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Doom Comes to Dustpaw

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DOOM COMES TO DUSTPAWN

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Doom Comes to Dustpaw is a Pathfinder Module designed for four 9th-level characters and uses the medium XP advancement track. This module is designed for play in the Pathfinder campaign setting, but can easily be adapted for use with any world.

This product makes use of the *Pathfinder RPG Core Rulebook*, *Pathfinder RPG Advanced Player's Guide*, *Pathfinder RPG Bestiary*, *Pathfinder RPG Bestiary 2*, *Pathfinder RPG Bestiary 3*, and *Pathfinder RPG GameMastery Guide*. These rules can be found online as part of the Pathfinder Roleplaying Game Reference Document at paizo.com/prd.

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DOOM COMES TO DUSTPAWN

The stars call to me. I hear their song in my dreams and waking hours. I know there are distant worlds beyond our own, and now I know how to reach them. The voice of the heavens has given me all I need to touch the sky, and the *Lirgen's Glory* will soon ascend. The discoveries we shall make as we pass Eox, Liavara, and Bretheda will only be overshadowed by the immensity of what awaits us beyond. We shall bring glory to Lirgen and impart to the modern world a breadth of knowledge unseen since before Earthfall. Only a cataclysm of that magnitude could stand in the way of our imminent greatness!

—Journal of Gelviel Zorriah, 20 Erastus, 4598 AR

ADVENTURE BACKGROUND

In the final years of the Age of Enthronement, a cabal of elven astronomers from the Garundi nation of Lirgen carried out an ambitious plan to ascend into space. The cabal's leader, Gelviel Zorriah, claimed inspiration for the journey came to him in a vision after he used a magical orrery to aid him in contacting minds on other worlds. The device worked, but not quite as well as Gelviel imagined—while he believed his vision was sent from Desna herself, it was in fact the work of an alien and malevolent entity: an Emissary of the sinister Dominion of the Black.

The *Lirgen's Glory* was designed not to sail the seas or even to fly through the sky, but to plunge through the airless void of space. During the ship's construction, Gelviel attracted several like-minded elven explorers, scholars, and dreamers to accompany him on his voyage. The journey, they knew, would last for decades, but time has never been a resource about which elves worried. With their long lifespans, a few decades or even a century of exploration was a negligible price to pay for knowledge.

The *Lirgen's Glory* was completed at the onset of summer in 4600 AR, and it launched from its dry dock in central Oagon on Midsummer's Day, propelled elegantly and gently into space via a magical engine that drew upon the telekinetic powers of a bound vrock. As the ship gained speed and hurtled ever farther from Golarion, Gelviel and his crew stayed in contact with the Saoc Brethren via *sending*. The elves kept detailed recordings of their observations in a number of dream crystals, objects capable of recording and relaying mental images in the form of dreams. They planned on sharing these more detailed reports with the Saoc Brethren upon their return to Golarion.

But from 4606 AR onward, the *Lirgen's Glory's* *sendings* went unanswered. Unbeknownst to the crew, their ship's namesake nation was no more—a casualty of the perpetual hurricane known as the Eye of Abendego. Its winds and waves destroyed Lirgen, transforming the nation into the apocalyptic wasteland known today as the Sodden Lands. The Saoc Brethren collapsed, and all of the *Lirgen's Glory's* contacts perished, went mad, or were otherwise lost. The ship was suddenly and unexpectedly on its own.

Without access to the proper divination magic to learn more, and with no allies left to contact via *sending*, Gelviel made a fateful decision—the *Lirgen's Glory* would continue its journey, with the crew recording their findings dutifully in the ship's supply of dream crystals. The years melted into decades, and the crew grew less and less interested in returning to Golarion, and more and more intrigued by new discoveries. Then, 56 years into the journey, the *Lirgen's Glory* encountered the true mastermind of the endeavor and the source of the dreams that inspired Gelviel—the Emissary from Beyond. This creature was a shapeless, blasphemous creature known as a vespergaunt, and even

WHERE ON GOLARION?

Doom Comes to Dustpaw takes place in the town of Dustpaw, located in eastern Isger near the Drumish border. Spared the worst of the Goblinblood Wars and largely ignored by both the Isgeri king Hedvend VI and the bandits who ravage the country, Dustpaw has, until the fall of the *Lirgen's Glory*, enjoyed its quiet existence. For more information on the nation of Isger, see *Pathfinder Campaign Setting: The Inner Sea World Guide*, available in local bookstores and game stores, or online at paizo.com.



as the *Lirgen's Glory* headed into space, the Emissary was traveling on an intercept course from the Dark Tapestry to greet it.

The Emissary revealed its true nature to Gelviel, promising that as a reward for following its instructions and traveling into space to greet it, the ship would now serve as the Emissary's guide back to Golarion. There, the Emissary would begin to explore and prepare the region for its masters—it would be the vanguard of a Dominion invasion, and the *Lirgen's Glory* would be its chariot.

Horried not only at how they had been deceived, but also that in this deception they would be the ones who brought the Emissary back to their home, Gelviel and his crew fought to resist the vespergaunt's assault, yet this only angered the creature. It clung to the ship's hull, then used alien magic to warp and distort the crew's minds. Drawing on the power of the ship's dream crystals, it called forth the crew members' most primitive instincts to mutate them into acquiescent thralls, while simultaneously placing them in suspended animation to keep them safe on the return trip.

And so, for the next 56 years, the *Lirgen's Glory* made its return home. When the ship finally neared Golarion, the vespergaunt woke the mutated crew from stasis and released the ship so it could prepare for its own arrival on the planet below. As the *Lirgen's Glory* spiraled downward,

the ship's return was guided (if only barely) by onboard magical controls that prevented it from burning up in the atmosphere and kept its crew alive, but these systems were unable to find the ship's home port. Instead, the ship crashed over 1,300 miles to the northeast of what was once Lirgen, streaking through the night sky and crashing into remote hills south of the Isgeri town of Dustpawn.

The falling star and distant explosion sent waves of excitement and fear through the townsfolk. Several competing expeditions—some composed of miners and alchemists eager to harvest skymetal, others of curious scholars and astronomers—formed the next day. When these expeditions failed to return, rumors of unusual monsters began spreading through the surrounding farmlands and the people of Dustpawn began to worry that the falling star may have brought only danger instead of wealth.

The people of Dustpawn are right. For the Emissary has recovered from its long journey, and even now makes its way to Dustpawn. It will arrive soon, and if none are able to stand in its way, it will make Dustpawn the staging ground for an invasion from the depths of space!

ADVENTURE SUMMARY

The PCs are called to Dustpawn by one of the town's citizens, innkeeper and ex-adventurer Dalviss Crenn, the only one in town who believes that the strange meteor that passed over the settlement was something more than it appeared. At his urging, the PCs set out to learn the truth, and before long they begin to experience some of the strangeness in town firsthand. Violent townsfolk, missing people, and mysterious strangers combine to create a mounting sense of urgency. As the PCs chase down rumors, they visit a local mine and a riverside cavern, both of which contain clues to the larger mystery. Eventually, they discover the crash site itself, and upon exploring the strange ship, they piece together the truth of what happened and what is about to come. Within the crashed ship, the PCs not only must face the mutated captain and several of his surviving crew, but also have a chance to destroy the ship's navigational tool—a magical orrery still linked to the Emissary's mind. Destroying the orrery weakens the Emissary, but does not stop it completely. It's up to the PCs to save Dustpawn from the Emissary and the alien forces it presages!

THE DUSTPAWN DOOM

After the *Lirgen's Glory* crashed near Dustpawn, the Emissary from Beyond needed to take time to recover its strength and prepare itself before descending to the world's surface below. While many vespergaunts serve the mad Outer Gods or Great Old Ones, this one serves different masters—the mysterious Dominion of the Black. The Emissary knows that agents of the Dominion exist on all worlds, and as it prepared to visit this latest planet, it

sent out a series of visions to those who dwell in the region surrounding Dustpawn.

In the Drumish town of Macridi, these visions found the dreaming mind of a woman named Abtaroh Vorenic, leader of a small cult of Dominion pawns. Although Abtaroh knows very little about the Dominion of the Black, her family has long served their whims. A long ancestry of dalliances and exposures to Dominion agents has forever corrupted her bloodline with eerie magical powers. When she received the Emissary's dreams, she abandoned her family manor, gathered the cultists she kept on staff as servants and groundskeepers, and made her way to Dustpawn.

Upon arriving in the region, Abtaroh used her cultists to begin fulfilling her visions—she set them to scouring the countryside for strange crystals from a crashed ship. Abtaroh herself selected a local mine as a base of operations, murdered the miners, then sent four of her cultists into Dustpawn disguised as prospectors to keep an eye on the townsfolk. Her other cultists began seeking out the crystals and supplying them to Abtaroh. She powdered the crystals and alchemically refined them into a potent cursed poison—dream crystal toxin—with which the cultists began to surreptitiously dose Dustpawn's water supply to spread the curse throughout the town and prepare the citizens for eventual transformation into an army of mutants under the Emissary's control.

The cultists are running low on crystals, however; the dangerous mutants dwelling within the *Lirgen's Glory* have prevented them from entering the wrecked ship. Nonetheless, the entire populace of Dustpawn is afflicted with a minor form of the curse that originally infected the crew of the *Lirgen's Glory*. Every time a citizen drinks water drawn from the central pond, he exposes himself to more of the curse. Fortunately for the citizens of Dustpawn, the effects of the curse are minor thus far, causing only a shortness of temper, headaches, and bad dreams.

Every day the PCs spend in the town drinking the water, they are exposed to this curse of bestial dreams. Unless the players specifically state otherwise, you can assume they don't think twice about drinking water in Dustpawn. At the end of each night, roll a Will save for each PC to determine whether they've been affected by the curse. Anyone who uses *detect magic* on a cursed individual notices a lingering necromantic aura. Casting *detect magic* on Dustpawn's central pond reveals the same aura. A successful DC 30 Spellcraft check reveals that the aura is a minor curse causing victims to become ill-tempered, and that this is likely only the first manifestation of a growing threat.

CURSE OF BESTIAL DREAMS

Type curse; **Save** Will DC 20

Effect Once cursed, a victim becomes noticeably more prone to anger and suffers from painful headaches. Each day upon



waking, a successful DC 14 Fortitude save means that no headaches are suffered that day; otherwise, the victim takes a -1 penalty on all Dexterity- and Intelligence-based skill checks and on attack rolls. Any amount of magical healing can remove this effect for the day. A greater danger rises when the victim is confronted with a stressful situation (such as combat, disarming a trap, or otherwise engaging in risky activity). Whenever a victim takes any action in such a situation other than to attack a creature with a melee weapon, she becomes sickened for the remainder of the round. A victim who is sickened for 3 consecutive rounds in this manner becomes confused for 1 round (after which the count of consecutive rounds of being sickened resets).

PART ONE: STRANGE DAYS IN DUSTPAWN

Unless the party is already in Dustpawn or has reason to stop by the town for an unspecified amount of time on a journey between Isger and Druma, the PCs should first hear of Dustpawn's strange falling star from a man named Dalviss Crenn. Dalviss has an unusual theory about the falling star—he thinks it was actually a ship from the depths of space, and he wants to hire someone to find the crash site. The rest of Dustpawn initially scoffed at Dalviss's claims; rather than risk further ridicule, he is now seeking outside help in the form of an adventuring party. As luck would have it, it is the PCs whom he contacts. His invitation to the PCs encourages them to travel with due haste to Dustpawn and meet with him at his tavern and inn, the Mineshaft, where he's already set aside rooms, free of charge, for the PCs to use during their stay in town.

MEETING DALVISS

If the PCs have come to town at Dalviss Crenn's invitation, their first order of business upon arrival is likely to seek out the Mineshaft. Any local questioned as to the inn's location can point the PCs in the proper direction (although, as detailed under Dustpawn Rumors on page 6, the locals are initially pretty closemouthed with strangers these days, and won't volunteer much more information at first).

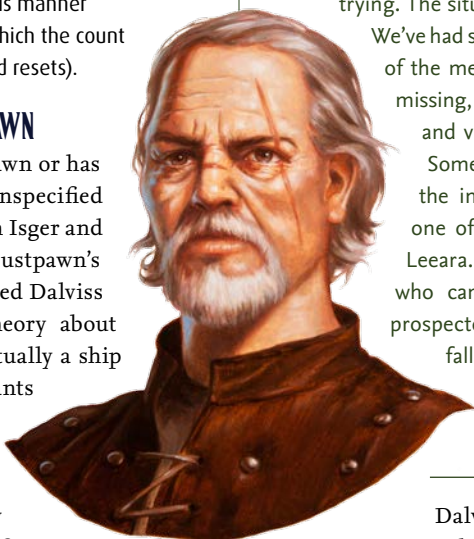
Dalviss Crenn is a retired adventurer, a business owner, and an amateur astronomer. He should be presented as an eager, excitable, and friendly contact—personality traits that should be all the more impressive to the PCs once they start interacting with the rest of the town's sullen and suspicious inhabitants. Dalviss sits down to talk with the PCs at the long table in the eastern side of the main room. No one else is in the tavern, although Dalviss's sour-faced stabler and housekeeper Nalan Hossler comes out from behind the bar a few times to bring the PCs drinks

and bland, overcooked food (provided free of charge, of course!). Dalviss himself appears tired and a bit worn, as if he's not been getting enough sleep; if asked about this, he merely says, "Few of us in town have been sleeping through the night lately, it seems."

Read or paraphrase the following to set up the discussion with Dalviss.

"Thank you again for agreeing to help me. Fortunately, it seems no one else has located the fallen star yet, but not for lack of trying. The situation has changed somewhat, however.

We've had several unfortunate events since the night of the meteor. At first it was just livestock going missing, but since then tempers have been rising and violence escalating among the townsfolk. Some of those who've gone searching for the impact site have disappeared, including one of my own employees, a woman named Leeara. And then there are the four strangers who came to town claiming to be Drumish prospectors, but who I suspect are looking for the fallen star as well. I'm starting to think the thing that crashed that night in the southern hills brought something to Dustpawn. Something bad!"



DALVISS CRENN

Dalviss answers any other questions the PCs may have as best he can. He's the only one in town who thinks the falling star was something more than a meteor, explaining that he's an amateur astronomer who observed the object closely as it shot through the sky—meteors don't slow down as they fall, nor does their trajectory curve during descent. He knows the object crashed somewhere several miles to the south of town, but isn't sure where.

Asked about why the townsfolk seem so cranky, he admits that lately tempers have indeed been short. He attributes this to the disappearance of a dozen people (and numerous goats), and he worries that the falling star may have brought something dangerous to the region.

So far, all but one of the missing people have been hunters or miners who spent most of their time out of town, but recently, Dalviss's own cook, Leeara, went missing as well. He's grown suspicious of a group of strangers staying at his inn who claim to be prospectors. They say they rushed here from Druma upon hearing of the falling star, but in hindsight, Dalviss wonders how they heard so quickly.

If the PCs ask about a reward for their aid, Dalviss promises them a pouch of gems worth 6,000 gp if they can find the crash site and return to him with a report. If the PCs can solve the town's problems while they're at it, he'll throw in his +1 *defending halberd* as well.

Once the PCs are done talking, he shows them the rooms he's set aside for them—areas **A9** and **A11** in the Mineshaft are all free, and the PCs can stay there without charge for as long as they need to solve the problems facing Dustpaw.

THE MINESHAFT

A map of the Mineshaft appears on the inside cover of this adventure.

A1. Tavern: The large room features a narrow stage for performers, several well-used tables, and a brick fireplace. Lately, though, with tensions running high and Leeara missing, the tavern's been empty each night save for the four strangers who spend a quiet hour at dusk eating together before retiring to their beds in area **A10**. Strangely, they eat only food created by a *sustaining spoon*—never food prepared by the cook. Dalviss keeps his *+1 defending halberd* on display above the bar, in easy reach in case of an emergency.

A2. Kitchen: Normally the domain of Leeara Mulvayne, this modest kitchen and nearby pantry are well stocked and supplied.

A3. Leeara's Room: Until recently, Leeara Mulvayne lived in this room. See Part Two for more details on her fate and what the PCs can find while searching this room.

A4. Nalan's Room: Nalan Hossler is one of Dalviss's old friends. He makes it his business not to involve himself in the affairs of the guests, and has no real opinion about the four strangers rooming in area **A10**, apart from the fact that they've requested no one clean their room as long as they stay in town. Nalan has been exceptionally grumpy and moody lately, a manifestation of the particularly potent curse of bestial dreams affecting him (see Event 1: Nalan's Transformation on page 24).

A5. Dalviss's Room: Dalviss, a longtime bachelor, uses this room to sleep and to write. A trap door in the southeast corner of the ceiling sits above a ladder, providing access to the roof above. Dalviss keeps his pride and joy, a portable antique Lirgeni telescope, in a large trunk at the foot of his bed, along with the bag of gemstones he promised to the PCs if they succeed in their quest. In addition to the gemstones, the bag contains 139 gp and 467 sp, but the telescope itself is worth 4,500 gp.

A6. Storeroom: This is a relatively unremarkable room containing tools, repair supplies, firewood, extra bed sheets, and the like.

A7. Privy: While each room is outfitted with a chamber pot, this washroom and privy are shared by Dalviss and his small staff.

A8. Stable: The five stalls in the stable are currently empty, save for any mounts the PCs may wish to keep here.

A9. Guest Room: These cozy rooms feature simple doors that can't be locked, clean beds, and a single lantern with enough oil for a night.

A10. Common Room: This room is currently rented to the four "prospectors" who've come to town. The door itself doesn't normally lock—neither Dalviss nor Nalan knows that the strangers keep the door sealed with *arcane lock* (CL 5th, cast by one of the four strangers). Details on the cultists and what the PCs can find if they manage to search this room are presented in Part Three.

A11. Deluxe Guest Room: The doors to these rooms feature average locks (Disable Device DC 25 to pick), writing tables, dressers, and larger beds.

DUSTPAWN RUMORS

When the PCs arrive in Dustpaw, they find the townsfolk on edge, with a starting attitude of unfriendly. The surly attitude of these locals is a result of the slow poisoning of their water supply at the hands of the cultists, combined with the approach of the Emissary from Beyond. Getting a townsperson to talk requires a successful DC 12 Intimidate check or DC 20 Diplomacy check. During the course of any conversation with the locals, PCs who succeed at a DC 20 Sense Motive check notice strange, almost animalistic behaviors. One person might growl at the party while she speaks, while another might sniff the air excessively. If asked about these strange mannerisms, citizens immediately grow angrier and deny having acted strangely at all.

If the PCs manage to get a townsperson to talk, roll a d10 on the following table to determine what that particular citizen has to impart. Each result is followed by a parenthetical indicating that particular rumor's veracity.

DUSTPAWN RUMORS

d10	Result
1-2	"There've been more goblin sightings in the hinterlands recently, particularly to the east in the foothills. Hope they're not gearing up for another war!" (False.)
3-4	"The meteor's already been found. Some prospectors from Druma claimed it and already shipped off the ore in the dead of night a few days ago, so looking for it now is a waste of your time." (False.)
5-6	"Most of the mines are closed up these days, but the Neshers seem to have had a bit of success scraping a bit more iron ore out of theirs. The thing crashed near their mine, though, and I suspect they might be stuck in a cave-in or some such. No one's seen them for days." (False.)
7	"The Neshers brothers found the meteor, and they've stashed some of the skymetal ore in their mine while they travel to Elidir to sell more of it, but no one wants to check their mine on account of the traps those maniacs are so fond of." (Partially true—the mine is trapped, but the Neshers haven't found the crash site.)
8	"I've been sleeping poorly lately. Not sure why... can't remember the dreams, but I wake up with headaches and a powerful thirst. I expect if there's some sort of



sickness going around, that'd explain the tempers around town." (Partially true—the tempers and headaches are in fact caused by the tainted water supply.)

- 9 "Some folks say they've seen someone dressed an awful lot like Leeara on the Grackle riverbank, near Old Frog Swamp, only she was running around on all fours. Good luck finding anyone in town who'd admit to seeing that, though! (True.)
- 10 "Been a lot of folks lookin' for the meteorite crash site, but no one's found it yet. Most of the folks seem to think it crashed somewhere to the west, but I'm startin' to think old Dalviss has it right and the crash was farther south." (True.)

DUSTPAWN HINTERLANDS

The region surrounding Dustpaw consists of lightly forested hills to the west and the ragged foothills of the Five Kings Mountains to the east. Two tributaries of the Conerica River—the Grackle River and the Skunk River—flow through the region (a smaller creek called Dustpaw Creek flows into the Grackle). Both rivers average 75 feet wide and 20 feet deep. Numerous roads (collectively known as the Old Mine Roads) wind through the hills, while a narrow wetland runs along the southern bank of the uppermost reaches of the Grackle.

The Dustpaw hinterlands are not a particularly dangerous area. The region is wild, but has been relatively monster-free in the lowlands since the end of the Goblinblood Wars. The PCs could encounter low-level dangers such as wild animals (like cougars, wolves, or wild dogs), vermin (such as giant spiders or giant centipedes), or, rarely, more exotic foes like a lone griffon or semi-feral hobgoblin, but for the most part, a 9th-level party has little to fear in these lands apart from the foes they'll run across in set encounters during the rest of the adventure.

PART TWO: LEEARA'S HIDEAWAY

When the Dominion cultists came to Dustpaw and rented a room in the Mineshaft for a month, Dalviss Crenn was delighted to realize that with the gold they paid, he could afford to weather the downturn in business that followed the falling star's arrival in the region, although his cook, Leeara, didn't trust the "prospectors" from the start. She fancied herself as something of an investigator, having long kept watch for crooks at the inn, but had never dared to go out adventuring, so when the mysterious strangers came to her home, she couldn't resist the opportunity to test her skills. She started watching and spying on the cultists, and it didn't take long for her to determine they were up to something sinister, so she followed them into the hinterlands several nights ago. She snuck into the Nesher Mines behind them, only to be discovered by their leader, who promptly shot her with a crossbow bolt laced with dream crystal toxin. As she was already affected by the curse of bestial dreams, Leeara's transformation into a full-blown mutant was swift and

painful. Her mind and body began to warp and transform, taking on the features and personality of a feline monster that swiftly fled into the wild. Instinct and shame kept her from returning to her home in Dustpaw, but also drove her into an old hideaway she'd long enjoyed near the source of the Grackle River. Here she remains, lurking in a small cave, growing more and more feral as the days pass. If the PCs can find her soon, they may be able to rescue her and reverse the effects of the curse, and if so, they'll gain an able and helpful ally in their quest.

TALKING TO DALVISS

Dalviss Crenn hired Leeara as his cook 5 years ago, after he caught the woman trying to run a confidence game in his tavern. Rather than turn her over to the authorities, he offered her a job, for she reminded him of an old adventuring companion. He needed a cook anyway, what with his previous cook having drowned in an accident the month before. Much to his delight, Leeara turned out to be a talented hand in the kitchen—and, he confides in the PCs, she does a great job at security as well. With her practiced eye for spotting cons and thievery, she has prevented numerous visitors from causing problems in the tavern.

Dalviss regrets not paying more attention to Leeara's distrust of the strangers he's allowed to stay in the inn's common room—after all, one of the reasons he hired her in the first place was to keep an eye on the place and let him know about any suspicious activity. In this case, the fact that she only had a hunch (whereas before she always had hard evidence at hand), combined with the fact that the strangers paid in advance for a month and gave him a healthy tip, made Dalviss ignore her claims. He doesn't think she "ran away for some real adventure" (the most popular explanation in the local rumor mill), but he does think that she tried to find out more about the strangers and ran into trouble. He suggests searching her room for clues—he's looked through it already, but he's the first to admit his strength is spotting things in the heavens, not down here on the ground. The strangers in the common room could be another source of information about Leeara, but if the PCs want to check into them, he asks them to do their best to be as subtle as possible. If the PCs begin investigating the strangers, continue with Part Three on page 11—some of the clues they can uncover could lead them to Leeara's hideaway as well.

INVESTIGATING LEEARA'S ROOM

Leeara's room appears to have been lived in until recently—the sheets on the bed are rumpled and an open book lies face down, draped over the arm of a chair. A cursory search of the chamber reveals that Leeara's personal belongings are still here, suggesting that she didn't simply pack up and leave.

The open book on the armrest of the chair is a worn journal that Leeara's been using for the past several years

to track numerous recipes she's perfected. Anyone with any ranks in Profession (cook) or similar skills notes that the recipes seem quite delicious. Anyone who spends a few moments looking through the book immediately notices how heavily Leeara relies on fresh, local ingredients—at points her disdain for imported ingredients comes across as something approaching a personal crusade. Near the back of the book, she keeps a master list of where in the region various plants, spices, and other ingredients can be harvested, and nearly 75% of these ingredients come from Old Frog Swamp near the source of the Grackle River. It's apparent that Leeara spends a lot of time there, and a successful DC 15 Perception check made while flipping through the book reveals that sometimes she stays overnight in the swamp, camping in a small cave at the end of a footpath. Someone who reads the whole cookbook (this takes 3 hours) automatically notices the mention of the cave.

If the PCs speak to Dalviss about this, he snaps his fingers and nods, recalling that Leeara often spent the night in the wild on particularly long harvesting trips, then curses his advancing age for making him forget this (in hindsight) obvious clue as to where the cook might hide out.

If the PCs don't make the connection to the swamp, they can find other clues leading to Leeara's hideaway in the swamp in Part Three, or the PCs might simply follow up on rumors that folks have spotted her along the riverbank to the south, behaving strangely.

APPROACHING THE HIDEAWAY

Leeara's hideaway is an old cave located on the opposite bank of the Grackle River at a long-abandoned fishing hole. PCs who travel south along the disused road that skirts the edge of Old Frog Swamp can attempt a DC 12 Survival check or a DC 18 Perception check to notice the trail where it winds down into the swamp—if the PCs have read through Leeara's cookbook, they gain a +5 bonus on either check.

The narrow path winds along a low ridge that snakes its way through the boggy landscape all the way to the banks of the Grackle. A loamy smell assaults the senses, while the ever-present croaking of frogs permeates the air, giving the impression that they converse with visitors to this area. The croaking seems to grow louder as the PCs approach the river, and with good cause, for Leeara has befriended several of the more enormous denizens of the swamp.

B1. LEEARA'S HIDEAWAY (CR 9)

A relatively dry track winds up to the southern bank of the Grackle River, bordered on either side by tangles of marshy undergrowth. Across the river, a thirty-foot-high ridge rises up into densely forested mountains, but directly across the river, a dark cave entrance beckons.

Once used as a landmark for a popular fishing spot, this cave has mostly fallen out of public memory today. Leeara found the site while exploring Old Frog Swamp on one of her herb-gathering expeditions, and has done a little to restore the trail leading to the cave to ease her trips. Unfortunately for the PCs, a dangerous threat lurks in the marshy reeds if they aren't stealthy in their approach.

The Grackle River is only 30 feet wide at this point, but it's 20 feet deep. The waters are calm, so it's only a DC 10 Swim check to cross.

Creatures: A wide range of frogs large and small dwell in the marshland known to locals as Old Frog Swamp, but none of these are more dangerous than the immense giant bullfrogs that wallow in certain parts of the region. Leeara's skill at survival and animal empathy has always afforded her an edge when exploring the region—she's managed to establish something of a rapport with the swamp's denizens so that as long as she stays out of their way, they don't bother her when she forages for cooking ingredients.

But when she arrived here a few days ago, her intellect swiftly crumbling as she transformed into an id mutant, Leeara knew she needed someone to protect her new home from her enemies. Using a combination of wild empathy and *charm animal* spells, she managed to recruit a group of enormous bullfrogs to serve as guardians. These dark green creatures are the size of horses, and are content to wallow in the mire when not out hunting. Four of them are present the first time the PCs reach this area—if the PCs return on another day, the remaining four giant bullfrogs currently out hunting are encountered here. The bullfrogs are quite territorial and eager to protect their friend Leeara, and as soon as they notice anyone on the trail, they lumber up out of the swamp on either side to attack.

GIANT BULLFROGS (4)

CR 5

XP 1,600 each

Advanced giant frog (*Pathfinder RPG Bestiary* 135, 294)

N Large animal

Init +2; **Senses** low-light vision; Perception +6

DEFENSE

AC 16, touch 11, flat-footed 14 (+2 Dex, +5 natural, -1 size)

hp 69 each (6d8+42)

Fort +12, **Ref** +9, **Will** +3

OFFENSE

Speed 30 ft., swim 30 ft.

Melee bite +11 (2d6+12 plus grab) or tongue +11 (grab)

Space 10 ft.; **Reach** 10 ft. (30 ft. with tongue)

Special Attacks pull (tongue, 5 ft.), swallow whole (1d6 bludgeoning damage, AC 12, 6 hp)

TACTICS

During Combat A giant bullfrog generally attacks the nearest foe, but focuses on the last creature to damage it before it takes its turn once combat progresses.



Morale If reduced to fewer than 10 hit points, a giant bullfrog attempts to flee by hopping into the Grackle River and swimming downriver.

STATISTICS

Str 27, **Dex** 15, **Con** 24, **Int** 1, **Wis** 12, **Cha** 10

Base Atk +4; **CMB** +13 (+17 grapple); **CMD** 25 (29 vs. trip)

Feats Improved Natural Attack (bite), Lightning Reflexes, Skill Focus (Stealth)

Skills Acrobatics +10 (+14 when jumping), Perception +6, Stealth +10, Swim +20

Treasure: The mostly skeletal remains of a pair of unfortunate adventurers are lodged among the roots and mud on the riverbank approximately 30 feet west of the point where the trail reaches the water. A successful DC 30 Perception check is needed to notice the bodies (accounting for distance; this is a DC 33 check from the trail). They're hidden enough that Leeara simply never noticed them on her many trips to and from the cave. The bodies are clad in rotten leather armor, but one of the two clutches a mud-caked +2 *short sword*, while the other carries a rotted leather bag that still holds two *potions of water breathing*, three *potions of cure moderate wounds*, and 438 gp.

B2. STORAGE CAVE (CR 8)

After a short, damp tunnel, the passageway widens into a modest and relatively dry cavern. Several bulging burlap sacks are stacked next to a barrel on the far side of the cave, before which lie two bloody, robe-clad corpses.

The secret door leading to area B3 consists of a cleverly painted canvas sheet that looks like a cave wall. A successful DC 15 Perception check allows a PC to notice the secret door—this check is automatic if the PC is specifically touching that part of the cave wall.

Leeara uses this cave to store supplies for her stays here, and to stash freshly gathered ingredients before returning to Dustpaw the next day on her overnight trips. She's also stashed a personal nest egg of treasure here, as well as a crude but effective trap to protect it from thieves.

Trap: A thin cord is hooked to the stash of supplies—if the bags are disturbed in any way, the cord snaps and a large spiked log swings down from the ceiling, smashing through the room and possibly striking anyone in area B2. When Leeara needs to access the supplies, she simply disables the trap before resetting it once she's done.

SPIKED LOG TRAP

CR 8

XP 4,800

Type mechanical; **Perception** DC 26; **Disable Device** DC 26

EFFECTS

Trigger touch; **Reset** manual

Effect Atk +12 melee (4d8+12); multiple targets (all targets in area B2)

Treasure: The sacks contain food, water, and supplies used by Leeara during her stays in the cave. Among these supplies is Leeara's nest egg, hidden under the sacks but discoverable with a successful DC 20 Perception check. This stash consists of 296 gp, a garnet worth 250 gp, and an empty *bag of holding* type I.

The two bodies are those of cultists sent by Abtaroh Vorenic under orders to track down Leeara and reclaim the Aballon sphere she stole (see area B3). Obviously, the cultists were not equal to the task—Leeara savaged them with her teeth and weapons, then dumped them here. Both bodies still wear their distinctive black *amulets of natural armor* +1 (see page 12). Neither body carries any potions or scrolls, but both carry a masterwork dagger, and one of them still has a *wand of magic missile* (CL 5th, 4 charges remaining).

B3. LEEARA'S GROTTO (CR 9)

This wide cavern has an unusually low ceiling, only twelve feet high. Tangles of roots protrude from the southern ceiling and walls, and the entire chamber feels damp and moist. A large nest of leaves, furs, straw, and blankets is heaped to the northeast. Sheets of canvas have been pinned to the northern walls, onto which numerous pockets have been stitched. A small firepit sits near the entrance to the cave, but it is currently unlit.

This large cavern is where Leeara stayed during her overnight foraging trips, and it's where she has retreated now in her confused, increasingly feral state of mind. She's lost interest in keeping a fire lit, and has ruined a once-comfy field bed to make something more akin to a nest to sleep in. The canvas sheets were installed to make the grotto feel less like a cave, with the pockets used to store food, water, and other supplies, but they are currently unused.

Creature: Leeara lurks in this cavern—if the trap in area B2 has been triggered, she's ready and waiting for the PCs, hiding behind one of the canvases until she can spring out and attack. She hasn't fully finished her transformation into an id mutant, but her eyes are those of a great cat and much of her body has sprouted a thick layer of spotted fur.

LEEARA MULVAYNE

CR 9

XP 6,400

Female human id mutant ranger 4/rogue 5 (see page 29)
CN Medium humanoid (human)

Init +6; **Senses** low-light vision, scent; **Perception** +3

DEFENSE

AC 20, touch 13, flat-footed 17 (+4 armor, +2 Dex, +1 dodge, +2 natural, +1 shield)

hp 98 (9 HD; 4d10+5d8+50)

Fort +9, **Ref** +10, **Will** +3; +1 vs. traps

Defensive Abilities evasion, trap sense +1, uncanny dodge;
DR 2/piercing

OFFENSE

Speed 60 ft.

Melee mwk cold iron rapier +8/+3 (1d6+3/18-20), mwk dagger +8 (1d4+1/19-20), bite +4 (1d6+1)

Special Attacks favored enemy (animals +2), sneak attack +3d6

TACTICS

Before Combat Leeara uses her *rust bag of tricks*, pulling out two animals and placing them in the room as guardians before she hides behind one of the canvases hanging from the northern wall.

During Combat Leeara makes a sneak attack from hiding as soon as she can—if she can't make the attack on a surprise round, she takes advantage of her animal minions to flank the PCs, preferring to use Spring Attack to make sneak attacks in this way while preventing enemies the luxury of gaining a full-attack action against her in melee.

Morale Leeara attempts to flee into the wild if reduced to fewer than 15 hit points. She remains in hiding for several days, eventually sneaking back into this area to try to reclaim her cave lair, but by then the grace period for easy removal of her id mutant template has passed.

STATISTICS

Str 16, **Dex** 14, **Con** 16, **Int** 9, **Wis** 8, **Cha** 9

Base Atk +7; **CMB** +10; **CMD** 22

Feats Dodge, Endurance, Improved Initiative, Iron Will, Mobility, Spring Attack, Toughness, Two-Weapon Defense, Two-Weapon Fighting, Weapon Finesse

Skills Acrobatics +12, Bluff +10, Craft (trap) +11, Disable Device +12, Knowledge (nature) +7, Perception +3, Profession (cook) +9, Sense Motive +9, Stealth +18, Survival +11, Swim +9

Language Common

SQ favored terrain (urban +2), hunter's bond (companions), mutations (scent, swift, thick hide), rogue talents (finesse rogue, surprise attack), track +2, trapfinding +2, wild empathy +3

Gear +1 studded leather, mwk cold iron rapier, mwk dagger, *rust bag of tricks*

Treasure: A search of the nest (along with a successful DC 15 Perception check) reveals a strange object—a 1-inch-diameter sphere of colored basalt painted with tiny craters. This is one of the spheres from the *orrery of distant worlds* found in the crashed ship, and it's a key object to defeating

the Emissary from Beyond (see Part Four and Part Five for more details). A successful DC 20 Knowledge (geography) check reveals that the sphere is painted to resemble the planet Aballon. The sphere retains 1 charge.

Development: If the PCs are forced to kill Leeara, Dalviss is distraught, and becomes obsessed with finding out how she came to be so deformed and feral. He now believes more than ever that the strangers staying in his inn are at least involved, and fears that some form of magical contagion may have been brought to the region by the fallen extraterrestrial object. He encourages the PCs to redouble their efforts to find the site, but now he urges them to take greater caution and warns them to look for a way to remove the strange contagion—something he fears may have started to affect the entire town.

If the PCs can capture Leeara alive, she has a few days remaining before her id mutant curse becomes much more difficult to remove. At this point, *remove curse* or *break enchantment* (working against the curse's DC of 20) can hopefully restore her to her true form. If the PCs don't have access to those spells, they can purchase scrolls of either spell in town—there are two scrolls of each available at the local church. If the PCs succeed at a DC 12 Diplomacy check when explaining

the situation to the town priestess Alyssia Turpin, she agrees the situation is dire and gives her four scrolls to the PCs for use in combating the mutations. Further scrolls can be found in the Dustpaw black market, but these will need to be purchased normally.

Even if the PCs don't remove Leeara's affliction, she remains intelligent enough to converse with. Her initial attitude is hostile, so a successful DC 29 Diplomacy check is required to make her indifferent, at which point a successful DC 14 Diplomacy check is needed to get her to answer questions about what happened to her. *Charm person* and other magical methods can secure her cooperation, as can successful Intimidate checks. Of course, if her curse is lifted, she gratefully tells the PCs everything she knows when she isn't thanking them over and over for saving her.

If the PCs get her to talk, Leeara explains how she followed the four strangers south into the hills one night several days ago. She managed to follow them into the Neshar Mine, all the way to a room where she watched the strangers meet with a tall woman dressed in a dark, sparkly robe. They spoke in a language she didn't understand. Several strange orbs and crystals were sitting on a nearby table. Thinking these objects might have something to do with the strangers' nefarious plots, she grabbed one of



LEEARA MULVAYNE



the orbs, but she was spotted and the tall woman shot her with a crossbow bolt. Leeara fled and managed to escape the mines, but realized that the bolt had apparently been poisoned—her mind was clouding over and her body was starting to shake with pain. Soon after escaping the mine, she realized she was transforming, and that whatever had been on that crossbow bolt was something particularly sinister. As she began to transform into a feline mutant, she fled to her hideaway, after which her memories are nothing more than hazy snatches of life as a feral half-human beast. She's not eager to confront the strangers again, and doesn't want to repeat her experience after being poisoned by a bolt, but if the PCs haven't found the Aballon sphere, she mentions that she managed to escape with it in her possession and that it must still be in her hideaway, probably hidden in her nest.

Traumatized by the events of the last several days, Leeara prefers to lie low in her room at the inn for the next several weeks, but if you feel the PCs could use the aid of a competent ranger/rogue, feel free to have her conquer her fears and accompany the PCs on the rest of their adventures in Dustpawn.

PART THREE: THE NESHER MINES

The Dominion of the Black cultists who have infiltrated the Dustpawn region consist of 10 lesser cultists led by a woman named Abtaroh Vorenic. Four of the cultists are stationed in Dustpawn itself, where they keep an eye on developments and surreptitiously make their nightly deposits of dream crystal toxin into the town's central pond when they have the supplies to do so. The other cultists, as well as Abtaroh herself, have spent their time scouring the southern hinterlands for more dream crystal fragments and attempting to get into the *Lirgen's Glory*—their attempts to do so having been rebuffed, so far, by the dangerous id mutants and creatures that lurk in that area. These cultists have taken over one of the few local mines still in operation: the Neshar Mine. Here, Abtaroh can work on her various studies and preparations for the arrival of the Emissary from Beyond in peace. She hopes to gain control over more dream crystals before the Emissary arrives, as well as the *orrery of distant worlds*—she's received visions of both from the Emissary. So far, Abtaroh has managed to gather a small stash of crystals and several of the orrery spheres from Sonarisa, whose mind she warped with dream crystal toxin until the mutated elf became her minion and a guardian of the mine, but she knows more remain in the crashed ship, as does as the rest of the orrery, and is beginning to grow desperate for a way to explore the wrecked ship without being attacked by its guardians.

There are several ways in which the PCs can be convinced to investigate the Neshar Mine. They can learn about the strange goings-on by talking to Leeara. They might hear

rumors of trouble in the mine and seek it out to follow up on those rumors. Or the PCs could learn about the strangers' connection to the mine by searching their room at the Mineshaft or even following them to the mine, just as Leeara did several days prior.

THE DOMINION CULTISTS (CR 8)

Creatures: The common room (area A10) in the Mineshaft is currently rented to four strangers from Druma. All four of these men are Dominion of the Black cultists, and as detailed on page 6], they keep the door to their room locked. No windows open into this room. The strangers sleep in the room during the day from sunrise until late afternoon, at which point they emerge to have a meal in the tavern, then spend a few hours wandering around in Dustpawn, talking with locals about mining opportunities as they work on their cover story—that they're prospectors seeking a new claim. A few hours after nightfall, the four strangers sneak out of town and make their way down to the Neshar Mine to report to Abtaroh Vorenic and to help search the wilderness for a few hours for more dream crystal shards.

A successful DC 35 Disable Device check is needed to pick the door (sealed with an *arcane lock* spell) to the cultist's room or a DC 25 Strength check to smash it down. If the cultists are inside when the PCs enter, they're asleep—they wake automatically if the door is smashed down. If they wake, the four cultists assume they've been found out and immediately attack.

If the PCs wish to follow the cultists, they'll need to do so without being spotted by succeeding at no fewer than six successive Stealth checks opposed by the cultist's Perception checks. If the cultists spot the PCs following them, they pretend not to notice (using Bluff) and diverge from their trip to the Neshar Mine to spend the night wandering the roads aimlessly—all the while loudly talking about possible sites to open a new mine—before returning back to their room in Dustpawn.

If the cultists realize that the PCs are following them, they might attempt to break into a PC's room to steal gear or simply to learn more about them, or even ambush the PCs at a later date. How such attempts work out is left to you to devise.

DOMINION OF THE BLACK CULTISTS (4)

CR 4

XP 1,200 each

Human wizard 5

CE Medium humanoid (human)

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

DEFENSE

AC 18, touch 13, flat-footed 15 (+4 armor, +2 Dex, +1 dodge, +1 natural)

hp 40 each (5d6+20)

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

DOMINION OF THE BLACK LORE

At some point during *Doom Comes to Dustpawn*, the PCs will learn that their foes are associated with the Dominion of the Black. A PC can learn a little more about this subject by attempting a Knowledge (arcana) or (religion) check.

DC	Result
20	The Dominion of the Black is associated with the dark places between the stars—a realm known to scholars as the Dark Tapestry.
25	Little is known about the Dominion of the Black—whether it is a cabal of strange creatures, a collective of an unknown race, or a single eldritch force is unclear.
30	The needs and desires of the Dominion are tended on worlds like Golarion by cultists and the insane—pawns who rarely, if ever, actually know why they do the things they do or have any insight at all into the Dominion’s goals or nature.
35	The Dominion is at times allied with—and at other times arrayed against—the forces of other entities of the Dark Tapestry, such as the Great Old Ones or Outer Gods, but are not of that category of being. Alien creatures like the shapeless vespergaunts sometimes serve the Dominion as emissaries or heralds, but even these creatures are not truly part of the Dominion.

OFFENSE

Speed 30 ft.

Melee mwk dagger +3 (1d4/19–20)

Special Attacks hand of the apprentice (5/day)

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

3rd—*vampiric touch*

2nd—*misdirection*, *scorching ray*, *summon monster II*

1st—*charm person* (DC 13), *grease*, *mage armor*, *summon monster I*

0 (at will)—*detect magic*, *light*, *message*, *touch of fatigue* (DC 12)

TACTICS

Before Combat Each cultist casts *misdirection* on themselves when they wake each evening, targeting their daggers. They cast *mage armor* soon after they set out for the mine each night, or as soon as they suspect combat is imminent.

During Combat If the cultists get in a fight, one of them attempts to escape while the other three hold the PCs off. The escaping cultist uses a *scroll of invisibility* to aid his escape, then a *scroll of phantom steed* to quickly reach the Nesher Mines to warn Abtaroh—this cultist can be encountered later at that location. The remaining cultists attempt to charm the PCs on the first round, hoping to stop

combat before it begins. Failing this, one of the cultists uses *summon monster* spells while the other two use their *scrolls of fireball* if there’s room. One cultist readies actions each round to launch *magic missiles* at foes as they cast spells if they are strong spellcasters or healers. A cultist uses *vampiric touch* as soon as possible after he’s wounded, and drinks a *potion of cure moderate wounds* if brought to fewer than 15 hit points.

Morale The cultists fight to the death.

STATISTICS

Str 10, **Dex** 14, **Con** 16, **Int** 15, **Wis** 8, **Cha** 12

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

Feats Craft Wand, Dodge, Improved Iron Will, Iron Will, Scribe Scroll, Skill Focus (Bluff)

Skills Bluff +9, Knowledge (arcana) +10, Knowledge (geography) +6, Knowledge (religion) +6, Perception +2, Spellcraft +10, Stealth +7

Languages Abyssal, Aklo, Common

SQ arcane bond (dagger)

Combat Gear *potion of cure moderate wounds*, *potion of glibness*, *scroll of disguise self*, *scroll of invisibility*, *scroll of fireball*, *scroll of phantom steed*, *wand of magic missile* (CL 5th, 10 charges); **Other Gear** mwk dagger, *amulet of natural armor* +1, spellbook (contains all prepared spells plus *arcane lock* and 2d4 additional spells of your choice), 11 gp

Treasure: A search of the cultists’ room reveals two points of interest. First, numerous waterskins filled with drinking water are stored here—the cultists know better than to drink the water they’ve tainted in town, and refill some of their water skins each night at the mine (this curious clue can perhaps get the PCs thinking about investigating the town’s water supply). Second, a more damning clue is a folded-up piece of paper that’s fallen behind a bed—a PC who succeeds at a DC 25 Perception check locates this page. A hasty map of the Dustpawn region is scrawled on it; a big red “X” on the map indicates the crash site, and the Nesher Mine is circled in red as well—neither is labeled.

In addition, one of the cultists (chosen randomly) carries a *sustaining spoon*, so that the four can eat food they know hasn’t been tainted by the town’s water supply. The *amulets of natural armor* worn by the cultists appear as black discs with a ring of white dots around the rim—a successful DC 25 Knowledge (arcana) or (religion) check is enough for a character to identify the design as one of several favored by cultists of the Dominion of the Black.

Development: If the PCs manage to capture any cultists alive, they prove remarkably loyal and close-mouthed about their purpose in town. Each of the cultists believes Abtaroh Vorenice is a living incarnation of the forces of the Dominion of the Black—while the cultists themselves had to study for years to perfect their magic, their leader uses magic intrinsically, all the proof they need that she



is something more than human and worth dying for. As a result, it'll take magical control, like *charm person*, to get captured cultists to reveal that they're based in the mines. The cultists themselves know only that Abtaroh is preparing the region for one of the Emissaries from the Dominion of the Black—they eagerly await its arrival, but don't know much more about it.

APPROACHING THE NESHER MINES

The Neshar Mine is located southwest of Dustpaw, and as it so happens, almost directly north of where the *Lirgen's Glory* went down. The Neshar brothers were in town when the ship crashed, and they spent the next few days searching for the crash site before giving up and returning to work in their mines. They were in the mines when the cultists came—the brothers did their best to defend the mine, but were captured and imprisoned within, and soon thereafter became the subjects of Abtaroh's first experiments with dream crystals.

The mine itself is relatively unimpressive from the outside—merely a cave opening at the base of a hill that's been widened and braced with timbers. A hand-painted sign above the mine proudly names it the "NESHER MINES." The cave beyond is relatively shallow, extending only 15 feet underground before it ends. A hole in the center of the cave allows access to the mine proper—a wooden lift operated by a hand-cranked winch mounted on the platform allows easy descent 20 feet down to area C1. The lift makes an awful lot of noise—using it sends echoing creaks and groans throughout the mines below.

C1. MINE ENTRANCE (CR 2)

A shaft in the ceiling of this ten-foot-diameter cavern leads upward, while to the north a winding tunnel leads deeper underground. Numerous pickaxes, shovels, buckets, sledges, and other mining gear sit near the walls.

At one point, the Neshers had tracks and a few mine carts to ease their burdens, but as their mine became less productive, they had to sell off the carts and tracks to make ends meet. Here and there, remnants of the dismantled tracks lean against walls. The tools on the ground are serviceable, but none of them are particularly valuable.

Trap: If the cultists know that the PCs are likely to visit (as is the case if a cultist escaped a fight in Dustpaw and made it to the mines at least 15 minutes ahead of the PCs' arrival), they've rigged the lift to collapse once it is used by cutting most of the way through key ropes. If anything larger than a single Small creature rides the lift, these ropes snap, sending the lift and anything atop it plummeting to the ground. Although the trapped lift isn't particularly dangerous to 9th-level PCs, the tremendous

sound of the crashing lift is enough to send echoes throughout the mines, alerting the denizens of areas C3 and C6 that visitors are coming.

COLLAPSING LIFT

CR 2

XP 600

Type mechanical; Perception DC 25; Disable Device DC 20

EFFECTS

Trigger location; Reset repair

Effect 20-ft.-deep pit (2d6 falling damage) plus additional debris from collapsing lift (Atk +10 melee, 1d6+4 damage); Reflex DC 20 avoids

C2. TRAPPED CAVERN (CR 10)

The passageway widens into a larger cavern. Remnants of a mine cart track lean against the wall to the north, while a tunnel slopes down deeper into the ground at the west side of the room. The cave floor is cleared of debris, save for a few drifts of dust and dirt, while the ceiling above is obscured by a thick tangle of cobwebs.

Trap: The tunnels to the west (area C3) lead to the mines' remaining viable ore deposits, and in order to protect these tunnels, the Neshar brothers built a pair of traps into this cavern. Information about these traps was one of the first things Abtaroh learned during her brutal interrogations of the captured brothers, and the cultists have left the traps active as a result.

There are, in fact, two linked traps in this room. Both traps can be avoided entirely by moving along the southern wall at half speed. Moving full speed along the southern wall requires a successful DC 15 Acrobatics check to avoid stumbling against the traps.

The traps are located in a 5-foot-square area and a 10-foot-square area, as indicated on the map. Either trap alone is dangerous, but together they can be outright deadly—the Neshers were of the opinion that unwanted visitors to their mine deserved no mercy.

The smaller of the two traps is located to the east—a character who steps on the indicated square causes a spring-loaded weighted pendulum to swing down after a 1-round delay. This pendulum can strike any creature in the trapped square or an adjacent square to the east or west, damaging those struck and pushing them toward the larger trap, which consists of a number of barbed, spring-loaded spikes that lance up out of the 10-foot-square area while tiny parcels containing yellow mold (harvested and collected by the Neshers with great care) drop down into the area.

WEIGHTED PENDULUM

CR 7

XP 3,200

Type mechanical; Perception DC 24; Disable Device DC 28

EFFECTS

Trigger location; **Onset Delay** 1 round; **Reset** manual

Effect Atk +20 melee (6d6 plus bull rush effect to the west toward the hook and mold trap, CMB +20); multiple targets (creatures in trapped square and adjacent squares to east and west)

HOOK AND MOLD TRAP

CR 9

XP 6,400

Type mechanical; **Perception** DC 24; **Disable Device** DC 24

EFFECTS

Trigger location; **Reset** repair

Effect Barbed spikes extend up from the floor (Atk +10 melee, 1d6+6 damage); anyone who takes damage is hooked by the spike and cannot move from that square until a successful DC 20 Escape Artist check or a successful DC 18 Strength check is made to free the victim from the barbed spike (using Strength to escape deals 1d6 points of damage); yellow mold (*Pathfinder RPG Core Rulebook* 416), multiple targets (all creatures in a 10-foot-square area are affected by hooks, while all creatures in this area plus all adjacent squares are affected by the cloud of yellow mold spores).

C3. SONARISA'S CRAWL (CR 9)

These winding tunnels are the location of the Neshers' recent efforts—the ends of all the tunnels here have relatively fresh signs of activity. The tunnels are otherwise relatively unremarkable, save for their new inhabitant.

Creature: When the *Lirgen's Glory* crashed, most of its crew was already dead. Of the survivors, most remain in the wrecked ship, unwilling or unable to leave. The ship's navigator, though, is an exception. Sonarisa was a talented and compassionate woman when she joined the crew, and when they encountered the Emissary from Beyond and became id mutants, Sonarisa was the only one who retained even a shred of her previous personality. She recovered first after the crash and stole four of the planet spheres from the *orrery of distant worlds*, hoping (correctly) that doing so would slow the Emissary's plans, then fled the crash site entirely. Gravely wounded and hideously mutated into a batlike monster, she chose to remain in the wilds rather than trying to contact help.

She had almost recovered from her wounds and was preparing a trip to Dustpaw to seek aid when she was discovered by Abtaroh Vorenic and her cultists. Mistaking them for kindly souls, Sonarisa asked them for help, only to be betrayed and captured. Abtaroh took the planet spheres from Sonarisa and dosed her with powdered dream crystal, finishing the job the mutations had begun. The once-kindly elf is now completely mad and wholly transformed into an id mutant. The cultists allow her to lurk in these out-of-the-way caverns for now, visiting her once per day to have her use *create water* to replenish their water supplies.

As the PCs enter the area, have the players attempt Perception checks—whoever rolls highest hears a distant, sing-song feminine voice repeating strange phrases in broken Aklo like, “The Eye watches. Above and behind the sky. It sees our dreams. It wants the planets back. It can see us now. It will be with us soon. The Eye watches.”

Sonarisa herself is a half-transformed monstrosity; one of her arms has almost transformed into a bat wing (although she retains enough “fingers” to draw arrows from her quiver and fire awkwardly from her bow—she takes a –2 penalty on such attack rolls), her face and ears are mostly batlike, and patches of oily fur grow from her flesh. Left to her own devices, she spends her time muttering to herself, chasing bugs for food, and scratching images on the cave walls with a rock. Those images repeat here and there—a manifestation of Sonarisa's automatic writing revelation that depict Dustpaw and a cloud filled with eyes looking down on the town from above.

The mutated elf is beyond the reach of lesser magic—unlike with Leeara, only *wish*, *miracle*, or death can save her from her fate. She regards Abtaroh and the cultists as allies now, but swiftly attacks any others who intrude upon her domain.

SONARISA

CR 9

XP 6,400

Female middle-aged elf id mutant oracle 9 (*Pathfinder RPG*

Advanced Player's Guide 42, see page 29)

CN Medium humanoid (elf)

Init +2; **Senses** low-light vision; **Perception** +9

DEFENSE

AC 20, touch 16, flat-footed 17 (+2 armor, +3 deflection, +2 Dex, +1 dodge, +2 natural)

hp 71 (9d8+27)

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

Immune sleep

OFFENSE

Speed 40 ft.

Melee bite +8 (1d6+3), claw +8 (1d6+3)

Ranged +1 *seeking composite longbow* +8/+3 (1d8+3/x3)

Oracle Spells Known (CL 9th; concentration +11)

4th (4/day)—*cure critical wounds*, *divination*, *legend lore*, *sending*

3rd (6/day)—*create food and water*, *cure serious wounds*, *locate object*, *magic vestment*, *summon monster III*

2nd (7/day)—*cure moderate wounds*, *hold person* (DC 14), *make whole*, *sound burst* (DC 14), *summon monster II*, *tongues*

1st (7/day)—*comprehend languages*, *cure light wounds*, *endure elements*, *identify*, *sanctuary* (DC 13), *shield of faith*, *summon monster I*

0 (at will)—*create water*, *detect magic*, *detect poison*, *light*, *mending*, *purify food and drink*, *read magic*, *stabilize*

Mystery lore

TACTICS

Before Combat Although Sonarisa's intellect is a shadow of what it once was, her religious habits die hard. Her daily prayers still include a casting of *magic vestment*, and as soon as she fears combat is nearing (as is the case if she notices an approaching light source or hears the traps in area C2 activate), she casts *shield of faith* on herself.

During Combat For the first few rounds of combat, Sonarisa casts *summon monster* spells to summon creatures to attack her foes in melee. She switches to her bow once the odds are evened, pausing to cast *sanctuary* if she's brought below 30 hit points so she can heal her wounds in peace.

Morale Sonarisa fights to the death unless the PCs show her one of the planet spheres from the *orrery of distant worlds*, in which case she stops fighting and reacts as detailed under Development, below.

STATISTICS

Str 15, **Dex** 15, **Con** 14, **Int** 5, **Wis** 11, **Cha** 14

Base Atk +6; **CMB** +8; **CMD** 24

Feats Dodge, Eschew Materials, Point-Blank Shot, Precise Shot, Toughness, Weapon Focus (composite longbow)

Skills Knowledge (arcana) +3, Knowledge (geography) +6, Perception +9, Spellcraft +3 (+5 to identify magic item properties), Stealth +6, Survival +4, Use Magic Device +5

Languages Aklo, Common, Draconic, Elven

SQ elven magic, mutations (additional natural attack, blindsense, ferocious), oracle's curse (tongues), revelations (automatic writing, lore keeper, think on it), weapon familiarity

Gear +1 seeking composite longbow with 16 arrows

Development: Sonarisa remains violent and hostile if captured, snapping and clawing at her captors unless magically controlled or tightly bound. If the PCs can use *charm person* or similar magic to befriend her, or if they show her any of the planet spheres from the *orrery of distant worlds*, she calms down and returns to muttering her strange words in Aklo. She tries to convince the PCs (mostly through pantomime) to follow her to the crash site, hoping that they'll learn through investigating the site what she can no longer form the words to explain—that the Emissary from Beyond is coming.

C4. TRAPPED PIT (CR 9)

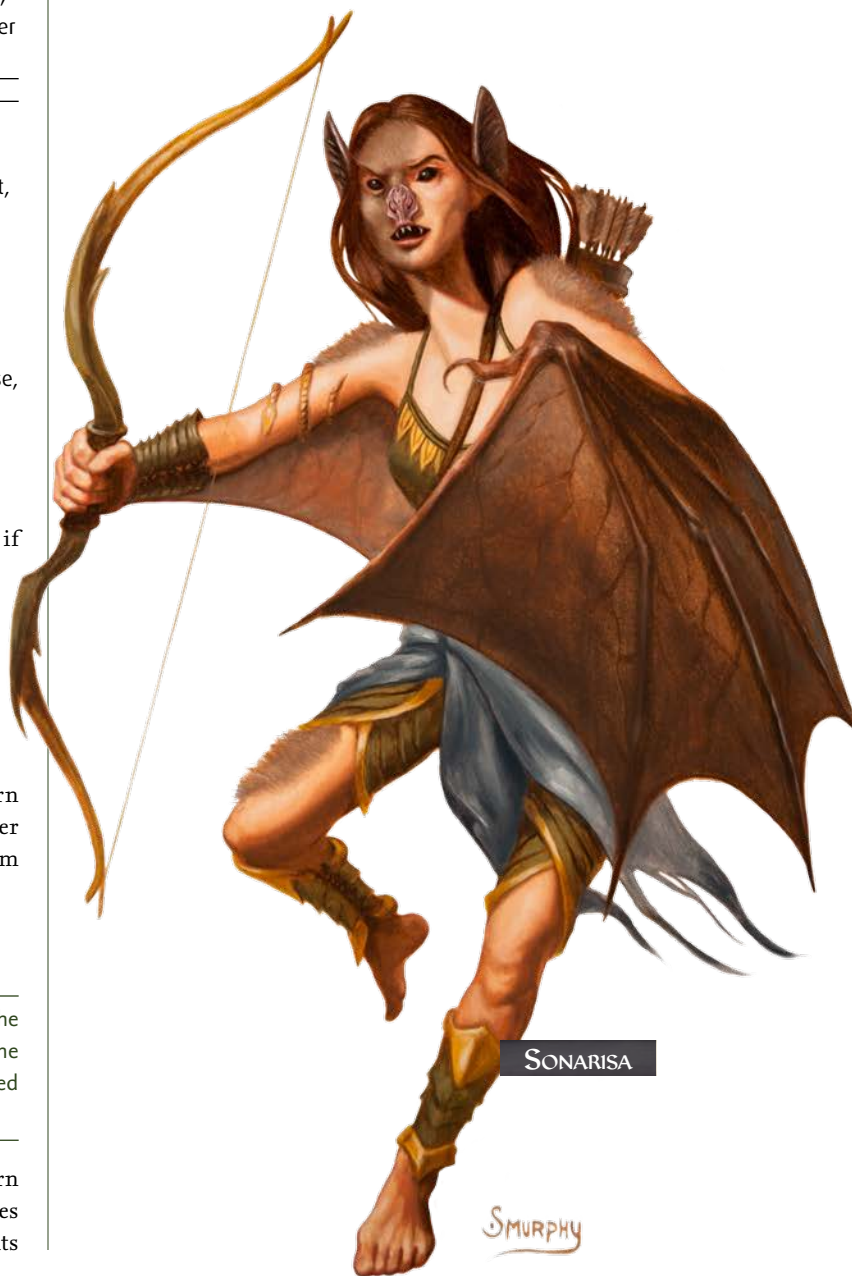
The tunnel widens into a cave with an exit leading out the opposite wall. A five-foot-wide pit fills the eastern side of the cave, and just beyond the pit, a three-foot-tall wall of jagged stones has been erected to form a low barricade.

The pit is 20 feet deep, and opens into a second cavern directly below the first one—this second cavern matches the basic shape of area C4 above, except that it has no exits

save for the pit shaft itself. A successful DC 20 Climb check is needed to scale the pit's walls.

Creature: A single Dominion cultist is stationed on the far side of the stone barricade at all times—he crouches low and uses Stealth to remain unseen until someone triggers the trap in this area (see below) or manages to cross the pit, at which point he shouts to alert those in area C6 and then makes a fighting retreat to that location.

Characters who succumb to the trap in this area also must contend with the strange ooze that lives within it—an orange mass of slime known as a deathtrap ooze. Although unintelligent, the ooze can instinctively change and solidify its shape to mimic the workings of simple





mechanical traps—in this case, an enormous axe-like blade that swings out of the wall to strike at any creature that falls into the pit. The deathtrap ooze has become accustomed to regular feedings, first from the Neshers and now the cultists, and won't slither up from its pit below to chase foes unless it continues to be attacked at range.

DOMINION OF THE BLACK CULTIST**CR 4****XP 1,200****hp** 40 (see page 11)**DEATHTRAP OOZE****CR 8****XP 4,800****hp** 126 (*Pathfinder RPG Bestiary* 3 64)

Trap: The 10-foot-square area directly west of the pit (marked on the map) is a false floor that's counterweighted to tip forward at a steep slope once anyone steps within 5 feet of the pit while remaining in the trapped area. This dumps anyone in the trapped area into the pit below, thereby triggering the scything axe trap of the deathtrap ooze after a 1-round delay. If this trap fails to kill the PCs, the deathtrap ooze reverts to its formless shape and attacks.

COUNTERWEIGHTED FLOOR**CR 3****XP 800****Type** mechanical; **Perception** DC 25; **Disable Device** DC 25**EFFECTS****Trigger** location; **Reset** manual**Effect** 30-ft.-deep pit (3d6 falling damage); **Reflex** DC 20 avoids; multiple targets (all creatures in 10-foot-square area)**SCYTHING AXE****CR —****Type** mechanical; **Perception** DC 25; **Disable Device** DC 25**EFFECTS****Trigger** location; **Onset Delay** 1 round; **Reset** manual**Effect** Atk +13 melee (3d6+10/x3); multiple targets (all creatures in pit)

C5. THE NESHERS' FATE (CR 9)

The temperature drops suddenly as a clammy breeze wafts up from the branching tunnels around this chamber.

Creatures: When Abtaroh Vorenic and her cultists took over the mine, they captured both of the Nesher brothers and tortured them with a combination of traditional methods and exposure to dream crystal toxin. Once the cultists had all the information they needed about the mines and Dustpaw, Abtaroh brought the brothers into this dead-end cavern and murdered them.

The trauma of their final hours was enough to cause the Neshers to rise as spectres—the cultists know about this

development and are darkly amused by it, but are careful not to venture down this tunnel since the spectres would immediately attack them. Fortunately for the cultists, the spectres are bound to the site of their death, and cannot pursue foes beyond the first corner of the tunnel leading west from the dead end.

SPECTRES (2)**CR 7****XP 3,200 each****hp** 52 each (*Pathfinder RPG Bestiary* 256)

Treasure: Both of the Nesher brothers' bodies lie slumped against the wall at the westernmost end of this branch of the mines—they each feature hideous mutations and wounds consistent with horrific torture. The cultists robbed them before killing them, but missed a hollowed-out heel in the boot of one of the brothers. A successful DC 30 Perception check reveals the hollow, as well as the sapphire (worth 3,500 gp) stashed inside of it.

C6. ABTAROH VORENIC'S REDOUBT (CR 8 TO 10)

The tunnel leading to this cavern narrows quite a bit—Medium creatures must squeeze to pass through the tunnel, while Large creatures must succeed at a DC 30 Escape Artist check to proceed.

The walls of this breathtaking cavern glitter with clear crystals. To the north are a few small tables stacked with supplies, while a field cot sits to the southeast. Additional folded bedrolls lie nearby, and a large chair next to a small writing desk rests before the wall opposite the only entrance.

This natural cavern impressed the Neshers enough that they left it more or less alone—sometimes, one of them came here to meditate, but they never mined the crystals. Of course, the fact that the crystals, while beautiful, are relatively worthless rock crystals certainly helped the miners reach that decision.

Creatures: Abtaroh Vorenic chose this chamber as her base of operations because of its beauty and its defensible position. She ventures out only rarely, letting her minions do the bulk of the searching outdoors for more fallen dream crystal shards, but she's come to the conclusion that they've found all there are to find, leaving the crash site as the last real place to gather them. At any one time, 1d6–1 of the other five cultists can be encountered here; the rest, though normally stationed here, are outside in the hinterlands searching for dream crystals. If Abtaroh has been warned of the PCs, she has recalled all five cultists to the room.

When Abtaroh meets the PCs, her initial impulse is to talk, not to fight. She matter-of-factly explains to them that they can work together—she knows where the crashed object landed; she knows it's a ship; and if the PCs promise

to clear the site of its monstrous guardians and leave a certain object for her (the *orrery of distant worlds*), she not only will show them where the crash site is but will even pay them for their services (she initially offers 250 pp, but if she thinks it'll help seal the deal, she throws in her magic belt as well). Of course, Abtaroh has no intention of honoring her bargain—once she gains control of the orrery, she turns against the PCs. She certainly has no interest in explaining why she wants the orrery, and if the PCs demand a reason, she lapses into an arrogant noblewoman's air, saying, "You're mercenaries—you shouldn't care as long as the pay is good. I don't need to explain myself further to the help!" If the PCs decline her offer or attack, she does her best to capture them alive on the theory that what they wouldn't do for her for coin, they will do for her in exchange for their lives.

ABTAROH VORENIC

CR 8

XP 4,800

Female human sorcerer 9

CE Medium humanoid (human)

Init +6; **Senses** Perception +8

DEFENSE

AC 22, touch 13, flat-footed 19 (+4 armor, +2 Dex, +1 dodge, +1 natural, +4 shield)

hp 102 (9d6+68)

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

Defensive Abilities unusual anatomy (25%)

OFFENSE

Speed 30 ft.

Melee dagger +4 (1d4/19–20)

Ranged light crossbow (with *human bone bolts*) +7 (1d8+1/19–20) or

light crossbow (with normal bolts) +6 (1d8/19–20 plus dream crystal toxin)

Special Attacks long limbs (+5 ft.)

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

7/day—acidic ray (1d6+4 acid)

Sorcerer Spells Known (CL 9th; concentration +13)

4th (5/day)—*black tentacles*, *dimension door*, *elemental body I*

3rd (7/day)—*beast shape I*, *dispel magic*, *fireball* (DC 17), *tongues*

2nd (7/day)—*alter self*, *false life*, *misdirection*, *scorching ray*, *see invisibility*

1st (7/day)—*charm person* (DC 15), *comprehend languages*, *endure elements*, *enlarge person* (DC 15), *mage armor*, *shield*

0 (at will)—*acid splash*, *bleed* (DC 14), *detect magic*, *light*, *mage hand*, *message*, *prestidigitation*, *read magic*

Bloodline aberrant

TACTICS

Before Combat Abtaroh casts *endure elements*, *false life*, *mage armor*, *misdirection* (onto her dagger), *shield*, and *unseen servant* before combat.

During Combat Abtaroh tries to keep her cultist followers between herself and the enemy, casting *black tentacles* to prevent the PCs from approaching. She uses her *wand of mirror image* as soon as it appears that she'll be in melee combat or is otherwise targeted by attacks. Abtaroh would prefer to capture the PCs alive, and uses *charm person* to help secure their alliance—she hopes to use the PCs to investigate the crash site, and whether they do so as charmed minions or beaten foes who have bargained for their lives matters little to her.

Morale Abtaroh casts *dimension door* if reduced to fewer than 20 hit points, fleeing to the surface above. She then casts *beast shape I* to



ABTAROH VORENIC

SMURPHY

DREAM CRYSTAL TOXIN

This supernatural toxin exists either in powdered form or, if mixed with an alchemically prepared solution of blood and magical reagents, as a sticky paste. The primary ingredient is a dream crystal whose stored dreams have been corrupted by otherworldly powers into nightmarish energies—a single crystal yields 1 dose of toxin. On Golarion, only the few dream crystals that remain in the crashed *Lirgen's Glory* can be used to create more of this toxin, but if the Emissary from Beyond establishes a domain in Dustpawn, it can create more dream crystals, given time. Dream crystal toxin introduced in significant quantities to a water supply dilutes the venom so that any who drink the water suffer a lesser version of its effects—see the curse of bestial dreams on page 4 for details. In any event, dream crystal toxin counts as both a poison and a curse for determining what can negate its effects. A creature must be immune to both poison and curses to be immune to dream crystal toxin.

Dream Crystal Toxin—*Type* cursed poison, ingested or injury; *Save Will* DC 20; *Frequency* 1/hour for 6 hours; *Effect* 1d2 Int drain (a creature currently suffering the curse of bestial dreams transforms into an id mutant once its Intelligence is reduced by 6 points or reaches a score of 1, whichever comes first); *Cure* 3 consecutive saves; *Cost* 2,500 gp.

assume the shape of an eagle and flies to Dustpawn—she's never been seen in town, so she can resume her true form once there to go into hiding. When the Emissary arrives, Abtaroh comes out of hiding to present herself to the alien creature. Unfortunately for her, the Emissary has no more use for her at this point and attacks Abtaroh, perhaps giving the PCs a round or two of respite before it turns its attention to them.

STATISTICS

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

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

Feats Combat Casting, Craft Wondrous Item, Dodge, Eschew Materials, Improved Initiative, Improved Iron Will, Iron Will, Toughness

Skills Bluff +10, Knowledge (arcana) +13, Knowledge (geography) +7, Perception +8, Spellcraft +13

Languages Aklo, Common

SQ bloodline arcana (+50% duration on polymorphs)

Combat Gear +1 human bane bolts (10), *potions of cure moderate wounds* (2), *wand of mirror image* (12 charges), dream crystal toxin (4 doses); **Other Gear** dagger, light crossbow with 10 normal bolts, *amulet of natural armor* +1, *belt of mighty constitution* +2, *efficient quiver*, *headband of alluring charisma* +2, 250 pp, 172 gp

DOMINION OF THE BLACK CULTISTS (5)

CR 4

XP 1,200 each

hp 40 each (see page 11)

Treasure: The tables to the north hold a number of alchemical and magical supplies—with a successful DC 20 Craft (alchemy) or Knowledge (arcana) check, a character identifies them as being useful for distilling magical toxins. The supplies constitute an alchemist's lab as well as 4,500 gp in miscellaneous magical supplies and ingredients that can be used to fund the crafting of wondrous items.

In addition, among the objects are 5 doses of dream crystal toxin (see the sidebar), along with three planetary spheres for the *orrery of distant worlds*. A character who succeeds at a DC 20 Knowledge (geography) check recognizes that the spheres as represent the planets Aucturn, Golarion, and Triaxus. All three spheres are out of charges.

Development: The small writing desk contains Abtaroh's journal. The contents, written in Aklo, are too extensive to reproduce here, but a PC who takes 1d4 hours to read the journal can learn all of Abtaroh's backstory, including her eager anticipation of the arrival of the Emissary from Beyond. Particularly important bits of information that can be gleaned from the journal include the following.

- Abtaroh has received visions from an entity she knows only as the Emissary from Beyond, a creature that she believes her family has been waiting generations to aid. The visions drove her to come to Dustpawn after a ship the Emissary had infected crashed in the region, and also to gather the strange crystals that fell from the ship and were scattered across the countryside. She details instructions from the visions about how to grind up the crystals and create the potent toxin with which her cultists have laced the drinking water of Dustpawn, and notes that those who drink the water will be graced with bestial dreams to prepare them for a glorious transformation into the Emissary's army upon its arrival.
- Abtaroh notes that the crew members of the crashed ship have all been transformed by the Emissary's dreams and visions into monstrous half-beasts that the Emissary can use as its soldiers and minions. Once the Emissary arrives, those in Dustpawn who have been prepared via the polluted waters will transform as well, granting the Emissary an instant army to use at its whim. Her notes indicate that a particularly potent and experimental dose of the polluted water has been administered to Nalan Hossler of the Mineshaft tavern—she suspects that when this man's transformation is triggered, he'll not only mutate but increase drastically in size as well. If her suspicions prove correct, she hopes to enhance others of the Emissary's army in a similar manner.



- In her visions granted by the Emissary from Beyond, Abtaroh saw a powerful orrery in a crashed ship from the stars, but the orrery was missing some of the planets. The orrery is a powerful item that she wants for herself, and fears for its ability to harm the Emissary from Beyond. If she can control it, she can prevent it from being used against the Emissary, or even offer it as a sacrifice. So far, she's recovered four of the planetary spheres, taking them from a mutated elven oracle from the crashed ship. Abtaroh's notes indicate the oracle was obsessed with the spheres and became distraught after they were taken from her. The cultists brought the oracle back to the mine with them, and have her cast *create water* so they have fresh supplies; all Abtaroh needs to do to enforce her compliance is to hold one of the spheres out in view.
- One of the four planetary spheres Abtaroh has gathered has been stolen by a local huntress—Abtaroh notes that she managed to trigger an id mutation in the huntress, but the woman escaped anyway. Abtaroh suspects the huntress fled into the swamp to the east, and though she recently sent a few of her cultists into the swamp after her, she hasn't yet heard back from them and fears they may have been killed.
- The inside back cover of the journal contains a map of the region that indicates the location of the crash site.

PART FOUR: THE CRASH SITE

The PCs must eventually seek out the *Lirgen's Glory* if they wish to start gaining real answers and taking steps toward defeating the doom that has come to Dustpaw. Not only does the crash site hold the secret of the growing violence in town, but it also contains information on the Emissary—about both its nature and how it can be more easily destroyed. Note that while this adventure presents details on the crash site in Part Four, the PCs are free to travel to this location at any time they wish—if they come here first, they'll still need to seek out the Nesher Mines and Leara's hideaway if they wish to reactivate the *orrery of distant worlds* and weaken the Emissary before it arrives in Dustpaw.

The crash site itself lies about 5 miles due south of the Nesher Mine; the PCs can stumble upon the site or they can learn its exact location by investigating the Dominion cult. The bulk of the ship's defenders are its surviving mutated crew—dangerous enough to have kept the Dominion cult from investigating the wreck, but hopefully not too perilous for the PCs to handle!

APPROACHING THE SITE (CR 8)

The wreck of the *Lirgen's Glory* still periodically vents strange vapors and pale smoke from its shattered hull—the results of its crystalline components slowly decaying as their magical energies seep out. As the PCs approach within half a mile, a successful DC 15 Perception check

allows them to notice these fumes wafting into the air from behind a hilltop. Once the PCs come within 200 yards of the site, they automatically notice the devastation.

A great furrow has been carved through the hills here, creating a brand-new valley amid the peaks. The ground is blasted and scorched, and the trees surrounding the area are charred and burnt leafless. The furrow only somewhat resembles a crater—for the huge object embedded at its center obviously struck the ground at an angle. This object resembles nothing so much as a streamlined arrowhead of stone and strange crystal. A huge crack along the object's southern side allows brief glimpses into the dark interior, revealing the thing to be hollow. Now and then, crystals along the object's length sparkle and sizzle, sending up a faint plume of strange green smoke. Dozens of large vultures perch atop the object or lurk in the burnt branches of the surrounding trees—the birds are strangely silent and watchful, as if they know death is imminent in the area.

The *Lirgen's Glory* measures 200 feet long by 75 feet wide. The ship's walls are solid stone and crystal, and its hull has a sleek, spearhead-like shape. The original entrance to the ship's interior was via a single door on its starboard flank—it was this structurally weak point that gave out when the ship crashed. The hull split open along the side, transforming the airtight door into a crack that allows easy entrance into and exit from the wreck. The hull is made of magically enhanced stone, reinforced by beams of dark purple crystal—the walls are only 18 inches thick, but they are incredibly strong (hardness 16, 1,080 hp, break DC 70). Here and there along the outer hull at the deck level, windows of one-way crystal are fused seamlessly into the ship. This crystal is as strong as the surrounding stone, and it allows passengers to look out from within but is completely opaque from the outside. All doors inside the ship are made of stout oak and, unless otherwise indicated, are unlocked and open easily. Smaller crystal growths protruding from the ceilings once provided illumination, but most of these lights have been damaged. As a result, the typical ambient illumination within the wreck is dim. The builders expected rough patches during flight, so all of the furniture in the room is affixed firmly to the floor. The ceilings inside the ship are 12 feet high.

Creatures: The vultures who lurk in the area were originally drawn by several dead and dying crew members thrown clear of the ship as it crashed and split. After feeding on their tainted flesh and breathing in the fumes vented by the ship, the vultures have become strangely obsessed with and protective of the site. If they notice anyone approach within 60 feet of the wreck, the dozens of normal-size vultures begin shrieking and rise up to circle in the sky above, while the four giant vultures among them launch forward to attack the intruders. The noise of all of this is more than enough to alert the ship's occupants, so

the encounters within are designed with the assumption that the creatures are prepared for the PCs—if the PCs successfully infiltrate the ship without alerting the vultures, adjust the encounters within as appropriate until the alarm (inevitably) goes up.

GIANT VULTURES (4)

CR 4

XP 1,200 each

hp 42 each (*Pathfinder RPG Bestiary 3* 284)

D1. MESS HALL (CR 10)

A sizable chamber fills the space beyond the crack in the strange ship's hull. The crack spreads across the width of the room,

splitting the area in half. The western half is taken up by what appears to have been a meditation area and by a kitchen with a large circular stove sitting in one corner, while to the east lie the ruins of several tables. A small storage area lies to the north.

This room once served the crew as a central living area, gathering room, and mess hall. It suffered the most damage of any chamber in the ship; the fissure that runs down the middle of the room is 10 feet deep. Climbing its walls requires a successful DC 10 Climb check.

Creatures: Of the three surviving crew, two have taken up this chamber as their territory. These two elves were once warrior-scholars who served as added security and labor as needed during the journey, but now both have deformed into hideous bestial thugs with splayed elephantine feet and faces partially transformed into those of horned rhinoceroses. When the Dominion cultists first attempted to enter this area, there were three of these mutants, but one succumbed to his wounds after that initial fight and his body has been carried away by vultures. The remaining two mutants swiftly move to attack any intruders with deep bellows of rage.

ID MUTANTS (2)

CR 8

XP 4,800 each

Id mutant middle-aged elf fighter 8 (see page 29)

CN Medium humanoid (elf)

Init +6; **Senses** low-light vision; Perception +10

DEFENSE

AC 22, touch 12, flat-footed 20 (+8 armor, +2 Dex, +2 natural)

hp 88 (8d10+40)

Fort +9, **Ref** +6, **Will** +5; +2 vs. enchantments, +2 vs. fear

Defensive Abilities bravery +2; **DR** 4/piercing; **Immune** sleep

OFFENSE

Speed 40 ft.

Melee +1 *longsword* +15/+10 (1d8+8/19–20), gore +6 (1d6+1)

Ranged mwk dagger +11 (1d4+3/19–20)

Special Attacks weapon training (heavy blades +1)

TACTICS

During Combat The id mutants have become quite protective of the galley, and think of it as their territory. They attack anyone who attempts to enter, but do not pursue foes beyond this room unless they are goaded to do so via ranged attacks. They focus their attacks on the same target (preferring to tackle more heavily armored foes first), working together to take down one foe at a time.

Morale The id mutants fight to the death.

STATISTICS

Str 17, **Dex** 15, **Con** 17, **Int** 7, **Wis** 13, **Cha** 5

Base Atk +8; **CMB** +11; **CMD** 23



ID MUTANT

SMURPHY



Feats Greater Weapon Focus (longsword), Improved Initiative, Improved Iron Will, Iron Will, Lightning Reflexes, Power Attack, Toughness, Vital Strike, Weapon Focus (longsword), Weapon Specialization (longsword)

Skills Knowledge (geography) +1, Perception +10, Sense Motive +3, Spellcraft +0 (+2 to identify magic item properties), Stealth +5, Survival +5; **Racial Modifiers** +2 Perception, +2 Spellcraft to identify magic item properties

Languages Common, Elven

SQ armor training 2, elven magic, mutations (thick hide 2), weapon familiarity

Combat Gear *potions of cure moderate wounds* (2); **Other Gear** +2 breastplate, +1 longsword, mwk daggers (2)

D2. ENGINE ROOM (CR 9)

This strange room consists of two disparate areas. To the east, the chamber is furnished as a comfortable-looking study, complete with a writing desk and a small case of books. Numerous star charts are painted on the walls, and a strange statue of what appears to be a huge moth with outstretched wings and a coiling tail of three long peacock feathers stands in the corner. The western portion of the room is a stark contrast—a cube with polished walls and a strange circular design etched in the floor. The far side of this cube is a wall of dark purple glass or crystal, which pulses periodically with flashes faint light.

This room served as an engine room and a navigational room. With a successful DC 19 Knowledge (arcana or religion) check, a PC identifies the statue in the corner as a depiction of a star monarch—a magical space-faring creature sacred to the faith of Desna. The statue radiates faint abjuration and transmutation magic—a successful DC 30 Spellcraft check reveals that the patterns on the statue's wings were once controls for the ship, and that by touching certain patterns the captain could plot complex courses. Unfortunately the crash has ruined the device, and now only lingering traces of the magic remain.

Creature: The *Lirgen's Glory* needed a unique method of propulsion, and the answer that the captain Gelviel settled upon was not without controversy. He imprisoned a vrock demon in a specially prepared chamber (the cube to the west) with a *scroll of binding*, then built the ship around the demon's prison. The ship harnessed the vrock's power of *telekinesis* and amplified it, using the demon's spell-like ability and energy to move the entire ship via telekinetic force. Getting the ship up to speed required many days—*Lirgen's Glory* didn't so much launch into space as it slowly floated into the air until it was out of sight. Once it was in space, the constant propulsion enabled the ship to reach an astounding maximum speed, but details on how all this worked are relatively unimportant now, for the ship and its engine have been damaged beyond repair.

Unfortunately for the PCs, the vrock is in fine shape, having recovered from its ordeal as a fuel source. The creature remains bound to this area, but the damage done in the ship's crash allows it to move about the 15-foot area to the west with ease. The monster immediately attacks any enemies it sees, opening with a stunning screech and then using *telekinesis* to pull foes into range of its melee attacks or otherwise fight them.

VROCK

CR 9

XP 6,400

hp 112 (*Pathfinder RPG Bestiary* 69)

D3. CARGO HOLD

Boxes and containers lie in a jumbled heap against the walls of this room—many have broken open, spilling their contents across the room.

This chamber was used to store the supplies the elves needed for their incredibly long journey. While some of these supplies were preserved food and water, the bulk was materials for repairing the ship, for research, and for comfort, since the majority of the food the elves required was provided by the ship's oracle and navigator Sonarisa.

Treasure: Most of the equipment stored in this room was destroyed during the crash, but a few fragments of the ship's life support system survived along the northeast corner of the wall. A successful DC 15 Perception check reveals several brass tubes fitted into the wall that have been partially buried by rubble. Several *bottles of air* were once attached to the tubes, giving the ship a constant supply of breathable air, but only one *bottle of air* remains functional. It can be detached from the tubes as a full-round action.

D4. CREW QUARTERS (CR 9)

Three bunk beds sit near this room's western wall. The remains of a small shrine clutter one corner of the room, and numerous books rest on thin shelves lining the chamber.

Not counting Captain Gelviel Zorriah (who had his own rather expansive chambers) or Sonarisa (who preferred to sleep on the bridge), the crew of the *Lirgen's Glory* slept here in this room. As they settled into the voyage, the crew spent an increasing amount of time here, recording and sharing thoughts and stories in small dream crystals.

Creatures: When the ship crashed, a surge of magical energy lanced through the *Lirgen's Glory*. The energy interacted strangely with the large number of dream crystals here—it twisted and churned the recorded dreams, extracted them from the crystals, and transformed them into living creatures known as animate dreams. Several

of these creatures once lurked in the area surrounding the wreck, but they were destroyed by the cultists over the course of several costly battles. The one that remains here is a particularly powerful specimen. It looks like a shadowy elf whose body is made of the darkness of space. Its eyes resemble spiraling galaxies and its long, thin fingers end in talons. The animate dream attacks any who enter this room and pursues foes throughout the ship—it can be lured into conflict with the ship's other denizens as a result.

ADVANCED ANIMATE DREAM **CR 9**
XP 6,400
hp 114 (*Pathfinder RPG Bestiary* 2 29, 292)

Treasure: A total of 24 corrupted dream crystals lie scattered throughout the room—the dreams within them have been lost, but the remaining (now burnt-out) crystals are worth 100 gp each, and are necessary components for crafting dream crystal toxin. They have no other real use aside from their beauty and value as gems.

D5. LIBRARY

Bookshelves line the walls of this room, although the majority of the books now lie scattered across the floor.

This room contained not only all of the astronomical texts the elves needed in order to keep their course, but also a wide range of other volumes ranging from works on history to fiction—books intended to keep the elves entertained during the long trip. A number of the books are handwritten, and a few are blank—these constitute the crew's written records and as yet unused volumes.

Treasure: Many of books in this room are rare editions from Lirgen, and as such are rather valuable. If the contents of the library are gathered and organized, the books (which weigh 800 pounds in total) are worth 4,000 gp in all.

D6. CAPTAIN'S QUARTERS (CR 9)

This gracious bedroom is resplendently furnished. Paintings of a lush tropical realm adorn the walls, a comfortable leather chair sits at a magnificent mahogany desk, and a four-poster bed fills the northeast corner.

This finely appointed room was once the home of the expedition's leader, Captain Gelviel Zorriah. The room's splendor, in contrast to the relatively functional or even sparse decoration of the ship's other chambers—says much about the captain's once-significant pride. Today, the captain spends his time on the bridge, obsessing over the missing pieces of the orrery found there—he hasn't been back to this room for years.

Creatures: A pair of the captain's personal creations, powerful wood golems carved to resemble slender elven archers, continue to stand guard here. One golem stands to the north and one to the south; if anyone other than Gelviel enters the room, both golems swiftly adopt a defensive pose—they strike if they are attacked, if any objects in the room are meddled with, or if the intruders don't leave within 3 rounds on their own. They fight to the death but do not pursue foes from this room.

ADVANCED WOOD GOLEMS (2) **CR 7**
XP 3,200 each
hp 80 each (*Pathfinder RPG Bestiary* 164, 294)

Treasure: A total of five paintings depicting Lirgeni landscapes hang on the wall. These paintings are quite exquisite and rare finds. Each is worth 1,500 gp. The desk's drawers contain two *potions of cure serious wounds* (amid a large number of broken vials—victims of the crash), as well as several of Gelviel's journals. Since Gelviel kept most of his thoughts recorded in now corrupt or destroyed dream crystals, these journals are unusually sparse and focus more on his pre-flight days, but a final entry written in a shaky hand is of note. Here, Gelviel scribbled only a few ominous lines: "It was not Desna who contacted me through the orrery. It was something else. It changed us, and now it's using us. We are its path back home. I'm so sorry I brought this upon the world, and so sorry I lack the courage to fight the change..."

D7. BRIDGE (CR 11)

What appears to have been some sort of lounge is now in ruins. Several fine pieces of furniture that seem to once have been attached to the floor now lie broken and tumbled against the walls, while cracks run up and down along all surfaces. Shattered fragments of crystal lie in heaps along the edges of the room, while grime-caked windows mostly buried under the earth offer filthy, sooty slits to the outside. One object of note that seems to have survived the crash sits at the easternmost end of the room—a large orrery made of bronze. Four of the orrery's planets seem to be missing.

This room was once the bridge of the *Lirgen's Glory*, although since the ship's course and so many of the ship's functions were automated, this room really served as more of a lounge for the crew. Today, the wrecked chamber serves as the domain of Captain Gelviel Zorriah—or at least, the creature that was once the ship's captain. After fighting off the slow transformation into an id mutant for as long as he could, Gelviel moved into this chamber and abandoned his quarters—there were too many uncomfortable memories of his previous life within.

Creature: Gelviel is still quite intelligent, especially for an id mutant, although he is also incurably mad. He no longer uses his intellect as a scholar, researcher, and wizard, but instead concocts increasingly complex conspiracy theories and imaginary missions on which he plans to send his equally imaginary crew. Gelviel doesn't realize he's back on Golarion—he thinks he's landed on an alien world.

When the PCs enter the room, Gelviel (now mutated into a hideous toadlike caricature of himself) initially mistakes them for his crew and begins barking orders, preparing them for the exploration of this new world. If the PCs play along, they can gain information about the Emissary from Beyond (Gelviel thinks they escaped it but still worries it is following) or perhaps about the function of parts of the crashed ship. They can even learn how to activate the *orrery of distant worlds*, but any attempt by the PCs to approach the orrery triggers Gelviel's paranoia. If the PCs refuse to follow his eventual orders to leave the ship and begin exploring, he starts sputtering about insubordination and mutinies. Claiming that the ship is actually on Golarion quickly arouses his wrath as well—unless the PCs are exceptionally diplomatic, it's only a matter of time before the insane captain attacks.

GELVIEL ZORRIAH**CR 11****XP 12,800**

Male id mutant middle-aged elf wizard 11

CN Medium humanoid (elf)

Init +5; **Senses** blindsense 30 ft., low-light vision;

Perception +13

DEFENSE**AC** 24, touch 14, flat-footed 22 (+4 armor, +2 deflection, +1 Dex, +1 dodge, +2 natural, +4 shield)**hp** 122 (11d6+81)**Fort** +9, **Ref** +6, **Will** +13; +2 vs. enchantments**DR** 10/adamantine, 2/piercing; **Immune** sleep; **Resist** fire 10**OFFENSE****Speed** 40 ft.**Melee** mwk dagger +6 (1d4/19–20), bite +0 (1d6 plus infection)**Special Attacks** hand of the apprentice (6/day), metamagic mastery (2/day)**Wizard Spells Prepared** (CL 11th; concentration +14)6th—*repulsion* (DC 19)5th—*baleful polymorph* (DC 18), *summon monster V*4th—*dimension door*, *ice storm*, *stoneskin*3rd—*dispel magic*, *displacement*, *fly*, *lightning bolt* (DC 16), *slow* (DC 16)2nd—*bear's endurance*, *false life*, *mirror image*, *scorching ray* (2)1st—*mage armor*, *magic missile* (3), *shield*0 (at will)—*light*, *mage hand*, *mending*, *prestidigitation***TACTICS**

Before Combat Gelviel casts *mage armor* and *false life* every day, extending them with his metamagic mastery ability. As soon as he hears combat elsewhere in the ship, he casts *bear's endurance*, *stoneskin*, and *shield* to prepare for battle.

During Combat Gelviel's first act in combat is to flee to the bow of the ship and cast *repulsion*, shrieking for the "treacherous mutineers" to "stay away!" He follows this up by casting *summon monster V* to conjure 1d3 Medium air elementals, after which he casts *displacement*. He follows this up with his ranged attack spells, trusting his elementals to keep foes from entering melee with him. If he is forced into melee, he uses his *wand of vampiric touch*.

Morale Gelviel Zorriah fights to the death.

**GELVIEL ZORRIAH**

SMURPHY

STATISTICS

Str 11, **Dex** 13, **Con** 19, **Int** 16, **Wis** 14, **Cha** 7

Base Atk +5; **CMB** +5; **CMD** 19

Feats Craft Construct, Craft Magic Arms and Armor, Craft Wondrous Item, Dodge, Extend Spell, Forge Ring, Improved Initiative, Iron Will, Scribe Scroll, Toughness

Skills Fly +11, Knowledge (arcana) +17, Knowledge (engineering) +11, Knowledge (geography) +17, Perception +13, Spellcraft +17, Stealth +5, Survival +6, Use Magic Device +3

Languages Aklo, Auran, Common, Elven, Osiriani

SQ arcane bond (*ring of minor fire resistance*), elven magic, mutations (blindsight, infectious [DC 19], thick hide), weapon familiarity

Combat Gear *wand of vampiric touch* (9 charges); **Other Gear** mwk dagger, *cloak of resistance* +2, *headband of vast intelligence* +2, *ring of minor fire resistance*, *ring of protection* +2, spell component pouch, a pair of canine statues worth 50 gp, diamond dust worth 500 gp

Treasure: The shattered crystals scattered throughout the room are fragments of dream crystals, similar to those in area **D4**. In all, 15 crystals worth 100 gp each can be salvaged from this room. The greatest treasure in the room, though, is the *orrery of distant worlds* that still stands in the bow. This device represents a significant store of magical potential, for each of the planets on the orrery can be used to cast certain spells. Some of these spells (such as *align weapon*, *death ward*, *restoration*, and *searing light*) will be of particular use in fighting the Emissary from Beyond. See page 28 for full details on this powerful minor artifact.

Development: The Emissary from Beyond's alien mind is linked to the *orrery of distant worlds*, and while this allows the creature to sense when the PCs draw near to the orrery, it also poses a threat to the monster. If all four of the missing planetary spheres are replaced on the orrery, the Emissary's mind reflexively attempts to influence the PCs—at this point, all creatures within 60 feet of the orrery must succeed at a DC 21 Will save or they become confused for 1d4 rounds. During this period, all creatures in the area experience potent visions and hallucinations of the Emissary regardless of whether they are confused (although the visions experienced by confused characters are much more intense and realistic). These visions offer a brief glimpse into a possible future where the Emissary has raised an army of mutants in Dustpaw in preparation for some horrific but still obscure plan for the region. Once the visions (and possible confusion effects) pass, the PCs retain a strange link to a point in the sky above—a point that their minds, touched however briefly by the alien's intellect, realize is the approaching Emissary itself. As long as the Emissary and PCs live, they will always know the approximate location of the other, and as a successful DC 10 Perception check reveals, the Emissary is approaching rapidly.

At this point, give the PCs a timer—let them know in hours or days how long it'll be until the Emissary arrives. You should adjust this timer as appropriate—by this point, the PCs should have investigated most of the locations detailed in the adventure, but you don't want to rush them, especially if they're low on resources. At the very least, they should have enough time to rest, heal wounds, recover spells, and plan for the Emissary's arrival in Dustpaw.

But it's not all bad news. With a successful DC 20 Knowledge (arcana) or Spellcraft check, a PC notes that destroying the orrery while the Emissary's mind is linked to it could cause great pain and distress to the creature. This would likely accelerate its arrival in the region, but would also weaken its powers. Whether the PCs wish to destroy the item in order to weaken their foe is up to them.

If the PCs destroy the orrery, the device flashes with energy before it crumbles away into powder, leaving behind only the planetary spheres (which still function, but can no longer be recharged). At the same moment, their link to the Emissary comes to a sudden end, but as it does, they can tell that the alien has suffered greatly from the item's destruction and the resulting magical feedback into its mind.

PART FIVE: MONSTERS OF THE ID

As the events of *Doom Comes to Dustpaw* near their climax, the situation in Dustpaw grows more and more desperate. The violence in town increases, and the air becomes stifling—it feels weirdly oppressive and humid in town, as it might before a powerful storm. Once the PCs have defeated Gelviel Zorriah and explored the wreck of the *Lirgen's Glory*, whether or not they activated the orrery's visions or destroyed it, it's only a short time before the Emissary arrives in town. If the PCs aren't there to stop the alien creature, Dustpaw is indeed doomed!

The three final encounters detailed below all take place in the town of Dustpaw—they should occur after the PCs have dealt with the encounters in Parts Two through Four, and once they begin, the action should accelerate swiftly to the adventure's conclusion.

EVENT 1. NALAN'S TRANSFORMATION (CR 10)

Not long before the PCs make their final return to Dustpaw in the adventure (in fact, if the PCs destroy the orrery, this event triggers at that point), the Emissary from Beyond draws close enough to town that its presence triggers the experimental and unusual dream crystal toxins with which the cultists have infected Nalan Hossler. The poor man suddenly falls into a troubled coma as his body begins to swell and twist. Unsure of what could be wrong with him, Dalviss Crenn orders him to stay in his bed and as soon as the PCs return to the Mineshaft, he frantically asks them for aid.



Creature: As the PCs arrive, the transformation takes its sudden and final monstrous step, mutating Nalan into an enormous, purple-skinned giant that grows immense tentacles from its back and a wide mouth filled with sharp teeth. The giant mutant smashes through the wall of his room into the street just outside of the Mineshaft, and if the PCs don't move quickly to stop him, the giant slays dozens and smashes many buildings on his mindless rampage out into the wilds.

NALAN HOSSLER**CR 10****XP 9,600**

Male unique giant id mutant old human fighter 5 (see page 29)
CN Large humanoid (human)

Init +4; **Senses** low-light vision; Perception +15

DEFENSE

AC 24, touch 9, flat-footed 24 (+15 natural, -1 size)

hp 146 (13 HD; 8d8+5d10+83)

Fort +17, **Ref** +5, **Will** +7; +1 vs. fear

Defensive Abilities bravery +1

OFFENSE

Speed 30 ft.

Melee bite +17 (1d8+7 plus infection), 2 slams +17 (1d6+7),
2 tentacles +12 (1d6+3 plus grab)

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

Special Attacks constrict (1d6+7), weapon training (axes +1)

TACTICS

During Combat Nalan attacks the closest target each round.

Morale Nalan fights to the death.

STATISTICS

Str 24, **Dex** 10, **Con** 20, **Int** 4, **Wis** 14, **Cha** 8

Base Atk +11; **CMB** +19 (+21 bull rush, +23 grapple); **CMD** 29
(31 vs. bull rush)

Feats Cleave, Great Fortitude, Improved Bull Rush, Improved Initiative, Improved Iron Will, Iron Will, Lightning Reflexes, Power Attack, Quick Draw, Toughness, Weapon Focus (battleaxe), Weapon Specialization (battleaxe)

Skills Climb +13, Intimidate +7, Perception +15, Ride +8

Languages Common

SQ armor training 1, mutations (infectious, tentacled, thick hide)

EVENT 2. THE DOOM BEGINS (CR 9)

Nalan's transformation signals the beginning of Dustpaw's doom. After this, violence and madness begin spreading through the town like a plague. If the PCs can sense the Emissary, let them know that it is only a few hours away at this point—they should still have time to prepare, but not long. Until the Emissary arrives, no further id mutant transformations occur, but if the PCs venture out into town during these dark hours, feel free to have them be attacked by low-level commoners, goat farmers, or merchants.

Creature: Even if the PCs can't track the progress of the Emissary's approach, the point at which it is only a minute

or two away should be bluntly obvious, for the creature's arrival is precluded by two ominous events triggered by its use of a *wish* to prepare Dustpaw for its arrival. First, the sky darkens in a several-mile radius around Dustpaw as if twilight were falling. Second, all of the citizens of Dustpaw fall into paroxysms of howling and thrashing as the curse begins their painful transformation into id mutants. If any of the PCs are currently suffering from the curse of bestial dreams, they must make a successful DC 20 Will save to resist being sickened by sudden pain as their bodies try to twist and churn into something else. The sickened effect lasts until the Emissary is defeated or the victim transforms into an id mutant (see Concluding the Adventure), but any magical healing effect suppresses the sickened effect for 10 minutes.

The approach of the Emissary affects certain citizens of Dustpaw more profoundly than others—among them, the man who has obsessed more than anyone in town over the nature of the fallen star. For maximum impact, try to time this event at a point where the PCs are speaking to or in sight of Dalviss Crenn. As with most of the townsfolk, the increase in violence has compelled him to prepare defenses; he's put on his old armor and his halberd is never far from his hand. Suddenly, he doubles over in pain as his body seems to bulge and expand; the man undergoes a swift and agonizing transformation into a wolflike id mutant before the PCs' very eyes!!

DALVISS CRENN**CR 9****XP 6,400**

Male id mutant old human fighter 8 (see page 29)

CN Medium humanoid (human)

Init +5; **Senses** low-light vision; Perception +12

DEFENSE

AC 25, touch 13, flat-footed 24 (+8 armor, +1 deflection, +1 Dex, +1 halberd, +4 natural)

hp 96 (8d10+48)

Fort +10, **Ref** +3, **Will** +5; +2 vs. fear

Defensive Abilities bravery +2, ferocity

OFFENSE

Speed 50 ft.

Melee +1 *defending halberd* +15/+10 (1d10+10/19-20/x3),
bite +8 (1d6+2)

Special Attacks weapon training (polearms +1)

TACTICS

During Combat Dalviss always allocates his +1 bonus from his halberd to his AC. He focuses on one random PC at a time.

Morale The mutant Dalviss fights to the death.

STATISTICS

Str 20, **Dex** 13, **Con** 18, **Int** 8, **Wis** 12, **Cha** 6

Base Atk +8; **CMB** +13; **CMD** 25

Feats Cleave, Improved Critical (halberd), Improved Initiative, Improved Iron Will, Iron Will, Power Attack, Skill Focus

(Perception), Toughness, Vital Strike, Weapon Focus (halberd), Weapon Specialization (halberd)

Skills Knowledge (geography) +3, Perception +12, Profession (innkeeper) +8, Sense Motive +5, Stealth +4, Survival +5

Languages Common

SQ armor training 2, exceptional gear, mutations (ferocious, swift)

Other Gear +2 *breastplate*, +1 *defending halberd*, *amulet of natural armor* +2, *belt of physical perfection* +2, *ring of protection* +1, 40 gp

Story Award: If the PCs manage to save their patron's life and restore him to humanity, award them 6,400 XP beyond any award gained for defeating the mutated man in combat.



DALVISS CRENN

EVENT 3. THE EMISSARY ARRIVES (CR 12)

The climax of this adventure occurs as a second strange shape falls from the sky, only this time, it does not pass Dustpaw by. A dark blot lances down from the heavens, landing in the open plaza just north of the Mineshaft with a strangely muted rumble. The arrival should be witnessed by the PCs, and if they're not already at the Mineshaft, having just defeated or subdued Crenn, they should have time to reach the plaza before the visitor begins to speak.

Creature: The Emissary from Beyond avoids combat if possible—after all, every living soul in Dustpaw is a potential mutant minion. If the creature is allowed to speak, it does so in a strange rumbling voice that each person hears as if in her native tongue. The Emissary declares the village of Dustpaw a vassal to the Dominion of the Black, and demands the town's citizens come forth to present themselves. The vespergaunt delights in the idea of humanity worshipping it, and if nothing is done to destroy it or drive it away, its presence eventually causes all of Dustpaw to become mutants (see *Concluding the Adventure*).

The vespergaunt likely recognizes the PCs for the meddlers they are, especially if they've been linked to its mind via the *orrrery of distant worlds*, and it knows they are the final barrier to its success in the region. It attacks them on sight, surging forth in a tide of tendrils and mist and otherworldly slime.

If the PCs have destroyed the *orrrery of distant worlds*, the shock to the vespergaunt's mind from the magical feedback of the artifact's destruction has not only effectively sickened the creature, but also reduced its spell resistance to 18. In addition, each round the vespergaunt acts, it must succeed at a DC 15 Will save to avoid being staggered for that round.

EMISSARY FROM BEYOND

CR 12

XP 19,200

Vespergaunt (*Pathfinder Campaign Setting: Inner Sea Bestiary* 58)

NE Medium ooze

Init +6; **Senses** all-around vision, blindsight 60 ft., *true seeing*; Perception +22

Aura madness (60 ft., DC 21)

DEFENSE

AC 20, touch 12, flat-footed 18 (+2 Dex, +8 natural)

hp 195 (17d8+119)

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

Defensive Abilities amorphous; **DR** 10/aligned; **Immune** ooze traits; **SR** 23

Weaknesses light sensitivity

OFFENSE

Speed 10 ft., fly 60 ft. (perfect)

DOOM COMES TO DUSTPAWN



Melee 2 slams +21 (2d8+8 plus siphon spirit)

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

Spell-Like Abilities (CL 17th; concentration +20)

Constant—*tongues*, *true seeing*

At will—*deeper darkness*

3/day—*contact other plane*

1/month—*wish*

TACTICS

During Combat The vespergaunt has already used its greatest weapon (its monthly *wish*) to trigger the unnatural twilight and transformations in the Dustpaw envions, but it is still a dangerous foe. It begins combat by casting *deeper darkness* and tries to remain in the spell's area at all times if possible, but as it has no ranged options in combat, it can be lured out of the darkness by forcing it to exit the spell's area to make attacks. The monster focuses its attacks on divine spellcasters.

Morale After traveling for so long to reach its destination, the alien does not consider flight or surrender to be a viable option. It fights to the death, even if it's been crippled by the destruction of the *orrey of distant worlds*.

STATISTICS

Str 27, **Dex** 14, **Con** 24, **Int** 15, **Wis** 15, **Cha** 16

Base Atk +12; **CMB** +20; **CMD** 32 (can't be tripped)

Feats Alertness, Combat Reflexes, Great Fortitude, Improved

Initiative, Iron Will, Lightning Reflexes, Persuasive, Power Attack, Weapon Focus (slam)

Skills Diplomacy +10, Fly +15, Intimidate +17, Knowledge (planes) +19, Perception +22, Sense Motive +12, Stealth +12

Languages *tongues*; telepathy 100 ft.

SQ no breath

SPECIAL ABILITIES

Aura of Madness (Su) Any creature within a 60-foot radius of the vespergaunt must succeed at a DC 21 Will save or be confused for 1d4 rounds. Once a creature successfully saves, it cannot be affected by the Emissary's aura again for 24 hours. As a free action, the Emissary can suppress its aura. This is a mind-affecting effect. The save DC is Charisma-based.

Damage Reduction (Su) The vespergaunt's DR is bypassed by any weapons that are chaos-, evil-, good-, or law-aligned.

Siphon Spirit (Su) Any creature touched by the Emissary from Beyond must succeed at a DC 21 Will save or gain 1 negative level as the Emissary rips away a portion of its soul. A divine spellcaster gains an additional negative level with each failed save. The victim must save anew each time it is touched, and a character killed by this attack disintegrates completely except for its eyes and strands of brain matter, which become part of the Emissary. Only powerful magic such as *miracle* or *wish* can resurrect a creature slain in this manner.

CONCLUDING THE ADVENTURE

If nothing is done to defeat the Emissary, its presence at the heart of Dustpaw for 30 minutes is all that is needed for the entire town's populace to transform into id mutants. These fresh new mutants are the unquestioning minions of the Emissary. Each PC suffering from the curse of bestial dreams must succeed at a DC 20 Will save each round she remains within a 6-mile radius of Dustpaw to avoid transforming into an id mutant and becoming the Emissary's pawn. The Emissary's eventual plans for the region are as mysterious as the Dominion it serves, as is the timeline for these events. It may take years or even centuries for its masters from the Dominion of the Black to take advantage of the beachhead this Emissary has established... or if you wish, it could take only hours. The exact nature and goals of these aliens are left to the GM to devise.

But hopefully the heroic actions of the PCs stave off such dire developments. With the Emissary's defeat, the doom that had come to Dustpaw passes. In time, the town's waters recover from the dream crystal toxin's taint (faster, of course, with the PCs' aid), and the people of Dustpaw recover from their curse. The wreck of the *Lirgen's Glory* becomes a new draw to the town as word spreads, and the influx of curious scholars and historians seeking to explore the wreck breathes new life into the town. It may not be enough to completely revitalize Dustpaw to its glory days as a thriving mining town, but it's a breath of fresh air nevertheless, and the townsfolk know they have the PCs to thank for it. After a few days and some clandestine manipulation of the town's black market, the townsfolk present the PCs with rewards of thanks—you should tailor these gifts to each PC, for the people of Dustpaw have come to know their heroes. A magic item worth about 9,000 gp is an appropriate reward.

Dalviss Crenn himself thanks the PCs in person if he survived. He offers the PCs his amulet and belt as thanks for their work, and lets them know that should they ever find themselves in Dustpaw again in the future, they'll never have to pay for a meal or room.

Yet despite the festive atmosphere, not all in the region is the same. Dustpaw's citizens will suffer from an unusual number of nightmares for the rest of their lives. And when the ship fell from the sky, it scattered fragments of itself across the countryside. While the cultists have scoured the region for these fragments, some may yet remain in the wild, their tainted energies slowly seeping into the environment, waiting patiently for a new host to infect...

APPENDIX I: MAGIC ITEM

ORRERY OF DISTANT WORLDS (MINOR ARTIFACT)

Aura strong (all schools); **CL** 11th

Slot none; **Weight** 8 lbs.

DESCRIPTION

This portable orrery models Golarion's solar system, and is collapsible down to a 1-foot-diameter globe—expanding it out to its full size (about 4 feet across) or collapsing it takes 2d6 minutes.

When expanded, the *orrery of distant worlds* becomes affixed to whatever surface it sits upon, functioning as if anchored to that surface via an *immovable rod*. If consulted, it grants a +10 bonus on all Knowledge (geography) checks made to navigate or to answer questions about outer space. Once per month, it may be used to contact alien minds on far-flung worlds—this works identically to the spell *contact other plane* (use the demigod line to determine the effects of the spell or to determine ability score decreases). At your discretion, use of the orrery can have unanticipated results, as it can accidentally release stored information when activated (see area D7 on page 24 for an example of this event).

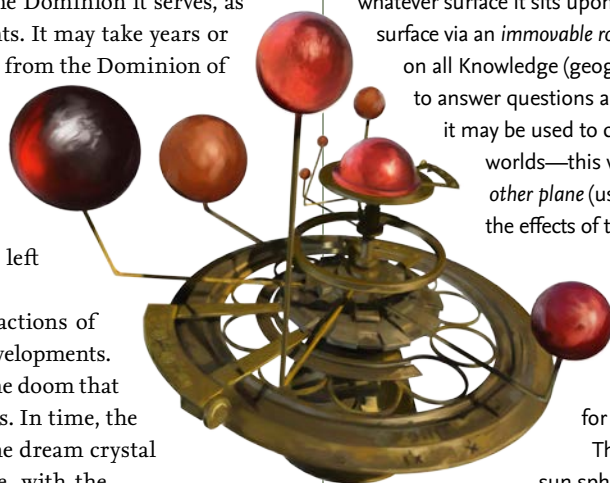
The 11 planetary spheres and the sun sphere can be detached and carried separately. As long as even one of these spheres is missing, the orrery cannot be collapsed or moved, nor can it be used to contact alien minds. Once detached, a planetary sphere carries 4 charges that can be used to activate a spell effect. The effects of the 12 spheres and the number of charges required to use a sphere's spell are as follows:

- Sun—*searing light* (1 charge)
- Aballon—*haste* (2 charges)
- Castrovel—*detect thoughts* (1 charge)
- Golarion—*resilient sphere* (4 charges)
- Akiton—*rage* (1 charge)
- Verces—*align weapon* (1 charge)
- Eox—*death ward* (2 charges)
- Triaxus—*teleport* (4 charges)
- Liavara—*dream* (4 charges)
- Bretheda—*restoration* (2 charges)
- Apostae—*fly* (2 charges)
- Aucturn—*confusion* (2 charges)

A sphere can be recharged by replacing it on the orrery, at which point it may be recharged by an arcane spellcaster in the same method by which a staff is recharged.

DESTRUCTION

Although it is a minor artifact, the *orrery of distant worlds* may be destroyed by regular damage. It has hardness 20 and 300 hit points, but has already taken 180 points of damage from the crash. Charges held within spheres remain usable even after the orrery is destroyed, but they can no longer be recharged.



ORRERY OF DISTANT WORLDS

APPENDIX 2: ID MUTANT

Scholars of the mind have many names for the part of the psyche that controls unconscious and animalistic urges—be it the primal brain, instinct, or simply the id. Some scholars believe that, were this underlying mind to seize control, a normally mild-mannered person would revert to a savage, bestial state; some even theorize that when a barbarian enters a rage, he is in fact tapping into the id to empower his wrath. But what would happen if powerful magic were to act upon the id and make it transform not only a person's mind, but his physical being as well? One such method by which this can occur is via the curse of bestial dreams, an affliction that arises when the wishcraft of a vespergaunt interacts with powerful magical crystals infused with mortal dreams and memories—an affliction that, in time, transforms its victims into a deformed and bestial creature known as an id mutant.

An id mutant loses its identity almost entirely, changing into an animalistic version of its previous self. If its adjusted Intelligence score remains above 3, it can still speak and understand language, but it does not retain any societal affiliations it had prior to devolving. Survival becomes the paramount concern for an id mutant, and it focuses more on base animalistic desires—the thrill of the hunt, securing a safe lair, and procreation. An id mutant's personality is entirely new—one based on fulfilling base needs, and as such an id mutant's alignment changes to chaotic neutral.

When a humanoid becomes an id mutant, its physical deformations almost always result in a resemblance to a specific animal. Some believe this animal to be a sort of spirit animal, but in fact the animal associated with the mutation is somewhat arbitrary, influenced in part by the original creature's temperament and personality. For up to 10 days after a humanoid transforms into an id mutant, *break enchantment* or *remove curse* can remove the template. After this window of time closes, the condition becomes much more difficult to reverse. Both *miracle* and *wish* can restore an id mutant to its previous life. Likewise, an id mutant that dies and is then brought back from death sheds the template and is restored to its previous life.

CREATING AN ID MUTANT

"Id mutant" is an acquired template that can be added to any humanoid (referred to hereafter as the base creature). An id mutant retains all the base creature's statistics and special abilities except as noted here. Statistics for several example id mutants can be found throughout this adventure.

CR: Same as the base creature +1.

Alignment: Chaotic neutral.

Senses: An id mutant gains low-light vision.

AC: An id mutant's natural armor bonus increases by 2.

Speed: An id mutant's base speed increases by 10 feet. Some id mutants gain an additional movement type as well (see Special Qualities, below).

Melee: An id mutant gains a single natural attack. This can be a bite, a claw, a gore, a slam, or a talon. Damage caused by this natural attack depends on the id mutant's size (see Table 3–1 on page 302 of the *Pathfinder RPG Bestiary*).

Feats: An id mutant gains one of the following as a bonus feat: Great Fortitude, Iron Will, Lightning Reflexes, or Toughness.

Skills: Id mutants gain a +4 racial bonus on Perception, Stealth, and Survival checks.

Ability Scores: Str +4, Con +4, Int –6 (minimum 1), Cha –4 (minimum 1).

Special Qualities: An id mutant gains one mutation from the list below for every 3 points of the base creature's adjusted CR (minimum 1). Additional mutations beyond these can be designed at the GM's discretion (although id mutants never gain supernatural or spell-like abilities in this manner, with the exception of the infectious mutation, described below).

Additional Movement (Ex): The id mutant gains a burrow, climb, or fly speed (average maneuverability) equal to the base creature's unmodified speed. This mutation can be selected up to three times—each time, a different form of movement must be chosen.

Additional Natural Attack (Ex): The id mutant gains an additional natural attack chosen from the Melee entry above. This mutation can be selected multiple times.

Aquatic (Ex): The id mutant gains the aquatic subtype, a swim speed equal to its base land speed, and the amphibious special quality.

Blindsense (Ex): The id mutant gains blindsense to a range of 30 feet. This mutation may be selected multiple times—each time it is selected, the range increases by 30 feet.

Ferocious (Ex): The id mutant gains ferocity.

Infectious (Su): Whenever an infectious id mutant damages a humanoid with one of its natural attacks, that humanoid must succeed at a Fortitude save (DC = 10 + 1/2 the id mutant's HD + the id mutant's Constitution modifier) or be afflicted by the curse of bestial dreams (see page 4).

Scent (Ex): The id mutant gains the scent ability.

Swift (Ex): The id mutant's base speed increases by an additional 20 feet.

Tentacled (Ex): The id mutant gains a number of tentacle attacks equal to its adjusted CR divided by 5 (minimum 2). Each tentacle also has the grab and constrict special attack (constrict damage equals the tentacle's damage). This mutation can only be selected by id mutants of CR 10 or higher.

Thick Hide (Ex): The id mutant's thick hide grants it DR 2/piercing. This mutation can be selected multiple times—each time it is selected, the DR increases by 2.



APPENDIX 3: DUSTPAWN

Dustpawn was established in 4324 AR as one of several mining towns intended to keep Chelias supplied with metal ore. Its location near the Drumish border helped protect the town during the Goblinblood Wars, and demand for iron during the wars kept the town's mining industry busy. Today, the majority of the mines in the Dustpawn hinterlands are abandoned, and those still in use support only skeleton crews of miners. The bulk of Dustpawn's citizens now rely upon goats for income. Other businesses there—such as inns, grocers, artisans, and the like—exist primarily to help support the town's farming infrastructure. One burgeoning industry about which many of the citizens remain quiet, in some cases shamefully so, is smuggling—Dustpawn has several individuals who facilitate the movement of goods between Iser and Druma. Some of these goods are illegal or controversial, while others are simply owned by “merchants” (some would say thieves) seeking to avoid tariffs and taxes on

their trade. Only a few of Dustpawn's residents realize that the town's mayor is a part of the smuggling operations, and has secretly forged agreements with local bandits and even certain agencies within the Drumish government to ensure the town remains a haven for smugglers.

Dustpawn is located about 7 miles from the Conerica River, close enough that Dustpawn remains informed about national events and never wants for supplies, but far enough that the bulk of the busy river traffic between Iser and Druma passes Dustpawn by.

The city of Dustpawn grew organically over the years. When miners began striking it rich, new arrivals in town built homes wherever there was open ground, and as a result the town sprawls over several ridgelines that border the open fields to the north. South of the town, the landscape rises in ragged hills sporadically topped by copses of trees or thick patches of chaparral. The town has a few open roads, but most of the buildings can be accessed by winding alleys or narrow footpaths.



DUSTPAWN

N small town

Corruption +0; **Crime** -5; **Economy** +0; **Law** +3; **Lore** -2;

Society +2

Qualities insular, superstitious

Danger +0; **Disadvantages** cursed (as long as the region is suffused with the tainted dreams of the *Lirgen's Glory*, Dustpaw's Lore score takes a -4 penalty)

DEMOGRAPHICS

Government autocracy (mayor)

Population 1,250 (1,011 humans, 109 dwarves, 52 halflings, 28 gnomes, 21 half-elves, 20 half-orcs, 9 elves)

Notable NPCs

Enmet Kurigoss, mayor (LN male human aristocrat 5)

Alyssia Turpin, town priestess (NG female human cleric of Sarenrae 4)

Dalviss Crenn, owner of the Mineshaft and amateur astronomer (N male human fighter 8)

Elladas Demos, smuggler (CN female human rogue 8)

MARKETPLACE

Base Value 1,000 gp; **Purchase Limit** 5,000 gp; **Spellcasting** 2nd

Magic Items Available +1 *ghost touch* buckler, +1 *cold iron* bastard sword, +1 *punching dagger*, *dark blue rhomboid ioun stone*, *restorative ointment*, *ring of wizardry I*, *scroll of cure moderate wounds*, *scroll of dispel magic*, *scroll of gust of wind*, *scroll of false life*, *wand of longstrider* (50 charges)

Dustpaw Black Market All of the magic items listed above are available only via Dustpaw's black market. With a successful DC 25 Diplomacy check (this check may be attempted once per day), a PC can arrange a meeting with an agent of the black market, after which point the items above become available for sale to PCs. At the GM's discretion, PCs who obviously have affiliations with the law or Isger's government may take substantial penalties on this Diplomacy check or may not be able to contact the black market at all.

NOTABLE LOCATIONS

Below are some of the more notable locations in Dustpaw.

1. The Mineshaft: The Mineshaft was the first permanent structure built by Dustpaw's original settlers, and it still stands at what has become the heart of the town. A map of the Mineshaft and several encounters that can take place there are presented in this module.

2. Church of the Dawnflower: Alyssia Turpin, a charming woman from the nation's capital of Elidir, arrived in Dustpaw 28 years ago after hearing rumors that the town had no spiritual center. In the town's early days, a charlatan illusionist named Pristis Derlancy posed as a priest of Abadar, and over the course of several years extorted and robbed several prominent families before he was exposed as a fraud. Pristis nearly managed to escape to Druma before he was caught and lynched by the town, but his magic and the fact that the church of

Abadar never bothered to step in to defend its besmirched name left a sour taste in the mouth of most of Dustpaw's citizens as far as both magic and religion were concerned. Alyssia's attempt to win over the townspeople after 350 years of traditional superstition and suspicion for all things religious and magical has been trying at times for the woman, but over the past 3 decades, her kindness, her eagerness to please, and the fact that she never charges for her healing services have miraculously started to bring faith back to the town. Even Dustpawners who retain their bitter old opinions are increasingly (if grudgingly) impressed with the cleric.

Alyssia is deeply worried about the town's increasingly violent behavior. If the PCs don't seek her out within the first day, she'll track them down to ask them to find out what's going on in town. She volunteers free healing and spellcasting services as long as the PCs are in town (she can channel energy to heal 2d6 points of damage four times per day, can cast *cure light wounds* four times per day, can cast *cure moderate wounds* three times per day), and can tell the PCs three rumors—roll 1d6+14 on the Dustpaw Rumor table on page 6 when determining what rumors she has to relate. In addition, she automatically tells the PCs the rumor about suspecting the strangers in town of being cultists.

3. Demos Leather Goods: This unassuming building is home to Elladas Demos's smuggling operation. She and her bandit crew move stolen goods, contraband, and objects that merchants simply want off the books into one of the abandoned Dustpaw mines for an amount of time she deems reasonable before they move it back into this building and send it out into the world. The building itself fronts as Dustpaw's largest leather goods warehouse and distributor, with goat hide as the primary source of their goods. The leather goods business is itself doing quite well on its own, giving Demos an excellent cover and excuse for the large number of employees she retains.

4. The Goatyards: The majority of the region's goat farming takes place on the numerous farms that lie northeast of town, but of late, a group of townsfolk who call themselves the Goaters have started a cooperative business for herding and selling goats. They reasoned they could make more profit and spend less time individually by sharing the work of caring for the collected goats. So far, they have not realized their dreams, and complaints have arisen regarding the terrible stench from their co-op.

5. Dustpaw Town Hall: Since Dustpaw's founding, leadership has fallen to an elected mayor and his or her hand-chosen support staff. Town meetings, judicial hearings, and the like all take place in the Dustpaw Town Hall, the basement of which doubles as the town's jail. Mayor Enmet Kurigoss can often be found in the town hall or in his family home just behind the building.

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Written by Mike Welham, the 2012 winner of Paizo Publishing's annual RPG Superstar contest—in which unpublished authors compete before a panel of celebrity game designers and legions of their peers for the chance to write a Pathfinder Module—*Doom Comes to Dustpawm* presents the players with a classic trope of 1950s sci-fi recast in the fantasy setting of the world of Golarion. Can the PCs save the town of Dustpawm from a menace from the darkest depths of space?

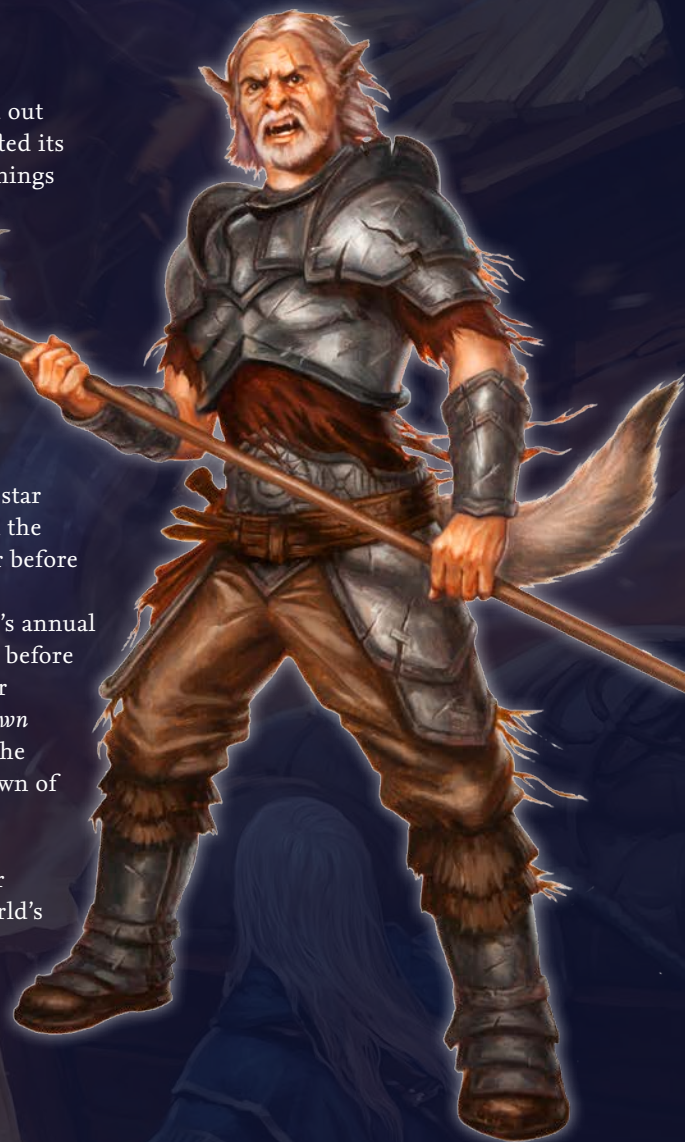
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