

PATHFINDER[®]

ADVENTURE PATH[™]



RUINS OF
AZLANT

TOWER
OF THE
DROWNED DEAD

by Ron Lundeen

RUINS OF AZLANT REGION

ALABASTER TRIDENT



ANCORATO

• TALMANDOR'S BOUNTY

ZANAS-TAHN

0 5 MILES



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ON THE COVER



The undead master of a sunken tower, the lich Auberón the Drowned graces Setiawan Lie's cover art, while Kyra battles a deadly clockwork cephalopod in the background.



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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.

Advanced Player's Guide

APG

Occult Adventures

OA

Bestiary 2

B2

Ultimate Combat

UC

Horror Adventures

HA

Ultimate Equipment

UE

Monster Codex

MC

Ultimate Magic

UM



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FROM PAST TO PRESENT

When I began planning out this Adventure Path, I knew I'd have to do some research. I mean, that's pretty obvious, because we always do research before starting the outline for these campaigns, but I knew this time it would be a long process of digging through some of our oldest books. Since we've produced so many books in the last 10 years of making up things about a little planet called Golarion, it's easy for bits of lore to fall between the cushions.

Some people were expecting that we'd do a Pathfinder Campaign Setting book about the lost continent, and that even came up in some of our internal meetings while planning out the year's books. I was against the idea because I felt like it would give too much away and erode the sense of mystery and exploration. Since there are still plenty of little bits of Azlanti lore spread throughout the entire catalog of Pathfinder material, some felt it would

be a good idea to gather that all into one book, but I didn't want to pin too many things down. This decision gave the authors working on this Adventure Path much more flexibility and freedom to create the coolest stuff they could instead of feeling beholden to a whole book of preexisting material that they could only build on to.

But those scattered references still lingered out there, so I had to find and gather them so that my team of authors could do their job accurately, which led to my own little Azlanti research project.

To start my research, I came up with a list of keywords, such as Azlant (and Azlanti), aboleth, and Earthfall. Then I searched through all of our PDFs to see where those words show up. Doing this, I learned a few things. First, writers and developers in the early days of Pathfinder absolutely loved to name-drop the Azlanti. Apparently, those Azlanti were up to all sorts of things—weird things such as

domesticating attack bunyips and using giant beetles as war machines. Sometimes, ideas just quietly slide away.

I also discovered how often some variation of the phrase “When Azlant sank beneath the waves...” or “When Earthfall destroyed Azlant...” shows up in books simply to provide a chronological context. These led me to a lot of false positives in my search, but then there were little canon tidbits I had read at one point and forgotten until I pulled them up in my searches, and I picked up little details to pepper into the campaign. For example, I was reminded that the destruction of the Twins, Damiar and Iovo, occurred during the time of Azlant.

Of course, I didn’t just keep all this information for myself. I compiled the important and potentially significant parts into a rambling document and sent it to all six of the authors working on this Adventure Path’s adventures—with caution to ignore the weird parts, of course.

Digging into this research project, I even came across a couple of things I had attached to the Azlanti in writing I did when I was a freelancer. One of those ended up being the final boss of this adventure. I first included a mention of Auberon the Drowned in *Pathfinder Adventure Path* #48 in an article about a few well-known liches on Golarion. It featured some of the big names we had already mentioned and introduced some additional immortal undead, one of which was ol’ Auberon. He existed as only a few paragraphs in an article, but his level and location made him a good fit for the villain in one of the later adventures in the Ruins of Azlant. (I also dipped into that article a couple of other times to put some more light on Alling Third in the Iron Gods Adventure Path and Meyi Pahano in *Pathfinder Campaign Setting: Undead Unleashed*.)

After establishing Auberon as the main villain of this adventure in the outline, I left it up to Ron Lundeen to flesh him out a bit more and tie him to the plot, which he did wonderfully. Having all of the authors of this Adventure Path’s adventures collaborating made this a nearly seamless process, as everyone was able to call out the narrative threads they were working with to weave a richer story. As we were coming up with more details about the Ioun Imperative and the Spindle Solution, it made perfect sense that this megalomaniacal Azlanti wizard would have been associated with one of these organizations, or at least known some of the people in them.

During the course of fleshing out the adventure, Ron came across mention of a clockwork leviathan that resembled a mechanical octopus that roamed the Arcadian Ocean: a surviving creation from ancient Azlant named Xochatli. It turned out that I first dropped that critter in an article about sea monsters in *Pathfinder Adventure Path* #60. I swear I wasn’t just trying to get my previous creations into this Adventure Path! That was all

AUTHOR SHOUT-OUT

I first started working with Ron when I hired him to write an article for *Pathfinder Adventure Path* #74. I had seen him on the messageboards for a while, and he had recently written some Pathfinder Society scenarios and came with a glowing recommendation from Mark Moreland. I loved what he turned over and immediately put him in my “will work with again” category of freelancers.

Since then, Ron has helped rescue projects for me a few times. He’s been someone who I’ve approached with a big project on a short deadline when someone else had dropped the ball. He quickly said yes and delivered an excellent manuscript in record time. Ron has been a rock star when it comes to adventures, working on multiple Adventure Path adventures as well as organized play scenarios—so chances are, you’ve already played something he’s written.

I’ve long thought that Ron isn’t really a human. He has a family, works a full-time job, is involved in his community, and manages to write all this stuff. He works quickly, and his turnovers are always clean. I just don’t know how he does it. One of the humbling things about being a developer is when it becomes obvious to you that one of your writers might be better at all this than you are. The best thing is that Ron is a great guy and would never brag about himself, so I get to brag for him here. If you enjoy this adventure, go check out the other great things he’s written!

Ron’s doing. But it did make sense that this thing could have been a creation of Auberon, and this Adventure Path would be a perfect place for Xochatli to show up again, this time with full statistics—in fact, the tentacled creature on the cover of this book is Xochatli!

A lot of small references to things previously published have ended up in this Adventure Path, many of which have been further detailed and fleshed out a bit. There’s also a ton of new information about Azlant and the way things were before Earthfall—at least in the region where this campaign takes place. I apologize now to the dedicated crew who updates the PathfinderWiki for all the updates they’ll be making to the relevant pages. (And thanks for keeping such a valuable resource current!)



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TOWER OF THE DROWNED DEAD

FOREWORD

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PART 2: IN THE HAFT

PART 3: THROUGH THE VAULTS

PART 4: THE HIGH HALLS

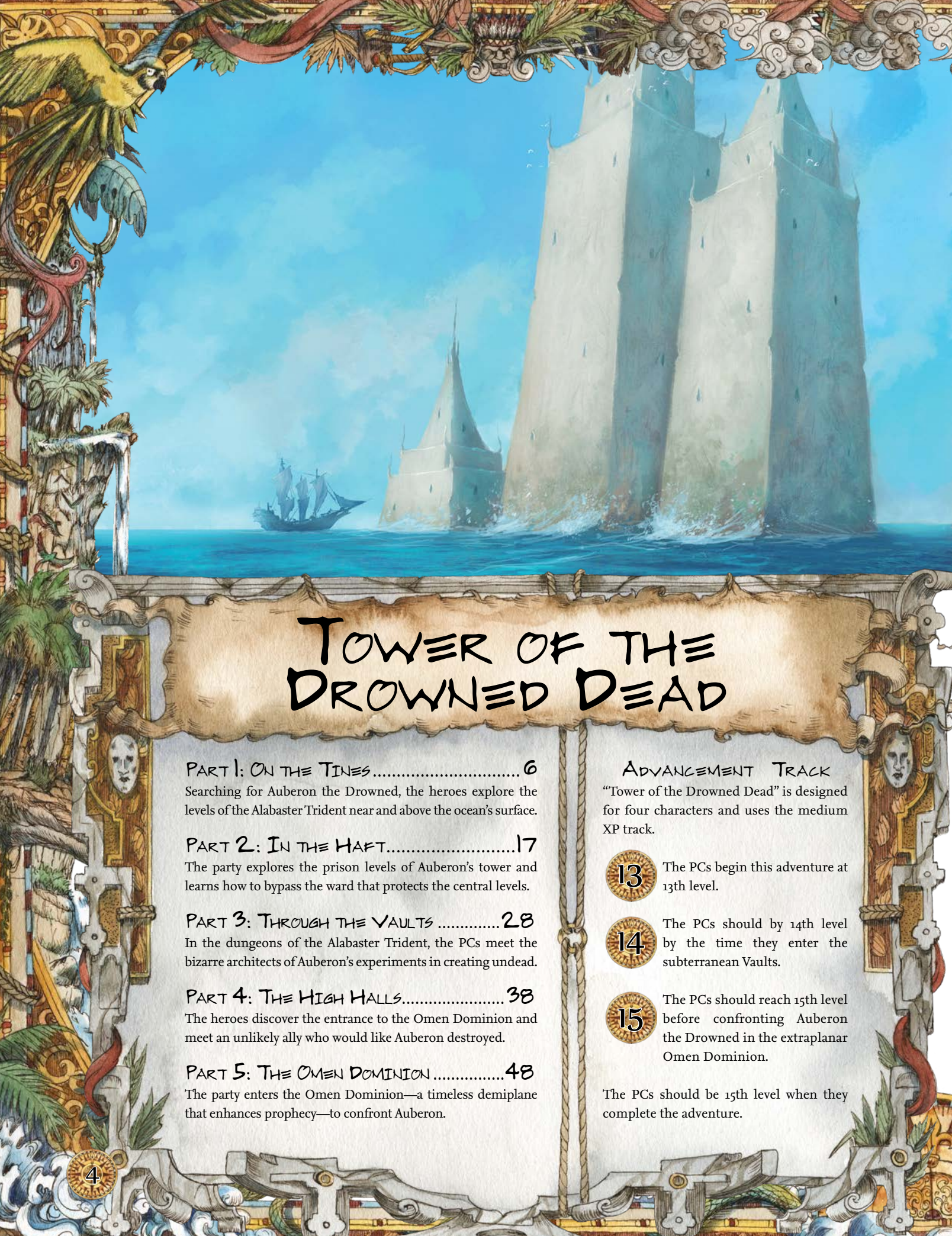
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Searching for Auberon the Drowned, the heroes explore the levels of the Alabaster Trident near and above the ocean's surface.

PART 2: IN THE HAFT 17

The party explores the prison levels of Auberon's tower and learns how to bypass the ward that protects the central levels.

PART 3: THROUGH THE VAULTS 28

In the dungeons of the Alabaster Trident, the PCs meet the bizarre architects of Auberon's experiments in creating undead.

PART 4: THE HIGH HALLS 38

The heroes discover the entrance to the Omen Dominion and meet an unlikely ally who would like Auberon destroyed.

PART 5: THE OMEN DOMINION 48

The party enters the Omen Dominion—a timeless demiplane that enhances prophecy—to confront Auberon.

ADVANCEMENT TRACK

“Tower of the Drowned Dead” is designed for four characters and uses the medium XP track.

13

The PCs begin this adventure at 13th level.

14

The PCs should be 14th level by the time they enter the subterranean Vaults.

15

The PCs should reach 15th level before confronting Auberon the Drowned in the extraplanar Omen Dominion.

The PCs should be 15th level when they complete the adventure.

ADVENTURE BACKGROUND

The Azlanti were strong advocates of learning and prophecy, and these two institutions often came together in the form of Azlanti prophecy halls. Prophecy halls were bastions of education and research, but they also contained chambers where oracles and seers could hone their gifts. Although some prophecy halls were private, the majority were publicly accessible, their libraries and prognostications available to anyone with the ability to pay. The Alabaster Trident was a large and prestigious prophecy hall, a tall tower constructed around the entrance to a timeless demiplane wherein prophecy was enhanced. The Alabaster Trident contained far more than the gate to the Omen Dominion; it hosted libraries, laboratories, and—within the three tines that crowned the tower—sophisticated observatories. The Alabaster Trident drew some of Azlant's best prophets, astronomers, and educators, and the facility always had a long waiting list of hopefuls eager to use the place to perform their own experiments. Competition to work in the Alabaster Trident was fierce, and some of the normally mild-mannered scholars and researchers ran cutthroat ploys to make themselves appear more desirable candidates than their competition.

The Alabaster Trident also drew the attention of a powerful Azlanti wizard: a wealthy and amoral dilettante named Auberon of Kalmeron. Auberon was not only wealthy but also influential; he was affiliated with several elite organizations, including the Spindle Solution (see *Pathfinder Adventure Path* #126: *Beyond the Veiled Past*). Egotistical and arrogant, Auberon decided to take over the Alabaster Trident for himself, transforming it from a public institution into his personal home. Auberon's magical power, political clout, and wealth were so well known that none contested his claim; he simply moved into the Alabaster Trident and started making renovations. The scholars and prophets who refused to acknowledge Auberon's leadership were summarily dismissed or mysteriously disappeared.

Auberon converted several of the lecture rooms into guest quarters, renovating an entire floor near the top of the tower for use as his private chambers. He reconfigured several of the laboratories for his personal projects, such as alchemy and clockworks. After plundering whatever items from the tower's vaults he found useful, Auberon installed eldritch mechanisms in those vaults to enhance his necromantic studies. Unwilling to endanger the valuable Omen Dominion, Auberon left the demiplane substantially untouched, although he kept several enslaved cyclopes in the Omen

Dominion as his personal prophets and also took over a lodge within the demiplane.

Auberon lent his extensive magical knowledge and libraries full of recorded prophecies to the Spindle Solution, but his aims were fundamentally misaligned with that organization. The Spindle Solution sought to establish Azlanti dominance and improve humanity's condition; Auberon became increasingly focused on discovering and eradicating humanity's enemies. When the Spindle Solution learned of the pending cataclysm of Earthfall—due in part to the prophetic records he provided—he became obsessed with placing blame rather than averting the disaster (which he deemed ultimately inevitable). Auberon was one of the few Azlanti to understand the dangerous reality of the veiled masters—long considered fictitious bogeymen by most Azlanti—and sought to punish them along with their aboleth minions and assorted servitor races. Understanding that he could not fully enact his vengeance if he didn't survive Earthfall, yet unwilling to leave the Alabaster Trident, Auberon forced himself through the demanding arcane trials of becoming a lich. With his immortality ensured, he could fully focus on his genocidal purges.

Earthfall crumbled most of Azlant into the sea, and the Alabaster Trident was no exception. The tower slipped beneath the waves, but the magic used in the building's construction, as well as the modifications Auberon had introduced, kept it mostly intact. When the oceans settled, only the topmost tines protruded above the surface. The remainder of the Alabaster Trident—except for the Omen Dominion demiplane—was wholly submerged.

As an undead creature, Auberon survived his tower's submersion and came to be known as Auberon the Drowned to the few survivors who later learned of his evil. His drive to punish the initiators of Earthfall intensified, and he became convinced that aquatic elves and merfolk were just as much to blame as the aboleths and the veiled masters. He destroyed entire underwater communities near his tower, capturing and torturing any inhabitants unlucky enough to survive these attacks. He continued to grow his legion of undead followers, taking some of the inhabitants of the destroyed aquatic communities and transforming them into undead monstrosities. In addition to his loyal shadows and zombies, Auberon employed a clan of scrag in the upper reaches of his tower, commanding the creatures via magic rather than deigning to visit in person.

After its release from stasis months ago, the veiled master Ochymua learned of Auberon the Drowned and his millennia-long genocidal campaign. Ochymua remembered Auberon of Kalmeron from the last days of Azlant, and it knew that Auberon had been affiliated

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PART I: ON THE TINES

with the Spindle Solution. In fact, Auberon was one of Ochymua's targets as he spied on the growing magical and military might in the Twin Jewels of Kynos—Shaval-Kehn and Kalas-Ti. Picking up the mission thousands of years later, Ochymua surmised that it could acquire information from Auberon about the Spindle Solution's secret base, the Compass. Instead of venturing to the ruined tower in person, Ochymua initially sent an aboleth minion named Uluuthan to recover this information, but the veiled master underestimated Auberon's might; Auberon killed the aboleth spy and reanimated it as a vampire minion.

With Uluuthan's failure, Ochymua had to take matters into its own tentacles. Aware that Auberon's undead nature made him immune to straightforward enchantments, Ochymua instead disguised itself as a fawning human supplicant seeking to become Auberon's apprentice. The lich fell for the veiled master's ruse and invited Ochymua into the Alabaster Trident. After a few weeks of honeyed words and eager participation in Auberon's murderous experiments, Ochymua gained the lich's further trust. Auberon invited Ochymua into the Omen Dominion, even going so far as to grant his "apprentice" a lodge in the demiplane. From within the Omen Dominion, Ochymua finally struck. It pried the information about the Spindle Solution's location from Auberon's records in the Omen Dominion and fled. In addition, Ochymua stole the large unique *ioun stone* serving as Auberon's phylactery. One of Auberon's scrag minions witnessed Ochymua's flight, as well as its transformation into its true form, revealing to the lich the source of his deception.

When Auberon learned that he'd been tricked and that his "apprentice" had been a veiled master in disguise, rage, shame, and apprehension consumed him. Auberon now frantically seeks a means to recover his phylactery that will not expose him to danger. He originally warded his phylactery with powerful magic to resist detection—an effort that seemed wise millennia ago—but that means he cannot easily locate his stolen phylactery now.

Auberon recalled his most powerful minions and clockwork mechanisms, including the sentient clockwork cephalopod Xochatli, to defend the Alabaster Trident from further intrusion. The lich then locked himself inside the Alabaster Trident's central levels with a powerful magical ward.


Auberon believes that the central levels of the Alabaster Trident are completely sealed, but the ward has an access point through the underground vaults. When the PCs arrive at the Alabaster Trident seeking Ochymua, they must assault the well-defended tower, discover the hidden entrance to the central levels and the Omen Dominion, and confront the frantic Auberon.

The adventure begins when the PCs arrive at the location of the Alabaster Trident, home of Auberon the Drowned. The journey from the underwater city of Talasantri to the Alabaster Trident is a trip of roughly 150 miles, which passes through the group of islands of which Ancorato is a part. From Talmandor's Bounty, the Alabaster Trident is about 65 miles to the northwest. On the journey, you might decide that the PCs encounter the clockwork kraken Xochatli (see area **D10**) as it returns to the tower. In this case, Xochatli doesn't intend to kill; it emerges from the deep ocean to make a single attack against a PC or the PCs' vessel, and then it jets away in the direction of the Alabaster Trident. With a successful DC 20 Knowledge (local) check, a PC recalls legends of a clockwork kraken named Xochatli that patrols the seas around shattered Azlant, sinking ships and crushing mariners; Xochatli's hurried departure is notably out of character with these stories. You can also provide your PCs with other monster encounters on their voyage, particularly if they have not yet reached 13th level, or you can jump right into the action in this adventure.

The PCs likely believe that they will encounter the veiled master Ochymua in the Alabaster Trident; they do not know that Ochymua has already left the tower for the Compass, the secret weapon-development arm of the Spindle Solution, having convinced Auberon to reveal its location.

The upper levels of the Alabaster Trident are called the Tines, as they resemble the three tines of an upthrust trident. The Tines consist of a wide base supporting three smaller towers. During the days of Azlant, the Tines contained classrooms and observatories. Auberon was, at best, an amateur astronomer, but he had no other immediate use for these rooms, so he left them as they were originally built. After Earthfall, the Alabaster Trident was almost entirely submerged, with only the tops of the three towers poking above the ocean's surface. Although these levels are made of the same durable, magically reinforced, cream-colored stone as the rest of the Alabaster Trident, they have suffered the most deterioration. Waves and weather beating against these upper towers over millennia have left them cracked and pitted. The eastern tower collapsed entirely many years ago, leaving only rubble just below the waterline. The exterior of the towers is stained with sea salt and crusted with barnacles, dead seaweed, and moss.





SCRAG FORCES

Cousins of trolls, scraggs are aquatic menaces. The majority of the stat blocks for the scraggs encountered in the Alabaster Trident are taken from *Pathfinder RPG Monster Codex*, using the troll stat blocks in that book. The statistics provided here adjust for the change from troll to scrag and reference both the *Monster Codex* and the original section on scraggs in the troll entry on page 268 of *Pathfinder RPG Bestiary*. Most notably, scraggs have the aquatic subtype, the amphibious special quality, a base speed of 20 feet, and a swim speed of 40 feet. A scrag's regeneration functions only when the creature is in contact with water.

A1, A2, and A3 are above water; the rest of the Tines—and, in fact, the rest of the Alabaster Trident other than the Omen Dominion demiplane (area **E**)—are filled with ocean water. The ceilings inside the Tines are 20 feet high unless otherwise indicated. The doors are made of reinforced stone (hardness 15, hp 30, break DC 25) and open easily unless otherwise indicated. Unlike much of the rest of the Alabaster Trident, the Tines contain sweeping stone staircases that remain intact, although they are not normally used by the denizens who swim about in the submerged rooms. The few windows in the Tines are opaque, as they are crusted with barnacles and seaweed on the outside and ages of filth on the inside. Grimy domes containing *continual flame* illuminate the rooms in the Tines with dim light.

The easiest entries to the Tines are through areas **A1** and **A2**. The crack leading into area **A1** is 30 feet above the surface of the sea, and the hole in the roof of area **A2** is 20 feet above the waterline. Climbing to either opening requires a successful DC 15 Climb check to scale the encrusted towers. PCs exploring underwater discover the balconies leading to areas **A9** and **A10**, as well as the seaweed-choked remains of the crumbled tower in area **A4**.

Use the map on page 7 for this location.

A1. WATCH POST (CR 13)

This tower chamber stands high above the waves. The roof of the tower is a stone spire with a triangular opening facing to the east. This opening is eight feet wide at the bottom and rises nearly to the top of the spire. A tangle of rusted scrap metal lies on the floor next to a set of stone stairs that descend deeper into the tower. Half-chewed animal carcasses—primarily large fish, sea birds, and seals—are scattered about this room, producing an eye-watering reek.

This chamber was once the principal observatory of the Alabaster Trident. The scrap metal is all that remains of a powerful telescope once mounted here that looked beyond Golarion and tracked the stars; the scraggs now use the bits of metal to pick their teeth and jab at one another when bored. The scrap metal's original function can be deduced with a successful DC 25 Knowledge (engineering) check. The room's ceiling used to swivel on tiny rollers, allowing the telescope to be pointed through the spire's slit to any location in the sky, but the mechanism long ago seized up.

The ceiling of this room is fairly well protected from the elements. Carved into the ceiling, which rises to a point 40 feet above the floor, are several sweeping arcs and small symbols. With a successful DC 15 Knowledge (nature) check, a PC identifies the symbols and arcs as depicting the motions of the planets as visible from this room.

The stairs descend to area **A3**.

Creatures: Three scraggs ostensibly stand guard here, but they mostly quarrel with one another. Although they are supposed to be watching for trouble, the lack of action and the unchanging view over the open ocean to the east have left them bored and distracted. Unless warned of trouble, these scraggs take a –4 penalty on Perception checks to notice intruders. Eager to break the monotony, they drink their *potions of bull's strength* once alerted and rush into battle, clambering outside of the tower if necessary to get at opponents. Their fearless faith in their regeneration spurs them to fight to the death.

SCRAG RENDERS (3)

CR 10

XP 9,600 each

CE Large humanoid (aquatic, giant)

hp 147 each (*Pathfinder RPG Bestiary* 268, *Pathfinder RPG Monster Codex* 228)

Speed 20 ft., swim 40 ft.

SQ amphibious, armor training 1

Treasure: Among the wreckage of the telescope lie two exquisitely crafted lenses that have maintained their clear cut despite the intervening years. Each is worth 700 gp.

A2. VISTA TOWER

The ceiling of this room rises towards a point, but the top of the point is broken off in a jagged hole fifteen feet in diameter, exposing this room to the elements. Thick strands of seaweed woven into a rope ladder stretch from the hole to the floor. An inch of seawater covers the floor in this room, but a set of stairs leading downward is visible beneath the water's surface.

Like area A1, this chamber was once used for astronomical observations. The scrag occasionally use it as an entrance, replacing the seaweed ladder when it decays or tears. The top point of the ceiling cupola once contained a large pivoting telescope, but all of the machinery is long gone, leaving only a gaping hole. Though the ceiling is too damaged to make out the carvings that once graced it, the walls of the room contain faded tiles that depict the lands that once surrounded the Alabaster Trident, as viewed from this lofty height. These tiles show rolling fields, colonnaded buildings, and wide roads. On the south side of the room, the tiles show a large city in the distance, straddling both sides of a vast river.

The stairs descend to area A5.

A3. DRY LARDER

This large room stinks of rotten meat. Rusting hooks driven into the stone of the ceiling suspend carcasses of various creatures, including a pair of humanoids. A set of stone stairs rises through a hole in the ceiling and descends into lapping seawater.

The scrag store food used to train their snapsnaps in this room, leaving the meat out of the water where the snapsnaps can't catch its scent. Dahaaka has made it clear that any scrag who eat this meat will be fed to the snapsnaps instead, so the scrag grudgingly leave it alone.

The stairs ascend to area A1 and descend to area A6.

Treasure: The hanging humanoids are the remains of Ulfen explorers. One still wears an iron ring of improved swimming designed to resemble a linnorm.

A4. DANGEROUS SEAWEED (CR 13)

The top of the third tine crumbled into the room below it, so this area is wholly blocked and does not access the interior of the Alabaster Trident. Now much shorter than the other two tines, this ruined tower rises to just above or below the ocean's surface depending on the tide. Ropy seaweed appears to grow atop the rubble, waving in the currents.

Creature: The seaweed is actually a malignant creature that was awakened by Glorballo's vile rituals in the room beneath it. Although there is no direct connection to area A7 from here, the energies of Glorballo's rituals echo through the stone and have awakened the creature to evil sentience. Unwilling to travel far from its stony perch, the seaweed beast lashes out at any creature that approaches this area or the balcony in area A10. Glorballo is unaware of the beast's creation as a side effect of his rituals; in fact, the beast is just as likely to attack marsh giants that venture too close as any other creature.

SEAWEED BEAST

CR 13

XP 25,600

Variant viper vine (*Pathfinder RPG Bestiary* 2 279)

NE large plant (aquatic)

hp 190

Speed 10 ft., swim 10 ft.

Skills Perception +13, Stealth +13, Swim +16

SPECIAL ABILITIES

Aquatic Cloud (Su) The seaweed beast's captivating cloud ability functions normally underwater, but it is dispersed by a moderate or stronger current.

A5. SCRAG LAIR (CR 13)

Some of Dahaaka's scrag lair in this chamber, which is empty save for five heaps of seaweed the scrag use as bedding. A wooden figurehead over 6 feet long is badly hidden in one of the heaps of bedding. The figurehead depicts a snarling dragon, and it was torn from the Ulfen longship that also provided the two corpses in area A3. The male scrag barbarian finds the figurehead oddly appealing, although it is valueless. Stone stairs rise to area A2 and descend to area A8.

Creatures: A family of scrag lounges in this area, bragging about their prior raids and hoping Auberon will soon command them to undertake another. They savor the violence they get to enact almost as much as they desire the approval of their powerful master.

The two berserkers, a mated pair, are both making ludicrous boasts about capturing armies of merfolk and eating thousands of sea elves, each trying to outdo the other's claims. Their three grown children barely have the intellectual capacity to follow the increasingly implausible conversation.

These scrag leap into battle with intruders without regard for their own well-being, trusting in their regeneration to keep them alive, but a scrag flees if dealt more than 20 points of acid damage in any single attack.

SCRAG BERSERKERS (2)

CR 9

XP 6,400 each

CE large humanoid (aquatic, giant)

hp 168 each (*Pathfinder RPG Bestiary* 268, *Pathfinder RPG Monster Codex* 227)

Speed 30 ft., swim 40 ft.

SQ amphibious, fast movement

SCRAG RIPPERS (3)

CR 8

XP 4,800 each

CE large humanoid (aquatic, giant)

hp 118 each (*Pathfinder RPG Bestiary* 268, *Pathfinder RPG Monster Codex* 228)

Speed 20 ft., swim 40 ft.

SQ amphibious, armor training 1

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A6. GARRELS AND RECEPTION

The east and west walls of this room are divided into several cubicles, each with a small stone desk. The room's south end contains a stone table and a twelve-foot-tall statue of a man in long robes with a severe widow's peak. The statue leans over the table, looking down at it critically. Stairs lead up and down to the north.

Containing several carrels once used by astronomers, this area sees little use by the scrag. The south wall once contained a shrine to Desna, whom the Azlanti revered as the goddess of stars and astronomy, but Auberon reshaped the statue of Desna in the shrine to look like himself and the altar to resemble a planning table. The table is contoured to resemble a topographical map and magically modified to represent the geographical features of the surrounding area. At the center is a miniature version of the Alabaster Trident sticking up 4 inches from the surface, with the seafloor within

a mile in every direction depicted. (Although any caches or lairs depicted on this map are outside the scope of this adventure, feel free to add additional interesting terrain features to tempt the PCs.)

The room contains a permanent *alarm* spell (CL 16th) that alerts Auberon with a unique mental ping when a creature comes within 5 feet of the planning table. Auberon then casts *enter image* to animate the statue and interact with the visitor. Normally, the scrag approach this table only with important messages or to introduce visitors to the Tines; for example, it is here Auberon spoke with Glorballo and his marsh giants, and where Ochymua—in the form of a human—first pleaded with Auberon to join the Alabaster Trident as the lich's apprentice.

The stairs lead up to area A3 and down to area A8.

Development: With the tower on heightened alert, Auberon worries about unexpected intruders. If the *alarm* is triggered, Auberon casts *enter image* within 1d10 rounds and looks around the room. If anyone unexpected is present—such as the PCs—Auberon demands to know who they are and why they have come to the Alabaster Trident. So long as the PCs are civil, Auberon limits the conversation to telling them to leave his tower or risk their destruction. If the PCs are threatening or display any knowledge of Ochymua, veiled masters, or a secret Azlanti facility, the paranoid lich becomes particularly concerned about these visitors' motives and prepares a faster response to future alarms, as described in areas A9 and B3.

A7. IMPROMPTU SHRINE (CR 15)

The ceiling of this large room is a jagged mass of uneven stone, and several large stone blocks are scattered about the floor. Some of these stones have been pushed together against the west wall to form a crude altar. Chiseled into the wall above it is the image of a horrid ichthyic creature with tentacles and fangs. A wide set of stairs leads downward from this room. A nearby set of stairs leads up, but it ends in a pile of rubble.

The marsh giant visitors to the Alabaster Trident once all crammed into this room as their quarters, but when it became clear that Auberon was going to allow them to stay, Glorballo moved his other giants to area A10 and converted this room into a shrine to Dagon. The other marsh giants come to this room two or three times each day to participate in debased rites



GLORBALLO

to Dagon involving guttural chanting, torture of sea animals, and self-mortification.

The stairs here lead down to area A10.

Creatures: Glorballo is a particularly large marsh giant wearing gold jewelry of alien design. He is almost always found in this room, either planning or enacting rites to Dagon. As long as his status as a guest is unchallenged, Glorballo is content to slowly marshal his power until an opportunity arises to overthrow Dahaaka and, hopefully thereafter, Auberon. He does not immediately resort to combat, but imperiously demands that any intruders leave this room. If it's clear that intruders have attacked the other marsh giants, or if they are not appropriately obsequious, Glorballo attacks.

GLORBALLO

CR 15

XP 51,200

Male brineborn marsh giant cleric of Dagon 10 (*Pathfinder RPG Bestiary* 2 292, 129)

CE Large humanoid (aquatic, giant)

Init +11; **Senses** low-light vision; Perception +28

Aura destructive aura (30 ft., +5, 10 rounds/day)

DEFENSE

AC 30, touch 16, flat-footed 23 (+3 armor, +6 Dex, +1 dodge, +11 natural, -1 size)

hp 219 (22d8+120)

Fort +20, **Ref** +14, **Will** +20

Defensive Abilities rock catching

OFFENSE

Speed 40 ft., swim 40 ft.

Melee *trident of warning* +25/+20/+15/+10 (1d8+12) or 2 slams +25 (1d6+10)

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

Special Attacks channel negative energy 8/day (DC 20, 5d6), destructive smite (+5, 10/day), rock throwing (120 ft.), scythe of evil (5 rounds, 1/day)

Spell-Like Abilities (CL 12th; concentration +17)

Constant—*speak with animals*

3/day—*augury*, *bestow curse* (DC 19), *confusion* (DC 19), *contagion* (DC 18), *fog cloud*, *quench* (DC 18)

Domain Spell-Like Abilities (CL 10th; concentration +17)

10/day—*touch of evil* (5 rounds)

Cleric Spells Prepared (CL 10th; concentration +17)

5th—*dispel good*^o, *greater command* (DC 22), *slay living* (DC 22), *unholy ice*^{um}

4th—*discern lies* (DC 21), *dismissal* (DC 21), *summon monster IV*, *terrible remorse*^{um} (DC 21), *unholy blight*^o (DC 21)

3rd—*bestow curse* (DC 20), *blindness/deafness* (DC 20), *cure serious wounds*, *invisibility purge*, *magic circle against good*^o, *protection from energy*

2nd—*death knell* (DC 19), *desecrate*, *hold person* (DC 19), *resist energy*, *shatter*^o (DC 19), *sound burst* (DC 19), *spiritual weapon*

1st—*cause fear* (DC 18), *command* (DC 18), *cure light wounds*, *curse water* (DC 18), *divine favor*, *sanctuary* (DC 18), *true strike*^o

0 (at will)—*bleed* (DC 17), *create water*, *detect magic*, *guidance*

D domain spell; **Domains** Destruction, Evil

TACTICS

During Combat Glorballo is a patient combatant, setting up devastating attacks over multiple rounds while commanding his foes to surrender. Glorballo's favorite tactic is to activate his destructive aura in the first round of combat, cast *true strike* in the second round, and then make a devastating smite using Power Attack with his trident against the most powerful enemy. He casts his other spells as the situation requires, such as *dismissal* on summoned creatures, *invisibility purge* if facing enemies he cannot see, or *death knell* on unconscious foes.

Morale Glorballo refuses to surrender and is reluctant to retreat, as he knows that failing Dagon has dire consequences. However, if Glorballo is reduced below 30 hit points, his sense of self-preservation prevails and he attempts to flee.

STATISTICS

Str 31, **Dex** 24, **Con** 21, **Int** 14, **Wis** 24, **Cha** 20

Base Atk +16; **CMB** +27 (+29 sunder); **CMD** 51 (53 vs. sunder)

Feats Combat Casting, Combat Reflexes, Defensive Combat Training, Dodge, Improved Initiative, Improved Iron Will, Improved Sunder, Iron Will, Lunge, Power Attack, Vital Strike

Skills Acrobatics +7, Diplomacy +14, Heal +16, Intimidate +26, Knowledge (religion) +21, Perception +28, Sense Motive +16, Spellcraft +11, Stealth +9 (+17 in swamps), Survival +16, Swim +18; **Racial Modifiers** +8 Stealth in swamps

Languages Abyssal, Aquan, Boggard, Giant

SQ amphibious

Combat Gear *wand of cure moderate wounds* (25 charges), unholy water (5); **Other Gear** +1 *leather armor*, Medium *trident of warning*, golden unholy symbol of Dagon, spell component pouch

Treasure: Behind the stone altar rests a golden disc 2 feet across, 2 inches thick, and carved with foul runes around a stylized octopus eye. Glorballo hopes to someday use this symbol of Dagon as a centerpiece in a more impressive shrine elsewhere in the Alabaster Trident, but he has stashed it away for now. With a successful DC 15 Knowledge (religion) check identifies the symbol on the golden disc as an ornate unholy symbol of Dagon. The golden disc radiates a faint aura of evil and is worth 8,500 gp.

Development: If the PCs are respectful (or better yet, deferential) to Glorballo, the cleric sees an opportunity to eliminate Dahaaka without throwing suspicion on

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himself or the other marsh giants. So long as the PCs seem willing, Glorballo offers them the golden disc in exchange for eliminating Dahaaka (see area A14). He also offers to cast *protection from energy* and *resist energy* to make the PCs' task easier, as he knows Dahaaka favors cold spells. Glorballo is aware that killing Dahaaka isn't sufficient, as she'll merely regenerate, and he demands to know how the PCs plan to completely destroy her. Unfortunately for the PCs, Glorballo has no intention of honoring this deal; he attacks the PCs if they return here after defeating the scrag.

A8. HALL

This curved hall contains the base of the stairs leading up to areas A5 and A6, as well as a stone door to area A9. Although this hall is normally unoccupied, the occupants of areas A5 and A9 investigate any disturbances here.

A9. TRAINING ROOM (CR 12)

This oddly shaped room has small doors in its north, east, and south walls. A set of large double doors leads to the west; both of the double doors have large windows obscured with grime and aquatic moss. Bones and pieces of broken shells litter the floor. Along a wall that juts into southeast part of the room is a large statue depicting a stern man in elaborate robes with a sharp widow's peak. The statue's face is cleaner than the rest of the piece.

The once-ornate features of this room were long ago ruined by saltwater and bored scrag. The scrag now use this room to train their snapsnaps. The only piece of ornamentation still intact is the statue of Auberon looking sternly out into the room. The scrag occasionally polish the statue's face to allow their master an unimpeded view when he uses *enter image* to observe this room. If alerted to the PCs' presence by the alarm in area A6, Auberon might attempt to track their movements from here.

The north and south doors lead to area A8 and area A11, respectively. The door to the east leads to area A10, but it is barred from the other side by marsh giants who wish to maintain their privacy (hardness 15, hp 30, break DC 30). The double doors lead to a small balcony with a stone balustrade about 3 feet high; this is the exit that the scrag use when they come and go from the tower with their trained snapsnaps.

Creatures: The snapsnaps are loyal to the scrag, but are ambivalent—and also occasionally aggressive—toward the marsh giants. Glorballo wants his giants to be able to use the creatures, so he has tasked an unfortunate marsh giant to “befriend” some of the snapsnaps.

The marsh giant is here, attempting to train a pair of snapsnaps as she's seen the scrag do, but without any luck so far.

The giant and snapsnaps are therefore frustrated and eager to lash out at any intruders. While the snapsnaps rush forward, the marsh giant uses her *confusion* and *bestow curse* spell-like abilities on the intruding PCs before entering melee. The aggressive shrimp attack any creatures in reach, including the marsh giant, and

SNAPSNAP TRAINER

fight to the death. If the marsh giant is brought below 30 hit points, she attempts to flee through the doors to the balcony, swim around to the opposite balcony at area A10, and warn the giants in area A10.

BRINEBORN MARSH GIANT CR 9

XP 6,400

hp 126 (*Pathfinder RPG Bestiary* 2 292, 129)

GIANT MANTIS SHRIMP (2) CR 9

XP 6,400 each

hp 105 each (*Pathfinder RPG Bestiary* 5 232)

Treasure: In addition to her gear, the marsh giant wears a golden disc with a stylized octopus eye worth 200 gp. With a successful DC 15 Knowledge (religion) check, a PC identifies this symbol as a representation of Dagon.

A10. GIANT QUARTERS (CR 13)

Several benches have been pushed together in this room to make large cots, each draped with seaweed. A wide set of stairs ascends along the north wall. On the east end of this room stand double doors inset with windows obscured with seaweed and grime. Along a wall that juts into southwest part of the room is a large statue depicting a man in elaborate robes with a leather bag tied over its head.

Glorballo's marsh giants moved into this room recently, rearranging the stone furniture into five beds. The double doors lead to a balcony similar to the one in area A9. The statue depicts Auberon, but the marsh giants covered its head so Auberon couldn't spy on them. Auberon hasn't yet noticed this bit of rebellion, as he rarely uses *enter image* on this statue and doesn't pay much attention to the marsh giants.

The marsh giants have barred the door to area A9 from this side to discourage curious scrag. The stairs lead up to Glorballo's shine (area A7).

Creatures: Two marsh giants converse with an extraplanar visitor summoned by Glorballo's vile rituals, an abnormally immense piscodaemon named Varkax. Varkax is preaching about the delights of poisoning and torturing other creatures, and the marsh giants are a rapt audience. Each marsh giant has doused its gaff with poison dribbled from Varkax's tentacles (Varkax's poison—injury; *save* Fort DC 24; *frequency* 1/round for 6 rounds; *effect* 1d2 Con plus staggered for 1 round; *cure* 2 consecutive saves) and they are eager to use the poison against intruders. Stoked with zealous fervor, the marsh giants fight to the death. Varkax has a stronger survival instinct; if reduced below 40 hit points, the piscodaemon uses *greater teleport* to flee and does not return.

If the inhabitants of this room suspect a pending attack, such as from hearing battering at the door or a warning from the marsh giants in area A9, Varkax attempts to summon hydrodaemons to assist.

VARKAX CR 11

XP 12,800

Giant piscodaemon (*Pathfinder RPG Bestiary* 2 293, 72)

hp 159

BRINEBORN MARSH GIANTS (2) CR 9

XP 6,400 each

hp 126 each (*Pathfinder RPG Bestiary* 2 292, 129)

Treasure: In addition to their gear, each marsh giant wears a golden disc with a stylized octopus eye worth 200 gp. With a successful DC 15 Knowledge (religion) check, a PC identifies this symbol as a representation of Dagon. Hidden under one of the beds is a +1 *giant bane* longsword that the one of the marsh giants took from a defeated Mordant Spire elf; the giant hopes to use it against the scrag someday. A successful DC 18 Perception check is required to find the spear.

A11. SNAPSAP NESTS (CR 13)

This room spans two stories and contains a large, sweeping staircase. A jumble of coral, rocks, smashed hulls, and other detritus fills the eastern side of this room. Dahaaka insisted that this rubble be carted here to provide her snapsnaps with material to build their nests. Stairs lead up to a door to area A9, and door at floor level leads to area A12.

Creatures: Four snapsnaps lurk in their nests, hidden from casual view. With a successful DC 27 Perception check, a PC spots their colorful shells amid the rubble. Although the snapsnaps let scrag freely pass through this area, they are aggressive in defending their nests from other creatures, so they fight to the death here. If intruders flee this area, 1d3 snapsnaps attempt to pursue, although the snapsnaps cannot open doors and are therefore easy to pen in.

GIANT MANTIS SHRIMP (4) CR 9

XP 6,400 each

hp 105 each (*Pathfinder RPG Bestiary* 5 232)

Treasure: One of the ship hulls used in the nest is actually a *folding boat* in its smaller boat form. The boat has the broken condition due to rough handling by the scrag, who do not realize it is a magic item. Until the broken condition is repaired, the boat cannot fully unfold into a ship. In either ship or boat form, the vessel bears the name *Trespasser's Bane* in flowing Elven script.

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A12. SCRAG GUARDS (CR 13)

Eviscerated fish, shredded seaweed, and greenish clawed fingers float lazily in this room. Several large nests of seaweed, each choked with filth, are scattered haphazardly against the walls of this room. A door in the northeast part of the room bears spiky words crudely carved above it, a door to the west has rocks and debris stacked in front of it, and a third door stands in an odd projection of wall in the southeast corner.

This is a communal sleeping and eating room shared by Dahaaka's scrag. The bits of food and troll digits floating around this room are disturbing enough, but nudging or stepping onto any of the scrag nests launches enough offal and filth into the water that all creatures in the room gain concealment for 1d6 rounds.

The blocked door to the west leads to area A13. The unmarked, south-facing door in the east leads to area A11, while the door with the writing above it leads to area A14. A long-dead scrag leader carved the writing, which reads, in Giant, "Keep Out. Chieftain Busy."

Creatures: Four scrag barbarians play gruesome betting games, wagering their own fingers; the loser of each round must bite off a certain number of fingers. The scrag have been playing this game long enough that numerous decaying fingers float about this room. They attack anyone entering this room. The scrag fight to the death, making side bets to each other in Giant (such as "Three fingers says I rip this dwarf wide open!") while they fight.

SCRAG BERSERKERS (4)

CR 9

XP 6,400 each

CE Large humanoid (aquatic, giant)

hp 168 each (*Pathfinder RPG Bestiary* 268, *Pathfinder RPG Monster Codex* 227)

Speed 30 ft., swim 40 ft.

SQ amphibious, fast movement

Treasure: Among the nests are several pieces of delicate jewelry stolen from captured merfolk and aquatic elves. Collectively, these pieces are worth a total of 1,400 gp. In addition, there's a piece of equipment that hints that not all of the scrag's captives were in fact truly aquatic elves and merfolk. Nestled among the other valuables is a *merform belt*^{UE} made from red eel skin and decorated with silver studs engraved with Varisian motifs.

A13. OBSERVATORY (CR 10)

The scrag in area A12 keep a pile of rocks in front of the door to this room, as they find the spirit within unnerving and haven't yet determined what to do about it. Moving the stones aside to open the door requires a successful DC 22 Strength check.

Two tubes protrude from the curved western wall of this room, each with a series of lenses on apertures. The tubes nearly meet above an ornate chair at head height for a seated human. The walls and chair are scorched and blackened, but a feeling of almost palpable relief hangs in the air, as if some great disaster had been averted. A plaque is affixed to the east wall near the room's only door.

The tubes are twin eyepieces of a complex but nonfunctional telescope. The plaque is in ancient Azlanti and reads, "Knowledge has a price; let us all so gladly pay it if necessary."

This small observatory was nearly the site of a psychic apocalypse shortly after the construction of the Alabaster Trident. The telescope in this room was a highly experimental magical device, able to peer much deeper into space than other Azlanti telescopes. Although initially used to acquire significant scientific lore, the astronomers working here unknowingly trained their device upon a massive and malign entity in a distant galaxy. Offended beyond reason or measure, the entity psychically reached across the immense distance to snuff out life in Golarion's system. With only moments to react, the astronomers instead switched the focus to the bright heart of the galaxy, searing the delicate machinery and incinerating everyone within the room. The desperate measure worked, severing the malignant creature's dire attention.

This gambit irrevocably destroyed the telescope and bound the astronomers' spirits into this room as a loci spirit. When the other scholars and astronomers of the Alabaster Trident pieced together what had happened, they commemorated the deceased heroes by leaving this room just as it was and installing the plaque. By the time Auberon took over the Alabaster Trident, the tale of the self-sacrificing (and now nameless) astronomers was merely a legend, but he didn't have anything better to do with this room and so left it alone.

Loci Spirit: The aggregate spirit of protection has been dormant in this room for millennia, preserving the room despite ages of exposure to seawater. Loci spirits manifest in places of positive influence or great sacrifice. While similar to haunts in many ways, loci spirits provide beneficial protections. While all loci spirits provide these basic benefits, performing a particular ceremony in a place where a loci spirit manifests can unlock greater boons and protections. Such spirits can also face corruption as a result of vile acts taking place where the spirit manifests. This corruption can change the normally beneficial effects of a manifesting loci spirit into something damaging or detrimental. The loci spirit currently has 5 remaining hit points before it is corrupted. See page 226 of *Pathfinder RPG Occult Adventures* for complete rules for running loci spirits.

The room is ward by a *magic circle against evil* effect (as a result of the loci spirit's permanent effects) and provides creatures with a feeling of relief and safety. Identifying the peaceful feeling in the room as a loci spirit and determining the appropriate ceremony to invoke it requires a successful DC 30 Knowledge (planes) or Knowledge (religion) check.

SELF-SACRIFICING ASTRONOMERS

CR 10

XP 9,600

NG protective boon loci spirit (all of area A13)

Caster Level 10th

hp 20 (currently 5); **Ceremony** Knowledge (nature) DC 30, Use Magic Device DC 30

Effect Invoking the ceremony while sitting in the chair and manipulating the lenses with the same knowledgeable, confident motions as the long-dead astronomers causes beams of bright sunlight to shoot from the lenses and into all creatures in the loci spirit's area, granting a boon of *sunbeam*. Each recipient can call forth a single beam with this effect.

Corruption Effect *sunbeam* becomes *psychic crush III*^{OA} (DC 20).

A14. DAHAAKA'S CHAMBER (CR 15)

This large room is decorated with clumps of sandy mud, each sprouting a riot of colorful seaweed. Tiny crabs, sea slugs, and other aquatic vermin roam freely about the room. A single door leads out of the room to the west with a crude carving above it. A vast circular pit yawns in an alcove near the door. A few stone steps and a partial stone banister indicate that the pit may have once held a spiral staircase, but the stairs are missing. Near the edge of the open pit is another statue of the stern, robed man.

Each of the scrag chieftains over the years has decorated this room differently. Dahaaka brought in a profusion of colorful seaweeds and vermin, which she enjoys as pets and as occasional snacks. Dahaaka would consider her life to be fairly enjoyable were it not for the recent arrival of Glorballo and his marsh giants. Although Dahaaka does not know that Glorballo is plotting to move against her and her master, she suspects that the marsh giant is not the ally he pretends to be. She wants the giant eliminated, but Auberon hasn't given her any instructions to that effect, and she fears opposing the wizard's wishes.

The only door in this room leads to area A12. The words above it read "Be Busy" in Giant and were carved by the same former chieftain who carved the warning on the other side of the door.

The hole in this room leads down into area B1 of the Haft, the prison levels of the Alabaster Trident. Dahaaka prefers to remain within sight of the statue of Auberon at the edge of the pit; she knows that her master prefers to communicate his orders by casting *enter image* on the statue, and she is sufficiently loyal that she doesn't want to miss an opportunity to please the lich.

Creatures: Dahaaka occupies this room along with her favorite snapsnap and her current favored consort. Both the shrimp and the consort move to defend Dahaaka if intruders appear and are prepared to fight to the death to defend her.



DAHAAKA

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Dahaaka's reaction to the PCs depends on whether Auberon has given her orders about them, and whether she believes Glorballo lives. If the PCs had an unfavorable discussion with Auberon in area A6, the lich has used *enter image* on the statue here to warn Dahaaka that the PCs must be destroyed. In this case, Dahaaka immediately attacks. If Auberon hasn't given Dahaaka any particular orders about the PCs and she thinks Glorballo still lives, she commands her minions to stand down and offers the PCs a deal (see Development below). Otherwise, she has no reason to parley with the PCs and attacks.

DAHAAKA

CR 14

XP 38,400

Female scrag druid (blight druid) 12 (*Pathfinder RPG Bestiary* 268, *Pathfinder RPG Advanced Player's Guide* 98)
NE Large humanoid (aquatic, giant)

Init +3; **Senses** darkvision 60 ft., low-light vision, scent; Perception +19

Aura miasma (DC 20)

DEFENSE

AC 29, touch 12, flat-footed 26 (+7 armor, +3 Dex, +10 natural, -1 size)

hp 183 (18d8+102); regeneration 5 (acid or fire)

Fort +18, **Ref** +11, **Will** +16

Immune disease, nauseated, sickened; **Resist** cold 20

OFFENSE

Speed 15 ft., swim 40 ft.

Melee bite +18 (1d8+6), 2 claws +18 (1d6+6)

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

Special Attacks rend (2 claws, 1d6+8), wild shape 5/day

Domain Spell-Like Abilities (CL 12th; concentration +16)
7/day—*icicle* (1d6+6 cold)

Druid Spells Prepared (CL 12th; concentration +16)

6th—empowered *ball lightning*^{APG} (DC 18), *cone of cold*^D (DC 20), *mass cure light wounds*

5th—*baleful polymorph* (DC 19), *death ward*, *ice storm*^D, *wall of thorns*

4th—*blight* (DC 18), empowered *chill metal* (DC 16), *control water*^D, *cure serious wounds*, *freedom of movement*

3rd—*greater magic fang*, *hydraulic torrent*^{APG}, *poison* (DC 17), *protection from energy*, *transfer regeneration*^{MC}, *water breathing*^D

2nd—*barkskin*, *chill metal* (DC 16), *control vermin* (DC 16), *fog cloud*^D, *lesser restoration*, *resist energy*

1st—*call animal*^{APG}, *charm animal* (DC 15), *cure light wounds*, *faerie fire*, *obscuring mist*^D, *speak with animals*

0 (at will)—*detect magic*, *detect poison*, *mending*, *stabilize*

D domain spell; **Domain** Water

TACTICS

Before Combat Dahaaka casts *barkskin*, *freedom of movement*, and *greater magic fang* on herself.

During Combat Dahaaka fights from behind her allies, using spells such as empowered *ball lightning* and empowered

chill metal to weaken opponents wearing metal armor.

Against large groups of foes, she prefers area effect spells such as *cone of cold* and *ice storm*. If her enemies use acid or fire against her, Dahaaka casts *protection from energy* or *resist energy* to protect herself. Although she has some ability to heal her allies if they are injured, Dahaaka prefers to use her actions in combat to eliminate enemies and patch up any surviving allies afterward.

Morale Although smarter than most scrag, Dahaaka is recklessly overconfident in her ability to survive combat. If Dahaaka is defeated but later revives due to her regeneration, she attempts to flee using wild shape.

Base Statistics Without *barkskin* and *greater magic fang*, Dahaaka's statistics are **AC** 24, touch 12, flat-footed 21; **Melee** bite +17 (1d8+5), 2 claws +17 (1d6+5); **Special Attacks** rend (2 claws, 1d6+7).

STATISTICS

Str 21, **Dex** 16, **Con** 21, **Int** 8, **Wis** 18, **Cha** 10

Base Atk +13; **CMB** +19; **CMD** 32

Feats Animal Affinity, Blind-Fight, Combat Casting, Eldritch Claws^{APG}, Empower Spell, Intimidating Prowess, Iron Will, Lightning Reflexes, Skill Focus (Perception)

Skills Acrobatics +0 (-8 when jumping), Handle Animal +25, Intimidate +11, Knowledge (nature) +13, Perception +19, Ride +7, Survival +6, Swim +14

Languages Druidic, Giant

SQ amphibious, nature bond (Water domain), nature sense, vermin empathy, woodland stride

Gear +1 *dragonhide breastplate*, *incandescent blue sphere ioun stone*, holly and mistletoe, pouch of exotic shells (worth 410 gp), spell component pouch

GIANT MANTIS SHRIMP

CR 9

XP 6,400

hp 105 (*Pathfinder RPG Bestiary* 5 232)

SCRAG BERSERKER

CR 9

XP 6,400

CE Large humanoid (aquatic, giant)

hp 168 (*Pathfinder RPG Bestiary* 268, *Pathfinder RPG Monster Codex* 227)

Speed 30 ft., swim 40 ft.

SQ amphibious, fast movement

Treasure: Dahaaka has stashed a substantial treasure hoard among the weeds in her chamber, including valuables taken from the prisoners she brings to the Haft. Scattered around this room are a *trident of fish command*, a *bag of holding* (type III) containing a neatly folded *monk's robe* and four *origami swarms*^{UE}, a *bottle of air* resembling a glass pumpkin, and 2,104 gp and 6,810 sp in various coinages.

Development: If she hasn't been specifically instructed to attack the PCs and thinks Glorballo still

lives, Dahaaka plans to use them to eliminate Glorballo and his marsh giants. Dahaaka explains that Glorballo came to the Alabaster Trident several weeks ago with news of a hidden aquatic elf community. When Glorballo's information proved correct—and the elves had been brought to the prison lower in the tower—Dahaaka's master, the undead wizard Auberon, said Glorballo could stay. But as the weeks have worn on, Auberon has been unusually silent, and Dahaaka thinks Glorballo is up to something. Dahaaka offers to let the PCs pass through her chamber uncontested if they bring her Glorballo's head from area **A7**. Surprisingly, Dahaaka is true to her word; if the PCs kill Glorballo, and they've also killed some of the scraggs elsewhere in the Tines, Dahaaka realizes that fighting the PCs might be unwise.

If the PCs perform this task, Dahaaka is also willing to open up with further information if the PCs ask. Dahaaka doesn't know much about the other portions of the Alabaster Trident; she and a few of her scraggs have been down as far as the holding pen to deliver prisoners (area **B10**), and she knows that several mechanical people and smaller undead creatures work as Auberon's jailers and torturers there. The lower levels of the tower and its occupants don't interest her.

If the PCs ask about Ochymua, Dahaaka recalls only one visitor other than Glorballo and his entourage in the last several years: a younger, dark-haired human man (this was the disguise Ochymua used when appealing to Auberon at the Alabaster Trident). In addition, Dahaaka is aware that an aboleth started working for Auberon a few weeks ago in the lowest levels of the tower. She also knows that the aboleth is, like Auberon, an undead creature; however, she doesn't know Uluuthan's name or background. PCs who receive Dahaaka's information might mistakenly believe Ochymua is still somewhere within the Alabaster Trident.

Story Award: If the PCs manage to defeat Glorballo and the marsh giants and thus avoid battle with Dahaaka, award the PCs 38,400 XP, as though they had defeated Dahaaka in combat.

PART 2: IN THE HAFT

Once the PCs have traversed the Tines, they reach the tall, narrow section of the Alabaster Trident known as the Haft. The magically enhanced, cream-colored stone of this level has survived the millennia mostly intact, although the exterior is studded with barnacles and tenacious seaweed.

Originally, the Haft was filled with classrooms and scriptoria. After he took over the Alabaster Trident, Auberon transformed most of the classrooms into servants' quarters, showy guest rooms, and his personal living space. Even before his transformation into a lich, Auberon started using some of these chambers to keep prisoners. After Earthfall, Auberon no longer needed his living quarters here and so transformed this entire section into a prison. Auberon keeps aquatic elves and merfolk in the prisons only until they are transferred to the underground Vaults to be tortured and transformed into undead. (Aboleths are too large to fit in the chambers, and Mordant Spire elves would drown; those prisoners are instead taken directly to the Vaults for transformation.) Auberon later brings the loyal undead back to the Haft to act as jailers. He derives a perverse enjoyment from knowing that the prisoners see, in their jailers, the unliving horrors that they will soon become.

Auberon does not often visit the Haft, instead relaying messages through four clockwork golems that patrol the area. Each of these clockwork golems is forged to look like Auberon, so he can access any of them with his *enter image* spell. With the Alabaster Trident on alert, the clockwork golems do not patrol. Instead, two stand guard in area **B3** and two protect area **B15**. Auberon's undead minions are responsible for security in the prison areas, but they have recently made a mistake—a single prisoner has escaped confinement and is now loose in area **B11**, desperate for assistance that the PCs can provide.

Although the shaft that descends through the center of the Haft used to lead directly to the High Halls, Auberon has magically sealed this passage with an effect called the *arcanovallation* (see the High Halls Lockdown sidebar on page 25). While in the Haft, the PCs learn that the High Halls can be accessed through the underground Vaults and about the external passage to get there.

B. THE HAFT

The Haft is a gloomy, claustrophobic area with deep shadows and vigilant guards. All the rooms in the Haft are flooded with seawater, as none of the doors are watertight, although there are no currents or other underwater motion beyond that created by moving creatures. The ceilings inside the Haft are 20 feet high, except for the prison at area **B10**, which spans two stories and is 45 feet high. Unless otherwise indicated, the doors are made of reinforced stone (hardness 15, hp 30) and are unlocked. The Haft has no windows; for security purposes, Auberon long ago sealed up the windows with the same durable pale stone as the rest of the tower. Translucent domes containing *continual flame* spells illuminate the rooms in the Haft with dim light.

Use the map on page 18 for this location.

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NPC GALLERY

SECRETS OF AZLANT

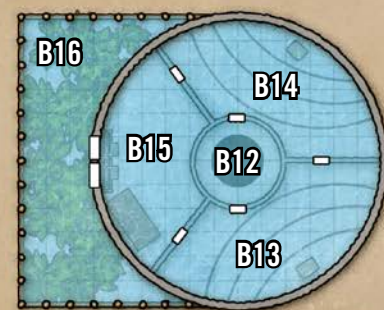
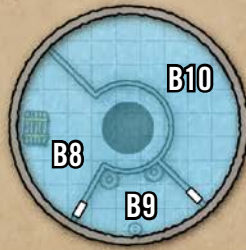
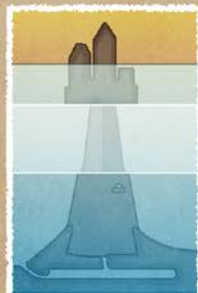
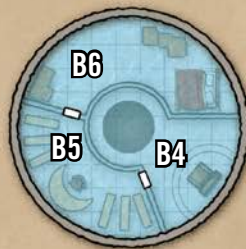
AZLANT IN THE INNER SEA

BESTIARY



B. THE HAFT

1 SQUARE = 5 FEET



B1. OPEN SHAFT

Running down through the center of the Haft, this open shaft originally held a staircase. The stone walls are rough, with ridges of various lengths left over from the stairs that have long since been removed, given the ease of underwater travel. This cylinder spans the seven stories of the Haft, opening at the top into area A14 and sealed at the bottom as described in area B12.

B2. SERVANTS' QUARTERS

A narrow ledge rings the central shaft, with six doorways at equal intervals. The white lacquered doors hang askew, showing more signs of decay than the walls and doorframes around them.

Auberon forced his servants to inhabit these cramped accommodations rather than come and go to nearby homes, as servants in the Alabaster Trident originally did. The rooms contain unornamented furniture of stone or metal, all of it decayed and badly pitted due to long submersion.

Treasure: Among the crumbling wardrobes and chests in area B2d is a *sustaining spoon*. PCs searching the room

automatically find it, as it still gleams brightly among the disintegrating detritus.

B3. VIEWING GALLERY (CR 14)

This wide, circular room contains window frames at each of the cardinal directions, but the windows have been filled with the same pale stone as the rest of the tower. The open central shaft pierces the center of this room. Several piles of broken furniture such as end tables, couches, and armoires line the walls, some piled nearly to the ceiling.

This was once a popular viewing gallery, providing incredible views of the surrounding countryside. Auberon sealed up the windows soon after he arrived, having no patience for such useless recreation, and used this room to storage damaged but salvageable furniture.

Creatures: Two clockwork golems guard this room from intruders, badly concealed among the piles of furniture. A PC who succeeds at a DC 12 Perception check spots the golems before they lumber forth to attack. The golems fight intruders until destroyed, pursuing fleeing foes throughout the tower if necessary, although they are clumsy swimmers and must climb,

rather than swim, through the tower's central shaft. A golem's activation automatically alerts Auberon via a unique mental ping (as per an *alarm* spell), warning Auberon that intruders are in the Haft. If Auberon is aware of the PCs' presence (such as if they alerted him in area A6), it takes him 1d3 rounds to cast *enter image* on the activated golem; otherwise, he casts *enter image* within 2d4 rounds. Although the golems continue their attacks, Auberon's communication with the PCs is described in the Development section below.

CLOCKWORK GOLEMS (2)

CR 12

XP 19,200 each

hp 118 each (*Pathfinder RPG Bestiary* 2 137)

Development: When Auberon enters a golem, its face contorts into a pronounced sneer. In harsh tones, Auberon mocks the PCs. Auberon also demands that the PCs leave his tower in exasperated commands, such as, "First that duplicitous sea slug, and now you? Have I not suffered enough interruptions to my noble efforts? If you further delay my great plans of vengeance, you side with the enemies of Azlant! Begone, or your lives are forfeit!" If the PCs give Auberon reason to suspect that they seek a veiled master or a secret Azlanti facility, the lich tries to pry more information about what the PCs know. Auberon still wants to see the PCs destroyed, as he feels they plainly know too much and might be in league with—or unwitting pawns of—Ochymua. In any case, Auberon doesn't give the PCs any additional information.

Auberon's *enter image* spell doesn't affect the golem or its attacks, and Auberon can control the affected golem only by verbal commands. Auberon can communicate via the golem even if it is incapacitated, but not if it is in its wall of gears form (as it does not bear Auberon's likeness in this form) or after it uses its death burst ability.

B4. RECEPTION ROOM

The central shaft opens into a triangular room with a single door to the west. The walls and ceiling are covered in complex geometric carvings, and the mosaic floor gleams with brilliant red and purple tiles. Along the curved wall to the southeast, a circular dais protrudes into the room, crumbling but still largely intact. The remains of an oversized, lavishly carved stone chair occupy the dais.

While he was alive, Auberon remodeled this entire level into his personal living space. This room served

as his receiving room and still bears witness to his megalomania. The complex geometric carvings on the walls and ceiling hold hidden messages. With a successful DC 15 Linguistics or Perception check, a character notices words in ancient Azlanti amid the geometric carvings. These messages enumerate Auberon's accomplishments, discoveries, and inventions, including the creation of several spells and methods of metamagic, the discovery of

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CLOCKWORK GOLEM

unknown planes of existence, and creation of unique clockwork creatures. Although most of these claims are exaggerated, not all of them are (as Xochatli in area D10 proves).

The floor still gleams with brilliant reds and purples due to a permanent minor *light* effect just beneath the translucent mosaic tiles.

The western wall contains a small, plain door to area B5 with a simple message concealed in the geometric designs: “No Entry.”

B5. PRIVATE STUDY

This large, wedge-shaped room, which takes over one third of this level, has a single door each in the east and north walls. The long curve of the western wall bears empty shelves. Running perpendicular to this wall are several long, rectangular tables and, in the center of the room, an enormous, crescent-shaped table. These stone tables are all white, plain, and crumbling at the edges. The mosaic floor here gleams in a brilliant red and purple geometric design while the carved ceiling bears stylized shapes and images.

This room served as Auberon’s personal study while he was alive. He relocated most of its records to the great hall (area D10) or to his lodge in the Omen Dominion (area E7). As in the reception room, the vibrantly colored floor is due to a permanent *light* effect placed beneath the mosaic tiles. With a successful DC 20 Knowledge (arcana) check, a PC identifies the images in the ceiling as obscure symbols of the different schools of magic.

Trap: Auberon did not expect anyone to dare invade his personal space, but he placed a trap on the door to area B6 just to be safe. Anyone but Auberon opening the door triggers the trap.

CHAIN LIGHTNING TRAP CR 14

XP 38,400

Type magical; Perception DC 31; Disable Device DC 31

EFFECT

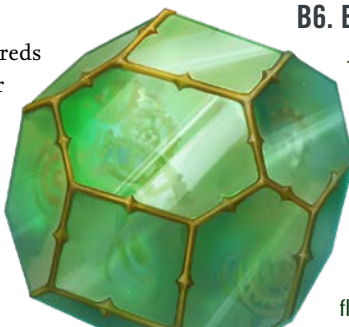
Trigger touch (door to area B6); **Reset** none

Effect spell effect (empowered *chain lightning* on the creature closest to the center of the room, 13d6 electricity damage plus 50%, Reflex DC 24 half); multiple targets (up to 13 secondary targets within 30 ft. of the primary target, Reflex DC 22 half)

Treasure: Atop the crescent-shaped table rest nine folios composed of thin metal plates bound with tiny metal rings. The folios are arcane reference materials; their unusual and archaic construction makes each

folio worth 500 gp to a collector or historian interested in Azlanti literature or arcane spellcasting.

B6. BEDROOM



CLOCKWORK BOX

This large, curved room is a bedroom built with grand dimensions. This room is packed with furnishings that, although completely waterlogged, show no sign of decay. Piles of robes and sandals overwhelm chairs and benches; towering stacks of boxes and chests sprout from the floor; and jugs, jars, and clockwork oddities cover the tables and shelves. An enormous wooden bed sags under the weight of sodden blankets and rugs.

This hoard consists of mundane Azlanti items in a state of preservation seldom encountered. All are soggy due to their submersion in seawater, but the water seems to have done little harm to the objects other than get them wet. A PC who succeeds at a DC 20 Knowledge (arcana) identifies this preservation as an effect of an enhanced version of *unguent of timelessness*. Every item here has been coated with the unguent, from the smallest jar to the entire bed. This extraordinary preservation was the work of Auberon’s meticulous valet during Auberon’s transformation into a lich. The valet wasn’t sure what his master might need when the mysterious ritual was complete, so he preserved everything and piled it here. Auberon hasn’t needed his bedroom since becoming a lich, so he isn’t aware that his mundane clothes, containers, and bric-a-brac have been so thoroughly preserved.

Treasure: If the PCs devote at least an hour to sifting through these piles, or if they succeed at a DC 30 Perception check while quickly examining the room, they locate a curious waterproof clockwork box (hardness 5, hp 30, break DC 15). The greenish box has a nearly spherical shape composed of 16 irregular facets. Each facet contains a clockwork gear, some above and some below the translucent green surface of the box. As soon as the box is handled, it begins to whine and hiss as its gears start spinning. The box collapses on itself with a noise of crunching glass, spilling out its contents, after 4 rounds. A successful DC 30 Disable Device check allows the PCs to open the box before it breaks, but each attempt requires a full-round action of manipulating the gears on the box’s many faces. The PCs might also choose to simply bash open the box. If the box collapses on itself or is smashed open, the three *elixirs of concordance* (see the sidebar on page 21) packed carefully inside are ruined; otherwise, the PCs can recover them.

Regardless of how the box is opened, the PCs also discover strips of parchment used to line the box. If the parchment is removed from the box while it is underwater, the ink on it begins to smear almost immediately, so the PCs have only a few minutes to piece the strips together and decipher their meaning. A PC who succeeds at a DC 15 Intelligence, Linguistics, or Knowledge (engineering) check recognizes that the parchment strips were originally a schematic for the Alabaster Trident, showing Auberon's notes as he renovated it into his personal tower. The map shows the division of the tower into the Tines, the Haft, the High Halls, and, underneath these, the underground Vaults. Auberon has noted changes to the layout and configuration of the rooms, the placement of furniture, books, and the like, with a running tabulation of prices along the side. He has also added a thick circle around the High Halls, with a gap in the circle at the bottom, bearing the words, "Arcanovallation. Combination forbiddance/wall of force secures High Halls in event of emergency. Must also secure subterranean entrance." This is a reference to the *arcanovallation* described in area B12, as well as the gap in the *arcanovallation* in the Vaults (area C15).

B7. WALKWAY GUARDS (CR 13)

This semicircular room is bare and opens onto the tower's central shaft. Two narrow passages lead out at either end of the room into a curved walkway overlooking a larger space below.

This room is bare, as its inhabitants have no need for food or rest. After the detritus and ornamentation of the previous levels of the Haft, the bare white floor and smoothly scrubbed walls make this room seem eerily empty. The two passages lead to a semicircular walkway around the prison (area B10). The interior wall of this walkway consists of iron bars that run from floor to ceiling, providing a view into the prison below. The bars are 1 inch wide, 2 inches apart, and as durable as the reinforced stone of the tower (hardness 15, hp 30, break DC 40). The walkway is merely for observation, as it has no door or other entrance to the prison; the prison entrance is one level lower.

Creatures: Three undead aquatic elves stand guard in this room. Each was once a prisoner here, and was slain and reanimated in the Vaults to serve as Auberon's loyal undying minions. Auberon, who derives a sick sense of pleasure from creating these undead aquatic elves, refers to them as "kin-wardens," as their prisoners are principally aquatic elves. One of the elves guards the large room, while the other two slowly drift along the walkway, constantly watching the prisoners with dead eyes.



ELIXIR OF CONCORDANCE

This effervescent elixir, composed of equal parts alchemical ingenuity and erratic inspiration, enhances the imbiber's spellcasting.

ELIXIR OF CONCORDANCE

PRICE
1,100 GP

SLOT none

CL 7th

WEIGHT —

AURA moderate evocation

This elixir is barely an ounce of blue-gold bubbling liquid. For 1 minute after drinking this elixir, a blue-gold aura surrounds the imbiber, shining light as per a candle. Each arcane spell cast by the imbiber during this time gains a +1 enhancement bonus to the DC of saving throws against the spell, and the spell can be cast as if one of the following metamagic feats were applied to it without increasing the spell level or casting time: Enlarge Spell, Extend Spell, Silent Spell, or Still Spell. The imbiber can choose which metamagic feat to apply each time she casts a spell and can use different metamagic feats throughout the duration of the elixir's effects.

CONSTRUCTION REQUIREMENTS

COST 650 GP

Craft Wondrous Item, *arcane concordance*^{APG}

KIN-WARDENS (3)

CR 10

XP 9,600 each

Aquatic elf juju zombie ranger 10 (*Pathfinder Campaign Setting: Inner Sea Races* 242, *Pathfinder RPG Bestiary* 2 291)

NE Medium undead (aquatic)

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

Perception +19

DEFENSE

AC 25, touch 17, flat-footed 18 (+5 armor, +6 Dex, +1 dodge, +3 natural)

hp 89 each (10d10+30)

Fort +10, **Ref** +15, **Will** +9; +2 vs. enchantments

Defensive Abilities channel resistance +4, evasion; **DR** 5/magic and slashing; **Immune** sleep, cold, electricity, *magic missile*, undead traits; **Resist** acid 20, fire 10

OFFENSE

Speed 30 ft., swim 30 ft.

Melee +1 *short sword* +16/+11 (1d6+5/19-20), +1 *short sword* +16/+11 (1d6+5/19-20) or slam +16 (1d6+4)

Ranged mwk underwater heavy crossbow +19 (1d10/19-20)

Special Attacks combat style (two-weapon combat), favored enemies (aquatic humanoids +6, elves +2, humans +2)

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NPC GALLERY

SECRETS OF AZLANT

AZLANT IN THE INNER SEA

BESTIARY

Ranger Spells Prepared (CL 7th; concentration +9)

2nd—*cat's grace*, *protection from energy*

1st—*air bubble*^{UC}, *liberating command*^{UC}, *resist energy*

TACTICS

Before Combat Each kin-warden in this area casts *cat's grace* and *resist energy* (acid) and drinks one of its *potions of heroism*.

During Combat The kin-wardens position themselves to make full attacks with their short swords, flanking with each other when possible. Against a favored enemy who appears close to death, a kin-warden makes nonlethal attacks instead, hoping to capture another prisoner. Foes who aren't favored enemies receive no such consideration.

Morale The kin-wardens fight until they're destroyed.

Base Statistics Without *cat's grace* and *heroism*, the kin-warden's statistics are **Init** +8; **AC** 23, touch 15, flat-footed 18; **Fort** +8, **Ref** +11, **Will** +7; +2 vs. enchantments; **Melee** +1 *short sword* +14/+9 (1d6+5/19–20), +1 *short sword* +14/+9 (1d6+5/19–20) or *slam* +14 (1d6+4); **Ranged** mwk underwater heavy crossbow +15 (1d10/19–20); **Dex** 18; **CMB** +14; **CMD** 29; **Skills** Acrobatics +14, Climb +12, Intimidate +14, Perception +17, Stealth +17, Survival +15, Swim +25.

STATISTICS

Str 18, **Dex** 22, **Con** —, **Int** 10, **Wis** 14, **Cha** 12

Base Atk +10; **CMB** +16; **CMD** 31

Feats Dodge, Double Slice, Endurance, Improved Initiative^B, Improved Two-Weapon Fighting, Iron Will, Outflank^{APG}, Toughness^B, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (short sword)

Skills Acrobatics +18, Appraise +2, Bluff +3, Climb +14, Diplomacy +3, Disguise +3, Escape Artist +8, Fly +8, Heal +4, Intimidate +16, Perception +19, Ride +8, Sense Motive +4, Stealth +21, Survival +17, Swim +27; **Racial Modifiers** +8 Climb, +2 Perception, +2 Spellcraft to identify magic item properties

Languages Azlanti, Elven

SQ amphibious, elven magic, favored terrains (urban +2, water +4), hunter's bond (companions), swift tracker, track +5, water breathing, wild empathy +11, woodland stride

Combat Gear *potions of heroism* (2); **Other Gear**

+1 *mithral chain shirt*, +1 *short swords* (2), mwk underwater heavy crossbow^{UE} with 10 bolts, spell component pouch

Development: If the PCs are particularly noisy in this room, the litanus from area **B8** first warn Carthagax in area **B9**, check on the prisoners in area **B10**, and ascend the central shaft to aid the kin-wardens here. These tasks take 2d4 rounds in total, so the PCs might have already dispatched the kin-wardens before these litanu reinforcements arrive.

If the kin-wardens here see the PCs in area **B10**, they rush down to intercept them in area **B8**.

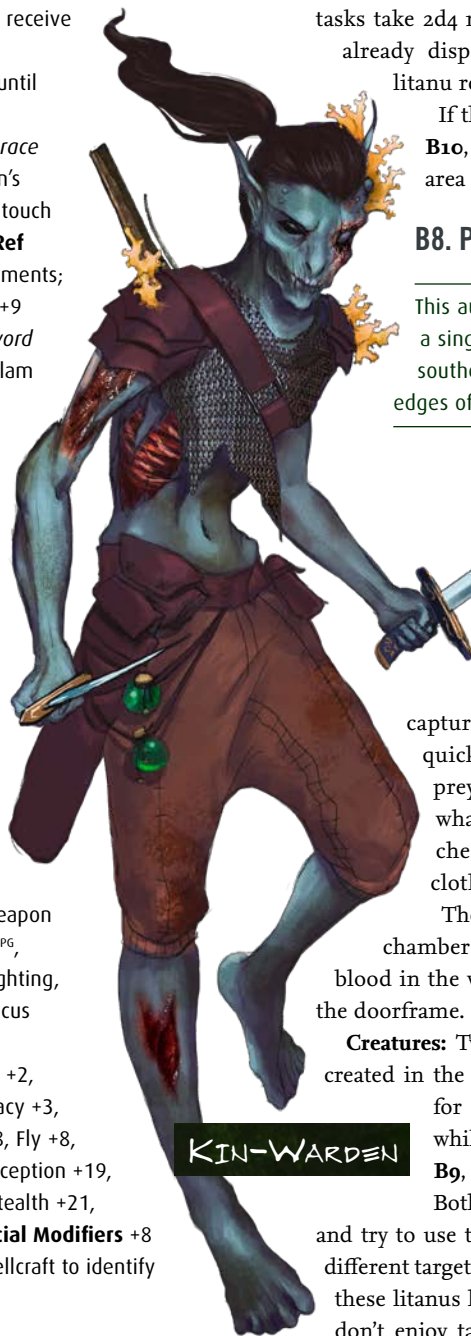
B8. PRISONER PROCESSING (CR 13)

This austere, wedge-shaped room contains only a single large chest. A stone door stands to the southeast; a reddish haze emanates from the edges of the door.

This bleak, wedge-shaped room has the same white walls and bare floor as the room above. The large chest is unlocked and is used to store whatever accoutrements prisoners had with them at the time of their capture. Since Dahaaka and her scraggs are quick to confiscate valuables from their prey and the guard captain Carthagax takes whatever treasures strike her fancy, the chest contains nothing other than torn clothing and valueless trinkets.

The door leads to Carthagax's torture chamber (area **B9**). The reddish haze is the blood in the water of that room seeping out around the doorframe.

Creatures: Two litanus—terrifying undead merfolk created in the Vaults—guard this room. One watches for any unauthorized activity in the shaft while the other guards the door to area **B9**, ready in case Carthagax calls for them. Both guards are eager to attack intruders and try to use their sequestering paralysis on as many different targets as possible. Although loyal to Auberon, these litanus have a measure of self-preservation and don't enjoy taking on large groups; a litanu that is



KIN-WARDEN

outnumbered and reduced to fewer than 30 hit points flees up through the tower to escape.

LITANUS (2)

CR 11

XP 12,800 each

hp 147 each (see page 84)

B9. TORTURE ROOM (CR 14)

Crammed with all things jagged and sharp, the walls here are festooned with daggers, harpoons, knives, saws, spring-loaded traps, and even rows of nails, points facing out. Complete jawbones of massive sharks and menacing bunyips appear to lunge from amid these implements, while nets, sails, broken bits of ships, and other flotsam hang from the ceiling or lie on the floor, amalgamated into twisted statues and tableaux. In the midst of this stands an iron maiden. Two stone doors lead out from opposite sides of this room. The southeastern door has a narrow viewing slit, a heavy metal bar, and an imposing lock.

This room has two single doors: one in the southwest corner leading to area B8, and the other in the southeast corner leading to the prison (area B10). The door to the prison is barred from this side and locked with a complicated clockwork lock (Disable Device DC 40); the guard captain Carthagax has the only key to this lock.

Creatures: This ad hoc torture chamber is the domain of guard captain Carthagax, a malenti graveknight who has served Auberon for centuries. Auberon's minions captured Carthagax while she was infiltrating a community of aquatic elves. Auberon was impressed with her ruthless, sadistic nature and transformed her into a loyal undead servant. He gives Carthagax great latitude in collecting and displaying her spike-themed "art" in this room, and he even looks the other way when the occasional newly acquired prisoner succumbs to Carthagax's extensive torture regimens, provided the prisoner was not needed alive for his own experiments. Carthagax considers herself an artist and believes that torture imbues her artistic creations with deeper essence. She has also noticed that her victims are intimidated by her artistic installations, which adds to her delight.

Carthagax is currently using her iron maiden, as well as other wicked implements, to torture an aquatic elf named **Arvivan** (NG male aquatic elf expert 4), ostensibly to interrogate the elf about the recent prisoner escape (see Development on page 24). Carthagax has already determined that Arvivan doesn't know much, but she continues to torture him anyway for the sheer delight of it. Since she became undead, little stirs her emotions like enacting cruelty does. Arvivan is still conscious but in terrible pain from the spikes piercing his skin. He is

bleeding freely, creating a reddish haze in the water of this room.

If Carthagax is aware of intruders in the tower, she hides in this room and listens for the approach of intruders to ambush anyone passing through. Otherwise, she is busy torturing Arvivan. In any case, Arvivan pleads weakly for aid, hoping anyone hears his cries and comes to help before he dies.



CARTHAGAX

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AZLANT IN THE INNER SEA

BESTIARY

WHO'S THE PRISONER?

This adventure assumes that the escaped prisoner hiding in the guest rooms (area **B11**) is Drecissa, the daughter of the merfolk matriarch Anemora from Talasantri, whom the PCs likely met in *Pathfinder Adventure Path #124: City in the Deep*. In that adventure, the PCs might have instead befriended the young guard Argnos and the aquatic elf matriarch Koramallis. In this case, the escaped prisoner found in this area is the aquatic elf Argnos rather than the merfolk Drecissa.

CARTHAGAX

CR 14

XP 38,400

Female malenti graveknight fighter 10 (*Pathfinder RPG*

Bestiary 239, *Pathfinder RPG Bestiary* 3 138)

LE Medium undead (aquatic, augmented monstrous humanoid)

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

Perception +17

Aura sacrilegious aura (30 ft., DC 22)

DEFENSE

AC 29, touch 13, flat-footed 26 (+10 armor, +3 Dex, +6 natural)

hp 182 (12 HD; 2d8+10d10+118)

Fort +17, **Ref** +13, **Will** +12 (+3 vs. fear)

Defensive Abilities channel resistance +4, rejuvenation;

DR 10/magic; **Immune** acid, cold, electricity, undead traits; **SR** 25

OFFENSE

Speed 30 ft., swim 60 ft.

Melee +1 halberd +25/+20/+15 (1d10+17/19–20/×3 plus 3d6 acid) or slam +21 (1d4+12)

Ranged mwk underwater heavy crossbow +20 (1d10+2/19–20 plus 3d6 acid)

Special Attacks blood frenzy, channel destruction (3d6 acid), devastating blast (8d6 acid, DC 22, 3/day), undead mastery (60 HD, DC 22), weapon trainings (pole arms +2, close +1)

Spell-Like Abilities (CL 2nd; concentration +8) 3/day—*command* (DC 17; aquatic subtype only)

TACTICS

Before Combat If she suspects intruders, Carthagax hides among the artistic displays here.

During Combat Carthagax attacks with her halberd, preferring healers and foes in heavy armor as targets, and uses her devastating blast against groups of enemies. Carthagax eschews summoning a mount in the room's close confines.

Morale Aware that her armor will rejuvenate her, Carthagax fights until destroyed.

STATISTICS

Str 24, **Dex** 20, **Con** —, **Int** 16, **Wis** 19, **Cha** 22

Base Atk +12; **CMB** +19; **CMD** 34

Feats Aquadynamic Focus, Blind-Fight, Cleave, Combat Reflexes, Critical Focus, Deceitful[®], Great Fortitude, Improved Critical (halberd), Improved Initiative[®], Lunge, Mounted Combat[®], Power Attack, Ride-By Attack[®], Skill Focus (Bluff)[®], Toughness[®], Vital Strike, Weapon Focus (halberd), Weapon Specialization (halberd)

Skills Bluff +11, Disguise +8, Handle Animal +11, Intimidate +29, Knowledge (dungeoneering) +14, Perception +17, Profession (torturer) +15, Ride +15, Stealth +17, Survival +9, Swim +26, Use Magic Device +14

Languages Aquan, Common, Elven; speak with sharks

SQ armor training 2, graveknight armor, phantom mount, ruinous revivification (acid)

Gear plate armor of the deep, +1 halberd, mwk underwater heavy crossbow^{UE} with 10 crossbow bolts, key to the door to area **B10**

SPECIAL ABILITIES

Aquadynamic Focus Carthagax doesn't take additional penalties on attack and damage rolls for fighting underwater with her halberd. This feat originally appeared in *Pathfinder Campaign Setting: Aquatic Adventures*.

Treasure: One of Carthagax's sculptures is an inverted holy symbol of Desna pierced with six +1 *merciful starknives*. The starknives are serviceable and can be recovered easily.

Development: Arvivan can speak about the horrors of being a prisoner in the Alabaster Trident. He is aware that there are 15 other prisoners in the holding pen (area **B10**), and also that a prisoner named Drecissa (or Argnos; see the sidebar above) escaped about a day ago. Arvivan doesn't know Drecissa's fate, but he knows her plan was to flee lower in the tower to try to find a way out (rather than confront the scraggs in the Tines). Arvivan asks the PCs to help him escape the tower; once outside, he is confident he can make it home on his own.

B10. HOLDING PEN

The water in this large holding pen is murky and foul. The upper half of this room contains a semicircular walkway separated from the area below with closely spaced iron bars. A stout door leads out of this room to the south at floor level.

The ceiling stretches 45 feet up and is ringed by the viewing gallery in area **B7**. Other than the iron bars along the gallery, the walls and floor are bare. The water here is murky, particularly near the bottom of the room, as there are no sanitation facilities for the yet-living prisoners held here.

The door in the south wall leads to area **B9**; it is barred and locked from the other side.

Creatures: Nine merfolk (N merfolk warriors 1) and six aquatic elves (NG aquatic elf experts 1) are

imprisoned here. They are a pathetic lot, and all show signs of illness and starvation. Some have untreated wounds, while others have contracted diseases from the contaminated water. Their misery is intensified by having examples of the undead horrors that they are fated to become ceaselessly peering down at them.

Development: These prisoners plead with the PCs for release, particularly if they saw or heard the PCs fighting the undead guards in areas **B7** or **B9**. Although none of them dare to navigate the Alabaster Trident on their own, if led to the open ocean, they have sufficient strength to escape under their own power. The prisoners here know that a female merfolk named Drecissa (or male aquatic elf named Argnos; see the sidebar on page 24) escaped the holding pen during a prisoner check yesterday, and they know that an aquatic elf named Arvivan was taken by the guard captain Carthagax to be tortured for information about the escape. They don't expect to ever see either the escaped prisoner or Arvivan again.

Story Award: If the PCs get these prisoners to safety, award them 38,400 XP.

B11. GUEST ROOMS (CR 11)

Five white doors stand evenly spaced along a circular hall adorned with geometric carvings. Three doors are ajar, revealing worn bed frames and detritus in each room. One of the doors is closed, and the fifth is closed and jammed shut with debris.

During his lifetime, Auberon remodeled these scriptoria into guest rooms for his rare visitors. A PC who succeeds at a DC 15 Linguistics check or DC 25 Perception check notices the words "Auberon the Grand Welcomes You, Guest" in ancient Azlanti amid the geometric carvings. The doors to areas **B11a**, **B11b**, and **B11c** are ajar; each room contains a worn stone bed frame affixed to the floor, while the debris of what were likely a chair, a vanity table, and a trunk move in a lazy dance of slow unseen currents. The mattress, linens, and all other small objects have long since deteriorated. The door to area **B11d** is closed and the debris within is piled in the bed frame to make a better hiding spot for the escaped prisoner hiding in the room. The door to area **B11e** is jammed, requiring a successful DC 25 Disable Device check to open; failing that, the PCs can simply break through the solid door (hardness 15, hp 30). The room beyond the door has the same furnishings as the other rooms.

Creatures: An escaped prisoner named Drecissa hides amid the debris in area **B11d** (alternatively, the prisoner might be a different NPC the PCs are seeking depending on the events of the previous adventure; see

HIGH HALLS LOCKDOWN

After realizing that Ochymua stole his phylactery and tricked him out of information about the Spindle Solution's base known as the Compass, Auberon activated a powerful protective ward over the High Halls. This ward, called the *arcanovallation*, was designed by the Alabaster Trident's original architects, but Auberon enhanced it further over the last several centuries. Auberon has been lurking near the controls for the *arcanovallation* in area **D13**, dropping the ward only long enough to use his *enter image* spell to monitor the tower's upper levels. Once the PCs enter the lower levels of the Haft, Auberon doesn't lower the *arcanovallation* again and he retreats into the Omen Dominion (area **E**).

The *arcanovallation* surrounds the High Halls (areas **D1** to **D13**) with a silvery *wall of force*. This wall permeates the stone of the tower as well, so even creatures attempting to tunnel through the stone find the barrier in their way. If the *arcanovallation* is breached (such as with a *disintegrate* effect), it automatically re-forms in 1 round. Teleportation spells and effects (such as *dimension door* and *teleport*), astral travel, and ethereal travel cannot bypass the *arcanovallation*; such effects simply fail. Teleportation from a point inside the barrier to another point inside the barrier functions normally, and creatures inside the *arcanovallation* can use teleportation effects to leave it (but not to reenter). The barrier does not prevent other planar travel, so summoning effects used inside the *arcanovallation* can summon creatures from outside of it, and the permanent gate to the Omen Dominion in area **D13** still functions even when the barrier is active.

The *arcanovallation* has a weakness that Auberon does not realize. Auberon knows that a combination of *ioun stones* is required to open the magical hatch leading from area **C15** to area **D1**, but he doesn't realize that this hatch, when opened, also creates a hole in the *arcanovallation*, giving the PCs an opportunity to enter the High Halls.

the sidebar on page 24). A successful DC 15 Perception check is sufficient for a PC to spot her hiding there. Initially suspicious and angry at having been detected, Drecissa quickly realizes that the PCs aren't agents of Auberon and are instead friendly faces that she met near Talasantri, which delights the young merfolk. Drecissa is severely malnourished and looks like she's been roughed up a bit. Despite her condition, She is exuberant about seeing the PCs again, and her attitude borders on hero worship. She speaks quickly and

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excitedly, asking the PCs about their experiences in Talasantri after her abduction and about the safety of her family and the city itself. Allow some time for the PCs to bring her up to speed about the events of the last adventure.

Drecissa explains that she escaped during a prisoner check yesterday. A litanu pursued her, but she was able to trick it into one of the adjacent rooms and jam the door to prevent it from opening. She has since stealthily explored areas **B11** through **B15**, slipping through those rooms after she made some noise to distract the clockwork golems. Drecissa tells the PCs about those rooms, including the impenetrable magical field in area **B12**. More importantly, Drecissa tells the PCs what she discovered by examining the illusion in area **B15**: there is another entrance to the Alabaster Trident on the seafloor that can be opened from the controls in area **B15**. Drecissa has heard terrible stories about the Vaults, and she warns the PCs that it is where Auberon and his underlings transform creatures into undead minions. She has heard about a recent arrival of an aboleth there, but she knows nothing further about the Vaults. Drecissa would like the PCs to free everyone in the holding pen, but after asking the PCs once to undertake this rescue, she won't insist. She also asks the PCs to help her leave the Alabaster Trident altogether; once out of the tower, she is confident that she can make it home on her own.

The door to area **B11e** is jammed. Inside is the litanu that Drecissa tricked into this room. It has torn apart the furnishings here looking for something to help it escape, but it has thus far been unable to break down the sturdy door. If the PCs open the door, the litanu attacks. Believing that killing or capturing all of the PCs is the only way for it to redeem itself for being tricked by a prisoner, the litanu fights until destroyed.

LITANU

CR 11

XP 12,800

hp 147 (see page 84)

DRECISSA

CR 5

XP 1,600

NG female merfolk druid 6 (*Pathfinder RPG Bestiary* 204)

hp 54 (for Drecissa's full statistics, see page 8 of *Pathfinder Adventure Path #124: City in the Deep*)

B12. WARED PASSAGE

The bottom of the central shaft ends at a drop into a large room. A faint silvery field covers the bottom of this shaft, blocking entrance to the room below. Two plain, white stone doors lead out of the shaft at this level, one to the north and one to the south.

The shaft ends here with an apparent drop into area **B12**. However, a powerful magical warding field called the *arcanovallation* (see the sidebar on page 25) prevents access to the High Halls below. The doors lead to the south classroom (area **B13**) and the north classroom (area **B14**).

B13. SOUTH CLASSROOM

Three tiers of stone benches face what remains of a crumbling stone lectern in the center of the curved outer wall of this lecture hall. The walls bear faded geometric designs. Three doors lead out of this room: two to the north and one to the west.

This room originally served as one of the three principal classrooms in the Alabaster Trident, but it has not seen use in millennia. The door in the curved portion of the north wall leads back into the main shaft (area **B12**). The other door to the north leads to the northern classroom (area **B14**). The western door to the security room (area **B15**) is locked. A sign in Azlanti on the door reads "Authorized and Equipped Security Personnel Only." The door has no mechanical lock; instead, it opens at the touch of a clockwork golem or any creature bearing an active *ioun stone* (even a *dull gray ioun stone*). Alternatively, the door can be battered open (hardness 15, hp 30, break DC 25) or tricked to open with a successful DC 25 Use Magic Device check.

If the PCs are noisy in this room, the clockwork golems guarding area **B15** come to investigate, leaving the door open behind them.

B14. NORTH CLASSROOM

The walls of this triangular lecture hall bear faded geometric designs. A sturdy metal lectern stands in front of a long, curved wall, surrounded by three tiers of stone benches. The long wall is covered with stone tiles that appear to be parts of a map. Three doors lead out of this room: two to the south and one to the west.

This room was one of the Alabaster Trident's principal classrooms. Auberon uses this room only rarely, primarily to plan complicated attacks against communities of aboleths, aquatic elves, or merfolk. The stone map tiles show the terrain of the undersea Arcadian Ocean, with several marked communities. Many of these communities—including all of them within 25 miles of the Alabaster Trident—have black slashes across them, showing that they've been eradicated.

The door in the curved portion of the south wall leads back into the main shaft (area **B12**). The other door to the south leads to the south classroom (area **B13**). The door

in the western wall leads to the security room (area B15), but it is marked and locked as described in area B13.

If the PCs are noisy in this room, the clockwork golems guarding area B15 come to investigate, leaving the door open behind them.

B15. SECURITY ROOM (CR 14)

The doors to this room are shut tight. The doors to the two classrooms (areas B13 and B14) can be opened only by a clockwork golem or a creature bearing an active *ioun stone*, as described in area B13. The doors to the exterior balcony (area B16) can be opened only from inside this room.

Occupying a third of this level, this classroom lacks the tiered seating and lectern of the other two. It also lacks a door to the central shaft, instead having one in its north wall and one in its south wall. Most strikingly, it has a set of stone double doors in the middle of its curved exterior wall. In the southwest corner, an odd clockwork apparatus stretches from out of the floor and across the ceiling, terminating in heavy metal beams across the double doors. Next to the clockwork apparatus stands a table covered with runes, with a glowing miniature replica of the Alabaster Trident hovering in the air above its surface.

The barred double doors lead out to the balcony (area B16). The doors to the east lead to the two classrooms (areas B13 and B14). Although those doors can be opened from the other side only by a clockwork golem or a creature bearing an active *ioun stone*, any creature can open them from this side.

Auberon renovated this classroom to serve as a security station for the Alabaster Trident. The clockwork apparatus controls the bars over two doors: the balcony doors here (to area B16) and the doors in area C1 (the clockwork mechanisms in the floor run through the stone of the tower). A PC who succeeds at a DC 15 Craft (clockworks), Disable Device, or Knowledge (engineering) check can use the machine to retract the clockwork bars in this room. Doing so also retracts the clockwork bars in area C1.

The table displays a *permanent image* of the Alabaster Trident about 2 feet tall, which security personnel can use to monitor the tower's entrances and magical defenses. Normally, the shadow Oulat Gloaming-Chill (see area D12) is responsible for security here, but Auberon recalled him and his shadows to the High Halls and left two clockwork golems as sentinels instead. The *permanent image* shows each of the levels of the Alabaster Trident (but not its denizens or furnishings), with two exceptions. First, only the hallways of the underground level of the Vaults are displayed; the individual rooms aren't depicted and are represented only by an Azlanti

symbol meaning "secret" or "confidential." (While this symbol is in the Azlanti alphabet, it was used as shorthand; properly deciphering this usage requires a successful DC 20 Linguistics check. If the person deciphering the symbol speaks Azlanti, the DC of this check is only 10.) Second, the High Halls are surrounded by a silvery field while the *arcanovaliation* is in effect, and the shimmering refractions of this field makes it impossible to determine the layout of the rooms in the High Halls from this map. If the *arcanovaliation* is dropped from area D13, the silvery field on the illusion also vanishes, and the High Halls are then clearly displayed.

The *permanent image* shows all the entrances to the Alabaster Trident, including the rooftop (and above-water) openings in areas A1 and A2, the balconies in areas A9 and A10, the balcony at area B16 and the seafloor opening at area C1 (the latter two both depicted as being closed and barred unless opened by the clockwork apparatus in this room), and the enormous doors to area D10 (which show as both closed and behind the silvery field). With a successful DC 18 Perception check, a PC examining this illusory map notices a small hole in the silvery field at the bottom, connecting to the Vaults. This is a clue that the PCs can enter the protected areas of the tower through the underground level, in area C15.

The *permanent image* effect is caster level 17th; if it's dispelled, the table recreates it automatically in 1 round. Destroying the rune-covered table destroys the *permanent image* for good.

Creatures: Two clockwork golems guard this room, alert for intruders in the Haft. Just like the clockwork golems in area B3, they are carved with Auberon's likeness and alert the lich with a mental alarm when they activate, but Auberon doesn't risk lowering the *arcanovaliation* to cast *enter image* on these golems. The golems fight until destroyed.

CLOCKWORK GOLEMS (2)

CR 12

XP 19,200 each

hp 118 each (*Pathfinder RPG Bestiary* 2 137)

Treasure: A narrow *spirit blade*^{UE} sits on the edge of the table. Oulat Gloaming-Chill kept this dagger here for emergencies, but he didn't take it with him into the High Halls and now can't come back to retrieve it.

Story Award: If the PCs spot the entrance in the Vaults while examining the *permanent image*, award them 19,200 XP.

B16. BALCONY (CR 14)

This wide, walled balcony contains the remains of a small garden, now overgrown with long strands of green and

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1 SQUARE = 5 FEET



yellow kelp waving in the slight current. The white stone of the balcony is crusted with thick clumps of barnacles and greenish-gray sea mosses. A set of double doors stands at the eastern end of the balcony, leading into the tower that rises high above, but the doors are smooth, without ornament or handles.

This wide, walled balcony once held a small garden where the sages and seers of the Alabaster Trident could relax. The balcony's white stone wall is 5 feet high; the other side drops 100 feet to the seafloor below (area C1). The double doors to the east lead into area B15, but they are shut fast unless opened via the control panel in area B15. The thick doors are made of the same reinforced stone as the rest of the tower (hardness 15, hp 60, break DC 40).

Creatures: Three enormous sapphire jellyfish float 20 feet above the balcony. The jellyfish are currently snacking on small crabs pulled from the "herd" of the sea siren far below, but they eagerly attack larger creatures for a more filling and nourishing meal. The jellyfish each attack separate targets, lashing down with their tendrils. A jellyfish flees if reduced below 30 hit points or if dealt more than 40 points of damage in a single attack.

SAPPHIRE JELLYFISH (3)

CR 11

XP 12,800 each

hp 138 each (*Pathfinder RPG Bestiary* 3 155)

PART 3: THROUGH THE VAULTS

The Alabaster Trident descended farther into the ground than most of its visitors ever knew. Beneath the laboratories of the High Halls, the tower's architects designed a series of independent treasure vaults connected by arcing hallways. All of the chambers were also connected by a network of thin metallic pipes to allow guardians in gaseous form to respond to trouble anywhere in the Vaults.

Some of the more avaricious prophets at the Alabaster Trident had foreseen Auberon's political maneuvering to take over the tower. Rather than warn the other seers and scholars, these greedy prophets waited for the confusion following Auberon's arrival, plundered the vaults, and fled. The contents of the vaults had never motivated Auberon

anyway, so the loss of treasures he wasn't even aware of did not particularly concern him. Instead, he repurposed the vaults to serve as laboratories for experiments that even the imperious and untouchable wizard wanted to keep out of the public eye: experiments in torture and necromancy, and explorations into unpredictable worlds.

Auberon used the system of pipes to circulate rare necro-vapors and vile fluids between the laboratories. To aid in these experiments, Auberon bound a quartet of inscrutable, evil outsiders called shining children as enforcers and torturers.

Auberon was most interested in finding out about the veiled masters and their agents (whom he believed to be all aquatic races, but aquatic elves and merfolk in particular). Several unfortunate elves and merfolk were tortured to death to reveal secrets they did not know, but their torment did not end in death. With the aid of the shining children, Auberon fashioned new types of undead from their bodies and souls—many of which still haunt the vaults beneath the Alabaster Trident.

When Earthfall dropped the Alabaster Trident into the ocean, a wide wedge of hard stone split the Vaults. Several of the vaults were abandoned and Auberon had to magically transform his shining children into new aquatic forms—called pelagic children—and to restore the riven necromantic piping (currently, the necromantic piping connects only areas C5 through C11, and is fully described in area C5). With this work complete, Auberon's tortures and necromantic experiments have continued to the present day.

Another undead creature also calls the vaults home. Once Ochymua was freed, its minion Uluuthan was quick to heed the veiled master's psychic call. Ochymua had an important mission for its talented mind breaker; Uluuthan was to journey to the Alabaster Trident and extract the location of the headquarters of the Spindle Solution from one of that organization's last members, the lich Auberon. Uluuthan's eagerness to please and untrammelled arrogance were its downfall. Auberon was much more powerful than Uluuthan expected, and the lich quickly killed the intruder. Using esoteric necromantic fluids, Auberon transformed Uluuthan into a rare type of vampire out of mere academic curiosity. Worse, Auberon placed a permanent, powerful domination upon the undead aboleth, instilling a slavish loyalty.

Auberon normally spends much of his time in the Vaults, but with the Alabaster Trident on alert and the PCs coming closer, Auberon has decided to retreat to the Omen Dominion to plan his next move. Auberon expects the pelagic children to stop the PCs or for the PCs to run afoul of Uluuthan and the other undead horrors within the Vaults.

C. THE VAULTS

The Vaults are a series of rounded chambers connected by long, curving halls. The entire level is built into the solid stone upon which the rest of the Alabaster Trident stands. There are few straight walls in the Vaults, giving the architecture a more organic appearance than the rest of the tower. All the chambers in the Vaults are flooded with seawater, although there are no currents or other underwater motion. The ceilings inside the Vaults are 20 feet high. The halls of the Vaults are unlit, but the rooms are illuminated by several *continual flame* spells on the ceiling, giving the pelagic children the strong lighting in which they prefer to work.

The doors within the Vaults are made of stone and lack handles or hinges. The doors slide aside when touched by any creature bearing an active *ioun stone*. A door opened this way remains open for 1 minute, but it does not shut if an obstacle (such as a creature) is in the doorway. For most of the doors in the Vaults, any *ioun stone* (even a *dull gray ioun stone*) suffices. The door in area C15 requires three specific *ioun stones* and is much harder to open, as described in that area. A character lacking an *ioun stone* can open a door with a successful DC 30 Use Magic Device check or by battering the door down (hardness 15, hp 30, break DC 30).

Use the map on page 28 for this part of the tower complex.

C1. SEAFLOOR (CR 13)

An expanse of deep-water coral surrounds the base of the Alabaster Trident. Although several varieties of fish and crabs live in this area, the primary predator is a seaweed siren named Jarvokkuk; the creature considers the crabs its personal herd and is currently worried about protecting it from the jellyfish lurking near area B16.

If the PCs have not activated the clockwork mechanism in area B15, the stone door here is shut and must be battered down (hardness 15, hp 60, break DC 40). Otherwise, the door is open and provides access to the Vaults.

Creature: Jarvokkuk hides among the coral, hoping to attack the jellyfish the next time they come back. When the PCs arrive instead, Jarvokkuk decides to eat a few of them and compel the rest to go fight the jellyfish and recover its crabs. Jarvokkuk is too protective of its herd to flee, and likewise does not pursue PCs who retreat.

JARVOKKUK

CR 13

XP 25,600

N seaweed siren (*Pathfinder RPG Bestiary* 4 235)

hp 184

Treasure: The remains of an unlucky marsh giant lie among the coral here. Jarvokkuk's crabs have eaten most

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of the giant's upper half, but her golden gorget (worth 400 gp) remains.

C2. CURATOR'S ROOM (CR 11)

The walls of this rounded room are lined with metal shelves, which hold several coffers. A large enamel desk stands in the center of the room along with four sturdy chairs. All the furnishings are faded, as though exposed to extensive sunlight. The room's only egress is a hallway to the southeast.

This room once served as the office of the curator of the Vaults, but the records here disintegrated in the seawater when the tower sank long ago. Since that time, the pelagic children who act as this level's torturers—and those who transform the killed prisoners into undead monstrosities—rest in this room on occasion. As a result of their long occupation, the furnishings have gained a bleached appearance but are otherwise serviceable.

Trap: To protect this room from escapees or other unwanted visitors, the pelagic children have placed an enhanced *symbol of insanity* trap that explodes with dazzling light when triggered. The symbol is on the floor on the other side of the desk from the entrance; it is visible to anyone moving more than 10 feet into the room. Pelagic children and undead cannot trigger this trap, although if they are in the area when it is triggered by another creature, they suffer the trap's effects as normal.

BRILLIANT SYMBOL OF INSANITY TRAP CR 11
XP 12,800

Type magic; **Perception** DC 33; **Disable Device** DC 33

EFFECTS

Trigger spell; **Reset** none

Effect spell effects (*symbol of insanity*, permanent insanity, Will DC 22 negates, and *sunburst*, 6d6 damage and blindness, Reflex DC 22 partial); multiple targets (all targets within 60 ft. for the *symbol of insanity* and all targets within 80 ft. for the *sunburst*)

Treasure: A drawer in the desk contains two *iridescent spindle ioun stones*. In addition to acting as spare “keys” to the doors in the Vaults, these stones are kept here to sustain the rare air-breathing visitors (or victims).

The coffers contain the few valuable belongings on the prisoners that are brought here. As most aquatic elves and merfolk are stripped of their valuables in the Haft, the treasures here once belonged to aboleths that were brought directly to the Vaults. They include an oblate *ring of protection* +2 that fits over two Medium humanoid fingers rather than one (but still counts as filling a single ring slot), a *circlet of persuasion* that is permanently moist even when taken from the water, a delicate +1 *keen vicious*

amulet of mighty fists, and an enormous gold necklace worth 5,600 gp.

C3. STORAGE

This room was once one of the Vaults' chambers, but it sustained significant damage when the Alabaster Trident fell into the sea. Now, the inhabitants of the Vaults use this chamber to store spare parts, including metal cuffs, lengths of pipe, boxes of syringes, and thick iron face masks. There are also several containers of bland but nourishing seaweed cakes and casks of fresh water here, used to sustain the Vault's living victims while they undergo their horrifying transformations. As there are no currently living prisoners in the Vaults, the denizens of this level have no reason to enter this room; it therefore makes a good place for the PCs to hide and rest.

C4. PLANAR EXPLORATION CANISTERS (CR 13)

The eastern wall of this room sustained a serious collapse a long time ago, crushing five metal tubes, each the size of a rowboat. The ends of the metal tubes protrude from the wreckage. Each has a small porthole facing the room and a rune-scribed lever underneath the porthole. Charts and designs on the walls depict overlapping circles and triangles.

This room was once the site of strange experiments in extraplanar travel. The metal canisters could be transported to other planes to either take a traveler to a target plane or return a creature to one. Auberon had not yet gotten around to converting this room to another purpose when the Alabaster Trident fell into the sea and the room was severely damaged.

A PC who succeeds at a DC 15 Knowledge (planes) check identifies the wall carvings as depictions of several other planes. If the result of this check is higher than 25, it becomes clear that the metal canisters are, in a sense, extraplanar “diving bells” that can be sent into other planes for travel or to retrieve creatures there.

There are five canisters in the room, each large enough for one Large creature, or two Medium creatures, or four Small creatures, and so on. Each has only a bare interior except the southernmost canister, which is occupied by two elemental creatures in stasis (see *Creatures* below).

Creatures: Peering into the portholes of the metal canisters reveals that southern canister is occupied, after a fashion: the porthole shows only slowly shifting mud. This “mud” is actually a creature—one of the two carnivorous crystals jammed into the tube and held in stasis. If the canister is touched or disturbed (whether or not the lever is touched), the end dilates open and the metal tube expels the carnivorous crystals. The carnivorous crystals are immediately returned

to full awareness and attack anything in the room. Unfortunately for the crystals, they cannot breathe underwater and immediately begin drowning while they fight—although their high Constitution scores mean that they can fight desperately for several rounds before drowning.

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

Development: Once the PCs deduce that the canisters can be used for extraplanar travel, they might attempt to repair them. With a successful DC 35 Knowledge (arcana) or Knowledge (engineering) check, the southernmost canister can be repaired for a single use. Once this canister is activated, pulling the lever sends the canister to a random Outer Plane (*Pathfinder RPG GameMastery Guide* 194). If the canister is occupied by any creature or object when the lever is pulled, the contents of the canister are dumped into that plane; the canister is thereafter wholly inoperable and does not return, making it a one-way trip. If the canister is unoccupied, the canister dilates when it reaches its destination plane, drawing in a random Large or smaller creature near its landing site with a telekinetic yank (Will DC 19 negates; this is a transmutation effect) and returns. You should decide whether the canister returns empty or with a denizen from the destination plane (which is probably irritated from being unceremoniously hauled away). The canister works only once and is thereafter permanently inoperable. The other canisters can't be repaired.

C5. EMPTY OPERATING ROOM

The curved walls of this room contain hooks bearing metal tubes, syringes, and wide-bladed implements. A bare stone table in the center of the room is fitted with several sturdy manacles. Steel pipes with metal tracery line the curved wall to the northeast, then enter the wall to the east.

This is one of several horrid operating rooms where Auberon and his minions torture their victims and transform them into undead creatures. Although Auberon personally prefers drawn-out interrogation sessions where he exposes his victim's deepest secrets (and extorts confessions, however spurious, about the victim's responsibility for Earthfall), the pelagic children enjoy mutilation and reanimation for its own sake, without any specific agenda. This room is currently empty, but the clamps and implements here show signs of disturbingly regular use.

PEARLESCENT PYRAMID IOUN STONE

This rare ioun stone was developed by ancient Azlanti scientists attempting to cure a debilitating plague that shunted parts of the victim into the Ethereal Plane. It allows its owner to consciously reach across the veil between the Material Plane and the Ethereal Plane.

PEARLESCENT PYRAMID IOUN STONE

SLOT none	CL 12th	PRICE 48,000 GP
WEIGHT —		

AURA strong conjuration

This *ioun stone* resembles a small, pearl-white tetrahedron. This stone grants the *ghost touch* special ability to the user's unarmed strikes and to melee weapons she wields. The user can also focus her gaze as a standard action and gain the benefits of *see invisibility* for 1 round. If the user is incorporeal, corporeal melee weapons she touches gain the *ghost touch* special ability, allowing her to pick up and use corporeal melee weapons as normal.

Resonant Power: This stone grants the *ghost touch* special ability to normal or masterwork light armor the user has worn for at least 24 hours. This benefit lasts as long as the armor is in the user's possession.

Cracked: This stone functions as normal, but the user's unarmed strikes and melee weapons lose all enhancement bonuses and other weapon special abilities except for the *ghost touch* special ability granted by this stone (although a magic weapon that loses its enhancement bonuses still counts as a magic weapon for the purpose of overcoming damage reduction). *Price:* 32,000 gp.

Flawed: This stone functions as normal, but it doesn't grant the user the benefits of *see invisibility*. *Price:* 45,000 gp.

CONSTRUCTION REQUIREMENTS	COST 24,000 GP
Craft Wondrous Item, creator must be 12th level	

Development: The steel pipes circulate the eldritch fluids and gases that Auberon uses to transform living creatures into undead throughout areas C5 through C11. Several valves along these pipes, when opened, release regulated amounts of these materials. Auberon and the pelagic children first attach the tubes and syringes here

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to inject the substances directly into their victims. If these tubes aren't connected—or if they are connected but don't terminate in a body—they float freely about and affect everyone in the room. The pelagic children know better than to release the fluids into the room, as they would also be susceptible to the effects.

If these substances are injected directly into a living creature, the creature takes the substance's associated effects automatically (with no saving throw) for 2d10 hours. If these substances are released into the room, all living creatures in the room after 1 minute must succeed at a DC 25 Fortitude save or suffer the released substances'

effects for 1d6 hours. Creatures that remain in the room must repeat the save every minute for 10 minutes, when the substance becomes too diluted to have any further effect. The pipes are unlabeled, although Auberon and the pelagic children know which valves release which substances; if the PCs open a valve at random, select a substance or determine one randomly.

Although multiple necromantic substances can affect a creature simultaneously, effects of multiple doses of the same substance don't stack. Living creatures under any of these effects can be sensed by spells that detect undead, though the peculiar result such spells return informs the caster that the target is still a living creature.

Safety valves within the room's walls limit the release to only small amounts of the substances at a time, so the room can release a single dose of each substance only once per day. This isn't a hindrance to Auberon and the pelagic children, who prefer to spread their tortures out over several days anyway. The specialized knowledge and ritualistic cruelties required to enhance these effects to create permanent undead creatures are, fortunately, out of reach of nonevil PCs.

Aerated Necrosis: The creature's flesh becomes unnaturally tough. It gains a +2 natural armor bonus to AC. Its corpse-like consistency deadens sensations and impedes its movement, imparting a –2 penalty to its Dexterity score.

Cadaveric Fluids: The creature's body takes on a deathly pallor. It gains a +1 natural armor bonus to its AC and a +2 bonus on saves against mind-affecting effects. Its flesh rots, turning corpse-like and gray, imparting a –2 penalty to its Constitution score.

Liquid Mortification: The creature's touch drains the warmth of life from others. As a standard action, it can make a touch attack that deals an amount of cold damage equal to 1d4 + its Charisma modifier. The flesh from one of its limbs rots away, leaving blackened, skeletal bones that itch constantly, imparting a –2 penalty to its Charisma score.

Necro-Vapors: The creature becomes inured to negative energy. It gains a +2 bonus on saving throws against spells and effects that work only on living creatures. It is healed by negative energy and harmed by positive energy as if it were an undead creature.



PELAGIC CHILD

C6. ACCIDENTAL BANSHEE (CR 13)

This operating room appears similar to area C5, with the notable exception of a dead female aquatic elf chained to the operating table. This elf was a great

warrior and defender of her tribe, but her lover betrayed her during a raid by Auberon's minions. A *pearlescent pyramid ioun stone* orbits lazily above the corpse's head (see the sidebar on page 31). Tubes running from the pipes on the curved rear wall terminate in the skull and chest of the deceased elf. With a successful DC 20 Knowledge (arcana) check, a PC determines there is something suspicious about this configuration, as an *ioun stone* won't orbit an ordinary corpse.

Although the pelagic children have long years of practice keeping their prisoners barely alive while transforming them into undead monstrosities, their techniques are inexact and their victims occasionally die. The pelagic children eventually find other uses for the corpses, such as rendering them into components in area C11 or using them as a gruesome source of nutrition for other victims. In this case, Auberon wanted to see whether the rare *pearlescent pyramid ioun stone* would enhance undead creations. He deemed the experiment a failure, but he has been too busy to recover the *ioun stone*.

Creature: Auberon's experiment was, in fact, partially successful. The dead elf's spirit lingers on in her corpse and rises as a banshee as soon as anyone enters the room or if the body is disturbed (attempts to snare the *ioun stone* from outside the room that do not disturb the body do not rouse the banshee). The banshee's first action is to unleash her terrifying wail. If the *ioun stone* hasn't been removed from around the corpse's head, it remains floating around the banshee's head and confers its benefits to her. If she kills an opponent that had been wielding a weapon, she glides over to pick up the weapon using the powers of the *ioun stone* and thereafter fights with it. If no weapon is available, she instead fights with her incorporeal touch. Filled with rage and pain, the banshee fights until destroyed.

BANSHEE CR 13
XP 25,600
hp 161 (*Pathfinder RPG Bestiary* 2 41)

Treasure: The *pearlescent pyramid ioun stone* remains after the banshee is defeated. It is one of the *ioun stones* required to open the hatch in area C15.

Development: The valves along the steel pipes in this room are closed; if the PCs experiment with them, refer to area C5 for possible effects.

C7. BREACHED PIPING (CR 15)

The curved wall at the rear of this room is split open, with rocks tumbled across the floor. Steel pipes line the rear wall, bent at the point of the wall's collapse. A bare operating table stands against the west wall.

This operating room was damaged when the Alabaster Trident sank, and it has been unused since that time. If the PCs experiment with the valves on the pipes in this room, refer to area C5 for possible effects. Due to a slow leak here, all creatures take a -4 penalty on Fortitude saves to resist the effects of the necromantic substances while in this room.

Haunt: Although the pipes still deliver necromantic substances to areas C5 and C6, a slow leak has infused this room with necromantic energy. The last victim to die here was an Azlanti mariner who Auberon believed to be in league with the veiled masters. Auberon tortured him to death when he refused to divulge information he didn't have. The man's terror and pain have lingered here, enhanced by the necromantic fluids to become a dangerous haunt. The haunt activates when a piercing or slashing weapon is brought into the room, targeting creatures in the room at random.

AUBERON'S INTERROGATIONS CR 15
XP 51,200

CE persistent haunt (area C7)

Caster Level 15th

Notice Perception DC 30 (to hear a distant cry of "No, no more questions!" in Azlanti)

hp 67; **Trigger** proximity (when a piercing or slashing weapon is brought into the room); **Reset** 1 hour

Effect Each round, a random creature in the room is affected by the *maze* spell. The resulting maze strongly resembles the Vaults as they appeared before the Alabaster Trident sank—the rooms are dry and the furnishings are much newer. These ersatz Vaults are much more expansive, though. The curved halls lead to an endless procession of empty operating rooms and yet more curved halls. Each round the victim is in the maze, he catches glimpses of a living Auberon pursuing him, brandishing knives and needles surrounded with sickly black energy. Although this spectral Auberon is never clearly in view and cannot be targeted by spells or effects, Auberon's ceaseless interrogations thunder throughout the maze. (Good sample questions include: "When did you begin serving the veiled masters?" "Who has been compromised in the Spindle Solution?" "What do you know about the oncoming apocalypse?"). Each round while in the maze, the victim must succeed at a DC 22 Will save or take 1 point of Wisdom damage.

Destruction This haunt is destroyed if Auberon is defeated or if the source of the necromantic substances in area C11 is destroyed.

C8. ABERRANT EXPERIMENT (CR 14)

This operating room resembles area C5, except for the dead sahuagin on the operating table. The pelagic children have been undertaking a side experiment here,

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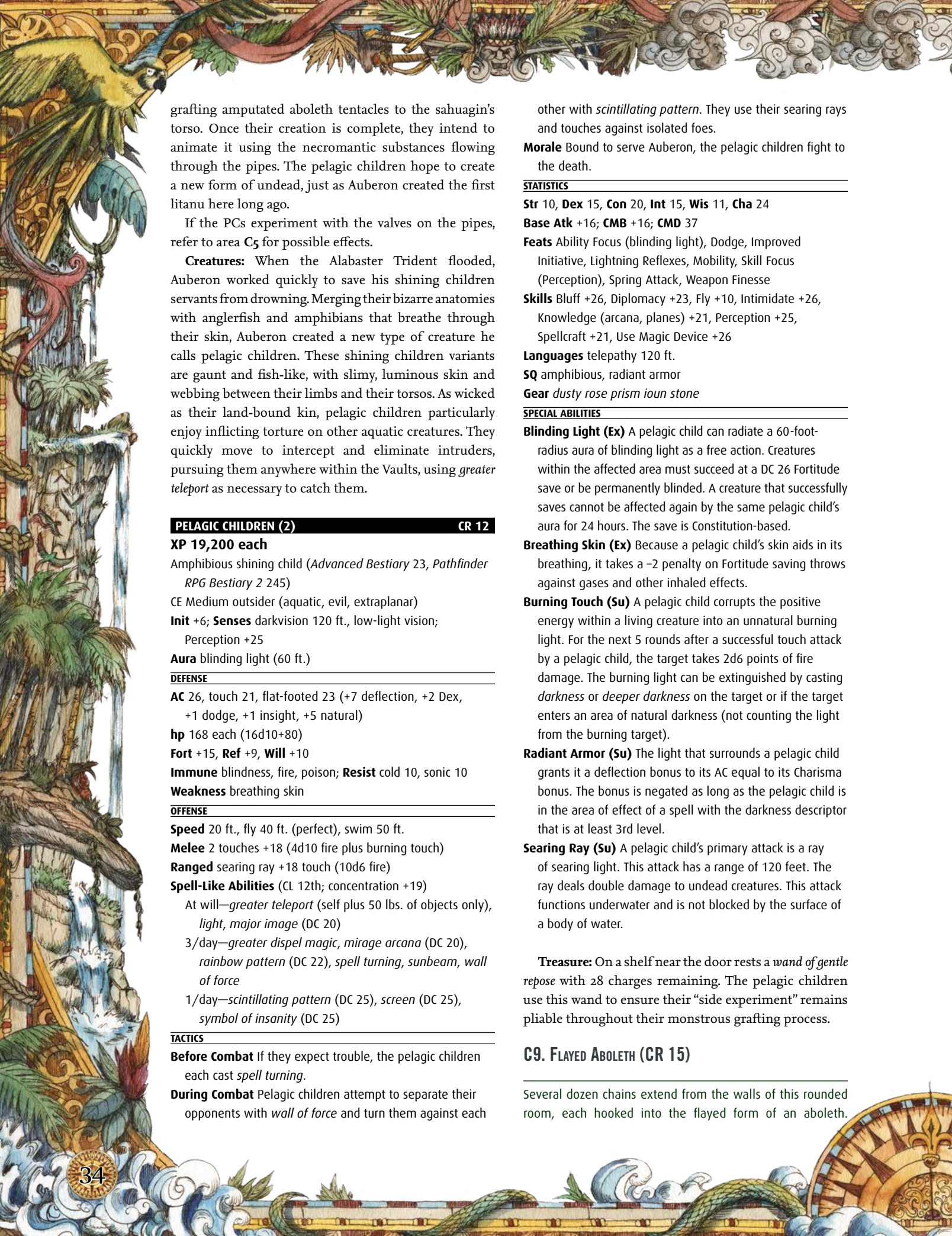
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grafting amputated aboleth tentacles to the sahuagin's torso. Once their creation is complete, they intend to animate it using the necromantic substances flowing through the pipes. The pelagic children hope to create a new form of undead, just as Auberon created the first litanu here long ago.

If the PCs experiment with the valves on the pipes, refer to area C5 for possible effects.

Creatures: When the Alabaster Trident flooded, Auberon worked quickly to save his shining children servants from drowning. Merging their bizarre anatomies with anglerfish and amphibians that breathe through their skin, Auberon created a new type of creature he calls pelagic children. These shining children variants are gaunt and fish-like, with slimy, luminous skin and webbing between their limbs and their torsos. As wicked as their land-bound kin, pelagic children particularly enjoy inflicting torture on other aquatic creatures. They quickly move to intercept and eliminate intruders, pursuing them anywhere within the Vaults, using *greater teleport* as necessary to catch them.

PELAGIC CHILDREN (2)

CR 12

XP 19,200 each

Amphibious shining child (*Advanced Bestiary* 23, *Pathfinder RPG Bestiary* 2 245)

CE Medium outsider (aquatic, evil, extraplanar)

Init +6; **Senses** darkvision 120 ft., low-light vision; Perception +25

Aura blinding light (60 ft.)

DEFENSE

AC 26, touch 21, flat-footed 23 (+7 deflection, +2 Dex, +1 dodge, +1 insight, +5 natural)

hp 168 each (16d10+80)

Fort +15, **Ref** +9, **Will** +10

Immune blindness, fire, poison; **Resist** cold 10, sonic 10

Weakness breathing skin

OFFENSE

Speed 20 ft., fly 40 ft. (perfect), swim 50 ft.

Melee 2 touches +18 (4d10 fire plus burning touch)

Ranged searing ray +18 touch (10d6 fire)

Spell-Like Abilities (CL 12th; concentration +19)

At will—*greater teleport* (self plus 50 lbs. of objects only), *light*, *major image* (DC 20)

3/day—*greater dispel magic*, *mirage arcana* (DC 20), *rainbow pattern* (DC 22), *spell turning*, *sunbeam*, *wall of force*

1/day—*scintillating pattern* (DC 25), *screen* (DC 25), *symbol of insanity* (DC 25)

TACTICS

Before Combat If they expect trouble, the pelagic children each cast *spell turning*.

During Combat Pelagic children attempt to separate their opponents with *wall of force* and turn them against each

other with *scintillating pattern*. They use their searing rays and touches against isolated foes.

Morale Bound to serve Auberon, the pelagic children fight to the death.

STATISTICS

Str 10, **Dex** 15, **Con** 20, **Int** 15, **Wis** 11, **Cha** 24

Base Atk +16; **CMB** +16; **CMD** 37

Feats Ability Focus (blinding light), Dodge, Improved Initiative, Lightning Reflexes, Mobility, Skill Focus (Perception), Spring Attack, Weapon Finesse

Skills Bluff +26, Diplomacy +23, Fly +10, Intimidate +26, Knowledge (arcana, planes) +21, Perception +25, Spellcraft +21, Use Magic Device +26

Languages telepathy 120 ft.

SQ amphibious, radiant armor

Gear *dusty rose prism ioun stone*

SPECIAL ABILITIES

Blinding Light (Ex) A pelagic child can radiate a 60-foot-radius aura of blinding light as a free action. Creatures within the affected area must succeed at a DC 26 Fortitude save or be permanently blinded. A creature that successfully saves cannot be affected again by the same pelagic child's aura for 24 hours. The save is Constitution-based.

Breathing Skin (Ex) Because a pelagic child's skin aids in its breathing, it takes a –2 penalty on Fortitude saving throws against gases and other inhaled effects.

Burning Touch (Su) A pelagic child corrupts the positive energy within a living creature into an unnatural burning light. For the next 5 rounds after a successful touch attack by a pelagic child, the target takes 2d6 points of fire damage. The burning light can be extinguished by casting *darkness* or *deeper darkness* on the target or if the target enters an area of natural darkness (not counting the light from the burning target).

Radiant Armor (Su) The light that surrounds a pelagic child grants it a deflection bonus to its AC equal to its Charisma bonus. The bonus is negated as long as the pelagic child is in the area of effect of a spell with the darkness descriptor that is at least 3rd level.

Searing Ray (Su) A pelagic child's primary attack is a ray of searing light. This attack has a range of 120 feet. The ray deals double damage to undead creatures. This attack functions underwater and is not blocked by the surface of a body of water.

Treasure: On a shelf near the door rests a *wand of gentle repose* with 28 charges remaining. The pelagic children use this wand to ensure their "side experiment" remains pliable throughout their monstrous grafting process.

C9. FLAYED ABOLETH (CR 15)

Several dozen chains extend from the walls of this rounded room, each hooked into the flayed form of an aboleth.



The ichthyic beast has had its skin peeled back and secured in place by the chains, displaying the layers of muscle and cartilage below with clinical precision. Despite being submerged, the creature has a desiccated appearance, as though its internal fluids had been completely extracted. Steel pipes run along the rear wall of this room, disappearing into the walls to the north and arching into the ceiling to the south.

Auberon captured this aboleth ages ago, but he lacked sufficient knowledge of aboleth physiology to successfully transform it into an undead minion. He instead flayed it and displayed the corpse as a gruesome exhibition of aboleth anatomy. Auberon considers the result a true work of art, like a beautiful sculpture, and the lessons he learned from this exercise recently allowed him to successfully transform Uluathan.

If the PCs experiment with the valves on the pipes in this room, refer to area C5 for possible effects.

C10. LITANU WORKSHOP

Eight metal cages, each sized to fit a humanoid creature, line the rounded rear wall of this room, against a series of pipes that disappear into the east and west walls. Several

tubes and nozzles protrude from the pipes into the cages, each ending in a thick syringe. Air bubbles from some of these tubes and pipes, while others seep strange liquids into the surrounding water.

Unlike the other operating rooms, which generally house only a single victim at a time, this room can hold as many as eight subjects. When Auberon perfected the creation of litanus, he redesigned this room to produce several of the undead at once in order to build an army of the rare undead creatures. The cages have heavy hasps and can be locked with a standard action, but all the cages are currently unlocked. Each cage contains a dead merfolk with tentacles grafted to its back and tubes running from the pipes along the wall to its spine. Although these merfolk resemble litanus, they are not yet animate. If left alone for another week, the dead merfolk animate as litanus.

The dead merfolk are connected to the pipes in this room. If a merfolk corpse is removed from its cage without a successful DC 12 Disable Device or Heal check, the tube connected to its spine pops free and sprays necromantic fluids into the room, exposing everyone in the room to a random necromantic substance; see area C5 for effects.

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AZURE BRIOLETTE IOUN STONE

This brilliant blue *ioun stone* was invented by Azlanti psychics to draw mental energy from others to bolster the bearer.

AZURE BRIOLETTE IOUN STONE

PRICE
15,000 GP

SLOT none

CL 12th

WEIGHT —

AURA strong enchantment and necromancy

This pear-shaped *ioun stone* sparkles in a brilliant blue color. Whenever a creature fails a saving throw against a mind-affecting spell cast by this *ioun stone*'s user, the user gains a number of temporary hit points equal to the targeted creature's Charisma bonus (minimum 0) until the start of the user's next turn. These temporary hit points do not stack. The user doesn't gain temporary hit points from a creature that voluntarily fails its saving throw against the spell.

Resonance: This stone allows the user to pick up on psychic resonance from corpses. So long as the user has carried the *ioun stone* continuously for at least 24 hours, the first three corpses touched by the user each day babble residual psychic impressions into the bearer's mind. This functions as the *grave words*^{OA} spell, except that only the user can hear the corpse speak.

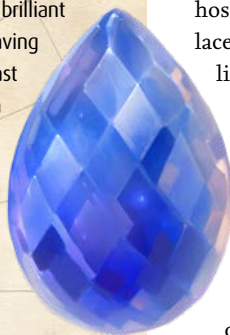
Cracked: This stone functions as normal, but the number of temporary hit points gained from the *azure briolette ioun stone* cannot exceed the user's Charisma bonus (minimum 0). *Price:* 14,000 gp.

Flawed: This stone grants only 1 temporary hit point, even if the target's Charisma bonus is higher than 1. *Price:* 8,000 gp.

CONSTRUCTION REQUIREMENTS

COST 7,500 GP

Craft Wondrous Item, creator must be 12th level



corner of the room contains a large statue of a stern, robed man with a severe widow's peak.

Auberon constructed the necromantic pump in this room to power his foul experiments. The lich has made several upgrades in the intervening millennia—most notably those that allow the machine to function underwater. The machine concentrates and cycles the eldritch necromantic substances that circulate through the pipes from areas **C5** through **C10**.

Although the machine is efficient, its supply of necromantic substances must be renewed every few days by drawing fluids and gases from an undead creature through the machine's metal hoses. Currently, two hoses are each attached to an immobile lacedon. These lacedons came to swear allegiance to Auberon, but the lich tricked the simpering creatures into serving as source materials for his necromantic pump; although they have now realized their plight, they are too deeply drained to escape. Each lacedon has been reduced to a Charisma score of 1 and has only 3 hit points remaining, as almost all of their energy has been drained into the necromantic pump. The lacedons cannot fight and can be easily detached from the hoses.

The necromantic pump is surprisingly durable; it has a hardness of 10 and 300 hit points. So long as any undead creatures are attached to its hoses, the pump regains 1 hit point each round. However, the PCs can sabotage the pump: with a successful DC 20 Disable Device, Knowledge (arcana), or Knowledge (engineering) check, a PC adjacent to the pump deals damage to the pump equal to the check's result. Permanently destroying the pump requires detaching the lacedons and reducing its hit points to 0. Once the pump is destroyed, the valves in areas **C5** to **C10** no longer emit necromantic substances and substances remaining in the system dissipate harmlessly.

Creature: The aboleth vampire Uluathan is usually found in this room, making adjustments to the pump and contributing its own unique mix of necrotic mucus to the machine. Despite warnings Uluathan may have received from Auberon or the pelagic children about the PCs, it does not expect intruders to make it this far into the Vaults.

Uluathan's possessions are limited to two *ioun stones*, one of which is a pear-shaped stone (see the sidebar above) required to open the hatch into the High Halls, so the PCs likely need to confront Uluathan to acquire this item. Although Uluathan is an ageless, evil monster, it does not harbor any particular animosity toward the PCs. It is driven to protect Auberon and Auberon's tower, but it doesn't share its master's hatred or paranoia.

C11. NECROMANTIC PUMP (CR 15)

The rounded south wall of this room contains a large and complex machine made of glass, metal, and stone. Gears whir and pistons pump back and forth, sending shuddering vibrations through the room. Long metal hoses protrude from the machine, quivering and undulating in the water. Two of these hoses are attached to shriveled, pallid humanoids bobbing near the room's ceiling, while others wave lazily back and forth like blind serpents seeking sustenance. Several pipes lead out of the machine into the east wall. The northeastern

Uluathan is constantly haunted by the mortality it has lost, giving it a sense of uncharacteristic empathy toward undead PCs or PCs afflicted by the necromantic fluids circulating through the Vaults. The aboleth prefers to converse with these PCs rather than attack them, so the PCs might have a surprisingly open conversation with the monster. You should use this opportunity to fill in the PCs on any aspects of the adventure background that they haven't yet figured out. Uluathan knows Auberon's overall history and Ochymua's desire to locate a hidden Azlanti base. Uluathan suspects that Auberon's urgent withdrawal into the High Halls is because Ochymua personally came to extract this information from the lich.

Uluathan's memory was badly damaged in its transition to a vampire. It has conveniently forgotten any information that you don't have or don't feel inclined to give away, such as details about ancient Azlanti ruins or about Ochymua's weaknesses or tactics. Pressing on these issues likely enrages Uluathan.

If any of the PCs are under the effects of necromantic substances, Uluathan feels stirrings of empathy and addresses the PCs telepathically. The vampire bemoans the fact that it, too, was recently a living creature but that it also succumbed to undeath here in the Vaults. If the PCs are willing to parlay, Uluathan explains that it came to the Alabaster Trident at the behest of its old master Ochymua but that its new master Auberon discovered its intrusion and transformed it, over agonizing weeks, into its current form. Uluathan only vaguely remembers that its task from its old master was to uncover the location of an important Azlanti facility that its new master kept secret. Unfortunately, Uluathan's torturous death and subsequent reanimation wiped away much of its recent memory and has affected its personality. Uluathan is much more forthcoming about its new master, gesturing with loyal adoration to the statue of Auberon (as with the other statues, the lich could use it to observe the PCs, but his attention is currently elsewhere). Uluathan now reveres its new master and wildly overstates Auberon's powers, insisting that the PCs are no match for the lich. Uluathan engages in conversation for no more than a few minutes, as it realizes that Auberon might be disappointed if the PCs were allowed to run amok in the Alabaster Trident. It eventually attacks, if grudgingly, insisting that it's doing the undead-tainted PCs a favor by saving them from its own terrible fate.

Uluathan engages in combat using his psychic spells such as *ego whip III* and *psychic crush I* to incapacitate its enemies. Against foes resistant to its mind-affecting attacks, Uluathan relies on *lightning bolt* and *magic missiles*. Uluathan is reactive in combat, using spells such as *dispel magic*, *fire shield* (chill shield), and *protection from energy* to counter its opponents' effective tactics.

If the PCs are overtly hostile, or if none of them appear afflicted with undeath, Uluathan sees no reason to parlay and attacks.

ULUATHAN

CR 15

XP 51,200

hp 237 (see page 60)

Development: Uluathan's *azure briolette ioun stone* is one of the three *ioun stones* required to open the hatch in area C15.

C12. TELEPORTATION CHAMBER (CR 11)

This spherical room appears to have been constructed using magic. It has a single entrance at the end of a short hall. A circle fifteen feet in diameter is carved onto the floor, surrounded by luminous runes that flicker erratically. This room feels cooler than others on this level.

This room was once a teleportation chamber that connected to similar rooms in other parts of Azlant. A few centuries ago, the magic in this room failed and the teleportation circle became inoperable. Auberon has been intending to fix it and explore the status of the other Azlanti ruins once connected to this teleportation network, but he hasn't found the time. The runes on this teleportation circle still retains some residual magical energy. A PC can identify this room's original purpose, as well as the fact that the teleportation circle is no longer functional, with a successful DC 20 Knowledge (arcana) check.

Trap: To keep intruders out of this room until Auberon gets around to fixing it, the pelagic children placed a trap here similar to the one in area C2. The symbol is inscribed on the domed ceiling of this room, visible to anyone who steps out of the short hall and into the spherical portion of the room.

BRILLIANT SYMBOL OF INSANITY TRAP

CR 11

XP 12,800

Type magic; Perception DC 33; Disable Device DC 33

EFFECTS

Trigger spell; Reset none

Effect spell effects (*symbol of insanity*, permanent insanity, Will DC 22 negates, and *sunburst*, 6d6 damage and blindness, Reflex DC 22 partial); multiple targets (all targets within 60 ft. for the *symbol of insanity* and all targets within 80 ft. for the *sunburst*)

Development: If the PCs trigger this trap or otherwise make excessive noise while in this room or the hallway outside it, the pelagic children in area C14 come to this room to investigate in 1d4+1 rounds.

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C13. ANATOMICAL DISPLAYS

Most of this room has suffered a catastrophic collapse, tumbling stone throughout the southern half. A dozen mannequins bob in the remainder of the room, connected to the floor with wires. The mannequins depict elves and merfolk, each with pieces missing to show cross-sections of musculature, bones, and circulatory systems in a comprehensive anatomical display. Some of the mannequins are battered or scratched. A wide opening leads north out of the room.

Auberon and the pelagic children keep these centuries-old mannequins as anatomical references for the various creatures they torture and transform here in the Vaults. All are constructed of a durable resin and can be adjusted and posed to display different parts of the body. Close examination shows that there are two kinds of elf mannequins: aquatic elves and surface elves.

Development: If the PCs are particularly noisy while in or near this room, the pelagic children in area C14 come to investigate.

C14. COFFIN CHAMBER (CR 14)

Sturdy weapons racks line the walls of this rounded room, holding polearms with oddly curved blades. A large pipe juts from the curved northeast wall. A metal cube as large as a wagon stands against the west wall, its top lid open wide. A wide opening leads south out of the room.

This room was designed as a guardroom, from which Azlanti guards could protect the Vaults from thieves and intruders. There were once many more weapons; several of the surviving ones have been given out to the litanus elsewhere in the Alabaster Trident. The pipes on the rear wall originally accessed the system of tubes that led through the Vaults, but when Auberon repurposed those tubes to circulate necromantic fluids to his operating rooms, he disconnected these pipes from the system.

The huge metal box along the west wall is Uluuthan's coffin; it is partially filled with black sand. If the two pelagic children are sifting through the sand (see Creatures below), then the box appears to be brightly lit from within.

Creatures: Two pelagic children pick through the black sand in Uluuthan's coffin, pulling out bits of shell and coral. Uluuthan commanded these outsiders to perform this dull task for a perceived slight, primarily to assert his newfound authority over the pelagic children. The pelagic children chafe at this task but cannot disobey the vampire. To break the monotony, they eagerly attack any intruders. A pelagic child reduced to fewer than 30 hit points flees and attempts to find reinforcements.

PELAGIC CHILDREN (2)

CR 12

XP 19,200 each

hp 168 each (see page 34)

Treasure: The weapon racks contain nine masterwork glaives with unusual blade designs, each worth 400 gp to a collector of Azlanti relics. A *wand of gaseous form* with 46 charges remaining hangs from one of the pipes on an ancient metal chain. The guards once stationed here could use the wand, enter the pipes, and reach any of the vaults. Removing the wand from the chain requires a successful DC 18 Strength check.

C15. HATCH

This small, circular room contains stairs leading to a large metal hatch, fifteen feet wide, set into the ceiling. Next to the hatch is a small panel with three indented shapes: a triangle, a pear shape, and a rectangle.

The hatch leads up to area D1 in the High Halls, but Auberon has sealed the High Halls with the *arcanovallation* ward described on page 25. Auberon is unaware that the powerful ward can be bypassed by using the proper combination of *ioun stones* to open this hatch. The hatch opens if the PCs insert the *pearlescent pyramid ioun stone* from area C6 into the triangle-shaped slot, the *azure briolette ioun stone* from area C11 into the pear-shaped slot, and any prism-shaped *ioun stone* (such as the *dusty rose prism ioun stones* used by the pelagic children) into the rectangular slot. Placing or removing an *ioun stone* from a slot is a move action.

Once the hatch is opened, it remains open as long as all three *ioun stones* remain in the slots and for 1 minute thereafter.

Alternatively, a PC can open the hatch with a successful DC 50 Use Magic Device check. Reduce this DC by 5 if only one correct *ioun stone* is used, and reduce it by 10 if two correct *ioun stones* are used. If opened this way, the hatch remains open for 1 minute before shutting again.

Story Award: If the PCs open the hatch using all three *ioun stones*, award them 25,600 XP.



PART 4: THE HIGH HALLS

The grandest public areas of the Alabaster Trident were known as the High Halls. These lofty rooms contained the tower's largest meeting areas, laboratories, and lecture halls, as well as a cavernous dining room and

attached kitchen. These levels also contained the meeting chambers for the tower's most renowned prophets, as well as private preparation rooms for the prophets and their attendants.

Auberon had little need for public space and discouraged all but the most powerful and influential visitors, so he repurposed many of these rooms as his personal laboratories. However, his ability to renovate these halls was limited. Much of the architecture and many of the ornate statues provided load-bearing support for the tower's higher levels. Yet the High Halls are still the heart of the Alabaster Trident, since they contain the entrance to the Omen Dominion demiplane and the controls for the *arcanovallation* defense mechanism.

D. HIGH HALLS

The High Halls are enormous, imposing rooms designed to impress visitors. Ornate statuary and geometric designs are prevalent throughout, protected against the omnipresent seawater with ancient magic. The High Halls are protected with the *arcanovallation* described on page 25. The ceilings inside the High Halls are 30 feet high. Unless otherwise indicated, the doors are made of reinforced stone (hardness 15, hp 30) and are unlocked. All of the rooms in the High Halls are flooded with seawater, and they have a slight current as the water moves through the large connecting chambers. Ornate sconces near the ceiling of each room contain *continual flame* spells, illuminating the High Halls with normal light.

The lowest level of the High Halls contained several connecting magical laboratories, all of which Auberon repurposed into a series of workshops to create clockwork creatures. Many of these rooms were damaged when the Alabaster Trident sank into the ocean as part of the same collapse that damaged many chambers in the Vaults below. Auberon simply works around rubble in the High Halls, and he hasn't prioritized repairs.

Use the map on page 40 for this portion of the Alabaster Trident.

D1. CENTRAL WORKSHOP

This large, rectangular room is lined with tables and shelves holding an array of curved metal plates, cogs, and springs. Half-formed clockworks in piscine shapes occupy the tables. A small forge occupies an alcove to the north near two large, circular grinding stones. The south end of the room contains a short spiral ramp surrounded by a low metal railing. Doors exit from two corners of the room; the southeast and southwest corners are instead filled with rubble.

Once a magical laboratory, this workshop is now where Auberon manufactures precise clockwork mechanisms

SHADOW POSSESSION

Auberon's clockworks contain special internal chambers allowing them to be occupied by an incorporeal creature, such as his loyal shadows. The shadow must be at least one size category smaller than the clockwork construct to pass into the construct and merge with it as it moves. While merged, the shadow moves with the construct and can see using its senses. The merged shadow cannot be targeted by attacks or effects, although area attacks deal damage to both the shadow and the construct. If the construct is destroyed, the shadow is immediately ejected to an adjacent space. The shadow can leave the construct at any time by moving out of its space.

A shadow merged with a construct gains some measure of control over the clockwork and can direct its actions, providing more tactical acumen than clockwork constructs normally display. One of the construct's melee attacks, as selected by the shadow each round, deals damage as per the shadow's incorporeal touch attack (although the construct must hit with it against the target's normal AC, not the target's touch AC, to impart this effect). Additionally, a merged shadow can wind the clockwork as a full-round action. This is a supernatural ability.

(he relocated the magical laboratory to the more spacious great hall in area D10). The pieces are all well preserved despite long years underwater. The forge is a unique creation of Auberon's design. To obtain the high heat necessary to forge precision clockworks without a fire, Auberon designed the forge to arc electrical energy in short, superheated bursts. Activating the electrical forge requires a successful DC 20 Knowledge (arcana) or Knowledge (engineering) check. Failure results in an electrical discharge that deals 4d6 points of electricity damage to all creatures within 5 feet of the forge.

The spiral ramp ends at the metal hatch leading to area C15. A small panel is discreetly set into the wall near the bottom of the ramp, out of sight from the top of the ramp. The panel contains indentations of a triangle, a rectangle, and a pear shape. This hatch is opened with three specific *ioun stones*, as described in area C15. The northwest door leads to area D2, while the northeast door leads to area D3. The southeast and southwest corners are blocked by rubble; the damage sustained when the Alabaster Trident fell into the sea has made the two halls that once opened here impassable.

Treasure: Auberon relies heavily upon magic to aid his manufacturing and keeps two *scrolls of fabricate* and a *scroll of polymorph any object* in a metal box near the forge. The scrolls are made of durable sealskin.

TOWER OF THE DROWNED DEAD

FOREWORD

PART 1: ON THE TINES

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PART 3: THROUGH THE VAULTS

PART 4: THE HIGH HALLS

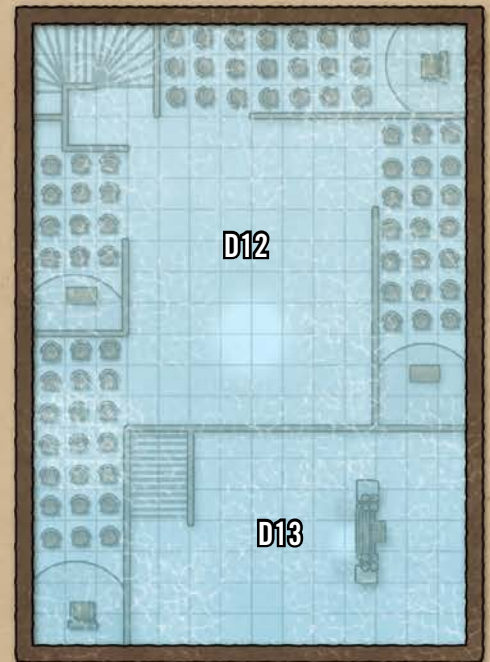
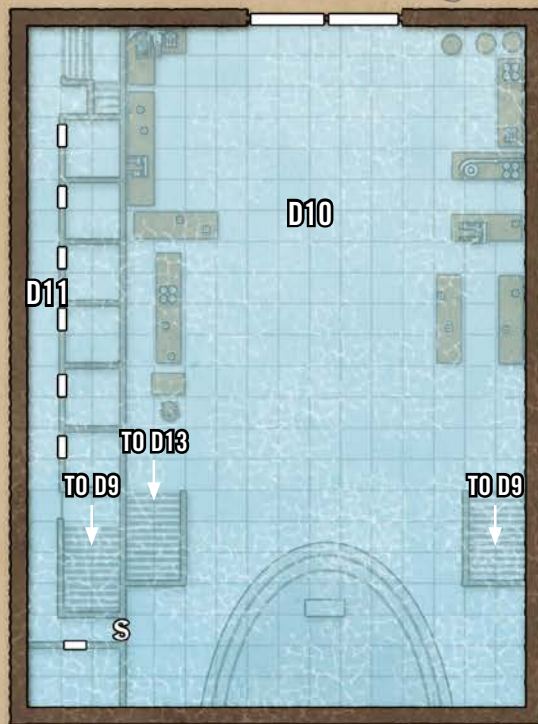
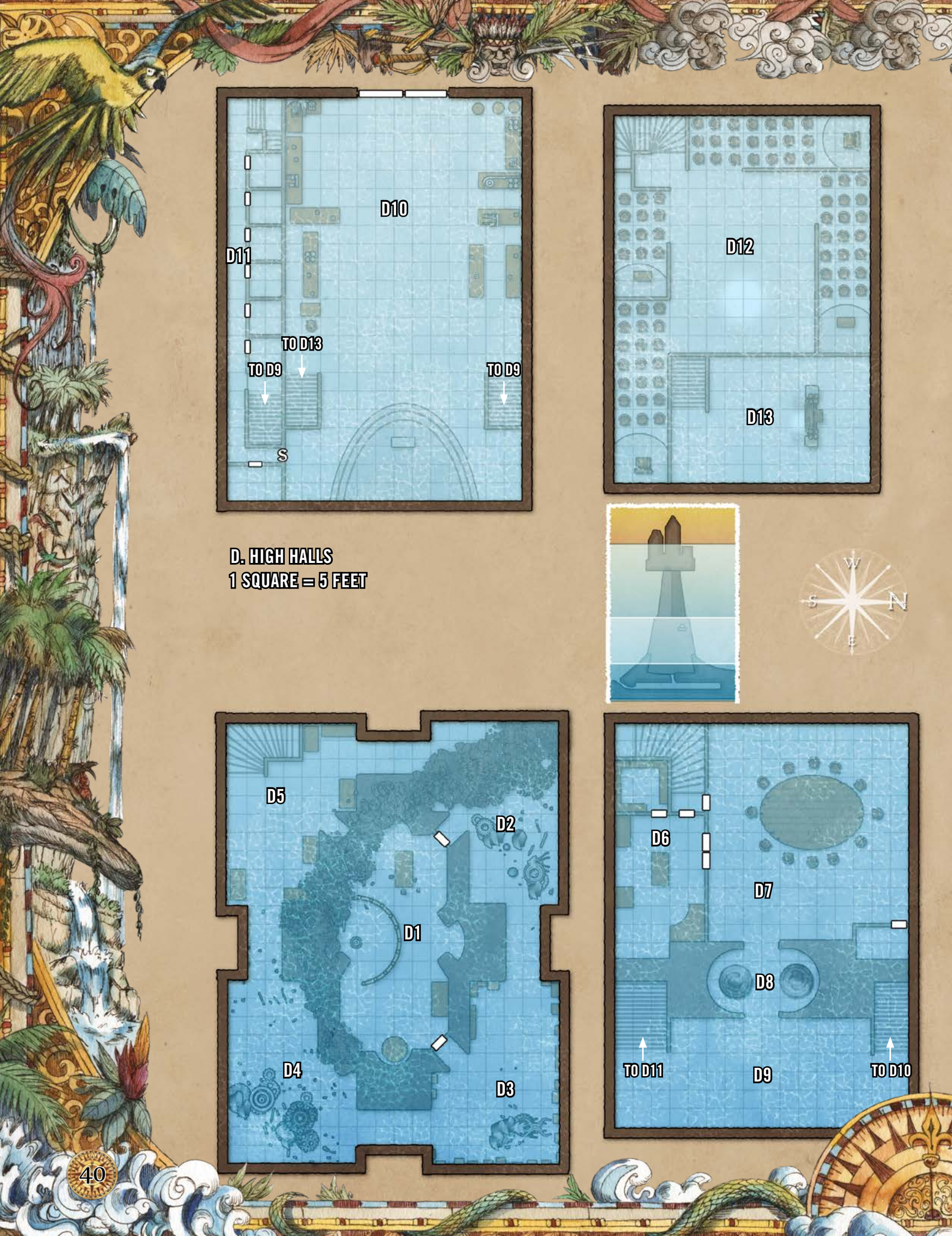
PART 5: THE OMEN DOMINION

NPC GALLERY

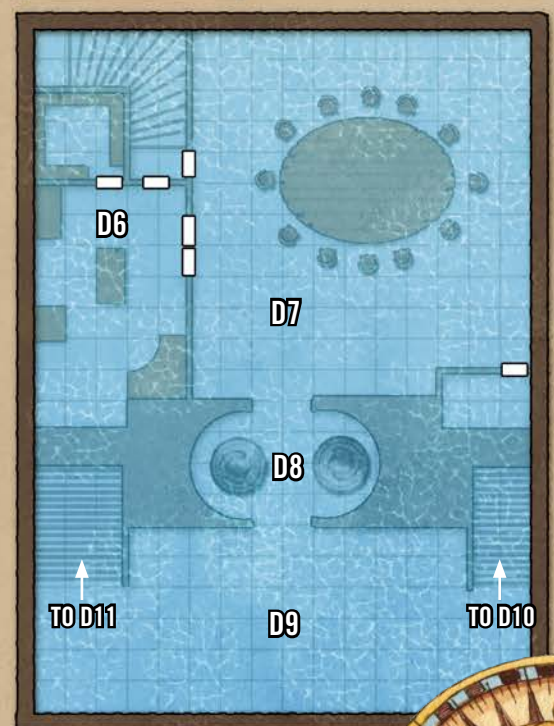
SECRETS OF AZLANT

AZLANT IN THE INNER SEA

BESTIARY



D. HIGH HALLS
1 SQUARE = 5 FEET



D2. CLOCKWORK STORAGE (CR 2)

Racks of clockwork pieces crowd this room. The pieces appear to be components of enormous clockwork eels and squids. The southwest part of this room is a jumbled mass of stone from a collapse in the distant past. Hallways lead out to the east and to the southeast.

Auberon keeps mostly complete pieces of clockwork leviathans and clockwork nautiloids (see page 82) in this room. The southeast hall ends at a door to area D1, while the east hallway leads to area D3.

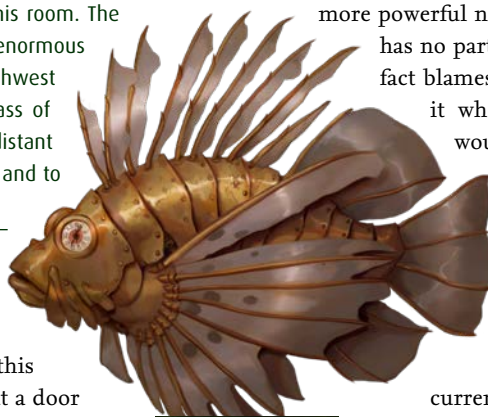
Creature: A feisty clockwork familiar in the form of a lionfish lurks among the large components stored here. Auberon created the creature on a whim several decades ago, naming it Baucrade. Almost immediately, Baucrade got stuck while exploring among the clockwork nautiloids stored in area D3. Auberon assumed the creature had escaped the tower and wound down somewhere. When the active clockwork nautiloid inadvertently knocked Baucrade's key a few years later, the clockwork fish awoke again. Baucrade quickly "trained" the nautiloid to wind it when needed, but it otherwise keeps to this room, out of the way of other creatures. Baucrade has seen the shadows inhabit the other clockwork creatures (see the sidebar on page 39), and it fears that one of the shadows might do the same to it—although Baucrade doesn't realize it's too small to inhabit.

When the PCs enter this room, Baucrade realizes that these strangers might represent an opportunity to leave the tower. It swims out from among the components, introducing itself and offering to fight at the PCs' side as an ally (and, in Baucrade's mind, an equal). Baucrade's offer is genuine, but its knowledge is limited—it knows only about areas D1 through D5. It is aware of Auberon's shadow minions and their leader, a terrifying and stealthy shadow named Oulat Gloaming-Chill. Baucrade has seen the shadows possess clockwork creatures, although it shudders visibly upon explaining this ability.

Baucrade is loyal and bold; its bravado far outstrips its size and prowess. It rushes directly into melee whenever the PCs enter a fight. The sole exception is if the PCs are in the presence of Auberon's shadows, in which case Baucrade cowers behind the PCs, muttering, "Stay out of my gears and springs!" over and over. Clockwork creatures in the Alabaster Trident won't attack Baucrade even if Baucrade attacks them, but

non-clockwork creatures have no such restriction; the PCs may need to intervene to save their plucky ally from more powerful non-construct creatures. Baucrade has no particular loyalty to Auberon, and in fact blames the lich for not coming to find it when it initially became lost and wound down.

Baucrade has the statistics of a normal clockwork familiar, but it has a swim speed of 50 feet instead of a fly speed, has Swim +12 instead of the Fly skill, and speaks Azlanti rather than Common. Baucrade currently has no item installed, as Auberon hadn't gotten around to installing one before misplacing the creature.



BAUCRADE

BAUCRADE

CR 2

XP 600

Clockwork familiar (*Pathfinder RPG Bestiary* 5 57)

hp 16

Speed 10 ft., swim 50 ft.

Languages Azlanti

D3. NAUTILOID WORKSHOP (CR 14)

Three armored shells as large as wagons hang from ceiling hooks in this room, a dizzying array of clockworks spilling out from within each. Hallways lead out to the west, south, and southwest.

This room is where Auberon assembles clockwork nautiloids. After Auberon completed a handful of these enormous constructs, his efforts culminated in the superior version he named Xochatli, which was built from his original design and is now occupying area D10. Auberon then lost interest in the rote completion of the unfinished creatures here. As a result, these constructs have been hanging here, nearly complete, for decades.

The hallway to the west leads to area D2, while the hallway to the south leads to area D4. The southwest hall ends at a door to area D1.

Creatures: A single completed clockwork nautiloid patrols this room, occasionally wound by the shadow from area D5. The creature defends the room against any intruders, pursuing opponents that flee.

CLOCKWORK NAUTILOID

CR 14

XP 38,400

hp 161 (see page 82)

SPECIAL ABILITIES

Shadow Possession (see the sidebar on page 39)

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Treasure: The three incomplete clockwork nautiloids are each worth 18,000 gp, the cost of the components necessary to create one.

Development: The shadows elsewhere in the High Halls are unlikely to be aware of the PCs already, but if the PCs have been particularly noisy or otherwise made their presence known, the shadow from area **D5** comes to investigate. If the clockwork nautiloid hasn't been destroyed, the shadow possesses it to fight.

D4. LEVIATHAN WORKSHOP

Several smooth, rounded plates are piled throughout this room. An eel-like clockwork monster floats lazily in the room's southeastern corner, its blunt flippers twitching. Hallways lead to the north and west. An alcove to the northwest is filled with rubble.

Clockwork leviathans require several overlapping, segmented plates to contain their fiery cores and provide sufficient reticulation for their eel-like movement. Auberon's servants once piled the necessary plates here for Auberon to assemble, although Auberon completed only two clockwork leviathans before turning to clockwork nautiloids instead. The clockwork leviathan in the southwest corner was once fully functional, but Auberon later plundered its interior components for other purposes. The creature is now powerless except for occasional flipper twitches.

The north hall leads to area **D3** and the west hall leads to area **D5**. The rubble-choked alcove to the northwest used to lead to area **D1**, but it is now impassable.

Development: The piles of rounded clockwork plates are balanced precariously. If a pile is touched, the plates slip to the ground with a solid but muffled thud that reverberates through the water, alerting the creatures in area **D3** and **D5** to the presence of intruders.

D5. GHOST COMPONENT WORKSHOP (CR 13)

The benches in this workshop hold a strange array of clockwork components, including hazy, insubstantial gears and rods that fade in and out of solidity. A hallway leads out of this room to the east. Stairs ascend in the southwestern corner of the room. A hall to the north is choked with blocks of stone.

This workshop is where Auberon crafts the special components that allow shadows to enter his clockwork constructs and control them. Although these components cannot be used as weapons, they all have an effect similar to the *ghost touch* weapon special ability and can be moved and manipulated by incorporeal creatures. Modern clockwork engineers consider "ghost components" to be fanciful speculation at best.

Their presence here indicates that Auberon long ago unlocked secrets that modern clockwork engineers deem out of reach. With a successful DC 25 Craft (clockworks) or Knowledge (arcana), a PC recognizes both the purpose of these components and that these components are likely as valuable as they are rare.

The eastern hallway leads to area **D4**. The stairs lead up to the public areas of the High Halls, opening into a short hallway providing access to areas **D6** and **D7**.

Creatures: A clockwork leviathan guards this room along with a shadow that passes time tinkering with the ghost components. Unlike the clockwork leviathan in area **D4**, this creature is fully functional. If these creatures are unaware of the PCs' presence until the party arrives in this room, their initial instinct is to attack intruders independently. If these creatures are ready for the PCs (such as if the PCs were particularly noisy fighting the clockwork nautiloid in area **D3** or knocked over the plates in area **D4**), the shadow has already possessed the clockwork leviathan and fights from within it. If the clockwork leviathan is destroyed while the shadow is still alive, the shadow flees to area **D12** to alert Oulat Gloaming-Chill.

ADVANCED GREATER SHADOW

CR 9

XP 6,400

hp 76 (*Pathfinder RPG Bestiary* 294, 245)

CLOCKWORK LEVIATHAN

CR 12

XP 19,200

hp 128 (*Pathfinder RPG Bestiary* 3 55)

SQ shadow possession (see page 39), swift reactions, winding


Treasure: The rare ghost components here consist of 130 pounds of gears, rods, and springs. Collectively, the ghost components are worth 75,000 gp.

D6. KITCHEN

This room is a sizable kitchen and connected pantry. Busy servants in this kitchen once prepared all the food for the Alabaster Trident's staff and guests. Once Auberon took over the tower, the staff mostly had to fend for themselves at mealtimes, and elaborate dinner parties all but ceased. When the Alabaster Trident sank, this kitchen was wholly abandoned. Foodstuffs once stored in the pantry dissolved long ago. Clots of filthy slime float in the water here, and all the once-fine kitchenware and dishes have been smashed by the bored demons in area **D7**.

D7. DINING HALL (CR 14)

An enormous table made of dull golden wood fills the center of this ornate dining room. The table is covered with a viscous



sludge, heaped to several feet thick at the table's center. The walls and ceiling here are carved to resemble a vast forest with interlocking boughs overhead. The carvings resemble no ordinary trees, though, as the bark contains runelike whorls and striations. Chairs of the same dull golden wood surround the once-fine table. A wide hall exits this room to the east, two doors stand in the south wall, and a third door stands in the northeast corner.

This elaborate dining hall was decorated to resemble the terrain of the Omen Dominion, although the PCs are likely to see this only as a strange forest theme when they first enter this room. Unlike the runes on the trees in the Omen Dominion, however, the runes carved onto the walls have no magical power. They are meaningless, if pretty, embellishments.

The table and chairs are made of the pale golden wood from the Omen Dominion, enhanced with a permanent *ironwood* spell. Although these furnishings have survived the millennia, their long removal from the Omen Dominion has muted their once-vibrant color to a dull golden hue.

The sludge on the table is a putrid combination of deep-sea mud, caustic minerals, and tiny decaying sea creatures. Despite not needing to eat, the creatures inhabiting this room consider the sludge a delicacy and have collected this "feast" to enjoy at their leisure.

The doors to the south lead to the kitchen (area D6) and down to the ghost component workshop (area D5). The northeast door leads to a small, empty storage alcove. The opening to the east leads to area D8; the enormous statues in that hall are visible from within this room.

Creatures: Auberon summoned and bound a pair of omox demons many years ago as a special aquatic strike force. Oulat Gloaming-Chill, the leader of Auberon's shadows, resented the newfound competition and redoubled his efforts to serve the lich. As a result, Auberon hasn't used the demons much, and they've become bored and irritable. Too frightened of Auberon to leave the tower for long or to engage in wholesale destruction or befoulment of the Alabaster Trident, these demons engage in petty acts such as smashing the dishes in the unused kitchen and collecting putrid deep-sea mud for occasional feasts. They view intruders as a good opportunity to vent their rage in combat and use their liquid leap ability liberally to attack PCs who hang back and to flank with each other. The demons eagerly follow intruders that flee and fight until destroyed, longing to be freed from their dull existence.

OMOX DEMONS (2)

CR 12

XP 19,200 each

hp 162 each (*Pathfinder RPG Bestiary 2* 79)

D8. HALL OF THE SPEAKING GODS

This hall contains two enormous alcoves, each containing an enormous statue. The north statue depicts a regal, serious Azlanti man in ornate robes. His arms are spread wide, and his mouth is open as if to speak. The south statue depicts a somber woman in dark robes with her head tilted up to the sky and a hand covering her heart. Her mouth is wide open as though speaking. Both statues touch the ceiling high overhead.

These two statues depict Amaznen, Azlanti god of magic and invention, and Pharasma, known to the Azlanti as a goddess of prophecy as well as birth and death. Amaznen is depicted as a teacher imparting welcome truths, while Pharasma is depicted as a prophet, sometimes uttering unwelcome possibilities. The builders of the Alabaster Trident thought both types of truth were important to understand in order to gain an accurate view of their place in the world. A PC who succeeds at a DC 25 Knowledge (religion) check identifies these aspects as an uncommon, but not unknown, Azlanti duality.

These statues used to be enchanted to speak cryptic prophecies, both welcome and unwelcome, but their magic dissipated long ago. Auberon wanted to remove these statues or alter them to his likeness, but the statues are load bearing and he hasn't yet calculated how to safely remove or modify them.

The west end of this short room opens into the dining hall (area D7), and the east end opens into the assembly chamber (area D9).

D9. ASSEMBLY CHAMBER

This enormous room bears several decorative arches along the walls, each filled with geometric designs. Stairs ascend from the northwest and southwest corners of this enormous room, with a large hall exiting to the west between them.

This large hall is an all-purpose assembly room for public receptions and announcements held in relative privacy outside of the great hall. The furniture that once filled this room was made of fine wood and long ago dissolved in the omnipresent seawater.

The northern set of stairs leads up to the great hall (area D10) while the southern stairs lead up to the scholar's passage (area D11). The opening between them leads to the hall of the speaking gods (area D8).

D10. GREAT HALL (CR 15)

This massive room is filled with sweeping archways and frescoes in geometric patterns. Several tables, shelves,

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and chests fill the room, each crammed with glowing vials, delicate-looking tomes, and an array of odd tools. The west end of the room bears two enormous stone doors wide enough to admit a barge. The east end contains a dais holding an ornate metal lectern. Wide, delicate stairways occupy either side of the dais along the walls. The stairs to the north descend, while the stairs to the south ascend through an opening in the ceiling.

This room was once the entryway and the grandest hall of the Alabaster Trident. Auberon turned it into an enormous magical laboratory when he made the tower his home—a testament to how much the wizard valued his own intellectual pursuits over the trappings of civilized company that made visitors to Auberon's tower immediately aware they were entering the wizard's personal domain. Auberon kept the ceremonial lectern atop the dais—the better to lecture to his rare visitors—but he otherwise filled the room with furnishings and supplies necessary for the many experiments he simultaneously pursues here.

As seawater can damage the reagents and tomes necessary for his research, Auberon created a permanent magical protection in this room: objects brought into this room are immune to water damage. For example, paper does not bloat, ink does not run, and chemical reagents are not spoiled. This protection expires as soon as an object leaves this room, although the protection returns once the object is brought back into the room (which matters only if the object isn't ruined by being submerged in the meantime).

This room is as well lit as other chambers of the High Halls, but the various experiments cast weird shadows and throw multicolored lights around the room.

The doors to the west lead out into the ocean around the tower, but they are currently locked with a good lock (Disable Device DC 30 to open) and protected with an *arcane lock* spell cast by Auberon (CL 16th). In addition, the doors are included within the *arcanovallation* described in the sidebar on page 25. The doors glow with the silvery sheen that shows the ward is present.

The north stairs lead down to the audience chamber (area D9) and the south stairs lead up to area D13. A secret door tucked behind the south stairs leads to the scholar's hall (area D11); a successful DC 25 Perception check is required to locate this door.

Creature: When Auberon realized how Ochymua had tricked him, he recalled his loyal clockwork Xochatli. Auberon was not yet sure what would come from Ochymua's betrayal, but the lich wanted his greatest clockwork invention near at hand. Xochatli was built on improved designs resulting from the creation of the clockwork nautiloids. Its basic shape is similar to an octopus, but many have reported the creature

as resembling a kraken. It has a rubbery material covering much of its body, covered in turn by durable and protective metal plates. The creature's head and tentacles can expand and contract, allowing to change its shape in minor ways and fit without difficulty into smaller areas than it would normally be able to. It elongates and compresses its head when it uses its jet ability, reducing drag and appearing more squid-like. In addition, Xochatli bound the soul of a kraken within the creature, lending it a malicious intellect and several spell-like abilities.

Xochatli now floats in this room—one of the few rooms in the Alabaster Trident large enough to hold it—awaiting further orders. If intruders appear, Xochatli questions them in its booming monotone, demanding to know why they have come. Xochatli knows only that Auberon was tricked by a previous visitor and has sequestered himself in his pocket demiplane. Ultimately, even if Xochatli doesn't think the PCs are the cause of Auberon's heightened security, it knows that they shouldn't be in the tower. It gives them only a single chance to leave—more out of indolence than magnanimity—before attacking.

Because of the components required for Xochatli's intellect, it lacks ghost components; as a result, incorporeal creatures can't possess Xochatli like they can other clockwork creatures.

XOCHATLI	CR 16
XP 76,800	
NE Gargantuan construct (clockwork)	
Init +9; Senses blindsense 60 ft., darkvision 60 ft., low-light vision; Perception +43	
DEFENSE	
AC 30, touch 12, flat-footed 24 (+5 Dex, +1 dodge, +18 natural, –4 size)	
hp 229 (26d10+86); fast healing 5	
Fort +8, Ref +15, Will +15	
Defensive Abilities deep dweller, reflective shell, DR 10/adamantine and bludgeoning; Immune cold, construct traits	
Weaknesses vulnerable to electricity	
OFFENSE	
Speed 10 ft., swim 60 ft., jet 240 ft.	
Melee bite +31 (2d8+9/19–20), 2 arms +26 (2d6+4 plus grab), 4 tentacles +26 (1d8+4 plus grab)	
Space 20 ft.; Reach 20 ft. (60 ft. with arms)	
Special Attacks constrict (tentacles, 1d8+5), ink reservoir, rend ship, tenacious grappler	
Spell-Like Abilities (CL 15th; concentration +18) 1/day— <i>control weather</i> , <i>control winds</i> , <i>dominate monster</i> (DC 22, animals only), <i>resist energy</i>	
TACTICS	
Before Combat Xochatli shores up its vulnerability by casting <i>resist energy</i> (electricity).	

During Combat Xochatli grabs as many foes as possible with its tentacles and crushes them to death, swiping at opponents that remain out of reach with its arms.

Morale Xochatli has been a fearless terror of the seas for millennia. It doesn't retreat and attacks until destroyed.

STATISTICS

Str 29, **Dex** 20, **Con** —, **Int** 18, **Wis** 21, **Cha** 17

Base Atk +26; **CMB** +39 (+41 bull rush, +43 grapple); **CMD** 55 (57 vs. bull rush, can't be tripped)

Feats Alertness, Awesome Blow, Blind-Fight, Combat Reflexes, Critical Focus, Dodge, Improved Bull Rush, Improved Critical (bite), Improved Initiative[®], Iron Will, Lightning Reflexes[®], Power Attack, Staggering Critical, Toughness, Vital Strike

Skills Acrobatics +31, Intimidate +29, Knowledge (geography) +17, Perception +43, Sense Motive +22, Stealth +19, Swim +43; **Racial Modifiers** +8 Perception

Languages Aquan, Azlanti, Common, Elven

SQ compression, enhanced senses, swift reactions, winding

SPECIAL ABILITIES

Deep Dweller (Ex) Xochatli is immune to cold and damage from water pressure.

Enhanced Senses (Ex) Xochatli has more efficient clusters of visual, tactile, and olfactory clusters than most other clockwork creatures. Xochatli has blindsense out to 60 feet and a +8 racial bonus on Perception checks.

Ink Reservoir (Ex) Xochatli carries a reservoir of greasy, poisonous ink distilled from kraken ink. Xochatli can emit a cloud of this ink in an 80-foot spread once per minute as a free action while underwater. This cloud provides total concealment. Creatures within the cloud are considered to be in darkness. In addition, the ink is toxic, functioning as contact poison against all creatures caught within it. The ink cloud persists for 1 minute before dispersing. Xochatli's reservoir contains enough ink to use this ability three times; once expended, Xochatli cannot use this ability again until its ink reservoir is refilled.

Kraken Ink: Ink cloud—contact; *save* Fort DC 23; *frequency* 1/round for 10 rounds; *effect* 1 Str damage plus nauseated; *cure* 2 consecutive saves. The save DC is Constitution-based.

Jet (Ex) Xochatli can jet backward as a full-round action at a speed of 240 feet. It must move in a straight line, but it does not provoke attacks of opportunity while jetting.

Reflective Shell (Su) Xochatli's curved shell resists magical ray attacks. Ray spells or effects targeting Xochatli are harmlessly deflected and have no effect.

Rend Ship (Ex) As a full-round action, Xochatli can attempt to use its tentacles to grapple a ship of its size or smaller. It attempts a combat maneuver check opposed by the ship's captain's Profession (sailor) check, but Xochatli gets a cumulative +4 bonus on the check for each size category smaller than Gargantuan the ship is. If Xochatli grapples the ship, it holds the ship motionless; it can

attack foes on deck with its free arms and can't attack foes at all with its beak. Each round it maintains its hold on the ship, it automatically deals bite damage to the ship's hull.

Tenacious Grappler (Ex) Xochatli does not gain the grappled condition if it grapples a foe with its tentacles.

Treasure: Auberon has several partially completed experiments in this room, but he also has several valuable items, including three *potions of invisibility*, a *rod of wonder*, a *tome of leadership and influence* +3 written in Azlanti, and a silver dish worth 250 gp containing four tiny diamonds worth 1,000 gp each.

D11. SCHOLAR'S PASSAGE

This narrow hall is lined with small rooms and empty bookshelves. Stairs descend at the eastern end of the passage and ascend at the western end.

This narrow hallway contained rooms that scholars or visiting dignitaries could use as personal workspaces without being too far from the other public halls. Each room has a door for privacy, but the doors are all unlocked and most hang open. Even in the height of the Alabaster Trident's occupation, secret work and sensitive meetings were performed elsewhere, as this hallway was heavily trafficked. Each room contains a small desk made of pale stone, but all other furnishings disintegrated long ago. Auberon moved the useful tomes and treatises kept here into the great hall where they would be better preserved.

The eastern stairs lead down into the assembly chamber (area D9) and the western stairs lead up to the seers' audience chambers (area D12). A secret door connects to the great hall (area D10) on the north wall near the eastern stairs; finding this secret door requires a successful DC 25 Perception check.

Development: If Oulat Gloaming-Chill in area D12 is aware of intruders in the High Halls, he commands two of his shadows to lurk in the rooms here, attack with surprise if they can, and then return to his side.

D12. SEERS' AUDIENCE CHAMBERS (CR 14)

The center of this wide room is set off by wide arches and short walls that create four side chambers along the room's outer sides. Each chamber has a dais against the back wall, with either a metal podium or stone seat upon the dais. Rows of stone benches are arrayed before each dais. Each archway is decorated with a different metal: gold, iron, mithral, or platinum. A set of stairs ascends from the southwestern corner of the room, and a wide hole pierces the ceiling near the center of the east wall.

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AZLANT IN THE INNER SEA

BESTIARY

In Azlanti times, the prophets of the Alabaster Trident delivered their insights and predictions to the public upon predetermined schedules in these four audience chambers. Although up to four seers could speak at once here, addressing all people in their audience chambers or the central hall, the four audience chambers were rarely scheduled for revelations at the same time. A specific chamber would be selected in advance by the seer to hint at the prophecy's subject; the metal of each chamber's archway had traditional meanings. The gold chamber was used for predictions regarding the economy, wealth, or urban affairs. The iron chamber was used for calamitous prophecies, such as warnings of plagues or storms. The mithral chamber was used for predictions regarding magic, the occult, or other planes of existence. The platinum chamber was associated with mysteries, and was used when the seer didn't want to provide any clues about the nature of her pending prophecy, or when the seer herself had no advance notion of what prophecy might strike during her presentation.

The room to the east is a storage closet containing 16 extra benches made of stone and marble, for use at particularly well-attended prophecies. They are badly damaged due to the passage of time.

The stairs lead down to area **D11**. The hole in the ceiling contained a spiral stairway leading to the Haft, but the stairs were removed as unnecessary once the tower sank. The hole leads to area **B12**, but it is currently covered by the silvery, impenetrable ward of the *arcanovallation* (unless the PCs have shut down that effect in area **D13**).

Creatures: Auberon's shadow spies are stationed here under the leadership of a sneaky and murderous shadow named Oulat Gloaming-Chill. He appear to be the shadow of a muscular bugbear or barghest, the edges of Oulat's form are always tipped with what appears to be ice crystals that emerge and dissolve as he moves. Even Auberon is unsure what sort of creature Oulat once was, but the shadow has given Auberon unflinchingly loyal service for centuries. Oulat and his shadows are responsible for security within the Alabaster Trident. The shadows patrol this room, and occasionally slip through the wall separating this room from area **D13** to check for trespassers there.

Oulat relishes the opportunity to enter combat, silently flexing his arms and clenching and unclenching his fists, as though limbering up for a welcome exertion. The other shadows here support Oulat in a fight, typically by sinking into the floor and rising up on the other side of opponents to flank them with Oulat.

OULAT GLOAMING-CHILL
XP 19,200

CR 12

Greater shadow slayer 4 (*Pathfinder RPG Bestiary* 245, *Pathfinder RPG Advanced Class Guide* 53)

CE Medium undead (incorporeal)

Init +7; **Senses** darkvision 60 ft.; Perception +24

DEFENSE

AC 27, touch 21, flat-footed 20 (+6 armor, +4 deflection, +6 Dex, +1 dodge)

hp 131 (13 HD; 9d8+4d10+69)

Fort +11, **Ref** +14, **Will** +9

Defensive Abilities channel resistance +2, incorporeal;

Immune undead traits

OFFENSE

Speed fly 40 ft. (good)

Melee incorporeal touch +17 (1d8 Str)

Special Attacks create spawn, sneak attack +1d6, studied target +1 (1st, move action)

TACTICS

During Combat Oulat attacks opponents he can flank, using Flyby Attack to dart forward and then dash away. He uses his studied target ability on an opponent that closes with him, cocking his head at an unnatural angle as though peering through them as he does so.

Morale Auberon has promised Oulat that he will restore him to life if Oulat is destroyed while in the lich's service. In truth, Auberon isn't entirely convinced of his ability to do so, but Oulat knows that the lich is exceedingly powerful and therefore believes Auberon's claim. As a result, Oulat fights to the death.

STATISTICS

Str —, **Dex** 24, **Con** —, **Int** 10, **Wis** 14, **Cha** 18

Base Atk +10; **CMB** +17; **CMD** 32

Feats Combat Reflexes, Dodge, Flyby Attack, Mobility, Skill Focus (Perception, Stealth), Toughness

Skills Bluff +12, Fly +17, Intimidate +20, Perception +24, Sense Motive +18, Stealth +29 (+33 in dim light, +25 in bright light); **Racial Modifiers** +4 Stealth in dim light, -4 Stealth in bright light

SQ favored terrain (water +2), slayer talents (slow reactions, terrain mastery), track +2

Gear +2 ghost touch mithral chain shirt

ADVANCED GREATER SHADOWS (3)

CR 9

XP 6,400 each

hp 76 each (*Pathfinder RPG Bestiary* 294, 245)

Treasure: The metals decorating the audience chamber archways have been well protected against the ravages of time and seawater. Removing the metal from an archway's stone takes several hours. The gold plating is worth 2,000 gp, the mithral plating is worth 5,000 gp, and the platinum plating is worth 11,000 gp.

Development: If Oulat is aware of intruders in the High Halls, he sends two of his shadows to investigate (as described in area **D11**). If the PCs defeat these

shadows elsewhere in the High Halls, they are not present in this area.

D13. DEMIPLANE ACCESS (CR 15)

A freestanding arch of stone and metal stands the center of this room, glowing brightly. The area beneath the arch appears to be a forest of golden trees, but the image is hazy, as though out of focus. Next to the arch is a small table containing an iron hemisphere the size of a serving bowl with a small metal cube stuck to its side. The walls of this room contain geometric designs that all have a stretched appearance, as though radiating outward from the archway at the center of the room. A wide set of stairs descends to the southwest.

The heart of the Alabaster Trident, this room contains the permanent gate to the Omen Dominion. The gate is 12 feet wide and 10 feet tall. The archway around the gate and the careful geometric designs engraved on the room's walls keep the opening stable, but the gate is naturally occurring and has been present since even before the Alabaster Trident was constructed (although at that time, the gate opened atop a tall spire of rock). The gate generates arcane power as a side effect, and Auberon has harnessed this power to create the *arcanovallation* that wards the key portions of the Alabaster Trident (see the sidebar on page 25).

The iron hemisphere next to the gate serves as the control mechanism for the *arcanovallation*. The hemisphere contains several magically enhanced magnets held apart by a pair of *immovable rods* that pivot and rotate within it. An iron *cube of force* sticks to the sides of the hemisphere due to the power of the magnets within. The *cube of force* is drained of 1 charge each hour to power the *arcanovallation*. By sliding the cube around on the surface of the hemisphere (or by pulling the cube free from it, which requires a successful DC 10 Strength check), the user of the *arcanovallation* can adjust the *arcanovallation* or drop it entirely. For users without Auberon's extensive knowledge of the device, any tinkering with the hemisphere or the attached *cube of force* causes the *arcanovallation* to immediately drop (see Development on page 48). Restarting

the *arcanovallation* is likely beyond the PCs' ability, unless you allow spells such as *legend lore* to impart the necessary knowledge. Otherwise, it would take the PCs at least 2 weeks of study to fully understand the device's functions.

Few details of the Omen Dominion are visible to those looking through the gate, as the gate makes everything on the other side appear hazy and out of focus. The PCs can see a forest of immense trees with golden bark, and with a successful DC 15 Perception check, they notice that the forest is not flooded and seems to have normal gravity. Stepping through the gateway brings the PCs into the Omen Dominion at area E1.

Treasure: The *cube of force* attached to the iron hemisphere is operational, but it has only 1d10+8 charges remaining. The iron hemisphere and the magnets lose

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their magic if disturbed, but the two *immovable rods* inside the hemisphere can be removed.

Development: The shadows patrolling in area **D12** peer into this room from the western wall every few minutes. If they spot intruders, they rush through the wall to attack.

If the PCs drop the *arcanovallation*, a marut inevitable named Abdak immediately teleports into the room. Despite Abdak's sudden and imposing appearance, he does not mean any harm to the PCs and wishes only to question them. Abdak appears as a massive statue of gold and onyx, with a crested golden helm. Abdak speaks in a flat, booming monotone that echoes throughout the room. The inevitable is direct and honest, with no understanding of nuance or sarcasm. Abdak explains that he is on a mission to destroy a powerful wizard named Auberon, as Auberon has unnaturally extended his life beyond the bounds normally granted to mortals. Auberon has already been judged by greater inevitables, and Abdak is merely here to carry out the sentence of destruction. Unfortunately, Abdak identified the Alabaster Trident as Auberon's location only very recently, and the magical field of the *arcanovallation* kept Abdak from entering Auberon's sanctum to deal with the lich personally. As soon as the PCs dropped the *arcanovallation*, Abdak was free to enter the High Halls, and the diligent inevitable immediately did so.

Auberon is no longer in the High Halls at all—a fact Abdak comprehends with his supernatural senses immediately once he is within the tower. Abdak doesn't know anything about the Omen Dominion, but he knows a stable planar gate when he sees one, and he quickly deduces that his quarry must be on the other side.

Unfortunately for Abdak, his directives prohibit him from leaving the Material Plane to fulfill his task. Abdak therefore must ask for help from the PCs. The inevitable asks the PCs to enter the gate and bring Auberon and his phylactery out. Alternatively, the PCs could destroy the lich and bring out Auberon's body and his phylactery. Abdak knows a great deal about liches and is

aware that destroying a lich without also destroying his phylactery is insufficient to ensure his destruction. He doesn't offer any reward for this task. If the PCs won't comply, the inevitable simply waits here to perform the task once Auberon returns. If the PCs attack or threaten Abdak, the inevitable sighs and gives the PCs a chance to cease their attacks and repent of their senseless bravado. If they do not back down, Abdak attacks until destroyed. He is confident that another marut will eventually be dispatched to complete his mission.

ABDAK

CR 15

XP 51,200

Marut inevitable (*Pathfinder RPG Bestiary 2* 166)

hp 214




PART 5: THE OMEN DOMINION

The gate in area **D13** leads to the timeless demiplane called the Omen Dominion. Discovered long ago by Azlanti planar explorers, the Omen Dominion enhances divinations and maintains a strong connection to the Material Plane. The architects of the Alabaster Trident built the structure around a permanent gate to the Omen

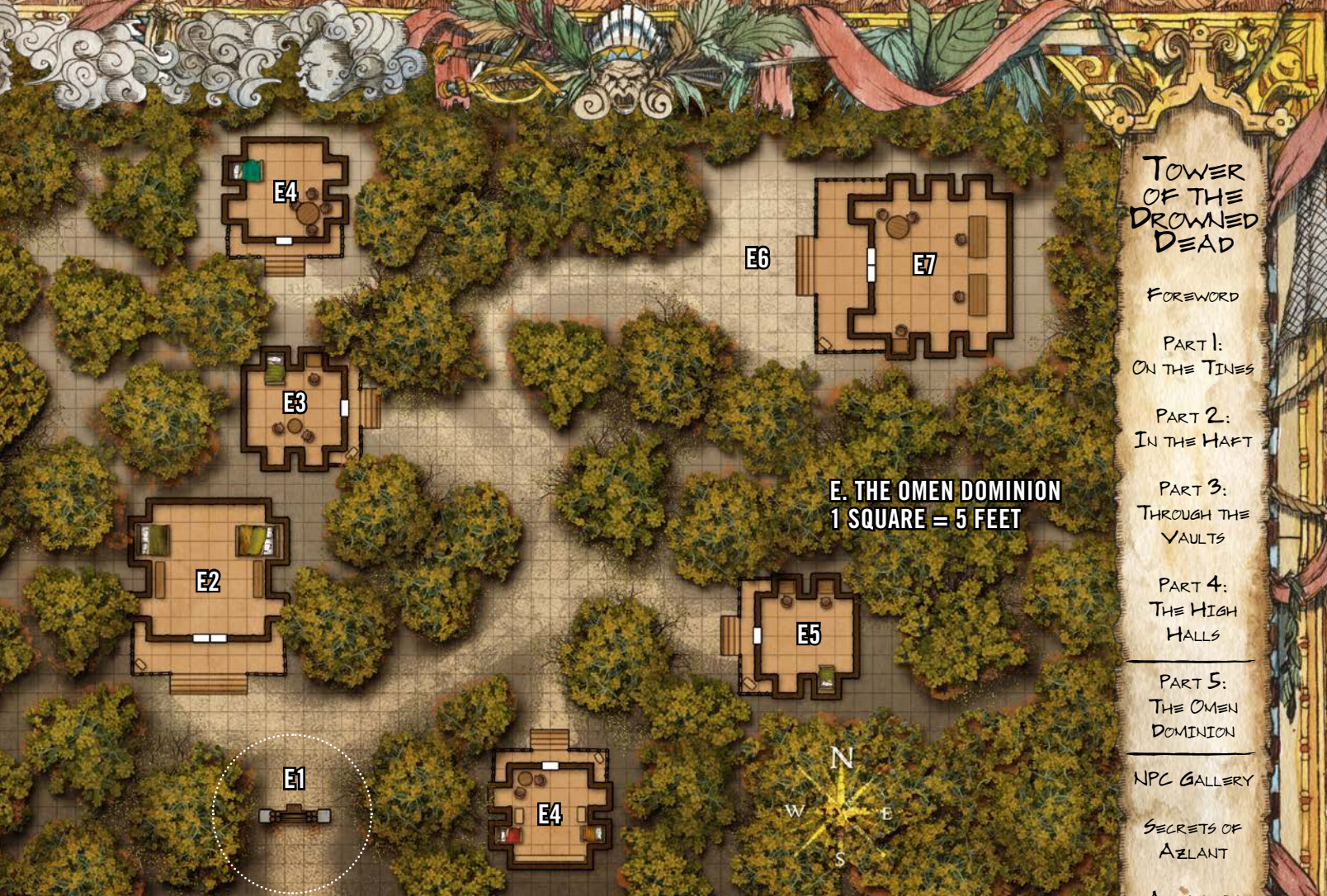
Dominion, and this gate remains intact thousands of years later. Although creatures can pass through the gate to the Omen Dominion, unattended objects such as seawater cannot, so the Omen Dominion remains dry as a result.

This demiplane resembles a dense forest of immense rune-inscribed trees. The runes on the trees shift slowly with no discernible pattern. Sunlight shines perpetually from above, but the sun's exact position is never clear.

Several small wooden lodges, which were built millennia ago but are still as solid and new as when they were freshly constructed, stand among the massive trees, each with a wide, covered porch. The lodges each have a single interior room, with a few alcoves, a single door, and no windows. The lodges are elegantly appointed and quite comfortable, containing



OMEN DOMINION GATE



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beds, desks, bookshelves, and other furnishings, most cut from the pale golden trees. The positioning of these lodges is not accidental; each lodge has a short wooden podium at the edge of its porch. A creature standing at a podium viewing the surrounding trees sees the runes snap into focus, revealing oracular insights in the form of moving images. Auberon maintains one of these lodges as a personal residence, and he has retreated to this lodge while he desperately seeks a solution to his recent problems.

Use the map above for this location.

OMEN DOMINION FEATURES

The Omen Dominion appears to be an ancient, dense hardwood forest in a perpetual noon. Except for a few ferns and bushes, little undergrowth impedes movement along the forest floor. Massive trees whose golden bark contains swirling runelike patterns fill the demiplane. Sufficient sunlight shines through the leaves and branches overhead to suffuse the plane with normal light. The Omen Dominion has the following planar traits (*Pathfinder RPG GameMastery Guide* 184).

- **Normal Gravity:** The Omen Dominion has normal gravity and physics, just like an ordinary forest.

- **Timeless:** Time still passes in the Omen Dominion, but its effects are virtually negated. Creatures in the Omen Dominion do not age and do not need to eat or drink. Diseases and poisons can still affect creatures in the Omen Dominion, but their effects are indefinitely delayed while in the demiplane. Natural healing does not occur within the Omen Dominion, although magical healing and regeneration work normally. Items in the Omen Dominion demiplane do not rot or decay; the trees and shrubs in the Omen Dominion have remained the same size for millennia. Spell effects have their normal durations, despite this timelessness. Special abilities and class features that operate a number of times per day still function as normal. Creatures leaving the Omen Dominion suffer no ill effects once they reenter normal flowing time.
- **Self-Contained Shape:** Although the Omen Dominion appears to be an endless forest, it is actually only a few miles wide. Walking in one direction through the forest eventually leads a traveler back to the other side of the demiplane. Although sunlight filters through the leaves and branches high overhead, a flying traveler can never



PROPHECY-ADDLED CREATURES

Several creatures that are present in the Omen Dominion demiplane have been steeped in timeless prophetic lore for so long that they have a muddled sense of what is real and what is prophecy. Such creatures have the following simple template.

PROPHECY-ADDLED CREATURE (CR +1)

Prophecy-addled creatures receive powerful oracular insights, but they cannot easily distinguish between these flashes of mystical insight and reality. A prophecy-addled creature's quick and rebuild rules are the same.

Rebuild Rules: AC increase insight bonus by +2; **Saves** +2 insight bonus on Fortitude and Reflex saves, -4 penalty on saves against confusion effects; **Special Qualities** If the creature has flash of brutality, flash of insight, or another special quality that allows it to reroll a d20 roll a certain number of times each day, it can use that ability two additional times each day. If not, the creature gains the following special quality.

Prophetic Insight (Su): Three times per day as an immediate action, the prophecy-addled creature can reroll any one d20 roll that it has just made before the results of the roll are revealed. It must take the result of the reroll, even if it's worse than the original roll.

ascend higher than 100 feet in the air before finding herself descending from another part of the forest (and can therefore never reach the forest canopy). Similarly, a hole dug straight down in the forest floor 100 feet deep emerges from the ground in another location in the demiplane.

- **Alterable Morphic:** Items within the Omen Dominion can be moved and changed as normal (such as the construction of the lodges from the trees here).
- No elemental or energy traits.
- **Mildly Neutral-Aligned:** This demiplane doesn't inflict alignment-based circumstance penalties on creatures.
- **Enhanced Divination Magic:** A divination spell cast in the Omen Dominion functions as if its caster level were 2 higher than normal. Furthermore, any divination spell cast in the Omen Dominion with a percentage chance of providing a correct answer (such as *augury* or *divination*) has a 99% chance of providing a correct response regardless of caster level or other effects. Divination effects from the Omen Dominion can access information about creatures and locations in the Material Plane as though the Omen Dominion were not a separate plane of existence.

All creatures in the Omen Dominion gain a sharpened sense of forewarning that functions similarly to elements of a *foresight* spell (CL 19th). Creatures are never surprised or flat-footed. In addition, they gain a +2 insight bonus to their AC and on Reflex saves, as they have a general idea of what action to take to best protect themselves. If this effect is dispelled on a creature, it automatically returns the next round. Certain locations within the Omen Dominion allow creatures to gain further insights, as described in the encounter areas below.

E1. TRAPPED GATE (CR 14)

The other side of the gate is a dense forest crowded with massive trees. Each tree has golden bark bearing whorls and cracks in strange runelike patterns. The trees extend hundreds of feet overhead, their leaves and branches allowing only diffuse sunlight to fill the forest. A few lodges built from gold-colored wood stand deeper in the forest, connected by a winding path of fresh wood chips.

In the Omen Dominion, the gate appears between two trees standing close together, their branches twining together over the gate. A vaulted, flooded chamber (area D13) is visible through the gate, although the image is indistinct, as though out of focus. If the PCs interacted favorably with Abdak, the inevitable sees them arrive—albeit in a faded and cloudy manner—and gives them a businesslike nod.

The forest floor in front of the gate is slightly muddy, as travelers invariably bring water clinging to their clothes and skin when they arrive. The mud dries only very slowly in the timeless demiplane. A path of fresh wood chips leads away from the gate, winding through the trees and branching off to the six lodges here.

Trap: Auberon set a trap on the ground in a ring around the gate to incapacitate intruders and alert him to their presence. The trap lies on the ground in a ring 20 feet from the gate; Auberon didn't want to impede the gate's magic by setting his trap too close. When triggered, the trap creates waves of concussive force radiating from the ring 10 feet in each direction. Because the trap deals nonlethal damage, Auberon and most of his minions are immune to its effects.

CONCUSSIVE WAVES TRAP

CR 14

XP 38,400

Type magic; Perception DC 25; Disable Device DC 25

EFFECTS

Trigger touch (*alarm*); Duration 1d4+1 rounds; Reset 1 hour

Effect 8d6 nonlethal damage (Reflex DC 19 half); multiple targets (all creatures at least 10 feet but not more than 30 feet from the gate in area E1); triggering this trap also

functions as an *alarm* spell alerting Auberon in area **E7** that it has been triggered.

Development: PCs arriving in the Omen Dominion gain the benefit of a *foresight* spell (CL 19th), as described in the planar traits, which provides them an advantage against this trap (as indicated in the *foresight* spell description).

E2. Cyclops Lodge (CR 14)

This lodge is built on an enormous scale with a vast wooden porch. Its entrance is hung with a gauzy sheet ten feet square instead of a door. The lodge's construction is crude, as though assembled quickly, and it appears recently made. The only item not built to the gigantic scale is a podium on the edge of the porch, about four feet high and sized for a human.

This lodge is the home of three cyclopes, their minds clouded by rage under Auberon's constant demands for prophetic revelations to pursue his genocidal agenda. Although their lodge looks newly built, it is millennia old. The lodge, like its cyclops inhabitants, is preserved by the timelessness of the Omen Dominion.

The podium was never intended for use by the cyclopes, but by their human masters. Its position allows for a unique view of the rune patterns on the surrounding trees. See Development on page 52 regarding its use.

Creatures: Influential Azlanti kept cyclops slaves as seers and oracles, and builders of the Alabaster Trident were no exception. They kept three cyclopes (Evetin, Harbydlo, and Vanti) in this lodge, treating them well in exchange for oracular insights amplified by the nature of the Omen Dominion. Auberon kept the cyclops slaves but was a much harsher master, wringing out answers about the creatures responsible for Earthfall and demanding the locations of aboleth, aquatic elf, and merfolk enclaves to punish. After millennia of this abusive treatment and divinations based on rage and hate, the cyclopes have grown brutal and cruel.

The cyclopes are currently relaxing inside their lodge, although the sheet-covered doorway allows them to hear anyone approaching rather easily. The cyclopes emerge to attack unfamiliar creatures, but they do not pursue intruders that leave the area around their home.

EVETTIN, HARBYDLO, AND VANTI

XP 9,600 each

Prophecy-addled cyclops barbarian 2/oracle 2/rage prophet 4 (see page 50, *Pathfinder RPG Bestiary* 52, *Pathfinder RPG Advanced Player's Guide* 42, 275)

NE Large humanoid (giant)

Init +5; **Senses** low-light vision; Perception +21

DEFENSE

AC 23, touch 12, flat-footed 22 (+3 armor, +1 Dex, +2 insight, +7 natural, +1 shield, -1 size)

hp 145 each (18 HD; 12d8+4d10+2d12+56)

Fort +17, **Ref** +7, **Will** +10; -4 vs. confusion effects

Defensive Abilities ferocity, *foresight*, uncanny dodge

OFFENSE

Speed 40 ft.

Melee +1 keen battleaxe +18/+13/+8 (2d6+5/19-20/x3)

Ranged mwk heavy crossbow +14 (2d8/19-20)

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



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Special Attacks rage (9 rounds/day), rage power (moment of clarity)

Oracle Spell-Like Abilities (CL 5th; concentration +10)

1/day—automatic writing

Rage Prophet Spell-Like Abilities (CL 4th; concentration +9)

1/rage—guidance

1/day—dancing lights, ghost sound (DC 12), mage hand

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

2nd (5/day)—*cure moderate wounds*, *inflict moderate wounds* (DC 14), *levitate*, *minor image* (DC 14), *see invisibility*, *silence* (DC 14), *spiritual weapon*, *tongues*

1st (7/day)—*bless*, *divine favor*, *entropic shield*, *identify*, *inflict light wounds* (DC 13), *shield of faith*

0 (at will)—*bleed* (DC 12), *create water*, *detect magic*, *detect poison*, *ghost sound* (DC 12), *guidance*, *mage hand*, *resistance*

Mystery lore

TACTICS

Before Combat These cyclopes cast *shield of faith* as soon as they expect trouble.

During Combat These cyclopes use their crossbows to keep foes at a distance and *silence* to shut down spellcasters. As soon as a cyclops takes damage, it flies into a rage and charges into melee. It uses its flash of insight to succeed at saving throws or to confirm critical threats.

Morale The cyclopes don't parley or surrender. If two of the cyclopes are defeated, the third flees to Uncle Knives' lodge (area E5).

STATISTICS

Str 19, **Dex** 12, **Con** 17, **Int** 10, **Wis** 15, **Cha** 14

Base Atk +13; **CMB** +18 (+20 bull rush); **CMD** 31 (33 vs. bull rush)

Feats Alertness, Cleave, Combat Casting, Great Cleave, Improved Bull Rush, Improved Initiative, Intimidating Prowess, Power Attack, Weapon Focus (battleaxe)

Skills Acrobatics +1, Intimidate +27, Knowledge (religion) +9, Perception +21, Profession (soothsayer) +17, Sense Motive +13, Survival +9; **Racial**

Modifiers +8 Perception

Languages Azlanti, Cyclops, Giant
SQ fast movement, flash of insight (3/day), oracle's curse (haunted), ragecaster, raging healer, revelation (automatic writing)

Gear mwk studded leather, mwk light steel shield, +1 keen battleaxe, mwk heavy crossbow with 20 crossbow bolts, spell component pouch

Treasure: Among the crude furnishings in the cyclopes' lodge is a highly polished mirrored cube about 8 inches square. This item is an ancient Azlanti crystal ball with *detect thoughts*, which the cyclopes use to aid Auberon in deciding where to deploy his murderous minions.

Development: A Small or Medium creature standing at any podium in the Omen Dominion and looking at the surrounding trees sees the runes come into focus together as a single image. As the leaves of the trees

UNCLE KNIVES

rustle and the runic images on the trees shift, the image appears to be moving. The scene is only a few seconds long, like a short shadow play, and starts over at the beginning when complete. A character at the podium can watch the scene loop indefinitely by remaining at the podium. The scene does not include any sound. The image normally provides a prophetic vision for the observer, but it might instead show a scene of significance concerning someone living in the adjacent lodge. Most images have an obvious scene and a hidden meaning or scene that an observer can discern with a successful skill check (usually Perception or Sense Motive). Failure at this check means the character does not perceive the hidden meaning, no matter how many times she rewatches the scene.

Standing at this podium reveals a scene of the three cyclopes cowering in fear from the lich Auberon, who strides imperiously away from them along the path. If the viewer succeeds at a DC 15 Perception check while watching the scene, she notices a fifth figure: a hooded creature lurking just out of Auberon's sight watching him go, brandishing what appears to be a handful of daggers. A viewer who spots this hooded figure can attempt a DC 15 Sense Motive check; if successful, she sees that the cyclopes know that the hooded figure is there and acknowledge it with a nod and a wink. This scene reveals that the cyclopes are in league with Uncle Knives, the ankou in area E5.

E3. OCHYMUA'S LODGE

This large, new-looking lodge is sized for a human and has a wide wooden porch along its front facing. A wooden podium perches at the edge of the porch, facing outward.

The lodge interior is a single room with several alcoves. Near the door is the slumped and broken body of a clockwork mage whose crystalline head bears Auberon's features. A thin film of dried slime covers the floor and furnishings. Like the cyclopes' lodge, this building is millennia old despite its new appearance.

Ochymua occupied this lodge during its short stay in the Omen Dominion as Auberon's purported apprentice. Auberon provided Ochymua with a clockwork mage as an assistant, but Ochymua guessed, correctly, that the construct was spying on Ochymua for Auberon. When Ochymua had what it had come for, it planned a quick escape, but it realized it should destroy the clockwork mage to deny Auberon any clues the clockwork mage had seen (and so Auberon wouldn't be alerted to the escape until Ochymua was long gone). Because the construct was immune to its mind-affecting powers, Ochymua shifted into its natural form and destroyed the creature with its electrified tentacles. Some residual

slime from Ochymua's natural form still clings to the floor and furnishings here—a clue that the lodge's inhabitant was not human. A PC who succeeds at a DC 15 Knowledge (arcana) or Knowledge (dungeoneering) check identifies the substance as dried aboleth mucus. If the check result is at least 25, the character can further ascertain that this mucus is slime from a veiled master, rather than an aboleth.

Development: This podium reveals a short scene, just like the podium in area E2. In this scene, a young, dark-haired Taldan man stands next to the lich Auberon inside a building; the man points at a wall map questioningly, and Auberon turns to point out a spot on the map (the details of the map are indecipherable in the image, but it approximates the wall map in area E7). With a successful DC 15 Perception check, the viewer sees, as Auberon turns away, the young man quickly stealing a large yellow jewel from Auberon's robes. If the viewer succeeds at a second DC 15 Perception check, he notices that the young man stole the yellow jewel not with a hand, but with a slimy tentacle. This image was Ochymua's last strong, positive memory before leaving the Omen Dominion; not only had it convinced Auberon to disclose the location of the Spindle Solution's base, but it stole Auberon's phylactery (a unique pale yellow *ioun stone*) at the same time.

E4. EMPTY LODGES

Each of these empty lodges has a single large room and a wide porch with a podium, just like the other lodges here. These buildings haven't been occupied in some time, so their podiums have no particular scene to impart. You can decide that a PC standing at a podium receives a general scene of Auberon and Ochymua (in the form of a young, dark-haired Taldan man) walking and talking together, or you might provide a personalized scene to give additional clues or background to the PCs.

E5. UNCLE KNIVES' LODGE (CR 15)

The porch of this large lodge is draped with gauzy sheets. The outline of a porch swing and a podium are visible through the thin sheets.

This lodge was occupied by a fey prophetess from the First World for decades before Auberon took over the Alabaster Trident. The seer was too powerful for Auberon to evict, but as she kept to herself here in this remote lodge, Auberon left her alone. He never realized that the seer was in hiding from her enemies in the First World. One of these enemies sent a fey assassin—an ankou named Uncle Knives—to murder the seer several centuries ago. Once he succeeded, Uncle Knives became attached to the latent prophecies and eerie timelessness of the Omen Dominion and decided to stay. Using the

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seer's *robe of blending* in those rare moments he needed to pretend to be his victim, Uncle Knives has lived here ever since. His inborn drive to murder eventually overcame his complacency, and Uncle Knives recently decided to systematically murder everyone else in the Omen Dominion. The ankou knew he couldn't defeat Auberon alone, so he appeared to the cyclopes in area E2 and offered to help them kill their tormentor (blinded by their anger, the cyclopes don't realize that Uncle Knives will probably turn against them afterward). Uncle Knives hasn't yet decided how to use the cyclopes against Auberon, but he feels like he has plenty of time to plan.

Creature: Uncle Knives is an ankou with claws that resemble a fistful of cold iron daggers. He normally flits about the lodge, but if he notices anyone approaching, he dons a *robe of blending* and appears to be a thin, vaguely elven woman with a fey look about her, since he can't use the *robe of blending* to assume the form of an actual nymph. In this form—which is not fully visible through the gauzy curtains around the porch—Uncle Knives sits on the porch swing and pretends to be a nameless seer from the First World speaking telepathically with the PCs. If the PCs are willing to parley with the “fey seer,” Uncle Knives attempts to spin orotund prophecies that are in fact meaningless. Ultimately, the ankou's murderous impulses win out over his love of the charade, and he invites the most gullible-seeming PC in for a “private consultation” in his lodge and tries to murder him. Uncle Knives would prefer to dispatch the PCs one by one in this manner, but if the PCs discover this ruse or threaten Uncle Knives, the ankou attacks them all. Uncle Knives is also hampered in this ruse by his prophecy-addled template: he has a tendency to repeat himself erratically, mistake an elven PC for his long-dead victim, and so on.

The PCs might suspect that Uncle Knives wants to kill Auberon if they perceived the deeper meanings from the podium scene in area E2. If the PCs offer to join forces for this task, the canny ankou pretends to be interested. However, as he won't trust a delicate murder to an unknown group, he turns on the PCs as soon as they let their guard down.

Uncle Knives knows he cannot catch foes flat-footed in the Omen Dominion. The ankou therefore fights in a straightforward manner, relying on both his shadow doubles and his spell-like abilities in order to murder his victims.

UNCLE KNIVES

CR 15

XP 51,200

Prophecy-addled ankou (see page 50, *Pathfinder RPG*)

Bestiary 4 10)

Defensive Abilities foresight

hp 133

Treasure: A *robe of blending* is hanging inside the lodge on a peg, for those occasions when Uncle Knives assumes his victim's form. The fey seer's *staff of divination* lies neglected in an alcove in the lodge; Uncle Knives can't use it and doesn't realize its value.

Development: This podium shows a scene just as the podium in area E2 does, although the gauzy coverings around the porch must first be removed to provide a clear view of the surrounding rune-scribed trees. This scene shows Uncle Knives murdering the fey seer: a shadowy, hooded form rises up behind a nymph with unnaturally graceful limbs and stabs her through the torso with daggerlike claws. The nymph gasps and dies, while the hooded killer morphs into her shape. A PC who succeeds at a DC 15 Perception check while observing this image catches the woman mouthing words as she dies: “I am sorry I cannot help you more against Auberon's evil.” A PC who identifies these words is immune to paralysis for 24 hours—a gift from beyond the grave.

E6. AUBERON'S DOORSTEP (CR 13)

This lodge is the largest, and its gold-colored wood is etched with graceful geometric patterns accented with silver and platinum. The lodge has a wide porch like the others, but the porch roof is missing, leaving its sharpened support beams in place as tall spikes that thrust upward from the porch's edges. Each spike bears impaled corpses of elves and merfolk. A podium at the edge of the porch is covered with crawling runes. Wide double doors leading into the lodge are shut.

Auberon took the largest lodge in the Omen Dominion as his own, redecorating it to display the bodies of his reviled enemies. Auberon intends to trap the podium on his porch so that no one can use it but him, although he hasn't yet determined how to best do so. For now, he has covered the podium with dangerous-looking but harmless crawling runes.

Creatures: Auberon has stationed four clockwork mages here to defend his lodge. All have crystalline heads carved to resemble Auberon's face. If Auberon is aware the PCs are in the Omen Dominion, he uses *enter image* when the PCs arrive to converse with them, commanding the constructs to remain motionless; see area B3 on page 18 and Development on page 55. Otherwise, the clockwork mages attack as soon as they detect the PCs, and Auberon is alerted in the first round of combat. The lich casts *enter image* at the start of the second round of combat and speaks to the PCs as described in Development, although in this case he does not halt the constructs' attacks.

The clockwork mages are mindlessly loyal and fight to the death to keep intruders out of the lodge. The clockwork mage with the conjuration wand crystal

takes its first action to cast *web* over the doorway to deter access while the clockwork mages fight. These constructs pursue intruders, but they do not travel out of sight of the lodge. The four clockwork mages have different wand crystals: one each of abjuration, conjuration, evocation, and necromancy.

CLOCKWORK MAGES (4)

CR 9

XP 6,400 each

hp 102 each (*Pathfinder RPG Bestiary* 4 32)

Defensive Abilities *foresight*

Development: Through the use of his *enter image* spell, Auberon makes his desperate final commands for the PCs to depart. Auberon admits that Ochymua tricked him and is long gone, along with his “greatest treasure.” Auberon declares that he holds no animosity toward the PCs and that if they leave his tower forever, they will have nothing to fear from him. If the PCs seem to be genuinely interested in making an arrangement—such as offering to recover his phylactery—Auberon calls off his clockwork mages and invites the PCs to come into his lodge (although as detailed on page 59, the deeply paranoid lich casts several spells to prepare for the possibility of combat regardless).

The podium at Auberon’s lodge provides a scene just as in area E2, but this scene shows Auberon realizing that Ochymua has tricked him: Auberon bursts out of his lodge door, frantically looking from side to side. He races to the door to Ochymua’s lodge and throws it open. Seeing it empty except for the destroyed construct, Auberon drops to his knees and silently wails with frustrated rage. A PC who succeeds at a DC 15 Sense Motive check while viewing this image infers that Auberon is displaying genuine worry and grief; a shard of sympathy imparted by this observation grants the viewing PC immunity to Auberon’s fear aura for 24 hours.

Story Award: If the PCs convince Auberon to have the clockwork mages stand down, award them XP as though they had defeated the clockwork mages in combat.

E7. AUBERON’S LODGE (CR 17)

The interior of Auberon’s lodge is ornately furnished with marble tables, carved bookshelves filled with tomes, and fine jeweled sconces burning with *continual flame*. A few small alcoves hold supplies such as ink, paper, spare chairs, and spell components.

The bookshelves contain tomes on a wealth of arcane topics brought here from the Alabaster Trident and Auberon’s personal collection. All of the volumes on divination magic are spread out on the tables here, as Auberon has been frantically seeking a way to locate his stolen phylactery.

The room’s rear wall bears an enormous map densely covered with colored symbols and arrows. The map is not a cohesive whole, but rather a hodgepodge jumble of pieces of other maps—some predating Earthfall and some from long after—making it difficult to decipher whether or how the individual pieces fit together. The map presents locations in Arcadia, Azlant, Thassilon, undersea kingdoms, and other nations, all at different scales and from different times. As such, this map is not useful for navigation. Instead, Auberon uses it to track his convoluted conspiracy theories. The symbols depict creatures: aboleths (in the watery places on or near the map fragments), Azlanti humans, and elves. Some of the elf and human symbols are labeled as named individuals (such as “Triellien Boughweaver” or “High Governor Ellidren Vortessic”), while other symbols are groups (such as “The Star Sages Council” or “The Coastal Confederacy”). The symbols come in several different colors, although their implications are indecipherable. Some points bear circles, even if there is nothing within the circle, possibly indicating something that isn’t on that particular map. Arrows represent influence or control of one individual or group over another, with different types and degrees of control reflected through several styles and colors. The arrows cover the map like a complicated spider web, crossing over and through individuals and groups to show an extensive network of conspiracy and influence that all, ultimately, trace back to the aboleth symbols (which have arrows of influence between each other as well). The resulting image is one of obsessively researched paranoia.

The only recent mark on the map is a square located on an island several days to the south of the Alabaster Trident, just southwest of Talmandor’s Bounty. This square is marked with an elongated spindle, as it’s the location of the Spindle Solution’s secret facility, the Compass. Auberon showed Ochymua the location only a short time ago by drawing it on this map. As it’s the most recently drawn mark and the only unique one, it is easy to spot.

Creature: The lich Auberon works feverishly in this room to locate the phylactery Ochymua stole from him. The PCs are likely well aware of Auberon’s appearance from the numerous statues and golems with his likeness throughout the Alabaster Trident. Auberon defends himself if attacked, but he has no wish to be destroyed. He knows he will re-form wherever his phylactery is located, and he fears that will put him in Ochymua’s clutches. The fact that the PCs have fought their way to his isolated sanctum proves that they might have the ability to recover his phylactery from Ochymua. Auberon surrenders if brought below 60 hit points or at any time if the PCs are willing to talk. See Development on page 56.

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XP 102,400

hp 194 (see page 58)

Treasure: The tables in the lodge contain Auberon's waterproof spellbooks. They contain all of his listed spells plus all o-level spells, 2d6 additional spells of each level from 1st to 6th, *limited wish*, *maze*, and *vision*. The tables also contain three *scrolls of discern location* and a *book of the loremaster*^{UE}.

Development: Auberon has two goals: to recover his phylactery and to enact revenge upon Ochymua. He is well aware that neither of these goals is served by fighting the PCs (or worse, by being destroyed by them and forced to re-form wherever Ochymua has sequestered his phylactery). The fact that the PCs have fought their way to his isolated sanctum proves their ability to aid Auberon in one or both goals, so his best option is to negotiate with the PCs. Auberon explains this reasoning honestly, as he thinks a frank dialogue with the PCs—even to the point of treating them, uncharacteristically, as equals—is his best chance to gain their aid. He provides his background in as much detail as the PCs request, including the following points, framed as responses to the PCs' most likely questions.

What did Ochymua want? Ochymua principally wanted to learn the location of the Compass, the Spindle Solution's research and development branch, likely to get its tentacles on any of the several doomsday devices stored there from before Earthfall. Ochymua might not have initially intended to get Auberon's phylactery; Auberon thinks Ochymua might have simply seized on that opportunity to demand Auberon's compliance later—although Auberon has no intention of assisting his hated enemy, no matter the threat.

Where is the Compass?/Where is Ochymua now? Auberon tells the PCs where to find the Compass and points out the location marked on his map, sharing his opinion that Ochymua is almost certainly there. Auberon is surprisingly unconcerned about what terrible devices Ochymua might find there. The lich is convinced he can weather whatever catastrophe Ochymua unleashes, secure in the Omen Dominion, so long as he has his phylactery back first. Auberon can provide only vague, high-level information about the facility. Although he was connected to the Spindle Solution in the past, he had his own agendas and made many enemies in that organization even before Earthfall.

What does Auberon want? First and foremost, Auberon wants his phylactery recovered and returned to the Alabaster Trident. Secondly, Auberon wants Ochymua destroyed. The lich is willing to provide aid to the PCs if they agree to undertake either (or,

preferably, both) of these tasks, including giving the PCs any of his equipment that they could use, as he deems it all replaceable.

How did Ochymua trick Auberon? Auberon relied too much on his immunity to mind-affecting magic, and not enough on his own good sense. Ochymua presented itself as a Taldan sorcerer and skillfully deployed flattery and innuendo, rather than magic, over several days. Auberon realized that his "apprentice" was a hated veiled master only after Ochymua had already gone. Auberon is furious at this deception, as much with himself as with Ochymua.

What is Auberon's phylactery? Auberon's phylactery is a pale yellow jewel—a unique *ioun stone*—that houses his soul. Normally he kept it hidden in the Omen Dominion, but he was carrying it on his person when Ochymua stole it. In retrospect, Auberon realizes that Ochymua had manipulated him into carrying his phylactery with him in order to put the phylactery within its reach—Ochymua had repeatedly hinted that it might not be safe where it was. Auberon had placed several wards on his clothing and on his phylactery to prevent theft, but Ochymua was much more powerful than Auberon realized and simply bypassed Auberon's protections while Auberon was distracted.

Why can't Auberon find his phylactery? Auberon protected his phylactery by making it undetectable to divination spells. Although this once seemed to be a wise precaution, it now makes locating his phylactery virtually impossible. Auberon has been working for several days to find a way around his own protections, but he has come up with no solutions. Auberon is fairly certain Ochymua took his phylactery to the Spindle Solution's base and probably put it into a prison or holding chamber there—Auberon is not eager to find out by being destroyed and re-forming next to it.

Although Auberon seems willing to negotiate and provide whatever rewards are in his power, the PCs should realize that helping Auberon recover his phylactery allows him to resume his genocidal purge of aquatic elves and merfolk. The PCs might demand some sort of promise from Auberon (which he eagerly makes, with no intention of keeping), but the lich will invariably return to his vile experiments and murderous attacks. Temporarily aiding the lich is not an evil act, but a long-term arrangement with him might be.

Even if the PCs destroy Auberon without discussion, they can easily identify the location of the Spindle Solution's base on the map in this room.

Story Award: If the PCs reach a peaceful resolution with Auberon, award them XP as though they had defeated the lich in combat (although if they later defeat him, do not award them XP again for doing so).



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CONCLUDING THE ADVENTURE

This adventure concludes with the PCs learning the location of the Spindle Solution's secret facility, whether they received that information from the map in Auberon's lodge or from Auberon directly.

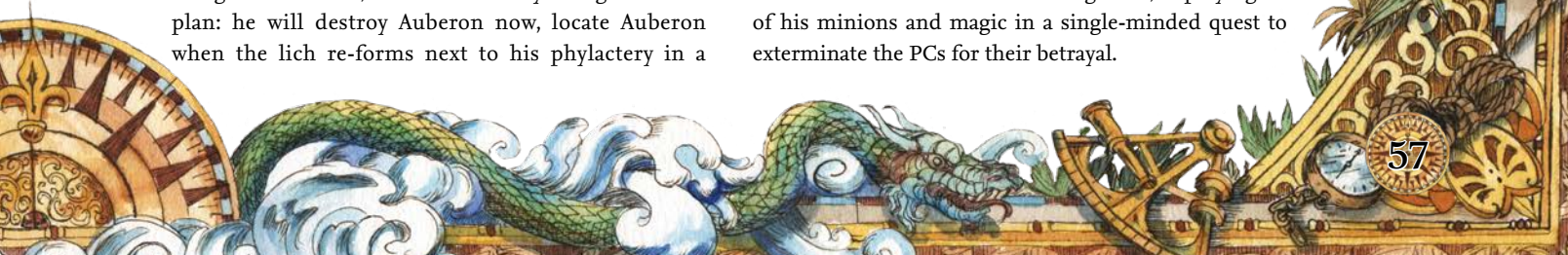
If the PCs negotiated a deal with Auberon, they might find themselves, in the short term, protecting the lich from his many enemies. If the PCs have not dispatched Uncle Knives, the ankou might ambush Auberon and the PCs before they leave the Omen Dominion—particularly if they are weakened from fighting each other.

Once they leave the Omen Dominion, the PCs might have to deal with Abdak in area D13. If the PCs did not bring Auberon out of the Omen Dominion, Abdak insists they go back in and get him, threatening the PCs with violence if they do not comply. If the PCs bring Auberon out, Abdak has a very straightforward plan: he will destroy Auberon now, locate Auberon when the lich re-forms next to his phylactery in a

few days, then destroy the lich again along with his phylactery. Abdak fights against the PCs if they oppose this plan, or he fights alongside them if they agree to it.

In one way or another, Auberon likely survives this adventure to interact with the PCs in *Pathfinder Adventure Path* #126: *Beyond the Veiled Past*. If Auberon was destroyed in this adventure, then he re-forms near his phylactery as Ochymua's prisoner. Auberon blames the PCs for his destruction even if they were not directly responsible (such as if Auberon was defeated by the marut inevitable Abdak), and takes whatever opportunities are available to attack the PCs if they encounter him in the Compass. In this case, he lacks his potent array of magical gear but retains his formidable spellcasting.

If the PCs left Auberon peacefully, he genuinely hopes they find his phylactery and destroy Ochymua. If the PCs return his phylactery, Auberon is grateful and, in a show of uncharacteristic magnanimity, agrees to a conditional peace with them so long as they do not interfere with his plans. If the PCs recover his phylactery but do not return it—or worse, if they destroy his phylactery—Auberon seeks them out with a furious vengeance, deploying all of his minions and magic in a single-minded quest to exterminate the PCs for their betrayal.



AUBERON THE DROWNED

A hateful survivor of lost Azlant, Auberon is a vain and powerful wizard who forced himself into lichdom to survive Earthfall and continue his genocidal purges against the undersea races that he believes destroyed his civilization.

AUBERON THE DROWNED

CR 17

XP 102,400

Male pureblooded Azlanti human lich wizard (spell sage) 16
(Pathfinder Campaign Setting: The Inner Sea World Guide 12, Pathfinder RPG Bestiary 188, Pathfinder RPG Advanced Class Guide 133)

NE Medium undead (augmented humanoid)

Init +6; **Senses** *arcane sight* 120 ft., *darkvision* 60 ft.,
see invisibility, *true seeing*; **Perception** +23

Aura fear (60 ft., DC 24)

DEFENSE

AC 28, touch 14, flat-footed 26 (+4 armor, +1 deflection,
+2 Dex, +1 insight, +10 natural)

hp 194 (16d6+113 plus 22 temporary hit points)

Fort +14, **Ref** +10, **Will** +17

Defensive Abilities channel resistance +4, *foresight*,
mind blank, rejuvenation; **DR** 15/bludgeoning and magic;

Immune cold, electricity, polymorph, undead traits

OFFENSE

Speed 30 ft.; *freedom of movement*

Melee mwk quarterstaff +10/+5 (1d6+1) or
touch +9 (1d8+8 negative energy plus paralyzing touch)

Special Attacks paralyzing touch (DC 24)

Wizard Spells Prepared (CL 16th; concentration +24)

8th—*horrid wilting* (DC 26), *mind blank*, *power word stun*

7th—*mass hold person* (DC 25), *power word blind*,
quicken *protection from energy*, *spell turning*

6th—empowered *enervation*, quickened *glitterdust* (DC 20),
greater dispel magic, *true seeing*

5th—silent *dimension door*, *feblemind* (DC 23),
quicken *magic missile* (2), *wall of force*

4th—*enervation*, empowered *false life*, *fear* (DC 22),
resilient sphere (2, DC 23), *stoneskin*

3rd—*displacement*, *enter image*^{APG}, *lightning bolt*
(2, DC 22), *magic circle against good*, *protection from energy*

2nd—*acid arrow*, *detect thoughts* (DC 20), *glitterdust* (2,
DC 20), *invisibility*, *scorching ray*

1st—*air bubble*^{UC}, *animate rope*, *comprehend languages*,
mage armor, *magic missile*, *true strike*

0 (at will)—*detect magic*, *mage hand*, *mending*,
prestidigitation

TACTICS

Before Combat Auberon casts *mind blank*, *true seeing*, empowered *false life*, and *mage armor*. Additionally, by using his spell study ability, Auberon casts *freedom of movement* (expending *stoneskin* and *fear*) and *barkskin* (expending *acid arrow* and *invisibility*). Auberon makes additional preparations based on his observations of the PCs via *enter image*. For example, if the PCs have powerful spellcasters, he casts *spell turning*; if they favor a particular energy type, he casts *protection from energy*; if they use summoned creatures, he casts *magic circle against good*.

During Combat Auberon begins by toying with his opponents, using spells that incapacitate rather than kill such as *mass hold person*, empowered *enervation*, and *power word stun*. In his megalomania, he believes that showing his superior spellcasting will compel his opponents to submit to him. If that doesn't work—or if the PCs' party includes members of hated races such as merfolk or aquatic elves—Auberon instead uses damaging spells such as *horrid wilting* and *lightning bolt*.

Morale Auberon surrenders if reduced below 60 hit points, as he does not know where he will rejuvenate if destroyed. His negotiations are described in area E7. If his surrender isn't accepted, he casts silent *dimension door* to escape, heals himself with his negative energy touch, rallies any remaining allies, and returns to attack the PCs.

STATISTICS

Str 12, **Dex** 14, **Con** —, **Int** 26, **Wis** 18, **Cha** 22

Base Atk +8; **CMB** +9; **CMD** 31

Feats Combat Casting, Craft Construct, Craft Magic Arms and Armor, Craft Wondrous Item, Defensive Combat Training, Empower Spell, Eschew Materials, Improved Initiative, Quicken Spell, Scribe Scroll, Silent Spell, Spell Focus (evocation), Spell Penetration

Skills Craft (clockwork) +25, Diplomacy +14, Fly +21, Intimidate +25, Knowledge (arcana, history, religion) +27, Knowledge (geography, nature, planes) +19, Perception +23, Sense Motive +23, Spellcraft +27, Stealth +10, Use Magic Device +22; **Racial Modifiers** +8 Perception, +8 Sense Motive, +8 Stealth

Languages Aboleth, Abyssal, Aklo, Aquan, Azlanti, Common, Cyclops, Draconic, Elven, Giant; *tongues*

SQ focused spells, spell study

Combat Gear brooch of shielding, ring of counterspells (containing *dispel magic*), spellguard bracers^{UE}, wand of enter image^{APG} (CL 10th, 35 charges); **Other Gear** mwk quarterstaff, cloak of resistance +3, dusty rose prism ioun stone, headband of mental prowess +4 (Int, Cha; Fly, Use Magic Device), ring of protection +1, vibrant purple prism ioun stone (containing *sanctuary* and *silence*), statuette worth 1,500 gp (focus for *contingency*), 500 gp in eye ointment (for *true seeing*)

SPECIAL ABILITIES

Spellcasting Preparations (Sp) Auberon has cast a *contingency* spell on himself that activates when he's reduced below 100 hit points, casting empowered *inflict serious wounds* upon him. In addition, he cast *spellstaff* upon his masterwork quarterstaff, allowing him to cast *maze* as though it were a prepared spell. He has used *permanency* to give himself the permanent effects of *arcane sight*, *see invisibility*, and *tongues*. Finally, as long as he's in the Omen Dominion, he gains the benefits of *foresight* (CL 19th).

Born into a life of luxury in the vaulted city of Kalmeron in ancient Azlant, Auberon received the finest magical education available. His undeniable genius and natural charisma contributed to his arrogant and domineering personality; anything he wanted, he simply bought outright or used his family's political leverage to acquire. When Auberon visited the Alabaster Trident to receive a prophecy on behalf of his family, he knew that he had to own the grand building and its magical secrets. His desire was so strong that he all but ignored the seemingly nonsensical prophecy delivered to him during his visit—that he would ride the tower into the sea and burn within it for thousands of years.

Auberon was an imposing, attractive human of pureblood Azlanti heritage, with long black hair in a severe widow's peak. His expression is set halfway between an imperious sneer and a hate-filled scowl. His eyes retain their striking violet color, but now simmer with an inner fire. He still likes to wear fine things, including magical jewelry and elegant robes in the green-and-gold style favored in ancient Azlant.

CAMPAIGN ROLE

Auberon is the master of the Alabaster Trident and the PCs' ultimate adversary in this adventure. Although the lich is irate that the PCs would storm his personal domain, he is cunning enough to know that dying upon the PCs' swords will not advance his long-term plans. He therefore prefers to negotiate with the PCs, as described in area E7.



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ULUUTHAN

Ochymua's favored servant, Uluuthan was sent to confront the lich Auberon the Drowned. Auberon killed the aboleth and infused it with necromantic energy, creating an addled undead monster completely loyal to the lich.

ULUUTHAN

CR 16

XP 76,800

Aboleth nosferatu sorcerer 11 (*Pathfinder RPG Bestiary* 8, *Pathfinder RPG Bestiary* 4 268)

LE Huge undead (aquatic, augmented aberration)

Init +8; **Senses** darkvision 60 ft., low-light vision, scent; Perception +40

Aura mucus cloud (5 ft., DC 22)

DEFENSE

AC 31, touch 12, flat-footed 27 (+4 Dex, +19 natural, -2 size)

hp 237 (19 HD; 11d6+8d8+163); fast healing 5

Fort +13, **Ref** +11, **Will** +23; +4 vs. mind-affecting effects

Defensive Abilities channel resistance +4; **DR** 5/piercing and wood; **Immune** undead traits; **Resist** cold 10, electricity 10, sonic 10

Weaknesses vampire weaknesses

OFFENSE

Speed 10 ft., swim 60 ft.

Melee 2 claws +17 (2d6+8), 4 tentacles +18 (1d6+8 plus slime)

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

Special Attacks blood drain (1d4 Con and 1d4 Wis), dominate (DC 27), telekinesis

Spell-Like Abilities (CL 16th; concentration +24)

At will—*hypnotic pattern* (DC 20), *illusory wall* (DC 22), *mirage arcana* (DC 23), *persistent image* (DC 23), *programmed image* (DC 24), *project image* (DC 25), *veil* (DC 24)

3/day—*dominate monster* (DC 27)

Bloodline Spell-Like Abilities (CL 11th; concentration +19)
11/day—psychic strike (1d6+5)

Sorcerer Spells Known (CL 11th; concentration +19)

5th (5/day)—*ego whip III^{OA}* (DC 23), *id insinuation IV^{OA}* (DC 23), *intellect fortress II^{OA}*, *mind fog* (DC 23), *mind thrust V^{OA}* (DC 23), *psychic crush I^{OA}* (DC 23), *wall of force*

4th (8/day)—*dimension door*, *fire shield*, *stone shape*

3rd (8/day)—*dispel magic*, *hold person* (DC 21), *lightning bolt* (DC 21), *protection from energy*

2nd (8/day)—*ghoul touch* (DC 20), *glitterdust* (DC 20), *invisibility*, *resist energy*, *web* (DC 20)

1st (8/day)—*comprehend languages*, *magic missile*, *protection from good*, *shield*, *true strike*

0 (at will)—*bleed* (DC 18), *detect magic*, *disrupt undead*, *ghost sound* (DC 18), *light*, *mage hand*, *open/close* (DC 18), *prestidigitation*, *read magic*

Bloodline psychic^{OA}

TACTICS

During Combat Uluuthan casts *mind fog* at the start of combat and thereafter uses its psychic spells, particularly *ego whip III* and *psychic crush I*, to incapacitate opponents, undercasting these spells if necessary.

Morale Fatalistic and loyal, Uluuthan fights until destroyed. It then retreats in its swarm form to its coffin in area

C14. Once recovered, it seeks out its opponents to renew its attacks.

STATISTICS

Str 26, **Dex** 18, **Con** —, **Int** 17, **Wis** 26, **Cha** 26

Base Atk +11; **CMB** +21; **CMD** 43 (can't be tripped)

Feats Alertness, Combat Casting, Defensive Combat

Training, Empower Spell, Eschew Materials, Extend Spell, Improved Initiative^B, Iron Will, Lightning Reflexes^B, Persuasive, Quicken Spell, Skill Focus (Intimidate, Perception)^B, Spell Penetration, Weapon Focus (tentacle)

Skills Bluff +30, Diplomacy +10, Intimidate +40, Knowledge (arcana) +25, Perception +40, Sense Motive +29, Spellcraft +25, Stealth +15, Swim +27; **Racial Modifiers** +8 Perception, +8 Sense Motive, +8 Stealth

Languages Aboleth, Aklo, Aquan, Azlanti, Undercommon; telepathy 60 ft.

SQ bloodline arcana (use thought and emotion components instead of verbal and somatic), recovery, spider climb, swarm form (crab swarm or jellyfish swarm^{B2}), undercasting prodigy

Gear azure briolette ioun stone (see page 36), lavender and green ellipsoid ioun stone

Uluathan plied the Arcadian Ocean for millennia, hatching plots and gathering esoteric lore deep beneath the surface. During the Age of Legends, Uluathan worked with other alghollthus to shape and guide the Azlanti civilization toward their inhuman goals.

Possessed of smooth, unmarked skin and particularly viscous mucus, Uluathan was beautiful by aboleth standards. Compared to its shoalmates, Uluathan was small and sleek, a trait associated with cunning and violence, and it made a habit of taking excessively bold, cruel actions to reinforce this impression when other aboleths were observing. Uluathan's combination of comeliness and viciousness gained it significant renown in aboleth society and it soon considered itself superior to its kin in ability as well as appearance.

The veiled master Ochymua took notice of the brash and beautiful Uluathan. Ochymua imparted greater authority to Uluathan, especially as Uluathan specialized in the merging of arcane and psychic magic and extracted secrets other aboleths couldn't pull from their enemies' minds. Pleased and proud to serve, Uluathan distinguished itself in Ochymua's eyes, leading to increasingly important responsibilities and access to more powerful magic. In its pride, Uluathan unwisely snubbed other aboleths—and even other veiled masters—on its way to becoming Ochymua's favored mind-breaker.

When the Azlanti captured Ochymua, Uluathan found itself suddenly devoid of support or sympathy among its insulted shoalmates. Uluathan fled to the distant aboleth city of Garvathabool, intending to rebuild its reputation, but Garvathabool was near enough to the surface to be shattered by Earthfall. Uluathan was trapped beneath the ruins for millennia, freed only a few decades ago when careless adventurers opened a passage to Garvathabool's underchannels. Once freed, it quickly returned to Ochymua's side.

Just over 23 feet in length and weighing 4,500 pounds, Uluathan is enormous by human standards but small for an aboleth. Uluathan's fins are long and thin, providing excellent underwater maneuverability. Since Uluathan became a vampire, however, its fins have become ragged, and its pale skin has become blemished with bruises and mottled spots. This physical degradation rankles the vain creature, but it hasn't yet discovered a way to restore the sleek, smooth skin it had while alive. Uluathan's three red eyes are large and bulbous, seeming ready to pop out of its head. Its tentacles are still long and thin but covered with the same blotches as the rest of its pallid flesh.

CAMPAIGN ROLE

Uluathan is the master of the Vaults beneath the Alabaster Trident, and the PCs are likely to encounter the aboleth when exploring those subterranean chambers.

Unless the PCs go through the trouble of destroying Uluathan in its coffin, the vampire likely survives the events of this adventure. If Auberon also survives, Uluathan's role in the Vaults is substantially unchanged. If Auberon is destroyed, Uluathan eventually wanders away from the tower, recovers pieces of its missing memories, and begins to plot anew.

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SECRETS OF AZLANT

“Each turn of the *Infalabulum*’s huge metal pages revealed vivid descriptions of lost cities, glorious palaces, and soaring temples at the height of the Azlanti Empire—not as garbled hand-me-down oral tradition or the hazy suppositions of occultists channeling spirits whose memories have been tainted by the passage of so many millennia, but lively contemporary accounts filled with images, sketches, maps, and in some cases, precise coordinates. Under the rainbow glow of a room lit only by magically orbiting *ioun* stones, we frantically transcribed the contents of the book as best we could without omitting anything of value, ever aware of the approaching screams and howls issuing from the catacombs below. The old Azlanti tome exposed the treasures of the lost empire in clear detail, but are the degenerate, scratching, mewling wretches who hunt us truly all that’s left of the Old Azlanti? Surely they didn’t surrender to the darkness so easily...”

—Durvin Gest, *Pathfinder Chronicles*, Volume 1

The shattered continent of Azlant left a legacy of ruined cities, lost lore, and fabulous wealth that still draws adventurers to its deadly shores even a hundred centuries after most of the land sank into the ocean. Presented below are descriptions of seven fantastic locales hidden within Azlant, each an ideal site for Ruins of Azlant side adventures or suitable for further expansion into an extended story arc in its own right. The exact locations of these sites are left intentionally vague, allowing Game Masters to place them as is convenient for their campaigns.

ACROLAN, CITY OF BROKEN GLASS

The occult lore of Azlant speaks of the Seven Secret Cities situated across the planet: havens for highly developed psychic adepts whose mastery of physical and mental discipline renders them spiritually superior to common humans. References to the Seven Cities appear in the occult traditions of Azlanti successor states like Taldor and Cheliah, in the religious parables of ancient deities like Abadar and Shelyn, and inscribed in pictographic script upon the thin metal pages discovered in numerous expeditions to the ruins of Azlant over many centuries. Though no comprehensive summary exists, comparison of these texts reveals a broad sense of the purpose and inhabitants of the Seven Cities, even if details on their precise locations remain elusive, revealed to only the most developed students of occult lore.

Even the world-spanning adventurers of the Pathfinder Society, who have sought to explore the Seven Cities for thousands of years, know only the barest hints of their locations: lost Zinhola in the depths of Nar-Voth, an unnamed and mysteriously ill-remembered floating fortress above a wave-battered islet off the northwest coast of Sarusan, Great Hadrasmom perched upon a vast plateau at the heart of Vudra. The *Pathfinder Chronicles* record fragmentary hints of these fantastic locales, but there are no surviving maps to the Seven Secret Cities, no complete records of their buildings, dangers, and secrets. A well-worn phrase from the *Manual of the Order of the Palatine Eye* says, "When a Seeker is ready, the Adepts guide the way."

The greatest and earliest of the Seven Secret Cities is Acrolan, situated upon a jagged stone valley hidden within a semicircular upthrust of volcanic cliffs on one of the many mountainous isles that make up the mazelike lost continent of Azlant. It was upon the streets of this sacred place that the earliest Ascended Adepts first gathered more than 15,000 years ago to share knowledge, instruct students, and begin to safeguard the artistic, cultural, and spiritual wealth of humanity from exactly the sort of planetary disaster that ultimately destroyed the empire. Today, millennia after Azlant's destruction, the colorful ruins of Acrolan's shattered glass towers

inspire equally colorful tales of fantastic treasure and horrific protectors. Many modern adventurers from Avistan and Garund are drawn by the vivid descriptions of no less an authority than Durvin Gest, one of the Pathfinder Society's founders, who discovered the site on his first visit to the broken continent.

Gest's accounts recall an enormous city fashioned of impossibly large panes of fluted colored glass, now mostly shattered by cataclysm and time. His party camped within the jagged ruins for 3 days and nights, scouring its remaining structures for the fabulous physical and psychic wealth hinted at upon the metal leaves of the *Infalabulum*. Gest discovered this treasury of occult lore in the House of Aeons (see page 66), along with the trove of *ioun stones* and other ancient Azlanti technology that helped to fund the early decades of the Pathfinder Society.

While the towering ruins of shattered glass hint at time-lost wealth and majesty, actual plunder remains maddeningly elusive. The city contains ample evidence of long-dead fanatics, laborers, and students, but other than statues and gorgeous glass mosaics in their honor, almost no sign of the vaunted Ascended Adepts who allegedly ruled the place can be found—it's as if these legendary figures never actually lived in the city at all.

And indeed, they never did. For the broken-glass city of Acrolan is not the city of Acrolan at all, but rather a monument replica of the real city, which lies upon the Ethereal Plane. The dutiful students of the Adepts built the glass Acrolan to honor their otherworldly teachers, living their lives in preparation for the day that they too might leave behind their physical bodies and ascend to join the exalted ranks of their masters on the other side of the planar veil. Today, this "true" Acrolan lies 400 feet above the shattered ruin, unseen in its Ethereal refuge, its splendid towers still intact and redolent with the power of their ancient glory, even if Earthfall shifted the place out of perfect alignment with its Material Plane double. The ancient Ascended Adepts still dwell within old Acrolan, but the mass extinction of their students, the utter ruin of their great works, and the psychic pain of Azlant's death twisted and warped them into hateful wraiths. Enlightened explorers who manage to pass a series of psychic tests in one of the Adepts' old ruined temples in the replica city gain entry to the true Acrolan and access to unparalleled physical and spiritual wealth—if they can manage to defeat the bitter shades of Golarion's greatest psychic masters. Even reaching the threshold of the Adepts' cultural repository means risking the eerie half reflections of the replica city's unquiet dead, who stalk visitors from the convex edges of shattered towers or along the cracks of huge reflective walls that shine like mirrors, eager to draw visitors into the glass so that they too might spend eternity learning to better serve the true masters of Acrolan.

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ARODEN'S ROCK

The devastation brought on by Earthfall plunged most of Azlant's surface below the waves, drowning millions who had survived planetary bombardment and ruinous earthquakes in a series of catastrophic floods. The mortal hero Aroden, reportedly in the capital palace with the emperor himself at the exact moment of Azlant's doom, somehow survived the destruction of the City of Golden Gates. He escaped its roiling harbor in a smoldering warship at the head of a flotilla of survivors tenaciously making their way to the relative safety of the distant colonies of Avistan and Garund. The entire planet shuddered with the aftershocks of Earthfall in those days, but nowhere was more dangerous than the spasming corpse of Azlant. Overnight, the ruined continent had become a jagged maze of mountaintops and sheer, sweeping escarpments jutting from the water like crude cyclopean cenotaphs, lit by the eerie glow of freshly wakened volcanoes cast against the soot-choked sky.

At the center of this madness sailed Aroden and his ships, gathering new naval refugees at the edge of every whirlpool and pulling survivors from the waves by the thousands. The hungry seas swallowed ship after ship, but those who escaped being dashed upon the rocks, sinking, or falling victim to opportunistic sea monsters would prove to be the saviors of Azlant's culture, going on to find refuge in distant lands and ultimately plant the seeds of kingdoms that still exist in the modern era. But forging a new future—any future—for humanity meant escaping the horrors of a fallen Azlant. A lucky mariner might manage to survive Earthfall in a dinghy or a pleasure yacht, but crossing the Arcadian Ocean in any significant numbers required hardier ships and considerable logistics. Aroden eventually found an ideal locale from which to prepare for the voyage: a forested mountaintop near Azlant's eastern periphery called Merhuretz—one of Azlant's grandest mountains before Earthfall and now among the tallest islands in the region.

A continent's loftiest mountains have legends that predate even the oldest of its inhabitants, however, and when Aroden led his armada to the safety of Merhuretz, he found the place far from uninhabited. Wielding the *Azlanti Diamond*, the crystalline sword he forged as a badge of office for the next emperor, Aroden cut a path to safety for his people, banding together with other refugee heroes to scour the heavily wooded mountain lowlands of debased fey that had rebuffed humanity's advances upon the place for as long as history could remember. Building an array of deep-keeled vessels suitable for the ocean crossing meant deforesting the entire island, an act requiring the cooperation of nearly all the refugees who managed to make it there.

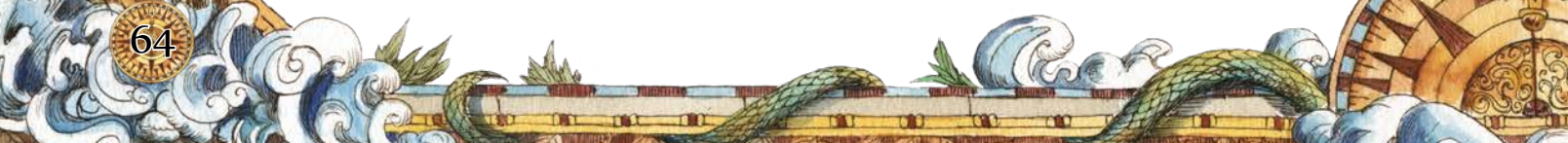
All the while, Aroden and his allies—many of them former enemies now fighting side by side for the

survival of their people and culture—detected a malign intelligence controlling the murderous fey. At first they suspected the vile alghollthus who had initiated the catastrophe of Earthfall, but for once the veiled masters were nowhere to be found, having retreated to their own Darklands holds to wait out the continent's final weeks and observe from afar. Investigation revealed the controlling force to be a creature—some whispered a god—called Ugruskogg, a being the fey claimed had been a part of Azlant since its highest mountain had been but an unsullied plain upon the floor of an ancient ocean.

Expecting to discover an entity equal in power to the mysterious Tane of the fey or perhaps a nemesis devil created from some near-forgotten deity, Aroden's alliance tracked the psychic control to the very summit of Merhuretz. There, in an ancient cave, they discovered an enormous petrified ammonite the size of a castle door. The apparently long-dead creature loomed at the far side of a vast chamber, emerging from the wall like a grotesque bas-relief, its surface a maddening swirl of spiral patterns that seemed to fall in on themselves and burrow their way into the minds of all onlookers. Remnants of sacrificial offerings to the fossilized god seemed to go back centuries. Every step taken closer to Ugruskogg crushed some once-treasured artifact into dust underfoot. Although the prehistoric creature didn't move, all of Aroden's allies knew that it yet lived, its mind avid and seeking even as its physical form had been hardened by the passage of countless millennia.

No one knows what happened in that alpine chamber so long ago. A somewhat reliable account appears in the *Forbidden Libram of the House of Secrets*, a grimoire and historical account of the magical traditions on which Absalom's first arcane guild was based, in the days when the living god himself walked the streets of the city he created. The book claims that Aroden and his allies left the chamber without a single blow of sword or spell. Instead, the tale suggests, they made a deal with Ugruskogg that they never spoke of again—some undisclosed sacrifice generally assumed to be of a malevolent nature—which allowed Aroden and his people to safely use the mountain island as a refuge for the next half-decade before finally departing, en masse, to the promise of new lands across the eastern seas.

Modern tales confirm that Merhuretz's forests once again throng with murderous fey. The ruined stone foundations of Aroden's shipyards and the crude buildings that housed Azlant's terrified refugees still remain on the island, but those seeking to take refuge within them inevitably come under attack by the island's unfriendly inhabitants. Worse, visitors invariably dream of a presence at the peak of the mountain, summoning them to an audience with an entity nearly as old as the planet itself.



BILITH-VEL

Most of Azlant's ruined cities lie either completely submerged on the ocean floor, or toppled but still above sea level somewhere in the maze of the wave-battered half-submerged mountains—now islands—that make traversing Azlant so treacherous. The city of Bilith-Vel, famous for its soaring, interconnected towers, straddles that divide—its streets lie under 20 feet of water but its spires still peek above the surface.

In happier days, Bilith-Vel was a holy site to followers of the Azlanti moon goddess Acavna, a haven for pilgrims seeking the city she once saved from a prolonged siege during one of the many chaotic uprisings that marred the early history of Azlant. In addition to its holy significance, Bilith-Vel also contained a sisterhood of influential witches called the Inward Eye, the central countinghouse of Azlant's most influential banking consortiums, and a private harbor home to the empire's second-largest armada. With its gaze upon the southeastern shores of Arcadia, Bilith-Vel served as a trade hub for the distant colonies of the west, though administrators in the City of Golden Gates oversaw their governance.

Despite the city's complex industries, strategic importance, and colonial role, Bilith-Vel was primarily characterized by Acavna's influence, with huge statues to the warrior goddess standing shoulder-to-shoulder with the city's towers and walkways. Hundreds of churches to Acavna crowded the city's lower wards, outnumbering the temples of all other gods combined. Lunar-themed architectural motifs predominated throughout, giving the impression that the entire city is a monument to Acavna.

Acavna's power was sufficient to move Golarion's moon, Somal, out of its orbit and directly into the path of the oncoming space debris of Earthfall. The resulting concussions spared Golarion the worst of the alghollthus' apocalypse, but killed Acavna and her lover, Amaznen, the god of magic. Acavna's death effectively destroyed her cult, just as Earthfall itself obliterated Azlant, driving the moon goddess's city into the shallow sea and toppling many of her monuments. The destruction of the city had a profound impact on the great lunar dragon Rezallian, an immortal old wyrm who served as Acavna's battle mount and closest confidante. Present in Bilith-Vel for a

religious ceremony at the time of Earthfall, Rezallian was too far from Somal to help Acavna and Amaznen's efforts, racking himself with guilt over whether his participation might have been enough help to save his divine friends and prevent the fall of Azlant.

Such guilt is more than even the strongest dragon can bear. Rezallian, whose bravery and inner strength were considered equal to those of his rider, was shattered by the tragedy, eventually transforming into a broken undead creature known as an animus shade. To this day, the dragon guards Bilith-Vel as the ruined city's own personal god, served by degenerate morlock descendants of the city's original inhabitants, draugr crew from ships that crashed against Bilith-Vel's lower towers, and 27 enormous, four-tentacled flatworms known as somalcygots called from the surface of the moon to serve as Rezallian's territorial governors. Each somalcygot writhes from atop a tower or astride a walkway, guarding several city blocks from explorers with jets of acidic spray that give Bilith-Vel a sickly sweet odor—now often the first sign a traveler experiences when approaching the city.

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THE HOUSE OF AEONS

Durvin Gest discovered the House of Aeons on his first expedition to Azlant, and the secrets he unearthed there—particularly those transcribed from the metal pages of an enormous book called the *Infalabulum*—led directly to many of his other legendary exploits on the lost continent. The House of Aeons is a broad, round tower perched on the edge of an enormous spire scarcely wider than the tower itself. Gest assumed the structure had been built by some of Azlant's earliest human inhabitants, basing his conclusion on the predominance of elemental motifs and an absence of images portraying any of the commonly worshiped gods of Azlant such as Abadar, Acavna, or Shelyn. Instead, the frescoes, bas-reliefs, and statuary celebrated an order of primordial outsiders known as aeons, generally interpreted as the beings who crafted the Material Plane from nothing in the Age Before Ages.

According to Gest's extensive expedition notes published in Volume 1 of the *Pathfinder Chronicles*, the

very early Azlanti worshiped the aeons as celestial architects, exemplars of otherworldly order that gave sense to the chaos of nonexistence and form to the world the Azlanti inhabited countless millennia later. The gods—or perhaps the algholthus—may have created the cultural aspects of Old Azlant, but the aeons created the land on which it stood, and thus always enjoyed an aura of preeminence among the Azlanti, more so the farther back one delves into what remains of imperial history.

Following traditions trailing deep into human prehistory, early Azlanti honored the celestial architects annually by sculpting or carving tiny effigies of themselves as offerings to the aeons, acts of personal artifice intended to honor the long-departed primeval architects. Hundreds of these tiny statues adorn the alcoves of Skyreach, the headquarters of the Pathfinder Society in Absalom, a daring edifice that was largely funded by treasures plundered from the House of Aeons during Gest's legendary exploit.

Funding the Society's sprawling home fortress—to say nothing of the early decades of the Society itself—required artifacts far more valuable than moldering statuettes crudely fashioned by amateur artisans, though. The greatest spoils from Gest's original expedition were the multiformed and diversely magical *ioun stones* embedded in the temple's walls and piled upon its forgotten altars, for each proved a treasure far in excess of its material value. Azlanti legend held that the stones were the tools used by the aeons to create the world itself. Azlanti mystics hunted these objects obsessively, carving their raw forms into a multitude of esoteric shapes associated with their seemingly limitless—but nonetheless replicable—magical abilities. These stones served as important status items and occult symbols throughout all of Azlanti history and remain so today; those who claim “true” Azlanti heritage seldom do so without brandishing *ioun stones* as proof of their families' ancient lineages.

A variety of debased creatures, including at least one magic-warped aeon of almost unthinkable power, still dwell in the tunnels below the city. The lesser degenerates—furtive, paranoid creatures—initially spy on visitors from afar, scratching at stones with broken claws to scare away interlopers. If this fails, they burst forth from the lower chambers in great numbers, a monstrous wave of filth aimed at forcing out explorers—or bringing them back to the aeon in the unknown depths of the earth.



THE CITY OF GOLDEN GATES (HIGH CITY)

Very few details about the particulars of Azlanti life are known to modern historians. No complete map of the island continent survived the empire's devastation, and even the most educated Azlanti experts of the modern day season their knowledge with equal parts assumption and supposition, weaving could-bes and never-weres into their narratives without a clear sense of what is fact and what is fancy. Academics bicker over the surface area of the island-continent at the height of its glory, the exact number of its outlying vassal states, the grandeur of Azlant's colonial holdings in Arcadia and Avistan, or over countless other details important and insignificant alike. Yet despite all this uncertainty, Azlant's celebrated capital, the so-called City of Golden Gates, enjoys several lush descriptions still preserved in the historical record and more or less corroborated by the tentative investigations of the Pathfinder Society and the elves of the Mordant Spire. As the central scene of the devastation brought by Earthfall, the city suffered terrific destruction, but the looming corpses of majestic palaces and debris-choked canals still hint at the glory that once made Azlant the pride of Golarion's earliest humans, and that set the standard for civic planning and ambition in the millennia since its terrible fall.

The most reliable account of the City of Golden Gates is preserved in the first chapter of *The Manual of City-Building*, one of the foremost religious texts of the cult of Abadar. To the faithful of the Master of the First Vault, the City of Golden Gates is the original city, the perfect ideal that all subsequent cities must be measured against. While Abadar's Vault is said to contain a perfect example of everything that has ever existed, the City of Golden Gates is said to be something of an exception, a magnificent gift granted by Abadar to the Azlanti people as an example of perfection incarnate on the Material Plane, with no parallel even within the god's notoriously well-guarded treasure vault.

According to Abadar's texts, the city was built upon the sides of a vast hill that rose about 500 feet above a verdant plain ringed by forestland containing the mansions of the city's nobles and the common houses of its servitor classes. Upon the summit of the hill lay the emperor's personal residence and gardens, in the center of which welled up from the earth a never-ending stream of water that flowed in four directions and fell in cascades into a moatlike canal that encompassed the imperial grounds and separated them from the city that lay below on every side. From this deep canal, four channels led the water through the four quarters of that level of the city to cascades that in turn supplied another encircling canal at a lower level. Three such canals formed concentric descending circles, with a

fourth at the level of the plain that received all of the waters from above and discharged them into a deep harbor along Azlant's eastern coast, the central point of the empire's maritime trade and the chief headquarters of its legendary trireme navies. The overall effect served to separate the city into four concentric rings of four quarters each; each of the inner rings rose 50 feet below its outer neighbor and each served as home to progressively higher-classed nobles and tradesfolk.

The Imperial Palace was a fabulous collection of dome-capped spires and cavernous audience halls, with a famous skylight composed of a single sheet of magically hardened glass. Perched upon the eastern edge of the uppermost canal, it loomed over the city proper and cast a hungry eye toward the rich colonial lands of the far continents. Here was housed the emperor's famous Throne of Glass, as well as countless ambassadors, dignitaries, entertainers, menageries, and retainers, all of whom shared a common fate when rocks from space hurtled into the city at the height of Earthfall. Today, virtually no sign of the palace remains. A direct hit sheared off the eastern third of the hillside city, slamming into the verdant plains and shattering most of the city's remarkable structures into tinder and rubble. To this day, those few expeditions that have managed to survive a trip to the city invariably bring back shards of the palace's famous glass ceiling, which retain their hardness and are sometimes forged into valuable weapons the Knights of the Ioun Star call *throneglass*.

Reason suggests that some of the grandest treasures of Azlant might still be found in the empire's lost capital, but it has been centuries since any major expedition has looted the place and returned to tell of it. The city's upper districts teem with menacing inhabitants, including dragons drawn by the site's majesty, and savage, cannibalistic morlocks whose ancestors once walked the streets as nobles, but who now swell its avenues completely naked to the world, screaming out warnings and hateful jeers in the half-remembered tongues of their once-mighty forebears. Even more dangerous are a cast of demons, devils, and worse either still bound by the magics of ancient Azlanti spellcasters or freed by the devastation of Earthfall, only to claim the thrones of their former masters for their own, declaring themselves petty emperors of a shattered kingdom.

Aged clerics of Abadar sometimes make a lone pilgrimage to the site to pass their final days in holy contemplation of the transience of past perfection. Some records from a few centuries ago suggest that a small community of such aged pilgrims thrives in the city's lowest rung, fending off attacks of savage and degenerate city inhabitants while keeping the fires burning for those heroes who would reclaim a glorious destiny for the City of Golden Gates.

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THE CITY OF GOLDEN GATES (LOW CITY)

The majority of the expansive plains surrounding the City of Golden Gates sank more than 500 feet below the surface of the Arcadian Ocean in the violent earthquakes that submerged most of the continent, leaving the ruined upper wards of the city clinging to the side of a mountaintop overlooking turbulent waters below. Many of the city's canals still flow with water fed by the emperor's garden springs, resulting in a series of majestic waterfalls falling down the city's sheared and eroded eastern edge, the tears of a thousand centuries for Azlant's long-dead first city.

These pure elemental waters grant the turbulent sea below a kind of religious importance to many water-dwelling creatures, who flock to and fight for control of the region. Nereids in particular are drawn to the area, feeling an overwhelming calm from the waters, a sensation unlike anything else on Golarion. These normally playful and alluring fey quickly resort to savagery when defending their territory, however, and are locked in endless conflicts with debased merfolk, evil water elementals, and sahuagin, all of whom covet the pure waters for reasons of their own.

Deeper still dwell the true modern masters of the City of Golden Gates—the same creatures who have always dominated it, still scheming from the very same depths, only now more out of petty jealousy and millennia of habit and tradition than in the grand experimental stages of the old empire. The alghollthus—always the true power behind the human empire they raised out of barbarism—pushed all other claims on Azlant from the board when they demolished the realm in a rain of fire. The moment they seemed to lose their grip upon the empire, when the mortal Aroden thwarted their scheme to install yet another pawn upon the Throne of Glass, they destroyed the empire's glorious capital, along with most of the continent. The proud alghollthus jealously maintain their claim on the ruined capital from the deep, watching the lesser creatures near the surface in their petty squabbles and occasionally nudging the combatants with psychic prods to keep things interesting or to remove potential threats to their subtle supremacy.

Every morning just after dawn, the Abadaran cultists inhabiting the upper city gaze down upon the frothing waters in a daily ritual said to be a contemplation of the ephemeral nature of humanity's greatest works—recognition that even the lost glories of Old Azlant must eventually fall into the sea. Accounts of this service by outsiders often remark upon the blank expressions on the clerics' faces, noting their beatific natures and meditative calm. In fact, these holy people who gaze into the depths are controlled by the alghollthus far below. Even today, the true masters of Azlant have their agents on the surface

world, and their alien hunger for dominion has only grown in the millennia since Azlant's terrible fall.

The deep surface of the Arcadian Ocean seafloor just off the original coastline near the old city's harbor is rent with an enormous rift that extends deep into Golarion's crust, connecting the Arcadian Ocean with a little-known subterranean ocean called the Inverted Sea. In defiance of gravity, the Inverted Sea coats the upper portion of the vault that holds an even larger body of water called the Sightless Sea, one of the most astounding locations in all of the Darklands of Golarion. An impossible waterspout known as the Braid extends upward from the Sightless Sea to the Inverted Sea and through the rift into the Arcadian Ocean, a sort of underground river that also happens to mark the areas of greatest influence by the alghollthus, in the Darklands and above.

Those who brave the warring creatures near the surface and the watchful alghollthus in the deeps gain access to the remains of the lower levels of the City of Golden Gates. Despite heavy damage during Earthfall and the incidental erosion of more than 10,000 years, the low city still contains ruined monuments, temples, and other structures of interest to adventurers. The most important such location is a wide civic plaza containing an enormous monolith of horacalcum inscribed with the story of Azlant's founding rulers and the laws they expected their new subjects to follow. This monument, known as the Lore of the First Masters, is now thought to be entirely the product of alghollthu propaganda pushed upon the superstitious humans of early Azlant, a theory substantially verified by the zeal with which the alghollthus protect the site from visitors, especially those who would seek to damage the monolith or haul it to the surface as treasure. Some merfolk and gillmen ascribe religious significance to the site, abandoning jewelry, trinkets, and other valuable items as sacrifices to the massive law tablet. These treasures in turn draw more explorers, who soon find themselves under mental and physical assault by the inscriptions' original authors. These malevolent creatures keep a steady, paranoid watch on the site from their fastness in the Inverted Sea, teleporting in at the first sign of intruders to protect it—and to seize the intruders for use as mind-controlled agents.

Other sites include ruined temples dedicated to nearly all of the gods of Old Azlant, the original chapter house and marshaling castle of the Knights of the Ioun Star, an immense hippodrome capable of seating a quarter million onlookers, and countless fountains, manor houses, monuments, palaces, statuary, and tenements. Although very rare, some of these locales contain subterranean holds that yet remain sealed against the prying waters of the Arcadian Ocean, undisturbed time capsules packed with enough lore to rewrite history and wealth to rewrite an explorer's destiny.

THE TOWERS OF HEAVEN

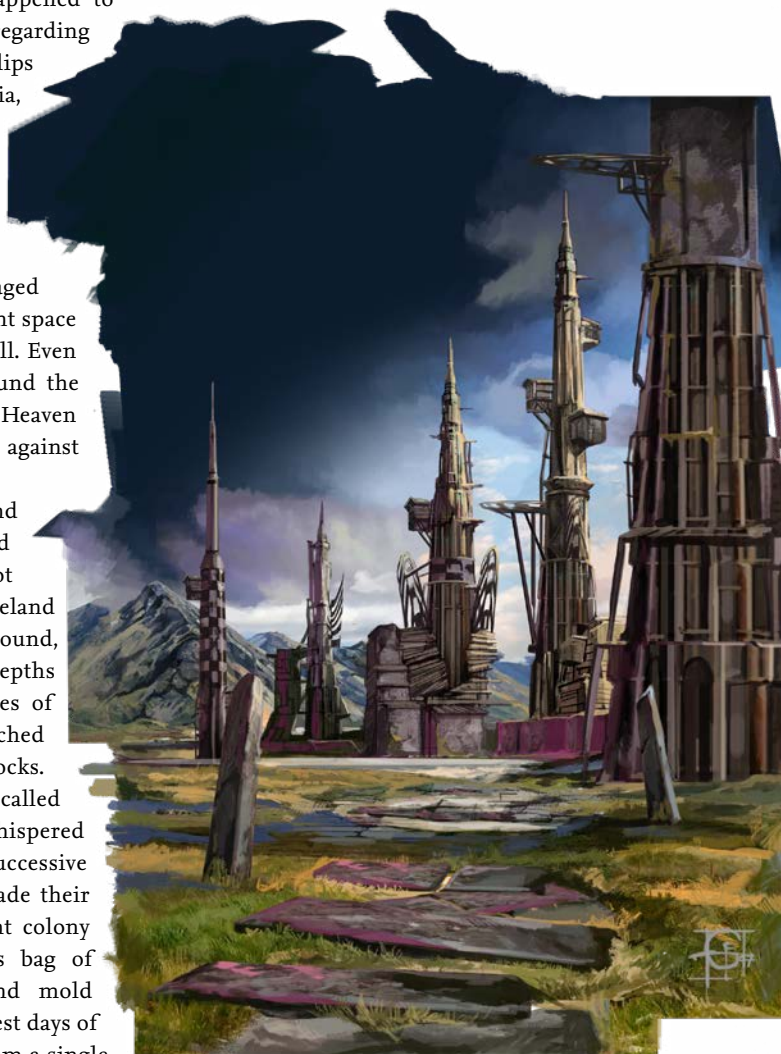
The ambition, arrogance, and pride of the Azlanti people remain their greatest cultural legacy. Modern mythology is packed with parables that use Azlant as a watchword for unbridled, ruinous hubris, and perhaps the most popular of these tales is the story of the Towers of Heaven. As the tale goes, merely a century before the fall of Azlant, the empire was beginning to quake with political convulsions that engendered the civil wars of its final years. During this time, a consortium of Azlanti scientists began construction of an audacious series of unusual towers upon the salt flats of an uninhabited desert. Although specifics remain scant for what amounted to a highly secret project even in its own day, all records suggest that the purpose of these towers was to raise humankind to the heavens and put itself on equal footing with the gods. The confines of Golarion had grown too limiting for the Azlanti, so by virtue of these Towers of Heaven they sought to abandon it entirely.

History does not record what happened to those sky-gazing scientists, but lore regarding the site spread far and wide on the lips of Azlanti refugees who fled to Arcadia, Avistan, and Garund, underscoring the foolishness of human pride and becoming one of the bedrock fables of the fall of Azlant. Perhaps, the survivors speculated, the empire seeking to venture into space so enraged the gods that the gods instead brought space to the empire in the form of Earthfall. Even today, though no explorers have found the site since Azlant's fall, the Towers of Heaven remain a watchword and a warning against unchecked hubris.

Tales of the towers traveled east and west, but they also traveled downward into the depths of the earth, for not all Azlanti fled their devastated homeland by sea. Some sought refuge belowground, eventually becoming lost in the depths of the Darklands and, over centuries of darkness and inbreeding, these wretched humans degenerated into morlocks. Even these dim-witted creatures recalled the Towers of Heaven, and they whispered warnings of their dangers to each successive generation—tales that eventually made their way to a colossal subterranean plant colony named Wolchurrun, a floating gas bag of hyperintelligent vegetal matter and mold known as a mu spore. Since the earliest days of Golarion, Wolchurrun had grown from a single

cell to one of the largest organisms on the planet, and the suggestion that the Towers of Heaven might offer an escape from the maddening limits of the world drew it to the surface for the first time since the Age of Serpents.

Alas, the Towers of Heaven are long dead. If they ever offered a pathway to the stars, that power had been too dormant for too long and now no longer functions. Wolchurrun still visits the site from time to time, floating just to one side of one of the massive gantry towers like an overstuffed airship, dreaming impossible dreams of escape. Poisonous clouds of burrowing spores cast off from its massive form coat the secluded salt flats in a cloying layer of dust that only occasionally clears on a brisk wind, its sickly mustard shroud spreading over miles like a diseased thunderhead. Degenerate plant monsters such as mosslords and vegepygmyies dwell within the towers, which are said to still contain astronomical treasures of humanity's lost first empire.



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“For ten thousand years, the secrets of ancient Azlant have lain in ruins. Not just across the ocean, but here. In the most secluded corners of Avistan and Garund—or even beneath our very feet—lie mighty works of wizardry, hidden enclaves, and Aroden knows what else, just waiting for seekers like yourselves to delve their depths and discover their secrets. Glory awaits!”

“Of course, if it were easy, someone would have already done it. I’ll teach you how to crack open one of these ruins: how to open locks, solve star puzzles, and read lost tongues. And even more importantly, I’ll teach you how to get back out in one piece, with all your bits intact and no nasty surprises.

“All right, let’s get to it. Now this is an Azlanti spell-mark...”

—Marcos Farabellus, Master of Swords,
addressing Pathfinder Society agents-in-training

The people of ancient Azlant left their mark on history far beyond their homeland's shores. Dangerous pursuits, vigilance against enemies both human and inhuman, and the lure of valuable resources drove the Azlanti to establish settlements and strongholds across the Inner Sea region and beyond. The devastation of Earthfall and the sands of time have destroyed many such sites, but some still remain to draw explorers.

This article describes four heretofore undocumented Azlanti ruins scattered across the Inner Sea region. While these locations are far from the action of the Ruins of Azlant Adventure Path, they can serve as models for sites of your own design or as material for other campaigns. Even if you don't use the descriptions provided here, the maps can easily be repurposed for other locations or adventures when you need a quick burst of inspiration.

Each section contains information about the location, its original purpose and its fate during Earthfall and afterward, plus descriptions of the areas shown on the map and details about the location's hazards or occupants. Each site also features several plot hooks to help integrate the location into your campaigns—and hints of the unique rewards explorers might discover within.

AZLANTI EXPLORERS

While most Azlanti kept to their homeland, many others looked beyond the island continent's shores to what lay past the horizon. These wanderers had many reasons to explore and colonize the "uncivilized" lands they found, from the drive of curiosity or greed to a desire for freedom from the norms and taboos of mainstream Azlanti society. Among the Azlanti, they were referred to as the "Sown"—seeds of Azlant scattered to the distant corners of the world to grow or wither by their own devices. This slightly condescending term was used both for exiles (including the self-exiled) and for those who journeyed abroad on Azlanti business expecting to return; while there was no dishonor in being Sown by choice or duty, many among the society of Azlant considered them eccentric.

Faith drove many of the Sown. The faithful of Elion were driven by their deity's urge to explore and discover, and they served both as ambassadors to distant nations and as the Azlanti people's main window into lands beyond their shores. Meanwhile, followers of his daughter, Sicva, followed the command of their goddess to infest and dominate distant lands; they often brought with them dangerous species native to Azlant (or engineered for this purpose), releasing these species in their wake to devastate local ecosystems. For more information about the deities of Azlant, see *Pathfinder Adventure Path #123: The Flooded Cathedral*.

Military concerns took many Azlanti abroad as well. In the Azlanti wars with the deep-dwelling serpentfolk and in later conflicts with the cyclopes of Ghol-Gan,

remote military installations were deemed necessary to keep Azlant itself safe from assault. While the Azlanti were unsuited—at least by comparison to their ophidian rivals—to the vaults and tunnels of the Darklands, they employed their mastery of magic to even the field.

The Azlanti had vast magical talent, which they used to improve every facet of their civilization and lifestyles. Knowing the dangers of certain experiments, some constructed their laboratories far from their homeland to limit the danger to fellow Azlanti (or to hide acts unsanctioned by Azlanti society). Others constructed laboratories at sites of mystical power to tap into it for research purposes.

Despite the Azlanti people's great mastery of magic, teleportation was still comparatively rare; most Sown traveled either by mundane means or using magical vehicles, with teleportation employed only by those with the skill to perform it (or backing from those with the resources to access such skill). Sown often carried the precursors of the Pathfinder Society's legendary *wayfinders*, trusting the devices to guide them in the unknown lands they traveled.

In addition to the sites described on the following pages, Azlanti ruins exist across the Inner Sea region, ranging from the small to the vast. The River Kingdoms' Echo Wood is home to many locations constructed by exiled Azlanti, including the so-called "Accursed Halls" of Brokenhelm Hill (*Pathfinder Online: Thornkeep*) and a half-melted glass palace constructed around a cyclopean pillar of green crystal (*Pathfinder Module: The Emerald Spire Superdungeon*). To the south, in Andoran's Darkmoon Vale, the Tomb of the Wanderer Prince holds the key to the Azlanti realm of Zelfin Cova, though not even the kobolds who lair there realize this (*Pathfinder Module: Revenge of the Kobold King*). On the western shores of Cheliax, the villagers of Blackcove traditionally visit the nearly island of Nal-Kashel to consummate wedding vows in honor of their Azlanti blood (*Pathfinder Module: From Shore to Sea*), while a dormant volcano in the wilderness of Nirmathas holds an ancient observatory that serves as gateway to Golarion's moon, where an Azlanti terraforming experiment went horribly awry (*Pathfinder Module: The Moonscar*). Garund's Mwangi Expanse holds a number of Azlanti sites as well, such as the ivory-domed weapons cache called Azlant Ridge by modern inhabitants (*Pathfinder Society Scenario #2-02: Rescue at Azlant Ridge*). An Azlanti temple of Zura on the cursed island of Smuggler's Shiv (*Pathfinder Adventure Path #37: Souls For Smuggler's Shiv*) holds the secret of reaching the greatest Azlanti site in the Inner Sea: the lost city of Saventh-Yhi; *Pathfinder Adventure Path #39: City of Seven Spears* holds the bulk of information about this city, but its discovery and history are a major focus of the entire Serpent's Skull Adventure Path.

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HOUSE OF HEALERS' WISDOM

In the latter days of Azlant, a small splinter group of Azlanti followers of Aesocar (the Azlanti deity of health and medicine) sought to push the limits of preventative treatment, experimenting with radical methods of improving humanity by sampling outsiders' quintessence (the essence of outsiders' combined body-soul composite forms). The sect settled far from Azlant, in the mountains of modern-day Thuvia, to keep their homeland safe from breaches of quarantine and to avoid oversight from more conservative elements of the church. The priests carved a combination temple and laboratory into the stone, with a deep vault that held several reinforced binding circles. The priests bound outsiders of all varieties—from angels and demons to far stranger beings—in an attempt to isolate certain potent qualities in samples of the outsiders' quintessence.

The sect built its temple-laboratory to survive major tectonic stresses, which preserved the structure through the devastation of Earthfall; however, during that calamity, one of the outsiders bound for sampling—a gorgoros qlipthoth, selected for its ability to harden its hide to stone—broke free. It rampaged through the binding chambers, but the facility's outer seals held the escaped qlipthoth. To this day, the fiend remains trapped within the desolate ruin. The sect disbanded shortly thereafter; the members abandoned their research and ventured out into the ruined world to provide what succor they could. The site's isolation and local conditions have left it largely intact despite the passage of millennia.

1. Entrance: The only external portion of the facility is a blocky, unadorned structure shaped from the mountainside via *stone shape*. A pairaka div named **Jeneiha** (*Pathfinder RPG Bestiary* 3 88) lingers here, often in an innocent-appearing form, inexorably drawn by the power of the ancient sect's still-potent plague samples and endlessly plotting to gain access to them.

2. Main Chamber: The ancient priests met here to discuss plans or philosophy, take their meals, and relax; their stone table and chairs still stand in the room's southeast corner. The doors of the laboratories glow with a bright crimson light, meant to warn the priests away in case of broken quarantine. Jeneiha never enters this area, as she finds the red light utterly intolerable.

3. Priests' Cells: These small, austere chambers each housed a single priest. The survivors stripped the chambers of useful and sentimental items when they departed, leaving the cells largely bereft of interesting items; however, one of their *rings of guarded self* (an Azlanti artifact; treat it as a *cloak of resistance* that occupies the ring slot) was left behind in the confusion. The spirit of one of the priests, who was petrified and devoured by the gorgoros during its partial escape, still lingers in the easternmost cell as a powerful spectre.

4. Shrine of Aesocar: This simple shrine holds a statue of the Azlanti deity, and his holy symbol is worked into the floor. Much of the shrine's magic has faded, but a sliver of divine energy still lingers in the statue.

5. Laboratories: Each of these rooms contains various tools and instruments, as well as a statue of Aesocar; the statues bear a specialized variant of *detect evil*, meant to help the priests detect lingering evil when purifying fiendish quintessence. Each laboratory also contains several blends of the priests' experimental quintessence, as well as samples of various powerful diseases for testing purposes. In the centuries since Earthfall, the magical seals have partly failed, causing the doors to glow with a deep crimson light. Despite the dire warning, the rooms are safe to traverse.

6. Storage: This small chamber held the priests' mundane supplies and spare equipment. While the trove remains unlooted, only the hardest of the delicate instruments and samples remain usable. One of the priests' *extraction rods* survived; this longspike-like adamantite relic can cross a *magic circle* without breaking binding spells and extract samples of blood, flesh, or quintessence through even the thickest hide.

7. Incinerator: This blackened chamber was used to dispose of dangerous experimental results, cauterizing regenerating flesh and burning away lingering traces of disease. One round after anything enters or is placed within the room, the room is blasted with divine fire, as per *flame strike*.

8. Outer Ward: Despite their strange goals, the priests still held staunchly to many of the ideals of good, and the safety of the outside world was a paramount priority. The line of runes indelibly inscribed into the floor here acts as a secondary layer of binding, keeping any outsider within the area from escaping the chambers to the east. This seal prevents the gorgoros qlipthoth from altering the structure or escaping, even via its earth glide ability or similar means.

9. Binding Storage: This chamber once contained supplies useful for dealing with called outsiders—silver to cow devils, art objects to tempt azatas, and so on. While the qlipthoth has utterly ruined most of the contents, a few relics of cold iron (which the creature instinctively avoids) have survived the destruction.

10. Invocation Chamber: The priests used the powerful *universal magic circle* that occupies the center of this room to conjure outsiders for their experiments. The gorgoros avoids this circle, as its magic is still strong enough to potentially entrap the fiend.

11. Sealed Circles: These circles hold the remains of outsiders bound for sampling, though nothing recognizable remains of their original forms. In the wake of Earthfall, the gorgoros petrified each of the other still-bound outsiders with its gaze, and it has spent

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1 SQUARE = 5 FEET



millennia endlessly reshaping and nibbling away at their stony forms. Unlike the circle in the invocation chamber, these circles have lost most of their power and can no longer imprison outsiders.

12. Broken Circle: This was the only chamber to suffer significant damage from Earthfall; this damage was sufficient to free the gorgoros qliploth (*Pathfinder RPG Bestiary* 6 228) held within. The fiend still lurks in this chamber most of the time, dreaming of its eventual escape from the complex with alien patience.

USING THIS SITE

While the House of Healers' Wisdom is far from most travelers' paths, there are circumstances that might send the PCs in search of the ancient fane.

- The pairaka div Jeneiha approaches the PCs in the guise of an archaeologist or explorer, seeking their aid for an expedition to a yet-undiscovered Azlanti ruin. Her goal is to trick the PCs into entering the laboratories and retrieving the samples of ancient Azlanti plague stored within.
- A magical map passed down among the descendants of one of the priests of Aesocar points the way to the House of Healers' Wisdom and its stores of

experimental quintessence, but only those with sufficient knowledge of ancient geography can follow the map and locate the site.

- The PCs' search for a particular outsider directs them to the laboratory, where the outsider fell victim to the qliploth millennia ago. The PCs must locate the facility, defeat the Abyssal monster, and discover a way to restore the outsider to form and flesh. A PC might have to consume one of the quintessence samples and channel its memories, becoming the outsider's "heir," or even recreate the outsider's essence within her own body, mind, or soul.

The most notable rewards for explorers are the priests' experimental quintessence samples. The effects of these samples could vary widely in effect and duration; they might function similarly to alchemists' mutagens, grant inherent bonuses to ability scores, impart qualities of the outsiders they were sampled from, or even awaken mythic power. Of course, these substances were experimental, and any number of drawbacks might arise from their use. Additionally, the priests' research and tools would be of great interest to alchemists, healers, and those of similar bent (especially those with an interest in radical self-improvement).

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SERIEL'S IOUN MINE

Azlant had no shortage of powerful wizards. One of these, Aviliharin, was a mighty conjurer and crafter who specialized in the creation of *ioun stones*. While seeking sources of raw material, Aviliharin conceived of a plan to not only readily acquire supplies but also efficiently outsource the physical labor required in their creation. Traveling to a site in the mountains of modern-day Isgar, the conjurer magically carved a passage deep underground, where a *wish* spell granted by a powerful noble shaitan filled the stone with flawless gems. Aviliharin then bound the succubus Seriel to the mine, giving her command over several clockwork creations to mine the gems, as well as an *ioun stone* that sharpened her intellect and gave her mastery of gemcutting. Each month, she was to teleport to the conjurer's workshop with a shipment of cut gems ready for magical infusion, until such time as she could create an *ioun stone* greater than any work of Aviliharin's.

For 10,000 years, Seriel has labored under this binding. Every month, she teleports to Aviliharin's workshop—now a crumbling ruin on a shattered cliffside—and throws another handful of gems on a table already overflowing with them. The isolation has driven the succubus nearly mad, but she perseveres; she has learned the secrets of wizardry herself, and is even now working to complete her *composite helix ioun stone*. When she completes the *composite helix ioun stone*, her binding will be broken, and the demon will be free to work her evil upon Golarion.

1. Campsite: The mine's entrance is hidden high upon a cliffside in northeastern Isgar, where it has been discovered and lost a half-dozen times. This camp belongs to the con artist **Elneth Serafian** (*Pathfinder RPG NPC Codex* 29), a Chelish worshiper of the archdevil Mammon. Elneth has been here for several weeks, fruitlessly attempting to gain entry to the mine and claim its wealth for her mother, an elven priestess of Mammon in distant Westcrown.

2. The Ioun Door: The terms of the shaitan's bargain required that the mine be accessible to the surface, so Aviliharin set this nigh-impenetrable door to keep out those without mastery of iouncraft. The door is reinforced by magic powerful enough to turn aside adamantine and sealed by a puzzle lock; only by setting six *ioun stones* into its slots (each providing a bonus to a different ability score) can the door be opened.

3. The Lift: This unceremonious clockwork lift is operated by pulling a lever at the platform's center. The lift has not been used (let alone maintained) since its creation, however, and is more likely to plummet to the bottom of its 150-foot shaft than to function properly.

4. Seriel's Walk: This corridor was carved by *disintegrate* spells and is unnaturally smooth and precise.

Seriel's millennia of endless pacing back and forth have worn narrow grooves into the floor.

5. Storage: This chamber contains numerous replacement parts for the various clockwork constructs that serve as miners, along with a variety of replacement tools for both mining and gemcutting. Many of the tools bear minor magical enhancements.

6. Seriel's Workshop: This room contains Seriel's tools and workbench, as well as a small chest to store finished gems for shipment. The room is imbued with a permanent *silence* effect to limit distractions, while Seriel's gemcutting tools bear potent magical improvements to their effectiveness. The advanced succubus wizard **Seriel** (*Pathfinder RPG Bestiary* 294, 68; *Pathfinder RPG Monster Codex* 249) spends much of her time here, either fulfilling her terms of servitude or laboring to complete her *composite helix ioun stone*. Several failed attempts at *ioun stones* lie upon the table; most are simply nonmagical or *dull gray ioun stones*, but one is a cursed *scarlet and blue sphere ioun stone* that functions as a *slotless robe of powerlessness* (*Pathfinder RPG Core Rulebook* 542).

7. Initial Mine Chamber: Here, the structure shifts from precise corridors to a series of carved-out chambers connected by sharply sloping tunnels. Frustrated with her captivity and the claustrophobic environment, Seriel ordered the clockwork miners to abandon this chamber before it was fully mined in favor of expansion, and gemstones still sparkle in the chamber's walls.

8. Northern Mine Chamber: As with the chamber to the west, Seriel ordered most of the clockworks onward before fully tapping this chamber's wealth. A single clockwork soldier (*Pathfinder RPG Bestiary* 3 57) labors here at all hours. In anticipation of her coming release, the succubus ordered this clockwork soldier to begin expanding this chamber northward, planning to build herself a proper vault to hold the mine's wealth.

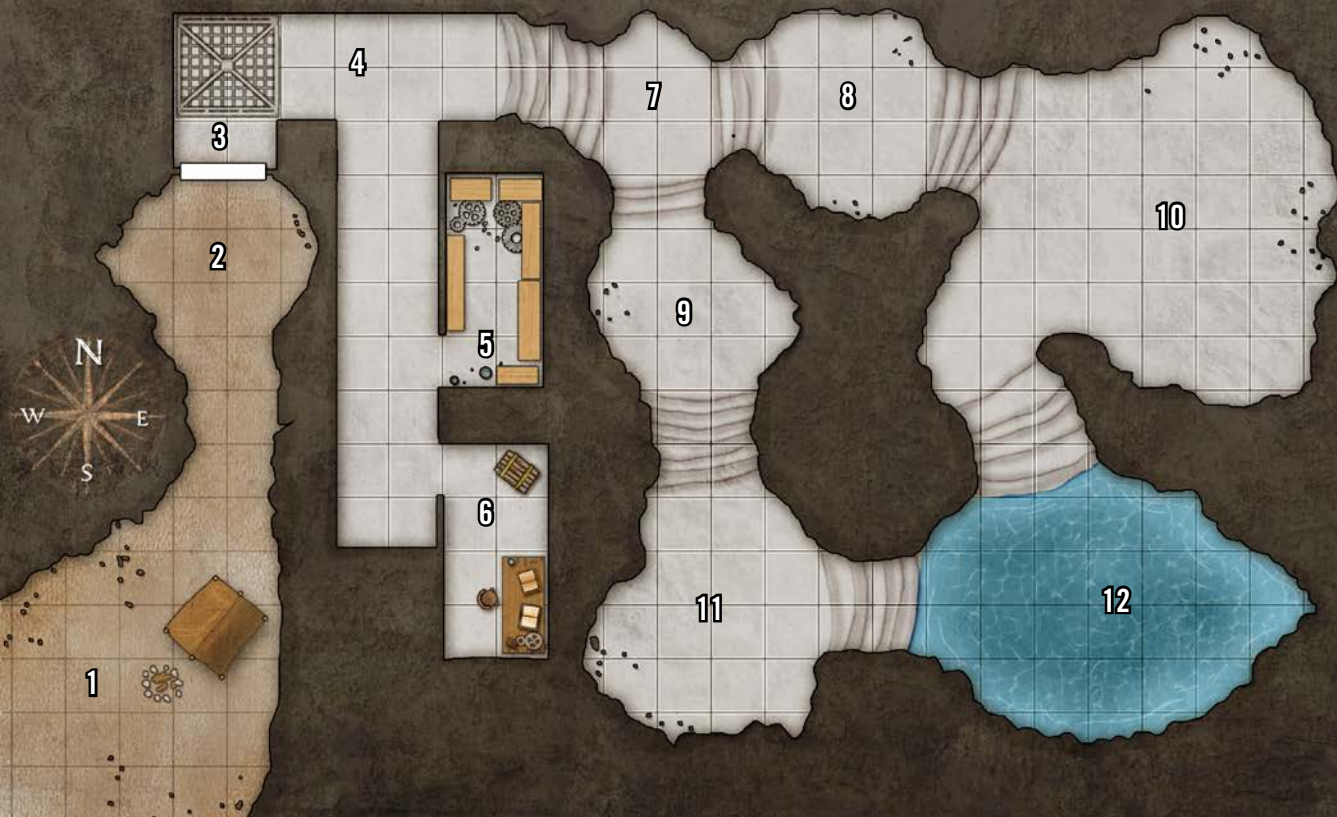
9. Western Mine Chamber: This chamber's riches ran dry quickly, and the gems that remain aren't worth the clockworks' time to extract. Seriel uses this chamber to practice her most destructive magic, so the walls bear scars from acid and fire.

10. Eastern Mine Chamber: The majority of the clockwork miners toil here with unthinking dedication, slowly expanding the mine eastward. Most are clockwork soldiers equipped with *+1 heavy picks*, but their overseer is a clockwork mage (*Pathfinder RPG Bestiary* 4 32) attuned to transmutation. While they are miners first and foremost, the clockwork constructs attack anyone other than Seriel (or the long-dead Aviliharin) on sight.

11. Southern Mine Chamber: While she initially resolved to fully mine this chamber's riches after her previous bouts of impatience, Seriel was forced to abandon this plan when she realized that vibrations from

SERIEL'S IOUN MINE

1 SQUARE = 5 FEET



the clockworks' picks were disrupting her gemcutting work. The succubus fully intends to revisit this chamber once her binding is broken, but for now, it lies empty.

12. Seriel's Mere: The clockworks broke into an underground aquifer long ago while mining this chamber, causing it to partly flood before the water level equalized. The room is now filled with still, dark water with an average depth of 2 feet. Seriel spends what little free time the binding permits her here, relaxing in the cool water and dreaming of freedom. The succubus retreats here to prepare herself if she's surprised by intruders or forced to flee from combat.

USING THIS SITE

The Ioun Mine is a source of fabulous wealth, although much of it is either locked away in the walls or lying fallow in an Azlanti ruin. Since it's been discovered multiple times over the centuries, PCs could learn about it through many sources.

- Knowledge of the Ioun Mine's location reaches the PCs, along with rumors of the wealth that lies within or hints at the method of its opening. The PCs must collect six appropriate *ioun stones* to access the mine and claim its wealth.

- A tiefling or demon-blooded sorcerer (perhaps even one of the PCs) learns of her ancestor Seriel's presence on Golarion and hires the PCs to seek out the demon.
- Sorrina Westyr (*Pathfinder RPG Adventurer's Guide* 137), Pathfinder Society Master of Spells and expert on *ioun stones*, becomes aware of the *composite helix ioun stone*—though not of its creator—and recruits the PCs to investigate further.

While the site itself contains great wealth for those with the means to extract it, and the various occupants' equipment and *ioun stones* are quite valuable, the most precious treasure here is Seriel's nearly complete *composite helix ioun stone*. A PC who can complete the item's creation might discover any number of potential powers, such as increases to all six ability scores or cumulative increases to class features. Player characters affiliated with the Pathfinder Society might wish to determine the unique stone's *wayfinder* resonance (*Pathfinder RPG Adventurer's Guide* 149). In addition, a defeated Seriel might offer the location of Aviliharin's workshop (and its wealth) to the PCs in exchange for her life; reaching the ruins of the conjurer's home in the depths of the shattered continent would be an entire adventure in itself.

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SICVA'S FIST MONASTERY

For much of Azlanti history, the serpentfolk were the empire's greatest and most notorious enemy. The two races clashed on numerous occasions, and only the fall of the serpentfolk deity brought their conflict to a close. In the wake of that event and the serpentfolk's mass retreat into hibernation that followed, the Azlanti established watch posts to observe their ancient enemies for signs of resurgence. One such watch post lay deep underneath modern-day Varisia, near the serpentfolk metropolis of Sverenagati; this watch post doubled as a monastery for devotees of Myr, the Azlanti goddess of charity, lineage, and physical perfection. Latent exposure to the psychic resonance of the slumbering serpentfolk twisted the monks' minds over time, however, subtly infecting them with the serpentfolk's love of domination; in time, the monks fell to the worship of Sicva, daughter of Myr and goddess of domination.

While Earthfall barely touched the monastery itself, given its location deep in the Darklands realm of Sekamina, it cut the monks off from the Azlanti supply shipments they relied upon for survival. Over a short few years, the monks died out, leaving their hidden monastery untouched for millennia—until Jastal Thar arrived. The charismatic drow warlord had been on the run, forced to flee drow society with his followers after a power play went awry. Chancing upon the ancient fortress in his travels, Jastal was enraptured by the teachings he discovered within. He and his followers swiftly converted to the ancient faith; now they train intensely, plotting their revenge upon drow society.

1. Hidden Door: The Azlanti employed their finest craft to hide their watch post, camouflaging a secret door perfectly in the wall of an otherwise unremarkable tunnel. Only a trio of innocuous stalagmites—one large, flanked by two smaller ones—serve to mark the entrance.

2. Sicva's Crushing Grasp: This narrow passage is the monastery's main defense against invaders—a gauntlet of brutal traps both magical and mechanical, with unseen mechanisms shifting the traps' locations and functions unpredictably. Like the Azlanti before them, the drow see little need for door guards, given both the secrecy of the entrance and the danger of this gauntlet. A mechanism on the wall just past the eastern door briefly deactivates the traps, allowing entry and exit.

3. Common Room: The Azlanti disciples of Sicva met here long ago to take their meals and philosophize with each other, and her current drow worshipers do the same. The long stone table is specially weighted and can easily be turned on its side to serve as cover or to block the entrance.

4. Barracks: This spartan room holds little more than numerous bunks shaped from the walls, along with the personal effects of the various drow disciples (treat as LE

drow house guards; *Pathfinder RPG Monster Codex* 35) who occupy the complex. Unless the alarm has been raised, a few disciples are asleep here at any given time.

5. Grand Dojo: The Azlanti initiates once drilled and sparred in this chamber, typically in pairs with the rest as their audience. Jastal Thar has revived these practices, watching from his throne as his minions endlessly hone themselves to perfection. Multiple drow disciples can be found here at all hours, training in one-on-one or mass combat.

6. Meditation Cells: Each of these claustrophobic, soundproof cells allows a single disciple to meditate in total isolation. In the rare event of inappropriate behavior, the cells are also used as punishment, with disobedient disciples sealed within the cells for days at a time. The easternmost cell contains the dead body of a drow scout captured during a hunting expedition; Jastal Thar sealed the scout within and left her to die as a sacrifice to Sicva.

7. Library: This library contains a wide variety of texts on various subjects. The extreme age of the Azlanti volumes has rendered most useless and illegible—with the exception of the teachings of Sicva, which remain perfectly preserved through the will of the tyrant goddess. One volume (so far undiscovered by Jastal Thar) acts as a *tome of leadership and influence* +2, but only for worshipers of Sicva; all others treat it as a *vacuous grimoire* (*Pathfinder RPG Core Rulebook* 543).

8. Chapel: This was once a shrine to Myr, but today a towering statue of Sicva stands at the chapel's eastern end. The chapel is tended by the advanced drider priestess **Azirev Azrinae** (*Pathfinder RPG Bestiary* 294, 113; treat as LE, casts spells as per a cleric). Azirev's unrequited love for Jastal Thar led the former priestess of Abraxas to aid his bid for power, and she was cast out from her family, excommunicated, and punished with fleshwarping as a result. The priestess eagerly preaches the teachings of her new goddess to the disciples; when not sermonizing, Azirev lairs in her webs near the chapel's ceiling, plotting against Jastal Thar's consort.

9. War Room: The Azlanti used this hidden room to plot strategy and manage their activities. Jastal commonly meets with his favored lieutenants here (treat as LE drow house captains; *Monster Codex* 35). These lieutenants are often found here even in Jastal's absence, poring over maps of the drow city of Umberweb and considering military strategies.

10. Communications: This room contains nothing but an elegant silver mirror affixed to the northern wall, which could once contact a similar mirror in Azlant. The mirror's twin has fallen into the grasp of an unspeakable evil, however, and this mirror now acts similarly to a *crystal hypnosis ball*. Jastal resisted and identified the mirror's effects, and he has since left the room alone.

SICVA'S FIST MONASTERY

1 SQUARE = 5 FEET



11. Master's Chambers: This room's most notable furnishing is an opulent bed imported from Azlant and magically preserved through the millennia. Various chests and other furnishings brought by the drow when they fled their homeland line the southeastern corner. The drow tyrant champion **Jastal Thar** (treat as LE with the tyrant archetype; *Monster Codex* 37, *Pathfinder RPG Ultimate Intrigue* 64) resides here, plotting his future dominion. His consort, an ostiarius kyton monk named **Aun-Thura** (*Pathfinder RPG Bestiary* 4 176, *Monster Codex* 247) sent by Sicva herself to guide him, never leaves Jastal's side.

USING THIS SITE

Of the sites detailed in this article, Sicva's Fist is the most difficult to reach; however, PCs might find themselves with no option but to brave Sekamina's dangers in search of the monastery.

- Jastal Thar has turned his gaze from his former kin to the surface, modifying the Azlanti communications mirror with Sicva's guidance to control surface dwellers from afar. The PCs must determine who is behind these dominations, seek out the source, and stop the rogue tyrant.

- The solution to the PCs' latest quest is hidden in the monastery's fragile library. The PCs must not only gain access to the ancient tomes but also acquire the information they need without destroying their source—and the monastery's inhabitants are unlikely to offer aid freely.
- Much of the surviving lore of Sicva's worship resides here. The long-forgotten goddess herself may, either directly or via proxies, charge a PC with seeking it out and reviving her faith. But Sicva does not ask nicely, nor does she forgive failure lightly.

Sicva's Fist was never looted; the drow make use of what they've found and preserve the ways of its creators. As such, the Fist is a treasure trove of Azlanti artifacts both mystical and mundane. *Ioun stones* of many sorts—particularly *clear spindles*—are relatively common, as are weapons and armor of elysian bronze (*Pathfinder RPG Ultimate Equipment* 50). The mightiest relic found in Sicva's Fist, however, is the *Vestment of Dominion*. This silken garment is light enough for the nimblest monk, yet it grants all the protective might of adamantine plate and the power to dominate those the wearer lays hands upon. The *Vestment* has a mind of its own, however, and a weak-willed user might be the first to bend to the will of Sicva.

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VIGILANT GULCH

The most notorious legacy of the Azlanti upon the Inner Sea is undoubtedly the ancient empire of Thassilon. Founded by an exiled Azlanti mage and his disciples, Thassilon swiftly descended into sin-fueled excess and evil after its founder was overthrown. The Azlanti had grave concerns about the runelords' empire as a potential rival or even military threat, and they kept a watchful eye upon it through numerous spells, spies, and watch posts. Most of these were destroyed or lost in the calamitous ruin of Earthfall, but one still stands in the mountains south of Varisia. Known as Vigilant Gulch to explorers, both for the watchtowers that flank its entrance and for the unnatural climate of its surroundings, the ruin stands as testament to the enduring power of Azlanti construction.

In the time of Azlant and Thassilon, the Gulch lay just beyond the southern borders of the Thassilonian provinces of Eurythnia and Haruka; by modern reckoning, it lies in the Mindspin Mountains, south of Bloodsworn Vale between Varisia and Nirmathas. It was staffed by a trio of Azlanti wizards, and it served as laboratory, library, and home away from home while they observed the realms of lust and sloth.

To keep their watch post both safe and hidden and to ensure clear views, the mages enacted a powerful ritual that banished cloud and rain from the immediate area. The magic has held to this day; as a result, Vigilant Gulch is utterly barren of vegetation, having not seen a drop of rain in over 10,000 years. The structure is stone with metal reinforcement, preserved by the still air and unnaturally dry climate.

Unfortunately, the wizards' tight focus on vigilance against Thassilon left them utterly unprepared for the apocalyptic devastation brought by the algholthus. As fire and stone rained from the sky, two of the wizards unwisely fled back to Azlant, never to return. The third was caught in the middle of a delicate magical experiment performed via spiritual projection; the echoes of Earthfall warped the fabric of magic, shattering the wizard's soul into a splintered mass of haunting presences that suffused the watch post.

1. Watchtowers: While most of the Azlanti wizards' methods of observation were magical and indirect, the watch post itself still needed to be guarded. Each of these 50-foot watchtowers is girded by a narrow stair that spirals upward to a covered observation post. Bound outsiders, most often drawn from Heaven or Axis, once stood watch atop these towers. The western watchtower is home to one of the haunts, which summons new guardians from the Outer Planes when intruders approach.

2. Bedrooms: These bedrooms were once luxuriant, ensuring peaceful rest. The center bedroom holds

another of the haunts; fueled by ancient jealousy over receiving the smallest room, the haunt crushes intruders into compact forms with devastating force.

3. Library: This chamber is ringed with stone shelves that once held a wealth of Azlanti texts on magic. The books long ago succumbed to age, however; now they are but dust, their wisdom lost.

4. Chamber of the Vigilant: This room holds three desks, each forged from solid adamantine and made to channel arcane power. The three wizards used this chamber to perform their divinations; enchantments upon the chamber aided them in penetrating Thassilonian wards and avoiding detection.

5. Escape Route: This tiny room is hidden within the structure's architecture, accessible only by a magical secret door. Inside, the ancient *teleportation circle* still functions (although the safety of its destination in ruined Azlant is suspect at best). One of the haunts lingers here; forever unable to reach the other side, it attempts to force explorers through in its place.

6. Projection Chamber: This room contains only a softly glowing circle of warm violet light. Those who sit within the circle are projected from their bodies, allowing them to act in spirit form. The ancient wizards used this magic to spy upon Thassilon as invisible, incorporeal spirits and to perform magical experiments in relative safety. The greatest of the haunts lingers here at the site of its creator's death, eager to tear the souls of mortals from their bodies.

7. Summoning Circle: The wizards conjured the denizens of the Outer Planes with relative frequency to bind them as guardians or spies, to draw upon their knowledge, and for other purposes. The circle still contains the wizards' last conjured outsider: **Belharana**, a morrigna psychopomp (*Pathfinder RPG Bestiary* 4 219). Eternally frustrated by the haunting presences just out of reach, the psychopomp eagerly awaits her freedom, though the long isolation amid the haunts has skewed her perception of reality to a dangerous degree.

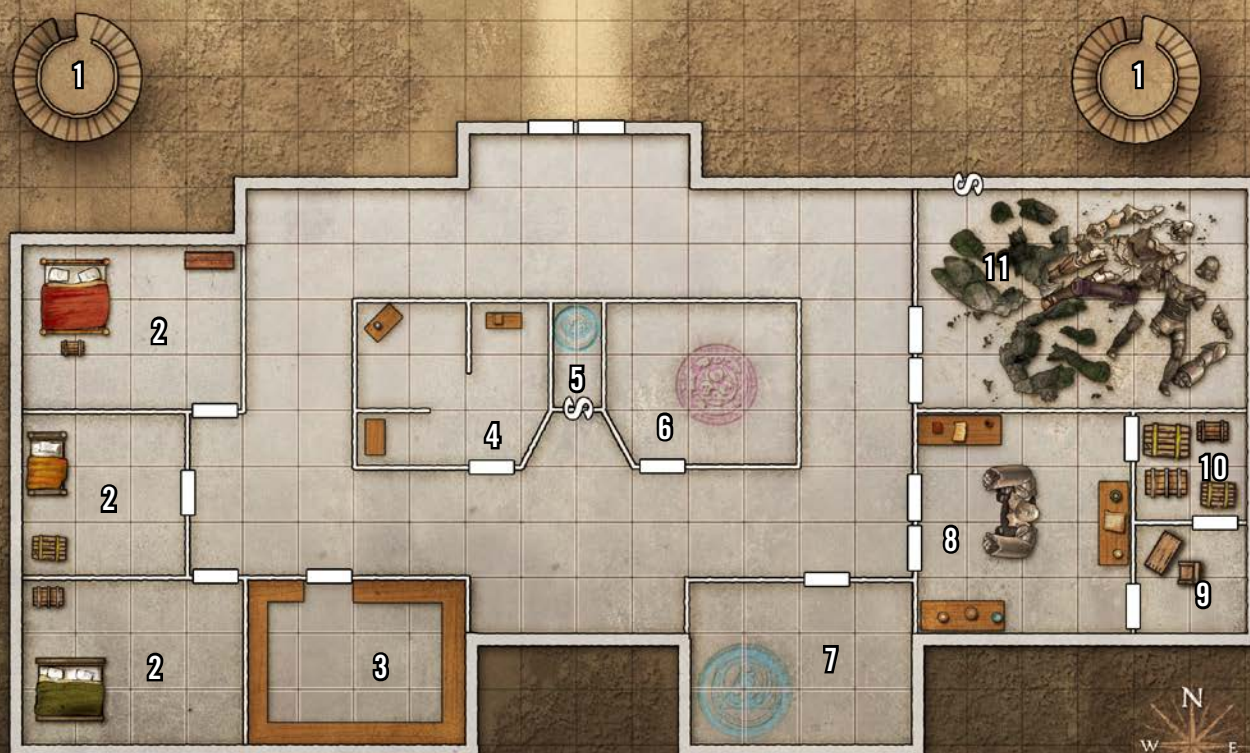
8. Golem Forge: The wizards worried that their watch post might one day become a beachhead in an Azlanti-Thassilonian war. To this end, they dedicated some of their time and resources to creating golems, mighty constructs immune to the runelords' magic. This room holds a partly finished iron golem suspended upon mighty chains, as well as a haunt that channels the wizards' fears of war to foment strife among intruders.

9. Private Workshop: This tiny cell holds only a single small desk and a chair. Used for the crafting of smaller items, it now hosts a haunt that forces intruders to labor until their minds break.

10. Storage: Some of the boxes and crates in this tightly packed room still hold valuable resources and reagents, though enough have decayed over the millennia to

VIGILANT GULCH

1 SQUARE = 5 FEET



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suffuse the chamber with a variety of dangerous magical resonances. Explorers risk magical curses and diseases, poisoning, or worse.

11. Golem Reserves: Completed golems were brought to this high-ceilinged room, where they stood in wait for conflict. A secret door in the northern wall allowed for rapid deployment. The magical disruption of Earthfall drove the golems berserk, and they battled each other to the last—today, only a single iron golem stands amid the ruin of its fellows. Though calmed somewhat by the passage of centuries, the golem regards anyone but its long-dead creators as an enemy.

USING THIS SITE

Of the sites described in this article, Vigilant Gulch's location in the mountains southeast of Korvosa places it closest to civilization. Between this and its status as a known—if obscure—location, the PCs might be drawn to the ancient watch post for any number of reasons.

- Among the Shoanti Skoan-Quah, legend speaks of the "House of No Rains" as a place of ancient death and secrets. The PCs are called upon to search for this legendary place, whether to learn of its secrets or in search of a previous expedition.

- A devout follower of Pharasma (perhaps an associate of the PCs, or even a Pharasma-worshiping PC) receives a vision from his goddess directing him to Vigilant Gulch. Pharasma seeks the cleansing of the haunts therein and the release of her unfortunate servant Belharana.
- The PCs must reach the shattered continent of Azlant quickly to stop a great calamity, and research leads them to the ancient watch post. The PCs must find Vigilant Gulch, brave its hazards, and use the *teleportation circle* to reach Azlant in time.

The wizards left much behind in their haste, and though many of the site's secrets have succumbed to age, Vigilant Gulch is a trove of Azlanti relics. Among these are the *farspears*, Azlanti artifact-weapons that allow a warrior to strike foes from leagues away as though they stood within arm's reach. In addition, a medium with access to rare and esoteric techniques might be able to reunite the watch-post's haunts into a composite spirit; channeling such a legendary spirit would certainly grant great insight into both Azlant and its magic, as well as much of the archmage's power. Of course, uniting this composite spirit would first require the total pacification of every haunt in the facility.



BESTIARY

The Spire has long maintained amiable relations with the merfolk of Chosovosei, despite their association with the krakens of the Endless Eye. Yet neither the merfolk nor we of Mordant Spire welcome the other into our settlements, instead meeting at an agreed-upon rendezvous for trade and diplomacy alike. This arrangement worked for thousands of years, allowing us to maintain our respective solitude while also promoting cooperation against shared threats and toward our mutual benefit. Yet last month, when I led my crew to the designated spot, we found no allies awaiting us beneath the waves. The twisted abominations that met us among the coral forest were hideous, malignant creatures. I lost three associates to the undead merfolk that day, and I remain haunted by their gurgling cries as the litanus' mouthed tentacles wrenched my crew's life-giving magical apparatuses from around their necks. May my drowned friends face a better fate than our merfolk allies, whom I hope never to see in such horrible forms again.

—Rethriel, Mordant Spire trader

In this volume of the Ruins of Azlant Adventure Path, the PCs pursue their veiled master quarry to a sunken tower deep beneath the ocean waves, home to the mighty lich known as Auberon the Drowned. This bestiary contains monsters that can be found deep beneath the sea or in coastal waters such as civilized ports. This volume's entries include a deep-sea clockwork creation of ancient Azlanti artificers, an undead merfolk, an ancient magical serpent, a new alghollthu, and an elemental that protects harbors.

ADDITIONAL ENCOUNTERS

Most of this adventure takes place within the confines of the Alabaster Trident and the extraplanar Omen Dominion, but the PCs might decide to leave the drowned tower to recuperate or to restock their supplies in Talasantri or elsewhere. Such actions require the PCs to travel the open ocean to reach a safe haven. The table included on this page provides sample random encounters the PCs can face when deviating from the established adventure. During the course of the adventure, the PCs have a 30% chance of a random encounter every hour they spend traveling the open ocean. The PCs 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 or just doesn't make sense in the context of where the PCs might be, roll again or choose a different encounter.

Gregluk Family (CR 16): The dozen saltwater merrows (*Pathfinder RPG Bestiary* 2 189) who compose the Gregluk family live on the ocean floor off the coast of ruined Azlant. Preying primarily upon aquatic elf, locathah, and merfolk settlements throughout the region, the largely nomadic Gregluks have a wide variety of underwater sources of food and torment, so they rarely raid surface settlements (of which there are decidedly fewer in relative proximity to their home). After a clan-wide raid upon a settlement, the Gregluks retreat to their trench lair to consume their prey and torture those captives they have taken for later feasting; they are most vulnerable during these periods of respite. The PCs have little motive to seek out the Gregluks in their remote trench habitat, but they might come across the merrows while the family is en route to or returning from one of their bloody raids. The PCs have the opportunity to end the clan's reign of terror and perhaps rescue potential allies in their fight against

ARCADIAN OCEAN ENCOUNTERS

d%	Result	Avg. CR	Source
1-6	1 basilosaurus	12	<i>Bestiary</i> 3 193
7-14	1 blue whale	12	<i>Bestiary</i> 5 276
15-20	1 cetus	13	<i>Bestiary</i> 5 54
21-27	1 ketesthius	13	<i>Bestiary</i> 5 150
28-34	1 skrimsl	13	<i>Bestiary</i> 6 253
35-40	2 camerocerases	13	<i>Bestiary</i> 5 49
41-45	1d6 siyokays	14	<i>Bestiary</i> 3 246
46-51	2 plizeazoths	14	See page 88
52-56	2d6 galvos	14	<i>Bestiary</i> 4 120
57-62	1 sea bonze	15	<i>Bestiary</i> 3 239
63-67	1 isonade	15	<i>Bestiary</i> 5 147
68-72	1 cetaceal	15	<i>Bestiary</i> 2 17
73-75	1d2 elder deep ones	15	<i>Bestiary</i> 5 69
76-80	1d3 deep walkers	16	<i>Bestiary</i> 6 82
81-85	1 scylla	16	<i>Bestiary</i> 2 241
86-90	Gregluk Family	16	See below
91-95	1 bakekujira	17	<i>Bestiary</i> 4 15
96-99	1 plankta	17	<i>Bestiary</i> 5 195
100	Raqlorq	18	See below

the larger threats presented in the Adventure Path. In addition to the 12 saltwater merrow combatants the PCs would be assumed to encounter in a hunting party, another 3d8 noncombatant members of the clan reside in the Gregluks' trench at any given time.

Raqlorq (CR 18): The vile kraken Raqlorq has long terrorized a wide swath of ocean encompassing much of the territory the PCs have explored over the course of the Adventure Path. Since Auberon created Xochatli, Raqlorq has increasingly focused her attention on the waters surrounding the Alabaster Trident, having heard of a new kraken encroaching upon her territory. She is as territorial as she is curious, in part because she will soon enter a fertile mating period that comes only once every 10 years, and she would be eager to mate with as treacherous and mighty a specimen as she has heard Xochatli to be. While Raqlorq has not yet encountered the clockwork kraken or its lich master, she is bound to be a complex mix of disappointed, enraged, and relieved to find that the interloper into her territory is nothing more than a machine. Should she discover the interactions between Xochatli's master Auberon and the alghollthu, however, her mood is likely to shift entirely to one of rage and vengeance against the veiled master and its kin, who have long been enemies of the krakens with whom they share the ocean depths.

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BESTIARY

CLOCKWORK NAUTILOID

Nestled in a massive spiraled armored shell, this clockwork creature has several dozen grasping tentacles surrounding its octopus-like beak.

CLOCKWORK NAUTILOID

CR 14

XP 38,400

N Huge construct (clockwork)

Init +9; **Senses** blindsense 60 ft., darkvision 60 ft., low-light vision; Perception +8

DEFENSE

AC 31, touch 13, flat-footed 26 (+5 Dex, +18 natural, -2 size)

hp 161 (22d10+40)

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

Defensive Abilities deep dweller, reflective shell;

DR 10/adamantine and bludgeoning; **Immune** cold, construct traits

Weaknesses vulnerable to electricity

OFFENSE

Speed 10 ft., swim 40 ft.

Melee bite +30 (2d6+10), 4 tentacles +25 (1d8+5 plus grab)

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

Special Attacks constrict (1d8+5), tenacious grappler

STATISTICS

Str 31, **Dex** 20, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +22; **CMB** +34 (+38 grapple); **CMD** 49 (can't be tripped)

Feats Improved Initiative[®], Lightning Reflexes[®]

Skills Perception +8, Swim +18; **Racial Modifiers** +8 Perception

SQ enhanced senses, swift reactions, winding

ECOLOGY

Environment any water

Organization solitary or pair

Treasure none

SPECIAL ABILITIES

Deep Dweller (Ex) Clockwork nautiloids are immune to cold and damage from water pressure.

Enhanced Senses (Ex) Clockwork nautiloids have more efficient olfactory, tactile, and visual senses than most other clockwork creatures. A clockwork nautiloid has blindsense out to a range of 60 feet and a +8 racial bonus on Perception checks.

Reflective Shell (Su) The curved shell of a clockwork nautiloid resists magical ray attacks. Ray spells and ray effects targeting a clockwork nautiloid are harmlessly deflected and have no effect.

Tenacious Grapppler (Ex) A clockwork nautiloid does not gain the grappled condition if it grapples a foe with its tentacles.

Clockwork nautiloids are specialized, watertight clockwork creations designed to withstand the darkest, coldest ocean depths. A clockwork nautiloid resembles an oversized

nautilus with a curved and magically strengthened shell. Its sharp, octopus-like beak is surrounded by dozens of tentacles that appear organic but contain rotors and pistons allowing for a strong, prehensile grip. Most of its tentacles end in a subtly serrated gripping pad, but two of them end in specialized sensory equipment shielded with durable crystal. These clusters provide the clockwork nautiloid with superior senses, allowing it to see even in the oppressive blackness of the deep ocean.

Clockwork nautiloids pursue the directives of their creators with single-minded purpose, attacking any creature that interferes with their orders. Although a clockwork nautiloid has many gripping tentacles, it can usually bring only four of these tentacles to bear in combat along with its snapping bite. Clockwork nautiloids are relentless combatants that pursue their opponents to any depth and even onto land, propelling themselves with their powerful tentacles.

A clockwork nautiloid is 30 feet long and weighs 4 tons.

ECOLOGY

The shell of a clockwork nautiloid is a tight spiral made of overlapping metal plates. In addition to providing significant protection to the creature's delicate internal mechanisms, this shell is coated with a thin film of grease baked onto the metal at incredible temperatures to waterproof the creature's interior and prevent the shell from degrading in the harsh, salty water of the ocean. This thin film also reflects incoming rays, scattering these magical attacks without harm to the clockwork nautiloid.

Unlike with living nautilus, which inhabit only the largest portions of their shells as they grow, a clockwork nautiloid's entire spiraled shell is filled with gears, rods, and springs. The pleasing logarithmic spiral of a clockwork nautiloid's shell arises not from a pattern of natural growth but because the mathematically consistent shape allows for the most efficient packing of the creature's clockworks. A clockwork nautiloid's winding key fits into a small hole at the precise center of its spiraled shell, on either the left or right side.

Although clockwork nautiloids have few natural predators, mysterious titanic creatures lurk in the deep oceans, and clockwork engineers often camouflage their clockwork nautiloids just to be safe. The upper side of a clockwork nautiloid is often constructed of dark metals in overlapping stripes, allowing the clockwork nautiloid to blend with the deeper ocean below when it is seen from above. Similarly, the creature's underside is usually constructed of bright, pale metals; when seen from below, the creature appears part of the brighter ocean above. Clockwork nautiloids cannot retract into their shells, although they can fold their tentacles over each other to form a rigid covering.

Tons of ore are required to produce a clockwork nautiloid—enough to deplete a small mine—but once created, the construct has little impact upon the natural environment. Its coated shells provide no purchase for barnacles or other small creatures, so it slips through the seas without displacing marine life. A clockwork nautiloid pollutes very little under normal operation, as its greased gears and pumps are fully contained.

HABITAT AND SOCIETY

As they are specifically created to withstand marine depths, clockwork nautiloids are only rarely found outside of the deep ocean. Because of the expense of creating these constructs, they are usually programmed to perform specific, important tasks lasting no more than 22 days (the limit of the clockwork nautiloid's winding). The tasks that bring clockwork nautiloids to the ocean depths are as varied as the motives of their creators. A creator might deploy a clockwork nautiloid to defend a strategic undersea locale, recover treasures from a shipwreck, explore a submerged ruin, or capture valuable marine specimens.

Clockwork nautiloids must be flexible problem solvers, as they usually operate independently in environments that would be lethal to their creators. Like most clockwork constructs, clockwork nautiloids lack an Intelligence score, but each is constructed with multiple internal turning scripts that turn simultaneously when wound. As a result, clockwork nautiloids can process multiple strategies to surmount obstacles. This parallel thinking also makes a clockwork nautiloid a surprisingly flexible combatant, able to efficiently fight large groups by grappling smaller foes, biting at others, and rotating its thick shell to intercept attacks.

Few clockwork engineers have the resources necessary to build more than one clockwork nautiloid at a time, but those who do find that the creatures work very well when paired together. Although a clockwork nautiloid's tentacles cannot normally reach its own key (unless its tentacles are specifically designed to do so), clockwork nautiloids can wind each other to extend their operating time considerably. Undersea explorers tell of roving pairs of clockwork nautiloids encountered many leagues from civilization, sustaining each other for much longer than their initial winding.

VARIANT CLOCKWORK NAUTILOIDS

Just like other clockwork creatures, clockwork nautiloids can be found in many configurations, each

specific to the construct's task. Furthermore, clockwork engineers can retrofit and redesign existing clockwork nautiloids to serve different functions. One of the many variant clockwork nautiloids is presented below.

Kolgo's Submersible (CR 14): The gnome engineer "Cogwheel" Kolgo spent his life's fortune in the construction of a clockwork nautiloid with an internal chamber just large enough for a Small humanoid to inhabit. A creature in the chamber can wind Kolgo's submersible and see out of the construct's prehensile eyestalks. Unfortunately, Kolgo has not yet figured out how to keep this interior chamber pressurized, so tests at deep ocean levels have proven lethal for the test subjects.

CONSTRUCTION

A clockwork nautiloid is difficult to create, as each component must be waterproof and able to withstand the crushing pressure of the deep ocean. The creator must start with crafted clockwork pieces worth 18,000 gp.

CLOCKWORK NAUTILOID

CL 14th; **Price** 200,000 gp

CONSTRUCTION

Requirements Craft Construct, *geas/quest*, *limited wish*, *true seeing*, creator must be at least caster level 12th; **Skill** Craft (clockwork) DC 25;

Cost 109,000 gp



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THE TOWER

LITANU

This hulking merfolk has rotting skin, dull black eyes, and four thick tentacles ending in toothy maws protruding from its back.

LITANU

CR 11



XP 12,800

CE Medium undead (aquatic)

Init +4; **Senses** darkvision 60 ft.; Perception +20

DEFENSE

AC 25, touch 15, flat-footed 20 (+4 Dex, +1 dodge, +10 natural)

hp 147 (14d8+84)

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

Defensive Abilities channel resistance +4; deep dweller;

Immune undead traits; **Resist** cold 20

OFFENSE

Speed 10 ft., swim 40 ft.

Melee mwk trident +19/+14 (1d8+8), 4 tentacles +16 (1d4+4 plus paralysis)

Special Attacks paralysis (1d4+1 rounds, DC 19), seclusion empowerment, sequestering paralysis

STATISTICS

Str 27, **Dex** 18, **Con** —, **Int** 15, **Wis** 16, **Cha** 21

Base Atk +10; **CMB** +18; **CMD** 33

Feats Combat Reflexes, Dodge, Great Fortitude, Multiattack, Power Attack, Skill Focus (Stealth), Toughness

Skills Acrobatics +18 (+10 when jumping), Craft (traps) +16, Intimidate +22, Perception +20, Sense Motive +13, Stealth +27, Swim +26

Languages Aquan, Common

SQ amphibious

ECOLOGY

Environment any oceans

Organization solitary, pair, or school (3–8)

Treasure standard (mwk trident, other treasure)

SPECIAL ABILITIES

Deep Dweller (Ex) Litanus are immune to damage from water pressure.

Seclusion Empowerment (Su) Litanus draw strength from other creatures' feelings of isolation and loneliness. A litanu gains a +1 profane bonus on saving throws, attack rolls, and weapon damage rolls for each non-litanu creature within 60 feet that does not have line of sight to an ally, including any creature affected by the litanu's sequestering paralysis. These profane bonuses stack, up to a maximum equal to the litanu's Charisma modifier (maximum +5 for a normal litanu).

Sequestering Paralysis (Su) Creatures affected by a litanu's paralysis cannot breathe and begin to suffocate (*Pathfinder RPG Core Rulebook* 445), and they are blinded and deafened. Although effects such as *remove blindness/deafness* can remove the blinded or deafened condition from a creature paralyzed by a litanu, this does not remove the paralysis. This ability is a necromancy and paralysis effect.

Litanus are undead abominations created by vile necromantic rituals and psychological torment. All litanus were once merfolk, but were tortured to death and animated as undead creatures. Litanus are sneaky, spiteful creatures who seek prey suffering from loneliness and fear.

Resembling merfolk that have hyperdeveloped musculature, litanus have wide mouths with narrow, sharklike teeth. Four tentacles sprout from a litanu's back, each a few inches wide and 4 feet long. These tentacles end in toothy maws and excrete a paralyzing toxin so powerful that victims are rendered insensible and unable to perform most autonomic functions, including breathing, until the toxin wears off.

A litanu is about 7 feet long from head to tail and weighs around 300 pounds.

ECOLOGY

Because litanus are created from merfolk subjected to horrifying tortures and necromantic infusions, they generally arise in underwater torture chambers or corpse pits. Although they have no need to hunt for sustenance, they derive a perverse joy from ambushing, paralyzing, and killing prey. Most litanus prefer to hunt intelligent prey, as complex feelings of isolation and desperation resonate with the undead creatures. Angry at their fate and resentful that their kin were spared it, litanus prefer merfolk as prey over all others. A hunting litanu might even allow non-merfolk to pass by unharmed if it believes that a little more patience might allow it an opportunity for merfolk prey instead.

Litanus are immensely strong for their size, and their long, toothed tentacles are exceedingly nimble. These tentacles are grafted to a litanu's body in the final part of the reanimation ritual, rather than spontaneously grown. Litanus are protective of their tentacles, taking care to keep them clean and prevent them from becoming tangled together as the undead swim or fight.

Despite their strength, litanus are reluctant to attack humanoids that are traveling in packs, preferring to use traps or trickery to scatter groups so they can attack the isolated individuals one by one. If given time to prepare, a litanu might set a harmless trap that triggers a large spray of mud, sand, or another material that temporarily obscures visibility in the water. When the trap is triggered and the members of the group are disoriented and blinded, the litanu sneaks forward, paralyzes the nearest target, and swims away while its victim is incapacitated. To draw a single target away from a group or community, a litanu might stake down a small sea creature into the seabed and wound it sufficiently so that it cries out in pain. The litanu hides nearby, ready to ambush an individual that comes to aid the suffering creature. Not all litanu tricks are so complex; some litanus simply lurk

out of sight and make quiet rhythmic tapping sounds to draw the more curious members of a group to investigate, slipping away if too many come to investigate together.

Although any isolated creature suffering from fear or loneliness is a delicacy for a litanu, most litanus attempt to exacerbate feelings of dread and isolation as much as possible before feeding. A litanu might drag a victim into the deep, dark ocean waters—not so deep as to kill their prey outright from cold or water pressure, but deep enough to amplify the victim's fear and suffering. When the victim's feelings of terror and isolation are at their peak, the litanu finally kills its prey with slow, deliberate bites from its tentacles.

Once a litanu slays its victim, it usually loses interest in the corpse. The litanu might steal any valuables or trinkets from the body but otherwise leaves it to drift away on the ocean currents. A litanu does not value this plunder for its own sake, but it collects items, such as shiny necklaces or colorful baubles, that might be useful in luring away future victims.

HABITAT AND SOCIETY

Litanus live underwater and prefer the seclusion of dark ocean waters. Unaffected by cold or water pressure, they can be found in deep ocean trenches. From there, they range into brighter, shallower waters to hunt for prey. If a litanu's prey escapes onto land, the litanu is unlikely to pursue; although litanus can propel themselves on land by using their tails and tentacles if necessary, they prefer to remain in the water.

To merfolk, litanus are terrifying bogeymen that lurk in the deep, set traps to catch the unwary, and drag their victims away. Fortunately, litanus are rare, so most merfolk have never seen one; some merfolk believe that they don't even exist, and were invented to explain away strange disappearances or half-glimpsed natural predators such as octopuses. Those merfolk who have met a litanu (or worse, have been terrorized by a litanu that arose from the corpse of a friend or relative) know firsthand the fear and carnage even a single litanu can create.

Litanus are sufficiently rare as to normally be solitary; a litanu might hunt for decades without meeting another of its kind. On the rare occasions when litanus do find each other—or when they are created alongside each other—they gather into small gangs called schools. Litanus are selfish by nature, so this tendency to congregate is unusual and perhaps due to some dimly instinctual sociability from their merfolk heritage. Even so, litanus don't work well together. They might initially discuss building complicated traps or agree to divide up spoils in an equitable

fashion, but each litanu considers itself more worthy than the others. They therefore subtly sabotage each other's traps, secretly steal one another's victims, and even interfere with attacks, purely out of malice. Litanu schools inevitably come to blows after a few weeks or even days, leaving only the strongest litanu as a survivor. Only a powerful master, such as a necromancer or mighty aquatic undead creature, can compel them to cooperate with each other on a long-term basis.

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MIRROR SERPENT

The body of this enormous serpent is covered in mirrorlike scales, and a pair of luminous blue eyes gazes from a horned head that ends in an elongated, toothy snout.

MIRROR SERPENT

CR 5

XP 1,600

N Large magical beast (aquatic)

Init +3; **Senses** darkvision 60 ft., low-light vision; Perception +8

DEFENSE

AC 18, touch 12, flat-footed 15 (+3 Dex, +6 natural, -1 size)

hp 57 (6d10+24)

Fort +9, **Ref** +8, **Will** +4

Defensive Abilities natural invisibility, reflective skin;

DR 5/magic; **Resist** cold 5, electricity 5; **SR** 16

Weaknesses vulnerable to sonic

OFFENSE

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

Melee bite +12 (1d8+10 plus grab)

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

Special Attacks thrash (1d8+10, 20 ft.)

STATISTICS

Str 24, **Dex** 17, **Con** 18, **Int** 7, **Wis** 14, **Cha** 15

Base Atk +6; **CMB** +14 (+18 when grappling); **CMD** 27 (can't be tripped)

Feats Flyby Attack, Power Attack, Vital Strike

Skills Acrobatics +6, Fly +10, Perception +8, Swim +19

Languages Azlanti (can't speak)

SQ amphibious

ECOLOGY

Environment any coastlines

Organization solitary

Treasure standard

SPECIAL ABILITIES

Natural Invisibility (Su) A mirror serpent has the ability to turn its body transparent. It remains invisible until it makes an attack, or it can become visible as a free action.

Reflective Skin (Su) When a spell (4th level or lower) that targets a mirror serpent fails to penetrate its spell resistance, the mirror serpent can reflect that spell back onto the caster or another creature within 10 feet of the caster as an immediate action. The mirror serpent can't use this ability when it's invisible.

Thrash (Ex) A mirror serpent can violently thrash a grappled creature in its mouth before it throws the creature away. When a mirror serpent succeeds at a combat maneuver check to maintain a grapple, the mirror serpent can deal the target damage as normal as well as throw the creature 20 feet in a random direction. The target must succeed at a DC 16 Reflex saving throw upon hitting the ground or else it takes 2d6 points of falling damage. A target that successfully saves can then

attempt an additional DC 15 Acrobatics check to avoid landing prone. The save DC is Dexterity-based.

Mirror serpents are large snakelike beasts that soar as easily through air as they do water. Ages ago, Azlanti sorcerers employed these serpents to guard their sanctums and vaults. Over the millennia since Earthfall, mirror serpents have grown feral and fiercely territorial. Because they lack the ability to reproduce and grow their number, mirror serpents are quite rare. The arcane knowledge of their creation rituals hasn't resurfaced in the current age; if anyone has discovered it, they have kept it a closely guarded secret. Most surviving mirror serpents reside within the ruins of Azlant, staying near the places they were once tasked to guard. Their original purpose as sentinels has imprinted on them a fascination for treasure. Mirror serpents typically live several centuries, unless they suffer a violent fate, but death does not necessarily spell an end to their existence, which is a constant cycle of death and rebirth. Mirror serpents grow much larger and wiser as they age beyond their first century.

A mirror serpent's body stretches out to a length of 15 feet and weighs 400 pounds.

ECOLOGY

Unlike most other creatures, mirror serpents don't permanently die unless their remains are purposefully destroyed to prevent rebirth. Each mirror serpent carries within its body an egg that holds the seed of its next life and matures along with its natural aging. If a mirror serpent dies prematurely, the egg within it simply decays along with the rest of the creature's internal organs. When a mirror serpent dies of natural causes, however, its soft tissue is absorbed into the egg as a final act of fertilization, leaving the egg amid the hollow husk of the serpent's reflective skin. Water is the most ideal location for the egg's 13-month incubation to take place, and thus when dying, most mirror serpents head for the nearest large body of water. The egg has an exceptionally hard, crystalline shell that protects it from predatory fauna and other dangers while it incubates. Additionally, shortly after an egg is fertilized, it becomes naturally invisible as a defense mechanism. If the egg remains intact, it eventually hatches, releasing a young mirror serpent into its predecessor's territory. While the newborn mirror serpent has its own personality, some echoes remain of the previous incarnation, such as intuitions on safe and dangerous areas nearby and an instinctual gravitation toward its old lair.

While mirror serpents resemble snakes in many regards, their snouts are elongated and toothy, like the face of a gharial, and pair of crystalline horns crowns their brows. The reflective sheen of a mirror serpent's

scales can be quite dazzling in bright sunlight as it dives into or leaps out of water, chasing birds and fish with equal prowess. The structure of a mirror serpent's scales resembles that of actual glazed mirrors, making the creatures vulnerable to sonic attacks. Mirror serpent flesh is hardy and resembles cloudy glass, and they bleed slightly luminescent blue liquid when they're wounded.

Mirror serpents' primary diet consists of amphibian and avian animals that live in or near their territories, though they are typically not opposed to eating those humanoids foolish enough to blunder into their domains, especially if the mirror serpent guards treasure of particular power, secrecy, or value. These serpents rarely fight to the death unless they feel there's no other choice. One function of their hunting is to keep major predators away from their territory so that when the mirror serpent dies, its egg has a better chance of surviving its incubation period. Mirror serpents use their natural invisibility when investigating whether creatures are food or a threat. When they choose to fight, mirror serpents make sudden attacks and retreats, turning invisible in order to hide their movements and strike from a new vantage point. They use their savage bites to separate their foes and attempt to fling them into water, where the serpents can take advantage of their superior mobility.

HABITAT AND SOCIETY

Most mirror serpents lair near or within ancient Azlanti ruins so they can seek out and collect treasures and trinkets that lie forgotten among Earthfall's devastation. Each lair is usually located near a body of water, and its opening is most likely overlooking or hiding below the water's surface. A common place for a den is on the side of a natural cliff or a part of a ruined tower that has no other access points. Even when the entrance is below the surface, the actual living area is situated above water level. When in their lairs, mirror serpents lie curled in the center, while their treasure is spread against the surrounding walls. Not all of the treasure—or even most of it—is of actual monetary value, since items need only to gleam and be beautiful to catch the attention of the serpents. Mirrored scales, or even a complete husk, are often found among the piled treasure as the newest incarnation has dragged the glittering remains of the previous mirror serpent into the lair.

Mirror serpents hate creatures that defile nature or deface structures within their domain, causing them to become violent from the outset. It's possible to communicate with mirror serpents by speaking Azlanti; the knowledge of that language was imbued in the creatures during the ritual of their creation and remains with them through each rebirth. Once a person

has entered the territory of a mirror serpent, there's a small window of opportunity to speak up in order to keep it from attacking and driving the intruder away. An offering of treasure or ornate trinkets goes a long way toward appeasing a mirror serpent to allow swift safe passage through its domain. If the territories of two mirror serpents are adjacent to each other, minor clashes may arise between the two beasts. Such fights rarely lead to death, as one them eventually yields to the more powerful rival, accepting defeat over endangering even its greatest enemy's cycle of rebirth.

Mirror serpent scales are a valued material for those who craft magical armor. With proper techniques, it's possible to forge a suit of scale mail that retains a portion of the spell-reflecting ability that mirror serpents have. If a person comes upon a mirror serpent egg, she can attempt to train the newly hatched serpent and turn it into a guardian or a companion. However, the echoes of lifetimes it has spent free in the wild make this a challenge.

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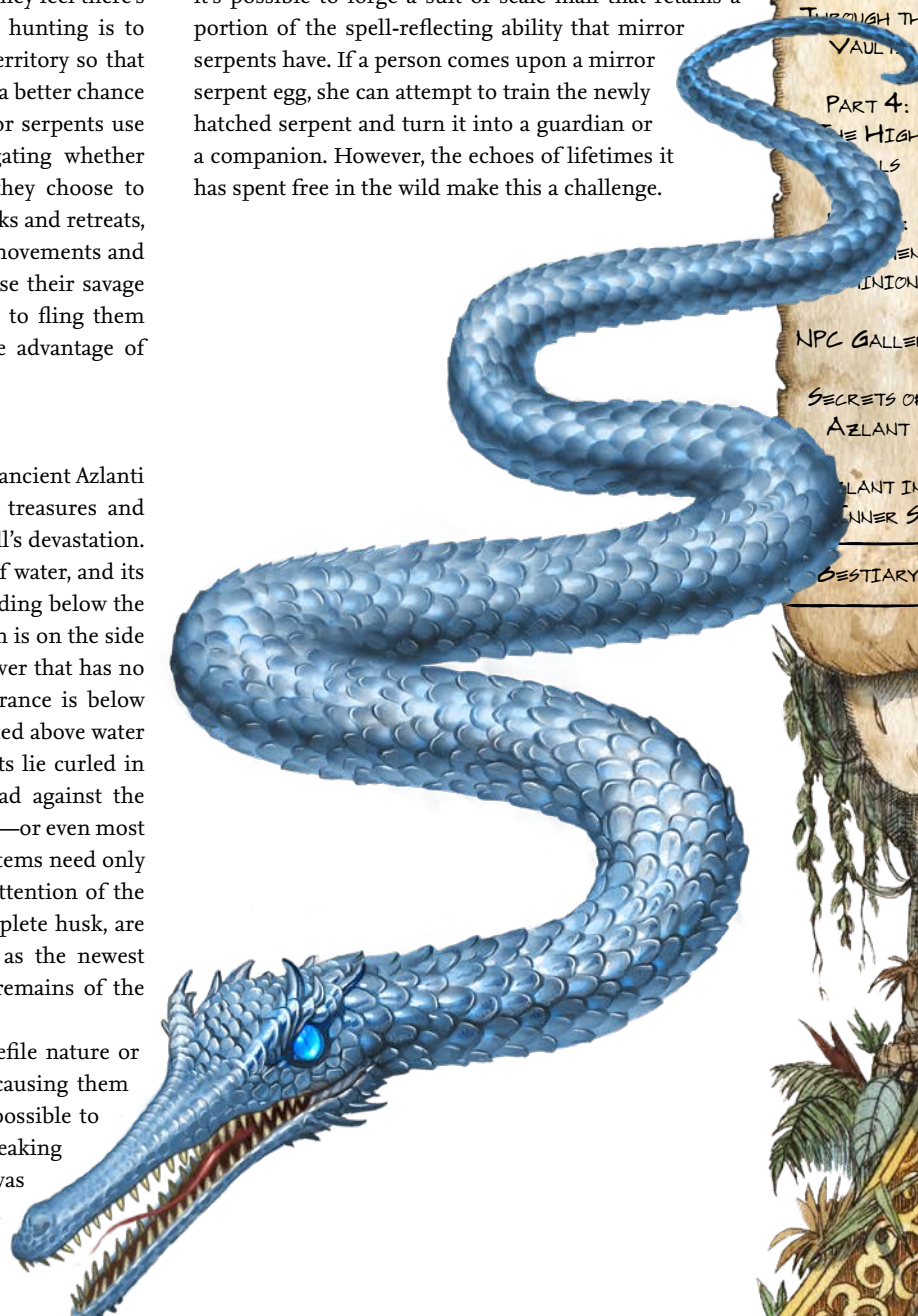
THE UNION

NPC GALLERY

SECRETS OF AZLANT

PLANT IN
INNER SEA

BESTIARY



PLIZEAZOTH

This massive raylike aquatic creature has five bulbous red eyes. Long tentacles protrude from the sides of its wide mouth, and its slimy skin undulates with sickening shudders.

PLIZEAZOTH

CR 12

XP 19,200

NE Huge aberration (aquatic)

Init +8; **Senses** darkvision 60 ft., thoughtsense 60 ft.; Perception +10

Aura mucus cloud (30 ft., DC 23)

DEFENSE

AC 26, touch 13, flat-footed 21 (+4 Dex, +1 dodge, +13 natural, -2 size)

hp 157 (15d8+90)

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

Defensive Abilities amorphous; **Immune** mind-affecting effects, pain effects; **Resist** cold 10; **SR** 23

OFFENSE

Speed 10 ft., swim 60 ft.

Melee 2 tentacles +20 (1d8+10 plus psychic spike and slime), tail slap +14 (2d6+5 plus slime)

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

Special Attacks psychic spike, slime

Spell-Like Abilities (CL 15th; concentration +21)

At will—*crushing despair* (DC 20), *detect thoughts* (DC 18), *inflict pain*^{OA} (DC 19), *project image* (DC 23)
3/day—*scarring crushing despair* (DC 20), *emotive block*^{OA} (DC 19), *mad hallucination*^{UM} (DC 18), *mind thrust IV*^{OA} (DC 20), *modify memory* (DC 20)
1/day—*eyebite* (DC 22)

STATISTICS

Str 30, **Dex** 18, **Con** 23, **Int** 5, **Wis** 18, **Cha** 23

Base Atk +11; **CMB** +23; **CMD** 38 (can't be tripped)

Feats Ability Focus (psychic spike), Dodge, Great Fortitude, Improved Initiative, Lightning Reflexes, Vital Strike, Weapon Focus (tentacle), Scarring Spell-Like Ability (*crushing despair*)^{HA}

Skills Acrobatics +7, Bluff +9, Intimidate +18, Perception +10, Swim +18

Languages Aboleth, Aklo, Aquan, Common, Undercommon; telepathy 100 ft.

SQ compression

ECOLOGY

Environment any water

Organization solitary or pair

Treasure standard

SPECIAL ABILITIES

Mucus Cloud (Ex) While underwater, a plizeazoth exudes a 30-foot-radius cloud of transparent slime. Every creature within this area must succeed at a DC 23 Fortitude save each round or lose the ability to breathe air (but gain the ability to breathe water) for 24 hours. Renewed contact with this mucus cloud and failing another save

extends the effect for another 24 hours. The save DC is Constitution-based.

Psychic Spike (Su) Each time a plizeazoth hits a creature with a tentacle attack, it releases a mental spike that embeds itself in the target's psyche. A plizeazoth can maintain a maximum number of spikes equal to the plizeazoth's Hit Dice (15 for a normal plizeazoth). A psychic spike remains embedded in the target's mind for 1 hour, until it is detonated or until the target and the plizeazoth move more than 100 feet from one another. As a swift action, the plizeazoth can detonate any number of its own psychic spikes within 100 feet, dealing 1d6 points of nonlethal damage and 1d2 points of Wisdom damage per detonated psychic spike. The target can attempt a DC 25 Will saving throw once per detonation (not per spike) to halve the nonlethal damage and negate the Wisdom damage. This is a mind-affecting, pain effect. The save DC is Charisma-based.

Slime (Ex) A creature hit by a plizeazoth's natural attacks must succeed at a DC 23 Fortitude save or have its skin and flesh transform into a clear, slimy membrane over the course of 1d4 rounds. The creature's new flesh is soft and tender, reducing its Constitution score by 4 as long as the condition persists. If the creature's flesh isn't kept moist, it dries quickly and the creature takes 1d12 points of damage every 10 minutes. *Remove disease* and similar effects can restore an afflicted creature to normal, but immunity to disease offers no protection from this attack. The save DC is Constitution-based.

Tentacles (Ex) A plizeazoth treats its tentacles as primary natural attacks.

One of the largest alghollthus, the raylike plizeazoths are merciless predators that torment their victims' minds, breaking them for impending service to other alghollthus. Plizeazoths rely on their primal instincts rather than intelligence to complete their tasks. Despite their powerful mental and psychological talents, many plizeazoths do not comprehend the true power they have, long ago bred into a life of subservience to their veiled master overlords. For millennia, the veiled masters subjugated their humanoid victims themselves, but eventually they decided to delegate this joyous yet time-consuming task to others. The veiled masters approached their ancient alghollthu rulers and requested subservient creatures to complete this task. The resulting plizeazoths were impressive in their physical might and ability to efficiently deal pain, but they were immune to such sensations themselves and thus unable to truly comprehend their value within alghollthu society. The brutish beasts are generally content to carry out their masters' orders, with little

will of their own or motivation for them to break from their monotonous existence.

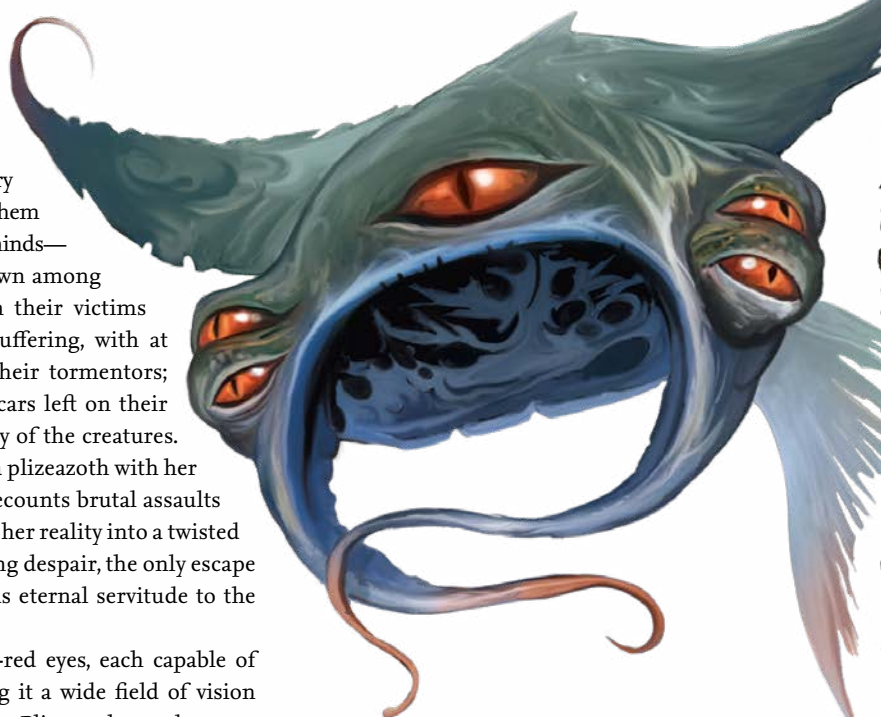
Because they generally do not leave the alghollthus' deep underwater territories—and even then only to carry out specific orders given to them by the society's true masterminds—plizeazoths are largely unknown among land-dwelling cultures. Even their victims recall only their pain and suffering, with at best foggy recollections of their tormentors; the emotional and psychic scars left on their minds scour away all memory of the creatures. The rare victim who escapes a plizeazoth with her mind and memories intact recounts brutal assaults to her psyche, breaking down her reality into a twisted landscape of pain and crushing despair, the only escape from which, she believed, was eternal servitude to the plizeazoth's master.

A plizeazoth has five ruby-red eyes, each capable of moving on its own, providing it a wide field of vision and excellent perceptive skills. Plizeazoths are bottom-feeders and, when not tormenting victims, typically scour the ocean floors for other alghollthus' scraps. A typical plizeazoth is about 22 feet wide and weighs approximately 4,400 pounds.

ECOLOGY

Plizeazoths have wide, dark-teal fins that allow them to move stealthily through deep waters. Each plizeazoth has a tentacle on each side of its wide sucking mouth, which it uses both as a natural weapon and to manipulate tools and its environment in the rare event it needs to do either. A plizeazoth's hardened scabrous tail can likewise be employed as a weapon, but the alghollthu lacks the dexterity to do more than simply slam it broadly into an enemy. A plizeazoth's body is malleable, which allows it to easily squeeze into tight caverns and small structures. This also allows it to make subtle alterations to its normal raylike form, moving its vital organs around to accommodate a number of different configurations.

Savage in its telepathic and mental prowess, a plizeazoth's only desires are to defend itself from would-be attackers or brutally subjugate its victims in the name of its veiled master overlords. Plizeazoths are skilled at using emotion, hallucination, and pain to their advantage; they make quick work of weak-minded foes but take particular pleasure in whittling down determined, willful enemies. After its victim has been sufficiently broken, a plizeazoth quickly moves on to its next task, ever eager to please its superiors.



HABITAT AND SOCIETY

In alghollthu society, plizeazoths have little status and keep to themselves until summoned by their masters. Other alghollthus look down on the creatures, judging them as primitive and thus unpredictable, keeping their distance merely as a precaution. In general, only its master will approach a plizeazoth, and then only to issue new commands to the servant; commands are generally very basic and easy for the plizeazoth to understand, even if the creature's actions may be part of much larger, more complex plots.

Plizeazoths are kept as something akin to pets by their masters, and the massive brutes rarely stray far from underwater alghollthu cities unless dispatched on a specific task that sends them farther afield. Plizeazoths don't typically create homes or lairs for themselves, and the creatures are content to simply graze near deep trenches for food until they receive a telepathic command that spurs them into action. Plizeazoths are usually solitary creatures, but if the need arises, the veiled masters have been known to give a pair a mission and instructions to cooperate in carrying it out.

In their current subservient state, plizeazoths obey their veiled masters without question and pose little threat to creatures they have not been expressly instructed to attack. With years of evolution, however, plizeazoths that gain self-awareness and an increased intellect could become a threat even to other alghollthus. This concern does not distress their mysterious rulers, however, as they already have plans in motion for when that time comes.

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NPC GALLERY

SECRETS OF AZLANT

AZLANT IN THE INNER SEA

BESTIARY

PORTUNUS

This creature resembles an enormous, four-armed humanoid made of water. Its two faces move about its head independently.

PORTUNUS

CR 16/MR 6

XP 76,800

N Huge outsider (elemental, extraplanar, mythic, water)

Init +6; **Senses** *arcane sight*, darkvision 60 ft., mistsight; Perception +26

DEFENSE

AC 32, touch 14, flat-footed 26 (+6 Dex, +18 natural, -2 size)

hp 238 (17d10+145); fast healing 5

Fort +12, **Ref** +18, **Will** +18

Defensive Abilities transparency; **DR** 10/epic; **Immune** elemental traits; **Resist** acid 20, cold 20

OFFENSE

Speed 40 ft., swim 60 ft.

Melee 4 slams +24 (2d6+9)

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

Special Attacks capsize, mythic power (6/day, surge +1d8)

Spell-Like Abilities (CL 17th; concentration +24)

Constant—*arcane sight*

At will—*crushing despair*, *fog cloud*^M, *good hope*,
hydraulic torrent^{APG, M}, *water walk*

3/day—*control water* (DC 21), *dispel magic*^M, quickened
rusting grasp, *warp wood* (DC 19)

1/day—*control weather*^M (as druid), *vortex*^{APG} (DC 24)

M mythic spell

STATISTICS

Str 28, **Dex** 23, **Con** 20, **Int** 19, **Wis** 22, **Cha** 25

Base Atk +17; **CMB** +28; **CMD** 44

Feats Combat Reflexes^M, Great Fortitude, Greater Vital Strike, Improved Vital Strike, Iron Will^M, Lightning Reflexes, Quicken Spell-Like Ability (*rusting grasp*), Stand Still, Vital Strike^M

Skills Diplomacy +27, Intimidate +24, Knowledge (local, nature, planes) +24, Perception +26, Sense Motive +26, Spellcraft +24, Stealth +18, Swim +37

Languages Aquan, Common

SQ alter luck, bonded harbor, boon, liquid form

ECOLOGY

Environment any aquatic (Plane of Water)

Organization solitary or court (1 plus 2–5 elder water elementals)

Treasure standard

SPECIAL ABILITIES

Alter Luck (Su) As an immediate action, the portunus can spend a point of mythic power to roll its surge die and apply the result as a positive or negative modifier on a d20 roll after the result of the original roll is revealed. This can change the outcome of the roll. The affected creature must be within 60 feet of the portunus.

Bonded Harbor (Ex) When on the Material Plane, a portunus attunes itself to a natural bay, fjord, or inlet. While in its bonded harbor, a portunus is considered to

be on its home plane and does not gain the extraplanar subtype. A portunus loses its fast healing when not on the Plane of Water or within its bonded harbor.

Boon (Su) Though a portunus cannot grant spells, it can grant a minor boon to those who properly propitiate it. To receive the boon, a character must perform a 1-minute ritual in or adjacent to the portunus's bonded harbor and succeed at a DC 21 Knowledge (nature) check. The ritual fails if the portunus is not in its harbor or if it has an attitude of unfriendly or hostile to the supplicant. If the ritual is a success, the character can call upon this boon once within the next 24 hours to roll twice on a skill check and take the better result. A character cannot benefit from more than one boon at a time and cannot attempt this check more than once per day. Granting a boon requires no action by the portunus, and there is no limit on the number of boons it can grant.

Capsize (Ex) A portunus can attempt to capsize a boat or ship by ramming it as a charge attack and attempting a combat maneuver check. The DC of this check is 25 or equal to the result of the boat captain's Profession (sailor) check, whichever is higher. For each size category the ship is larger than the portunus, the portunus takes a cumulative -10 penalty on this combat maneuver check. The portunus can spend points of mythic power (as part of this action) to reduce the penalty by 10 for each point of mythic power spent.

Liquid Form (Sp) As a standard action, a portunus can turn into a mobile pool of water. This functions as *gaseous form*, except the portunus can't fly in this form, but it can enter water. It retains its base speed, and its swim speed doubles to 120 feet. The portunus can end this ability as a standard action.

Transparency (Su) A portunus's body is transparent, rendering it effectively invisible when underwater. It can become visible or transparent at will as a free action.

Portunuses are a kind of water elemental who inhabit natural harbors. They embody both the regular rising and falling of the tides and the inconstant shifting of the weather. Humanoids who live along bays inhabited by portunuses often revere them as *genii loci*, and they may give prayers and offerings to the elementals in hopes that their ship will come in—whether literally or figuratively. A portunus is naturally invisible underwater, but when it chooses to be seen, it resembles a translucent, statuesque humanoid with four arms and two faces. The portunus's faces can be the same or different genders. They move about the elemental's head independently, sometimes facing in opposite directions and at other times cheek to cheek. The portunus can sense and speak from either or both faces, though it has a single mind.

When standing, a portunus towers nearly 24 feet tall and weighs around 12,000 pounds.

ECOLOGY

Portunuses are rarely seen, even by those who live along the harbors where they dwell. A portunus shows its approval by granting its boon and by using its spell-like abilities to provide unseen aid. If humanoid don't give the proper respect to its harbor, a portunus shows its displeasure with subtle acts of sabotage, such as causing small leaks in ships or rusting away anchor chains. Only if these hints are ignored does the portunus resort to more destructive magic. A portunus revealing its true form is a sign that momentous events are occurring. The portunus may do so to punish a spellcaster who offends the gods or to defend its harbor—and its pious residents—from a disaster or invasion. Rarely, a portunus may reveal itself to a fellow servant of nature or fate in order to provide information or assistance.

Portunuses are pious creatures who revere deities of the sea and weather and deities of luck and fate. Indeed, many portunuses consider themselves agents of these gods, even if they are not part of any formal structure. Portunuses of the Inner Sea region point to Gozreh's two faces or Pharsma's affinity for the element of water as proof of their divine connections. Portunuses consider it their duty to keep watch over those who employ magic to alter tides, winds, or luck to ensure they use their powers judiciously and with humility. A spellcaster who abuses or becomes reliant on such magic risks being attacked by a portunus for his hubris. Particularly strong magic may even draw portunuses from their harbors to investigate.

Portunuses do not actively seek out treasure, but over the years, they may accumulate a hoard from the offerings tossed into their harbor by supplicants and the lost cargo of ships that sink nearby. Even so, those who attempt to salvage a portunus's treasure find their efforts stymied by the unseen elemental. Yet, a portunus is sometimes willing to give some of its treasure to those in need. Such recipients may never know who their benefactor is, as these gifts appear to be merely washed up on the beach.

HABITAT AND SOCIETY

On their native plane, portunuses are most often found where the Plane of Water borders other planes, playing among the storms where it meets the Plane of Air or hiding within the chasms where it meets the Plane of Earth. Large chunks of other elements floating in the endless sea might also contain hollows where portunuses dwell. On the Material Plane, each portunus is bound to a specific natural harbor, which serves as a link to its home plane. A portunus can leave its bonded harbor, but these excursions are infrequent and usually short.

Though they might be found along any coast, portunuses are most common in regions with many inlets, especially the sunken continent of Azlant, the many islands of Iblydos, and the fjords of the Lands of the Linnorm Kings.

Portunuses serve as protectors of their harbors and the creatures that live there. While they may be initially wary of humanoids making use of their harbors, most portunuses come to view them as just another part of the bay's ecosystem, as long as the humanoids are respectful of nature.

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AZLANT IN THE INNER SEA

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NEXT MONTH

BEYOND THE VEILED PAST

By Thurston Hillman

The insidious veiled masters who sank Old Azlant beneath the ocean in ancient times mobilize their forces against the heroes' allies, even as the adventurers close in on their enemies for a final confrontation. After preparing their allies for the impending assault, the heroes must fight their way through the submerged ruins of an ancient weapons facility packed with dangerous guardians and unstable magic to stop their monstrous foes before the veiled masters unleash a devastating eldritch attack to exterminate humanity and plunge the world into darkness—just like when they brought Azlant to ruin so long ago.

CONTINUING THE CAMPAIGN

By Robert Brookes

Whether the PCs succeed or fail in their efforts to stop the doomsday device at the core of Ochymua's plan, the Ruins of Azlant Adventure Path can continue past the conclusion of next month's adventure. Exciting new foes and challenges await!

PLOTS OF THE VEILED MASTERS

By Robert Brookes

Ochymua is not the only veiled master hatching sinister plots. Within you'll find four additional alghollthu masterminds and their plans for the Inner Sea region, ready to serve as the foundation of any campaign!

AWAKENED FROM TIME

By Eleanor Ferron

Explore the implications of awakening from millennia of slumber to find the Azlant you knew gone and a new world in its place. This article presents advice for both GMs and players hoping to use this exciting background concept for NPCs and PCs alike.

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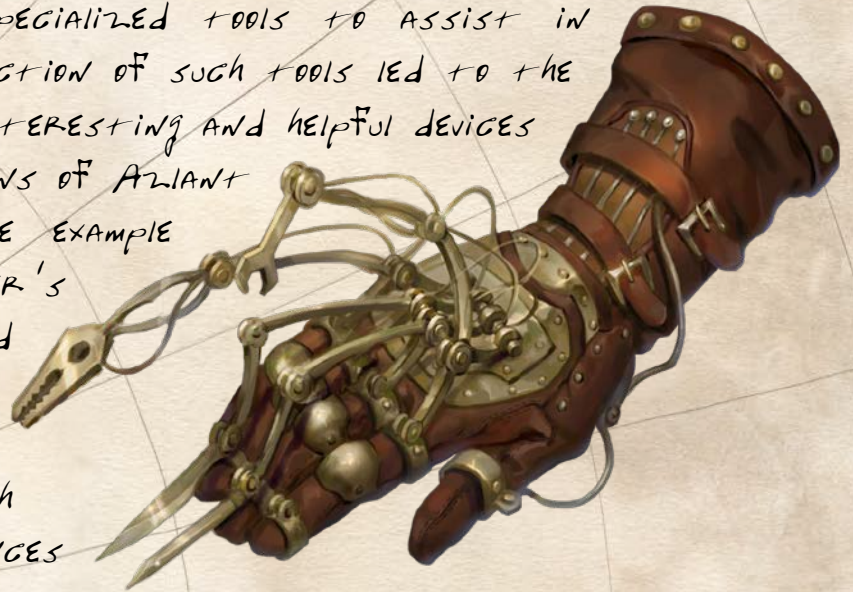


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ENGINEER'S GAUNTLET

AS A SOCIETY THAT PUT MUCH EMPHASIS ON DESIGNING TECHNOLOGY, THE AZIANTI BUILT MANY SPECIALIZED TOOLS TO ASSIST IN THAT ENDEAVOR. THE CONSTRUCTION OF SUCH TOOLS LED TO THE DEVELOPMENT OF MANY OTHER INTERESTING AND HELPFUL DEVICES THAT ARE FOUND AMID THE RUINS OF AZIANT EVEN TO THIS DAY. A FINE EXAMPLE OF THESE TOOLS ARE ENGINEER'S GAUNTLETS, WHICH ARE BELIEVED TO HAVE BEEN DESIGNED TO AID IN CRAFTING AND REPAIRING CLOCKWORK DEVICES, AND WHICH INCORPORATE NUMEROUS ADVANCES IN CLOCKWORK ENGINEERING.



ION DISPLAY

FIRST THOUGHT TO BE A SIMPLE CANDELABRUM, THIS DEVICE IS MORE THAN IT APPEARS. THE EXPLORER WHO FIRST FOUND THIS ITEM DETERMINED THAT IT WAS MAGICAL, THOUGH ITS FUNCTION WAS A MYSTERY. ONLY WHEN IT WAS INADVERTENTLY PLACED NEAR AN INACTIVE ION STONE WAS ITS UTILITY DISCOVERED. THE STONE IMMEDIATELY FLOATED UP AND CAME TO REST ABOVE ONE OF THE SCONGES. THE STONE THEN CONFERRED ITS BENEFITS TO EVERYONE WITHIN 20 FEET OF THE DISPLAY. FURTHER, ONCE ION STONES WERE SET IN PLACE ABOVE THE THREE SCONGES, THEY COULD BE COMMANDED TO GLOW AT A VARIABLE INTENSITY SET BY THE USER. RESEARCHERS BELIEVE THE DEVICES WERE INSPIRED BY THE CREATION OF THE ION TOWERS FOUND THROUGHOUT THE REGION WHERE ONCE STOOD THE TWO CITIES KNOWN AS THE TWIN JEWELS OF KYNOS.





WE ALL FLOAT DOWN HERE

After learning that a powerful and ancient enemy is planning to steal a doomsday weapon and use it against humanity, the adventurers visit a ruined undersea tower belonging to an undead survivor of the cataclysm that destroyed ancient Azlant. In pursuit of the veiled master they believe has infiltrated the tower, the heroes make their way through the submerged ruin, fighting against the tower's magical defenses and undead occupants. Can the heroes learn the location of the facility and escape alive to confront the veiled master, or will they end up entombed in the drowned tower?

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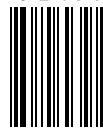
ISBN 978-1-60125-998-1

US \$24.99



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Printed in China. PZ090125