bane bolts* (3), +1 *strix bane bolts* (3), *potion of cure moderate wounds*; **Other Gear** mwk trident, mwk underwater heavy crossbow^{UE} with 20 bolts, *feather token* (anchor), dagger, thieves' tools, 53 gp

Treasure: A thin stone tablet near Skorika's altar to Dagon bears a detailed map showing a land route along a river from the east coast of Ancorato into the mountains, where the sahuagin have been taking Helekhterie's prisoners. A leather bag hanging on the wall of the shipwreck contains three *necklaces of air adaptation*.

Some items the water naga Vriskirsa has scavenged remain here, including a corroded breastplate from ancient Azlant (broken, but worth 500 gp to a historian or collector), a statue of a female figure holding a moon set with mother of pearl (weighing 65 pounds and worth 1,100 gp), and a rectangular sheet of pounded copper etched with arcane symbols (worth 110 gp). A chest near the altar also contains a bounty of coins lost with the sunken ship: a total of 1,560 gp, 200 sp, and 3,450 cp.

F4. ELDER MAW'S DEN (CR 4 OR CR 9)

An opening in the seabed below the coral reef leads to a massive underwater cave. The cave is undecorated save for a single patch of interwoven kelp strands attached to the wall. Small bones are scattered around the bed along with a few rusted curiosities from the sunken ship.

Creatures: This cave serves as the lair for the feeder in depths, Elder Maw. Unlike most sharks, which must keep swimming in order to breathe, the breed of shark Elder Maw belongs to can pump water through its gills by a muscular action of its pharynx, allowing Elder Maw to sleep motionlessly in this cave. Elder Maw stays here during daytime hours accompanied by his handler, Ikirkira, who shares this domicile with the terrifying beast and can be found here at most times of the day. The woven kelp strands form a net of sorts that allows

NEW MAGIC ITEM

The sea hag Helekhterie designed these amulets to grant her minions the ability to breathe air and increase their mobility on land. In addition to these benefits, the necklaces allow the wearer to slip past a trap protecting the secret entrance of her lair.

NECKLACE OF AIR ADAPTATION

PRICE
10,000 GP

SLOT neck

CL 7th

WEIGHT —

AURA moderate transmutation

This necklace grants an aquatic wearer the ability to breathe air, and renders it amphibious as per the universal monster rule, allowing it to survive on land indefinitely. The necklace also gives the wearer a base speed of 30 feet (or a +10 enhancement bonus to its base speed, if the wearer's speed is already at least 30 feet).

CONSTRUCTION REQUIREMENTS

COST 5,000 GP

Craft Wondrous Item, *air breathing* (*Pathfinder RPG Monster Codex* 189), *expeditious retreat*

Ikirkira to sleep without drifting away with the current. Ikirkira is not well understood by her peers, and her devotion to the Great Old One Orgesh makes her even more of a pariah. She is a cruel and cunning sahuagin who detests her clan's involvement with Helekhterie and eagerly awaits the day she can slaughter Skorika and end the clan's involvement with the sea hag.

If Ikirkira is reduced to half her hit points or fewer, she attempts to bargain with the PCs, insisting that she can command Elder Maw's loyalty and will aid the PCs in killing Skorika in exchange for her and Elder Maw's freedom. If the PCs refuse the offer, Ikirkira attempts to flee and find Elder Maw before rejoining combat. If the PCs have already killed Elder Maw, Ikirkira fights to the death. In addition to the gear listed in her statistics in *Monster Codex*, Ikirkira has a *necklace of air adaptation*.

ELDER MAW

CR 8

XP 4,800

Feeder in the depths (*Pathfinder RPG Monster Codex* 196)
hp 105

IKIRKIRA

CR 4

XP 1,200

Female sahuagin deep racer (*Pathfinder RPG Monster Codex* 192)
hp 40

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Treasure: The rusted trinkets from the broken ship have little to no value in their current condition, except for a locked steel box that has resisted time and the salty sea (hardness 10, hp 25, break DC 20, Disable Device DC 25). Inside the box is a folded leather *cloak of the manta ray*.

G. VRISKIRSA'S LAIR

A five-foot-wide cave in the tide-battered cliffs opens into a partially flooded grotto lined with glistening calcite columns and hanging moss. At the back of the cave stand a collection of ancient statuettes, pieces of decorative masonry, and other small pieces of rusted artifice.

This is the grotto home of the water naga Vriskirsa. Vriskirsa once resided in the Ershrani Reef, but was driven away 2 years ago by a clan of marauding sahuagin. Vriskirsa is a collector of historical artifacts that fit her particular interests (and are small enough for her to manipulate with her mouth or with *mage hand*). Vriskirsa has a passing interest in history and an overwhelming fascination with magic, both of which pale in comparison to her hatred of the sahuagin that drove her away from her home.

This sheltered grotto is filled with water most of the time. The water's depth in the front of the grotto is only a couple of feet, but it drops to a 10-foot-deep pool toward the back of the space, which is where Vriskirsa rests.

Creature: The water naga Vriskirsa calls this grotto her temporary home and is rarely found away from its shelter. Ever since the sahuagin attacked her and drove her from the wreck of the *Joskadahl*, she has become a recluse, hiding among the historical trinkets she's collected since her imposed exile in an attempt to rebuild her collection.

Vriskirsa is confrontational only if the PCs enter her grotto without calling out to her from the opening first and waiting to be invited in. It does not take much for Vriskirsa to verify that the PCs are not sahuagin if they entreat for entry from the cave mouth, and Vriskirsa is eager to entertain polite guests. If Koloshkora is with the PCs, the water naga is likewise happy to see another peaceful aquatic creature.

Vriskirsa has been largely alone for almost all of the last 2 years, save for nocturnal trips out to deep underwater ruins to gather items for her collection. Unfortunately, this means Vriskirsa knows nothing of the disappearances in Talmandor's Bounty (or that the colony even exists). She talks readily to the PCs to learn who they are, where they are from, and what they have experienced. The naga doesn't seem particularly pleased that more humanoids are coming to the island, but she isn't rude or hostile about it. She might bring this

subject up with the PCs at a later meeting, but she has more pressing concerns regarding her previous lair and the monstrous creatures that now control it.

If the PCs are not already planning on confronting the sahuagin menace, Vriskirsa asks for their help in driving the sahuagin off, and offers one item from her collection to the party as payment. She allows the PCs to inspect (but not touch) her treasures to determine which one they would like. If the PCs are already planning to defeat the sahuagin (or have already done so) and make note of this to Vriskirsa, she instead offers an item as thanks for the PCs' good deeds. If a PC succeeds at a DC 20 Diplomacy check, the water naga parts with two items in return for their assistance.

If the PCs request help in dealing with the challenges of underwater environments, Vriskirsa is willing to cast *water breathing* on them to allow them to breathe water, even if that means accompanying them part way to the reef to ensure that the spell lasts long enough. If the PCs succeed at a DC 25 Diplomacy check, they can convince Vriskirsa to directly aid them in defeating the sahuagin. Vriskirsa has no interest in otherwise combating the perils of Ancorato, including Helektherie and especially any nearby aboleth threats. However, Vriskirsa is willing to share magic or knowledge with the PCs at any time, provided they reclaim her home in the reef from the sahuagin.

Story Award: If the PCs defeat Skorika and allow Vriskirsa to return to the wreck of the *Joskadahl*, award them 1,600 XP. Additionally, Vriskirsa is eager to recover historical relics and trinkets from the time of Azlant or be given the opportunity to study such relics. Award the PCs 500 XP if they inform Vriskirsa about the ruins of Ankyhathyra (area C) and another 500 XP if they successfully activate the communication device in area C3 with Vriskirsa in their presence. Award the party 500 XP and two additional items from Vriskirsa's treasure hoard if they allow her access to Nal-Shakar after removing Helektherie.

VRISKIRSA

CR 7

XP 3,200

Female water naga (*Pathfinder RPG Bestiary* 3 199)

N Large aberration (aquatic)

Init +6; **Senses** darkvision 60 ft.; Perception +17

DEFENSE

AC 20, touch 15, flat-footed 14 (+6 Dex, +5 natural, -1 size)

hp 76 (8d8+40)

Fort +7, **Ref** +10, **Will** +9

OFFENSE

Speed 30 ft., swim 50 ft.

Melee bite +10 (2d6+5 plus poison), tail slap +5 (1d8+2)

Space 10 ft.; **Reach** 5 ft.

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



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3rd (5/day)—*dispel magic*, *water breathing*
2nd (7/day)—*alter self*, *invisibility*, *mirror image*
1st (7/day)—*comprehend languages*, *expeditious retreat*, *magic missile*, *true strike*, *wave shield*^{ACG}
0 (at will)—*acid splash*, *daze* (DC 14), *detect magic*, *light*, *mage hand*, *open/close* (DC 14), *read magic*

STATISTICS

Str 20, **Dex** 23, **Con** 20, **Int** 11, **Wis** 17, **Cha** 18

Base Atk +6; **CMB** +12; **CMD** 28 (can't be tripped)

Feats Combat Casting, Eschew Materials^B, Lightning Reflexes, Skill Focus (Perception, Stealth)

Skills Bluff +8, Knowledge (local) +4, Perception +17, Spellcraft +11, Stealth +16, Swim +13

Languages Aquan, Common

SQ amphibious

Gear *tourmaline sphere ioun stone* (see Uncommon Ioun Stones on page 20)


Treasure: Vriskirsa has collected an unusual assortment of curiosities in a makeshift gallery at the back of her cave. These include a statuette of what appears to be an Azlanti noble marked with the words "High Governor of Thespera" on its base, a silver holy symbol of Amaznen (a now-dead Azlanti god of magic, secret knowledge, and invention), and several pieces

of carved masonry and bas-reliefs depicting cavalry soldiers in a charge against serpentfolk. These relics are worth a total of 900 gp to the right collector (though Vriskirsa will not willingly part with them). She has also collected an assortment of minor magic items including a *clear spindle ioun stone*, a *pearl dolphin figurine of wondrous power* (see the sidebar on page 33), a *+1 ring of protection*, and a *seafoam shawl*^{UE} fashioned from a fine mithral chain mesh.

H. THE BLEEDING FOREST

As the scouts from Talmandor's Bounty surveyed forests on the island, they came across an unusual stand of trees within the bowl of a massive, shallow impact crater. This forest contained pale white trees with vibrant red leaves and bark that wept crimson sap. The scouts only performed a cursory examination of the area before reporting back to the colony, marking the location for future investigation. What few alive today know is that this forest is all that remains of an Azlanti botanical research laboratory where alchemists toiled to create a tenacious species of plant that would bear abundant fruit, designed to help combat the food shortages that threatened parts of Azlant at the height of the empire's power.





Earthfall destroyed this laboratory and corrupted many of the alchemical creations and magically modified plant creatures found within. The intervening millennia have allowed this disaster to take sinister root. The plants that survived the cataclysm of Earthfall are every bit as tenacious as their creators wanted, but they are subject to unnatural hungers and otherworldly powers after prolonged exposure to the harmful chemicals dispersed into the ground through the lab's destruction. The forest that grew here following Earthfall fills the 2-mile-wide crater with a sea of red foliage.

Today, the Bleeding Forest is home to three primary species of plant: the sanguine oak, an unusual tree that bleeds a sap with properties similar to humanoid blood; leechroot, a carnivorous, plantlike, undead creature

that feeds on the "blood" of the sanguine oak (and any living creature unfortunate enough to enter the forest); and, most dangerously, a mutated yellow musk creeper known as a crimson musk willow. The latter plant creates strange, vampiric spawn that infest the forest.

Long ago, the sea hag Helekhtherie discovered the Bleeding Forest, and she now regularly sends one of her scrag allies out to the forest to collect leechroot, which she uses as an additional component in her blood-fueled divinations. In his most recent foray from Nal-Shakar, the scrag Skurnagh fell victim to the spawn of the crimson musk willow and became trapped in the forest.

The encounters in the Bleeding Forest don't follow a particular map, and individual encounters can happen minutes or hours apart. You can also insert other random encounters in this part of the adventure as the PCs explore this strange forest.

H1. FOREST OUTSKIRTS (CR 7)

A high, earthen ridge covered in scrubby vegetation soon gives way to a steep descent thick with tall, ancient oak trees of a strange, bone-white coloration. The vibrant, scarlet foliage of these trees gives the impression that the entire forest is aflame. At the center of the bowl-shaped valley stands a massive white tree with bowed branches like those of a weeping willow, but feathered with long, vibrant, red leaves.

The outer edges of the Bleeding Forest consist of a steep incline leading down from the crater edge. A few hundred feet from the crater edge, the canopy grows thick and dark. Sunlight shining through the red foliage casts a strange light across the floor of the forest, and birds flit through the branches.

Creatures: Four crimson musk vampires stalk the forest and attack living creatures they encounter on sight. Crimson musk vampires are spawn of the crimson musk willow, a plant monstrosity unique to the Bleeding Forest. This creature resembles the yellow musk creeper, but it is larger and can drain blood from its victims. The spawn it creates are similar to yellow musk zombies in that they are plant creatures that seem to be undead. However, these spawn can drain blood from their victims in the same way their parent creature can, which leads to them being called vampires instead of zombies. Crimson musk vampires are advanced zombies with the plant creature type instead of undead, with the blood drain special ability instead of the staggered special quality.

VRISKIRSA

CRIMSON MUSK VAMPIRES (8)**CR 1****XP 400 each**Variant advanced yellow musk zombies (*Pathfinder RPG Bestiary* 288, 285)

N Medium plant

Init +1; **Senses** darkvision 60 ft.; Perception +0**DEFENSE****AC** 15, touch 11, flat-footed 14 (+1 Dex, +4 natural)**hp** 16 each (2d8+7)**Fort** +5, **Ref** +1, **Will** +0**DR** 5/slashing; **Immune** plant traits**OFFENSE****Speed** 30 ft.**Melee** slam +4 (1d6+4)**Special Attacks** blood drain**STATISTICS****Str** 16, **Dex** 12, **Con** 14, **Int** —, **Wis** 10, **Cha** 10**Base Atk** +1; **CMB** +4; **CMD** 15**Feats** Toughness⁸**SPECIAL ABILITIES**

Blood Drain (Su) A crimson musk vampire can suck blood from a helpless, willing, or grappled living victim by succeeding at a grapple check. If it pins its foe, it drains blood, dealing 1d4 points of Constitution damage. On each round it drains blood, the crimson musk vampire regains 5 hit points or gains 5 temporary hit points that last for 1 hour (up to a maximum number of temporary hit points equal to its full normal hit points).

H2. BONE FIELDS (CR 6)

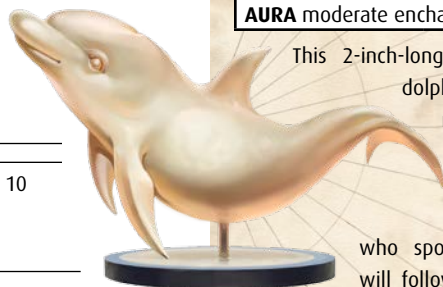
This stretch of the forest is littered with skeletal remains. Rib cages, skulls, and grasping limbs are entwined with deep red vines and bone-white roots, some covered in black moss and concealed by lush scarlet vegetation.

This stretch of the forest serves as a feeding ground for carnivorous plants native to the Bleeding Forest. A well-trodden trail leads from these charnel fields deeper into the forest to area **H3**, a path frequented by the crimson musk vampires. A PC who succeeds at a DC 15 Survival check determines that at least eight crimson musk vampires frequently use that route.

Creatures: When the scrag Skurnagh arrived in the forest to collect leechroot for Helekhterie, he was surprised by a pack of crimson musk vampires that rendered him unconscious and severely drained him of blood. Left for dead, Skurnagh remained unconscious long enough for the blood-sucking creeping vines in the area (see Hazard on page 34) to wrap around his body and restrain him, further depleting his blood, but slowly enough that his regeneration will keep him alive indefinitely. Skurnagh drifts in and out of consciousness in his prison, and is 50% likely to be passed out when the

NEW MAGIC ITEM

Aquatic races use this figurine of wondrous power to quickly transfer messages back and forth across the sea.

PEARL DOLPHIN FIGURINE OF WONDROUS POWER**PRICE**
7,600 GP**SLOT** none**CL** 11th**WEIGHT** 5 lbs.**AURA** moderate enchantment and transmutation

This 2-inch-long pearl figurine turns into a dolphin on command (but it retains its composition, which gives it hardness 10). The dolphin follows the verbal commands of the creature who spoke the command word and will follow commands as a summoned creature. With a second command word, the dolphin will swim to an indicated location at double its swim speed, bearing a message just like a creature affected by an *animal messenger* spell.

The *pearl dolphin* can maintain its nonfigurine status for only 24 hours per week. The duration need not be continuous, but it must be used in 1-hour increments.

CONSTRUCTION REQUIREMENTS**COST** 3,800 GP

Craft Wondrous Item, *animal messenger*, *animate objects*

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PCs arrive. If Skurnagh is awake, he pleads for help in Giant. Skurnagh is unaware that a leechroot has taken up residence nearby, drawn by all the blood in the soil. If the PCs move to aid Skurnagh, they risk walking over the burrowed leechroot.

Skurnagh is acutely aware of his predicament and is terrified to be trapped in the forest for what he thinks could be forever. Skurnagh is not particularly loyal to Helekhterie and believes she is abusing his kin Folkir and Skekkora, who also serve the sea hag. If the PCs promise to release Skurnagh, he gladly reveals to the PCs how to get to the hag's lair at Nal-Shakar and tells them of the flooded secret entrance, as well as of the giant sea anemone that lives in the basement. Once freed, he gives one of the PCs the necklace he wears, instructing them that they will need it if they intend on using the secret flooded entrance, because it allows them to safely bypass a "danger" the hag set in place (though he doesn't know the nature of the danger). Skurnagh does not trust that Folkir or Skekkora can be reasoned with and does not plead for their lives. He refuses to return to Helekhterie's tower, even under threat of death. Skurnagh tells the



PCs that Helekhtherie needs the leechroot to drain the blood from the “small people” that the “mean fish people” bring to her. However, he is in fact mistaken as to what Helekhtherie uses the leechroot for (actually an alchemical power component for her rituals), and has no understanding of the purpose of the blood Helekhtherie collects. He calls the two vampiric mists that follow Helekhtherie “living clouds” that are “sometimes red,” and is unaware of any other threats in Nal-Shakar. If the PCs set him free, Skurnagh leaves Ancorato.

SKURNAGH**CR 5****XP 1,600**CN male scrag (*Pathfinder RPG Bestiary* 268)**hp** 63 (currently 10)**Fort** +3**Str** 21, **Dex** 14, **Con** 6, **Int** 6, **Wis** 9, **Cha** 6**Gear** necklace of air adaptation**LEECHROOT****CR 4****XP 1,200****hp** 32 (*Pathfinder RPG Bestiary* 5 155)

Hazard: Bloodthirsty vines called leechvines infest portions of the Bleeding Forest. A leechvine looks like a thick, hanging or ground-hugging vine of a deep red coloration, with regular spines, hooks, and protrusions. It is activated by motion that comes in contact with its leaves, at which point it reaches out to an adjacent creature and attempts a grapple combat maneuver check (+8 CMB). A successfully grappled creature is immediately pulled into the vines, which attempt to pin the grappled creature on the next round. After a creature is pinned, it takes 1 point of bleed damage every round as tendrils on the vines insinuate themselves into the creature’s veins. A creature grappled by the vines can attempt to break free as normal (CMD 18). Dealing 10 points of damage to the vine is enough to free one creature trapped in its coils. Leechvines can be spotted among surrounding vines with a successful DC 15 Perception check, but unless a creature is already familiar with the plant or succeeds at a DC 18 Survival or Knowledge (nature) check, the character notices only a thorny vine. Leechvines are a CR 4 hazard.

Story Award: If the PCs release Skurnagh, award them 1,600 XP as if they had defeated him in combat.

H3. DEEP FOREST (CR 6)

Ancient trees loom twenty feet overhead, their dense foliage allowing little illumination to spill down onto the forest floor. The ground is mostly bare of vegetation here, and the crumbling remains of ancient stone walls and toppled pillars indicate the presence of civilization at some point in the ancient past. Some of the trees here grow up and

around partially intact stone structures, while others seem to erupt forth from the stones themselves. Two large heaps of vegetation, dead leaves, branches, and stones are assembled into an enormous nest lightly spackled with dried gore.

A PC who succeeds at a DC 16 Survival check finds tracks in the soft earth of the forest floor that might belong to a Medium creature with hooves and talons. Feathers and animal hair can be found in the nest with a successful DC 16 Perception check. A character who discovers both of these clues and succeeds at a DC 24 Knowledge (arcana) check identifies the inhabitants of this portion of the forest as perytons—likely at least two.

Creatures: Not all parts of the Bleeding Forest are controlled by the crimson musk willow’s spawn. Even though the deep forest borders the willow’s territory, other entities drawn by the charnel quality of the forest have taken up residence. A mated pair of perytons from a flock in the nearby mountains has chosen to use the Bleeding Forest as a temporary home leading up to the short, brutal, and usually fatal mating season. The two creatures hunt and scavenge throughout the woods and come to roost in the deeper reaches of the Bleeding Forest after gorging on fresh meat.

There is only a 40% chance that the perytons are at their nest when the PCs arrive. However, for each minute the PCs linger near the nest, the chance of them reappearing increases by 10%.

PERYTONS (2)**CR 4****XP 1,200 each****hp** 42 each (*Pathfinder RPG Bestiary* 2 207)

Treasure: A character who succeeds at a DC 20 Perception check while searching the peryton nest discovers the belongings of those creatures killed by the perytons, tucked away and out of sight, along with the picked-clean bones of four sahuagin. The hidden treasures include a suit of masterwork chainmail, a masterwork greatsword, a *potion of protection from chaos*, a *scroll of acid arrow*, and a *scroll of summon monster II*.

Development: If the PCs do not encounter the perytons on their way to the heart of the forest, the sound of battle with the crimson musk willow draws the perytons back to their roost, and the PCs will instead encounter them on their return journey, provided they take the same route. Otherwise, the perytons stalk the PCs from the skies and attempt to ambush them once the PCs exit the Bleeding Forest.

H4. VAMPIRIC ROOT (CR 8)

At the center of the Bleeding Forest, a massive, bone-white tree rises up above the dense vegetation below. The tree

stands nearly sixty feet tall and measures ten feet around at its base. Desiccated animal carcasses hang in its sagging, willowy branches, and the skeletons of hundreds of animals and humanoid creatures litter the forest floor around it. Below the tree, the ground is crisscrossed with a blood-red webbing of thorny vines.

Creatures: The heart of the Bleeding Forest is home to the crimson musk willow, a thankfully unique variant of the more common yellow musk creeper. This tree has matured to an immense size and will only grow larger as it sucks the life out of every living thing in the forest. The crimson musk willow is protected by four of its vampiric creations, all of which are immediately hostile to any living creatures.

CRIMSON MUSK WILLOW CR 7 XP 3,200

Unique advanced giant yellow musk creeper (*Pathfinder RPG Bestiary* 294, 295, 285)

N Huge plant

Init +3; **Senses** tremorsense 30 ft.; Perception +2

DEFENSE

AC 18, touch 11, flat-footed 15 (+3 Dex, +7 natural, -2 size)

hp 80 (7d8+49)

Fort +12, **Ref** +5, **Will** +4

Immune plant traits

OFFENSE

Speed 5 ft.

Melee 2 tendrils +10 (1d8+10)

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

Special Attacks blood drain, create crimson musk vampire, pollen spray

STATISTICS

Str 25, **Dex** 17, **Con** 24, **Int** —, **Wis** 15, **Cha** 12

Base Atk +5; **CMB** +14; **CMD** 27 (can't be tripped)

SPECIAL ABILITIES

Blood Drain (Su) A crimson musk willow can suck blood from a helpless, willing, or grappled living victim by making a successful grapple check. If it pins its foe, it drains blood, dealing 1d4 points of Constitution damage. On each round it drains blood, the crimson musk willow gains 5 temporary hit points that last for 1 hour (up to a maximum number of temporary hit points equal to its full normal hit points).

Create Crimson Musk Vampire (Su) As a full-round action, a crimson musk willow can bore dozens of tendrils into the brain of a helpless creature within reach, such as a creature entranced by its pollen. This attack deals 1d4 points of Intelligence damage per round. When a creature is reduced to an Intelligence score of 0, it dies, and the tendrils break off inside its brain. One hour later, the creature animates as a crimson musk vampire (see below). A creature killed by a crimson musk willow's blood drain ability also rises as a crimson musk vampire.

Pollen Spray (Ex) As a standard action, a crimson musk willow can spray a cloud of pollen at a single creature within 30 feet. It must make a ranged touch attack (+4 bonus) to strike the target, which must then succeed at a DC 14 Will save or be entranced for 1d6 rounds. An entranced creature can take no action other than to move at its normal speed into a space within the crimson musk willow's reach, at which point an entranced creature remains motionless and allows the willow to insert tendrils into its brain. The save DC is Constitution-based.

CRIMSON MUSK VAMPIRES (4) CR 1 XP 400 each

hp 16 each (see page 33)

Treasure: Scattered amid the bones littering the crimson musk willow's roots are the possessions of its many victims over the centuries. These objects include numerous ruined suits of leather and chainmail armor, rusted and decayed nearly beyond recognition. A +1 mithral breastplate emblazoned with a red, five-pointed star stands out among the detritus. A PC who succeeds at a DC 28 Knowledge (history or local) check identifies this sigil as that of the Knights of the Ioun Star, an order of wardens who originally protected the rightful emperor of Azlant. The modern incarnation of the group seeks more information about ancient Azlant and has sponsored expeditions to the ruined continent to search for lost lore. Alongside the armor is also a +1 longspear and a handy haversack containing a dose of dust of dryness, an elixir of swimming, three potions of cure moderate wounds, a potion of water breathing, and a wand of freedom of movement (17 charges).

CRIMSON MUSK VAMPIRE

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Development: When the crimson musk willow is destroyed, all of its spawn wither and die within 1d4 rounds. While defeating the willow renders the Bleeding Forest slightly less dangerous, the numerous carnivorous plants and other hazardous phenomena make it unsuitable for lumber work; therefore, it does not count toward the success of the lumber resource side quest.

I. BONETOWN (CR 6)

Jutting off the north coast of Ancorato is a jumble of massive whale bones, stretching up like columns from the rocky shore. Tattered remnants of tarps, tangled nets, and the collapsed domes of underwater structures are all that remains of what may have been a community of sea-dwelling creatures.

Situated on the north coast of Ancorato is the former gillman settlement of Bonetown. Constructed 2 decades ago by gillmen displaced from their original home after a kraken destroyed their settlement, Bonetown served as a new home to the small but thriving group of aquatic whalers who hunted and harvested local whales for meat, bones, and blubber to trade with both land and sea settlements.

Four years ago, Bonetown was a relatively prosperous community, but it fell on hard times when a malignant entity called a wihsaak sahkil took interest in the gillmen inhabiting the settlement. The wihsaak, Itzchelmna, began influencing the minds of the gillmen with its *suggestion* ability, initially with innocuous ideas of whimsical mischief that gradually escalated into violence, murder, and then—horrifically—cannibalism. The gillmen manipulated by the wihsaak were eventually driven out by their kin who had not yet fallen under the wihsaak's influence, but within a few months the cannibals—now convinced that these dark desires were their own—returned and laid waste to the settlement, claiming the place as their own.

The small settlement contains fewer than a dozen structures, all built with frames of whale bone. The structures, similar to yurts, originally had canvas, hide, or some manner of woven material stretched across their bone frames. A well-trodden path leads from the settlement into a nearby marsh, eventually ending up in a cave that serves as a shrine to Zura.

Creatures: Bonetown is now deserted, and few of the gillmen who turned to cannibalism survived to the present day. Those who lived were long ago driven to madness by Itzchelmna. Given the current state of the gillmen, Itzchelmna has grown bored with their specific suffering and is drawn to the vibrant auras and hopefulness of the PCs. Itzchelmna lingers in the ruins

of Bonetown, utilizing *Stealth* to remain out of sight while observing the PCs. Itzchelmna uses its *suggestion* spell-like ability on the most obviously armored and brutish-looking of the PCs, hoping to inspire the group to explore the ruined settlement.

Itzchelmna avoids combat with the PCs at this point. If discovered and engaged, it uses *greater teleport* to return to the sacrificial cave (see area **K**) and then incites the gillmen to make enough noise to attract the PCs, so as to slaughter them in the cave.

ITZCHELMNA

CR 6

XP 2,400

Wihsaak (*Pathfinder RPG Bestiary* 5 218)

hp 68

J. THE SMOKING MARSH

Patchy, boggy wetlands wind their way through drier and firmer ground, though the terrain is unusual in appearance. The soil is darker than that of normal bogs and marshes, vegetation is brittle, and lifeless trees scratch at the sky like skeletal fingers. Tendrils of smoke curl from bubbling patches of the marsh, and the temperature rises noticeably. Across the marsh, a thin gray haze hangs in the air, stinking of pitch and coal.

This blighted, briny swamp stretches for 3 miles along the shore between the ruins of Bonetown and the shrine of Zura that Bonetown's former residents now occupy. The Smoking Marsh formed after Earthfall as runoff from the nearby mountains formed into rivers, cutting across the coast and emptying out into the Arcadian Ocean. The loose, acidic soil became a thriving swamp for thousands of years, cultivating an ecosystem of subtropical amphibious creatures. Seven hundred years ago, an Azlanti laboratory buried below what is now the moor finally collapsed; its structural integrity gave way under tons of rock and soil, releasing creatures and alchemical toxins once trapped within it like a popped cyst.

Additionally, the alchemical components released deep underground ignited a fire that still smolders today. This blaze causes the Smoking Marsh to vent toxic gases in steady plumes, and a thin haze of smoke shrouds the moor at all times, obscuring sight beyond 15 feet. Creatures 15 feet away have concealment (attacks by or against them have a 20% miss chance).

The heat slowly bakes the moor's peat and vegetable matter, releasing charcoal into the waters and lending a distinct, inky blackness to the surrounding terrain. The toxic environment has killed off nearly all the native wildlife, leaving only the most tenacious of flora and fauna behind.

PCs who succeed at a DC 20 Survival check notice a careful path twisting through the marsh along the firm, dry patches of ground. This path is broken up in some places as the marsh saturates the ground and forms stagnant pools. Characters can pick the trail back up fairly easily once they know what they're looking for (Survival DC 10). This path leads to the shrine of Zura (area K).

With a successful DC 20 Knowledge (nature) check, a PC recognizes that an underground fire likely caused the conditions in the moor. Additionally, this check confirms the hazards of breathing in the noxious smoke.

Creatures that need to breathe air and that are moving through the Smoking Marsh must succeed at a Fortitude save (DC = 15 + 1 per previous check) each hour or become fatigued due to the toxic gases and noxious smoke. After creatures become fatigued in this manner, they take 1d6 points of nonlethal damage every 15 minutes thereafter. Once rendered unconscious through the accumulation of nonlethal damage, creatures begin to take lethal damage at the same rate.

J1. CHARNEL ISLAND (CR 8 AND CR 6)

Amid the fog and stick-bare trees rises a mound of an island bearing an old, gnarled tree that died long ago. Its leafless, twisted branches stretch into the air, and it stands taller than all the surrounding vegetation.

This encounter involves a number of different creatures that maintain a symbiotic relationship to hunt more successfully. The encounter takes place in stages, and depending on the PCs' actions, they might not face all the creatures inhabiting this area of the Smoking Marsh.

Creatures: A lone will-o'-wisp named Hourvix maintains a relationship with some of the other swamp-dwelling creatures near a small island, creating an ecosystem reliant on the will-o'-wisp's ability to lure unsuspecting victims to their deaths.

The will-o'-wisp attempts to lure the approaching PCs to a 20-foot-wide, roughly circular mound surrounded by swamp and tall reeds. Atop the island is an old, gnarled tree with a tangle of skeletal remains nestled in a hollow at its base. The will-o'-wisp flies to the heap of corpses, using its light to reveal the reflective surface of metal among the bones. A particularly thorny shambling mound lies submerged in the swamp 15 feet from the island, lying in wait for a meal to be drawn in by the will-o'-wisp. Additionally, a group of stirges nests in the nooks and crannies of the skeletal remains and typically feeds on the blood of creatures injured by the thorned mound's bleed attack (see page 38).

If the PCs approach within 20 feet of the island, the will-o'-wisp extinguishes its glow and becomes invisible, moving to circle the PCs. It tries to stay within 15 feet of the PCs to feed on their impending fear. If the PCs seem too cautious or not curious

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THORNED MOUND



K. SACRIFICIAL CAVE

1 SQUARE = 5 FEET

enough and do not get close, it moves into a flanking position and attacks, trying to drive them into the reach of the thorned mound reach. Additionally, if the PCs are having an easy time with the thorned mound and stirges, Hourvix attacks the weakest or most injured PC in an attempt to create panic and fear.

If the PCs get within 5 feet of the island, the thorned mound rises from the water and moves to attack. It attacks any creature that comes within reach, seeking to fertilize the moor's soil with the carcasses of the dead. The mound understands that the will-o'-wisp and the stirges form necessary parts of its ecology, and so doesn't attack them.

Once the thorned mound has dealt at least 3 points of bleed damage to a single target (or if any of the PCs disturb the skeletal remains), the stirges nesting within the bones attack. Reliable sources of food are few and far between in this area, and all parties involved in this symbiotic relationship are desperate for sustenance.

HOURLVIX

CR 6

XP 2,400

Will-o'-wisp (*Pathfinder RPG Bestiary* 277)

hp 40

THORNED MOUND

CR 6

XP 2,400

Variant shambling mound (*Pathfinder RPG Bestiary* 246)

Melee 2 slams +11 (2d6+5 plus bleed)

Special Attacks bleed (1d6)

STIRGES (8)

CR 1/2

XP 200 each

hp 5 each (*Pathfinder RPG Bestiary* 260)

Treasure: Scattered around the base of the tree, amid heaps of animal bones and numerous humanoid skeletons (primarily gillmen and at least two locathahs) are suits of rotten leather and hide armor and other gear that has decayed to the point of uselessness, as well as two sunrods, an *amulet of natural armor* +1, a masterwork handaxe, a masterwork light wooden shield, a *potion of enlarge person*, a *wand of chill touch* (26 charges remaining), a suit of *enchanted eelskin*^{UE}, and assorted coins in moldering pouches totaling 670 gp and 80 sp.

J2. SMOKE HUNTER (CR 6)

Of the creatures released by the Azlanti lab's collapse, only a solitary belker remains after 7 centuries. This vicious

creature stalks the Smoking Marsh, spitefully hunting the creatures who escape the charnel island. This encounter can take place anytime between the charnel island and the shrine of Zura.

Creature: This belker seeks to ambush a straggler or a weakened group. The belker might attack the PCs after they defeat the creatures at the charnel island. If the PCs avoid that encounter, the belker observes them from a distance, but otherwise it doesn't engage the PCs until it has the advantage. If the PCs travel back through the Smoking Marsh after visiting the shrine of Zura, the creature seizes the opportunity to attack only if the PCs are visibly wounded or attempt to make camp in the marsh for the night.

SMOKE HUNTER

CR 6

XP 2,400

Belker (*Pathfinder RPG Bestiary* 2 45)

hp 68

K. SACRIFICIAL CAVE

Just a quarter mile to the east of Bonetown is the secluded ruin of an ancient shrine to the demon lord Zura. The shrine, tucked away in a partially flooded sea cave, is thousands of years old, but it does not predate Earthfall.

In the years immediately following the destruction of Azlant, survivors huddled together for warmth through the unending night of the Age of Darkness, and in their desperation turned to dark saviors that they hoped would save them. Nothing remains of these original, desperate souls, but Itzchelmna found itself drawn to this site. After the sahkil found the gillmen living at Bonetown and began twisting their thoughts, it led a group of them to this shrine. There, the sahkil drew the gillmen deeper into its manipulations and sent them to their original settlement to savage their own kin. They've now abandoned Bonetown in favor of living in this cave. Itzchelmna delights in watching the gillmen cavort and prostrate themselves to a demon lord who likely isn't listening.

A narrow beach lies at the base of the cliffs in which the cave is set. This stretch of shoreline is covered in water during high tide, and the sea water partially floods the cave during this time, but only to a depth of 1–2 feet. During high tide, treat all squares in the flooded cave as difficult terrain for Small creatures; smaller creatures must swim. During low tide, some water remains in shallow pools as indicated on the map.

K1. CAVE MOUTH (CR 3)

The jagged mouth of a partly flooded sea cave is decorated with the splintered and gnarled bones of sea creatures and humanoids alike, held aloft in a tangle of netting and

seaweed. Other gnawed bones litter the rocky shore around the cave mouth.

The cave mouth is roughly 10 feet wide and only about 8 feet tall, but just inside the cavern ceiling rises to a height of 15 feet.

Trap: The gillmen constructed a crude trap of sharpened bones and heavy rocks set in a bundle of netting suspended above the entrance to their lair. It is triggered by a tripwire that runs across the cave mouth.

BONEFALL TRAP

CR 3

XP 800

Type mechanical; Perception DC 20; Disable Device DC 15

EFFECTS

Trigger location; Reset manual

Effect Atk +15 melee (4d6+5 points of bludgeoning, piercing, and slashing damage) and knocked prone; Reflex DC 15 negates being knocked prone

K2. WARRENS (CR 7)

Four caves branch off from the entrance. The entire cavern smells of brine, sweat, and rot. The floor of the cave is littered with humanoid bones and filth. A wall of driftwood tethered together stands wedged in a narrow tunnel in the south wall of this chamber.

Creatures: The survivors of Bonetown reside in these warrens, sleeping in shallow tidal pools littered with the skeletal remains of their brethren. These gillmen long ago lost their sanity, and they viciously attack anything that invades their home, except for Itzchelmna.

GILLMEN CANNIBALS (6)

CR 2

XP 600 each

Gillman ranger 3 (*Pathfinder Campaign Setting: The Inner Sea World Guide* 310)

N Medium humanoid (aquatic)

Init +2; Senses Perception +6

DEFENSE

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

hp 30 each (3d10+9)

Fort +5, **Ref** +5, **Will** +1; +2 vs. non-aboleth enchantments and –2 vs. aboleth enchantments

Defensive Abilities enchantment resistance

Weaknesses water dependent

OFFENSE

Speed 30 ft., swim 30 ft.

Melee mwk trident +4 (1d8+2), short sword +3 (1d6+2/19–20) or mwk trident +6 (1d8+2)

Special Attacks combat style (two-weapon combat), favored enemy (aquatic humanoids +2)

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TACTICS

Before Combat If the PCs triggered the trap at the cave mouth or made excessive noise entering the cave, the gillmen here are ready to fight.

During Combat The gillmen fight as a group, circling their enemies and providing flanking for one another.

Morale Cruel and twisted, these gillmen fight to the death.

STATISTICS

Str 14, **Dex** 15, **Con** 15, **Int** 8, **Wis** 10, **Cha** 12

Base Atk +3; **CMB** +5; **CMD** 17

Feats Double Slice, Endurance, Two-Weapon Defense, Two-Weapon Fighting

Skills Acrobatics +3, Intimidate +7, Perception +6, Stealth +7, Survival +6, Swim +13

Languages Aboleth, Common

SQ amphibious, favored terrain (water +2), track +1, wild empathy +4

Combat Gear *potions of cure moderate wounds* (2);

Other Gear mwk leather lamellar armor^{UE}, mwk trident, short sword

K3. SHRINE OF ZURA (CR 8)

This flooded cave is roughly square, and its features have been smoothed by the passage of seawater in and out with the ebb and flow of the tide. A large swath of the southern wall is marred by deep carvings depicting a crude, twisted sigil. A pile of humanoid bones heaped four feet high litter the floor in front of the glyph. Atop this mound rests a stone trough.

A simple wooden barrier blocks the entrance to this chamber. The makeshift door can be moved aside with a successful DC 5 Strength check.

This cave is filled with the remains of the majority of Bonetown's residents, dragged off and devoured by their mad kin. The shrine along the south wall is dedicated to Zura, and the stone trough is stained with old, dried blood.

As the survivors of Earthfall found safety in this place, they huddled together in the dark, cold aftermath of the catastrophe. When their scavenged food supplies began to dwindle, they turned to cannibalism and ate one another. Zura took pity on them and extended her favor in exchange for further debauched acts.

Creatures: The leader of the gillmen, a vicious cleric of Zura named Clarifesk, spends most of her time in this cave. She was once Itzchelmna's favorite victim, though the sahkil has grown disinterested in her agony as of late. She is currently accompanied by a pair of gillmen cannibals who serve as protectors for the leader of their cult.

The room's inhabitants likely heard combat in the previous room and stand ready to take on any creatures who have invaded their private sanctum. If the PCs did

not defeat Itzchelmna yet, they encountered it here in this cave.

CLARIFESK

CR 4

XP 1,200

Female gillman cleric of Zura 5 (*Pathfinder Campaign*

Setting: The Inner Sea World Guide 310)

CE Medium humanoid (aquatic)

Init +2; **Senses** Perception +3

DEFENSE

AC 18, touch 12, flat-footed 16 (+6 armor, +2 Dex)

hp 41 (5d8+15)

Fort +6, **Ref** +5, **Will** +6; +2 vs. non-aboleth enchantments and -2 vs. aboleth enchantments

Defensive Abilities enchantment resistance

Weaknesses water dependent

OFFENSE

Speed 30 ft., swim 30 ft.

Melee +1 rapier +6 (1d6+3/18-20)

Special Attacks channel negative energy 5/day (DC 14, 3d6)

Domain Spell-Like Abilities (CL 5th; concentration +7)

5/day—battle rage (+2), bleeding touch (2 rounds)

Cleric Spells Prepared (CL 5th; concentration +7)

3rd—*dispel magic*, *vampiric touch*^D

2nd—*cure moderate wounds*, *hold person* (DC 14), *sound burst* (DC 14), *spiritual weapon*^D

1st—*cause fear*^D (DC 13), *command* (DC 13), *cure light wounds* (2), *shield of faith*

0 (at will)—*bleed* (DC 12), *detect magic*, *guidance*, *resistance*

D domain spell; **Domains** Blood^{APG}, Murder^{APG}

TACTICS

Before Combat Upon being alerted to the presence of intruders, Clarifesk drinks her *potion of bull's strength*.

During Combat If one of her gillman protectors is adjacent to her, Clarifesk utilizes her battle rage ability to bolster the creature's attacks. She uses *hold person* and *command* to interrupt the PCs' actions and casts *sound burst* to catch as many of the PCs in its radius as possible.

Morale Clarifesk is a fanatic and fights to the death.

Base Statistics Without her *potion of bull's strength*,

Clarifesk's statistics are **Melee** +1 rapier +4 (1d6+1/18-20);

Str 10; **CMB** +3; **CMD** 15; **Skills** Swim +4.

STATISTICS

Str 14, **Dex** 14, **Con** 15, **Int** 8, **Wis** 14, **Cha** 14

Base Atk +3; **CMB** +5; **CMD** 17

Feats Brew Potion, Lightning Reflexes, Weapon Finesse

Skills Knowledge (religion) +3, Perception +3, Sense

Motive +6, Spellcraft +4, Swim +6

Languages Aboleth, Common

SQ amphibious

Combat Gear *potion of bear's endurance*, *potion of bull's strength*; **Other Gear** mithral chainmail, +1 rapier, spell component pouch, wooden holy symbol of Zura

GILLMAN CANNIBALS (2)

CR 2

XP 600 each

hp 30 each (see page 39)

TACTICS

Before Combat If the gillmen hear combat in the adjacent room, they take up positions on either side of the entrance to this chamber to ambush the PCs as they come in.

During Combat These gillmen focus on protecting Clarifesk, putting themselves between her and the PCs.

Morale Fanatically dedicated to their leader and fearful of their demonic patron, the gillmen fight to the death.

ITZCHELMNA

CR 6

XP 2,400

Wihsaak (*Pathfinder RPG Bestiary* 5 218)

hp 68

TACTICS

During Combat When fighting alongside the gillmen in this chamber, Itzchelmna begins combat using its *unholy blight* spell-like ability. It doesn't use its droning madness ability until the gillmen are dead and thus won't be affected.

Morale Itzchelmna fights until reduced to half its hit points, and then uses *greater teleport* to escape the sacrificial cave.

Development: If Itzchelmna escapes, it lies low for several days before attempting to locate the PCs again. This could take weeks or longer, depending on their activities. Itzchelmna has no desire to kill the PCs immediately and doesn't interfere in battles they enter, but it tries to use its *suggestion* spell-like ability to cause the PCs to perform tasks that can potentially harm Talmador's Bounty and the colonists that live there, or simply to commit vile, depraved acts that they can't hide. Itzchelmna could become a long-term nuisance to the PCs until they find a way to trap and kill the miserable creature.

Once the PCs defeat the gillmen and drive off Itzchelmna, the ruins of Bonetown could eventually become a settlement in their own right. The location the gillmen originally chose is protected from storms and near bountiful fishing spots. The PCs could inform the locathahs about Bonetown's existence, and the aquatic creatures would gladly reclaim what the gillmen lost.

PART 2: THE TOWER OF SUNDERED PROPHECIES

By now the PCs should realize the danger that the sea hag Helekhterie represents, not only to the island of Ancorato but also to the entire region. No matter how the PCs come to this realization, Thanaldhu (in the guise of Carver Hastings) is ever eager to drive home the point of how dangerous she is. Thanaldhu uses every opportunity once the PCs become aware of Helekhterie to pin the blame for all the strange goings-on in Talmador's Bounty on the sea hag. As the PCs uncover more evidence, Carver twists each piece to place culpability on the sea hag, while at the same time absolving himself of any responsibility for directly aiding in defeating her. While Thanaldhu is eager to slay the sea hag and curry favor with Onthooth, it fears the power of the oracle, and it is not even certain that the PCs would survive a direct confrontation with her—not that it would ever share that opinion with them.

When the PCs are finally ready to confront Helekhterie, likely after completing most of the other side quests around Ancorato, they can use the information gleaned from either Skorika or Skurnagh to learn the exact location of her tower. If the PCs fail to get that information from either creature, Thanaldhu can provide it to the PCs (as Onthooth has long known the location of Helekhterie's lair) by claiming to remember stories about the tower of Nal-Shakar in the chronicles of Durvin Gest. Fabricating this story risks drawing the PCs' suspicion, and Thanaldhu is careful about how it relays this information to them.

L. NAL-SHAKAR

Just over ten thousand years ago, what is now the island of Ancorato formed part of a mountain range in eastern Azlant. In this range, Mount

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Alarakazist was notable for being a dormant volcano, last known to have erupted prior to the founding of Azlant, just before the Age of Legend. On this lonesome peak, an enclave of philosopher-priests constructed a bastion away from the noise of society, where they could focus on concerns extending beyond the mortal plane, looking down on the metropolises of Shaval-Kehn and Kalas-Ti from atop a small islet at the center of a now-nameless lake in the caldera of Mount Alarakazist.

The tower of Nal-Shakar was constructed not according to popular Azlanti design, but rather in the Ghol-Gani style, with the guidance of cyclops allies. The top floor of Nal-Shakar became an observatory to study the stars, and it was appointed with a powerful Azlanti orrery through which the priests could discern not only the movement of the heavens, but the planets and alignment of planes as well. This awe-inspiring tower melded cyclops architectural design with Azlanti engineering in a fusion of the two societies, much in the same way that the priests of Nal-Shakar blended two religious disciplines: the teachings of Desna and Pharasma.

In the time of Azlant, Pharasma was primarily worshiped as a goddess of prophecy, and Desna as a goddess of stars. The philosopher-priests of Nal-Shakar saw a union in those two faiths and incorporated astrological prediction into their prophetic reveries. This small sect of priests, deemed heretics by many, developed a sprawling mythology surrounding a bond between these two goddesses, going as far as to say that prophecy and astrology were so deeply interconnected that it was reflected in a deep link between Desna and Pharasma, whom the priests believed were involved in a relationship that spanned the concept of time.

During the Age of Legend, the priests of Nal-Shakar divined and cataloged a staggering number of prophecies that, unfortunately, did not survive the intervening millennia due to the poor conditions in the tower and the limited life span of paper scrolls. Some of the most portentous prophecies, however, were deemed so important as to be engraved on the very walls of the structure. Most of these prophecies provide hazy suggestions regarding the fall of Azlant. A growing thread of paranoia among the prophets concerning the “veiled masters” (then merely a superstition among the uninitiated in Azlant) forced the priests to encode many of their prophecies using incomprehensible ciphers, further muddying their meaning.

After the fall of Azlant, the priests of Nal-Shakar survived for a time, but they were besieged by the horrors of the Age of Darkness, and eventually swept from both their mortal coil and the pages of history. The tower traded hands for centuries afterward, becoming the incidental lair of frost wights, a wendigo,

a coven of lunar naga witches, and other creatures. In 4703 AR, the sea hag Helekhterie found the ruins of Nal-Shakar after a decade of searching for an intact Azlanti orrery.

Now under Helekhterie’s control, the tower has become the locus of the sea hag’s oracular obsessions. Helekhterie, though delusional, is convinced that she can decipher the ancient prophecies inscribed by the philosopher-priests of old and that in them lies the secret of rebirthing the power of prophecy on Golarion. To this end, Helekhterie has committed herself to atrocities of blood magic and ritual sacrifice, growing ever more delusional as she delves headfirst into forgotten magic and forbidden lore taken from the darkness between the stars. When the PCs arrive at Nal-Shakar, it is at the height of one of Helekhterie’s fits of prophetic mania. Believing that she is on the verge of a major breakthrough, she has secluded herself on the observatory level of the tower, unaware of the events transpiring on the island around her.

L1. CALDERA LAKE (CR 7)

Past where the forest tapers off into sparse, dead trees, the mountain slope becomes steep and rugged, leading to a circular ridge enclosing the sunken peak of the mountain. Once crested, the high caldera rim gives way to a rugged, rocky slope bristling with scrubby vegetation, leading down into a large, steaming lake. At the center of the crater lake is a small, rocky island upon which an octagonal tower rises one hundred twenty feet, its peak lying just below the caldera wall. The top of the tower consists of a dome of plated copper, long ago turned green with verdigris. The crumbling stone columns of a long-collapsed bridge are all that remains of a land route to the tower.

Nal-Shakar is constructed atop a small island just over 400 feet wide in the middle of a caldera lake roughly 1,000 feet across and 120 feet deep at its lowest point. The caldera lake itself is a mildly sulfuric hot spring with an average temperature of 98 degrees (comfortably warm for most humanoids). The lake exudes a faintly eggy smell but is otherwise safe to bathe in or drink (though it tastes bad). The former land route to the island, an ancient stone bridge, collapsed into the lake during Earthfall, leaving crooked stone columns as markers of where it once stood. The PCs need to swim across the caldera lake or find other means of transportation to reach Nal-Shakar. The shortest distance from the crater wall to the island is 290 feet from the northwest edge of the lake, following the path of the ruined bridge. From the southeastern rim of the caldera, a small cave is visible that leads into the small island. This cave (area L3) connects to the basement



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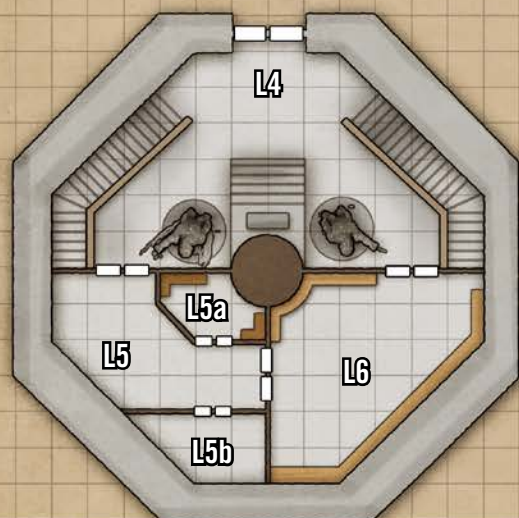
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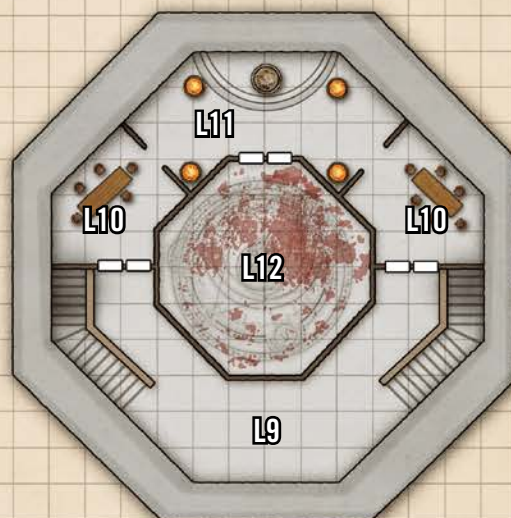
BESTIARY

First Floor

1 SQUARE = 5 FEET



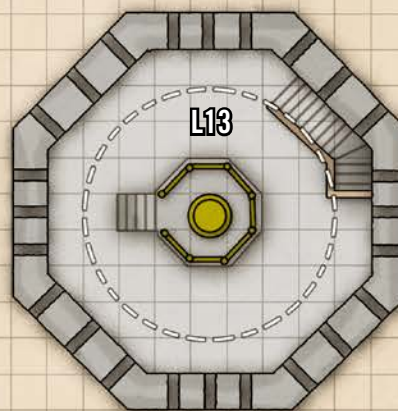
Second Floor




Basement



Top Floor





levels of Nal-Shakar, which the PCs might have learned about from Skurnagh in area H2.

With a successful DC 20 Perception check, the PCs can discover a crude raft hidden in some nearby undergrowth, which the scraggs have used to ferry supplies and people to and from the tower. The raft can comfortably hold six Medium creatures, and it is treated in all other ways as a rowboat.

Creature: The crater lake has long been home to an unusual breed of shark-eating crab that acclimated to the mountaintop caldera. Rather than existing entirely in tropical coastal waters, these crabs lair in the sulfuric lake and emerge from the caldera at night to feed on local wildlife such as bears and goats.

When Helekhterie took over Nal-Shakar, she killed three of the four crabs that lived in the lake, but left the last alive as a deterrent to trespassers. The scraggs who come and go from the tower know of the crab and use a water-resistant alchemical repellent crafted by Helekhterie to dissuade it from attacking them.

Should the PCs swim across the lake to reach Nal-Shakar, they run the risk of drawing the attention of the crab, which rises from the depths to attack the PCs, waiting until they are roughly halfway between shores to strike. If the PCs use a boat or raft to cross the lake, the crab follows them beneath the lake's surface and attacks as they make it to shore. The crab has a great advantage in the water, so be cautious of where this fight takes place.

SHARK-EATING CRAB

CR 7

XP 3,200

hp 84 (*Pathfinder RPG Bestiary* 3 60)

Side Quest: A PC examining the caldera who succeeds at a DC 20 Knowledge (dungeoneering or engineering) check identifies that the crater's walls have a high concentration of andesite, a volcanic stone suitable for building large, load-bearing structures. This discovery can fulfill the Natural Resources (Quarry) side quest on page 13.

L2. TOWER EXTERIOR

An immense stone double door bars entrance into the building. The right side bears a relief depicting a humanoid woman with ankle-length hair and large butterfly wings holding aloft a single shining star. The left side depicts a stern-looking woman with a blindfold over her eyes holding a single knife above her head, tip pointed down toward herself. At the middle where the both sides of the door join is the symbol of a single spiral with a five-pointed star at its center.

The front entrance of Nal-Shakar depicts the philosopher-priests' ancient interpretations of the

goddesses Desna and Pharasma (a PC who succeeds at a DC 25 Knowledge [religion] check can learn the information presented in the introduction to this part of the adventure). The doors (hardness 8, hp 60) are barred from the inside and require a successful DC 28 Strength check to force open.

Breaking down the front door of Nal-Shakar alerts the scraggs in area L5 to the PCs' presence. The scraggs immediately call up to warn Helekhterie and then make their way downstairs to confront the intruders.

L3. CAVE ENTRANCE (CR 5)

A fifteen-foot-high flooded cave mouth cuts into the steep cliff face at the crater island's southeastern face. Old, wooden scaffolding props up much of the cave mouth, reinforced by rusted metal brackets and splintered wooden supports.

This cave is the rear entrance to Nal-Shakar, typically used by Helekhterie's servants when hauling captives into the tower, and it leads into area L7. The cave tunnel runs beneath the island, arcing slightly west until it meets up with the tower's flooded basement. The cave ceiling is generally about 10 feet high, requiring creatures taller than that to duck in parts of the tunnel. The water in the cave is 2–3 feet deep in most places, causing Small creatures to treat the cave as difficult terrain.

Trap: Previous inhabitants of the tower long ago constructed the scaffolding around the mouth of the Nal-Shakar cave to keep the sagging entrance from collapsing. Helekhterie has intentionally weakened the supports of the scaffolding and placed a *sound burst* trap beneath the water that covers the cave mouth. Should a creature that is not wearing a *necklace of air breathing* pass the threshold of the cave mouth, the *sound burst* trap is triggered. The concussive damage from the *sound burst* effect shatters the already weakened supports of the cave scaffolding, causing a secondary collapse effect.

EMPOWERED SOUND BURST TRAP

CR 4

XP 1,200

Type magic; Perception DC 27; Disable Device DC 27

EFFECTS

Trigger location; **Reset** none; **Bypass** specific item (*necklace of air breathing*)

Effect spell effect (empowered *sound burst*, 1d8 sonic damage plus 50% plus stunned for 1 round, DC 13 Fortitude save negates stunned); multiple targets (all targets in a 10-ft. spread). Triggering this trap also triggers a secondary collapse trap (see below).

COLLAPSE TRAP

CR 3

XP 800

Type mechanical; Perception DC 25; Disable Device DC 25

EFFECTS

Trigger special (see text); **Reset** none

Effect When the *sound burst* trap above is triggered, it immediately causes the scaffolding holding up the cave mouth to collapse. This trap doesn't go off unless the *sound burst* trap is triggered. All creatures in a 10-foot-square area must succeed at a DC 20 Reflex save or take 4d6 points of bludgeoning damage. A creature that fails its save is also buried under the rubble, while creatures that succeed at their saves can choose which side of the 10-foot area of effect they safely dodge to. Buried characters can free themselves with a successful DC 25 Strength check; or, in 1 minute, an ally using only her hands can clear an amount of rocks and debris equal to five times her heavy load. The amount of stone that fills each 5-foot-by-5-foot space of this collapse weighs 1,000 pounds.

Development: The noise generated by triggering these traps alerts the inhabitants of Nal-Shakar to the PCs' presence. The scrag in area L5 move as quickly as possible to area L4 and lie in wait to see whether the PCs emerge from the basement. If no trespassers come up within 10 minutes, the scrag unbar the front doors, circle around to the cave to check for intruders, and then return to area L4 if none are found.

L4. FOYER

This great foyer is a picture of faded majesty. Walls once decorated with colorful murals are now flecked with mold, the discolored paint peeling off in large flakes. A strong odor of brine and musk clings to the air. However, no amount of disrepair can diminish the awe-inspiring scale of the two thirty-foot-tall statues that loom in this room, flanking a weathered marble altar that bears the seal of a star and spiral. The eastern statue depicts a robed goddess in a dramatic pose, holding a knife in the air with the blade angled down toward herself. A blindfold shrouds this figure's eyes, and she clutches a stone hourglass under one arm. The western statue depicts a young woman in robes like those of her partner, with hair flowing down to her ankles, a pair of immense butterfly wings, and a five-pointed star held in one hand over her head.

The ceilings in this room, as well as on each level in the tower, measure 40 feet high. Nal-Shakar has no windows to the outside, as the facility relied on magic to illuminate the chambers and circulate fresh air, a practice that was commonplace at the time it was constructed. After Earthfall, these spells failed one by one, throwing Nal-Shakar into darkness. Since Helekhterie and the scrag all have darkvision, there are no sources of light in Nal-Shakar other than what the PCs bring with them, except for in area L12, which features large windows to the outside.

The statues in this room depict Desna and Pharasma, much as the doors in area L1 do. This was the primary area of worship for the philosopher-priests of Nal-Shakar. Here they practiced their joint faith unifying the tenets of the two goddesses, and the altar depicts the symbol of their shared faith, a spiral with a five-pointed star at its center.

Development: If the PCs alerted the scrag in area L5 to their presence by breaking down the doors, setting off the *sound burst* trap, or by otherwise being noisy, the monsters engage the PCs in this room.

L5. LIVING QUARTERS (CR 7)

Centuries of disrepair and water intrusion have caused considerable damage to this corridor. Mold blotches the walls and floor while the stink of sulfur mixes with a musky odor. A nest of filthy rags, damp cloth, seaweed, and bones occupies the corner by the northern door.

Helekhterie's scrag were given full authority over this quarter of Nal-Shakar. As the runt of the three, Skurnagh typically kept to this hall, sleeping in pile of rags and seaweed by the door when he needed to rest.

Creatures: Folkir and Skekkora, the two scrag that remain to serve Helekhterie after Skurnagh disappeared in the Bleeding Forest, are typically found in the hall, wrestling, eating, or otherwise entertaining themselves while on guard duty. Both scrag prefer to sleep during daytime hours and hunt across the crater lake at dusk. Most of their time is spent confined to Nal-Shakar unless Helekhterie is expecting a delivery from her sahuagin allies. In such cases, the scrag typically meet the sahuagin at the lake edge, take possession of the captives, and bring them through area L7 into the tower before imprisoning them in area L12.

Depending on the alert level of the tower, Folkir and Skekkora can be found in other rooms.

FOLKIR AND SKEKKORA

CR 5

XP 1,600 each

Female and male scrag (*Pathfinder RPG Bestiary* 268)

hp 63 each

Gear necklace of air adaptation

L5A. RUINED KITCHEN

What may once have been a small kitchen now lies in ruin. Humanoid bones, strips of decaying flesh, and clusters of oyster shells and tangled seaweed cover the counters. The entire room smells of sweat and brine mixed with a tangy, sulfuric musk. A twisted nest of waterlogged cloth, partly dried seaweed, and gnarled animal carcasses fills the middle of the room.

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Skekkora claimed the former pantry and kitchen as her personal lair, and she sleeps in this chamber during daytime hours.

Treasure: Before the faceless stalkers killed and replaced the first wave of colonists from Talmandor's Bounty, Skekkora ran into a scout during one of her forays to the Bleeding Forest. She ambushed the explorer, killed and ate him, and kept a trophy to lord over Folkir and Skurnagh. This trophy, a pewter cuff bearing the seal of Andoran (worth 20 gp), is placed obviously within the tangle of animal carcasses in Skekkora's nest. This trophy could lead the PCs to mistakenly believe Helekhterie is somehow responsible for the disappearance of the first wave of colonists.

L5B. RUINED COMMUNAL QUARTERS

This spacious room contains the shattered wooden frames of beds and some dilapidated, threadbare cloth mattresses placed in a pile, atop which a foul nest of animal bones, seaweed, and other watery detritus is heaped.

When Helekhterie gave the living quarters to the scrag, Folkir claimed the former communal residence of the philosopher-priests as his own. The scrag piled the threadbare and crumbling mattresses and built his nest on top of them, taunting Skurnagh and Skekkora with his "opulent" bedding as part of a constant game of one-upmanship among the trolls.

Treasure: Folkir keeps a battered and rusted tower shield emblazoned with the spiral-and-star symbol of Nal-Shakar as a "headboard," behind which he has tucked away a small assortment of gemstones pilfered from remote shipwreck, worth 350 gp in all.

L6. LIBRARY OF HEAVENLY PROPHECY

Much of this cavernous library lies in terrible disrepair. The stone shelves set into the walls are cracked, chipped, and split, and heaps of ruined, ancient tomes lie scattered across the floor. A tile mosaic in the room's center depicting a spiraling comet with a star at its center has been shattered by multiple blunt impacts from fragments of marble slab shelves. What few books remain on the shelves have crumbled into illegible scraps of long-lost lore.

This library once contained a vast trove of knowledge regarding the heavens and celestial bodies familiar to the empire of Azlant. Following Earthfall, the ravages of time and the new uncaring residents of the tower destroyed nearly all of these documents. What tomes did remain intact were carefully collected by Helekhterie and are now contained in her laboratory in area L8. However, some historical information was etched into materials

more durable than parchment and paper. Amid the destroyed books and scrolls are a handful of sheets of hammered copper and tablets of glossy black stone that have been inscribed with millennia-old revelations about ancient Azlant.

When Helekhterie first began researching the ancient history of prophecy in this chamber, she failed to grasp the level of delusion in which the philosopher-priests were living. Many of the rituals and practices they described in the surviving texts held no true magical power. Frustrated at her failure to understand the nature of her own powers, Helekhterie took her anger out on this room with her tremendous strength, destroying the shelves and smashing the mosaic depicting the symbol of Pharama and Desna. Folkir and Skekkora, both of whom were present when Helekhterie unleashed her temper on the library, remain uncomfortable when in this room and try to limit their presence in it.

PCs who can read Azlanti and succeed at a DC 23 Perception check when searching this room uncover tantalizing fragments of ancient lore surrounding Nal-Shakar. Taking an hour to sift through the surviving scraps reveals historical information pertaining to the philosopher-priests' unconventional religious beliefs and some fleeting mentions of the "veiled masters" who they believed secretly ruled the empire of Azlant. Unfortunately, the fragmentary texts offer no context for these references.

L7. FLOODED CHAMBER (CR 6)

The lower half of Nal-Shakar's basement is flooded by five feet of water. Mold cakes the walls and ceiling in black blotches, rivulets of water leak from cracks in crumbling masonry, and the air is a foul mixture of musty and sulfuric stink. A wide stone staircase connects this lower level to an upper level of the basement. The masonry of the east wall has collapsed into the basement, revealing a natural tunnel equally flooded with water.

Long ago, the basement of Nal-Shakar succumbed to flooding, which caused the collapse of the masonry of the eastern wall and allowed water from the crater lake outside to fill half of the tower basement. This is the way Helekhterie originally entered Nal-Shakar. As she recognizes its usefulness as an entrance for her aquatic servants, she has allowed it to remain open, though she put some protective measures in place at the entrance (see area L3). This area is flooded with 5 feet of standing water, making the entire basement difficult terrain for creatures attempting to walk rather than swim.

Creatures: Several years ago, Helekhterie crafted three powerful servants from the preserved eyes of her former coven members. These creatures, hag eye oozes,

act as Helekhterie's eyes and ears within the tower. The hag keeps them here in the flooded chamber to watch for intruders that try to gain access to the tower using the secret entrance. They typically reside underwater, awaiting orders from their creator. The oozes do not attack Helekhterie's scrag, and the scrag in turn aren't even aware that the oozes exist. The hag eye oozes otherwise attack any intruder that attempts to cross the flooded basement.

If the PCs trigger the traps at area **L3**, break through the front door at **L2**, or otherwise make a lot of noise to alert the tower's inhabitants of their presence, Helekhterie concentrates on her oozes (as a free action) and can see through all of their eyes as if they were her own. Helekhterie has spent years using these senses and can divide her attention between herself and the oozes without distraction. If alerted to intruders, she leaves one in the basement and sends the others to explore the upper levels, climbing along the ceilings to stay out of sight. Unless they are attacked, Helekhterie does not use the oozes to strike at intruders unless a significant opportunity to cause harm arises. Otherwise, Helekhterie spies on the PCs, assesses their capabilities, and begins casting any spells she needs to prepare for combat in case they reach area **L13**.

Since Helekhterie does not normally extend her senses into these oozes without having some cause for alarm, she will likely remain unaware if these oozes are attacked or killed so long as the PCs do not make too much noise or otherwise attract her attention, leaving the hag surprised when she attempts to use them as a resource later.

HAG EYE OOZES (3)

CR 3

XP 800 each

hp 38 each (*Pathfinder RPG Bestiary* 5 140)

L8. HELEKHTERIE'S LAB (CR 6)

The stink of mold and sulfur clings to the air in this damp basement. A single arched doorway leads down into a flooded portion of the basement, adjacent to a tall circular shelf loaded with mushrooms, glass jars of desiccated insects, dried herbs, and other reagents. A small table outfitted with a cauldron and alchemical gear fills a nook by a large, ascending staircase. A small workbench covered with carving tools and whittled bone and bits of jewelry stands to the west, next to a large table laden with scraps of paper and fragments of etched stone tablets.

Helekhterie's lab is where the sea hag spends most of her time rereading fragments of writing she uncovered in Nal-Shakar, along with bits of masonry and tablets etched with snippets of lore in the Azlanti language. There is little of actual value in these documents, though

Helekhterie has assembled her own meaning from the pieces of stone, cobbling together a "coded message" that is partly a rambling treatise of the significance of prophecy as a divinatory tool and partly incoherent, resentful ravings directed at herself. PCs who spend time studying these documents can determine that the author is an oracle or prophet of some kind and suffers from a curse that hinders the author's vision. The fragmentary documents are clearly of Azlanti origin and were originally taken from area **L6**. These scraps detail mundane oracular methods used during the time of Azlant, from casting bones to reading entrails.

A hidden compartment is tucked inside the curved shelves in the middle of the room, triggered by pressing a specific brick in the cobbled floor in front of it. PCs can notice this secret door with a successful DC 20 Perception check.

Treasure: Helekhterie's alchemy lab is fully functional and could be of value to PCs interested in crafting alchemical items. The shelves hold a full collection of alchemical reagents worth 1,250 gp. If the PCs can't make use of these reagents, they could bring them back to Talmandor's Bounty and give them to Alba Divenvaar, who would be delighted to have additional materials. If the PCs give the reagents to Alba, she rewards them with an equal value of potions and alchemical items at their request (assuming she has the time and materials to make them).

Inside this secret compartment, Helekhterie stores treasure she does not intend to use often (or treasure for which neither she nor her scrag bodyguards have any personal use). The chamber holds a chest containing 17 pp, 457 gp, 3,770 sp, and 11,700 cp. Additionally, there is a +1 *chain shirt*, a +1 *light steel shield* engraved with the spiral-and-star symbol of Nal-Shakar, a +1 *shortsword*, a silver statue of Desna in Pharasma's embrace worth 600 gp, assorted gemstones worth 550 gp, a *scroll of corrosive touch*^{UM}, a *scroll of darkness*, a *scroll of delay poison*, a *scroll of fox's cunning*, a *scroll of mage armor*, and a *scroll of restoration*.

L9. SECOND-FLOOR FOYER

Two sprawling bas-reliefs decorate the second-floor landing. The interior wall is engraved with depictions of a robed Azlanti man bearing a sword and an unmarked shield, battling a colossal demonic creature in a hellish landscape. The outer wall is likewise carved with a dramatic bas-relief etched with the finest details, in this case illustrating a turbulent ocean. In the image, shattered pieces of land are spiraling down toward the center of a massive whirlpool, each with fragmentary pieces of crumbling cities atop them. A single shaft of light or energy lances up from the middle of the whirlpool to the top of the relief.

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A pair of staircases wrapping along the outer walls ascend and descend the tower, while double doors embellished with images of Desna and Pharasma are located in alcoves at the top of each staircase.

Of all the half-true and misinterpreted visions the philosopher-priests of Nal-Shakar experienced in their oracular reveries, the two etched on the walls of the second-floor landing were the clearest. Multiple prophets of Nal-Shakar experienced visions of these events with slightly differing details, and the reliefs represent a mix of their experiences.

PCs examining the relief on the inner wall who succeed at a DC 25 Knowledge (history or planes) check can recognize it as depicting a figure that is most likely Aroden (though many of the physical details diverge from how he is usually portrayed) battling the demon lord Deskari, an event that took place thousands of years after the destruction of Azlant.

The relief on the outer wall is more open to interpretation. It either shows the destruction of Azlant (though by different means), or it depicts an event that has not yet transpired. It is clearly showing the destruction of an island landmass as the ocean floor collapses into an impossibly large vortex.

L10. STUDY

A long-collapsed oaken table litters this room, along with the dilapidated and ancient-looking remains of several chairs.

These rooms were conference chambers where the philosopher-priests of Nal-Shakar conducted larger meetings. Here they would discuss visions or portents and vigorously debate their meanings until they could come to a consensus.

L11. CHAMBER OF CONTEMPLATION (CR 6)

An enormous marble basin sits on a stone dais flanked by iron braziers. The inside of the basin is caked with dried blood, and dark splotches mar the steps leading up to it. Behind the dais, an etched mural depicts the goddess Pharasma with her head down, cradling the light of a single star between cupped hands. Desna is depicted standing behind her, arms wrapped around Pharasma's shoulders and butterfly wings outspread behind her. Opposite this dais is a pair of enormous stone doors engraved with arcane writing and geometric shapes.

The philosopher-priests of Nal-Shakar used the basin here to perform water-based auguries and divinations, as well as entrail readings and, rarely, blood readings. Of all the writing contained within Nal-Shakar that

survived Earthfall, the descriptions of the prophets' blood readings are the most intact, as they were etched into transparent, ruby-colored plates. These surviving fragments led Helekhterie down her current path.

When Helekhterie needs blood components for her divinations, she orders one of her vampiric mist allies into area L12 to fully exsanguinate a target (or in the case of Aeroclyse, nearly so). Then she has the engorged mist expel most of the blood into her divining basin, allowing the vampiric mists to keep some of the blood for their own needs.

PCs who succeed at a DC 22 Perception check can hear the faint rattling of chains behind the doors that lead to L12. The thickness of the doors makes communicating back and forth through them all but impossible without some sort of tapping code, though shouting or other loud noises can be faintly heard through the doors with a successful Perception check as above. The doors themselves are not locked, nor does it have any mechanism by which it could be locked.

Hazard: The doors to L12 are warded with a *symbol of scrying*^{UM} that alerts Helekhterie to any attempt to release the cyclops contained within and allows her to see the culprit. Any creature passing through the doors triggers the symbol. Helekhterie set a password for the symbol (the Azlanti word for blood) and taught the word to her most trusted servants. A PC can notice the symbol in place with a successful DC 30 Perception check. A PC using *read magic* can identify the symbol with a successful DC 16 Spellcraft check. A PC with trapfinding can disable the *symbol of scrying* with a successful DC 30 Disable Device check, or it can be removed with a successful *dispel magic* targeted solely on the rune.

L12. OCULARUM PRISON

The floor of this massive, octagonal room is etched with an elaborate circle consisting of magical symbols, concentric rings, and silver-inlaid grooves, all stained with smeared blood. Four supports in the room have iron spikes driven into them, connected to thick iron chains that lead to the center of the circle.

The original inhabitants of Nal-Shakar used this chamber to enter a prophetic reverie. The philosopher-priests believed that, by attuning the orrery located in area L13 to specific celestial and planar alignments, they could influence the attenuation of the unconscious mind, channeling that energy down into a sleeping or otherwise unconscious target to induce prophetic dreams. The methods by which these prophets performed such acts are lost to the ages, but the mechanisms they used remain.

A character who succeeds at a DC 25 Knowledge (arcana) check can determine that the symbol on the

floor depicts the nine regions of the sky that contain the nine ancient constellations, some of which are still recognizable today as being from the zodiac of the Cosmic Caravan, while the circle at the center contains glyphs representing the Inner and Outer Sphere.

In addition to the current resident of this chamber (see below), Helekhterie keeps her other victims shackled to the floor in this room until they are bled out for her rituals and their carcasses are fed to her scrag.

Creature: Helekhterie has not remained idle since finding Nal-Shakar. On two occasions, she made sojourns east, once to recruit Skurnagh, Skekkora, and Folkir, and a second time to capture herself a cyclops. After discovering that the ancient Azlanti believed keeping a cyclops in Nal-Shakar was essential to improving the quality of prophetic visions, Helekhterie became convinced she needed a cyclops for her own work. After subduing the cyclops Aeroclyse and abducting him from his home in the Shackles, she chained him up in this chamber. However, without a full understanding of Azlanti tradition, Helekhterie's methods have left something to be desired.

Aeroclyse has been her prisoner for 9 years. During this time, the cyclops has been bled, mutilated, and tortured by the hag. Helekhterie's most recent cruelty was removing Aeroclyse's eye to use as a component in her latest ritual—one that met with profound success, though not because of the material component—which further emboldened the delusional hag.

Aeroclyse's exhaustion is more extreme than normal exhaustion, as he has been chained up in stress positions for much of his time here. The lack of sleep and his constantly tired body have driven him slightly mad. After all these years, Aeroclyse is significantly weakened, and he has been blinded as well as emotionally battered. The cyclops has been broken into submission and believes escape from Nal-Shakar is impossible. PCs attempting to interact with Aeroclyse are met with deference and outright fear. A PC who succeeds at a DC 25 Diplomacy check can convince the cyclops to respond. In his many years in Nal-Shakar, he has learned a great deal about Helekhterie and can tell the PCs what Helekhterie is (while he is not sure she is an oracle, he can confirm that she is able to use magic). Aeroclyse also knows about the vampiric mists that serve Helekhterie and rarely stray far from her side. Aeroclyse has not seen much of the tower but can describe the contents of rooms **L4**, **L7** (he is unaware of the oozes), **L8** (including the secret compartment), **L9**, **L10**, and **L11**.

If asked about the colonists from Andoran, Aeroclyse claims to know nothing of any humans anywhere near here. All of Helekhterie's victims that are locked in with him are aquatic creatures, such as locathahs, merfolk, sahuagin, sea elves, and the like.

AEROCLYSE

CR 5

XP 1,600

Male cyclops (*Pathfinder RPG Bestiary* 52)

CN Large humanoid (giant)

Init -4; **Senses** low-light vision; Perception +11 (all checks and activities that rely on vision automatically fail)

DEFENSE

AC 10, touch 3, flat-footed 10 (-2 blinded, -4 Dex, +7 natural, -1 size)

hp 65 (10d8+20); currently 10

Fort +9, **Ref** -1, **Will** +4

Defensive Abilities ferocity

Weaknesses blinded, exhausted

OFFENSE

Speed 15 ft.

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

TACTICS

During Combat If enraged after being freed from his bonds, Aeroclyse tries punching and grabbing at his enemies, despite the risk of provoking attacks of opportunity. If he is friendly with the PCs and is provided a weapon, Aeroclyse trusts allies to guide him in combat and direct him to where enemies are. Otherwise, he holds his position and defends himself. If Aeroclyse's sight is restored, he gladly takes the lead in confronting enemies with or without proper weapons.

Morale Aeroclyse fights to the death.

Base Statistics If the PCs manage to cure Aeroclyse of his blindness and exhaustion, he has the same statistics as presented on page 52 of *Pathfinder RPG Bestiary*.

STATISTICS

Str 15, **Dex** 2, **Con** 15, **Int** 10, **Wis** 13, **Cha** 8

Base Atk +7; **CMB** +10 (+12 bull rush); **CMD** 14 (16 vs. bull rush)

Feats Alertness, Cleave, Great Cleave, Improved Bull Rush, Power Attack

Skills Intimidate +12, Perception +11, Profession (soothsayer) +10, Sense Motive +5, Survival +6; **Racial**

Modifiers +8 Perception

Languages Common, Cyclops, Giant

SQ flash of insight

SPECIAL ABILITIES

Blinded (Ex) In addition to the standard effects for blindness, Aeroclyse cannot use his flash of insight ability until his sight is fully restored.

Development: PCs capable of healing Aeroclyse and removing the exhausted condition from him can immediately shift the cyclops' attitude to helpful by mitigating his weaknesses. Once freed, Aeroclyse can reduce his exhaustion to fatigued with 8 hours of rest in a comfortable environment (instead of the normal 1 hour) and remove the fatigued condition with another 8 hours of rest. Though blind, Aeroclyse is still a capable combatant and can be convinced to

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aid the PCs in fighting Helekhterie with a successful DC 25 Diplomacy or Intimidate check. PCs who remove Aeroclyse's exhaustion automatically gain his assistance in exchange for promising his freedom once Helekhterie is defeated. If a PC has the (unlikely) ability to restore Aeroclyse's lost eye, the cyclops sees this gesture as a sign of good faith and will seek to aid the PCs in any and all of their endeavors until they release him from these duties, although the cyclops still wants to return home.

Aeroclyse's primary goal is to return to his people in the Shackles, though traveling there in his current condition is infeasible, and few ships will likely take

on a cyclops passenger without the PCs' intercession. Once freed from Nal-Shakar, Aeroclyse is content to spend his days helping the PCs to the best of his ability for a while, though he is unlikely to be able to accompany the party on long journeys until they can remedy his afflictions.

Blinded and physically weakened, Aeroclyse is neither a formidable opponent nor an exceptionally helpful ally. Should the PCs cure his afflictions and restore him to his full strength, Aeroclyse may seem like a powerful and talented ally. However, Aeroclyse comes from a ruthless and savage cabal of cyclops from the Shackles. His maladjusted worldview has been tempered during his years of imprisonment, but without guidance, regaining his old strength and insight might lead Aeroclyse down a slippery slope back to his original chaotic evil alignment. Parties that willingly take on Aeroclyse as an ally notice his gradual slip from neutral to evil as he begins suggesting violence and murder to deal with the PCs' enemies, rather than diplomacy or subterfuge. While Aeroclyse will not likely betray his benefactors, he is prone to lashing out with fitful violence when frustrated, even against allies of the PCs if he perceives them as an obstruction.

If Aeroclyse remains with the PCs for an extended period, you should take care to reinforce Aeroclyse's shift and make his transition back to "the old ways" a gradual and interesting one. Players of paladins and other classes interested in the notion of redemption may find purpose in ensuring that Aeroclyse does not slip further into the brutal ways of his old tribe, and can perhaps inspire Aeroclyse to adopt good and righteous morals and behavior.

Story Award: If the PCs successfully free Aeroclyse from Nal-Shakar and he survives the ordeal, award them experience as if they defeated him in combat. Additionally, if the PCs manage to restore Aeroclyse's sight, award the party an additional 1,600 XP.

L13. HELEKHTERIE'S SANCTUM (CR 8)

A colossal device of jeweled, copper-lined globes, steel rings, and dazzling lights fills this room. The contraption—an elaborate orrery—rises from an octagonal dais at the center of the tower peak. The instrument surges with phantasmal depictions of constellations and cosmic phenomena. Periodically, a lens pauses, briefly concentrating the light of some distant star upon one of the glowing glyphs circling the perimeter of the massive orrery. Around the room, windows twenty-five feet tall and five feet wide allow a spectacular view of the crater lake outside. The copper plates forming the dome of this chamber form a mechanical iris engraved with arcane sigils.

AEROCLYSE

The pinnacle of Nal-Shakar is a marvel of Azlanti engineering. This ancient observatory houses an astronomical artifact that was the jewel of Nal-Shakar, a device for guiding prophecies and focusing planar energies into controlled alignments designed to open the minds of priests in prophetic reverie to greater revelations. The metal spheres and crystal orbs of this orrery float freely through the air, some serving as intricate mounts for lenses that focus concentrated starlight on a series of illusory glyphs orbiting the perimeter. The orrery is a powerful artifact, though poorly understood, that has so far defied Helekhterie's attempts to divine its full function. A PC who succeeds at a DC 15 Knowledge (arcana) check notices two planets in the orrery that are not a part of the contemporary cosmology. With a successful DC 30 Knowledge (arcana) check, she knows that these are Damiar and Iovo, two planets that were destroyed during the time of the Azlanti empire.

Creatures: Helekhterie, the master of Nal-Shakar, typically occupies the uppermost level of the tower. She spends most of her days "fine-tuning" the orrery and studying her collected writings, accompanied by two vampiric mists who serve as her bodyguards.

HELEKHTERIE CR 7
XP 3,200
hp 103 (see page 58)

VAMPIRIC MISTS (2) CR 3
XP 800 each
hp 30 (*Pathfinder RPG Bestiary* 2 277)

Development: After Helekhterie is defeated, Nal-Shakar falls into the PCs' hands. What they choose to do with the tower is up to them, and this triumphant moment should feel like a conclusive victory that could close out the adventure. However, this leaves the question of what happened to the missing colonists still up in the air. Whatever the PCs decide to do with Nal-Shakar, Helekhterie's displacement has a profound impact on the island of Ancorato. As word of her defeat spreads across the island, dangerous and intelligent creatures that have lain dormant during her reign begin to resurface. In the month immediately following Helekhterie's defeat, add 10 to all percentile rolls for random encounters on Ancorato.

If Helekhterie survives the encounter, she is quick to depart Ancorato entirely for the depths of the Arcadian Ocean. Helekhterie discovered some promising locations when she was exploring the Sodden Lands, and she decides to return there to continue her experiments. However, if any of the sahuagin from the Ershrani Reef survived, Helekhterie instead meets up

with them and attempts to build a strike force to retake her tower, doing her best to keep word of her defeat from spreading too far.

Once the PCs return to Talmandor's Bounty with word of the sea hag's defeat, Thanaldhu is quick to relay word to Onthooth that its rival is no more. This event triggers the final part of the adventure, when the tension among these shapeshifters reaches a breaking point and the faceless stalkers move to complete their assignment.

PART 3: IN THE GRASP OF STRANGERS

When the PCs return to Talmandor's Bounty with word of Helekhterie's defeat, it is a time for celebration. The PCs are likely eager to meet with Ramona and Carver to discuss the events, and Carver invites both the PCs and Ramona to enjoy a celebratory dinner at his home the following evening. Additionally, Ramona reveals the news that while the PCs were busy adventuring at Nal-Shakar, the resupply ship from Andoran arrived, loaded with trade goods and necessary supplies for the growing settlement.

Once Thanaldhu has confirmed that the PCs have defeated (or otherwise dealt with Helekhterie), he slips away to relay this information to another faceless stalker, who carries the news to Onthooth. After this point, Thanaldhu sees no further use in the PCs and is likely becoming either wary of their capabilities (given that they were able to defeat Helekhterie) or suspicious that they have caught on to his plans.

By this time, at least several days—if not weeks or more—have passed since the start of the adventure. Over this time, more and more faceless stalkers have replaced the colonists in Talmandor's Bounty. The exact number is left indefinite, but there are at least as many faceless stalkers as are encountered in this section of the adventure. Feel free to increase this number to best fit your campaign. Onthooth's main order to the faceless stalkers was explicit: maintain the masquerade using their acquired forms until the order is given to take the entire settlement. While the faceless stalkers have abided by this directive, they are chafing at being trapped in their new shapes. Unable to feed easily, the faceless stalkers have begun suffering from the physiological and psychological effects of long-term inhabitation of human forms. Even though victory lies close at hand, Thanaldhu is not a strong-willed leader, and he struggles to keep his subordinates in check. By this time, the faceless stalkers see the end in sight and move to accelerate it.

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AZLANTI ORRERY

This model of the solar system is no longer perfectly accurate, but the device operates properly regardless. It guided Azlanti scholars for decades as they looked out at the stars and attempted to allow those celestial bodies to guide their prognostications.

AZLANTI ORRERY

MINOR ARTIFACT

SLOT none

CL 15th

WEIGHT 1,750 lbs.

AURA moderate enchantment and transmutation

This immense brass, bronze, and crystal orrery models Golarion's solar system as it was in the Age of Legend. If consulted for 10 minutes or more, the orrery grants a +5 circumstance bonus on Knowledge (geography) checks to navigate or to answer questions about outer space. Once per month, it can be used to contact alien minds on far-flung worlds—this works identically to the spell *contact other plane* (use the demigod line to determine the effects of the spell or ability score decreases).

DESTRUCTION

COST 3,800 GP

Although it is a minor artifact, the *Azlanti orrery* can be destroyed by regular damage. It has hardness 20 and 300 hit points.

Allow the PCs to spend a full day in Talmandor's Bounty to enjoy the fruits of their victories. They can use this time to catch up with other colonists, take care of personal projects, or visit the resupply ship and retrieve any ordered items or trade gear acquired since the previous ship departed. As night falls and the dinner arrangement with Carver Hastings looms closer, the other faceless stalkers lose their patience with the situation and long for a release from their human forms.

M. BROKEN MASKS (CR 8)

As the PCs move through town on their way to Carver's house, likely in the company of Ramona, faceless stalkers move to catch them together not far from Carver's residence. As the PCs approach Carver's home, read or paraphrase the following aloud.

Not far from Carver's house, the party is approached by a group of townsfolk who quickly encircle them. What at first seems like a welcoming party for the local heroes soon turns surreal, as one by one the townsfolk let out wailing, inhuman shrieks before their physical forms twist and contort in gruesome fashion, revealing horrific, faceless visages beneath.

Creatures: Six faceless stalkers ambush the PCs near Carver's house, each suffering from the agony of long-term assumption of humanoid form. These creatures no longer concern themselves with capturing the PCs alive and fight to the death, knowing that Onthooth will have them killed should they fail.

When the faceless stalkers move to ambush the PCs, characters who succeed at DC 18 Sense Motive checks feel that something is deeply wrong with the situation and have enough awareness that something is amiss to act in the surprise round. Each of the faceless stalkers uses a swift action to revert to its natural form (gaining the normal morale bonus from doing so) before attacking, which sends other settlers running in panic.

WEAKENED FACELESS STALKERS (6)

CR 3

XP 800 each

Degenerate faceless stalker (*Pathfinder RPG Bestiary* 5 288, *Pathfinder RPG Bestiary* 2 122)

CE Medium aberration (shapechanger)

Init +5; **Senses** darkvision 60 ft.; Perception +0

DEFENSE

AC 15, touch 11, flat-footed 14 (+1 Dex, +4 natural)

hp 32 each (5d8+10)

Fort +3, **Ref** +2, **Will** +4

DR 5/piercing or slashing

OFFENSE

Speed 30 ft.

Melee 2 slams +5 (1d6+2 plus grab) or

longsword +5 (1d8+2/19–20), slam +0 (1d6+1 plus grab)

Space 5 ft.; **Reach** 10 ft.

Special Attacks blood drain (1 Con), sneak attack +2d6

Spell-Like Abilities (CL 5th; concentration +6)

Constant—*tongues*

TACTICS

During Combat The faceless stalkers initially attack with their slams on the first round of combat, so as not to raise suspicion by approaching the PCs with drawn swords. In later rounds, however, individual faceless stalkers might draw their longswords.

Morale Though they know that the ruse is up and there's no turning back now, the faceless stalkers don't want to die after spending so long in the colony. They flee when reduced to 10 hit points or below.

Base Statistics If given the chance to feed and have a full day's rest, the faceless stalkers are revitalized and lose the degenerate simple template.

STATISTICS

Str 14, **Dex** 13, **Con** 14, **Int** 9, **Wis** 11, **Cha** 12

Base Atk +3; **CMB** +5 (+9 grapple); **CMD** 16

Feats Combat Reflexes, Deceitful, Improved Initiative

Skills Bluff +8, Disguise +12 (+22 when using change shape), Escape Artist +9, Sleight of Hand +2, Stealth +8;

Racial Modifiers +4 Disguise, +8 Escape Artist

Languages Aquan, Common; *tongues*

SQ change shape (Medium humanoid; *alter self*),
compression, faceless

Gear longsword

Development: After this initial attack, the remaining faceless stalkers in Talmandor's Bounty take this as a sign to accelerate their own plans. Many simply assume their natural form and flee the town, abandoning Thanaldhu and Onthooth. These faceless stalkers do not engage the PCs unless cornered or pursued, and they are only concerned with getting as far away from the settlement as possible. Others begin attacking colonists and following through with the final stage of Thanaldhu's plan now that their cover has been ruined.

TALMANDOR'S BOUNTY UNDER ATTACK

As the faceless stalkers reveal themselves, the PCs are caught in the middle of a panicked surprise attack on the colony. They can hear cries for help coming from all corners of the town and can help the townsfolk as desired. The following encounters (except area **P**) can be run in any order. Once the PCs complete these encounters in the colony (or if they are clearly looking for Carver Hastings) move on to area **P**.

Ramona Avandth and the two colony priests (Kurvis Narpico and Eamon Caranth) are running about the settlement trying to save colonists who are under attack and tending to those already injured. If the PCs run across one of these NPCs and offer aid, the NPCs say they have their particular situation under control and urge the PCs to look for others who need help. They warn the PCs that people aren't what they seem and that many colonists have transformed into hideous monsters.

N. BURNING SUPPLY SHIP (CR 7)

Screams ring out across Talmandor's Bounty, and the panicked voices of sailors are highlighted by the crackle and pop of freshly rising flames. The *Argent Cornucopia*, a resupply ship from Andoran docked at the colony, has come under attack. Fire races up the ship's sails, and a handful of sailors try to fend off numerous faceless horrors. Depending on where the PCs encountered the mob of faceless stalkers in the previous encounter and what time of day it is, it's possible that the PCs can see the fire at the dock.

The *Argent Cornucopia* was sent to Talmandor's Bounty to bring more supplies to the colony and allow the colonists to trade and correspond with friends and family back home in Andoran. The *Argent Cornucopia*'s hull has a flatter bottom than is typical, which allows the ship to sail into the shallow bay and dock right at the

colony's pier, a decision made by the Bountiful Trading Company after the unloading of the *Peregrine* by ship's boat took so long.

Not all of Thanaldhu's faceless stalkers have abandoned Onthooth's plan. Those who saw the ambush as a sign to accelerate the agenda took to the docks to burn down the resupply ship before it could leave for the mainland. The supply ship is already engulfed in raging flames when the PCs arrive, and they must extinguish the fire to prevent the vessel from being lost.

Creatures: The faceless stalkers that set the ship ablaze stick around to finish off any survivors and to ensure their work is completed without interruption. The PCs have 10 rounds from the time they arrive at the docks to defeat the faceless stalkers, or else the fire on the ship will spread too far for them to stop it and the vessel will be a loss. If the PCs managed to prevent the replaced Alba Divenvaar from closing her shop to produce alchemist's fire, the resupply ship is not burning so badly and the PCs have 20 rounds to drive off or kill the faceless stalkers at the dock. (In this case, remove the two flasks of alchemist's fire from each faceless stalker's gear.)

Four sailors from the *Argent Cornucopia* are embroiled in a fight with four faceless stalkers. The sailors are vastly outmatched by their opponents and will not survive without the PCs' aid.

If the PCs attempt to actively halt the fire as they fight the faceless stalkers (perhaps using spells such as *create water* or *quench*), refer to the rules presented on page 56 for fighting fires. Each square of fire the PCs successfully douse in this encounter adds 1 round to the time the PCs have to defeat the faceless stalkers.

WEAKENED FACELESS STALKERS (4)

CR 3

XP 800 each

hp 32 each (see page 52)

Gear alchemist's fire (2)

ARGENT CORNUCOPIA CREW (4)

CR 1/2

XP 200 each

Shipmates (*Pathfinder RPG GameMastery Guide* 294)

hp 11 each

Development: If the PCs are not able to act in time to save the *Argent Cornucopia* (whether or not the shipmates survive), Talmandor's Bounty suffers from severe supply shortages. Even if the PCs stop the fire, the ship has been damaged enough that it can't immediately set forth. The crew has some spare sails and replacement rigging, but the crew of the *Argent Cornucopia* must spend a week repairing the craft before they can return to the mainland.

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O. ACCUSATIONS! (CR 6)

This event can take place anywhere in Talmandor's Bounty as the PCs traverse the city attempting to protect the colony from the faceless stalkers.

Riotous voices rise from two groups of colonists that are standing on opposite sides of the street. Each group brandishes weapons and shouts violently at the other, demanding surrender. The tension in the air is palpable, and it looks like this altercation could devolve into a fight at any moment.

Creatures: When the faceless stalkers revealed themselves, a wave of panic swept through Talmandor's Bounty as citizens saw friends and family alike revert into horrifying, alien forms and then launch violent attacks (or, in many cases, flee the settlement as the shocked colonists watched helplessly). Two groups that banded together for security in the crisis crossed paths, and their paranoia, combined with high tensions, led to each accusing the other of being faceless stalkers in disguise. None of the nine people gathered here are faceless stalkers, though each side is convinced the other is the enemy.

Harcourt Carrollby, accompanied by two colonial soldiers and a farmer, leads the first group. Luetin Calewick, who is joined by a carpenter, a farmer, a tanner, and a weaver, leads the second group. If you need statistics for any of these NPCs, refer to the "People of Talmandor's Bounty" article in *Pathfinder Adventure Path #121: The Lost Outpost*, or consult your notes if you've decided to increase the level any of these NPCs during the course of these adventures. Feel free to add or change the NPCs in this encounter, especially if you have further detailed any unnamed NPCs that the PCs have interacted with.

PCs entering this scene who attempt to defuse the impending violence must successfully mediate between the two sides, which have become agitated and frightened. Calming the groups requires a successful DC 25 Diplomacy or Intimidate check. If the PCs successfully soothed the mob trying to burn down Eskelda's home in the first part of this adventure, grant them a +4 bonus on this check. If the PCs can present some tangible proof that they know how to detect shapeshifters (beyond spells that the colonists can't experience the effects of), grant an additional +2 bonus on a Diplomacy check to calm the hostilities,

and if a PC has befriended any of the NPCs involved, grant that PC a +2 bonus on her Diplomacy checks during this encounter.

The PCs could also try to fool the upset the colonists with a suitable lie, just to get them to calm themselves down and not hurt each other. In this case, a PC must succeed at a DC 25 Bluff check to convince the colonists that neither of the groups conceals shapechanging monsters.

Remember, if the PCs used violence to subdue the mob in the first part of the adventure, they take a –4 penalty on Bluff and Diplomacy checks to calm the crowd, but they gain a +2 bonus on Intimidate checks. Alternatively, the PCs could work to convince each individual in the two groups to stand down and go home, even if they failed the Diplomacy check to influence the group as a whole.

While the PCs can opt to placate the divided colonists, unless the PCs have a way to detect shapeshifters on their own, they will have no concrete evidence of any NPC's true identity, further complicating this encounter.

If the PCs fail to defuse this altercation within 3 minutes of arrival, one of the two groups (chosen at random) initiates violence, and the entire encounter devolves into a bloody street fight.

HARCOURT CARROLBY CR 2

XP 600

hp 22 (*Pathfinder Adventure Path #121: The Lost Outpost* 65)

LUETIN CALEWICK CR 2

XP 600

hp 23 (*Pathfinder Adventure Path #121: The Lost Outpost* 66)

COLONIAL SOLDIERS (2) CR 1

XP 400 each

hp 21 each (*Pathfinder Adventure Path #121: The Lost Outpost* 69)

COLONISTS (5) CR 1/2

XP 200 each

Farmer (*Pathfinder RPG GameMastery Guide* 309)

hp 12 each

Development: If the PCs successfully defuse this situation, the participants of both groups turn to the PCs for guidance. The colonists can be directed to perform helpful actions throughout the colony or they can simply be instructed to get themselves to safety. If not talked out of their altercation, the two groups eventually come to blows. By the end, 1d3 of the participants will be dead and others in various states of injury.

Story Award: If the PCs calm the two parties of accusers, award them 3,200 XP.

P. THANALDHU'S LAST STAND (CR 9)

Eventually the PCs will either go looking for Carver or stumble across him while trying to defend the colony against the faceless stalkers' uprising. Thanaldhu doesn't venture far from the government house during the chaos, hoping to lure the PCs into the structure. Once Thanaldhu catches sight of the PCs, the faceless stalker comes up with a clever reason to lure the PCs into the government house, likely claiming that there are injured people inside pinned down by "wretched shapeshifters." If, during the course of your campaign, you find that the PCs' interactions with Carver Hastings might suggest an even better motivation for the PCs to follow him into the government house, use that reason as Thanaldhu's excuse to lure them into the building.

Thanaldhu quickly leads the PCs into the open hall of the government house, and once the PCs are well inside, Thanaldhu's remaining faceless stalker subordinates—in the guise of injured colonists—swiftly move from hiding in the alcoves near the entrance and lock the front doors to the building. When this happens, read or paraphrase the following.

Carver looks in the direction of the slamming doors, his face elongated with momentary shock, readying his crossbow as he does. Then, with a subtle shift of his expression, he laments, "This all would have been easier if I'd just killed you first. Live and learn." As he fires the crossbow, Carver's flesh melts down his face with an undulating, muscular action and then moves back across his neck and jaw, leaving a whorled and faceless visage in its wake.

While the adventure assumes that Thanaldhu manages to get the drop on the PCs, this encounter could play out dramatically differently depending on the relationship the PCs have forged with Carver over the course of the story. While the details may differ, Thanaldhu's primary agenda is to complete its mission at all costs. To that end, the faceless stalker is willing to sacrifice itself and its remaining loyal subordinates to remove the greatest threat to Onthooth's plans—the PCs.

Creatures: Four faceless stalkers, each armed with alchemist's fire in addition to a longsword, aid Thanaldhu during this encounter. These four allies don't initially join Thanaldhu in combat but instead focus on spreading their alchemist's fire across the building with the intention of burning the government house to the ground with themselves—and the PCs—inside.

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THANALDHU**CR 7****XP 2,400****hp** 70 (see page 62)**WEAKENED FACELESS STALKERS (4)****CR 3****XP 800 each****hp** 32 each (see page 52)**Gear** alchemist's fire (2)

Hazards: On the first round of combat, Thanaldhu's allies begin setting fire to the government house. Due to the flammable materials used in the construction of the residence (wood with straw insulation), the building is quick to catch fire. The fires are started on the outer edges of the building, to allow them to spread quickly to the walls. Determine four 5-foot squares to serve as the origin points for the fires. Any faceless stalkers alive on the second round throw alchemist's fire again to create an additional 5-foot square of fire each.

Unchecked, the fire will spread rapidly and unpredictably. Every round that the fire burns, regardless of whether characters are attempting to control or diminish it, consult the following table. Fire cannot spread into areas where it has already been extinguished. Characters in a square when it catches fire take damage and must succeed at a DC 15 Reflex save or catch fire (see *Catching on Fire* on page 444 of the *Pathfinder RPG Core Rulebook*).

PROGRESS OF SPREADING FIRE

To determine the activity of the fire during this encounter, roll a d20 each round and consult the following table to see where and how far the fire spreads.

d20	Fire Reaction
1	The fire does not grow this round.
2	The fire grows 1 square to the north.
3	The fire grows 1 square to the east.
4	The fire grows 1 square to the south.
5	The fire grows 1 square to the west.
6	The fire grows 1 square in all directions.
7–8	The fire does not grow this round.
9	The fire grows 2 squares to the north.
10	The fire grows 2 squares to the east.
11	The fire grows 2 squares to the south.
12	The fire grows 2 squares to the west.
13	The fire grows 2 squares in all directions.
14–18	The fire does not grow this round.
19	The fire grows 3 squares in all directions.
20	The fire grows 4 squares in all directions.

After the first round of burning, the government house begins to fill with smoke. Creatures within 5 feet of a burning square are subject to smoke inhalation and must succeed at a Fortitude save (DC = 15 + 1 per

previous check) or spend that round choking and coughing. A character who chokes for 2 consecutive rounds takes 1d6 points of nonlethal damage. After 6 rounds of burning, the building is filled with enough smoke to provide concealment to creatures within it. After 1 minute of burning, the entire building is filled with thick, black smoke, and each creature inside the government house must succeed at a DC 10 Fortitude saving throw every round that it remains within the building. A character can fail this saving throw a number of times equal to her Constitution modifier (minimum 0); following the last failed saving throw, the character falls unconscious and is subject to suffocation (see page 445 of the *Core Rulebook*).

Dousing a fire requires a large amount of water or other nonflammable material, such as dirt, to be deposited on the burning area. One effective strategy for extinguishing a fire quickly is to surround the burning area with nonflammable material. PCs doing this must make a ranged touch attack against AC 10 to deliver their payload to the intended square. The following indicates how many 5-foot squares of fire the listed containers can extinguish with successful delivery.

Waterskin: Twenty waterskins full of water extinguish 1 square.

Bucket: Four buckets full of nonflammable material extinguish 1 square.

Gallon Container: Twelve 1-gallon containers of nonflammable material extinguish 1 square.

Cauldron: One cauldron of nonflammable material extinguishes 1 square.

At the PCs' current level, *create water* can extinguish fire in 1 square. *Quench* can douse the fires throughout the building in a single casting. Other spells might help in fighting the fire, and it is up to you to determine how such spells or effects interact with the fire's movement.

If the fire is not completely extinguished, the government house will completely burn to the ground in 2d20 minutes. Creatures caught inside the government house when it collapses take 4d6 points of bludgeoning damage and 2d6 points of fire damage, or half that amount if the victim succeeds at a DC 15 Reflex save. Otherwise, treat this effect as a collapse as described on page 415 of the *Core Rulebook*.

If the PCs attempt to escape the governor's house, they can open a window as a move action or break through any of the closed windows (hardness 3, hp 5, break DC 12) as a standard action. Additionally, the PCs can attempt to open the lock on the entrance (with a successful DC 20 Disable Device check or by retrieving the key from one of the faceless stalkers) or break down the door (hardness 5, hp 15, break DC 18).

Breaking open any of these potential exits after the fire starts does not run the risk of creating a backdraft,



thanks to the size of the main room and the lack of airtight spaces in the building.

Development: Unless the PCs take pains to put out the fire or remove Thanaldhu's body from the burning building, it is possible the faceless stalker's body burns along with the government house. While most of Thanaldhu's flammable equipment is destroyed in the fire, certain items that can clue the PCs in to the faceless stalker's agenda (its spyglass and signal mirror) remain intact.

CONCLUDING THE ADVENTURE

After the PCs defeat Thanaldhu, they are left with the task of calming the residents of Talmandor's Bounty and possibly hunting down any remaining faceless stalkers left behind after Thanaldhu's death. If the PCs manage to take Thanaldhu alive, it is initially furious with the PCs, blaming them for keeping it in its "despicable human form" even after the faceless stalker has reverted to its natural form. Once Thanaldhu realizes the full scope of the situation it is in, it grows quiet and becomes difficult to communicate with. The faceless stalker is unwilling to

share information and secretly fears that either Onthooth or even Ochymua will find a way to get into Talmandor's Bounty and eliminate it in order to further hide the veiled master's ultimate plans. Thanaldhu refuses to eat and eventually withers away due to malnutrition.

Even with Thanaldhu defeated, the repercussions of the faceless stalkers' plot will be felt in the next adventure and beyond. While this adventure's goal is not to put the PCs in charge of the day-to-day maintenance of Talmandor's Bounty, they have become trusted confidants of Ramona Avandth and potentially strong and reliable figures that the town turns to in its time of crisis. Until reinforcements arrive from Andoran (which could take months, depending on whether the *Argent Cornucopia* survived the adventure), the PCs are in a position where they may be the individuals best equipped to stabilize the colony and prevent its collapse.

Once life in the town is calm again, the PCs might want to continue their search for the missing first wave of settlers, as well as the colonists abducted during the events of this adventure. The next adventure in the *Ruins of Azlant Adventure Path* focuses on this search and begins just hours after this adventure's conclusion, eventually leading the party to a neighboring island to rescue the colonists from the sadistic aboleth psychic holding them captive.

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HELEKHTERIE

Cursed to dwell half in the terrestrial world and half in the heavens above, Helekhterie walks a fine line between madness and genius, attempting to bring about the return of prophecy to the world.

HELEKHTERIE

CR 7

XP 3,200

Female sea hag oracle 5 (*Pathfinder RPG Bestiary* 243, *Pathfinder RPG Advanced Player's Guide* 42)

CE Medium monstrous humanoid (aquatic)

Init +4; **Senses** darkvision 60 ft.; Perception +12

Aura horrific appearance (60 ft., DC 17)

DEFENSE

AC 18, touch 15, flat-footed 13 (+4 Dex, +1 dodge, +3 natural)

hp 103 (9 HD; 5d8+4d10+59)

Fort +8, **Ref** +9, **Will** +12

SR 15

OFFENSE

Speed 30 ft., swim 40 ft.

Melee 2 claws +10 (1d6+3)

Special Attacks evil eye

Oracle Spells Known (CL 5th; concentration +10)

2nd (5/day)—*cure moderate wounds*, *disfiguring touch*^{UM} (DC 17), *hypnotic pattern* (DC 17), *inflict moderate wounds* (DC 17)

1st (8/day)—*color spray* (DC 16), *command* (DC 16), *comprehend languages*, *inflict light wounds* (DC 16), *murderous command*^{UM} (DC 16), *protection from good*

0 (at will)—*bleed* (DC 15), *create water*, *detect magic*, *guidance*, *light*, *read magic*

Mystery heavens

TACTICS

Before Combat Helekhterie activates her coat of many stars revelation and then casts *protection from good*. Her statistics have not been adjusted for these effects.

During Combat Helekhterie initiates combat by using her interstellar void revelation on an apparent enemy spellcaster. She then focuses on incapacitating heavily armored opponents with *color spray* or turning them against their own allies with *murderous command*.

Morale Once Helekhterie is reduced to 40 hp, she withdraws from combat and quaffs her *potion of fly* at the next opportunity. Helekhterie then retreats to the air and counts

on her vampiric mist allies to finish off her foes. If reduced to 20 hp or fewer (or if her vampiric mist allies are defeated before or while she is flying), Helekhterie flies out of the opening in the ceiling and attempts to escape.

STATISTICS

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

Base Atk +7; **CMB** +10; **CMD** 25

Feats Craft Wondrous Item, Dodge, Iron Will, Skill Focus (Bluff, Perception)

Skills Bluff +12, Knowledge (arcana) +9, Knowledge (geography) +10, Knowledge (planes, religion) +8, Perception +12, Sense Motive +8, Stealth +11, Swim +18, Use Magic Device +9

Languages Aklo, Common, Giant

SQ amphibious, oracle's curse (clouded vision), revelations (coat of many stars, interstellar void)

Combat Gear *potion of fly*, *spellguard bracers*^{UE}, *wand of air breathing* (3 charges), *wand of expeditious retreat* (26 charges); **Other Gear** *spell lattice*^{ACG} (2nd), 185 gp

The dreaded sea hag Helekhterie hails from the Kashdrandan coven, a group of 12 sea hags that rule the remnants of the sunken Azlanti city of Tauxshann, hundreds of miles southwest of Ancorato. In the year 4606 AR, as a fledgling member of her coven, Helekhterie was asked to participate in an occult ritual designed to contact a malign cosmic entity. The ritual allowed the hags to present a sacrificial offering to the entity in exchange for esoteric knowledge. Unbeknownst to Helekhterie, the members of her coven had chosen to offer her as the sacrifice. But when the appointed moment in the ritual came, the sacrifice did not go as Helekhterie's coven envisioned. Due to a faulty interpretation of the ritual, Helekhterie's mind was offered up to the enigmatic force in a traumatic psychic intrusion that exposed the sea hag to the cosmic horror of the entity they contacted, shattering her sanity, while other participants were consumed by

an interdimensional rift leading directly to its realm. The ritual awoke a dormant cosmic power deep within Helekhterie's soul, and the trauma of that awakening rendered her nearly blind. Helekhterie mistakenly believed her power stemmed from contact with this mysterious being, but in truth her power originates from an otherwise unknown force guiding her through dreams and visions.

In the years that followed, surviving members of Helekhterie's coven blamed the initiate for the ritual's failure, even as Helekhterie continued to suffer from the backlash: night terrors, prophetic visions, and waking dreams all assailed her mind, leaving Helekhterie with a tenuous grasp on reality. Eventually, Helekhterie fled her coven—against the wishes of its matriarch—and began seeking counsel for her supernatural malady in dozens of undersea settlements, but the sages she approached for aid in curing her strange affliction were unable to strip the cosmic influence from her mind and soul. Embittered by her experiences, Helekhterie became single-mindedly focused on trying to understand the curse that had been laid upon her.

Helekhterie's traumatic awakening to her oracular power colored her view of this gift. First seeing it as a curse, Helekhterie began to construct a grand conspiracy whereby she was convinced that she had played a role in the death of prophecy, coinciding with the year in which the ritual that granted her powers was performed. Helekhterie saw herself as a vessel of prophecy—the living embodiment of a dead magic that only she had the power to bring back to the world. This blind, psychotic narcissism empowered Helekhterie through inflated confidence and egomaniacal ambition, and the sea hag's self-aggrandizement allowed her to live in a world of her own design, where all the cruel and horrific acts she performed were parts of a “destiny” that the gods set out for her at her birth.

This growing fascination with prophecy became a key part of Helekhterie's life. The sea hag's obsession led her to seek the Lirgeni

ruins, cyclops settlements on the coast of Garund, and finally travel to the ruined continent of Azlant in pursuit of a greater comprehension of prophecy's power. Helekhterie was certain that understanding the nature of the cosmic entity her coven had attempted to contact—and thereby understanding the Dark Tapestry from which it hailed—would grant her mastery over her own supernatural ailment. To this end, Helekhterie amassed a wealth of knowledge that was once trapped in deep undersea ruins and lost to the ages. As she researched the source of her power, she grew to more fully understand and control it, leveraging her gifts to bend others to her will. Ultimately, Helekhterie convinced herself that only old Azlant's mastery of astronomy held the answers to the questions that have plagued most of her life.

Over the course of decades, Helekhterie traded, stole, and bargained for information. This led her from one ruined Azlanti observatory to another—from one shattered remnant of hope to the next. Finally, after years of searching, Helekhterie learned of Nal-Shakar and mounted an expedition to the observatory, where she built a base of power and continued to master her otherworldly abilities.

CAMPAIGN ROLE

Helekhterie serves two purposes in this adventure. First and foremost, she is a primary antagonist; second, she serves as a red herring with regard to the strange events and the disappearances taking place in Talmandor's Bounty. Helekhterie's defeat should feel like a climactic victory leading to the epilogue of the adventure, only to reveal the horrific truth of the faceless stalkers' infiltration as a last-moment twist. Helekhterie is one of the few creatures whose presence maintains a balance of power on Ancorato. Her far-reaching influence and supernatural abilities kept even the aboleth psychic Onthooth at bay, mostly out of its uncertainty as to Helekhterie's true strength. In the event that news of Helekhterie's defeat spreads, creatures in and around Ancorato that had been cowed by Helekhterie's presence rise to try to fill the vacuum created in her absence.



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BESTIARY

KOLOSHKORA

An interpreter and cultural envoy from a local locathah tribe, Koloshkora seeks to add her name to the record of heroes passed down by her people so she can exist eternally extolled in the songs of the deep.

KOLOSHKORA

CR 6

XP 2,400

Female locathah ranger (guide) 6 (*Pathfinder RPG Bestiary* 2179, *Pathfinder RPG Advanced Player's Guide* 125)

N Medium humanoid (aquatic)

Init +3; **Senses** low-light vision; Perception +13

DEFENSE

AC 19, touch 14, flat-footed 15 (+3 armor, +3 Dex, +1 dodge, +2 natural)

hp 64 (8 HD; 2d8+6d10+22)

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

OFFENSE

Speed 10 ft., swim 60 ft.

Melee mwk longspear +10/+5 (1d8+1/x3)

Ranged javelin +10/+5 (1d6+1)

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

Special Attacks combat style (thrown), ranger's focus (+4, 2/day)

Ranger Spells Prepared (CL 3rd; concentration +5)

1st—*air bubble*^{uc}, *speak with animals*

TACTICS

During Combat Koloshkora prefers to initiate combat from a distance or to remain mobile.

Morale Koloshkora is a proud and brave warrior, eager to make a name for herself and bring fame to her clan. As such, she is loath to run from battle.

STATISTICS

Str 12, **Dex** 16, **Con** 14, **Int** 12, **Wis** 15, **Cha** 11

Base Atk +7; **CMB** +8; **CMD** 22

Feats Cleave, Dodge, Endurance, Iron Will, Point-Blank Shot, Quick Draw, Weapon Focus (longspear)

Skills Acrobatics +3 (–5 when jumping), Craft (weapons) +4, Diplomacy +4, Heal +10, Knowledge (dungeoneering, geography, nature) +8, Perception +13, Sense Motive +8, Spellcraft +6, Stealth +10, Survival +9, Swim +13

Languages Aquan, Common

SQ amphibious, favored terrain (water +2), terrain bond, track +3, wild empathy +6

Combat Gear *potion of barkskin*, *wand of cure light wounds*

(34 charges); **Other Gear** mwk studded leather, javelins (8), mwk longspear, *shark tooth amulet* (*Pathfinder RPG Advanced Race Guide* 178), belt pouch, hemp rope (50 ft.), spell component pouch, waterskin

Life below the surface of the Arcadian Ocean is filled with as many adventures, adversities, catastrophes, and cultures as the surface world. Beyond the reaches of the sun's light lies another world few who walk the surface ever experience. The locathahs, a peaceful race of aquatic humanoids, have long dwelled in the oceans of Golarion, even before the fall of mighty Azlant. While the locathahs have little historical record from their days prior to the fall of Azlant, they maintain oral traditions passed down among their people detailing a history of helping others in need, no matter the cost.

To most land-dwelling races, locathahs are hideous, otherworldly creatures possessed of a bizarre fascination with the surface world. In truth, they just want to explore, understand, and establish social bonds. Locathah culture is an amalgamation of cultural ideas and idioms absorbed from foreign relations. Locathahs have adopted merfolk courtship rituals, Azlanti greetings, sahuagin hunting tactics, and more. Each locathah community is a patchwork tapestry of cultural experiences and ideas, and the ever-curious creatures are eager to add new ideas and concepts to their understanding of the world. But locathahs are not just consumers of cultural ideas; they are investigators of those ideas' significance and adopters of the belief structures and historical importance that created them.

Koloshkora is a shokokoba—a culture seeker—of the Okoloro, a small coastal locathah tribe native to the Arcadian Ocean. The Okoloro have lived on the fringes of Azlant since before Earthfall, though accounts of pre-Earthfall locathah history were lost in the cataclysm. Since then, locathahs have striven to forge strong bonds with both aquatic and land-dwelling species in order to

share art, culture, and history, with the hope of building a new locathah culture from a patchwork of friendly races.

As a shokokoba, Koloshkora's job is to discover and integrate with foreign cultures and learn as much about their way of life as she can before returning to her clan. Given the sparse population of much of the Azlant region, Koloshkora has had little opportunity to perform this task in her daily life and has been relegated to leading hunting parties and scouting expeditions. Much of Koloshkora's life has been spent in the shadow of shokokobas of history and the legacy of their accomplishments: from Okolsobara, who made first contact with the nearby strix generations ago, to Borokoshabara, the first locathah to stir the waters of the undersea metropolis of Talasantri when it was just a trading outpost. Koloshkora has dreamed of becoming as renowned as these famous locathahs and sees in the arrival of humans on Ancorato an opportunity both to accomplish this dream and to diversify and expand the cultural texture of the Okoloro clan.

Koloshkora is an eager and inquisitive person who has had little contact with non-aquatic humanoid species, and thus she is largely surprised by adverse reactions to her people's unsettling (to surface dwellers) appearance. Due to locathahs' difficulty navigating dry land, Koloshkora does not have much experience with surface creatures, plants, or geography, and if given the opportunity to explore the surface world, she is fascinated by the display of life so dramatically different than that of her undersea home.

CAMPAIGN ROLE

Koloshkora is the party's point of contact to the Okoloro locathah tribe and serves as a guide during the early parts of the adventure. Koloshkora's knowledge of the world below the surface of the Arcadian Ocean makes her an ideal long-term ally for subsequent adventures that take place primarily underwater. With her tribal role of shokokoba, Koloshkora can serve as an diplomat or intermediary with undersea races and cultures, helping inform the PCs' decisions in a world that is likely to be alien to them, and in turn she gains the same benefits regarding the world of dry land thanks to the PCs' guidance. Her greatest utility to the PCs, however, may be her ability to help them and the rest of the colony trade for needed supplies, going as far as to visit other nearby settlements to acquire specific items.

Koloshkora becomes an increasingly useful ally to the PCs beyond the scope of this adventure. As the PCs encounter more underwater locations and unfamiliar aquatic people, Koloshkora's knowledge of the deep sea and its inhabitants ensures that the PCs are never caught totally unawares and always have a capable guide to help them get from one location to another. By the time the

PCs reach Talasantri in *Pathfinder Adventure Path #124: City in the Deep*, Koloshkora can reconnect with other locathah tribes and further expand any potential trade arrangements the Okoloro have with the people of Talmandor's Bounty. Additionally, Koloshkora can help the PCs navigate Talasantri's unfamiliar political and social environment.

Koloshkora excels at underwater combat thanks to her *shark tooth amulet*, which allows her to make ranged attacks uninhibited. Additionally, her ranger abilities help allies maneuver and fight in these otherwise challenging environments.

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THANALDHU

Always scheming, Thanaldhu has cunning and cruelty in equal measure, ever searching for ways to elevate itself at the cost of others. A seething hatred for its aboleth master could one day ignite into a flame of vengeance.

THANALDHU

CR 7

XP 3,200

Faceless stalker rogue 3 (*Pathfinder RPG Bestiary* 2 122)

CE Medium aberration (shapechanger)

Init +8; **Senses** darkvision 60 ft.; Perception +13

DEFENSE

AC 22, touch 15, flat-footed 18 (+3 armor, +1 deflection, +4 Dex, +4 natural)

hp 71 (8d8+35)

Fort +5, **Ref** +8, **Will** +7

Defensive Abilities evasion, trap sense +1; **DR** 5/piercing or slashing

OFFENSE

Speed 30 ft.

Melee mwk longsword +12 (1d8+6/19–20), slam +6 (1d6+3 plus grab) or
2 slams +11 (1d6+6 plus grab)

Ranged mwk light crossbow +10 (1d8/19–20)

Space 5 ft.; **Reach** 10 ft.

Special Attacks blood drain (1 Con), sneak attack +4d6 plus 4 bleed

Spell-Like Abilities (CL 5th; concentration +10)
Constant—*tongues*

TACTICS

Before Combat If the PCs follow Thanaldhu into the government house, it uses Stealth to hide behind one of the pillars on the balcony of the building's second floor. When one of the PCs gets within 30 feet, Thanaldhu fires its crossbow from cover for a sneak attack. The ugothol prefers to target PCs it knows to be divine spellcasters first.

During Combat Initially, Thanaldhu prefers to stay on the move, keeping distance from the PCs and firing upon them with its crossbow. Thanaldhu closes for melee combat when it's most tactically advantageous, such as catching an opponent unaware so it can benefit from flanking.

Morale Thanaldhu knows that failure in this important mission means a fate worse than death at the hands of its aboleth master, and it fights to the death.

STATISTICS

Str 22, **Dex** 19, **Con** 16, **Int** 15, **Wis** 15, **Cha** 20

Base Atk +5; **CMB** +11 (+15 when grappling); **CMD** 26

Feats Combat Reflexes, Deceitful,

Improved Initiative, Toughness

Skills Acrobatics +9, Bluff +18, Disguise +22 (+32 when using change shape), Escape Artist +20, Knowledge (local) +10, Perception +13, Sleight of Hand +12, Stealth +15, Survival +10, Use Magic Device +16;

Racial Modifiers +4 Disguise, +8 Escape Artist

Languages Aboleth, Aquan, Common; *tongues*

SQ change shape (Medium humanoid; *alter self*), compression, faceless, rogue talent (bleeding attack +4), trapfinding +1

Combat Gear *oil of darkness*, *potions of cure moderate wounds* (2); **Other Gear** +1 *glamered leather armor*, mwk light crossbow with 25 bolts, mwk longsword, *boots of elvenkind*, *bottles of messages*^{APG} (2), *dust of tracelessness*, *ring of protection* +1, *wayfinder*, belt pouch, flint and steel, mirror, spyglass, waterskin

Born a slave to the aboleth wizard Uloridolora, Thanaldhu served for 127 years before Uloridolora was slain by Onthooth, one of its many rivals, and Thanaldhu and its entire birth clutch became property of the rival aboleth. In Uloridolora's service, Thanaldhu was first among the faceless stalkers, but beneath Onthooth, Thanaldhu was merely one of many.

It was not long before Thanaldhu discovered how best to navigate the pecking order of Onthooth's retinue. When Thanaldhu's aboleth master revealed its awareness of the game of intrigue Thanaldhu was playing at, it "rewarded" Thanaldhu for the ugothol's skillful treachery.

Onthooth sent Thanaldhu to investigate the rumors of a nascent human colony on the border of the aboleth's territory. When the veiled master Ochymua woke from stasis, Thanaldhu alerted Onthooth. Ochymua's considerable power far outstripped Onthooth's, forcing

the aboleth psychic into a grudging alliance with the veiled master. While Onthooth retained control of its minions, Thanaldhu was well aware that the orders were now coming from Ochymua.

Under these new orders, Thanaldhu infiltrated the nascent colony at Talmandor's Bounty. Before taking on the guise of Venture-Captain Carver Hastings, the faceless stalker called Thanaldhu insinuated itself into the leadership of the colonists from where it could best coordinate the abductions, taking on the guise of Rayland Arkley, the ill-fated leader of the first colonial expedition to Ancorato. However, Thanaldhu learned from its first experience with humans that leadership positions are often the most scrutinized, and when the second wave of colonists arrived, Thanaldhu chose to replace not Ramona Avandth but rather the reclusive and well-informed Carver Hastings.

CAMPAIGN ROLE

At the start of this adventure, Thanaldhu is plotting how best to capture and replace Carver, which happens while the PCs are away from Talmandor's Bounty for the first time. Thanaldhu does not realize Carver's secret identity as a member of the Pathfinder Society until after the kidnapping takes place, and upon learning what the Pathfinders are and the vast wealth of knowledge they control, Onthooth sets Thanaldhu on a mission of uncovering whatever it was Carver had come to the region for, no matter the cost. Ultimately, the aboleth psychic wants Carver captured so that it can interrogate him directly.

As it becomes clear that Carver was following the trail of Durvin Gest, Onthooth redirects Thanaldhu to turn its attention to the more talented and powerful among the colonists and use them as weapons to upset the balance of power on Ancorato, toppling Onthooth's longtime rival, the sea hag oracle Helekhterie. Thanaldhu, forced to remain in human form longer than is comfortable, bristles at every new order given by Onthooth. It has grown to resent both Onthooth and Ochymua and longs for its protracted assignment to be complete.

Regardless of its discomfort, Thanaldhu manages the operation to gradually capture and replace the colonists in Talmandor's Bounty. It coordinates with the other faceless stalkers to set up times and locations for the others to sail to Ancorato and ferry the captives to Onthooth, who is on the nearby island of Zanas-Tahn. Thanaldhu uses its *bottles of messages* to leave information drops for its companions and send word back to Onthooth.

Thanaldhu serves two roles in the campaign: While masquerading as Carver, Thanaldhu is a false ally to the party, always coming up with excuses for why he cannot help or lend direct aid, all the while subtly nudging the PCs into a direct confrontation with Helekhterie that he hopes they will not walk away from. Toward the end of the adventure, Thanaldhu becomes impatient with the PCs' successes and survival, and it, along with its birth clutch, breaks its masquerade and attempts to destroy Talmandor's Bounty and kill the remaining villagers against its master's orders.

If Thanaldhu survives, it will be an enemy of both the PCs and Onthooth, and it will have a desperate desire to seek vengeance against all of them. Thanaldhu can show up in a new disguise when the PCs are infiltrating Onthooth's lair, pretending to be an ally until Onthooth is dead, only to betray the PCs at the most opportune moment.

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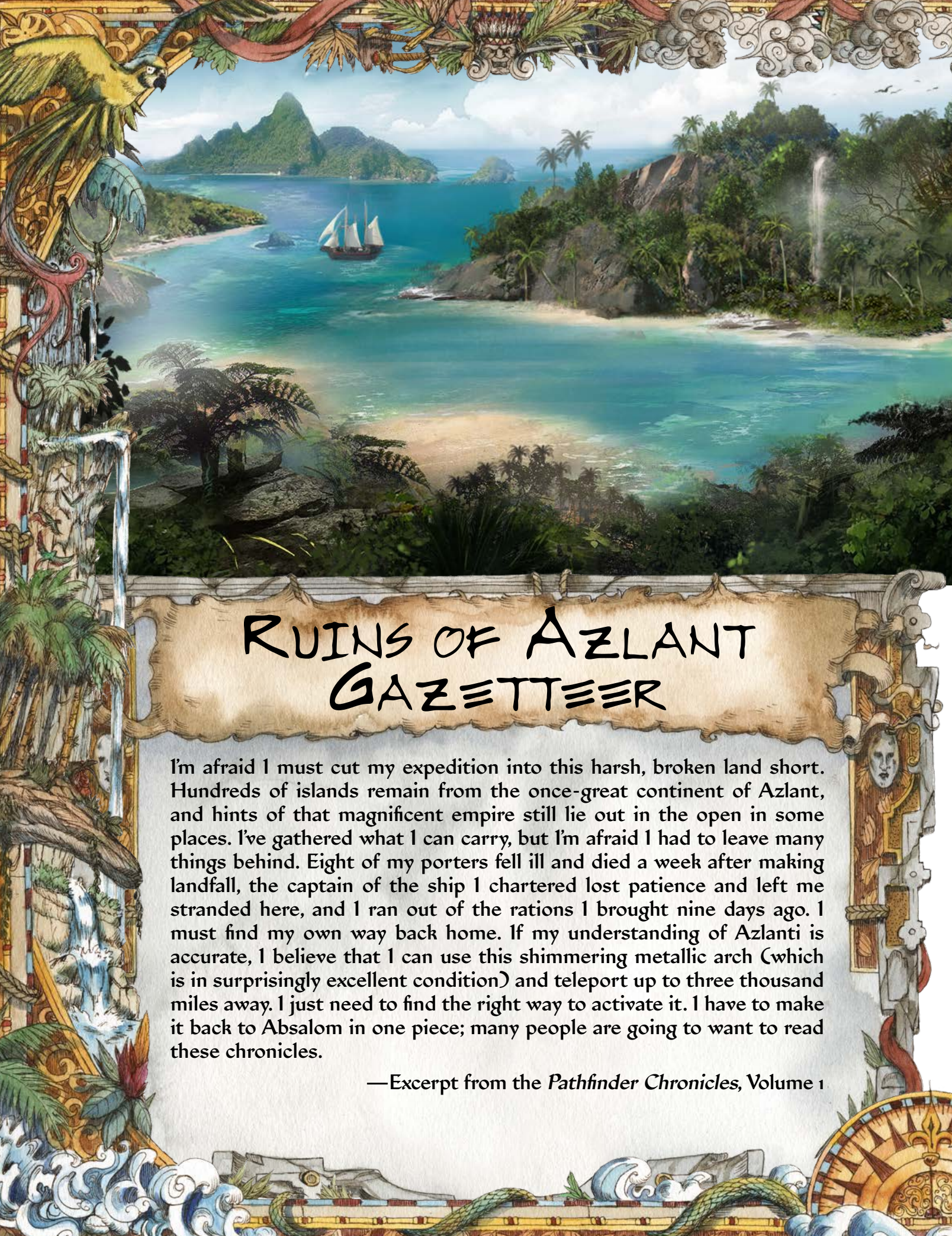
NPC GALLERY

RUINS OF AZELANT GAZETTEER

TREASURES OF AZELANT

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RUINS OF AZLANT GAZETTEER

I'm afraid I must cut my expedition into this harsh, broken land short. Hundreds of islands remain from the once-great continent of Azlant, and hints of that magnificent empire still lie out in the open in some places. I've gathered what I can carry, but I'm afraid I had to leave many things behind. Eight of my porters fell ill and died a week after making landfall, the captain of the ship I chartered lost patience and left me stranded here, and I ran out of the rations I brought nine days ago. I must find my own way back home. If my understanding of Azlanti is accurate, I believe that I can use this shimmering metallic arch (which is in surprisingly excellent condition) and teleport up to three thousand miles away. I just need to find the right way to activate it. I have to make it back to Absalom in one piece; many people are going to want to read these chronicles.

—Excerpt from the *Pathfinder Chronicles*, Volume 1

Once the home of the Azlanti Empire, this region of collected islands represents the shattered remains of lost glory reaching up from the waves. In the cataclysmic and millennia-old event known as Earthfall, the alghollthus pulled down meteors to destroy the hubristic Azlanti humans they had genetically manipulated and raised to glory. Ever since, this region's fate as the ruins of long-lost might has been sealed.

Wonders of the empire lay scattered, forgotten, and drowned in the Arcadian Ocean, according to poorly traveled scholars in the Inner Sea region. However, those who have made the dangerous journey to the ruins of Azlant and returned tell tales of wild lands that have remained untouched for thousands of years. They speak of strange beasts, unfathomable contraptions, and even odder influences and anomalies.

The people of Talmandor's Bounty may think they are the first humans to wind up on Ancorato and the neighboring islands, but they would be wrong. Others have visited and explored the coasts and peaks of the region, though none have returned to the Inner Sea with records beyond those that Durvin Gest penned in the first volume of the *Pathfinder Chronicles* in 4317 AR.

The majority of the Ruins of Azlant Adventure Path takes place in locations on this map. GMs can use the material in this article to enhance their campaigns, seeding some of the dangerous enemies, potential allies, and bizarre locations as side quests and random encounters for the players.

HISTORY OF THE REGION

The islands in this region are all that remain of a pair of industrious Azlanti cities that were situated near the eastern coast of the continent. Vast lines of transportation deposited a wealth of natural resources into the twin cities' foundries and research facilities. There, workers transformed these resources into magnificent systems and devices that provided comforts for the millions of people in the Azlanti empire.

This region was once part of Kynos, the northeastern province on the Azlanti continent. Known at the time as the Twin Jewels of Kynos, the paired cities of Shaval-Kehn and Kalas-Ti held great significance in the empire as the seat of the Azlanti military-industrial complex. Each of these cities was a metropolis in its own right, boasting populations of millions. Both cities perched upon banks of the mighty Kelveth River, which flowed between them from a source deep within the heart of the continent. Across the river's half-mile breadth, dozens of magnificent bridges connected the two cities, earning the Twin Jewels their second nickname: the City of Bridges.

In the distant past, thousands of years before Earthfall, these two cities were rivals. History books tell of dozens of territorial battles that spanned the river. However,

by the time the alghollthus destroyed the empire, the two cities had long grown together as their populations swelled and old animosities calmed. At the time of Earthfall, they were practically the same city, yet each retained its original name as well as a few stubborn particulars of governance.

Situated along the northern bank of the Kelveth River, Shaval-Kehn was an administrative center, and it maintained a healthy cultural district full of fine restaurants, museums, theaters, and other entertainment options for a variety of tastes. It was known throughout the Azlanti empire as the birthplace of new musical genres, and it was home to some of the most widely known Azlanti artists. In the western portion of Shaval-Kehn, a religious district called Zanas-Tahn spread across gorgeous, garden-laden hills and was the home of dozens of cathedrals, monuments, shrines, and temples—few of which remain to this day.

Along the southern bank of the river was the military city of Kalas-Ti. Many of the soldiers and officers who served in the armies for the empire and province of Kynos lived in Kalas-Ti along with their families. The soldiers resided mainly on the military base and its surrounding residential districts farther upriver on the western edge of the city. However, many of the high-ranking officers kept fine apartments and manors in Kalas-Ti (as well as Shaval-Kehn, though to a lesser extent).

Kalas-Ti was also a center of industry in Azlant. The city boasted dozens of foundries and manufacturing facilities that produced all manner of goods, most of which were shipped upriver, deeper into the heart of the empire. These facilities were places of industry, research, and magical experimentation, and they brought wealth not only to the Twin Jewels, but also to the empire as a whole. Many of the research facilities in the area were originally built to provide their products for the people of the empire. Most of them, however, were repurposed in the war with the serpentfolk in the years leading up to Azlant's destruction.

While these twin cities boasted the best of what the empire had to offer, common folk who lived outside of the cities generally didn't benefit from many of the wonders of ancient Azlant and the Age of Legend. Farmers and laborers in remote regions only rarely had the time or money to visit the great cities of the empire.

Despite humans' penchant for exploitation, the Azlanti managed a great society for a long while. They worked together to explore the possibilities of applied magic and magnificent engineering, but as time went on and the vile traits of humankind bubbled to the forefront of society, the people who controlled the empire ended up splintering into factions and openly fought with one another. This led to an increase of militarization among the provinces and large cities, while at the same

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0 5 MILES



LEGEND

- | | | |
|----------------------------------|---------------------------|-----------------------|
| 1. Azlanti Ioun Towers | 7. Hullhold | 13. Sheshkadrann |
| 2. Chittering Mountain | 8. Pit of Quivering Oozes | 14. Sunken Museum |
| 3. The Compass | 9. Sagging Sentinel | 15. Tangled Roads |
| 4. Fen of Cavorting Luminescence | 10. Scraghold | 16. Temple of Amaznen |
| 5. Forest of Spiders | 11. Secret Prison | |
| 6. Great Spout | 12. Shambling Cenote | |



time, the majority of the empire's resources went to the generations-long war with the serpentfolk. By this time, many people had already lost faith in the empire. In fact, a thousand years before Earthfall, an influential wizard gathered thousands of followers and broke off from the empire to found his own nation, taking some of Azlant's most skilled wizards and brightest minds to the shores of Avistan to found Thassilon.

Authority within the Azlanti Empire was pervasive, and scrutiny of individuals and factions rose to great heights of invasiveness in the empire's cities. The knowledge that everyday citizens were being watched by powers that controlled their lives eventually caused a schism in society. Anarchist groups blossomed, exploded, and then went out of favor, only to have a new group rise to fight the empire's propaganda. The rebels—those considered conspiracy theorists and unstable doomsayers—claimed that creatures called “veiled masters” controlled the empire and directed the course of politics and social order through invisible means. Most Azlanti thought that this was absurd; after all, how could a handful of people manage such absolute control over the empire's millions of citizens? Were that the case, surely someone would say something eventually, and the entire operation would come crashing down.

Those who openly spoke out about the veiled masters' control of Azlanti society were publicly shunned. In a short period of time, their artistic creations, books, plays, and public speeches were determined fringe elements of society. Regardless, historians note that evidence of these veiled masters appeared in some of the earliest folklore of the Azlanti. This group, however, wasn't a shadowy secret cabal of Azlanti manipulating the empire; it was in fact powerful leaders among the alghollthus who played this role. Many who saw their end when Golarion was bombarded with the alghollthus' meteors had no idea of the pervasive influence the strange aberrations had on their society. They were trained by their culture not to see it, and special forces within the empire—directed by the alghollthus—eliminated anyone who got too close to the truth with plans to expose it to society.

CLIMATE AND GEOGRAPHY

The region mapped here is only the eastern edge of the shattered continent. After sailing for 1,000 miles due west from Mediogalti Isle, this is the first region one comes across. At roughly 30° N latitude, Ancorato and nearby islands have a humid subtropical climate.

While temperatures in the region can reach 100° F, for the most part the temperature ranges from the low 70s to the high 90s. The air is humid, and when it's hot, it often feels like every breath is forcibly swallowed rather than comfortably inhaled. The temperature in the region

rarely drops below freezing, and when it does, it's only for a few hours during the night. While generally wet—as daily rain showers sprinkle the region in the afternoons for periods of time lasting from 20 minutes to an hour a day—the region sees a potential for violent storms, especially in the late-summer to late-fall months. Winters tend to be dry.

This part of the former Azlanti continent was a largely hilly and mountainous region that had the wide and ancient Kelveth River flowing through it. This region was situated roughly 60 miles inland from the eastern shore of lost Azlant, where the rolling hills gradually fell to grassy wetlands before reaching the coast.

Today, the shattered remnants of the highest peaks in the region are the only things that remain above water, weathered by time and forever changed. These islands rise sharply out of the Arcadian Ocean, and their beaches are as likely to be rocky as they are to have thin sandy strips ringing them. The islands sport numerous bays and coves suitable for landing many types of ships, but deep bays capable of allowing large vessels to dock right up to land are rare.

The waters surrounding these islands are not as deep as those in other parts of the Arcadian Ocean, reaching only a few hundred feet at the deepest. Farther away from this region, the seafloor drops a few thousand feet.

The islands here support a rich ecology. Thousands of species of birds, insects, mammals, and reptiles make their homes here, and cephalopods, crustaceans, and fish swim in the surrounding waters in great numbers.

While some palm trees grow along the shores of the islands, the vast majority of plant life is inland, where forests of pines as well as deciduous trees such as oaks span the rolling landscape. Palmettos and shrubs cover the forest floors where light penetrates in warm beams through the humid air, and some islands boast dense mangrove forests along their coasts. Tangled clumps of moss dangle from the sprawling branches of ancient oaks, and the smell of pine sap hangs in the air during warm months alongside the buzz of insects.

Numerous fruiting trees grow in the region, providing the inhabitants of the islands access to well-rounded nutrition. An individual can readily forage enough to survive for a day, even in the coldest of months—the only thing lacking would be variety.

Although the soil in some parts of the region is hostile to farming, the majority of the islands can support agriculture. The biggest challenges in farming in this region are areas of rocky soil that are difficult to plow and places where the elevation makes large-plot farming more labor intensive than usual. The climate allows for a long growing season, and most foods, other than fresh fruits and vegetables, can be stored in cellars for the long term.

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Despite generally favorable conditions, unexpected exceptions arise due to remnants of strange Azlanti magic, unconventional migrations, or leftovers from previous visits to the region by far-flung travelers. This area has had 10,000 years in which to redevelop its ecology—plenty of time for new inhabitants to rise up, fall into decline, completely die out, and be replaced by something else.

POINTS OF INTEREST

From a bird's-eye view, the ruins of Azlant look abandoned and overgrown with a lush forest untouched by civilization for thousands of years. However, the region contains numerous sites that hold ancient secrets and populations of creatures that make these islands their home. Some points of interest in the region appear as encounters throughout the Ruins of Azlant Adventure Path, and do not appear in this article.

Azlanti Ioun Towers: Arcane engineers within the Spindle Solution, a branch of the larger Ioun Imperative, created these magnificent towers that merged technology and magic to spread beneficial effects across a wide area. Most of these creations were destroyed during Earthfall, but some still remain intact. One of the surviving towers is located on the southernmost island in the region and allows all creatures within several miles of the structure to go without food or drink.

Chittering Mountain: Tunnels both natural and manufactured weave beneath the surface of the mountain on the central island, some of which plunge into the Darklands. These abandoned tunnels now crawl with morlocks—survivors of Earthfall who were twisted into despicable creatures over 10 millennia ago as they fled below for safety. The morlocks sometimes come into conflict with the Azotz clan in the Tangled Roads, but the dark folk are capable of repelling all but the largest hordes of morlocks.

Numbering in the thousands, these morlocks are led by a being known as **Galprenus** (CE male worm that walks^{B2} morlock cleric of Yhidothrus 14), who maintains a shrine to Yhidothrus the Ravager Worm, demon lord of age, time, and worms. Galprenus is obsessed with ancient Azlant and how time has chosen to affect some things in the region but not others. He sends squads of morlocks to gather relics of the past that he might sacrifice to his foul lord.

The Compass: Danger abounds in this ruined Azlanti military base. The Ruins of Azlant Adventure Path concludes in this location. For more information, see *Pathfinder Adventure Path #126: Out of Time's Abyss*.

Fen of Cavorting Luminescence: Numerous strings of will-o'-wisp haunt the region where Azlant once stood, and this swamp holds the largest concentration of these devious creatures. As they are nearly immortal, the will-o'-wisps have long memories. If persuaded to talk,

they can tell visitors what they witnessed as Earthfall struck and the way of Azlant before the event. The ghost lanterns that live in the fen have a strong hierarchy based on age, with those who were around during the height of Azlant leading the others. The oldest will-o'-wisp in the fen is **Xar** (CE will-o'-wisp rogue 12), an exceptionally wicked specimen who sometimes leaves the fen to seek out victims across the scattering of islands. Though malevolently alien, Xar has reasonable moments and can tell visitors the things it has seen in its long life, though nearly all of these details are tainted with an appetite for fear and cruelty.

Forest of Spiders: Thick sheets of webs cover the trees in this area, making passage through the forest not only difficult but quite dangerous. Thousands of spiders of all kinds and sizes live in this forest, and they hunt any creatures that come too close. A cabal of araneas, led by the enigmatic **Thethera** (LE female aranea^{B2} sorcerer 10), holds dominion over the Forest of Spiders, but rarely do these monstrous sorcerers venture far from the webbed sanctuary of their forest. When necessary, the araneas send out ettercaps and their spider minions to carry out their wishes.

Great Spout: On the eastern edge of the southernmost island, an elemental-geological anomaly takes place every 9 hours. In a charred rocky clearing in the forest, the ground rumbles just seconds before a massive jet of fire, water, and steam thrusts into the air for a full minute before vanishing. A clan of mephits populates the location, either drawn to the elemental outburst or brought here through elemental rifts due to the unstable magic that lies below the island; a steam mephit called **Celfrysist** (NE female steam mephit kineticist^{OA} 6) leads the group. Other denizens of the region avoid the unstable location and its fanatical inhabitants.

Hullhold: Created by Azlanti wizards ages ago as the pinnacle of clockwork technology, wyrwoods still survive in small numbers on the broken continent to this day. The settlement known as Hullhold, built from the remains of ships that wrecked on the island of Zanas-Tahn, supports a small population of wyrwoods. The wyrwoods of Hullhold are a xenophobic group, guarding their settlement from the monstrous creatures with which they share their island. See *Pathfinder Adventure Path #123: The Flooded Cathedral* for more information on Hullhold.

Locathah Camps: A clan of locathahs living in and around the region camps along the coasts of the islands to trade with other creatures. They are a peaceful group of people, and they are incredibly interested in learning about the different cultures they encounter. One of these locathah camps appears on page 25.

Monkey Goblin Tribes: A handful of monkey goblin tribes make their homes in the region. Some tribes number as few as a dozen, while others have populations

that would be considered hamlets in the Inner Sea region. These tribes build their settlements high in the forest canopy, and travelers on the forest floor often hear the hoots and shouts of these inhabitants from far away.

The Ghosthater tribe lives close to Talmandor's Bounty, but that tribe contains two dozen monkey goblins at most and, as such, is only a mild threat to the colony. The largest tribe in the region, the Spiderbiters, makes its home along the northern shore of the southernmost island. The tribe's name originates from their long-running conflict with the araneas and their pets who inhabit the Forest of Spiders.

Other monkey goblin tribes in the area include the Blood Shells, the Dead Keepers, and the Moon Screamers; the Dead Keepers tribe lairs near the Shambling Cenote and counts a goblin necromancer as its odious leader.

Pit of Quivering Oozes: Opening into a flat, rocky outcropping, this perfectly circular hole in the stone measures 80 feet across. Sleek, polished metal makes up the walls of the massive pit, which drops down 60 feet to a bubbling stew of slithering organisms. For some unknown reason, oozes of all types are inherently drawn to this site and congregate here in multitudes. The churning mass of oozes at the bottom of the pit is nearly completely made up of mindless oozes including black puddings, gray oozes, and ochre jellies, but oddly intelligent specimens of these normally mindless creatures creep through the acid-scoured area too.

A strix scout recently reported seeing a slimy, snakelike creature with a humanoid head slither out of the pit and into the dense forest. This creature is a slime naga sorcerer who experiments on the multitude of oozes in the pit, using a magical device it discovered deep beneath the pit that can supernaturally increase an ooze's intellect.

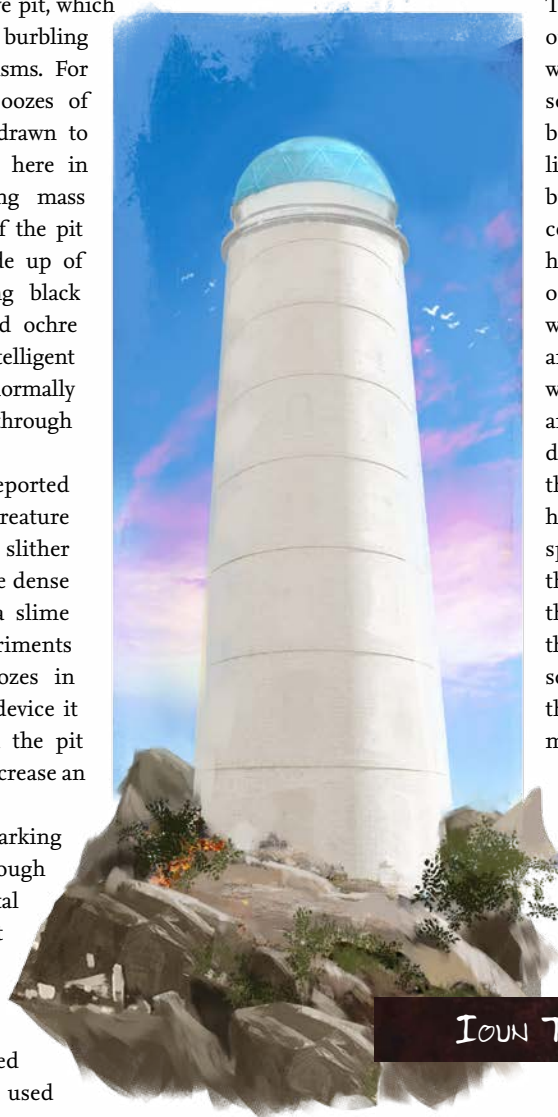
Roving Sphere: Marking a continuous path through the region, a large metal sphere that is 25 feet across with no apparent openings quietly floats through the skies above. According to a fragmented journal, an explorer used

teleportation magic to access the interior of the sphere, where she reported it was utterly dark and lacked gravity. The roaming sphere appears over the region once every 5 days and moves about 500 feet per minute. No one knows where the sphere roves beyond the immediate area in which it appears, but it enters the region from the south, arcing past the ioun tower on the southern island and curving slightly to the northwest as it passes over the small island that bears Sheshkadran.

Sagging Sentinel: This half-melted gold statue towers over the low forest canopy, leaning perilously to one side. Its facial features are completely melted away, and one arm of the statue has drooped nearly to the ground. Who or what this humanoid warrior—clad in armor and carrying a massive curved sword—is meant to represent has been lost to time, and what happened to partially melt the colossal statue is unclear. Deep gouges mar the feet of the monument, as if someone has cut away large chunks of gold for other uses.

The ancient monument stands on a squat, round building ringed with columns. Arches carved with scenes of warriors engaged in battle provide entrance. Chambers line the outer edges of the circular building, but the middle is a wide central hall. The ceiling of this hall bears a crumbling mosaic of a fantastic scene of warfare, with armies clashing against one another in staggering numbers while wizards unleash jets of fire and lightning against swarms of dragons. The chambers ringing the base of the Sagging Sentinel have become the den of a pack of spiteful mongrelfolk who made their way up to the monument through a cracked foundation in the lower basements. Emulating the scenes of warriors and great battles, these mongrelfolk consider the monument their last bastion and defend the location ruthlessly and bloodily, when necessary.

Scraghold: Far to the south of the region, a rocky, roughly diamond-shaped island juts from the waves. Populated by vicious scraggs, some of which



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have been infected with lycanthropy and have turned into weresharks, this small island has no significant resources and sees no visits from other sentient creatures in the region. At the center of the scrag's savage settlement is a fighting arena where the monstrous creatures constantly fight brutally to determine the leader of the island—a designation that changes hands more frequently than the moon sees complete phases.

Secret Prison: Azlanti leaders from the Spindle Solution imprisoned the veiled master Ochymua in this location; the alghollthu was later released by members of the first wave of settlers to Ancorato. See *Pathfinder Adventure Path #121: The Lost Outpost* for more information.

Shambling Cenote: The stench of rot and decay mixed with stagnant water wafts up from this deep cenote. Hanging from the edges of the hole like hair, thick vines droop nearly to the water's surface 100 feet below. At the bottom, dozens of mindless undead shamble about, perpetually milling through the waist-deep water. The undead set upon any creatures that fall into the cenote, tearing bodies apart and ripping flesh from bones. A strong necromantic aura suffuses the whole area, and most creatures that die in the cenote or near the edge on the surface rise as undead soon after. The Dead Keepers, a tribe of monkey goblins, keep a treetop lair nearby, and their necromancer leader, **Deadteeth** (NE female monkey goblin^{B6} necromancer 9), takes full advantage of the location's ability to bolster necromantic magic. In addition to her shambling army, Deadteeth keeps council with intelligent undead, including her skeletal lieutenant **Kratha** (NE female skeletal champion fighter 8) and the sadistic ghoul **Rasper** (NE male ghoul slayer^{ACG 7}).

Sheshkadran: Having lived without the oppressive treatment doled out to their kin in Cheliaz, the strix who live in this settlement have no ingrained hatred of humans and instead focus their ire on the skum that swim the surrounding waters and raid upon the islands. In fact, these strix find great fascination in the few humans they have met,

and some of their folktales passed down for generations involve meeting humans from far-flung lands. The strix here paint their bodies and feathers in colorful pigments and value art and music above all else. More information about Sheshkadran can be found on page 24.

Sunken Museum: This magnificent building was once the largest art museum in the province, but the events of Earthfall cracked the building in half as the land shifted beneath it, drowning the site in the rushing sea. Now, thousands of years later, most of the building remains intact but completely submerged. While the sculptures and other stoneworks were relatively undamaged by the water, the thousands of paintings that once hung on the galleries' walls have rotted away entirely; rectangular patches of algae indicate where they once hung. In the former statue garden, dozens of marble figures appear misshapen, as barnacles, coral, and other aquatic plants and animals cling to the carved forms.

The clockwork servants that maintained the building long ago wound down and rusted out, but their caretaker still lives on. The museum's janitor walks the halls as a ghost, unaware of what befell the building, eternally mimicking the actions of dusting the sculptures, sweeping the floors, and winding up the ruined mechanical custodians.

Tangled Roads: At their height, the Twin Jewels of Kynos sported an underground transportation system that brought large groups of people and goods from one metropolis to the other. Few intact tunnels remain after Earthfall, as foundations shifted and both cities sank beneath the sea. Those that didn't crumble are now flooded with seawater. An exception to this is the central hub for this underground network, which is located beneath the small island just west of Ancorato.

Hundreds of years ago, a clan of dark folk called the Azotz made their way up from their underground sanctuary and discovered the network of tunnels beneath the region and the vaults to which some still connect. They routed the monsters and pests that had moved into the chambers and claimed the place as their own. Led by a powerful dark stalker who was aware that his people were a twisted offshoot of the ancient Azlanti, the Azotz clan began scavenging the surrounding region for relics of their lost past. Now, generations after the group discovered the



SPIDERBITER MONKEY GOBLIN

Tangled Roads, they have fortified the underground hub with dangerous traps and potent Azlanti relics.

A dark stalker known only as **Reclamation** (CN female dark stalker occultist^{PA} 13)—a title carried by each leader of the Azotz clan since they discovered this place—constantly studies the surviving complex devices and magic items the clan has gathered over the years. She is incredibly knowledgeable about ancient Azlanti lore and engineering, and she sends out squads of dark folk to scour for undiscovered and interesting antiquities.

Recently, a dark caller in the clan has been trying to chip away at Reclamation's authority in order to take over clan leadership himself. Faction lines within the Azotz clan are forming, but most of the clan wants nothing to do with this growing schism.

Temple of Amazen: A mostly ruined temple complex dedicated to the dead Azlanti god of invention, magic, and secret knowledge stands on the eastern edge of Zanas-Tahn. More information about this location can be found in *Pathfinder Adventure Path #123: The Flooded Cathedral*.

BEYOND THE MAP

While most of the events of the Ruins of Azlant Adventure Path take place in locations on this map, there are other wonders and dangers beyond the places depicted here.

A larger concentration of surviving remnants of the island continent remains outside of this mapped region. While the cosmopolitan sites of the empire enjoyed amazing technomagical delights, the rural areas faced great toil for little safety and meager gains. Monsters ruled in these areas, and not all of them were feral beasts or inconceivable abominations. Many were humanoids levying their power over an acquiescent peasantry and superstitious rural laborers.

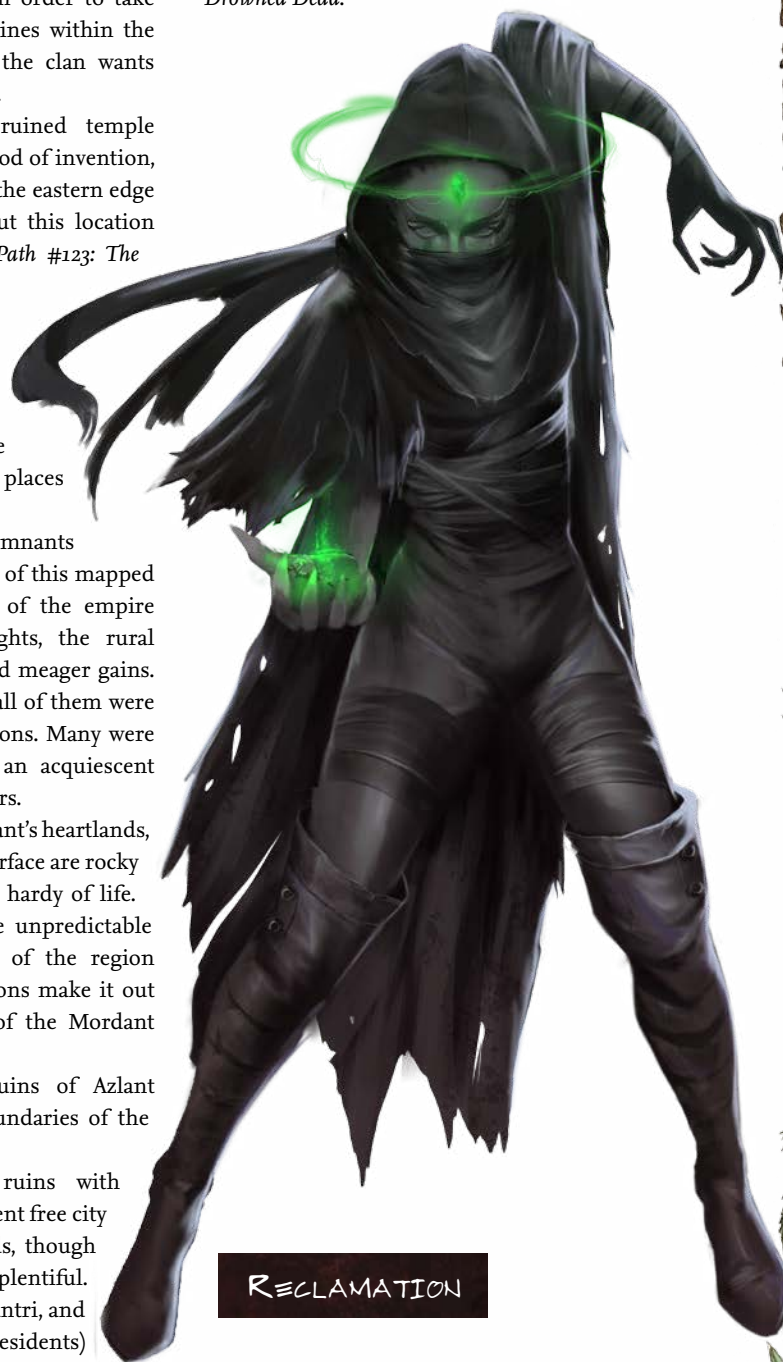
Earthfall utterly destroyed most of Azlant's heartlands, and all that remains above the water's surface are rocky sea canyons barren of all but the most hardy of life. Odd magic suffuses this area in more unpredictable ways than even those knowledgeable of the region realize. Few who sail through the canyons make it out alive, save for the most experienced of the Mordant Spire captains.

Two locations essential to the Ruins of Azlant Adventure Path appear beyond the boundaries of the map provided here.

Talasantri: Built among Azlanti ruins with magically cultivated coral, this magnificent free city hosts all manner of aquatic humanoids, though merfolk and aquatic elves are the most plentiful. Trade is of utmost importance in Talasantri, and the city allows most to visit (or become residents)

as long as they don't disrupt anyone else's business. The one exception to this is sahuagin, who are forbidden from entering the city's red coral dome. Talasantri is detailed in *Pathfinder Adventure Path #124: City in the Deep*.

The Tines: Only the top of this tower protrudes from the Arcadian Ocean. Located north of the region depicted on this map, the Tines are the dominion of Auberon the Drowned, a wizard of great power who performed the vile rites of becoming a lich in order to survive Earthfall. More information about this location appears in *Pathfinder Adventure Path #125: Tower of the Drowned Dead*.



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The shattering of Azlant sent many powerful weapons and magic items into the depths of the Arcadian Ocean, but some treasures remain in the crumbling ruins that still jut above the sea. Even commonplace magical items in ancient Azlant were superior to modern wonders, so what may have been routine at the empire's height now seem mysterious and inspiring to those who discover their remnants today—artisans' tools, elaborate clothing, and musical instruments among them. Treasure hunters and archaeologists brave the shattered continent in search of items that hint at the art, culture, magic, and war traditions of lost Azlant. Few of these treasures are simply waiting for adventurers to claim them; most are protected by ancient traps or jealous owners who have already carefully excavated them and learned the secrets of harnessing their powers. Recovery of any of these treasures would make a satisfying adventure, so each entry includes suggestions on how the PCs might hear rumors about the treasure or how fate might put the treasures in the PCs' path.

ARBALEST CLOAK

This heavy cloak is woven from fine metal links and ends in a jagged hem. Raised patterns on the cloak depict stylized ballistae and sprays of ballista bolts in flight.

ARBALEST CLOAK		PRICE 9,000 GP
SLOT shoulders	CL 9th	WEIGHT 8 lbs.
AURA moderate transmutation		

Images of ballistae ornament this metallic cloak, which fits easily over armor and other bulky clothing. The wearer can activate this cloak as a swift action, causing the garment to splay outward for 1 round, its jagged hem protruding around the wearer in stiff, sharp points. While the cloak is active, the wearer counts as wearing masterwork armor spikes with which she is proficient, and she can walk on air (as though using the *air walk* spell). If she's riding a mount, the *air walk* effect instead affects the mount while the cloak is active, and the mount can move with the item's help even if it's not specially trained to move with the aid of *air walk*. If the wearer (or her mount) isn't standing on a solid surface by the end of the round, she immediately falls, taking any applicable falling damage.

In addition, on her first successful charge attack during the round the cloak is active, the wearer deals an additional 1d6 points of piercing damage (1d4 if she is Small), plus another 1d6 (or 1d4 if she is Small) for every 20 feet the wearer traveled in a straight line during the charge (maximum 3d6).

This cloak can be activated up to three times per day, but not more often than once per minute.

CONSTRUCTION REQUIREMENTS	COST 4,500 GP
Craft Wondrous Item, <i>air walk</i> , <i>bull's strength</i>	

HISTORY

The *arbalist cloak* was created for Ulvaca the Brave, leader of an Azlanti mercenary company called the Shining Bolts. Widely revered as agents of justice and valor, the Shining Bolts accepted lucrative commissions to defeat monstrous foes preying upon Azlanti settlements. The company traveled with a wagon-mounted magical silver ballista, animated to reload and fire its own ammunition. At the height of the Shining Bolts' success, a disgruntled squire revealed that Ulvaca was in fact negotiating with the inhuman beasts he supposedly vanquished, secretly relocating them to other regions in order to collect new commissions elsewhere. In some cases, the Shining Bolts had "defeated" the same creatures a half-dozen

times, manufacturing evidence of their kills using local animals. With this deception exposed, the Shining Bolts turned to overt pillaging and supplemented their enchanted ballista with monstrous allies such as chimeras and manticores. After 2 years of successful raiding, the entire group disappeared and was never seen again.

Ulvaca's *arbalist cloak* was discovered by a half-orc cavalier named Garlock in 4712 AR. Garlock had come to Azlant with her griffon mount, searching for treasure-laden ruins from the air. Garlock initially had little luck, finding only long-ago plundered sites and encampments of archaeologists or Mordant Spire elves well equipped to repel a single warrior. Garlock had nearly resolved to return to Cheliaz in failure when she spotted a high cave inaccessible from the ground. When she approached, ballista bolts flew from the cave's opening. Garlock made a series of cautious raids to destroy the ancient silver ballista, planning to assault any other forces lairing in the cave, but once she'd smashed the ballista, she found no other opposition. In the cave, Garlock discovered coffers of ancient coins, corroded weapons, and the *arbalist cloak*. The cave's inaccessible height and animated ballista had kept other explorers from ever reaching the isolated site.

Garlock now uses the aerie as her secret base, continuing her explorations across the shattered continent. When not exploring, Garlock works to discover the fate that befell the residents of the cave millennia ago, but she has thus far learned only that a group of humanoids and monsters fell to infighting and killed each other. She also occasionally tinkers with the animated silver ballista, but she lacks the magical skill necessary to reconstruct it and is considering giving up and simply melting the thing down for its silver.

A burly half-orc with several facial piercings and a thick mane of wild, black hair, Garlock is a misanthrope who is perfectly happy with no company other than her loyal griffon mount, Bone-Eater. While Garlock enjoys the thrill of exploring ancient ruins in the hopes of discovering long-forgotten treasure, she is equally fond of attacking those traveling alone or in small groups, either to steal what they've found, or because she's worried such travelers might steal from her. Garlock is greedy, but she's also a fierce survivalist, and an encounter with her could involve anything from combat to brokering an alliance with this determined half-orc.

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ELECTRO-TEMPORAL BRACER

Runes cover this thick golden bracelet, which crackles occasionally with flashes of blue energy.

ELECTRO-TEMPORAL BRACER

PRICE
32,000 GP

SLOT wrists

CL 17th

WEIGHT 1 lb.

AURA strong transmutation

This rune-carved bracelet is made of thick, bright gold and allows the wearer to manipulate time through electricity magic. As a swift action, the wearer can activate the bracer, creating a nimbus of crackling blue energy that surrounds the hand wearing the *electro-temporal bracer* for up to 3 minutes each day. This duration need not be continuous, but it must be used in 1-minute increments. While the nimbus is active, spells with the electricity descriptor cast by the wearer have an additional effect, chosen by the wearer as each spell is cast: the spell dazzles all targets of the spell for 1 round, the spell staggers a single target of the spell for 1 round, or the spell provides a single target of the spell the benefits of *haste* for 1 round. The staggered and *haste* effects affect only one target selected by the caster as the spell is cast, even if the spell affects multiple targets. There is no saving throw for these additional effects, but a target that avoids the effects of the electricity spell entirely (such as by negating the effect with a successful save, or by having immunity to the spell's damage) is not subject to the additional effect. (A target of an additional effect that successfully saves against the electricity spell but still takes partial damage is still subject to the additional effect.)

If the wearer takes at least 50 points of electricity damage from a single source (such as a trap or a spell), the wearer immediately benefits from the effects of *time stop*, and the *electro-temporal bracer* ceases functioning for 1 month.

CONSTRUCTION REQUIREMENTS

COST 16,000 GP

Craft Wondrous Item, *haste*, *slow*, *time stop*

HISTORY

Of all the esoteric fields of magic studied by the ancient Azlanti, few were as complicated or misunderstood as chronomancy. Time wizards worked to unlock the secrets of time travel, but many began their studies with slowing down and speeding up time for only a few targets at a time (as with the *haste* and *slow* spells). The jump from slowing local time to stopping it entirely (as with the *time stop* spell) remained a mystery to all but the most skilled chronomancers.

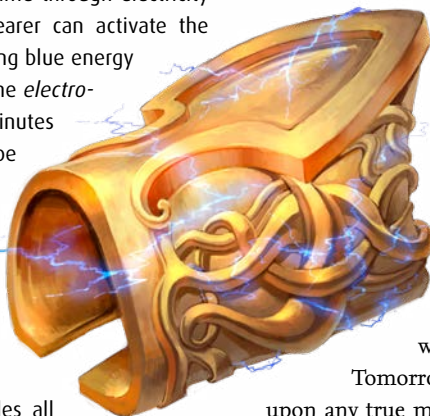
Unlike students of the other formalized schools of magic, chronomancers in Azlant had no formal academy or school of tradition to follow. These wizards pursued their studies alone or in small cabals, each of which guarded their hard-earned knowledge jealously. One such group was known as the Scions of Tomorrow, a group of wizards who pooled their resources and knowledge in the hopes of unlocking genuine time travel. The most powerful of the Scions of Tomorrow was an imperious wizard named Adouat. Adouat claimed to

have visited the future, where she was widely acknowledged as the foremost master of chronomancy in all of Azlant. Although the other Scions of Tomorrow didn't like Adouat's bullying and self-aggrandizement, they knew that suffering Adouat's unpleasant leadership style was the price for expanding their collective knowledge into chronomancy.

Odlidar, Adouat's younger sister, was initially admitted to the Scions of

Tomorrow on her sister's insistence, rather than upon any true magical skill. Odlidar believed electricity was the key to unlocking genuine time travel, an opinion the other Scions roundly dismissed. Odlidar's efforts produced the *electro-temporal bracer*, an item that received widespread acclaim (which Adouat gladly assumed) for its dependable performance. Odlidar experimented on her bracer constantly, further refining her successful design. While testing the device in an open field, an unexpected storm rolled in and Odlidar was struck by a bolt of lightning. The electric burst overcharged the bracer's chronomantic runes, hurling Odlidar many years into the future. There, she found that she—and not Adouat—was the one who led the Scions of Tomorrow, having become Azlant's preeminent chronomancer. Odlidar's future self greeted her warmly and offered to send Odlidar back to her own time. Even true masters of chronomancy are subject to error, though, and the elder Odlidar inadvertently shunted her younger self into a separate time stream entirely, leaving behind only the single *electro-temporal bracer*—as its inventor no longer existed.

The *electro-temporal bracer* now lies within the nest of a large colony of shocker lizards, which enjoy the occasional electric discharges from the device. Aspiring treasure hunters must not only overcome the shocker lizards to recover the powerful bracer but perhaps deal with either imperious Adouat or time-shifting Odlidar, who may journey far into their future to recover the device. Chronomancy is currently practiced primarily by followers of Shyka the Many, one of the Eldest, though it could see a wider resurgence if Adouat or Odlidar were to share their knowledge with modern spellcasters.



REGRESSION MINE

This black metal plate is about a foot square and two inches thick, studded with small dark crystals in the shape of fangs.

REGRESSION MINE		PRICE 1,500 GP
SLOT none	CL 10th	WEIGHT 2 lbs.
AURA moderate enchantment		

A *regression mine* is a nondescript plate of metal that can be armed to deliver a terrible, mind-affecting curse. Arming the mine requires a move action, and deploying it in an adjacent square requires a standard action. An armed *regression mine* must be deployed within 3 rounds; otherwise, it must be rearmed before it can be deployed.

Once it has been deployed, a *regression mine* triggers when any creature enters its space. The triggered mine emits an invisible magical field in a 20-foot-radius burst centered on itself, which lasts for 1 minute before dissipating. Creatures in this field when the mine activates or that enter it while it remains active are confused and take a -4 penalty to their Intelligence scores as long as they remain in the field and for 1 minute thereafter. When a creature with the confused condition from this effect determines its action, it must reroll any result that isn't "attack nearest creature" and take the second result.

A creature in the field of a *regression mine* can avoid its effects with a successful DC 15 saving throw, but it must continue attempting saving throws at the same DC each round it remains within the *regression mine*'s field.

A *regression mine* is a single-use item; once triggered, the mine is inert and nonmagical. An armed *regression mine* in the area of another *regression mine*'s active field automatically triggers; therefore, a string of carefully placed mines can be activated in quick succession when only one of them is triggered. An armed or active *regression mine* can be disabled with a successful DC 30 Disable Device check. Failing the check to disable an armed *regression mine* by more than 5 immediately triggers it. If an active mine is disabled, its magical field immediately collapses. A *regression mine* is inherently unstable; a creature that takes damage while carrying an armed *regression mine* must succeed at a DC 15 Reflex saving throw, or the mine immediately activates.

CONSTRUCTION REQUIREMENTS	COST 750 GP
Craft Wondrous Item, <i>confusion</i>	

HISTORY

The Azlanti *regression mine* overwhelms the intellectual capacity of creatures in its blast radius, reducing the victims to a barbarous state. This weapon of war was

originally developed by rebellious colonies at the fringes of the Azlanti civilization. Guerrilla warriors would seed a narrow passage with *regression mines*, knowing that a military unit that triggered them would immediately fall to violent infighting. Although few of these rebellious colonies survived, their cleverly designed mines were brought back into the Azlanti heartland as examples of mind-altering military tactics.

The *regression mine* might have remained no more than an obscure military oddity but for a violent incident in the Azlanti heartland. A peace delegation triggered a series of *regression mines* placed secretly around their table at a welcome dinner. The delegates turned on each other, ripping one another apart with their utensils and their bare hands. Although the source of this attack was never confirmed—too many different factions had an incentive to see the peace delegation fail—the grotesque effects of the *regression mine* were whispered throughout

Azlant. Thereafter, they were surreptitiously deployed to break up peaceful protests and to disrupt demonstrations, affecting men, women, and children indiscriminately. *Regression mines* were soon banned throughout Azlant for their terrible cruelty and inhumane nature, with stiff penalties for their manufacture or use, but a few of the mind-altering mines remained outside of military stockpiles. Although *regression mines* fell out of use, despotic governors and desperate anarchists found the threat of deploying the devices nearly as effective as their actual use; by the time of Azlant's fall, so few of the devices were still in existence that few of the threats to use the mines could actually be carried out.

Because of their severe disrepute during the height of Azlanti civilization, *regression mines* are nearly impossible to find today. A region of jagged spurs on a northern island in the Azlanti archipelago, called the Stormskull Tors, is rumored to hold four or five of them, but enormous floating heads made of lightning-riddled storm clouds keep intruders at bay. In fact, these creatures are lightning elementals that had been magically bound to a military base as guards; even millennia later, the creatures keep their posts. Although the lightning elementals still recall the passphrases that allow intruders to enter, the phrases were a military secret even before Azlant's fall. The riven chambers within the Stormskull Tors contain other traps placed ages ago to protect the *regression mines* and other military devices resting within the storerooms there. The elves of the Mordant Spire are aware of this site but do not know of the *regression mines* therein, waiting to be discovered.

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SLIME TENDRIL

This moist, rubbery tentacle is four feet long, covered with a thin sheen of slime, and capped with a metallic handle that allows it to be wielded like a whip.

SLIME TENDRIL		MINOR ARTIFACT
SLOT none	CL 20th	WEIGHT 4 lbs.
AURA overwhelming transmutation		

A horrid, slimy whip crafted from a severed aboleth's tentacle, the *slime tendril* grants the wielder unpleasant transformative powers akin to those of the aboleths. The wielder of the *slime tendril* can breathe water as well as air, as if under a constant *water breathing* effect.

The *slime tendril* functions as a +3 *quenching*^{UE} *scorpion whip*^{UC}. Three times per day as an immediate action, when the wielder damages a creature with the *slime tendril*, the wielder can force the creature to attempt a DC 20 Fortitude saving throw. Victims who fail this save are subjected to an aboleth's slime extraordinary ability (*Pathfinder RPG Bestiary* 8).

Use of the *slime tendril* imparts a slow, terrible transformation upon the wielder. One day after the wielder first uses the *slime tendril* to affect another creature with the slime ability, the wielder's skin grows rubbery, increasing her natural armor bonus by 2. One week later, the wielder gains the aquatic subtype and the amphibious special quality, and she starts to experience strange dreams of cyclopean architecture in cavernous ocean trenches and a strong desire to live in the open ocean. If the wielder subsequently refrains from using the weapon's slime ability, these changes reverse after 1d4 months. Each time the wielder uses the weapon's slime ability during this time, she must succeed at a DC 20 Fortitude saving throw or transform permanently into a skum, using the statistics on page 253 of the *Bestiary* in place of her own. This transformation cannot be reversed while the wielder carries the *slime tendril*, and a *wish* or a *miracle* is required to reverse it otherwise. A wielder transformed into a skum by the *slime tendril* has a soul-piercing longing for the ocean and takes 1d4 Wisdom drain each day she spends on dry land.

Aboleths within 10 miles of the *slime tendril* automatically become aware of the weapon's distance and direction, and they can use their *dominate monster* spell-like ability on the *slime tendril*'s wielder as if the wielder were in the ability's normal range.

DESTRUCTION

The *slime tendril* is destroyed if the aboleth from which it was originally cut holds the weapon and is the target of a *regenerate* spell, restoring the aboleth's limb and destroying the *slime tendril*.

HISTORY

Although the aboleths consider themselves undisputed masters of the seas, they are aware that their ability to operate on land is severely curtailed. During the days of Azlant, some enemies of the aboleths fled far inland to escape the aquatic monstrosities, assuming that miles of solid earth would protect them from their pursuers. These attempts at escape were rarely successful; the aboleths could simply dominate

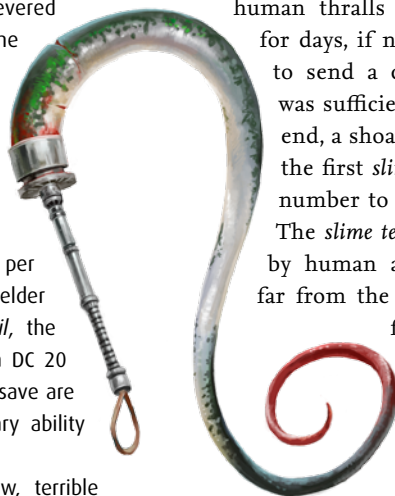
human thralls to pursue their quarry inland for days, if necessary. Some aboleths wanted to send a clear message that no distance was sufficient to escape their reach. To this end, a shoal of aboleths conspired to create the first *slime tendril*, choosing one of their number to sacrifice a limb for the weapon.

The *slime tendril* was designed to be carried by human agents into landlocked regions far from the ocean. When the human agent found her target, a lash from the *slime tendril* would transform the target's flesh into a moist, clear membrane that would quickly dry out, killing the target. With mucus-encrusted

victims discovered far from the ocean, legends grew that the aquatic masters' reach truly had no limits. As the aboleths preferred to avoid too much public attention, other dominated human thralls would remove the evidence shortly after discovery, leaving only terrifying rumors behind.

Although tales of multiple *slime tendrils* exist, the sacrifice and difficulty that goes into creating one of these items is so extensive that such hearsay may be untrue. The only known *slime tendril* in modern Azlant is held by a cabal devoted to the demon lord Dagon, Shadow Lord of the Sea. The members call themselves the Cult of the Sea Father, and they are ignorant of the history of the weapon. These cultists do not use the *slime tendril* as a weapon against others; instead, they force their underlings to whip them with the *slime tendril* to receive the "gift of Father Dagon." The cultists who survive the whipping revere the moist mucous membrane as a blessing and ritually bathe one another throughout the day. The occasional captive that succumbs to the *slime tendril*'s transformation and becomes a skum is believed to be stealing Dagon's favor and is immediately killed and eaten if it cannot escape into the sea to perhaps find others of its kind.

An aboleth named Unuthudol recently swam close enough to the cult's sanctum to notice the *slime tendril*, but the aboleth cannot reach the cult personally and must enlist others to storm the sanctum and recover the artifact.



STAFF OF CURCHANUS

This stout wooden walking stick is capped with sturdy steel knobs and carved with elongated figures of smiling beasts.

STAFF OF CURCHANUS		PRICE 26,600 GP
SLOT none	CL 8th	WEIGHT 5 lbs.
AURA moderate transmutation		

This stout staff is made of wood and capped with steel. Elongated carvings of smiling beasts adorn its length. The *staff of Curchanus* functions as a +1/+1 quarterstaff and allows the use of the following spells.

- *Charm animal* (1 charge)
- *Longstrider* (1 charge)
- *Monkey fish*^{ACG} (1 charge)
- *Speak with animals* (1 charge)
- *Greater longstrider*^{ACG} (2 charges)

If the staff's wielder has the Fleet feat, castings of *greater longstrider*, *longstrider*, or *monkey fish* from the staff are automatically extended, as the Extend Spell feat. If the wielder has the Animal Affinity feat, then *charm animal* or *speak with animals* spells cast from the staff are automatically extended, as the Extend Spell feat. This does not increase the spells' level or casting time.

CONSTRUCTION REQUIREMENTS	COST 13,600 GP
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Craft Magic Arms and Armor, Craft Staff, *charm animal*, *greater longstrider*^{ACG}, *longstrider*, *monkey fish*^{ACG}, *speak with animals*

HISTORY

Curchanus was an early god of beasts, endurance, and travel. Revered in a time even before the rise of the ancient Azlanti empire, Curchanus held substantial influence over the untamed continent of Azlant in the millennia prior to the advent of humanity. The few intelligent creatures that inhabited the wilderness, including primitive humanoids, knew Curchanus and loved him, for he walked beside them as they explored their realm, and he taught them to both hunt and defend against the many beasts that shared their habitat. His faith was more shamanistic than ecclesiastical, with many tribes of followers venerating a specific local beast they believed acted as Curchanus's avatar, and his teachings were passed down through epic poems in the oral tradition. No temples were built in his honor, and no holy words were carved in stone or written down to carry his faith into modern—or even ancient—times.

Curchanus's followers favored natural tools, and the magic items developed by his shamans were designed for practicality. *Staves of Curchanus* were common among his most powerful acolytes, as they contained useful spells and could be used as a weapon or even a simple walking stick. The staves were so durable that many were passed

down from one shaman to another for generations and became cherished heirlooms among the faithful, as much records of the people who used them as they recorded in their carvings their god's many animal forms.

On his final, fatal adventure, Curchanus was trapped and killed by the demon lord Lamashtu. In this act of deicide, Lamashtu stole Curchanus's dominion over beasts and assumed the deific power she still enjoys today. Curchanus's holy shamans were rendered powerless upon their patron's sudden death. Many adopted the worship of Lamashtu, their former rituals and mastery over beasts taking on a decidedly darker tone; others drifted away in small groups. One by one, these groups embarked upon what they called the Last Pilgrimage, a lifelong tribute to their dead god with a directionless wandering to the farthest corners of the world or other planes.

Among the few followers of Curchanus named in Azlanti records was Aliorina Walking-Stick, an elderly woman who tended a large mountaintop shrine. Although she could no longer call upon Curchanus's divine power after his death, Aliorina could rely upon her lifetime of gruff practicality and no-nonsense wisdom. She was said to have outfitted many of her fellow faithful before embarking on their Last Pilgrimage, wishing them a kindly goodbye although she knew she'd never see them again. She also defended the shrine from followers of Lamashtu—some, her former friends—who sought to pervert the shrine for their new goddess. Eventually, Aliorina died, leaving her *staff of Curchanus* in the shrine. The site's lingering sanctity, coupled with the psychic impressions of Aliorina's boundless kindness, drew local wildlife to the shrine to continue defending it.

The abandoned shrine yet stands atop its remote mountain, still defended by wild animals, generation after generation. These animals allow druids, hunters, and other true friends of beasts to pass, but they attack anyone else. Recently, a small band of Lamashtan cultists established a camp partway up the side of the mountain, after receiving visions that the shrine contains several artifacts of Curchanus which they long to recover and pervert in the name of their vile goddess. These cultists make raids against the animals defending the mountain, capturing and mutating the creatures to add to their forces. The cultists are poorly provisioned and far from any allies, but their leader—a misanthropic gnoll named Garvekk Head-Taker—has sufficient power and zeal to maintain the cult's presence far from civilization. The cultists' visions are false—as the only relic remaining in the shrine is Aliorina's *staff of Curchanus*—but their visions have been manufactured by a spiteful Lamashtu to eliminate this vestige of her dead rival's power.

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UNCTUOUS WADERS

These thigh-high boots are made of a slimy, grayish skin, as though crafted from the hide of some deep-sea eel.

UNCTUOUS WADERS		PRICE 67,200 GP
SLOT feet	CL 7th	WEIGHT 6 lbs.
AURA moderate transmutation		

Created by a race of unknown undersea creatures only passingly familiar with humanoid physiology, these tall, uncomfortable boots are made of slimy skin that wriggles slightly. The boots function as *slippers of the triton*^{UE}, allowing the wearer to breathe and swim underwater. The boots constantly murmur telepathically to the wearer, alternating between sycophantic praise of the wearer's prowess and smug assurance that the boots will ensure that the wearer comes to no harm while underwater. The *unctuous waders* urge the wearer to explore beneath the waves, hoping to find some clues as to their creators and purpose, which the boots have long ago forgotten. If the wearer goes for more than a week without submerging herself in the ocean, the *unctuous waders* become less obsequious and more demanding. The *unctuous waders* can remove the ability to allow the wielder to breathe underwater, which they might do as a threat to compel obedience, or out of mere petulance.

Three times per day as a standard action, the *unctuous waders* can exude slimy water from the heels to propel the user, as the *slipstream* spell.

CONSTRUCTION REQUIREMENTS	COST 36,600 GP
Craft Wondrous Item, <i>ride the waves</i> ^{UM} , <i>slipstream</i> ^{APG}	

HISTORY

The seas are unfathomably deep and contain civilizations that are wholly unknown to surface life. Ages ago, a mighty yet inscrutable empire of bizarre, tentacled creatures made contact with Azlanti divers. These creatures were unlike any the Azlanti had seen; the humans' spellcasters determined that they were cloaked in illusory layers that obscured their actual appearance. The creatures called themselves ilthassin-nals, a name unheard either before or since. Because the ilthassin-nals were so strange and secretive, the tentacled beasts initially repelled the Azlanti. However, for their own esoteric reasons, the ilthassin-nals later insisted on opening diplomatic discussions with the humans, against their apparent better judgment.

To demonstrate their peaceful intentions, the ilthassin-nals used a strange brand of psychic magic to shift the oceanic currents to deliver bounties of fish

into Azlanti waters, communicating telepathically with cautious fisherfolk about their desire to negotiate. Only a few brave Azlanti dared to parley with the ilthassin-nals, and they had little to offer the deep-sea visitors. Regardless, the ilthassin-nals were seemingly delighted with the discussions. Obsessed with human anatomy, the ilthassin-nals gifted several Azlanti with pairs of boots crafted from a strange sort of rubbery skin. These

boots also contained a fraction of the weird magic the ilthassin-nals wielded, as well as the alien intelligence the creatures displayed. Indeed, the boots were intended to play the role of diplomats, of a sort, from the ilthassin-nals to humanity. The Azlanti were appropriately appreciative of the gift, but they were secretly suspicious of the strange, heavy boots; even among the fisherfolk, none would dare to wear them.

Only 3 weeks later, as suddenly as they had come, the ilthassin-nals left; whether some underwater disaster forced their departure or their whimsical fit of diplomacy had passed, the ilthassin-nals did not return. The abnormally bountiful currents returned to normal, and the strange encounter was eventually forgotten. The gifted pairs of boots were shipped inland among other wares and lay forgotten for decades. Separated from the sea and their creators, the boots slowly went insane. The boots'

diplomatic nature transformed into groveling obsequiousness, begging anyone nearby to wear them into the ocean. When a curious sailor finally did so, the intelligence within the boots realized that it had lost all knowledge of its origin, its people, and its purpose. Over the millennia, the surviving pairs of *unctuous waders* became increasingly erratic and sometimes prove dangerous to wearers who do not share the goal of scouring the oceans for their creators.

Today, the only known remaining pair of *unctuous waders* can be found on the feet of a drowned pirate in a sea cave off the coast of an island of ruined Azlant. The boots plead for other creatures to don them, promising protection and praise while harboring their hidden agenda. The ilthassin-nals that granted the *unctuous waders* to the Azlanti might still lurk beneath the waves, and whether their initial overtures of diplomacy were benign or tinged with some darker intent, none can say. It is worth noting, however, how similar descriptions of the ilthassin-nals are to aboleths and their algholththu brethren, even if no direct link between the species has been proven.



WAVE HARP

Three mithral antennae stand two feet tall from this thick, rectangular plate made of silvery metal with raised ridges that resemble tiny waves.

WAVE HARP		PRICE 7,500 GP
SLOT none	CL 3rd	WEIGHT 8 lbs.
AURA faint evocation		

The *wave harp* is an unusual musical instrument that was popular in ancient Azlant. Three thin mithral rods extend from a thick plate, emitting invisible, short-range fields that respond to specific movements with notes of different pitches and timbres. Plucking the air between the mithral rods creates a variety of tones that a skilled musician can work into complicated chords and melodies.

The music of a *wave harp* is usually thin and high pitched, even when the lower notes are played closest to the plate. A *wave harp* is generally placed upon a stool or table at waist height to the musician, but it can be fitted with a strap to hang in front of the musician like a marching drum. As the necessary finger-motions are something between playing an organ and a zither, a musician can use either Perform (keyboard) or Perform (strings) to play a *wave harp*, although a musician without ranks in both skills takes a -4 penalty on his Perform checks.

There is no limit to the time a *wave harp* can be played as a mundane instrument, but the device has two additional magical effects that can be activated by anyone playing the *wave harp* as a standard action three times per day. First, the musician can conjure a pair of ghostly hands made of sonic energy to assist in plucking the air for 1 minute; the hands automatically assist the wearer with Perform checks, providing a +2 bonus on Perform checks with the instrument for 1 minute. These hands also absorb errant noises that would impact the performance, providing the musician with sonic resistance 10. Second, the musician can cause the *wave harp* to emit a discordant wail. The musician attempts a DC 15 Perform check with the *wave harp*; on a success, all creatures within 30 feet other than the musician take a -2 penalty on saving throws against sonic effects for 1 round, plus 1 additional round for every 5 points by which the Perform check result exceeds the DC.

CONSTRUCTION REQUIREMENTS	COST 3,750 GP
Craft Wondrous Item, <i>minor image</i> , <i>sound burst</i>	

HISTORY

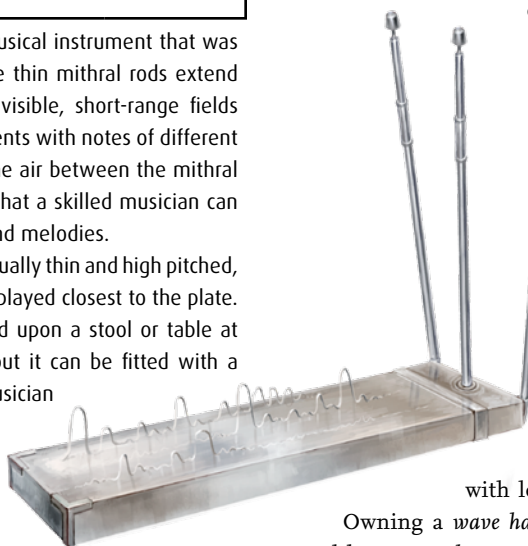
The Azlanti drive for novelty and innovation led to their mastery of many fields, including magic and technology, but this same drive led to advances in music, as well. At their civilization's height, the ancient

Azlanti achieved incredible feats and innovations in musicality, the details of which have mostly been lost to time. However, archaeologists have long documented the Azlanti's creation of magic-infused musical instruments that might seem strange by modern standards; the *wave harp* is one such creation. This instrument is an artistic cross between music and magic, as it creates invisible magical fields that emit eerie, high-pitched music when disturbed. A skilled performer can control the music by plucking at the air with the fingers of both hands, creating harmonies unavailable on mundane instruments.

The first *wave harps* took the performance halls of ancient Azlant by storm, and concertos featuring a *wave harp* supplemented by other instruments (most often, large mundane harps with lower tones) drew large crowds.

Owning a *wave harp* became an outré display of wealth, as *wave harps* were expensive instruments that only dedicated musicians could play effectively. Even before Azlant's fall, *wave harps* began to lose popular favor. Other magical musical instruments, said to also combine multiple features of modern instruments, eclipsed *wave harps* in popularity, and many *wave harps* were dismantled to put their components to other use.

A Taldan bard named Riordane Veluminos came across the description of the *wave harp* in a rare treatise called *Unplayable Instruments of Antiquity*. Riordane was determined to find and master the obscure *wave harp*, and he sank his personal fortune into an expedition to Azlant to find one. After a year of exploration, Riordane identified a crumbling cliff-side ruin as a former Azlanti concert hall. He was able to sneak past the gargoyles lairing in the ruin and recover a *wave harp* from storage, but the gargoyles captured Riordane on his way out. The gargoyles now keep Riordane prisoner, forcing him to entertain them with the *wave harp's* eerie sounds. Riordane's wealthy family seeks reliable agents to rescue their scion, who would gladly turn over the *wave harp*—which he has, in his confinement, now mastered—in exchange for his freedom. Whether he will teach another person to use the strange instrument is a separate matter, however, as his ego is still large enough that the thought of someone else gaining fame for mastering the *wave harp* would leave him imprisoned in a very different capacity, even though he might walk the streets of Oppara unbound.



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BESTIARY

“What appeared at first to be a solid bluff overlooking the bay turned out to house a massive sea cave. Within we found the remnants of living quarters, for what creature we knew not. Even then, we saw no sign of active life and thought the place abandoned. As we rummaged through what I can describe only as a bedchamber fabricated from coral and intricately woven seaweed, the crabfolk surrounded us. In exchange for our lives, they demanded we forfeit our most potent magical items. Bragh lost his father’s sword from the war; Tomma, her mother’s honorary shield; I, the lucky amulet my gran made me swear I’d never take off.

“We were allowed safe passage through the paguroidas’ lands, but the cost was high. Perhaps too high. I could swear I lose more often at dice since they took that amulet. I hope it’s bringing them fine fortune, at least!”

—Griva Nelwhick, freelance explorer

In this volume of the Ruins of Azlant Adventure Path, the PCs have their first chance to explore their new home and the nearby islands. This bestiary provides additional threats to populate the island of Ancorato and its neighbors with, including new larval forms of the iconic chuul, a race of reclusive crab people, a fey creature found on isolated islands, an ancient Azlanti cloud construct, and an undead dryad bound to the driftwood that was her former tree.

ADDITIONAL ENCOUNTERS

Much of "Into the Shattered Continent" involves the exploration of Ancorato and the nearby islands, which provides ample opportunity for players to encounter additional threats beyond the scope of the adventure. The Shattered Continent Encounters table features dangers the PCs can confront beyond those in the adventure. During the course of the adventure, the PCs have a 30% chance of a random encounter every hour they spend exploring Ancorato and its neighbors. They should have at most three random encounters per 24-hour period.

Since the adventure spans a range of character levels, some random encounters might be too simple or too difficult for the PCs, depending on where the party is 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. Additionally, if the result rolled is inappropriate for the terrain the PCs are traversing, roll again or choose a different encounter. If the PCs are exploring a region near one of the sites detailed in the Ruins of Azlant Gazetteer (see page 64), feel free to choose an encounter more appropriate to the enemies detailed in that section.

Captain Rayve (CR 7): The settlers of Talmandor's Bounty are not the first humans from the Inner Sea region to explore these islands. Decades ago, the pirate crew of the *Imbroglia* fled Chelish pursuers west from the Eye of Abendego. Caught in a storm and blown off course, the *Imbroglia* eventually arrived on Ancorato. Unhappy at having been led so far astray by their captain, the crew mutinied and abandoned their failed leader on one of the nearby islands. Without shelter or the safety of company to protect him from the harsh wilderness, Captain Rayve died after only a handful of weeks, the memory of his stolen vessel sailing eastward haunting him as his last breath expired. He is now a duppy (*Pathfinder RPG Bestiary* 5 101), and he and his phantom hounds yearn to once again sail the seas, and they see the PCs and the rest of the inhabitants of Talmandor's Bounty as the perfect opportunity to gain a new vessel and crew.

Elheetrii (CR 9): Although many Azlanti ruins have been thoroughly plundered by millennia of explorers, countless treasures persist to the modern day. The paguroida (see page 86) Elheetrii has spent nearly 200 years collecting such relics and incorporating them into

SHATTERED CONTINENT ENCOUNTERS			
d%	Result	Avg. CR	Source
1-6	1 assassin vine	3	<i>Bestiary</i> 22
7-11	2d6 monkey goblins	4	<i>Bestiary</i> 6 138
12-17	1 nisid	4	See page 84
18-22	1 centipede swarm	4	<i>Bestiary</i> 43
23-28	1d6 reefclaws	4	<i>Bestiary</i> 2 234
29-34	1 spider eater	5	<i>Bestiary</i> 3 255
35-40	1d3 twigjacks	5	<i>Bestiary</i> 2 274
41-48	1 werewasp	5	<i>Bestiary</i> 6 119
49-54	1 globster	5	<i>Bestiary</i> 3 131
55-60	Leahross	6	See below
61-66	1d3 lesser chuuls	6	See page 82
67-71	1 saltwater merrow	6	<i>Bestiary</i> 2 189
72-78	1 tidewretch	6	See page 90
79-86	Captain Rayve	7	See below
87-92	1 invisible stalker	7	<i>Bestiary</i> 181
93-97	1d3 sea drakes	8	<i>Bestiary</i> 2 109
98-99	1 stymphalidies	8	<i>Bestiary</i> 3 257
100	Elheetrii	9	See below

his shell, but he is never satisfied with his collection. Rather than remain in a single lair with the same treasure year after year, the paguroida has instead taken to a life of wandering. His journeys have recently brought him to the region surrounding Ancorato, and he is eagerly plumbing the Azlanti ruins in the area for new trinkets. He is happy to trade his existing magic items for some the PCs may offer, but he will only trade up, never accepting anything of a lower power than what he has to offer. Elheetrii is secretive and provides only material goods to the PCs, never intelligence on the islands and their contents.

Leahross (CR 6): The cult of Zura has long had a presence in the ruins of Azlant. While the PCs may encounter an active cult (see page 39), not all of the Vampire Queen's faithful are alive, and not all those who died have moved on. In life, Leahross was a gillman acolyte studying under Zura's high priestess in the region, when she was accused of plotting to usurp her mistress's position. The high priestess had Leahross executed for her heresy and betrayal, and she performed terrible demonic rites to ensure that the acolyte's soul did not pass from Golarion to the Boneyard. Now, Leahross is an exiled shade (*Pathfinder RPG Bestiary* 6 123) who stalks the islands seeking retribution for her death. The gillmen who killed her are long dead, leaving Leahross no target but those creatures that wander across her path. If the PCs have already encountered the Zura cultists, they may have an unholy symbol they can use to subdue the shade.

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CHUUL YOUNG AND VARIANTS

The aquatic aberrations known as chuuls have three distinct stages of development—though most adventurers encounter them only in the mature stage. Despite being immature forms, however, larval and lesser chuuls present formidable dangers in their own right.

CHUUL, LARVAL

This dog-sized creature resembles a soft-shelled lobster with underdeveloped claws and an oversized pair of mandibles.

LARVAL CHUUL

CR 1

XP 400

CE Small aberration (aquatic)

Init +7; **Senses** darkvision 60 ft.; Perception +5

DEFENSE

AC 14, touch 14, flat-footed 11 (+3 Dex, +1 size)

hp 13 (2d8+4)

Fort +2, **Ref** +3, **Will** +4

OFFENSE

Speed 30 ft., swim 30 ft.

Melee bite +4 (1d4+3)

Special Attacks acid spray (DC 13)

STATISTICS

Str 15, **Dex** 16, **Con** 14, **Int** 3, **Wis** 12, **Cha** 5

Base Atk +1; **CMB** +2; **CMD** 15 (19 vs. trip)

Feats Improved Initiative

Skills Perception +5, Stealth +11, Swim +10

SQ amphibious

SPECIAL ABILITIES

Acid Spray (Ex) As a standard action, a larval chuul can spray digestive fluids in a 15-foot cone. Creatures caught in this cone take 2d4 points of acid damage on the first round of exposure, and 1d4 points of acid damage on the second round. With a successful Reflex saving throw, a target halves the damage and negates the second round of damage. The save DC is Constitution-based.

CHUUL, LESSER

This lobsterlike creature stands as tall as a human. Coils of reaching, pink tendrils slither from within its jaws.

CHUUL, LESSER

CR 4

XP 1,200

CE Medium aberration (aquatic)

Init +6; **Senses** darkvision 60 ft.; Perception +11

DEFENSE

AC 17, touch 12, flat-footed 15 (+2 Dex, +5 natural)

hp 37 (5d8+15)

Fort +4, **Ref** +3, **Will** +5

OFFENSE

Speed 30 ft., swim 20 ft.

Melee 2 claws +8 (1d8+5 plus grab), tendril +3 (1d4+2 plus staggering tendril)

Special Attacks staggering tendril (DC 15)

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

STATISTICS

Str 21, **Dex** 14, **Con** 16, **Int** 8, **Wis** 12, **Cha** 5

Base Atk +3; **CMB** +8 (+12 grapple); **CMD** 20 (24 vs. trip)

Feats Alertness, Blind-Fight, Improved Initiative

Skills Perception +11, Sense Motive +8, Stealth +10, Swim +13

Languages Common (Undercommon instead for many subterranean variants)

SQ amphibious

ECOLOGY

Environment temperate swamps

Organization solitary, pair, or pack (3–6)

Treasure standard

SPECIAL ABILITIES

Staggering Tendril (Ex) A lesser chuul's long, searching tendrils are coated in a mildly paralytic secretion. A creature struck by a lesser chuul's tendrils must succeed at a DC 15 Fortitude save or be staggered for 1d4 rounds. The save DC is Constitution-based.

Long before the aboleths uplifted humanity, these deep-sea-dwelling entities experimented on other aquatic life forms, perfecting the art of genetic manipulation and developing entities that would become their unyielding servants. The creatures known as chuuls today (a derivation of their alghollthu name, "chu'ulothis") were little more than aggressive crustaceans prior to aboleth meddling. Only after successive generations of guided evolution were chuuls transformed into the hulking monstrosities they are today, and their keen intelligence likewise came from their aboleth masters' uplifting.

ECOLOGY

The larval form of a chuul most closely resembles an oversized lobster. A typical chuul nest usually contains 6–8 rocklike eggs, though only half of the larvae survive hatching, as these vicious creatures' first meals are the weakest of their clutch mates. Upon hatching, a larval chuul lacks the paralytic tendrils and claws of its mature form, but instead has the capability to spray digestive fluid in a wide cone. Larval chuuls predigest their meals and are engineered to crave the cerebral tissue of intelligent creatures.

Only through feeding on the brains of intelligent creatures do chuuls develop their own intelligence and linguistic abilities. A chuul unable to feast on cerebral tissue of a creature with an Intelligence score of 8 or higher within the first year of hatching never becomes a mature chuul, though it continues to grow in size. Larval chuuls can be represented by larval chuuls with the advanced creature and giant creature simple templates. The more intelligent members of

their species loathe these creatures and destroy them whenever they are discovered.

After a yearlong maturation process that requires the larval chuul to digest up to five brains of Medium or larger creatures, the larva undergoes a slow molting process over the course of a month. During this time, the larval chuul grows to Medium size and loses its bite attack. When the chuul sheds its larval carapace, it gains two claw attacks and the paralytic tendrils of its mature form. A lesser chuul's tendrils are fully grown at this stage, though they appear enormous on the lesser chuul's smaller body and allow for surprisingly long reach. A lesser chuul's paralytic secretions are not as strong as the adult form's, but retain some of the acidic qualities of the larval chuul instead. These tendrils are used for capturing and eating prey and for easy access to cerebral tissue (typically acquired by forcing a tendril into an eye socket or nasal cavity). A lesser chuul's appetite for cerebral tissue is largely vestigial at this point in development, and tapers off entirely by the time it reaches maturity.

Two years after its hatching, a lesser chuul enters a second month-long molting stage from which it emerges as a fully grown adult chuul. Due to the relatively slow development cycle of larva to adult (with regard to aboleths' patience), these creatures are often bred in enormous numbers to mitigate any loss of adult chuuls that may be suffered during the service of their deep masters. Rumors persist of deep, calm coves on remote islands that host hundreds of chuul young. If such legends are true, no one has ever survived making such a discovery to report the exact location of their find.

HABITAT AND SOCIETY

Within aboleth society, chuuls are seen as a slave race and, despite their intelligence, are rarely regarded as more than cattle. The ulat-kini (also known as skum) are the algholthus' preferred servitor race, and chuuls within aboleth society are brutally conditioned to accept their prescribed inferiority. Outside of aboleth society, chuuls are largely independent and curious creatures with an innate cruelty bred into their species by their aboleth creators. Even larval chuuls have this inherent sense of malice, further developed through inflicting suffering on other sentient creatures.

Rare chuuls that have existed for generations outside of aboleth society may be of chaotic neutral alignment

rather than chaotic evil, though these creatures still require the cerebral tissue of intelligent creatures to develop their own sentience, making a chuul clutch's ultimate shift away from inherently evil tendencies unlikely. Aboleth-serving chuuls typically destroy these independent groups as soon as they are discovered, though some find refuge in the deepest and darkest corners of the oceans of Golarion where not even aboleths tread. These chuuls make alliances with deep merfolk and other inhabitants of the lightless reaches of the deepest oceans.

VARIANTS

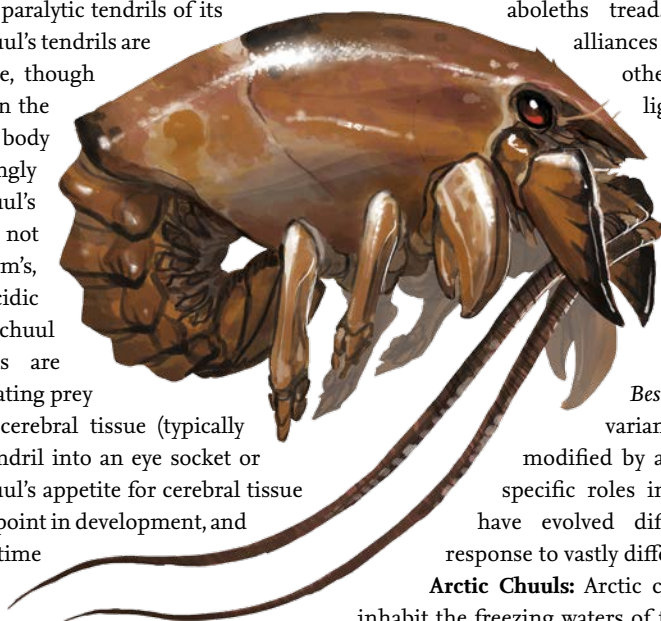
While the majority of all chuuls are represented by the statistics presented in the *Pathfinder RPG Bestiary*, some unique variants were created or modified by aboleth masters to serve specific roles in far-reaching plans, or have evolved different physiologies in response to vastly different environments.

Arctic Chuuls: Arctic chuuls were designed to inhabit the freezing waters of the Crown of the World. These cold-dwelling creatures have cold resistance 10 and a burrow speed of 20 feet usable only in snow or ice.

Deep Chuuls: A deep chuul is dusky gray to midnight blue in coloration and bears a glowing antenna that sheds light like a torch, much like an anglerfish's lure. Deep chuuls can use this light to fascinate creatures as per the *hypnotism* spell (CL = the chuul's Hit Dice).

Psychic Chuuls: Chuuls that feed on the brains of creatures capable of casting psychic magic (see *Pathfinder RPG Occult Adventures*) sometimes develop inherent psychic magic abilities of their own in the form of spell-like abilities, but they are destroyed on sight by aboleths who encounter them. Rumors persist that psychic chuuls are capable of evolving into a new state beyond that of the adult chuul form.

Sand Chuuls: Rarest of all chuul breeds, sand chuuls inhabit parched wastelands and deserts, and were intended to serve as the shock troops of a land invasion force following Earthfall. When the aboleths' plans failed to come to fruition, these specially engineered chuuls were largely forgotten. Now native to blasted regions of Casmaron and southern Garund, sand chuuls lack the aquatic subtype, the amphibious special quality, and a swim speed. Instead, a sand chuul has a burrow speed of 30 feet and tremorsense out to a distance of 30 feet.



NISID

This small, naked creature looks like a lithe halfling, but with long, tapered ears and tough, brown skin. His hair is unkempt and his flesh is weathered, but his large eyes glitter violet.

NISID

CR 4



XP 1,200

CG Small fey

Init +3; **Senses** low-light vision; Perception +14

DEFENSE

AC 17, touch 14, flat-footed 14 (+3 Dex, +3 natural, +1 size)

hp 33 (6d6+12)

Fort +4, **Ref** +8, **Will** +8

DR 5/cold iron

OFFENSE

Speed 30 ft.

Melee dagger +7 (1d3–1/19–20) or
spear +3 (1d6–1/×3)

Ranged longbow +7 (1d6/×3) or
spear +7 (1d6–1/×3)

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

At will—*charm animal* (DC 15), *create water*, *endure elements*

3/day—*detect thoughts* (DC 16), *entangle* (DC 15),
invisibility (self only)

1/day—*call lightning* (DC 17), *confusion* (DC 18), *gust of wind* (DC 16), *hallucinatory terrain* (DC 18)

STATISTICS

Str 9, **Dex** 16, **Con** 15, **Int** 13, **Wis** 16, **Cha** 18

Base Atk +3; **CMB** +1; **CMD** 14

Feats Alertness, Self-Sufficient, Weapon Finesse

Skills Bluff +13, Climb +8, Heal +5, Knowledge (geography, nature) +7, Perception +14, Sense Motive +14, Stealth +16, Survival +18; **Racial Modifiers** +4 Survival

Languages Common, Sylvan

SQ island bond, isolation, never come back

ECOLOGY

Environment any island

Organization solitary

Treasure double (dagger, spear, longbow with 20 arrows, other treasure)

SPECIAL ABILITIES

Island Bond (Ex) A nisid who resides on a small, uninhabited island for an extended period of time forms a strong bond with the land, gaining a number of powers meant to protect the sanctity of its territory. The island must be no larger than 1 square mile in area per Hit Die the nisid has (usually 6 HD), and the nisid must be the only intelligent creature on the island for 1 uninterrupted year to cement the bond. After the bond has been formed, the nisid gains the isolation and never come back abilities (see below), and receives a +4 racial bonus on Survival checks while on his island. A nisid who leaves his island for more than 1 hour per Hit Die or whose island

is inhabited by an intelligent creature for longer than 1 month per Hit Die loses its island bond and must restart the bonding process, either on a new island or on the same island once all prerequisite conditions are met.

Isolation (Su) A trespasser on the nisid's bonded island must succeed at a DC 17 Will save every full day she remains on the island or she takes 1d2 points of Wisdom damage as the nisid magnifies the trials of survival on an uninhabited and dangerous island with little hope of rescue. This Wisdom damage does not heal naturally until the trespasser leaves the nisid's island (though it can be healed through magic normally), slowly driving her mad. The nisid can suppress this ability at will; typically, it does so until it determines the trespasser will not soon leave of her own volition or is otherwise going to be trouble. This is a mind-affecting curse effect. The saving throw DC is Charisma-based.

Never Come Back (Su) The nisid's ties to its island help keep it hidden from repeat visits, ensuring that even trespassers who want to return find doing so difficult. When a trespasser leaves a nisid's bonded island, she must attempt a DC 17 Will saving throw. Failure results in her memories of the place becoming hazy—especially when it comes to locating it again. She takes a –10 penalty on Survival and Knowledge (geography) checks to determine the island's location or find it again, and the island and the nisid are treated as though under the effects of a permanent *nondetection* spell for any divination spells the target casts (use the nisid's caster level to determine the difficulty of overcoming this effect). This is a mind-affecting curse effect. The save DC is Charisma-based.

Nisids are castaway spirits, protectors of uninhabited or deserted islands. These little fey look like they might once have maintained a more delicate and youthful appearance, but after having spent decades or centuries alone, they look haggard, with unkempt hair and tough skin. Nisids rarely wear clothing, as they have little need for modesty or protection. They are excellent survivalists, living off what their island can provide.

Loners by nature, a nisid claims and forms a bond with a single uninhabited island as his territory, and he seeks to preserve the island's untouched sanctity—and his own solitude. Should someone happen upon a nisid's island, whether as a castaway, stranded by a storm, or deliberately seeking something, the nisid first spies on the interloper using *invisibility* and *detect thoughts* to assess her intent. If he determines that the trespasser simply wishes to get off the island, the nisid often offers to help his guest survive and escape (if only to hasten the process and return the island to its isolation). Using magic and his natural skill at survival, he may give the castaway access to water, food, or shelter—in exchange for leaving the island unsullied when she leaves. Those who agree and please the nisid

might even be gifted with a final *gust of wind* to send them on their way.

However, those who arrive with no intention of leaving hastily, or who drastically overstay their welcome without hope of escape, find the *nisid* a more hostile host, as a *nisid* finds murder a small price to pay for solitude. Unwelcome guests find the trials of survival and hopelessness to be maddening, and every day drift closer to insanity through the *nisid*'s isolation ability. Once the trespassers have been driven toward madness, the *nisid* attempts to turn them against each other, sowing distrust and casting *confusion* on large groups. If all else fails, the *nisid* might coax charmed animals, the *nisid*'s only companions, into attacking interlopers: nothing says "get off my island" like a giant beast crashing out of the jungle.

With no desire to die—only to be left alone—the *nisid* eschews direct combat as much as possible, preferring to have his enemies deal with each other or succumb to the dangers of the island itself. If pushed to combat, he casts *call lightning* and attempts to strike down his enemies from hiding, using his knowledge of the island to his advantage.

Even when helping agreeable castaways, the *nisid* won't make life too easy, lest the trespassers decide to extend their stay. He makes just enough food and water available to sustain the "guests," using abilities like *hallucinatory terrain* to keep any particularly bountiful areas of the island hidden. Should the island be a truly deserted one, perhaps where an ancient civilization once flourished, a *nisid* is especially vigilant in keeping ruins or artifacts that could attract further interest in the island well hidden. And once a castaway leaves a *nisid*'s island, she rarely finds a way to return.

A typical *nisid* stands 4 feet tall and weighs 70 pounds.

ECOLOGY

Not much is known of *nisids*, since they are rarely encountered and even more rarely remembered. The first *nisids* may have been castaways themselves, banished from the First World until they discovered the small islands on which they could be alone, or other fey spirits who found their little pieces of land suddenly cut off from everything else. Whatever their origin, most *nisids* have lived solitary lives for decades or centuries—and prefer it that way, finding solace in solitude and having no desire to share their hidden homes.

Nisids can be any gender, but have little interest in companionship or reproduction. With no one around to impress, they don't care about their appearance—though their fey nature still shines through despite their neglect. Over time surviving alone, their hair becomes ragged and their skin grows exceptionally tough. They craft their few weapons out of whatever the island has to offer.

Nisids have no interest in treasure, as they have no use for it; however, they tend to collect the belongings of those who wash up on their shores and don't escape. They keep their treasure troves well hidden to prevent attracting interest from other trespassers.

HABITAT AND SOCIETY

Nisids might choose any small, uninhabited island as home, regardless of climate. Jungle isles filled with strange fauna are equally as appealing to them as barren rocks in the icy north or island ruins in temperate climes.

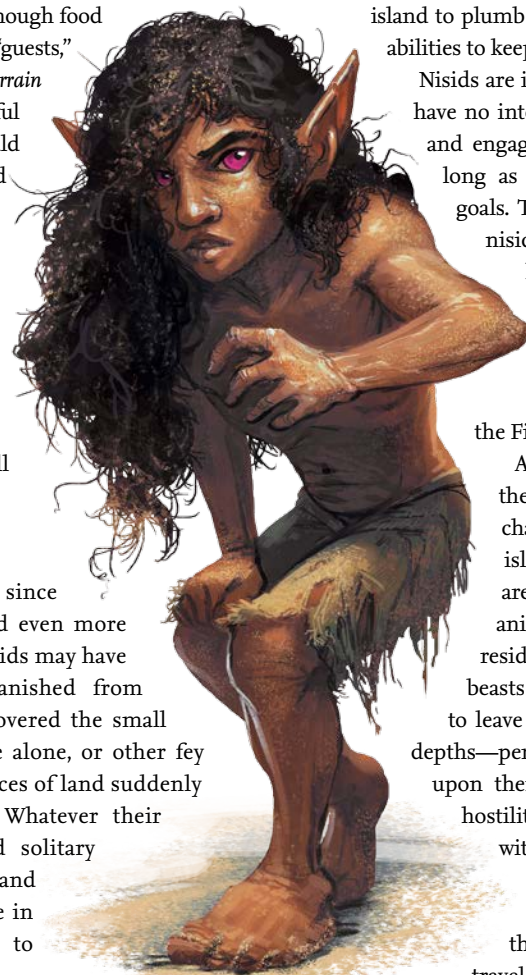
Some *nisids* favor deserted islands that once held civilization of some kind as homes. Those who choose such locales have the additional goal of keeping their islands' ruins a secret from outsiders; the last thing a *nisid* wants is a boat full of explorers and adventurers arriving on his island to plumb its depths, and he will use his abilities to keep such adventurers away.

Nisids are introverts to the extreme. They have no interest in any kind of company, and engage in conversation for only as long as it takes to accomplish their goals. There is never more than one *nisid* on an island. No one has

learned why *nisids* prefer such isolation, or what they do in their long years alone.

Perhaps they spend time meditating on their leave of the First World—or seek a way back.

A *nisid*'s only companions are the local fauna, which the *nisid* charms to act as guardians. Small islands far from continental land are known for their oversized animals, and a canny *nisid* in residence holds the threat of such beasts as motivation for trespassers to leave or to avoid the island's inner depths—perhaps unleashing the animals upon them should their stay provoke hostility. However, their relationships with dolphins are a bit antagonistic, as the creatures delight in attempts to force the *nisid* to socialize and guide travelers to their isolated islands.



PAGUROIDA

This crab-like creature has the torso and head of a human, one arm ending in a massive claw, and another arm wielding a scimitar. It scuttles on six legs that emerge from beneath a massive shell with glinting metal and gems embedded into its surface.

PAGUROIDA

CR 9



XP 6,400

LN Large monstrous humanoid (aquatic)

Init +5; **Senses** darkvision 60 ft., *detect magic*; Perception +16

Aura nondetection (30 ft.)

DEFENSE

AC 23, touch 15, flat-footed 21 (+4 deflection, +1 Dex, +1 dodge, +8 natural, -1 size)

hp 115 (11d10+55)

Fort +8, **Ref** +8, **Will** +11; +2 vs. illusions

DR 10/magic; **Resist** cold 10, sonic 10

OFFENSE

Speed 30 ft., swim 20 ft.

Melee +2 *scimitar* +16/+11/+6 (1d6+6/18–20), claw +16 (1d6+6 plus grab)

Ranged +2 *javelin* +13/+8/+3 (1d6+6)

Space 10 ft.; **Reach** 5 ft.

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

Constant—*detect magic*

Psychic Magic (CL 9th; concentration +12)

22 PE—*detect psychic significance*^{DA} (1 PE), *hallucinatory terrain* (DC 17, 4 PE), *identify* (1 PE), *locate object* (2 PE), *make whole* (2 PE), *mirage arcana* (DC 18, 5 PE), *object reading*^{DA} (1 PE), *shatter* (DC 15, 2 PE), *sound burst* (DC 15, 2 PE)

STATISTICS

Str 19, **Dex** 13, **Con** 20, **Int** 17, **Wis** 14, **Cha** 10

Base Atk +11; **CMB** +16 (+20 grapple); **CMD** 32 (44 vs. trip)

Feats Dodge, Improved Initiative, Iron Will, Quick Draw, Skill Focus (Spellcraft), Spell Focus (illusion)

Skills Diplomacy +11, Knowledge (arcana) +14, Perception +16, Spellcraft +20, Stealth +11, Survival +16, Swim +12, Use Magic Device +11

Languages Aquan, Common

SQ amphibious, embedded magic, undersized weapons

ECOLOGY

Environment temperate coastlines

Organization solitary, pair, or enclave (3–8)

Treasure double (mwk scimitar, 3 mwk javelins, 11 caster levels of embedded magic items)

SPECIAL ABILITIES

Embedded Magic (Su) A paguroida can embed a magic item in its shell as a full-round action. Once the item is embedded, its magic is channeled into the paguroida's body and the item no longer functions normally. It is not considered to be wielded or worn, and the item functions as though in an *antimagic field* while embedded in the paguroida's shell. A paguroida that has embedded magic

items with a total caster level that is at least equal to its Hit Dice (11 for a typical paguroida) gains a +4 deflection bonus to its AC and a +2 enhancement bonus on attack and damage rolls. A paguroida with embedded magic items whose total caster level is at least twice the creature's Hit Dice doubles these bonuses and gains the advanced creature simple template (*Pathfinder RPG Bestiary* 294). A paguroida can remove an embedded magic item as a full-round action, adjusting the total caster level of its embedded items accordingly. The magic item can then be wielded or worn, but it still functions as if in an *antimagic field* for 1d4 minutes, after which time it returns to normal function.

Nondetection Aura (Su) A paguroida emits an aura out to a radius of 30 feet that makes divination difficult. All creatures and objects within the aura are affected by a *nondetection* spell that requires a successful DC 20 caster level check to overcome. Creatures or objects revealed to a spellcaster who succeeds at this caster level check remain detectable for 24 hours to that spellcaster, even if the creature or item exits and reenters the aura. A paguroida automatically succeeds at the caster level check to overcome this effect when using its constant *detect magic* spell-like ability.

Psychic Magic (Su) A paguroida begins each day with a number of PE equal to twice the total caster level of all magic items embedded in its shell. (The statistics above assume that the paguroida has items with a total caster level equal to 11 embedded in its shell.) Removing or adding a magic item after the start of the day does not increase or reduce this number until the next time the paguroida regains PE.

Undersized Weapons (Ex) Although a paguroida is Large, its upper torso is the same size as that of a Medium humanoid. As a result, it wields weapons as if it were one size category smaller than its actual size (Medium for most paguroidas). Additionally, because it has only one hand—its other appendage is tipped with a massive pincer—a paguroida can wield only a shield or a light or one-handed weapon at a given time.

Believed to have been created by the aboleths in ages long past as part of the algholthus' experiments on the murajau (*Pathfinder Campaign Setting: Planes of Power* 59), paguroidas are reclusive, hermit crab-like monstrous humanoids who live in hidden grottoes and seaside estuaries, typically on isolated or remote coastlines. One of their upper limbs terminates in a humanoid hand, while the other ends in a large pincer capable of gripping and crushing prey. A paguroida's face is similar to that of a crab, with protruding eyestalks and a wide mandible-filled mouth, though its torso is distinctly humanoid in shape and size. A typical paguroida stands 7 feet tall and weighs 1,200 pounds.

ECOLOGY

Paguroidas live solitary but long lives—their isolation and extreme paranoia about interaction with other species

precludes many unnatural causes of death. In most cases, a paguroidea eventually succumbs to old age after having lived for as many as a dozen centuries. Despite their longevity, paguroidas are not fecund, and they reproduce only once every 200–300 years after reaching reproductive maturity at the age of 150. Female paguroidas each lay a single egg in a secluded location, which they abandon among a small cache of magical items from their shells. Nearby male paguroidas locate the eggs by following the unique magical aura they exude, as well as the magical auras of the items in the eggs' cache-nests. Once fertilized, an egg ceases to emit such an aura, but the male that fertilized it remains nearby to protect it during the 6 months it gestates before hatching.

Hatchlings are incredibly vulnerable, their shells taking as many as 5 years to harden. Paguroidea fathers often give their offspring one or more magical items from their own shells, and they assist the offspring in embedding them and the items from their mothers' cache-nests into their soft shells to bolster their defenses in their first year.

HABITAT AND SOCIETY

Paguroidas live almost entirely alone, only rarely congregating in groups, generally for purposes of defense or to consolidate resources. Even then, these groups almost never exceed 10 members, as paguroidas have an innate understanding that the valuable items embedded in their shells would draw more treasure hunters to them, negating the advantages of greater numbers.

Typically making their lairs near ancient ruins filled with long-abandoned magical relics, paguroidas prefer to dwell in underwater grottoes inaccessible from the surface. They protect these lairs with powerful illusions and abjurations, counting on remaining hidden to protect themselves and their treasures from potential thieves. A paguroidea who encounters an intelligent interloper first attempts to trick the creature into leaving its territory, preferring to avoid conflict altogether. If discovered and unable to persuade the trespasser to leave, a paguroidea may offer one of the magic items from its shell as a bribe to send the unwanted guest on its way. This is often a last resort, however, as most paguroidas know that once

ORIGINS OF THE PAGUROIDA

The paguroidea was conceived in the monster design panel at Gen Con 2016, in which developers Adam Daigle and Mark Moreland guided the attendees through a brainstorming session. Participants contributed to the creature's abilities, appearance, and flavor. If you were part of this seminar, drop by the message boards on paizo.com and let us know how you think it turned out!

granted a single item of power, most creatures will seek more and respond with force if their demands are denied.

Because of their mutual penchant for hoarding wealth, dragons are a paguroidea's primary threat, and the crabfolk avoid even good and neutral dragons out of a strong sense of self-preservation. Only when offered substantial magical wealth as signs of good faith do paguroidas cooperate with dragons, and even then they do so warily.



SMOKE SENTINEL

This cloud of thick black smoke crackles as flashes of electricity illuminate it from within, but it whirs as if mechanical.

SMOKE SENTINEL

CR 9



XP 6,400

LN Huge construct

Init +9; **Senses** darkvision 60 ft., low-light vision, see alignment; Perception +14

DEFENSE

AC 20, touch 20, flat-footed 14 (+6 deflection, +5 Dex, +1 dodge, -2 size)

hp 98 (9d10+49)

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

Defensive Abilities gaseous; **Immune** construct traits

OFFENSE

Speed fly 40 ft. (perfect)

Melee 2 tendrils +12 touch (3d6 electricity)

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

Special Attacks engulf (DC 21, 1d6 Wis)

Spell-Like Abilities (CL 9th; concentration +15)

Constant—see alignment^{uc}, tongues

At will—detect thoughts (DC 17), fear (DC 20)

3/day—major image (DC 19)

STATISTICS

Str —, **Dex** 21, **Con** —, **Int** 10, **Wis** 20, **Cha** 23

Base Atk +9; **CMB** +11; **CMD** 33 (can't be tripped)

Feats Ability Focus (engulf), Dodge, Improved Initiative, Toughness, Weapon Finesse

Skills Fly +9, Perception +14, Stealth +6

Languages tongues (can't speak in natural form)

SQ change shape (Small or Medium humanoid, alter self), tethered

ECOLOGY

Environment temperate or warm forests

Organization solitary

Treasure incidental

SPECIAL ABILITIES

Engulf (Ex) A smoke sentinel can engulf creatures in its path as a standard action. The smoke sentinel merely has to move over its opponents, and it affects as many creatures as it can cover. It cannot make other attacks during a round in which it engulfs a creature. A targeted creature can make an attack of opportunity against the smoke sentinel, but if it does so, it is not entitled to a saving throw against the engulf attack. A creature that does not make an attack of opportunity can attempt a DC 21 Reflex saving throw to avoid being engulfed; on a success, it is pushed back or aside (target's choice) as the smoke sentinel moves forward. An engulfed creature takes 1d6 points of Wisdom damage at the start of its turn each round it remains within the smoke sentinel's space. The save DC is Dexterity-based and includes a +2 racial bonus.

Gaseous (Ex) A smoke sentinel can pass through small holes

and even cracks without reducing its speed. It cannot enter water or other liquids. It has no Strength score and cannot manipulate objects. Its gaseous form renders the smoke sentinel immune to all nonmagical attack forms. Even when hit by spells or magic weapons, it takes only half damage. Spells and effects that do not deal damage have only a 50% chance of affecting a smoke sentinel. A smoke sentinel has no natural armor bonus, but it has a deflection bonus equal to its Charisma bonus.

Tethered (Su) A smoke sentinel is tethered to a hollow physical object (usually a small box or totem) from which it can travel no farther than 1 mile. An intelligent creature who holds the construct's tether for at least 1 hour gains the ability to control the smoke sentinel as though it were the target of a *dominate monster* spell. This control lasts until another intelligent creature holds the tether for an hour or more, whereupon that creature gains control of the construct. If its controller dies or otherwise ceases to command the smoke sentinel, the construct continues carrying out its most recent command. Should its last command be a finite task, the smoke sentinel reverts to the role of guardian when finished, keeping potential threats away from the site of its tether. A smoke sentinel can compress to fit within its tether as a full-round action. While in the tether, it recovers from damage at a rate of 1 hit point per hour.

Smoke sentinels are clouds of sentient black smoke that protect isolated ruins throughout the shattered continent of Azlant. As amorphous clouds, smoke sentinels have no distinguishing features, but they often extend their bodies into long tendrils that slither along the ground like hungry vines. No matter how thin a smoke sentinel may make its form, its smoke remains thick and opaque, hiding everything within it from view. Though the strange electrical energy that courses through its body crackles and arcs, the resulting illumination provides no insight into what may lie at the cloud's heart.

A smoke sentinel usually attempts to determine an intruder's intentions through use of its *see alignment* and *detect thoughts* spell-like abilities. It may take the form of a trusted associate or loved one in order to further interact with the trespasser and bring deeper thoughts and motivations to the creature's surface thoughts. Unless directly threatened or certain that the target of its investigation poses a threat to its master or other sworn charge, the smoke sentinel employs illusions and fear to confuse and frighten the interloper away. Only in extreme cases or when instructed to do so does the construct use its deadly physical attacks.

While it can compress and condense its form to fit into incredibly small spaces, a smoke sentinel most often appears as a weightless cloud occupying approximately 3,500 cubic feet of space.

ECOLOGY

Smoke sentinels were created through magical means to serve as resolute sentries of their creators' homes, protecting inhabitants and their livelihoods from attackers and raiders. Smoke sentinels do not need to eat, sleep, or breathe, and they can compress to fit into extremely small spaces due to their gaseous nature.

Smoke sentinels do not age, though as they grow accustomed to their land and as they see creatures and people they were meant to protect slowly die off, they are prone to becoming overprotective. Each smoke sentinel is created along with an Azlanti artifact that anchors it to a specific spot. If it moves more than a mile from this tether, it loses control of its physical form, and if kept beyond this range for too long, it might disperse completely. As such, smoke sentinels are careful about the range of their patrols.

Despite their gaseous nature, smoke sentinels are capable of coalescing the smoke that makes up their bodies into clawlike tendrils to protect themselves. A smoke sentinel often reveals its presence with whirring, almost mechanical noises that permeate the air as it approaches.

HABITAT AND SOCIETY

Smoke sentinels are most often depicted in ancient Azlanti texts as benign creatures that warded off invaders and helped their culture flourish in times of great struggle. While many in the modern day consider smoke sentinels to be extremely dangerous, the creatures do not murder without cause. If someone takes a relic from its creator, desecrates a corpse, or steps onto ground its programming denotes as hallowed, a smoke sentinel seeks only to right that wrong.

At the peak of the Azlanti civilization, smoke sentinels took the forms of Azlanti warriors and patrolled the borders of towns and cities to ward off invaders. They were considered great protectors, and they were occasionally used in Azlanti armies as a way to induce terror in enemy ranks.

There are few examples of rogue smoke sentinels in history, but in late Azlant just prior to Earthfall, some priests with delusions of grandeur or revenge fresh on their minds created smoke sentinels not as protectors, but as tools for assassination and sabotage. However, once such a smoke sentinel completed its mission—and it would

inevitably complete its mission—the construct would return to its tether not to regenerate but to destroy the artifact in a form of construct suicide. This raised an ethical concern among the Azlanti: Are smoke sentinels truly just constructs, built only to serve a singular purpose? Or do they have consciousness, a soul? This ethical dilemma eventually led to the practice of using smoke sentinels falling out of favor, and even being banned completely in some regions. As a result, by the time Azlant sank into the sea, very few smoke sentinels remained, and fewer still survive to this day.

CONSTRUCTION

While many secrets of Azlanti technology have been recovered from the depths of time, expert golemcrafters have yet to reverse engineer the means of building a smoke sentinel and tether. Current theories postulate that unique *ioun stones* must be utilized in the creation process, though what shape or color these *ioun stones* need to take remains a mystery.



TIDEWRETCH

This ancient, empty-eyed woman appears to have flesh made from damp, rotting wood, and sparse clumps of seaweed serve as her hair.

TIDEWRETCH

CR 6

XP 2,400

NE Medium undead

Init +6; **Senses** darkvision 60 ft.; Perception +12

DEFENSE

AC 19, touch 13, flat-footed 16 (+2 Dex, +1 dodge, +6 natural)

hp 76 (9d8+36)

Fort +7, **Ref** +5, **Will** +9

Defensive Abilities channel resistance +4; **DR** 10/slashing;

Immune undead traits

Weaknesses driftwood-dependent

OFFENSE

Speed 30 ft., swim 30 ft.

Melee 2 claws +10 (1d6+3 plus parasites)

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

At will—*entangle* (DC 16), *tree shape* (dead tree only),
wood shape (DC 16)

3/day—*aqueous orb*^{APG} (DC 17), *crushing despair* (DC 17),
enervation

1/day—*blight* (DC 18)

STATISTICS

Str 16, **Dex** 14, **Con** —, **Int** 7, **Wis** 13, **Cha** 18

Base Atk +6; **CMB** +9; **CMD** 22

Feats Alertness, Dodge, Improved Initiative, Iron Will,
Weapon Focus (claw)

Skills Diplomacy +7, Handle Animal +7, Intimidate +10,
Perception +12, Sense Motive +3, Swim +14

Languages Common, Sylvan

SQ vermin empathy

ECOLOGY

Environment any coastlines

Organization solitary, pair, or tangle (3-8)

Treasure standard

SPECIAL ABILITIES

Driftwood-Dependent (Su) A tidewretch is mystically bonded to a single piece of driftwood originating from the tree to which she was bonded in life. The tidewretch can never stray more than 300 yards from this piece of driftwood. A tidewretch who moves more than 300 yards beyond her bonded driftwood immediately becomes staggered and takes a -2 penalty on her attack and damage rolls and ability and skill checks and to the save DCs of her special abilities (including spell-like abilities). Every hour thereafter, she must succeed at a DC 15 Will save or these penalties increase by 2 (increases are cumulative). A tidewretch that is out of range of her bonded driftwood for 24 hours gains 1 negative level, which becomes permanent 24 hours thereafter, at which time she gains another negative level. Eventually, this

separation destroys the tidewretch. Unlike a dryad, a tidewretch can't forge a new bond with another piece of driftwood, though many tidewretches find that they can carry their driftwood with them, as it is not rooted to the ground like a living tree.

Parasites (Ex) The first time each round a tidewretch hits a target with a melee attack, a swarm of small parasites issues forth from the rotting wood that makes up her body, covering the target and causing discomfort and distraction. The target becomes staggered, but it can spend a standard action to brush the parasites off its body and end the effect.

Vermin Empathy (Ex) This ability functions as a druid's wild empathy, except a tidewretch can use this ability only on vermin. A tidewretch gains a +4 racial bonus on this check. Vermin empathy treats swarms as one creature having a single mind; a tidewretch can thus use this ability to influence and direct swarms with relative ease.

Tidewretches are undead dryads whose trees have died and become waterlogged driftwood. The dead state of the tree to which a tidewretch is bound is reflected in her disfigured appearance, especially her wrinkled and cracked wooden skin. Bits and pieces of the tidewretch have completely rotted away, leaving nothing but scar-like holes in her decomposing flesh. A tidewretch's fingers have sharpened into claws, and her eyes have become cold and dark. Tidewretches are home to hosts of parasites, and small insects can be seen skittering in and out of their cracked skin. When alone, tidewretches regularly weep tears of dirty water in lament for their fallen trees.

Tidewretches are usually around 5 feet tall and weigh about 90 pounds.

ECOLOGY

When a dryad's tree dies and falls into a body of water, the dryad inhabiting it sometimes survives to become a twisted, vengeful tidewretch. Such a creature follows the largest section of the remains of her dead tree down the currents of whatever body of water it travels, having little control over where it might end up. Along the way, the undead fey slowly begins to rot, quickly collecting parasites and fungi that survive on the nutrients in the driftwood and in the tidewretch herself.

Tidewretches are viewed as unnatural by regular dryads and other fey. Animals are easily spooked by their presence, and water-dwelling creatures give them a wide berth. However, a tidewretch's quick movement through lakes and rivers makes her difficult to keep track of and predict. Tidewretches stalk riverbanks and shorelines for unsuspecting creatures to torment and destroy before moving on. They leave their victims in a particularly grotesque state: their victims' bodies are drained of all natural fluids, which are replaced to the point of overflowing with filthy, brackish water.

Despite their love of killing, tidewretches have no need to eat flesh to survive, and they continue their undead existence as long as their bonded driftwood remains intact. Because their survival depends on the security of their driftwood, many tidewretches hide their bonded driftwood among large piles of detritus or bind their driftwood with chains or sturdy seaweed ropes to the bottom of a body of water, floating like haunted buoys deep beneath the surface. Occasionally, a tidewretch may drag her driftwood inland and carve it into a piece of furniture, an idol, or a totem, or she might even use it as part of the construction of a makeshift structure. In any case, the tidewretch works to ensure her driftwood is either hidden or obscured so that her greatest weakness does not bring about her undoing.

A tidewretch is considered a menace to nature, and she is a highly sought-after target for druids and protector fey. Tidewretches take trophies from hunters who fail to destroy them, as reminders of both the warmth of life and their undying desire to survive no matter the cost. This leads to them collecting treasures that they store in the crevasses of their driftwood trees. These large stashes of treasure often lead more hunters and adventurers to seek the riches that ancient tidewretches carry.

HABITAT AND SOCIETY

Tidewretches' constantly traveling, mobile homes make for many potential habitats. Usually, a tidewretch is either moving with a current or settled on a still body of water. Tidewretches most often originate along the sides of forest rivers, and as such they encounter plenty of living victims as they travel along those rivers to their eventual resting places. While tidewretches who keep moving with the water tend to survive longer than those who remain in one spot—becoming the subjects of legend as their victims pile up—many of them try to stay in the same place for long periods of time if they can guide themselves to still water. Stationary tidewretches prefer to live in environments that resemble those where their trees used to grow. Such tidewretches seek to emulate living dryads, even burying their tree's roots and draping any branch-fragments with greenery.

Tidewretches are solitary creatures by both nature and circumstance. They arise rarely and can end up in many different locales. They do not get along with creatures other than the vermin that occupy their trees and bodies, and they permit the company of others of their kind only out of a shared sense of survival. Most groupings of tidewretches (called tangles) last only briefly, collapsing when their respective members turn on one another and

try to destroy each others' driftwood to ensure dominance, or else parting ways quickly to avoid such a fate.

There are rare circumstances in which pairs of tidewretches settle in the same still water for extended periods of time. Usually the two choose to join forces to hunt and continue their tortured existences together. Such tidewretch "sisters" maintain a tenuous balance of power, and they are most often equals, sharing a single ambition rather than scrabbling to claim authority. In many cases, such pairs were dryads from the same grove who maintain a connection to one another in undeath, even while their instinct is otherwise to isolate themselves from anything they cannot destroy.



NEXT MONTH

THE FLOODED CATHEDRAL

By Mikko Kallio

As the adventurers work to track down the missing colonists, the trail leads to a nearby island. There, the adventurers discover the submerged ruins of a cathedral dedicated to a now-dead god; the site has become the lair of an ichthyic monster and its cunning minions. The adventurers must fight their way through flooded chambers and vicious monsters to find the kidnapped colonists and learn of a greater threat to the region—and to Golarion as a whole.

GODS OF ANCIENT AZLANT

By Adam Daigle

This double-sized article explores the most prominent deities worshiped in ancient Azlant at the height of the empire. Learn about who made up the Azlanti pantheon, their areas of concern, and their relationships with one another, and see how the Azlanti worshiped the pantheon, from gods whose veneration didn't survive the cataclysm of Earthfall to modern deities who were worshiped differently than they are today.

ECOLOGY OF THE CLOCKWORK

By Mikko Kallio

Clockwork constructs were among the many wonders created by the ancient Azlanti, and they are still found in the Inner Sea region, from temples of Brigh to the technologically advanced Grand Duchy of Alkenstar. Learn the history of clockworks, the secrets of constructing and modifying them, and their role in societies both extant and extinct. This exhaustive resource includes a comprehensive index of all Pathfinder RPG clockworks to date and is a must-have for artificers of all sorts.

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SINGING CUBE

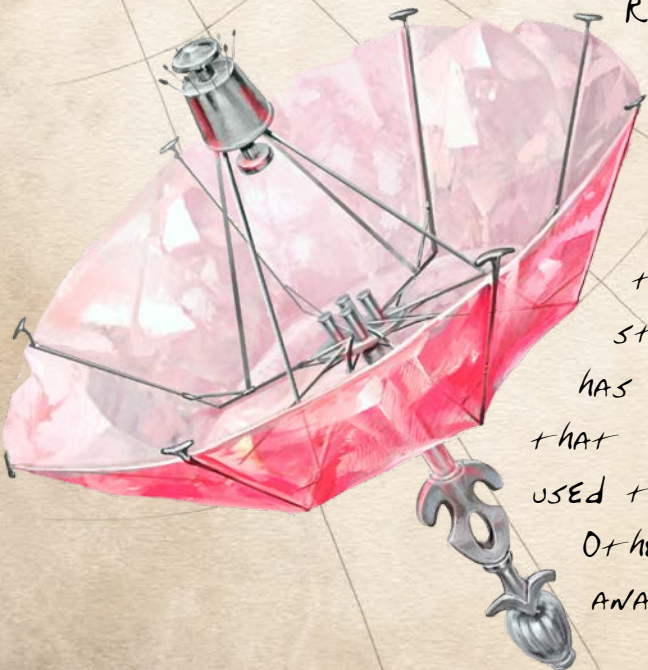
To date, only 14 of these magical cubes have been discovered. Each of the unearthed cubes are a slightly different size, and the fine carvings vary from one to another. Tracing a finger around some of the lines causes the cube to emit music and soft singing, with different lines each producing a different song. Between the 14 discovered cubes, historians have gathered what they believe to be 76 songs from the Age of Legend, though many are incomplete or extremely faint.



SKYWARD FUNNEL

Explorers venturing into Atlanti ruins have found shattered fragments of these delicate devices, but they have yet to find one intact.

Restored diagrams of what is believed to be the complete device indicate that these ruby-vented instruments were mounted at the top of stone and metal towers. Researchers believe that the funnels gathered energy from the stars. What that energy was used for has been lost to time, but many speculate that it could be stored in batteries and used to power other devices at a later time. Others think the objects were used to analyze the stars on cloudy nights.





ISLAND INTRIGUE

After working to secure their settlement on a surviving fragment of the lost continent of Azlant, the adventurers aid the colony by exploring the rest of the island to search for resources and look for potential dangers. Soon they learn of a sea hag whose attempts to revive the powerful oracular powers of the Azlanti threaten the island's inhabitants. But an even greater peril confronts them as they begin to notice that some people in the settlement are acting strangely—a haunting echo of the clues left behind after the original settlers vanished. Sinister forces are at work in the colony, and the adventurers must uncover a menacing threat to the settlement before they become the next victims of a vile plot.

This volume of Pathfinder Adventure Path continues the Ruins of Azlant Adventure Path and includes:

- “Into the Shattered Continent,” a Pathfinder RPG adventure for 4th-level characters, by Robert Brookes.
- A gazetteer providing a look at some of the history, interesting denizens, and points of interest in the region where this story unfolds, by Adam Daigle.
- A collection of rare magical treasures from ancient Azlant, by Ron Lundeen.
- A bestiary full of monsters that inhabit the islands, by Ayla Arthur, Robert Brookes, Lucas J.W. Johnson, Robin Loutzenhiser, and Mark Moreland.



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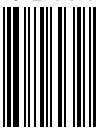
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