

# PATHFINDER SOCIETY®

## YEAR OF THE STOLEN STORM



## HRETHNAR'S THRONE

By Tom Phillips



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## GM RESOURCES

*Hrethnar's Throne* makes use of the following Pathfinder Roleplaying Game products: *Pathfinder RPG Core Rulebook*, *Pathfinder RPG Bestiary*, *Pathfinder RPG Bestiary 2*, *Pathfinder RPG Bestiary 3*, *Pathfinder RPG Bestiary 4*, *Pathfinder RPG Bestiary 5*, *Pathfinder RPG Monster Codex*, *Pathfinder RPG NPC Codex*, *Pathfinder RPG Advanced Player's Guide* (APG), *Pathfinder RPG Advanced Race Guide* (ARG), *Pathfinder RPG GameMastery Guide*, and *Pathfinder RPG Ultimate Equipment* (UE). In addition to being available for purchase in bookstores and game stores worldwide, all rules referenced in this adventure can be found in the free Pathfinder Reference Document online at [paizo.com/prd](http://paizo.com/prd). The relevant rules from the *Bestiary* volumes, *Monster Codex*, and *NPC Codex* are reprinted at the end of the scenario for the GM's convenience.

## HOW TO PLAY

*Pathfinder Society Scenario #8-15: Hrethnar's Throne* is a Pathfinder Society Scenario designed for 5th- through 9th-level characters (Tier 5-9; Subtiers 5-6 and 8-9). This scenario is designed for play in the Pathfinder Society Roleplaying Guild campaign, but can easily be adapted for use with any world. For more information on the Roleplaying Guild, how to read the attached Chronicle sheets, and how to find games in your area, check out the campaign's home page at [paizo.com/pathfinderSociety](http://paizo.com/pathfinderSociety).



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# HRETHNAR'S THRONE

By Tom Phillips



The Gloomspires are a collection of towering stone columns that rise from the ocean between the Shackles and Mediogalti Island. For ages, they have remained shrouded in fog that stubbornly resists the strongest winds, and magic causes the columns to shift at random, defying every attempt to map or even count them. For Sempet Sevenfingers, a powerful wizard and pirate captain at large in the Shackles 300 years ago, the infamous Gloomspires proved an excellent hiding spot for his ill-gotten wealth. From there, Sevenfingers launched raids in his ship *Voracious*, a black-hulled vessel said to have come from the nightmare realm of Leng itself. At first, he used the existing halls and chambers of a specific spire only to hide his treasure, but as he approached the end of his life, he began renovating the spire to become his tomb. Sevenfingers's chief lieutenant, the Ulfen pirate Hrethnar Olvaradsson, crafted powerful ritual anchors bound into his own flesh to tame the spire's willful nature and limit access to the lowest level of Sevenfingers's tomb.

The more Hrethnar worked on the tomb, the more concerned he became about Sevenfingers's motives and plans. When he realized Sevenfingers intended to entomb all the tomb's architects with him, Hrethnar instigated a mutiny, but Sevenfingers easily quashed the coup. Sevenfingers knew that he couldn't slay Hrethnar without dismissing the ongoing enchantments, so he instead imprisoned his treacherous lieutenant within the spire, in an extradimensional prison crafted from the hull of the *Voracious*. The prison's entrance is in the third level of the tomb, mockingly called Hrethnar's Throne.

In the centuries since, neither Sevenfingers nor Hrethnar has truly died. Sevenfingers embraced lichdom, and Hrethnar remains trapped and ageless in his extradimensional prison. The latter has remained busy, for although Sevenfingers has since sequestered himself within what he believes to be an impenetrable vault, Hrethnar has further augmented the ritual anchors tattooed into his skin to unlock the lowest level of the spire. He lacks only three things: a way out of the prison, the added muscle to overpower his onetime master, and the patience to await the anniversary of his

## WHERE ON GOLARION?

This adventure takes place in the Gloomspires, specifically the second level of Sevenfingers's tomb. The Gloomspires are located roughly 100 miles southwest of the Eye of Abendego, midway between Mediogalti Island and the westernmost isles of the Shackles. For more information regarding the regions bordering the Gloomspires, see *Pathfinder Campaign Setting: The Inner Sea World Guide*, *Pathfinder Campaign Setting: Isles of the Shackles*, and *Pathfinder Campaign Setting: Lost Kingdoms*, available at bookstores and game stores everywhere, and online at [paizo.com](http://paizo.com).



failed coup—the only day of the year on which the doorway to Sevenfingers's final tomb bleeds back into this reality.

In recent years, the half-orc Venture-Captain Calisro Benarry has led Pathfinder expeditions to this Gloomspire, not only uncovering hints of the mighty pirate who once ruled it but also obtaining the *Orb of Stars*, a powerful magic item that can temporarily cease the Gloomspires' unpredictable movements. These have made her one of the few who can reliably navigate the site, much to the envy of her rivals. Benarry has made her share of enemies in her time as a venture-captain, and she still has a handful of rivals from her Shackles days before joining the Society. One of her most capable competitors is Feristal Faroon, a

Free Captain who still holds a grudge about one of Benarry's heists years ago. Faroon recently learned of the venture-captain's prize find and plans to plunder it herself.

## ADVENTURE SUMMARY

The PCs are aboard the *Grinning Pixie*, Venture-Captain Calisro Benarry's ship and mobile Pathfinder lodge, as it approaches the thick fog around the Gloomspires. She calls them into her quarters to review the task that lies ahead, using this as an opportunity to quickly catch everyone up to speed on the nature of the mysterious Gloomspires. As she's describing how she intends to explore a deeper level during this expedition, a ballista bolt crashes through the cabin's wall and a lookout calls out that a Shackles vessel has launched a surprise attack from the fog and is closing to board. The PCs fight alongside Benarry and her crew as they fend off a boarding action instigated by the crew of the *Black Whisper*, a pirate ship captained by Benarry's longtime rival, Feristal Faroon.

The battle leaves both ships badly damaged, and the PCs soon discover that Faroon has learned about Sevenfingers's tomb from her extensive network of spies and informants and now plans to plunder the mystical site. Furthermore, the PCs learn that Faroon believes that Sevenfingers's infamous lieutenant Hrethnar still languishes somewhere on the third level of the tomb and that Faroon intends to free Hrethnar to gain access to more of Sevenfingers's treasures and mysteries. The PCs also learn that the *Black Whisper's* attack was merely a diversionary tactic, intended to allow Faroon and her team to reach the Gloomspires ahead of Benarry. As Benarry needs to help oversee the *Grinning Pixie's* repairs and sort through the *Black Whisper's* inventory, she asks the PCs to enter Sevenfingers's tomb and intercept Faroon before her rival undoes everything the Pathfinders have accomplished there. Captain Benarry provides the PCs with a dose of magical moss to help them safely descend the deadly Oblivion Shaft and reach the second level of the tomb.

Following Faroon's trail, the PCs explore Hrethnar's Throne, where they find several dead creatures—both tomb guardians and Faroon's shipmates—and are themselves ambushed by dangerous mummies. Eventually, the PCs reach a chamber containing a massive machine that provides access to Hrethnar's extradimensional prison. After defeating the machine's guardians, the PCs must determine how to operate the disabled machine and open the spatial rift leading to Hrethnar's extradimensional prison.

Through the rift, the PCs arrive on the deck of a strange black galley, which they soon discover is Sevenfingers's infamous flagship, *Voracious*. The *Voracious* appears to drift just off the coast of the dream realm of Leng, although the ship is a self-contained realm. Descending into the hold of the ship, the PCs must defeat or perhaps negotiate with a dangerous warden native to Leng before they can enter

Hrethnar's prison cell. There, the PCs find Faroon and her remaining allies engaged in delicate negotiations with Hrethnar. Hrethnar wants to hear what the PCs have to say; although the suspicious pirate is most likely to remain neutral in the inevitable battle between Faroon and the PCs (the latter being agents of the former's hated rival), the PCs might gain Hrethnar as an ally—or as an enemy. Even if Hrethnar remains neutral, he vows to aid the victors, so long as they free him from the *Voracious*.

## GETTING STARTED

The scenario begins with a briefing from Venture-Captain Calisro Benarry aboard the *Grinning Pixie*. During the briefing, Faroon's *Black Whisper* launches a surprise attack against the *Grinning Pixie*.

"Hear that, my friends? The winds here howl like no others on Golarion. It's a sound that haunts my dreams. We've arrived." Calisro Benarry, Pathfinder venture-captain and master of the *Grinning Pixie*, smiles grimly and gestures for everyone present to take a seat at her captain's table. As the *Grinning Pixie* lurches back and forth amid the storm-tossed waves, Captain Benarry happily produces a silver chalice, pours herself a drink from a clay jug of Sargavan spiced rum, and passes the jug around the table. Benarry's smile fades as she looks through a nearby porthole. The skies beyond the aperture are a roiling black and gray, scarred by frequent streaks of lightning that spread across the sky like the web of some massive demonic spider.

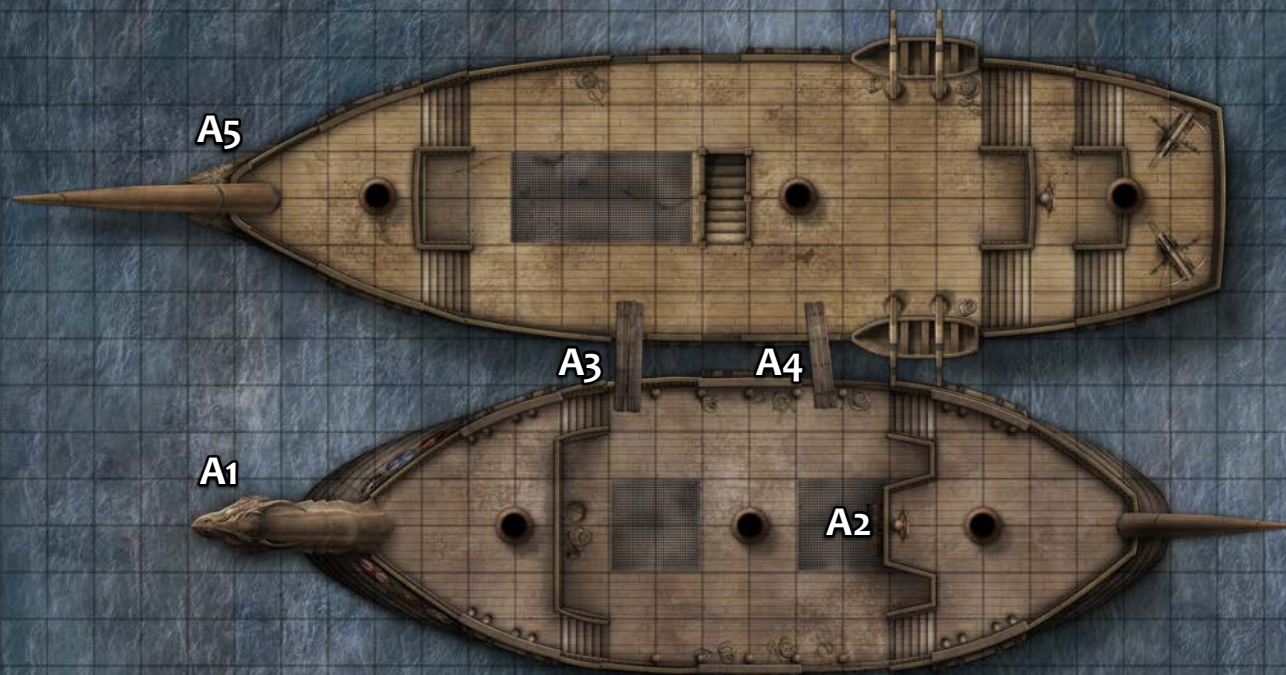
Benarry takes a long swallow of rum and clears her throat. "Well, most of you probably know where we are and why we're here, but for the uninitiated, let me be the first to welcome you to the Gloomspires. We're in the middle of nowhere—half-way between Tempest Cay and the southern tip of Mediogalti Island. We're also practically hugging the Eye of Abendego, which is why the weather's so inviting."

The captain pauses to drain the rest of her chalice. She then peers inside the empty cup and her face twists into a disappointed frown. A moment later, after a particularly bright flash of lightning illuminates the cabin, she recovers her focus. "Right, then, the Gloomspires. I've spent half my life studying these mystical stone spires and in recent years I've sponsored several Pathfinder expeditions to unravel the secrets of the most ill-famed of the lot: the spire containing Old Sevenfingers's tomb. We've been successful—for the most part—though the tomb has claimed more than a few Pathfinders. To date, we've explored and mapped the upper two levels of the tomb and we've uncovered an impressive array of treasures and secrets. Secrets belonging not only to Old Sevenfingers but also to the enigmatic race that raised the spires when the world was young."

"So, now we're back. This time our focus is the third level of the tomb, a place known as Hrethnar's Throne. Hrethnar Olvaradsson was a pirate from the Land of the Linnorm Kings who made a name for himself three centuries ago raiding ships and settlements along



## A. Boarding Action



1 square = 5 feet

Pathfinder Flip-Mat: Pirate Ship

Broken Bay and the Ironbound Islands. He eventually made his way south to the Shackles and fell in with Sempet Sevenfingers. He served as Old Sevenfingers's first mate and chief advisor for many years until the two had a violent falling-out. Legend has it that Hrethnar grew greedy and hungry for power and tried to lead a mutiny against his master—a mutiny that failed miserably. In retaliation, Sevenfingers had Hrethnar entombed alive on a special dungeon level he mockingly named Hrethnar's Throne."

"Our mission is to explore and map the third level of the tomb and pull as many secrets and as much loot from the place as we can. I'm particularly interested to know about Hrethnar's fate."

Benarry then settles back into her seat. "Okay, then. That's the shape of things. Does anyone have any —"

A loud crash fills the cabin as the *Grimming Pixie*'s starboard hull suddenly explodes inward, filling the cabin with wooden shrapnel. A massive ballista bolt lodged in the *Grimming Pixie*'s hull has split the heavy oak captain's table in half.

"We're under attack!" cries Benarry as she rushes for the door. "Prepare to repel boarders!"

Despite the startling appearance of the ballista bolt that pierces the hull of the ship and sunders the heavy oak table, Benarry and the PCs are uninjured. Benarry immediately rushes topside, ordering the PCs to follow her.

### A. BOARDING ACTION

Under orders from their captain, Faroon, the crew of the *Black Whisper* used the fog around the Gloomspires to approach the *Grimming Pixie* and launch a surprise attack. Led by Faroon's hobgoblin first mate, Golgatak, the crew of the *Black Whisper* seeks to sink the *Grimming Pixie* and slaughter Benarry's crew. Although Faroon has confidence in her first mate, Golgatak's assault is fundamentally a diversionary tactic. Whether the attack succeeds or not, it provides Faroon with a head start to reach Sevenfingers's tomb.

The following locations are the most significant during the boarding action.

**A1. *Grimming Pixie*:** The *Grimming Pixie* has a crew of 25 sailors (N human experts 3) working to repair damage from the surprise assault. The main sail and sterncastle of the *Grimming Pixie* are ablaze, thanks to bombs Golgatak threw just before the PCs arrived on deck. The crew is working to put out the fires and repair damage done by the ballista.

**A2. Door to Captain's Cabin:** Captain Benarry and the PCs emerge from this door onto the deck of the *Grimming Pixie*. The wily captain quickly appraises the situation before barking orders to everyone on the main deck. She orders the PCs to protect her ship and crew, pointing to Golgatak and the veteran buccaneers moving across the aft gangplank

## SCALING ENCOUNTER A4

Make the following adjustments to accommodate a group of four PCs.

**Subtier 5–6:** Remove three buccaneers from the encounter.

**Subtier 8–9:** Remove one galvo from the encounter.

(area A4) and swinging over to the *Grinning Pixie* with grapnels.

**A3. Fore Gangplank:** Benarry and six loyal marines (N human fighters 3) charge across the fore gangplank to disrupt the sailors aboard the *Black Whisper*.

**A4. Aft Gangplank:** The pyromaniac hobgoblin Golgatak and the most capable combatants on the *Black Whisper* surge across this gangplank to murder the crew of the *Grinning Pixie*; the PCs are likely to confront them here. This area is described below.

**A5. Black Whisper:** The *Black Whisper* is crewed by 38 sailors (N human experts 1) pressed into service by Captain Faroon. Two light ballistae on the deck are currently unloaded, and Benarry and her marines ensure that the sailors on the *Black Whisper* are too engaged to reload and fire them. These sailors immediately surrender if Golgatak and the veteran buccaneers are defeated.

### A4. Aft Gangplank (CR 9 or CR 12)

Benarry and her marines spend this encounter fighting Faroon's crew on the *Black Whisper*. It is up to the PCs to defend the *Grinning Pixie* and repel the boarding party surging across the aft gangplank.

**Creatures:** The *Black Whisper's* boarding party is led by a pyromaniac hobgoblin first mate named Golgatak and consists of several veteran buccaneers who have served Feristal Faroon for years. In Subtier 8–9, two galvos join the boarding party. Faroon encountered the galvos a short time ago; after an initially violent confrontation, she and the galvos agreed to a temporary partnership. Though not particularly loyal to Faroon, the monsters are eager to murder the crew of the *Grinning Pixie*.

### Subtier 5–6 (CR 9)

#### GOLGATAK CR 7

Hobgoblin bombardier (*Pathfinder RPG Monster Codex* 120; see page 22)  
hp 71



Golgatak

**Combat Gear** acid (3), alchemist's fire (4), smokesticks (2), tanglefoot bags (2), unstable accelerant<sup>ARG</sup> (3); **Other Gear** +2 leather armor, bombchucker<sup>MC</sup>, mwk short sword, 30 gp

#### TACTICS

**Before Combat** Golgatak drinks his resist energy (fire) extract.

**During Combat** Golgatak begins combat by drinking his *haste* extract and then targeting the PCs with his bombs. When he runs out of bombs or if he is engaged in melee, he drinks his mutagen and fights with his short sword.

**Morale** Golgatak is fanatically committed to prove himself to Captain Faroon and fights to the death.

#### BLACK WHISPER BUCCANEERS (6) CR 2

Veteran buccaneers (*Pathfinder RPG NPC Codex* 267; see page 25)  
hp 26 each

**Combat Gear** *potion of cure light wounds*, alchemist's fire; **Other Gear** studded leather, masterwork heavy crossbow with 10 bolts, mwk scimitar, throwing axe, 25 gp

#### TACTICS

**During Combat** Half of these buccaneers follow Golgatak across the aft gangplank while the other half swing across to the deck of the *Grinning Pixie* with grapnels. They charge the PCs with their scimitars, using their crossbows against targets that remain out of melee range.

**Morale** If Golgatak is killed, the buccaneers surrender.

### Subtier 8–9 (CR 12)

#### GOLGATAK CR 7

Hobgoblin bombardier (*Pathfinder RPG Monster Codex* 120; see page 22)  
hp 71

#### TACTICS

Use the tactics from Subtier 5–6.

#### BLACK WHISPER BUCCANEERS (6) CR 2

Veteran buccaneers (*Pathfinder RPG NPC Codex* 267; see page 25)  
hp 26 each

#### TACTICS

Use the tactics from Subtier 5–6.

#### GALVOS (2) CR 9

hp 127 each (*Pathfinder RPG Bestiary* 4 120; see page 21)

#### TACTICS

**During Combat** The galvos slip into the *Grinning Pixie* through holes in the hull and exit the door at area A2 to assist the



boarding party. They focus their attacks on characters that hang back from the buccaneers, using their electrically charged bites and slams.

**Morale** A galvo reduced to fewer than 20 hit points attempts to flee into the sea. The galvos also attempt to flee if Golgatak is killed, as they deem their bargain with Faroon discharged when her first mate falls.

**Development:** If the PCs defeat Golgatak, the sailors on the *Black Whisper* surrender. They profess their innocence of any wrongdoing and each sailor claims they were pressed into service by the ship's master, Feristal Faroon. As a token of goodwill, the sailors identify where Captain Faroon hid the key to the *Black Whisper's* treasure hold (see *Treasure* below).

Captain Benarry knows Captain Faroon and the *Black Whisper*. Benarry explains that she and Faroon have crossed paths numerous times over the years, and that Faroon holds a grudge against Benarry for a heist they both participated in many years ago that didn't go Faroon's way. Though Benarry declines to offer further details, she confirms that Faroon is a dangerous arcane spellcaster and a cold-blooded killer who holds a deep animosity for the Pathfinder Society.

If asked about Faroon's whereabouts, the sailors explain that she left the *Black Whisper* a little over an hour ago along with a team of special operatives. The sailors explain that the *Black Whisper's* boarding action was intended to allow Faroon and her team to reach Sevenfingers's tomb ahead of Benarry.

Although the sailors were forbidden from interacting with Captain Faroon's special operatives, they explain that the team included a female troll named Roortha, a Chelish woman who openly wore a holy symbol of Asmodeus, a tall Keleshite warrior armed with a silver-bladed falchion, a cloaked Varisian woman armed with a rapier, and a chubby, pale-skinned halfling. Captain Benarry can confirm that the troll Roortha has been Faroon's bodyguard for many years, but she doesn't know any of Faroon's other allies.

A search of the captain's cabin of the *Black Whisper* reveals Faroon's journal tucked into a desk drawer. The journal confirms Faroon's intentions and the diversionary nature of the boarding action. The journal also reveals that Faroon recently interrogated and murdered a Pathfinder agent who Captain Benarry routinely used to pass important information along to her superiors in Absalom, a woman named Skaela Karvo. Benarry noticeably blanches when she learns of Skaela's murder, and she reveals that Skaela knew everything that Benarry does about the tomb; Skaela even had copies of all of the maps the previous Pathfinder expeditions created.

**Treasure:** The *Black Whisper's* treasure hold contains a modest amount of treasure looted from various ships. Benarry claims the contents of the hold for herself and her crew, but allows the PCs to claim the loot from the boarding party.

## SPECTRE MOSS

This thumb-sized lump of lightweight moss glows faintly.

SPECTRE MOSS		PRICE
		1,200 GP
SLOT none	CL 9th	WEIGHT —
AURA moderate abjuration		
When eaten, this sweet-tasting spongy moss grants immunity to energy drain and negative energy effects, including channeled negative energy, for 1 minute. Eating <i>spectre moss</i> does not remove negative levels that the creature has already gained, but it does remove the penalties from negative levels for the duration of its effect.		
CONSTRUCTION REQUIREMENTS		COST 600 GP
Craft Wondrous Item, <i>death ward</i>		

**Rewards:** If the PCs do not defeat Golgatak and the buccaneers, reduce each PC's gold earned by the following amount.

*Subtier 5–6:* Reduce each PC's gold earned by 821 gp.

*Out of Subtier:* Reduce each PC's gold earned by 950 gp.

*Subtier 8–9:* Reduce each PC's gold earned by 1,079 gp.

## BENARRY'S REQUEST

The *Black Whisper* suffered only a small amount of damage during the boarding action, but the *Grinning Pixie* was not so lucky. In addition to the ballista bolt embedded in her hull, her main sail hangs in smoldering tatters from Golgatak's fiery bomb attack. Additionally, the hull breach from the ballista bolt extends several feet below the ship's waterline which has caused the ship to start taking on a great deal of water.

After receiving the information from the *Black Whisper's* crew and Faroon's journal, Benarry pulls the PCs aside for a private conversation.

"The situation has changed a bit," Captain Benarry says, eyeing her crew as they begin making necessary repairs. "I originally intended to join you for this trip into the tomb. But with the *Pixie* taking on water and all of this other damage—not to mention the time it will take to thoroughly search the *Black Whisper*—I'm going to ask you to venture into the tomb on your own.

"Your primary goal is the same: explore Hrethnar's Throne. I want every inch of the third level of Old Sevenfingers's tomb thoroughly mapped and documented." Benarry pauses for a moment, and then lowers her voice. "Feristal Faroon's involvement certainly throws a goose in the rigging. I know you're not hired killers, but she and her team must be taken out. She knows too much and this tomb holds some dangerous secrets. If she ever decided to sell her secrets to our enemies, the Society could suffer greatly

and everything we've worked for here would be for naught.

"Also, find out how Faroon gained access to the tomb. There are only two ways I know of to secure access: wait for the solstice, or use the *Orb of Stars*, which I have right here. As you can see," she says, gesturing to the spires as they shift into different positions again, "the Gloomspires are still moving. If Faroon has indeed reached the tomb already, she and her team have somehow figured out a way to reach them safely and accurately, even when the damned things shift. Faroon's smart—a lot smarter than me—so I'm thinking she's uncovered a secret way to reach the spires that we don't know about. I want that information."

Benarry then hands the PCs the *Orb of Stars*, a spherical artifact that, when activated, fixes the Gloomspires in place for several days. She also warns the PCs about the pit of life-draining energy called the Oblivion Shaft that connects the second and third levels of Sevenfingers's tomb, and she gives each of them one dose of *spectre moss* (see page 7). She explains how to use both magic items and ensures the PCs understand that the *spectre moss* is only to be used to safely descend the Oblivion Shaft—"it doesn't last long and ye'd be unwise to squander it."

Though she has yet to enter the tomb herself, Benarry has become quite familiar with the sea around the Gloomspires and has mapped many of the reefs and rock outcroppings that routinely sink approaching vessels. Benarry gives the PCs these maps and, if they do not have a way to reach the tomb on their own, she offers them the use of her magical *folding boat* called *Old Flotsam*. With *Old Flotsam*, it takes the PCs a little more than an hour reach the base of the Gloomspires containing Sevenfingers's tomb.

## NOTABLE LORE

Once the urgent matter of the boarding action is passed, the PCs may recall lore about the Gloomspires and Sempet Sevenfingers, which are both well-known legends in the region. Before continuing, allow the PCs a chance to remember some facts about these topics. PCs who played *Hall of the Flesh Eaters* or *The Labyrinth of Hungry Ghosts* may recall some of this information.

### Knowledge (arcana) or Knowledge (history)

Based on the results of a Knowledge (arcana) or Knowledge (history) check, the PCs might already know about the Gloomspires. Each PC recalls all the information whose DC is less than or equal to the result of her check.

**15+:** The Gloomspires are an ancient field of massive stone columns that rise from the Arcadian Ocean. Most sages say they were already old when the Ghol-Gan Empire was young. The Gloomspires are hollow and contain many chambers and passages, all of which are believed to be cursed, monster-infested, or both.

**20+:** Since the time of the Ghol-Gan Empire, many of

the Gloomspires have been explored, and some have even been claimed and repurposed by other beings. Of these, Sevenfingers's tomb is the most well known.

**25+:** The Gloomspires are inundated with strange, reality-warping effects. The columns occasionally shift their positions, and many explorers report feeling a sense of wrongness and foreboding just from being in the area. This bizarre magic also makes teleportation and plane-traveling magic very difficult, though summoning spells tend to function normally.

**30+:** A humanoid race of powerful sorcerers called the Makers constructed the Gloomspires during the Age of Serpents. The Makers are believed to have fled to Golarion to escape enslavement in a nightmarish realm.

### Knowledge (arcana), Knowledge (history), or Knowledge (local)

Based on the results of a Knowledge (arcana), Knowledge (history), or Knowledge (local) check, the PCs might already know about Sempet Sevenfingers. Each PC recalls all the information whose DC is less than or equal to the result of her check.

**15+:** Sempet Sevenfingers was a legendary pirate who was active in the region 300 years ago.

**20+:** From his dreaded flagship, the *Voracious*, Sevenfingers commanded a small fleet of pirate ships. His practice of using kuru cannibals to augment his boarding parties inspired fear and hatred across the Shackles.

**25+:** Sevenfingers was a powerful wizard who dabbled in necromancy and communed with evil outsiders, entities from the Dark Tapestry, and other beings from unspeakable realms beyond Golarion.

**30+:** Sevenfingers had dealings with the denizens of Leng. His flagship, the *Voracious*, was actually a black ship of Leng, gifted to Sevenfingers by his dreadful allies.

## THE GLOOMSPIRES

The Gloomspires have long influenced the mythology of the Shackles region, and the site has spawned countless tavern tales, though the spine-chilling legends concerning Sempet Sevenfingers remain the most popular.

### The Makers

The Gloomspires were created during the Age of Serpents by a race of humanoids called the Makers. The Makers fled to the region after having been held in thrall by an even more powerful group. Scholars debate whether these builders originated from another continent, another planet, or another plane altogether. The Makers wielded powerful magic (as evidenced by the overwhelming enchantments that continue to influence the ruins), and each column served as the personal demesne of a Maker.

Though exceptionally long-lived, the Makers were not



immortal, and if any of their descendants survived into later ages, there is no evidence as to what or where those creatures might be. What does seem clear is that by the time the Ghol-Gani began worshipping nature spirits and constructing their first primitive settlements, the Makers were no more, and the Gloomspires stood abandoned.

## Inhabitants

After the Makers' disappearance, the Gloomspires became a favorite destination for explorers, treasure-hunters, and colonists of all kinds. The first to arrive were the ancient Ghol-Gani, whose great cities of Garkotar and Tzaarban stood within a few hundred miles of the site. Though most cyclopes shunned the Gloomspires, a few of the more adventurous giants turned columns into laboratories, prisons, temples, and tombs. Other races, such as the serpentfolk and urdefhan, discovered the Gloomspires via subterranean passages connecting a few of the columns' lowest levels with the caverns of Nar-Voth.

In the past 600 years, visitors from Garund and Avistan—mostly pirates—also explored the site, though the majority of these explorers stumbled upon the Gloomspires by accident or were marooned there. A few enterprising and powerful individuals have converted the columns into temporary lairs, treasure vaults, or permanent abodes over the years. Of these residents, Sempet Sevenfingers remains the most notorious.

## Features of the Gloomspires

The following special features are present inside and around the Gloomspires.

**Alien Architecture and Atmosphere:** At first glance, the clean, rectangular design of the Gloomspires looks rather plain. However, this apparent simplicity belies the structures' complex alien architecture, which manifests in peculiar ways. Explorers within a column occasionally see the walls, ceilings, and floors shift and quiver in their peripheral vision. Another, more subtle effect of this strange geometry is the slight distortion of the column's dimensions; despite countless attempts to reconcile the numbers, explorers find the straight-sided columns are a uniform 120 feet across, yet the summits often measure as much as 180 feet to a side.

Additionally, a palpable sense of wrongness saturates the Gloomspires. Shadows flicker and move in unnatural directions, strange sounds and unidentifiable scents tease the senses, and alternating sensations of claustrophobia and agoraphobia periodically assail visitors. Though these alien features and sensations have no actual game effects, clever GMs can use them to nurture an ambiance of danger and foreboding.

**Ceilings, Floors, and Walls:** The passages and chambers within the Gloomspires are constructed of huge blocks of

dark-gray stone. Most passages are 12 feet high, and most chambers have ceilings that are 20 feet high.

**Doors:** Unless otherwise noted, the doors in the Gloomspires are 8-foot-tall, 4-foot-wide slabs of seamless dark-gray stone (hardness 8, hp 90, break DC 40). Each door has a stone handle and opens fairly easily, requiring a move action and a successful DC 8 Strength check. The doors are 10 inches thick and provide excellent sound insulation; increase the DC of Perception checks made to listen through a door by 10 rather than 5.

**Skylights:** Some of the chambers within the Gloomspires feature triangular niches that contain skylights—small windows only about a foot across. During daylight hours, they provide dim light.

**Twisted Magic and Dangerous Geometry:** A powerful variant form of the *forbiddance* spell (CL 20th) radiates from the Gloomspires out to a distance of 1 mile. This effect seals the Gloomspires against all interplanar travel and teleportation into or within the site. Such effects automatically fail, and if a creature attempts such magic while within 10 feet of a spire, the stone attempts to siphon away the caster's life energy, dealing 1d6 points of damage per spell level (Fortitude DC 20 half). A creature who dies from this damage is utterly consumed by the site's strange geometry. Only *miracle* or *wish* can restore such a creature. Summoning spells function normally.

**Visibility:** Strange, wind-resistant fog permanently envelops the Gloomspires. The interior chambers of Sevenfingers's tomb do not contain a significant amount of fog unless otherwise noted.

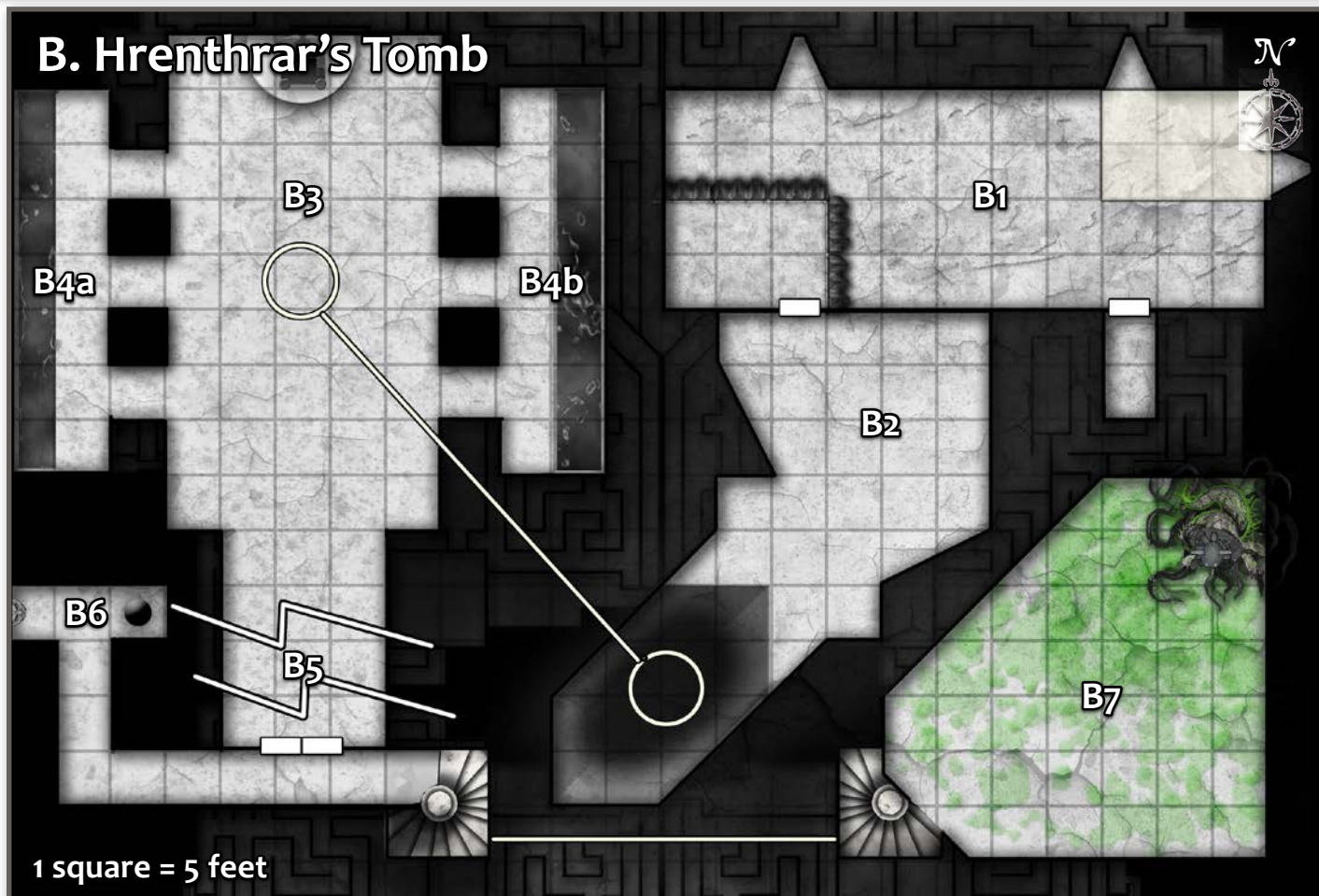
## B. INSIDE THE TOMB

The PCs can't reach the spire containing Sempet Sevenfingers's tomb until they activate the *Orb of Stars*, as Benarry directed. Using the device causes the spires to lock in place as though the solstice were occurring. Feristal Faroon and her associates used a special magical tea of Faroon's invention called *Gloomspire tisane* to reach the spire instead.

Upon reaching the base of the spire, the PCs must ascend the narrow, winding stairs that twist around it. Nearly two-thirds of the way up the stairs, the PCs discover a breach in the wall leading into one of the tomb's chambers. PCs who examine the breach and succeed at a DC 15 Knowledge (engineering) or Knowledge (nature) check realize that it was created by intentional brute force and was not the result of an earthquake or other natural effect.

Through her research and the interrogation of the Pathfinder messenger Skaela Karvo, Feristal Faroon acquired the maps of the tomb created by the previous Pathfinder expeditions to the site. From these maps, Faroon accurately deduced the position of the chamber leading to the tower's unexplored third level. When Faroon and her team ascended

## B. Hrenthrar's Tomb



### GLOOMSPIRE TISANE

This strong herbal tea is a dark violet color.

GLOOMSPIRE TISANE		PRICE
		2,250 GP
SLOT none	CL 9th	WEIGHT —
AURA moderate abjuration		

By imbibing this bitter dark violet brew, a creature gains the ability to safely access any of the Gloomspires. Though the spires continue to shift for creatures that do not drink Gloomspire tisane, a creature consuming it can access any of the Gloomspires as if they were fixed in place. Additionally, while under the brew's effects, a creature can see twice as far as normal in conditions of fog or mist. For example, it can see creatures up to 10 feet away when in a fog cloud instead of only 5 feet (though such creatures still have concealment). The tisane's effects last for 24 hours. As soon as the effects end, the creature experiences a madness-inducing waking nightmare and takes 1d6 points of Wisdom damage.

CONSTRUCTION REQUIREMENTS	COST 600 GP
Craft Wondrous Item, <i>break enchantment</i>	

the spire's stairs to that location, she summoned an earth elemental to bash a hole into the tomb. The jagged gap leading into the tomb is roughly four feet wide and eight feet high.

### B1. Makers' Sanctum

This unfurnished chamber is illuminated by three wall-mounted stone braziers to the north bearing *continual flame* spells (CL 20th). Long gouges mar the walls, floor, and ceiling, and several piles of rubble and broken stonework litter the floor. A heavy black curtain cordons off the far southwest corner of the chamber. The area within 15 feet of the hole to the spire's exterior (shaded on the map) contains a permanent *silence* effect (CL 20th) that extends from the floor to the ceiling.

This chamber has remained abandoned since its former occupants were destroyed many months ago. Old bloodstains and other signs of the battle are still evident here.

### B2. Oblivion Shaft

A yawning pit full of crackling black energy dominates the southwestern corner of this otherwise empty chamber.

This shaft descends 300 feet to a stone trap door leading to area B3. All but the lowest 10 feet of the shaft is infused



with crackling negative energy. Living creatures that enter the shaft take increasing amounts of negative energy damage each round, and undead creatures heal the same amount (1d6 the first round, 2d6 the second, and so on, up to a maximum of 6d6 in Subtier 5–6 and 10d6 in Subtier 8–9). Oddly, the negative energy effect only affects beings descending the shaft or who remain stationary within it, not those who ascend it. Spending 1 round ascending resets the damage back to 1d6.

At the bottom of the shaft is a round trap door of dark gray stone that is enchanted with an *arcane lock* (CL 20th). The trap door has hardness 8, 90 hit points, and a break of DC 20 (increased to DC 30 due to the *arcane lock*). The negative energy hazard does not affect the area 10 feet above the stone trap door.

Faroon used a *wand of death ward* to protect herself and her companions as they descended the shaft, ensured a safe landing with *feather fall*, and then used a *scroll of knock* to bypass the *arcane lock*.

## B3. Hrethnar's Throne Room (CR 8 or CR 11)

Beneath the round stone trap door is a large chamber, its floor dozens of feet below. Dominating one end of the chamber is a massive stone throne, nearly twice as tall as an adult human. Numerous narrow passages lead away from the chamber, as does a much larger hall opposite the great throne.

The distance from the stone trap door in the ceiling to the floor is 70 feet. This chamber is enchanted with a continuous *feather fall* effect (CL 20th) that only affects living creatures (not objects, constructs, or undead).

Sevenfingers designed this chamber as a mocking tribute to his advisor-turned-traitor, Hrethnar. A brass plaque is affixed to the base of the throne inscribed with the following words in the Common tongue: "Behold, Hrethnar's throne. Cold and empty, befitting a traitor." Above this plaque is an empty compartment with a shallow key-shaped storage cavity; this once stored the key to operate the machine from Leng in area B5, but Faroon took it while her companions battled the mummies here. Once Faroon had the key, she and her surviving companions retreated through the doors to the south.

**Creatures:** Several mummified guardians watch over this chamber. The creatures lurk down the narrow side passages leading away from the chamber (leading to areas B4a and B4b); each mummy lurks in a separate passageway. The mummies drip a strange black sludge like that found in areas B4a and B4b.

### Subtier 5–6 (CR 8)

#### SWAMP MUMMIES (4)

CR 4

hp 52 each (*Pathfinder RPG Bestiary* 5 178; see page 25)

## SCALING ENCOUNTER B3

Make the following adjustments to accommodate a group of four PCs.

**Subtier 5–6:** Remove one swamp mummy from the encounter.

**Subtier 8–9:** The Leng mummies remain injured from their battle with Faroon and her associates. Each Leng mummy has only 85 hit points.

### TACTICS

**During Combat** One round after the first PC reaches the floor of this room, the mummies attack. They batter the PCs with their disease-bearing fists and keep as many of the PCs as possible within the effect of their drowning aura.

**Morale** The mummies fight until destroyed. They pursue fleeing PCs, but they do not leave areas B3, B4a, and B4b.

### Subtier 8–9 (CR 11)

#### LENG MUMMIES (2)

CR 9

Mummified denizen of Leng (*Pathfinder RPG Bestiary* 4 196, *Pathfinder RPG Bestiary* 2 82)

CE Medium undead (augmented outsider, extraplanar)

**Init** +4; **Senses** darkvision 60 ft.; Perception +15

**Aura** frightful presence (30 ft., DC 20, 1d6 rounds)

### DEFENSE

**AC** 25, touch 15, flat-footed 20 (+4 Dex, +1 dodge, +10 natural)

**hp** 115 each (10d8+60)

**Fort** +12, **Ref** +11, **Will** +6

**Defensive Abilities** unusual anatomy; **DR** 5/—; **Immune** undead traits; **Resist** cold 30, electricity 30; **SR** 19

**Weaknesses** vulnerability to fire

### OFFENSE

**Speed** 30 ft.

**Melee** bite +15 (1d8+4 plus 1d6 Dex drain), 2 claws +14 (1d6+4)

**Special Attacks** burst of vengeance, dust stroke, sneak attack +3d6

**Spell-Like Abilities** (CL 10th; concentration +15)

Constant—*tongues*

3/day—*detect thoughts* (DC 17), *hypnotic pattern* (DC 17), *levitate*, *minor image* (DC 17)

1/day—*locate object*

### TACTICS

**Before Combat** When the mummies detect anyone approaching—such as a creature manipulating the trap door above the center of the room, one of the mummies uses *minor image* to create an image of Hrethnar Olvaradsson, a powerfully built, golden-haired Ulfen man wearing midnight blue robes, seated on the enormous stone throne.

**During Combat** One round after the first PC reaches the floor of

this room, the mummies attack. During the first two rounds of combat they use their burst of vengeance ability to gain an extra bite attack. Thereafter, the mummies use Spring Attack to dart in and out of melee, striking at a different PC each round with a bite attack.

**Morale** The mummies fight until destroyed. They pursue fleeing PCs, but they do not leave areas **B3**, **B4a**, and **B4b**.

## STATISTICS

**Str** 18, **Dex** 18, **Con** —, **Int** 16, **Wis** 17, **Cha** 21

**Base Atk** +10; **CMB** +14; **CMD** 29

**Feats** Deceitful, Dodge, Mobility, Improved Natural Attack (bite, claws), Persuasive, Spring Attack, Toughness, Weapon Finesse, Weapon Focus (bite)

**Skills** Bluff +21, Diplomacy +7, Disable Device +12, Disguise +12 (+16 when disguised as a Medium humanoid), Intimidate +11, Knowledge (arcana) +15, Perception +15, Profession (sailor) +8, Sense Motive +15, Sleight of Hand +16, Spellcraft +10, Stealth +20, Use Magic Device +16; **Racial Modifiers** +4 Disguise when disguised as a Medium humanoid, +4 Stealth

**Languages** Aklo; *tongues*

**SQ** no breath

## SPECIAL ABILITIES

**Burst of Vengeance (Su)** Despite its slow, lumbering nature, a Leng mummy is capable of lurching forward to attack with a short but surprising explosion of speed. Twice per day as a swift action, a Leng mummy may act as if affected by a *haste* spell for 1 round.

**Dexterity Drain (Su)** The otherworldly teeth and tongues of a Leng mummy deal 1d6 points of Dexterity drain with a bite. Constructs, elementals, and other creatures that do not possess flesh are immune to this effect. A successful DC 20 Fortitude save reduces the Dexterity drain to 1 point. The save DC is Charisma-based.

**Dust Stroke (Su)** A creature killed by a Leng mummy's natural attack disintegrates into a cloud of dust and ash, completely destroying the victim's body (as per *disintegrate*).

**Site-Bound (Su)** A Leng mummy is bound to the site in which it was created and loses its planar fast healing ability and its *plane shift* spell-like ability. This also hampers its sneak attack damage, reducing it to 3d6.

**Unusual Anatomy (Ex)** Each Leng mummy's internal anatomy is different, and it has a 50% chance to treat any critical hit or sneak attack against it as a normal hit.

**Vulnerability (Su)** The mummification process leaves a Leng mummy vulnerable to fire. As a fail-safe in case of rebellion, a mummified creature is subtly marked during the ritual process with a hieroglyph someplace inconspicuous on its body or wrappings that identifies the particular energy type to which it is vulnerable. A successful DC 20 Perception check is needed to find the mark, but a successful DC 25 Linguistics check is still required to decipher the hieroglyph's meaning.

## B4. Mummy Troughs

These two long chambers are nearly identical. Each contains a long, 10-foot-deep trough carved into the stone floor that runs the length of one wall. Each trough is filled with a vile bubbling black sludge that reeks of salt water and rotten meat and radiates strong necromancy to spells such as *detect magic*. Though icy cold to the touch, the sludge is harmless to living creatures. If a humanoid body is submerged in the sludge for 1 week, it rises as a swamp mummy. If the body of a non-humanoid corporeal creature is submerged in the sludge for 1 week, it rises with the mummified creature template. This effect otherwise functions as *create undead* (CL 20th). A successful DC 25 Knowledge (arcana) or Spellcraft check identifies the sludge's magical properties.

The trough in area **B4a** contains several corpses almost completely submerged in the sludge. These are the bodies of the mummies destroyed by Faroon and her allies, placed here by the remaining mummies shortly before the PCs arrived. These creatures will transform into six swamp mummies (in Subtier 5–6) or three mummified denizens of Leng (in Subtier 8–9) in one week.

The trough in area **B4b** contains the blood-spattered corpses of two of Faroon's allies: Lexara, a female Varisian rogue and Mashhoud, a male Keleshite warrior. These bodies have not yet been submerged in the trough, and their gear is still here.

**Treasure:** Lexara's gear consists of a masterwork rapier and an empty *handy haversack*. Mashhoud's gear consists of a silver falchion and a chain shirt (this is a +1 *mithral chain shirt* in Subtier 8–9).

**Rewards:** If the PCs do not recover the bodies in area **B4b**, reduce each PC's gold earned by the following amount.

*Subtier 5–6:* Reduce each PC's gold earned by 228 gp.

*Out of Subtier:* Reduce each PC's gold earned by 311 gp.

*Subtier 8–9:* Reduce each PC's gold earned by 394 gp.

## B5. The Long Hall

This long featureless hall is imbued with the extradimensional magic that permeates the Gloomspires. The unlit hall extends for 1,001 feet and is obviously much too large to fit within the Gloomspire's exterior dimensions. The hall ends at a set of unlocked stone double doors.

## B6. Communication Devices

A side passage widens into a dead end flanked by two alcoves. Carved into the wall of the western alcove is a bas-relief of a humanoid face with bulging eyes, two small holes for a nose, and a wide mouth filled with roiling black and violet mist. Hovering a few feet from the floor in the eastern alcove is a two-foot diameter black sphere, its glass-like surface reflecting a vast cityscape of ruined buildings beneath a dark, alien sky.



The objects in the alcoves are ancient communication devices used by the Makers, the race of sorcerous humanoids that erected the Gloomspires during the Age of Serpents. Sempet Sevenfingers discovered these objects in the halls of another Gloomspire and transported them here, although they never functioned reliably after being relocated, and Sevenfingers eventually lost interest in them.

**The Face of the Void:** The bas-relief once allowed the ancient Makers to directly communicate with Nyarlathotep, one of the Outer Gods of the Dark Tapestry. Though Nyarlathotep's attachment to the carved image was broken millennia ago, it still contains a dangerous vestige of the Outer God's dreadful psyche. A creature touching the image with bare flesh has its Intelligence, Wisdom, and Charisma scores each reduced to 1 (DC 20 Will negates). Affected creatures are unable to use Intelligence-, Wisdom-, or Charisma-based skills (except Perception), cast spells, understand language, or communicate coherently. The subject remains in this state until a *heal*, *limited wish*, *miracle*, or *wish* spell is used to remove the effect or they are removed from the Gloomspires for 24 hours. Even on a successful save, the creature takes 1d4 points of Wisdom damage.

**The Sphere from Eox:** The hovering black sphere once allowed the Makers to communicate with their brethren that chose to join the ranks of the bone sages on the distant world of Eox. It is still linked to an identical sphere on Eox, located atop a long-abandoned building in the heart of the city of Orphys. Though the sphere still functions and constantly reflects Orphys's alien cityscape, the inhabitants of Eox have ignored it since the Age of Serpents. If touched or struck with any amount of force, the sphere bursts in a harmless misty spray and then reforms 30 seconds later.

**Creature:** One of Faroon's allies, a Chelish devotee of Asmodeus named **Ataishya Gloor** (LE female human adept 10), slipped away from her allies during their flight from the mummies and made her way here. She touched the Face of the Void, believing it held powerful secret knowledge, and it wiped her mind clean as described above. Ataishya stands rooted to the spot near the carved image. Though her mind is gone, Ataishya can still walk about if led. If statistics for Ataishya are necessary, use the stat block for the cultist on page 249 of *Pathfinder RPG NPC Codex*, but remove her magic items.

**Development:** If Ataishya is healed, she is grateful. Though she wants nothing more to do with Sevenfingers's tomb, she provides useful information about Feristal

## SCALING ENCOUNTER B7

Make the following adjustments to accommodate a group of four PCs.

**All Subtiers:** The strange green goo impedes the oozes slightly; the oozes take a -2 penalty on all attack rolls and combat maneuver checks.



Faroon, including the means to create *Gloomspire tisane* (see page 10) that Faroon and her team used to safely access the tomb.

**Rewards:** If the PCs do not lead Ataishya out of the Gloomspires, cross off the *Gloomspire tisane* on each PC's Chronicle sheet. The PCs do not need to cure Ataishya's condition personally, but as long as they escort her to safety, she is eventually cured and imparts the recipe for *Gloomspire tisane* to the Pathfinder Society.

## B7. The Machine from Leng (CR 7 or CR 10)

This large, oddly shaped chamber has a high ceiling and a floor completely covered with a thin layer of oily green goo. An enormous machine squats in the northeastern corner, leaking the strange green goo. The machine resembles a massive rotting tangle of fleshy, metal-banded tentacles of green and mauve flesh studded with strange blinking gauges, crystal levers, and crackling metal wires. The undulating mass constantly emits a bizarre chorus of high-pitched wails, hooting whistles, and low throaty growls.

The ceiling here is 30 feet high. The green goo covering the floor is three inches deep and makes the entire floor very slippery. It costs 2 squares of movement to enter a square covered by the goo, and the DC of Acrobatics checks there increases by 5. A DC 10 Acrobatics check (DC 15 in Subtier 8–9) is required to run or charge across the green goo.

The strange machine was a gift to Sempet Sevenfingers from his allies in Leng, originally designed as an engine for his flagship *Voracious*. It once allowed Sevenfingers to sail the *Voracious* from Golarion to the great gray sea in the Dimension of Dreams for the pirate-wizard's occasional visits to the city of Sarkomand. After Hrethnar's failed mutiny, Sevenfingers transformed the *Voracious* into an extradimensional prison that now exists between Golarion and Leng, repurposing this

## OPTIONAL ENCOUNTER

If fewer than 90 minutes remain in which to complete the scenario, the machine does not create any oozes to attack the PCs.

## VORACIOUS PLANAR TRAITS

Though the *Voracious* exists on the periphery of the nightmare realm of Leng, and those aboard the ship can see some of Leng's geographical features, it is located in its own pocket dimension. The *Voracious* has the following planar traits (for more information on these traits, see pages 184–188 of *Pathfinder RPG GameMastery Guide*).

### Normal Gravity

**Timeless:** Time stands still aboard the *Voracious*.

Creatures and objects do not age while they remain aboard the ship, and creatures do not require food or water to survive. A creature other than Hrethnar that leaves the *Voracious* resumes aging normally. Due to a powerful curse established by Sevenfingers, if Hrethnar travels more than a mile from the Gloomspires, his true age immediately catches up to him and he dies of old age. Hrethnar is aware of this curse and will not willingly leave Sevenfingers's tomb if freed from his prison. The *Voracious* is not timeless with respect to magic, so any spells cast retain their normal durations.

**Finite Shape:** Limited to the dimensions of the *Voracious*.

**Limited Morphic:** Only Sempet Sevenfingers can alter the *Voracious* at will. The current prison turnkey (see area C3) can make the door leading to area C4 fade into or out of existence.

### Strongly Chaos-Aligned and Mildly Evil-Aligned

**Enhanced Magic:** Spells and spell-like abilities with the chaotic or evil descriptor are enhanced.

**Impeded Magic:** Spells and spell-like abilities with the good or lawful descriptor are impeded.

machine to serve as its gateway. To safely open the portal to Hrethnar's prison, a creature must insert the obsidian key from the throne in area B3 and manipulate the machine's strange living control panel to open a temporary spatial rift. Feristal Faroon used the obsidian key, and it remains in her possession. The PCs can open the portal without the key (see Development below), but must contend with the machine's guardians first.

**Creatures:** If a creature approaches within 10 feet of the machine without the obsidian key, the machine belches forth a magma ooze (in Subtier 5–6) or a pair of shard slags (in Subtier 8–9). The green goo in the room does not impede the oozes and does not count as water for the purposes of the creatures' vulnerability to water.

## Subtier 5–6 (CR 7)

### MAGMA OOZE

CR 7

hp 85 (*Pathfinder RPG Bestiary* 2 184; see page 23)

#### TACTICS

**During Combat** The magma ooze attacks the nearest PC.

**Morale** The magma ooze fights until destroyed. It does not pursue the PCs beyond this chamber.

## Subtier 8–9 (CR 10)

### SHARD SLAGS (2)

CR 8

hp 126 each (*Pathfinder RPG Bestiary* 4 240; see page 24)

#### TACTICS

**During Combat** The shard slags attack different PCs if possible, preferring enemies closest to the machine from Leng.

**Morale** The shard slags fight until destroyed. They do not pursue the PCs beyond this chamber.

**Development:** After the PCs defeat the machine's guardians, it shudders and forms a lifelike image made of its own tendrils and vile fluids. The image depicts Feristal Faroon inserting the obsidian key into the machine's flesh, a glowing spatial rift opening, and Faroon walking through the rift accompanied by a halfling and a troll. The machine absorbs the image back into its body and a hand-shaped depression appears in its place, remaining until the PCs interact with it.

If a PC places a hand on the hand-shaped depression, the machine immediately envelops the PC's hand to the elbow. The PC takes 1d6 points of Charisma damage as inhuman visions assault the PC's psyche. A DC 20 Will save (DC 24 in Subtier 8–9) reduces this to 1 point of Charisma damage instead. Whether the PC fails or succeeds at the save, the machine releases the PC and opens the portal—a shimmering rift that hovers a few inches off the ground—in the center of the chamber. The portal remains open for 1 minute. If it closes, a PC must interact with the machine again to reopen it.

PCs stepping through the rift instantly appear on the poop deck of the *Voracious* (area C1).

## C. HRETHNAR'S PRISON

The *Voracious* has been Hrethnar's extraplanar prison for the past 300 years. Made of glistening lacquered black wood and sporting three tattered black sails, the *Voracious* floats in a roiling gray sea within sight of the shore of Leng—though the ship remains invisible and impenetrable to the beings who call that dreaded realm home.

### C1. The Black Ship

Read the following when the PCs step through the portal created by the machine of Leng in area B7.

The trip through the shimmering portal is instantaneous and leads to



## C. Hrethnar's Prison



1 square = 5 feet

Pathfinder Flip-Mat Classic: Ship

## SCALING ENCOUNTER C3

Make the following adjustments to accommodate a group of four PCs.

**All Subtiers:** Yl'nesegva attempts to parley with the PCs if reduced to fewer than 50 hit points and, if forced to flee, returns with only one denizen of Leng.

the sterncastle of a black-hulled ghost ship. Though an icy wind blows the tattered remains of the ship's useless black sails, some other force seems to push the vessel through a churning gray sea. Overhead, the sky is full of unrecognizable stars and an enormous white moon. To starboard, the gray sea is vast and endless. Several hundred yards to port, a single bleak rock, studded with strangely proportioned architecture, rises from the sea. A brass plaque mounted on the mast behind the ship's wheel is inscribed with the name *Voracious*.

The portal leading back to area **B7** is permanently open on this end. However, if the PCs return through the portal, they must interact with the machine from Leng again (as described in area **B7**) to reopen it.

The *Voracious* exists in its own extradimensional pocket nestled within the dreaded nightmare realm of Leng. From the deck of the *Voracious*, the PCs can see they are adrift in a great mist-shrouded sea and that the moon and stars above are all wrong. The ship continuously sails around a bleak, rocky island dominated by strangely proportioned architecture. This is the Nameless Rock, an island infested by moon-beasts and their servants located off the coast of Leng. The PCs can see numerous monstrous forms moving about the island and other horrors flying overhead from time to time, but none of these creatures can see or interact with the ship.

## C2. Main Deck

The main deck of the *Voracious* is devoid of any crew. The ship's small rowboat is rotted and useless, and a small storeroom at the fore of the ship is filled with empty, rotting sea chests.

The windowless captain's cabin at the rear of the main deck is devoid of any furnishings and its floor, ceiling, and walls are all painted pitch black. When the cabin door is closed, a creature can sit in silent meditation in the lightless cabin for 10 minutes and ask the otherworldly entities that call Leng home a single question that can be answered by a simple yes or no, as per *commune*. A creature invoking this ability can ask only a single question, and the effect can be invoked only once per day. When the PCs enter the cabin for the first time, the spirit-entities powering the *commune* effect empathically inform the PCs about the effect and how to invoke it.

PCs near the stairs to the hold hear the strange, hollow piping of an alien wind instrument emanating from below.

## C3. The Thing in the Hold (CR 8 or CR 11)

Feeble gray light shines through narrow rectangular apertures above corroded metal cannon-like structures, illuminating this surprisingly spacious ship's hold.

The ceiling in the ship's hold is 10 feet high. The cannons that Sempet Sevenfingers once used on the *Voracious* have been altered and corroded by the alien environment of Leng; they are now no more than cannon-shaped lumps of useless iron. The cabins to the fore and aft of this deck once held slaves, but only iron rings remain.

The door at area **C3a** leading to the lower hold is not visible. Constructed of special materials mined deep under Leng's subterranean underworld, the iron door has special reality-warping properties and does not fade into existence unless the hold's guardian either wills the door to appear (see Development below), is killed, or leaves the *Voracious*.

**Creature:** The alien piping music originates from a strange, multi-piped, flute-like instrument being played by Yl'nesegva, guardian of the hold and turnkey of Hrethnar's prison. Sevenfingers made a pact with powerful forces of Leng to secure a perpetual guardian over the prison. Yl'nesegva is but one of hundreds of similar beings that have served as a temporary guardian here. Each guardian serves here for one year and a day before they are replaced by another of their kind, using *plane shift* to enter and leave the ship's hold. In Subtier 5–6, Yl'nesegva is a denizen of Leng. In Subtier 8–9, Yl'nesegva is a moon-beast. Yl'nesegva attacks intruders immediately.

Faroon and her allies did not interact with Yl'nesegva at all; they instead used a *scroll of dimension door* to reach the lower hold directly.

## Subtier 5–6 (CR 8)

**YL'NESEGVA** **CR 8**

Denizen of Leng (*Pathfinder RPG Bestiary* 2 82; see page 21)

hp 95

### TACTICS

**During Combat** Yl'nesegva targets as many of the PCs as possible with *hypnotic pattern*. It then attacks the closest PC with its bite and claws.

**Morale** Because the *Voracious* is so closely tied to the demiplane of Leng, Yl'nesegva suspects that if it were killed aboard the ship, it would be permanently destroyed. If reduced to fewer than 30 hit points, the creature attempts to parley with the PCs instead of fighting to the death (see Development on page 17).

## Subtier 8–9 (CR 11)

**YL'NESEGVA** **CR 11**

Moon-beast (*Pathfinder RPG Bestiary* 3 195; see page 23)

hp 133



## TACTICS

**During Combat** Yl'nesegva targets as many PCs as possible with *confusion*. It then targets the strongest-looking PCs with *dominate person* for its next three actions, ordering any dominated PCs to slay their former companions. Next, Yl'nesegva uses *shadow evocation* to target the PCs with an *ice storm*. If these tactics fail to eliminate the PCs, Yl'nesegva engages them in melee.

**Morale** If reduced to fewer than 30 hit points, the creature attempts to parley with the PCs instead of fighting to the death (see Development below).

**Treasure:** Yl'nesegva's flute is an excellently crafted art object manufactured by inhuman hands. It functions as *pipes of the sewers* in Subtier 5–6 and *pipes of pain*<sup>UE</sup> in Subtier 8–9.

**Development:** If Yl'nesegva parleys with the PCs, it explains that it is the guardian of the traitorous Hrethnar Olvaradsson. Yl'nesegva also reveals that another band of interlopers arrived in the hold a few minutes ago and used magic to avoid it by transporting themselves directly into Hrethnar's prison below. Yl'nesegva can describe the interlopers as Faroon, a troll, and a halfling.

Throughout its interactions with the PCs, Yl'nesegva uses *detect thoughts* to ensure the PCs' honesty. The guardian's actions vary depending on how the PCs interact with it. If the PCs offer to enter the prison and defeat Faroon and her allies, Yl'nesegva grants them permission to do so and offers them its magical flute (see Treasure above) as compensation upon completing the task. It then wills the door at area **C3a** to fade into existence, providing access to Hrethnar's cell in the lower hold (area **C4**).

If the PCs admit that they want to free or kill Hrethnar, Yl'nesegva grows furious and immediately casts *plane shift* to escape, returning to the *Voracious* in one hour fully healed and with two denizens of Leng as reinforcements. If the PCs take any actions that demonstrate they intend to free Hrethnar (such as returning this way accompanied by Hrethnar), or if they refuse to parley, Yl'nesegva immediately uses *plane shift* to get away, returning fully healed with two denizens of Leng as reinforcements to kill the PCs and recapture their prisoner. Although these forces search the *Voracious* thoroughly, they do not leave the *Voracious*.

Once Yl'nesegva is killed or leaves via *plane shift*, the door leading to area **C4** fades into existence.

**Rewards:** If the PCs do not recover Yl'nesegva's flute, cross off the *pipes of the sewers* (in Subtier 5–6) and *pipes of pain* (in Subtier 8–9) on each PC's Chronicle sheet and reduce each PC's gold earned by the following amount.

*Subtier 5–6:* Reduce each PC's gold earned by 95 gp.

*Out of Subtier:* Reduce each PC's gold earned by 548 gp.

*Subtier 8–9:* Reduce each PC's gold earned by 1,000 gp.

## SCALING ENCOUNTER C4

Make the following adjustments to accommodate a group of four PCs.

**All Subtiers:** Mortivar has decided that he isn't willing to die for Faroon in this strange place. Once combat begins, the halfling flees.

## C4. Hrethnar's Cell (CR 9 or CR 12)

Completely devoid of furnishings, this bleak and uninviting ship's hold is bathed in a feeble gray light.

This lower hold is 10 feet tall and contains several iron rings affixed to the floor. A feeble gray light akin to starlight provides dim illumination throughout the hold.

**Creatures:** When the PCs arrive, Feristal Faroon and her two surviving allies are engaged in delicate negotiations with Hrethnar Olvaradsson, a powerful Ulfen man wearing midnight blue robes.

When the PCs enter the hold, Faroon takes advantage of the interruption to reinforce her plea rather than fight the PCs immediately.

"See, my lord Hrethnar?" the dark-haired elven woman says with a honeyed voice. "It is just as I said; you are no longer safe here. Let us work together to dispatch these assassins. Then, once I free you from this horrible place, we can return to Golarion, loot your treacherous master's tomb, and return to a life of blood and plunder!"

The broad-chested Ulfen man shakes his head. "I will not rush my decision, Faroon. You and your words are both lovely to me, but I want to hear what these bravos have to say first." He turns to his new visitors. "I seek to leave this prison and exact my revenge against my former master, Sempet Sevenfingers. What have you to offer me? Before you answer, consider this: only I have the power to reach Sevenfingers's final tomb."

The man then opens the front of his robe to partially reveal his bare chest. Many tiny arcane runes and sigils are tattooed into his flesh. They glow softly as they reflect the pale gray light of the hold.

The PCs can plead their case to Hrethnar, making the Ulfen pirate an enemy or an ally by attempting a single Diplomacy check with the following modifiers:

Situation	Diplomacy DC Modifier
Each PC of Ulfen ancestry	+1
The PCs insist they intend to free Hrethnar	+3
The PCs insist they want to help Hrethnar exact revenge against Sevenfingers	+5

After calculating the result of the Diplomacy check, consult the following table for the outcome:

Diplomacy Result	Outcome
15 or less	Hrethnar allies with Faroon and attacks the PCs.
16–39	Hrethnar remains neutral. He says he will ally with the victor of the following fight.
40 or more	Hrethnar allies with the PCs and attacks Faroon and her allies.

Regardless of Hrethnar's choice, Faroon realizes that she needs to eliminate the PCs and attacks them.

## Subtier 5–6 (CR 9)

### FERISTAL FAROON CR 8

NE queen of staves (*Pathfinder NPC Codex* 220; see page 24)

hp 67

**Gear** +2 leather armor, +1 quarterstaff, amulet of natural armor +1, cloak of resistance +1, spell component pouch, spellbook, 276 gp.

#### TACTICS

**During Combat** Faroon casts *displacement* on herself and then casts *lightning bolt* and *magic missile* targeting the PCs. She then casts *mirror image* and enters melee. She prefers to fight alongside Roortha.

**Morale** In the hold of the *Voracious* in the nightmare realm of Leng, Faroon feels like a trapped animal. Bitter and desperate, she fights to the death.

### ROORTHA CR 5

Female troll (*Pathfinder Bestiary* 268; see page 25)

hp 63

#### TACTICS

**During Combat** Roortha positions herself next to Faroon and attacks anyone that tries to engage Faroon in melee.

**Morale** Roortha fights to the death.

### MORTIVAR CR 4

NE guild initiate (*Pathfinder NPC Codex* 146; see page 22)

hp 41

#### TACTICS

**During Combat** Mortivar drinks his *potion of invisibility*. He then moves into a flanking position with his allies and fights with his short sword.

**Morale** Mortivar surrenders if Faroon is killed and pleads for mercy.

### HRETHNAR OLVARADSSON CR 6

Male human fighter 7/evoker 7

LE Medium humanoid (human)

**Init** –3; **Senses** Perception +1

#### DEFENSE

**AC** 14, touch 10, flat-footed 14 (+4 armor)

**hp** 109 (14 HD; 7d6+7d10+42)

**Fort** +4, **Ref** –1, **Will** +3 (+2 vs. fear)

**Weaknesses** negative levels, weakened

#### OFFENSE

**Speed** 30 ft.

**Melee** unarmed strike +7/+2 (1d3+4 nonlethal)

**Special Attacks** intense spells (+3 damage), weapon training (axes +1)

**Arcane School Spell-Like Abilities** (CL 7th; concentration +10)

6/day—force missile (1d4+3)

**Evoker Spells Prepared** (CL 7th; concentration +10)

1st—*mage armor* (4), *shocking grasp* (3)

0 (at will)—*detect magic*

**Opposition Schools** Divination, Enchantment

#### TACTICS

**Before Combat** Hrethnar casts *mage armor* on himself.

**During Combat** Hrethnar casts his offensive spells and uses his force missile spell-like ability. After these abilities are exhausted, he dares his enemies to toss him an axe so he can take his foes with him into death.

**Morale** Hrethnar is haughty and proud. He fights to the death.

#### STATISTICS

**Str** 18, **Dex** 10, **Con** 18, **Int** 16, **Wis** 12, **Cha** 15

**Base Atk** +10; **CMB** +7; **CMD** 17

**Feats** Arcane Strike, Craft Wondrous Item, Improved Critical (battleaxe), Improved Initiative, Improved Iron Will, Iron Will, Lightning Reflexes, Scribe Scroll, Spell Mastery, Step Up, Toughness, Vital Strike, Weapon Focus (battleaxe), Weapon Specialization (battleaxe)

**Skills** Bluff +0, Craft (alchemy) +8, Intimidate +3, Knowledge (arcana) +9, Knowledge (geography) +3, Knowledge (history) +5, Knowledge (nature) +3, Knowledge (planes) +8, Perception +1, Sense Motive +1, Spellcraft +8, Survival +3, Swim +3

**Languages** Aklo, Common, Polyglot, Skald, Varisian

**SQ** arcane bond (*ring of counterspells*), armor training 2, immortal

**Gear** *ring of counterspells* (contains *dominate person*)

#### SPECIAL ABILITIES

**Immortal (Su)** While imprisoned aboard the *Voracious*, Hrethnar does not age, nor does he require food or water to sustain him. If removed from the *Voracious*, he begins to age normally. If taken more than 1 mile from the Gloomspires, his lost years catch up to him and he instantly dies.

**Negative Levels (Su)** Hrethnar's life force has slowly drained away during his long imprisonment. He currently has 7





# HRETHNAR'S THRONE

negative levels that can't be removed until he is removed from the *Voracious*. The effects of these negative levels have already been calculated into his stat block.

**Weakened (Ex)** Hrethnar does not have access to his spellbook.

Without his spellbook, Hrethnar can only recall and cast the spells associated with his Spell Mastery feat (*detect magic*, *mage armor*, and *shocking grasp*). He is also unarmed.

## Subtier 8–9 (CR 12)

### FERISTAL FAROON

CR 11

NE fey enchantress (*Pathfinder NPC Codex* 169; see page 21)

hp 56

#### TACTICS

**Before Combat** Faroon cast *false life* and *mage armor* on herself several hours ago.

**During Combat** Faroon uses her fleeting glance ability to turn invisible and then casts *mind fog* before casting *mass suggestion* and *dominate person*. She then casts *lightning bolt*, *magic missile*, and then *spectral hand* so she can deliver touch spells such as *bestow curse*, *poison*, or *touch of idiocy*. She remains adjacent to Roortha.

**Morale** Use the tactics from Subtier 5–6.

### ROORTHA

CR 5

Female troll (*Pathfinder Bestiary* 268; see page 25)

hp 63

#### TACTICS

**During Combat** Roortha positions herself next to Faroon and attacks anyone that tries to engage Faroon in melee.

**Morale** Roortha fights to the death.

### MORTIVAR

CR 8

NE halfling slinger (*Pathfinder NPC Codex* 84; see page 22)

hp 72

**Combat Gear** +1 elf-bane bullets (5), *potion of bull's strength*, *potion of cure moderate wounds*, *potion of heroism*, *potion of invisibility*; **Other Gear** breastplate, +1 halfling sling staff with 20 bullets, short sword, *belt of incredible dexterity* +2, *brooch of shielding* (35 points of damage remaining), 161 gp

#### TACTICS

**Before Combat** Mortivar drinks his *potions of bull's strength* and *heroism*.

**During Combat** If fighting elves, Mortivar stays back from the fight, wielding his sling staff until he's out of *elf-bane* bullets. Otherwise, he leaps into the fray, bashing foes and hurling bullets with

his sling staff while using *Deadly Aim* and *Vital Strike*.

**Morale** Mortivar surrenders if Faroon is killed and pleads for mercy.

### HRETHNAR OLVARADSSON

CR 6

LE male human fighter 7/evoker 7 (see Subtier 5–6)

hp 109

**Evoker Spells Prepared** (CL 7th; concentration +10)

3rd—*lightning bolt* (3, DC 17)

1st—*mage armor* (4), *shocking grasp* (3)

0 (at will)—*detect magic*

#### TACTICS

Use the tactics from Subtier 5–6, except that Hrethnar's Spell Mastery feat allows him to prepare *detect magic*, *lightning bolt*, and *mage armor*.

**Rewards:** If the PCs do not defeat Faroon and her allies, reduce each PC's gold earned by the following amount.

*Subtier 5–6:* Reduce each PC's gold earned by 1,460 gp.

*Out of Subtier:* Reduce each PC's gold earned by 2,185 gp.

*Subtier 8–9:* Reduce each PC's gold earned by 2,910 gp.

## CONCLUSION

Freeing Hrethnar from his extradimensional prison is a simple matter of walking him through the portal atop the *Voracious's* sterncastle (area C1) that leads back to area B7. Hrethnar can't go through the portal alone and must be accompanied to use it. Hrethnar eagerly explains this to the PCs. Even though he is evil, Hrethnar is an honorable man and feels indebted to the PCs for freeing him. Hrethnar explains that he can't leave the Gloomspires without his lost years catching up to him. He therefore settles in the old Makers' Sanctum (area B1) and promises to act as an ally and advisor for future Pathfinder expeditions to the tomb. He is especially eager for the Pathfinders to return and help him avenge himself against his old master.

Hrethnar spoke the truth when he said that only he could access Sevenfingers's final tomb. However, the arcane tattoos inked on his body are the true key. PCs who study the tattoos and succeed at a DC 20 Knowledge (arcana) or Spellcraft check realize that they form a powerful arcane key that unlocks a magical door located somewhere in Sevenfingers's tomb. The symbols suggest that this door



Hrethnar

only fades into existence on a particular date or when a specific set of events unfold (the date of Hrethnar's mutiny, which Hrethnar can explain if he is allied with the PCs). The contents of the lower level of Sevenfingers's tomb are beyond the scope of this scenario.

### REPORTING NOTES

If the PCs ally with Hrethnar and return him to the Gloomspires, check box A on the reporting sheet.

### PRIMARY SUCCESS CONDITIONS

If the PCs thoroughly map the third level of Old Sevenfingers's tomb (areas **B1–B7**), they achieve their primary success condition and each PC earns 1 Prestige Point.

### SECONDARY SUCCESS CONDITIONS

If the PCs defeat Captain Feristal Faroon, they achieve their secondary success condition and earn 1 additional Prestige Point.



## APPENDIX: STAT BLOCKS

The following stat blocks are used in this adventure.

DENIZEN OF LENG	CR 8
CE Medium outsider (chaotic, evil, extraplanar)	
<b>Init</b> +4; <b>Senses</b> darkvision 60 ft.; Perception +16	
DEFENSE	
<b>AC</b> 21, touch 15, flat-footed 16 (+4 Dex, +1 dodge, +6 natural)	
<b>hp</b> 95 (10d10+40); planar fast healing 5	
<b>Fort</b> +11, <b>Ref</b> +11, <b>Will</b> +6	
<b>Defensive Abilities</b> no breath, unusual anatomy; <b>Immune</b> poison;	
<b>Resist</b> cold 30, electricity 30; <b>SR</b> 19	
OFFENSE	
<b>Speed</b> 40 ft.	
<b>Melee</b> bite +14 (1d6+2 plus 1d6 Dexterity drain), 2 claws +14 (1d4+2)	
<b>Special Attacks</b> sneak attack +5d6	
<b>Spell-Like Abilities</b> (CL 10th; concentration +15)	
Constant— <i>tongues</i>	
3/day— <i>detect thoughts</i> (DC 17), <i>hypnotic pattern</i> (DC 17), <i>levitate</i> , <i>minor image</i> (DC 17)	
1/day— <i>locate object</i> , <i>plane shift</i> (DC 20, self only)	
STATISTICS	
<b>Str</b> 14, <b>Dex</b> 18, <b>Con</b> 19, <b>Int</b> 18, <b>Wis</b> 17, <b>Cha</b> 21	
<b>Base Atk</b> +10; <b>CMB</b> +12; <b>CMD</b> 27	
<b>Feats</b> Deceitful, Dodge, Mobility, Persuasive, Weapon Finesse	
<b>Skills</b> Bluff +22, Diplomacy +7, Disable Device +14, Disguise +12 (+16 as humanoid), Intimidate +12, Knowledge (any one) +17, Perception +16, Profession (sailor) +8, Sense Motive +16, Sleight of Hand +17, Spellcraft +12, Stealth +17, Use Magic Device +18;	
<b>Racial Modifiers</b> +4 Disguise when disguised as a Medium humanoid	
<b>Languages</b> Aklo; tongues	
SPECIAL ABILITIES	
<b>Dexterity Drain (Su)</b> The otherworldly teeth and tongues of a denizen of Leng deal 1d6 points of Dexterity drain with a bite. Constructs, elementals, and other creatures that do not possess flesh are immune to this effect. A successful DC 19 Fortitude save reduces the Dexterity drain to 1 point. The save DC is Constitution-based.	
<b>Planar Fast Healing (Su)</b> A denizen of Leng maintains a connection to Leng at all times, and when away from Leng, it has fast healing 5. It loses this ability on Leng or in areas where planar connections do not function. If killed, a denizen's body dissolves into nothingness in 1d4 rounds, leaving behind its equipment. A slain denizen reforms in Leng, similar to a slain summoned creature; it can only be permanently killed if its fast healing is negated.	
<b>Unusual Anatomy (Ex)</b> A denizen's internal anatomy varies from individual to individual, and has a 50% chance to treat any critical hit or sneak attack against it as a normal hit.	

FEY ENCHANTRESS	CR 11
Elf sorcerer 12	

CN Medium humanoid (elf)	
<b>Init</b> +3; <b>Senses</b> low-light vision; Perception +12	
DEFENSE	
<b>AC</b> 21, touch 16, flat-footed 17 (+4 armor, +2 deflection, +3 Dex, +1 dodge, +1 natural)	
<b>hp</b> 56 (12d6+12)	
<b>Fort</b> +5, <b>Ref</b> +10, <b>Will</b> +12; +2 vs. enchantments	
<b>Immune</b> sleep	
OFFENSE	
<b>Speed</b> 30 ft.	
<b>Melee</b> mwk rapier +10/+5 (1d6–1/18–20)	
<b>Ranged</b> mwk shortbow +10/+5 (1d6/×3)	
<b>Bloodline Spell-Like Abilities</b> (CL 12th; concentration +17)	
8/day—laughing touch	
12 rounds/day—fleeing glance	
<b>Sorcerer Spells Known</b> (CL 12th; concentration +17)	
6th (3/day)— <i>mass suggestion</i> (DC 25)	
5th (6/day)— <i>dominate person</i> (DC 24), <i>mind fog</i> (DC 24), <i>tree stride</i>	
4th (7/day)— <i>bestow curse</i> (DC 19), <i>charm monster</i> (DC 21), <i>crushing despair</i> (DC 23), <i>poison</i> (DC 19)	
3rd (7/day)— <i>deep slumber</i> (DC 22), <i>fly</i> , <i>hold person</i> (DC 22), <i>lightning bolt</i> (DC 18), <i>suggestion</i> (DC 22)	
2nd (7/day)— <i>false life</i> , <i>glitterdust</i> (DC 17), <i>hideous laughter</i> (DC 21), <i>scorching ray</i> , <i>spectral hand</i> , <i>touch of idiocy</i>	
1st (8/day)— <i>charm person</i> (DC 18), <i>entangle</i> (DC 16), <i>mage armor</i> , <i>magic missile</i> , <i>shield</i> , <i>ventriloquism</i> (DC 16)	
0 (at will)— <i>dancing lights</i> , <i>daze</i> (DC 19), <i>detect magic</i> , <i>ghost sound</i> (DC 15), <i>mage hand</i> , <i>message</i> , <i>prestidigitation</i> , <i>ray of frost</i> , <i>read magic</i>	
<b>Bloodline</b> fey	
STATISTICS	
<b>Str</b> 8, <b>Dex</b> 16, <b>Con</b> 10, <b>Int</b> 12, <b>Wis</b> 13, <b>Cha</b> 20	
<b>Base Atk</b> +6; <b>CMB</b> +5; <b>CMD</b> 21	
<b>Feats</b> Dodge, Eschew Materials, Greater Spell Focus (enchantment), Improved Iron Will, Iron Will, Lightning Reflexes, Spell Focus (enchantment), Weapon Finesse	
<b>Skills</b> Bluff +18, Diplomacy +15, Fly +7, Intimidate +18, Knowledge (arcana) +6, Knowledge (nature) +5, Perception +12, Spellcraft +9 (+11 to identify magic item properties)	
<b>Languages</b> Common, Elven, Sylvan	
<b>SQ</b> bloodline arcana (+2 DC for compulsion spells), elven magic, weapon familiarity, woodland stride	
<b>Combat Gear</b> <i>elixir of love</i> (2), <i>scroll of wall of force</i> ; <b>Other Gear</b> masterwork rapier, masterwork shortbow with 20 arrows, <i>cloak of resistance</i> +1, <i>hat of disguise</i> , <i>headband of alluring charisma</i> +2, <i>ring of protection</i> +2, jewelry (worth 300 gp), 1,825 gp	

GALVO	CR 9
NE Medium magical beast (aquatic)	
<b>Init</b> +4; <b>Senses</b> blindsense 60 ft., darkvision 60 ft., low-light vision; Perception +10	

## DEFENSE

**AC** 23, touch 15, flat-footed 18 (+4 Dex, +1 dodge, +8 natural)  
**hp** 127 (15d10+45)

**Fort** +12, **Ref** +13, **Will** +6

**Defensive Abilities** swarmlike; **DR** 10/slashing; **Immune** electricity

## OFFENSE

**Speed** 30 ft., swim 30 ft.

**Melee** bite +19 (1d6+3 plus 2d6 electricity), 2 slams +19 (1d6+3 plus 2d6 electricity)

**Ranged** eel dart +19 touch (1d6+3 plus 1d6 electricity)

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

## STATISTICS

**Str** 17, **Dex** 19, **Con** 16, **Int** 7, **Wis** 12, **Cha** 8

**Base Atk** +15; **CMB** +18; **CMD** 33 (can't be tripped)

**Feats** Blind-Fight, Combat Reflexes, Dodge, Point-Blank Shot, Power Attack, Precise Shot, Vital Strike, Weapon Finesse

**Skills** Perception +10, Stealth +15, Swim +15

**Languages** Aquan (can't speak)

**SQ** amphibious, compression, varied attack

## SPECIAL ABILITIES

**Eel Dart (Ex)** A galvo can launch one of its component eels like a dart up to 30 feet as a ranged touch attack. An eel dart deals a number of points of damage equal to 1d6 + the galvo's Strength modifier plus 1d6 points of electricity damage.

**Swarmlike (Ex)** A galvo has no discernible anatomy, and is not subject to critical hits or flanking. It is also immune to any physical spell or effect that targets a specific number of creatures (including single-target spells such as *disintegrate*). Mind-affecting effects that target a single creature function normally against a galvo, since the creature's individual components share a hive mind. A galvo takes half again as much damage (+50%) from damaging area effects such as fireball and splash weapons.

**Varied Attack (Ex)** A galvo's slam attack deals both bludgeoning and slashing damage since the creature is formed completely of biting eels.

## GUILD INITIATE

CR 4

Halfling rogue 5

LE Small humanoid (halfling)

**Init** +8; **Senses** Perception +9

## DEFENSE

**AC** 18, touch 15, flat-footed 14 (+3 armor, +4 Dex, +1 size)

**hp** 41 (5d8+15)

**Fort** +4, **Ref** +11, **Will** +1; +2 vs. fear

**Defensive Abilities** evasion, trap sense +1, uncanny dodge

## OFFENSE

**Speed** 20 ft.

**Melee** +1 short sword +9 (1d4+1/19-20)

**Ranged** mwk hand crossbow +9 (1d3/19-20)

**Special Attacks** sneak attack +3d6

## STATISTICS

**Str** 10, **Dex** 18, **Con** 14, **Int** 10, **Wis** 8, **Cha** 15

**Base Atk** +3; **CMB** +2; **CMD** 16

**Feats** Improved Initiative, Lightning Reflexes, Point-Blank Shot, Weapon Finesse

**Skills** Acrobatics +14 (+10 when jumping), Bluff +10, Climb +10, Disable Device +14, Knowledge (local) +8, Perception +9, Sleight of Hand +12, Stealth +16

**Languages** Common, Halfling

**SQ** rogue talents (finesse rogue, slow reactions), trapfinding +2

**Combat Gear** *potions of cure light wounds* (2), *potion of invisibility*; **Other Gear** masterwork studded leather, +1 short sword, masterwork hand crossbow with 20 bolts, masterwork thieves' tools, tindertwig (5), 60 gp

## HALFLING SLINGER

CR 8

Halfling fighter 9

N Small humanoid (halfling)

**Init** +5; **Senses** Perception +5

## DEFENSE

**AC** 22, touch 16, flat-footed 17 (+6 armor, +5 Dex, +1 size)

**hp** 72 (9d10+18)

**Fort** +11, **Ref** +11, **Will** +9; +4 vs. fear

**Defensive Abilities** bravery +2

## OFFENSE

**Speed** 20 ft.

**Melee** +1 halfling sling staff +18/+13 (1d4+9/19-20) or short sword +14/+9 (1d4+4/19-20)

**Ranged** +1 halfling sling staff +22 (1d6+8/19-20/x3)

**Special Attacks** weapon training (thrown +2, light blades +1)

## STATISTICS

**Str** 16, **Dex** 20, **Con** 14, **Int** 8, **Wis** 12, **Cha** 12

**Base Atk** +9; **CMB** +13; **CMD** 26

**Feats** Deadly Aim, Greater Weapon Focus (halfling sling staff), Improved Critical (halfling sling staff), Iron Will, Mounted Combat, Point-Blank Shot, Precise Shot, Vital Strike, Weapon Focus (halfling sling staff), Weapon Specialization (halfling sling staff)

**Skills** Acrobatics +7 (+3 when jumping), Climb +5, Perception +5, Ride +17, Survival +15

**Languages** Common, Halfling

**SQ** armor training 2

**Combat Gear** +1 elf-bane bullets (5), *potion of bull's strength*, *potion of cure moderate wounds*, *potion of heroism*, *potion of invisibility*; **Other Gear** breastplate, +1 halfling sling staff with 20 bullets, short sword, *belt of incredible dexterity* +2, *brooch of shielding* (35 points of damage remaining), 161 gp

## HOBGOBLIN BOMBARDIER

CR 7

Hobgoblin alchemist (grenadier) 8 (*Pathfinder RPG Bestiary* 175, *Pathfinder RPG Advanced Player's Guide* 26, *Pathfinder RPG Monster Codex* 116)

LE Medium humanoid (goblinoid)



# HRETHNAR'S THRONE

**Init** +4; **Senses** darkvision 60 ft.; Perception +16

## DEFENSE

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

**hp** 71 (8d8+32)

**Fort** +9, **Ref** +10, **Will** +2

## OFFENSE

**Speed** 30 ft.

**Melee** mwk short sword +8/+3 (1d6+1/19–20)

**Ranged** bomb +12/+7 (4d6+2 fire)

**Special Attacks** alchemical weapon (swift action), bomb 14/day (4d6+2 fire, DC 16), directed blast

**Alchemist Extracts Prepared** (CL 8th)

3rd—*fly, haste*

2nd—*barkskin, cat's grace, false life, invisibility, resist energy*

1st—*bomber's eye*<sup>APG</sup>, *expeditious retreat, shield, true strike* (2)

## STATISTICS

**Str** 12, **Dex** 18, **Con** 16, **Int** 14, **Wis** 10, **Cha** 8

**Base Atk** +6; **CMB** +7; **CMD** 21

**Feats** Point-Blank Shot, Precise Shot, Throw Anything, Toughness, Weapon Focus (bomb)

**Skills** Craft (alchemy) +15, Heal +7, Knowledge (arcana) +11, Knowledge (engineering) +8, Knowledge (nature) +11, Perception +16, Spellcraft +13, Use Magic Device +6

**Languages** Aklo, Common, Goblin, Sylvan

**SQ** alchemy (alchemy crafting +8, identify potions), alternate racial features, discoveries (concussive bomb [4d4+2 sonic plus deafness], fast bombs, precise bombs [2 squares], smoke bomb, stink bomb), mutagen (+4/–2, +2 natural, 80 minutes), swift alchemy

**Combat Gear** *wand of cure light wounds* (40 charges), acid (3), alchemist's fire (4), smokesticks (2), tanglefoot bags (2), unstable accelerant<sup>ARG</sup> (3); **Other Gear** +2 *leather armor*, bombchucker<sup>MC</sup>, mwk short sword, *eyes of the eagle*, 30 gp

## SPECIAL ABILITIES

**Alternate Racial Features (Ex)** The bombardier has the engineer racial trait in place of sneaky, granting him a +2 bonus on Craft (alchemy) and Knowledge (engineering) checks. He also employs the hobgoblin alternate favored class option for his alchemy levels, granting him four additional uses of his bomb ability each day.

## MAGMA OOZE

CR 7

N Large ooze (fire)

**Init** –5; **Senses** blindsight 60 ft.; Perception –5

## DEFENSE

**AC** 4, touch 4, flat-footed 4 (–5 Dex, –1 size)

**hp** 85 (9d8+45)

**Fort** +8, **Ref** –2, **Will** –2

**Defensive Abilities** split (cold and slashing, 8 hp); **Immune** fire, ooze traits

**Weaknesses** vulnerability to cold, vulnerability to water

## OFFENSE

**Speed** 10 ft., climb 10 ft.

**Melee** slam +14 (2d6+13 plus 2d6 grab, and burn)

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

**Special Attacks** burn (2d6, DC 19), constrict (2d6+13 plus burn)

## STATISTICS

**Str** 28, **Dex** 1, **Con** 21, **Int** —, **Wis** 1, **Cha** 1

**Base Atk** +6; **CMB** +16 (+20 grapple); **CMD** 21 (can't be tripped)

**Skills** Climb +17

**SQ** lava body

## SPECIAL ABILITIES

**Lava Body (Ex)** The magma ooze is formed of molten rock.

Whenever a creature strikes a magma ooze with a weapon, that weapon takes 4d6 points of fire damage unless the attacker makes a DC 19 Fortitude save. Damage caused to weapons in this manner is not halved, but hardness does help prevent some of the damage dealt. The save DC is Constitution-based.

**Vulnerability to Water (Ex)** A significant amount of water, such as that created by a *create water* spell, the contents of a large bucket, or a blow from a water elemental, that strikes a magma ooze forces the creature to make a DC 20 Fortitude save to avoid being staggered for 2d4 rounds. A magma ooze that is immersed in water must make a DC 20 Fortitude save each round (this DC increases by +1 each subsequent round) or become petrified, reverting once the water is gone.

## MOON-BEAST

CR 11

CE Large aberration

**Init** +7; **Senses** blindsight 90 ft.; Perception +21

## DEFENSE

**AC** 25, touch 13, flat-footed 21 (+3 Dex, +1 dodge, +12 natural, –1 size)

**hp** 133 (14d8+70)

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

**Defensive Abilities** amorphous; **DR** 10/piercing or slashing;

**Immune** cold, gaze attacks, illusions, poison; **Resist** electricity 30; **SR** 22

## OFFENSE

**Speed** 50 ft., climb 20 ft.; *air walk*

**Melee** 2 claws +15 (1d6+6), 4 tentacles +11 (1d6+3)

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

**Special Attacks** rend (2 tentacles, 1d6+9 plus Wisdom drain)

**Spell-Like Abilities** (CL 11th; concentration +18)

Constant—*air walk*

At will—*detect thoughts* (DC 19)

3/day—*charm monster* (DC 21), *dispel magic*, *dominate person* (DC 22), *shadow conjuration* (DC 21), *shadow evocation* (DC 22), *veil* (DC 23)

1/day—*confusion* (DC 21), *major image* (DC 20), *mirage arcana* (DC 22), *plane shift* (self only)

## STATISTICS

**Str** 22, **Dex** 17, **Con** 20, **Int** 19, **Wis** 18, **Cha** 25

**Base Atk** +10; **CMB** +17; **CMD** 31

**Feats** Combat Casting, Dodge, Improved Initiative, Iron Will, Lightning Reflexes, Mobility, Weapon Focus (tentacle)  
**Skills** Climb +14, Diplomacy +14, Intimidate +24, Knowledge (arcana) +11, Knowledge (planes) +18, Perception +21, Sense Motive +18, Spellcraft +21, Stealth +24, Use Magic Device +21;  
**Racial Modifiers** +8 Stealth

**Languages** Aklo (can't speak); telepathy 300 ft.

**SQ** compression, no breath

## SPECIAL ABILITIES

**Wisdom Drain (Su)** A creature that takes rend damage from a moon-beast must succeed at a DC 22 Will save or take 1d4 points of Wisdom drain. A moon-beast heals 5 points of damage for each point of Wisdom it drains in this manner. If it drains a victim to 0 Wisdom, the moon-beast gains the effects of a *heal* spell. The save DC is Constitution-based.

## QUEEN OF STAVES

CR 8

Elf fighter 2/abjurer 5/eldritch knight 2

N Medium humanoid (elf)

**Init** +3; **Senses** low-light vision; Perception +11

## DEFENSE

**AC** 19, touch 14, flat-footed 15 (+4 armor, +3 Dex, +1 dodge, +1 natural)

**hp** 67 (2d10+5d6+2d10+23)

**Fort** +9, **Ref** +6, **Will** +8; +2 vs. enchantments, +1 vs. fear

**Defensive Abilities** bravery +1; **Immune** sleep; **Resist** 5 fire

## OFFENSE

**Speed** 30 ft.

**Melee** +1 *quarterstaff* +11/+6 (1d6+7)

**Abjurer Spells Prepared** (CL 6th; concentration +8)

3rd—*displacement*, *lightning bolt* (DC 15), *protection from energy*

2nd—*darkness*, *false life*, *mirror image* (2), *protection from arrows*

1st—*cause fear* (DC 13), *magic missile*, *shield* (2), *true strike*

0 (at will)—*ghost sound* (DC 12), *message*, *open/close*, *touch of fatigue* (DC 12)

**Opposition Schools** conjuration, enchantment

## STATISTICS

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

**Base Atk** +6; **CMB** +9; **CMD** 23

**Feats** Arcane Armor Training, Craft Wand, Dodge, Great Fortitude, Improved Iron Will, Iron Will, Scribe Scroll, Toughness, Weapon Focus (quarterstaff), Weapon Specialization (quarterstaff)

**Skills** Knowledge (arcana) +10, Knowledge (local, nobility, planes, religion) +6, Perception +11, Ride +7, Sense Motive +5, Spellcraft +12 (+14 to identify magic item properties), Stealth +8

**Languages** Common, Draconic, Elven, Sylvan

**SQ** arcane bond (+1 *quarterstaff*), diverse training, elven magic, protective ward (2 rounds, +2 deflection, 5/day), weapon familiarity

**Gear** +2 *leather armor*, +1 *quarterstaff*, *amulet of natural armor* +1, *cloak of resistance* +1, spell component pouch, spellbook, 276 gp

## SHARD SLAG

CR 8

N Huge ooze (fire)

**Init** -2; **Senses** blindsight 60 ft., tremorsense 60 ft.; Perception -5

**Aura** molten form (5 ft., 1d6 fire damage)

## DEFENSE

**AC** 20, touch 6, flat-footed 20 (-2 Dex, +14 natural, -2 size)

**hp** 126 (12d8+72)

**Fort** +10, **Ref** +2, **Will** -1

**DR** 5/magic; **Immune** acid, electricity, fire, ooze traits

**Weaknesses** vulnerable to cold and water

## OFFENSE

**Speed** 30 ft., burrow 20 ft.

**Melee** 1d4+2 slag blades +13 (1d8+6/19-20 plus 2d6 fire)

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

**Special Attacks** excruciating burn (DC 16), molten form, slag blades

## STATISTICS

**Str** 22, **Dex** 6, **Con** 23, **Int** —, **Wis** 1, **Cha** 1

**Base Atk** +9; **CMB** +17; **CMD** 25 (can't be tripped)

**SQ** no breath

## SPECIAL ABILITIES

**Burrow (Ex)** A shard slag can burrow through solid stone at half its normal burrow speed.

**Excruciating Burn (Ex)** A living creature that takes fire damage from a shard slag must succeed at a DC 16 Fortitude save or be staggered for 1 round. This is a fire effect. The save DC is Constitution-based.

**Molten Form (Ex)** A shard slag's molten metal body is hot enough to melt stone. Creatures that begin their turn within 5 feet of a shard slag take 1d6 points of fire damage. Anyone striking a shard slag with a natural weapon or unarmed strike takes 2d6 points of fire damage. A creature that grapples a shard slag or is grappled by one takes 3d6 points of fire damage each round the grapple persists. A creature that strikes a shard slag with a weapon can attempt a DC 22 Reflex save; if it fails, it's unable to pull the weapon away from the shard slag's molten body quickly enough, and the weapon takes 2d6 points of fire damage. Unattended objects in contact with a shard slag take 2d6 points of fire damage per round. Damage caused to weapons and unattended objects is not halved, and ignores the first 5 points of hardness. The save DC is Constitution-based.

**Slag Blades (Ex)** Each round, a shard slag manipulates its molten metal form to create 1d4+2 blade-like protrusions it can extend to attack prey. The slag blades each strike as Medium longswords that deal an additional 2d6 points of fire damage. Additionally, the slag blades are natural weapons, so a shard slag can use them to attack creatures it grapples. Due to a shard slag's constantly roiling molten body, the slag blades melt away at the end of the shard slag's turn each round to be immediately replaced by 1d4+2 new slag blades.

**Vulnerable to Water (Ex)** If a significant amount of water—

such as the contents of a large bucket, the liquid created by a create water spell, or a blow from a water elemental—strikes a shard slag, the creature must succeed at a DC 20 Fortitude save or be staggered for 1d6 rounds. A shard slag that is immersed in water is automatically staggered and must succeed at a DC 20 Fortitude save each round (this DC increases by 1 each subsequent round) or be petrified, reverting to its molten metal form once the water is gone.

## SWAMP MUMMY CR 4

LE Medium undead

**Init** +5; **Senses** darkvision 60 ft.; Perception +12

**Aura** drowning (30 ft., DC 15), unnatural aura (30 ft.)

### DEFENSE

**AC** 17 touch 10, flat-footed 16 (+6 natural)

**hp** 52 (7d8+21)

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

**DR** 5/—; **Immune** undead traits

### OFFENSE

**Speed** 20 ft.

**Melee** 2 slams +10 (1d8+5 plus bog rot)

### STATISTICS

**Str** 20, **Dex** 12, **Con** —, **Int** 6, **Wis** 15, **Cha** 15

**Base Atk** +5; **CMB** +10; **CMD** 21

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

**Skills** Perception +12, Stealth +11

**Languages** Common

### SPECIAL ABILITIES

**Bog Rot (Su)** Curse and disease—slam; *save* Fort DC 15; *onset* 1 minute; *frequency* 1/day; *effect* 1d6 Con and 1d6 Dex; *cure* —. Bog rot is both a curse and disease, and can be cured only if the curse is first removed, at which point the disease can be magically removed. Even after the curse element of bog rot is lifted, a creature suffering from it can't recover naturally over time. Anyone casting a conjuration (healing) spell on the afflicted creature must succeed on a DC 20 caster level check or the spell is wasted and the healing has no effect. Anyone who dies from bog rot melts into a noisome sludge and can't be raised without a *resurrection* spell or greater magic. The save DC is Charisma-based.

**Drowning Aura (Su)** All creatures within a 30-foot radius of a swamp mummy must succeed at a DC 15 Will save or be unable to speak or breathe. A creature can still hold its breath, and creatures that don't breathe air are unaffected. Whether or not the save is successful, that creature can't be affected again by the

same swamp mummy's drowning ability for 24 hours. This is a mind-affecting affect. The save DC is Charisma-based.

## TROLL CR 5

CE Large humanoid (giant)

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

### DEFENSE

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

**hp** 63 (6d8+36); regeneration 5 (acid or fire)

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

### OFFENSE

**Speed** 30 ft.

**Melee** bite +8 (1d8+5), 2 claws +8 (1d6+5)

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

**Special Attacks** rend (2 claws, 1d6+7)

### STATISTICS

**Str** 21, **Dex** 14, **Con** 23, **Int** 6, **Wis** 9, **Cha** 6

**Base Atk** +4; **CMB** +10; **CMD** 22

**Feats** Intimidating Prowess, Iron Will, Skill Focus (Perception)

**Skills** Intimidate +9, Perception +8

**Languages** Giant

## VETERAN BUCCANEER CR 2

Human warrior 4

CE Medium humanoid (human)

**Init** +3; **Senses** Perception –1

### DEFENSE

**AC** 17, touch 14, flat-footed 13 (+3 armor, +3 Dex, +1 dodge)

**hp** 26 (4d10+4)

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

### OFFENSE

**Speed** 30 ft.

**Melee** mwk scimitar +6 (1d6+1/18–20)

**Ranged** mwk heavy crossbow +7 (1d10/19–20) or throwing axe +7 (1d6+1)

### STATISTICS

**Str** 12, **Dex** 16, **Con** 11, **Int** 10, **Wis** 8, **Cha** 9

**Base Atk** +4; **CMB** +5; **CMD** 19

**Feats** Dodge, Mobility, Toughness

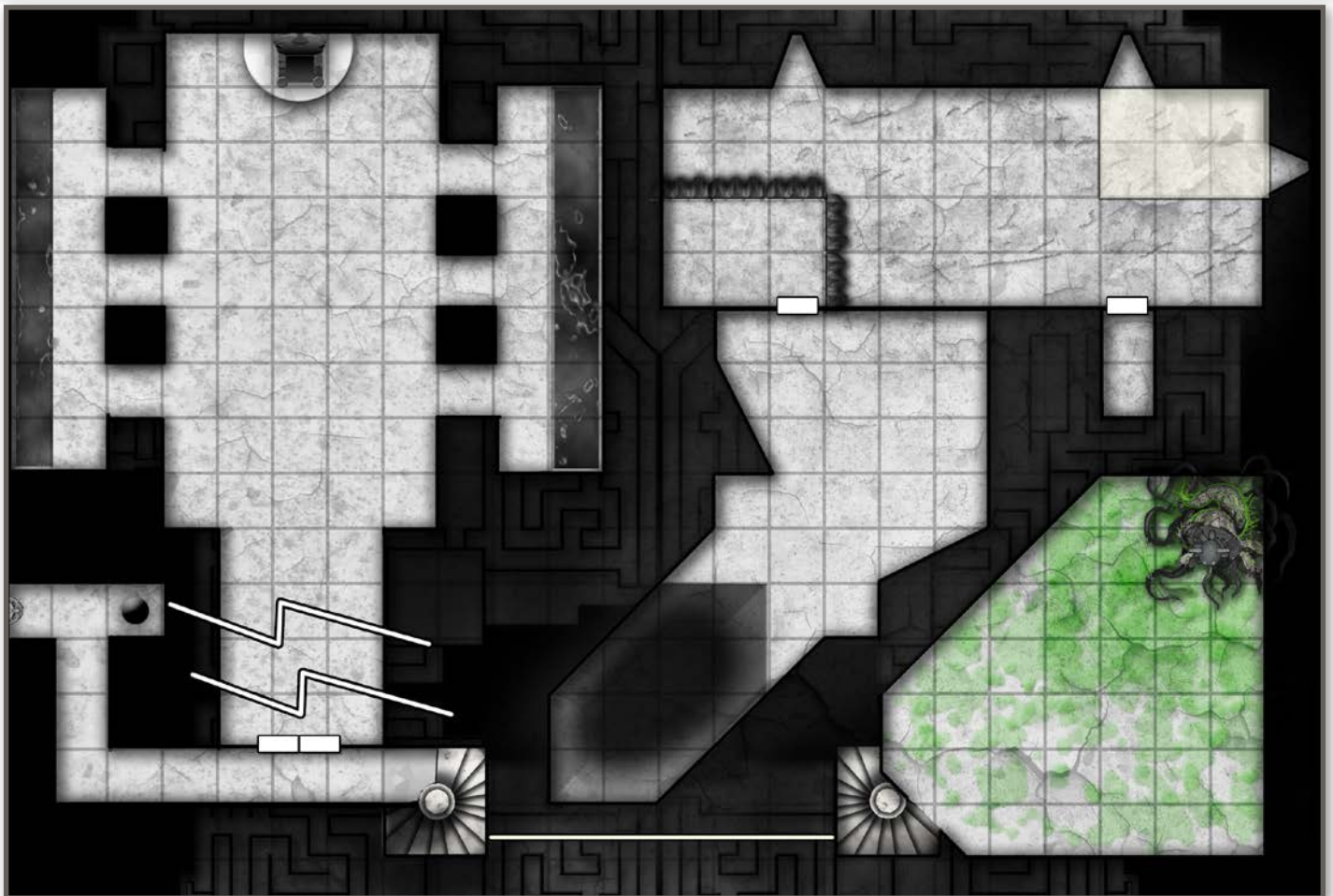
**Skills** Acrobatics +6, Climb +6, Intimidate +6, Profession (sailor) +3, Swim +17

**Languages** Common, Orc

**Combat Gear** *potion of cure light wounds*, alchemist's fire; **Other**

**Gear** studded leather, heavy crossbow with 10 bolts, mwk scimitar, throwing axe, 25 gp





# HRETHNAR'S THRONE

## Pathfinder Society Scenario #8-15: Hrethnar's Throne

<b>Event</b>		<b>Date</b>	
<b>GM #</b>		<b>GM Character #</b>	
<b>GM Name</b>		<b>GM Prestige Earned</b>	
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# Pathfinder Society Scenario #8-15: Hrethnar's Throne

Character Chronicle #

☐ Core Campaign

A.K.A.

Player Name

Character Name

Pathfinder Society #

Faction

This Chronicle sheet grants access to the following:

**Experience with Dark Dreams:** You have traveled aboard the *Voracious*, a ship inhabiting its own demiplane off the coast of Leng in the Dimension of Dreams. Your experiences there embolden your mind against dark influences from beyond reality. Before attempting a saving throw against a spell or spell-like ability with the mind-affecting and evil descriptors—or attempting a saving throw against any mind-affecting ability of an outsider with the evil subtype—you can cross this boon off your Chronicle sheet to gain a +4 bonus on the save. Alternatively, cross this boon off your Chronicle sheet on a night when you would be fatigued by a *nightmare* spell or a similar effect; you are not fatigued by that effect and rest normally that night.

## GLOOMSPIRE TISANE

PRICE  
2,250 GP

SLOT none

CL 9th

WEIGHT —

AURA moderate abjuration

By imbibing this bitter dark violet brew, a creature gains the ability to safely access any of the Gloomspires. Though the spires continue to shift for creatures that do not drink Gloomspire tisane, a creature consuming it can access any of the Gloomspires as if they were fixed in place. Additionally, while under the brew's effects, a creature can see twice as far as normal in conditions of fog or mist. For example, it can see creatures up to 10 feet away when in a fog cloud instead of only 5 feet (though such creatures still have concealment). The tisane's effects last for 24 hours. As soon as the effects end, the creature experiences a madness-inducing waking nightmare and takes 1d6 points of Wisdom damage.

### CONSTRUCTION REQUIREMENTS

COST 600 GP

Craft Wondrous Item, *break enchantment*

## SPECTRE MOSS

PRICE  
1,200 GP

SLOT none

CL 9th

WEIGHT —

AURA moderate abjuration

When eaten, this sweet-tasting spongy moss grants immunity to energy drain and negative energy effects, including channeled negative energy, for 1 minute. Eating *spectre moss* does not remove negative levels that the creature has already gained, but it does remove the penalties from negative levels for the duration of its effect.

### CONSTRUCTION REQUIREMENTS

COST 600 GP

Craft Wondrous Item, *death ward*

### All Subtiers

+2 *leather armor* (4,160 gp)  
*amulet of natural armor* +1 (2,000 gp)  
bombchucker (12 gp; *Pathfinder RPG Monster Codex* 117)  
*cloak of resistance* +1 (1,000 gp)  
*handy haversack* (2,000 gp)  
*pipes of the sewers* (1,150 gp)  
*ring of counterspells* (4,000 gp)  
unstable accelerant (50 gp; *Pathfinder RPG Advanced Race Guide* 123)

### Subtier 8-9

+1 *elf-bane ammunition* (166 gp; limit 5; may be any type of ammunition)  
*belt of incredible dexterity* +2 (4,000 gp)  
*brooch of shielding* (35 points of damage remaining; 520 gp; limit 1)  
*elixir of love* (150 gp)  
*eyes of the eagle* (2,500 gp)  
*hat of disguise* (1,800 gp)  
*headband of alluring charisma* +2 (4,000 gp)  
*pipes of pain* (12,000 gp; *Ultimate Equipment* 315)  
*ring of protection* +2 (4,000 gp)  
*scroll of wall of force* (1,125 gp)  
*wand of cure light wounds* (40 charges; 600 gp; limit 1)

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
5-6	1,302	2,604

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
Out of Subtier	1,997	3,994

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
8-9	2,692	5,383

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
—	—	—

Starting XP
-------------

XP Gained (GM ONLY)
---------------------

Final XP Total
----------------

Initial Prestige	Initial Fame
------------------	--------------

Prestige Gained (GM ONLY)
---------------------------

Prestige Spent
----------------

Current Prestige	Final Fame
------------------	------------

Starting GP
-------------

GP Gained (GM ONLY)
---------------------

Day Job (GM ONLY)
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Gold Spent
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Total
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For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #