

THE
LOST LANDS



SWORD OF AIR

by Bill Webb



FROG GOD
GAMES

SWORD OF AIR

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Chapter 1: Wizard's Feud

*Once upon a time there was an engineer.
Drove a locomotive both far and near.
Accompanied by a monkey that would sit on a stool
Watching everything the engineer would do
One day the engineer wanted a bite to eat,
He left the monkey sitting on the driver's seat,
The monkey pulled the throttle, the locomotive jumped the gun
And did 80 miles an hour down the mainline run.
Big locomotive right on time, big locomotive coming down the line.
Big locomotive no. 99, left the engineer with a worried mind.*
— Lyrics by Jesse Fuller

The Monkey and the Engineer

One thing about sandbox style adventures — as well as basically anything I write, in any case — is that I am not going to tell you exactly how to get to the end. The whole point of a huge adventure like this is that the journey matters more than the destination. There are thousands of hours of play material here, in addition to a carefully crafted adventure. The main adventure can be played as a directed main theme or alternatively as something the player characters stumble upon from time to time, slowly building bits and pieces until they finally take on the main path.

No railroad conductor here. I can be the monkey, but you have to drive the train.



What I will do is provide you with the tools and references to allow you as a GM to run the adventure at your own pace, seeding in diversions and distractions as desired, yet all the while allowing the main pathway to continue. Throughout this tome are hundreds of adventure areas. The plots and subplots sometimes link together, and sometimes they do not. There is no set order to how you should “run” this series, eventually ending up with the players in the Hidden Tomb dungeon or the Lost City of Tsen.

What this chapter contains is a synopsis of clues and tidbits from all of the other chapters that provides a cross-reference for you for the main bits and pieces for the overall *Sword of Air* campaign. How you piece and puzzle them together is up to you. At the end of this synopsis is a brief introduction for the way I have run this adventure in the past. You are free to take or leave it as you see fit.

Perhaps the largest piece of advice a GM should give his players is that they need to use their heads on this quest. Heavy reliance on information gathering, divination spells, consultation with sages, reading things they find and carefully searching for clues before they dash into a boss fight may well make the difference between success and failure at any point in the adventure.

By the way, if you are a player and reading beyond this, may Tsathogga curse you with a green and slimy death. Go away!

The Main Adventure — The Quest for the Sword of Air and The Wizards’ Feud

The main adventure in this book, absent all the many side treks and quests, is called the Wizards’ Feud. It involves a rivalry between two powerful wizards: Sorten and Kayden. It also involves a sword (for which this book is named), a cat, an ancient ruined city and wasteland, a rather nasty dungeon, two powerful artifacts (really 5), and a huge un-killable extra-planar beast. I have made you a sandbox and provisioned it with a bunch of buckets, shovels and other toys; now is the time for you, gentle reader, as a GM, to put them all together as you see fit.

Important items, geography and NPCs for the GM to remember are:

The *Sword of Air*: This legendary weapon is a great artifact created to protect the land. It was corrupted by the evil Frog God, Tsathogga, and failed in its purpose. Created by the strange and terrible priestesses of Hecate, a goddess of Evil Magic, it would grant its wielder great prowess in battle, and in the hands of a capable fighter would turn him into a flashing whirlwind of death. The sword was given into the possession of Aka Bakar to wield and guard, and upon his death was secreted somewhere within his tomb. In reality, it drove him insane, and only through a moment of clarity did he hide it from the world.

Methods of Destruction: First of all, the party must discover that they need to destroy the sword. Following that, they must research or discover how to do so. Two ways exist — one is a good way, and one is not so good. One way is found in the city of Tsen; the other is in the Hazed Canyon. Method A, also known as the “bad” way to destroy the sword, is by using the sword to destroy the God’s Heart (the heart of Arden), in the ruined City of Tsen lead mines (see Chapter 8). Method B, or the “good” way to destroy the sword, is to feed it to the Beast of Tannesh, located in the Hazed Canyon, as detailed in Chapter 2.

Steve the Cat: OK, yeah, dumb name. But then again you have never met my cat. Steve is a cross between Eric Cartman and Orcus, only more evil. The cat itself is a powerful demon, and his goal is to destroy the sword in the “not so good way” and free the minions of his master, Tsathogga. While not a combat machine per se, Steve is relatively indestructible. Steve *wants* the player characters to locate the sword and destroy the *Heart of Arden*. It is his only mission in life, and he will do anything he can to help them do this.

Kayden: Once a friend of Sorten, Kayden is now a corrupt and evil archmage enslaved by Steve the Cat. Kayden has no knowledge of “why” Steve wants the sword — in fact, he truly believes that he wants it for himself, guided and bewitched by his “familiar,” of course. He is the “bad wizard.” Kayden knows that Cerannan (Sorten’s apprentice) has a magic book and map that lead to the burial place (and therefore the sword) of Aka Bakar. As long as Steve lives, Kayden is beyond salvation.

Sorten: A Lawful and Good archmage whose apprentice, Cerannan, was corrupted by Steve the Cat and went off in search of the Hidden Tomb of Aka Bakar. Sorten knows nothing of the sword, the cat or anything else related to the adventure, at least at the start. Sorten has the misfortune of having a gate in his basement that leads to the Shadow Plane — the locale in which Cerannan was lost. Player characters in service of Kayden have to invade his tower to access it. Sorten could potentially become a friend and ally to the party.

The Shagaspondium: An ancient book, once found by Sorten and sought by Kayden. The book was stolen from Sorten by his apprentice, Cerannan, and lost (with the apprentice) on the Plane of Shadow. The book contains the only map to the Hidden Tomb of Aka Bakar, as well as some other bits of knowledge lost to time. The book and its contents are detailed in Chapter 5.

Tsen: An ancient and corrupt city, now a ruined wasteland. The very air and ground are poison, and any there are subjected to a wasting disease that kills them in a few days. Buried beneath it is a lead mine that contains the *Heart of Arden*.

The *Heart of Arden*: Also known as the *God’s Heart*, this artifact is the heart of the dead god Arden. It lies deep within the Lead Mine in the city of Tsen. Arden gave his life and his heart to restrain the armies of the demon god Tsathogga and prevent them from entering the world. As long as his heart beats, Tsathogga’s minions cannot enter the world. The heart can be destroyed only by using the *Sword of Air*, an act that also destroys the sword. This is Method A of the artifact’s destruction.

The Hazed Canyon: A strange, haze-filled depression in the earth near the Dragon Hills. It is filled with danger and mystery. It is the home of the anti-paladin Duncan as well as the ancient shrine of Tannesh at a hot spring.

The Beast of Tannesh: A huge, many-headed, extra-planar hydra-like beast. It is thought to be un-killable. The only way it can be destroyed is by getting it to ingest the *Sword of Air*, which destroys both. This is Method B of the artifact’s destruction.

Arden: A dead god of ancient times. Arden was a god of Good. His worshippers believed him a sun deity. Very little is known about Arden, and his last temple was destroyed (along with him) in the fall of Tsen.

Tsathogga: Well, if you need an explanation here, I am surprised you bought this book. In addition to being my icon, the old frog demon is an elder god dedicated to extreme evil and domination of the planet. His chief nemesis was Arden. His army lies trapped beneath the earth.

Hecate: Hecate is a Hyperborean goddess of evil magic. Her enchantments prevent magical detection of the entrance to Aka Bakar’s tomb, which is known as Hel’s Temple because of a strange quirk of the folk of Aka Bakar’s kingdom on the Feirgotha Plateau two millennia ago. For some unknown reason, the folk of the high desert confused the two goddesses Hecate and Hel and came to address the Hyperborean goddess, Hecate, by the name of the Heldring goddess, Hel. As a result, the hidden tomb of Aka Bakar came to be called Hel’s Temple Dungeon so that those who know of it today generally assume it to be an actual temple to Hel, albeit one far outside her normal areas of veneration.

The Hidden Tomb of Aka Bakar: The dungeon wherein Aka Bakar sealed the *Sword of Air*, or at least the keys to getting it. The entrance to the dungeon is guarded by foul beasts and traps, as well as by physical means (it’s buried) and by divine magic (it cannot be detected by any known magic). Only fragments of legends exist that lead to the dungeon. Several ancient creatures know of its location from eyewitness accounts (e.g. a shedu), but it is otherwise lost in time.

Aka Bakar: Famous wizard and court advisor to the throne of Arcady upon Feirgotha Plateau. In that lost kingdom’s last great wars, his magic and the *Sword of Air* he wielded turned the tide of battle, driving off the hordes and saving the land, but at a terrible price. He went insane, corrupted by the sword. Aka Bakar’s wife, Rekki, and three daughters, Alyx, Alana, and Asoka, were slain by his own hand. Not long after, he,

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too, was laid to rest in the Bakar crypts, and they were sealed. Whatever guardians and perils he placed to ensure his undisturbed rest are unknown, for none has ever entered deep into his tomb and returned to tell the tale.

Besides sandbox-style adventuring, the general progression of the main adventure comes with several parts. They are:

- Being convinced to quest for the *Shaghaspondium* in order to locate the Hidden Tomb.
- Locating the Hidden Tomb and finding the *Sword of Air*.
- Figuring out that the sword is evil and needs to be destroyed.
- Divining the method of destruction — initially that the *Heart of Arden* in Tsen is a method (Method A), and later (after the Tsen adventure) that feeding it to the Beast of Tannesh also works (Method B).
- Traveling to Tsen and determining that Method A is a terrible idea, or failing that, rolling up new characters in another part of the world.
- Returning to the area and determining how to accomplish Method B.
- Locating the Hazed Canyon and summoning the Beast of Tannesh.
- Completing Method B destruction, drinking ale and telling stories in taverns while building a nuke-proof castle with three holy artifacts protecting it.

Other bits of key information follow by chapter, and are summarized here.

The Wilderness of the Gulf of Akados

Most adventures start out in the wilderness, specifically in some town positioned in the wilderness. Typically I have used Bard's Gate as the start of the adventure, although any local town or village would suffice. Important pieces relevant to the main adventure located in the wilderness chapter include:

- **Area SF-1, The Dark Heart of the Woods**, has a tablet allowing easier translation of the ancient language of Tsen. This tablet could allow a savvy character to prevent the party from making critical mistakes should they find clues later on in the adventure that require translation.
- In **Elise (Area DH-6)** is perhaps the greatest resource available to the party for gleaning information about the sword and other critical components of the adventure (e.g. the Beast of Tannesh, the methods of destroying the sword, etc.). Consultations with sages and research in the library are essential to success in this adventure. Make them pay for the information, of course. The library here may become a focal point for the party, once they discover the true value and need for sage advice.
- Located in the **Hazed Canyon (Area DH-7)** are the Tannesh Falls (home to the beast) and Duncan's Tower. Defeating the anti-paladin and locating the lair of the beast are both important endgame pieces of the puzzle.
- In **Area SM-2**, the shedu in the temple can provide useful information and — absent obtaining the *Shaghaspondium* (a book and map) from the body of Cerannan on the shadow plane — provides perhaps the only way of locating the Hidden Tomb of Aka Bakar.
- The old wizard at **Area SM-4** can reveal to the party that the sword in the Hidden Tomb of Aka Bakar is a key, and the real sword lies elsewhere.
- The pyramid in the old city (**Area SM-5**) houses the true remains of Aka Bakar and also the real *Sword of Air*. Clues on the outside of the pyramid (parts of a sword) indicate it has something to do with the sword itself. Also, should the party camp in or near the pyramid, strange dreams haunt them at night, revealing clues on what to do and what not to do.
- At **Area SM-9**, two thieves enslaved by the naga know a great deal of information about the sword, the Beast of Tannesh and the holy artifacts that were lost when the beast first appeared.

Kayden's Swamp

This is likely where the main adventure begins, and of course where the interaction with the evil forces seeking to find and destroy the sword and the *Heart of Arden* reside. In prior play (see the example introductory adventure below), this is typically where I started the whole thing. Kayden

and Sorten have a mutually assured destruction problem, and thus Kayden needs minions he can use to do his dirty work. Surely if the two wizards were to battle, many or all of their minions would die in the process. Steve the Cat first makes an appearance here as well. Steve has completely dominated Kayden's mind. Neither Sorten nor Kayden has any clue who the true puppet master is. It is Steve, the pure and faithful servant of the evil demon god Tsathogga, who is directing the play, and everyone thinks the cat is just a familiar. A vast quantity of adventure hooks and clues are presented here. Specific thoughts and clues include:

- Kayden could hire, capture or even *geas* the characters to retrieve the *Shaghaspondium* from Sorten's Tower (e.g. the Plane of Shadow). The method of motivation is really up to the GM. In past play, I used multiple methods. Some GMs hate the *geas* method, and some prefer it. A huge pile of cash or magic items from the "good" wizard to destroy the "evil" artifact can often be just as motivating.
- Remember, at this point Kayden knows that he wants to get the *Shaghaspondium* and that it hides the location of Aka Bakar's tomb. Only later does he find out about the sword that it can be destroyed by destroying the *Heart of Arden* in Tsen's Lead Mine. If he is acting in a friendly manner, he certainly shares this with the party. It is important that if this tactic is employed, Kayden be portrayed as a Lawful and Good wizard, intent on destruction of an evil artifact. Imagine the fun of having him turn on the party after several months of actual play.
- The Isle of the Ruined Mage can provide a clue as to who has the *Shaghaspondium* and provide specific fodder to use divination spells to locate him.
- Kayden's secret library in **Area 10** has an interesting book known as the *Tome of the Shadowlands* that provides useful information about the Plane of Shadow. This information could be shared by Kayden if he is acting as an "employer."
- In cases of stealth or assault, Steve the Cat pretends to be "just a cat" and leads characters to clues they would otherwise miss. Remember, Steve wants the party to get the sword.
- In **Area 28**, Kayden's journal provides specific clues about the Plane of Shadow and the quest for the *Shaghaspondium*.
- The Observatory in **Area 35** can be used to spy upon the Plane of Shadow and, if cleverly done, to locate the location of Cerannan's petrified body.
- Rescue of Allen Brenwyr allows a far easier reception and friendly reaction from Sorten.

Sorten's Tower

While Sorten does not know he is the key to the adventure, he really is. His tower can either be explored by stealth or direct attack (assuming the characters are allied with Kayden) or characters may visit him as allies. Key clues to the main adventure found in this chapter include:

- Access to the Plane of Shadow from Sorten's study (**Area 27**).
- Possibly convincing Sorten (and his *legend lore* spells) to assist the party.
- A possible "rescue Cerannan" quest with access to the gate in **Area 27**.
- Clues found in **Area 29** (Cerannan's chambers).
- Journal entries related to the Shadow Plane in Sorten's dungeon (**Area 36**).
- The hidden location of Aka Bakar's Tomb via a *legend lore* spell cast on the statue in **Area 45A** of the dungeon.

Into the Plane of Shadow

This chapter contains an extra-planar adventure set in the dark and gloomy Plane of Shadow. Several extraordinarily dangerous side treks are included, however the main storyline has a couple of critical pieces here. They include:

- Finding Cerannan's body/statue near the pillar at **Area 6**. If *stone to flesh* is cast on him, his dying words are clues, as well as is his book, the *Shaghaspondium*.
- Should Cerannan somehow be rescued/saved, it becomes possible (likely, in fact) to obtain Sorten's help.

The Hidden Tomb of Aka Bakar

This is the main dungeon portion of the main adventure, and it is not for the inexperienced or light of heart. This place is extremely difficult to find. Spells and divine powers hide its location from all known spells, and its location has largely been lost to time. Even the archmages Sorten and Kayden have yet to locate the entrance. The puzzles and traps in this place, even once it is found, test even the best players a GM can muster. Oddly, the playtest of this was soundly beaten by a 12-year-old kid named Charlie, while the riddles themselves stumped almost 20 adults. The real key here is that the party must a) find the place, b) find the “real” entrance from the false tomb, and then c) delve deep into the dungeon and obtain a five-part key. Hopefully, they can also discern the following:

- The sword is entirely evil and drove Aka Bakar insane — such that he killed his entire family.
- The false tomb (**Area 24**) contains a hidden entrance to the real tomb. This can be found only by careful searching and digging.
- Interaction with the lich (**Area 23**) through clever banter or roleplaying could easily reveal it is *not* Aka Bakar. Divination spells after combat reveal the same.
- The fake sword in the false tomb is not the right one. (This is fun if they try to slay the beast of Tannesh or destroy the *Heart of Arden* with the fake!)
- The parts of the sword they find are not the sword — but instead a key to get the sword.
- In addition: *IT IS CRITICAL THAT THE GM READ THE PREFACE SECTION OF THE DUNGEON CAREFULLY.* This preface contains critical summary information that makes the whole much clearer.

The Wasteland of Tsen

The road to Tsen contains many dangerous and horrible places. In addition, it also contains several well-placed and important clues to the success of the main quest. Keep in mind that this entire area is a false quest. The characters never even need to go here, although Steve the Cat and Kayden do everything in their power to convince them to do so. Sorten may also believe that this is critical, as he believes the sword is evil and must be destroyed. It should be much easier for the party to discern the method of destruction involving the *God's Heart* than it is to find out about, locate and then summon the Beast of Tannesh. Keep in mind that part of the fun of this adventure is to lead the party astray, and to allow them to figure out that Method of Destruction A is not a good idea. Several of the following could alter the course of the endgame in either case (the *Heart of Arden* or the Beast of Tannesh). These include:

- If the characters defeat the horror in **Area BW-34**, they can search its lair and discover an unholy book engraved with a cat-like demon on the cover. This can allow them to determine the true nature of Steve the Cat.
- The easiest and safest entrance into the Lead Mine is in **Area BW-40**. Using a dwarf or mining skills this can be quite easily located, and allows the party to avoid the truly dangerous Zones 4 and 5 of Tsen.
- If the toxic clouds are avoided in **Area BW-41** and some means of breathing water is available, the characters can defeat the sea serpent and access an old, ruined temple of Arden (the only one left in existence). In addition to some truly fantastic treasures, they can find and translate many myths and stories about the war between Arden and Tsothogga, as well as retrieve some holy works that allow interaction with the Guardians of the Heart in the Lead Mines to be completed rather smoothly and without violence.
- In **Area BW-51** is another entrance to the Lead Mine.
- If the imprisoned titan can be freed in **Area BW-60**, the characters can gain a powerful ally as well as obtain important information about the *Heart of Arden* and its purpose.
- In **Area BW-71** is the third and main entrance to the Lead Mine.
- **Area BW-82** could provide extremely useful information if the party speaks with the carved busts in the academy. They have knowledge of the war between the gods and can prevent an unhappy ending.

The Lead Mine of Tsen

The Lead Mine is a possible campaign-ending scenario. First, it means that the characters actually made it all the way through the poisonous and deadly ruins of Tsen and located an entrance. Then they must defeat a powerful and mutated group of misguided and insane priests of Arden. Finally, should they fail to discern clues about destroying the sword here creating a very unhappy ending; they unleash a horror of unbelievable proportion upon the world by destroying the *Heart of Arden* and the sword. Bad news. Several key clues exist in the Lead Mine that the GM can provide or the party can locate through combat or clever roleplaying. Important clues include:

- Arden was a god of Law. This is apparent from historical research and temple writings. Destruction of a Lawful god's heart is just a bad idea.
 - In **Area 6D**, Branswol's holy book tells the story of the god's sacrifice to stop Tsothogga's army. This should be a rather direct indication that destruction of the heart is foolish.
 - In **Area 6F**, the holy writings warn of Tsothogga's army being unleashed on the world if the heart is destroyed.
 - **Area 9**, of course, contains the holy relic that is the *Heart of Arden*. Simple divination spells would immediately discern that this relic is Lawful-aligned.
- Clever roleplaying could make allies of the Guardians of the Heart. These guys are fanatical and might instead just kill, sacrifice and eat the party. That being said, if the players are really creative, they could get help for the final endgame, especially if they obtained the holy artifacts from the underwater temple in the Dead Lake.

One Way to Start

The following represents a decent way to begin the adventure, albeit it's a little railroady if not played carefully. In elder days of the game, it was commonplace for evil wizards to use the *geas* ability to get characters to do their will. Alternatively, the GM could attempt a softer approach here and have the wizard use guile, money or magic items to achieve the same result.

Perhaps the party is extremely willing to help Kayden from the start. In this case, a *geas* or another coercion may be unnecessary. The party may actually believe him to be a good guy and on the right path, and join him

A Note on Free Will vs. Forced Fun

Players typically respond better and have more fun if they are compelled to go on an adventure by choice rather than by forced action. Using powers like *geas*, however traditional historical they are in the history of the game and in the logical arsenal of a high level evil wizard, can be bad for many games. The Judge is encouraged to play up Kayden as a benevolent and wise benefactor—providing an opportunity for the player characters to gain a powerful patron and ally. The best way to handle this is to get them to “want” to serve him, feeling a sense of loyalty and duty to help their patron. The fun for the Judge begins after several dozen hours of play when it is finally revealed that they backed the wrong horse. Remember, Kayden *believes* what he says (he is controlled by Steve), and the Judge should play him very convincingly. Kayden initially believes that retrieval of the Shagaopondium is critical to stopping evil from taking over the world. While he initially knows nothing of the sword, he does believe that the book holds the key to the location of a powerful weapon against evil. Later, Kayden believes that destruction of the Sword of Air by Method A will save the world, that Sorten is entirely evil, and that only by destroying the sword will he be able to retrieve the soul of his wife from the Abyss.

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as henchmen. Failure of Kayden's henchmen is not tolerated well. Should they fail, they may find that they are standing on plastic when they return to him, or at least be facing some sharks with frickin' laser beams on their heads, or perhaps ill-tempered sea bass....

Kayden could test them on some fetch and carry warm up missions first. The Judge should consider the carious monster lairs and mini-dungeons in the area as "tests". Maybe Kayden needs a roc feather, or a dragon egg. If they prove worthy and resourceful, he then engages them on the true mission. In this section of the adventure, Kayden the Necromancer decides the characters are up to the task of stealing the *Shaghaspondium* from his archrival Sorten. Word of the party's various exploits reaches Kayden, and he examines the characters from afar using scrying magic and his various agents and ministers. To this end, Kayden decides to entrust several of his servants to Bard's Gate where they work on the party's various weaknesses to lure them into the Kayden's Swamp in order to capture them and present them with a deal the characters are unable to refuse. This portion of the adventure is the first step in the quest for the *Sword of Air*.

Kayden is controlled by Steve the Cat, a terrible demon in service to the Frog God, Tsathogga. Kayden believes Steve is simply a cat familiar and doesn't realize the animal plans to use its pet "wizard" to locate the sword and destroy the *Heart of Arden*, a powerful artifact deep within the Lead Mine of Tsen (see **Chapter 8**). Kayden "wants" the *Shaghaspondium* because the cat knows it is the key to locating the hidden burial place of Aka Bakar. The wizard, of course, knows nothing about the sword yet, just that he desperately "needs" the book to "save the world" from the "evil" wizard Sorten.

As this adventure is designed for lower-level PCs (2nd through 5th level), it needs to be adjusted in difficulty should the GM begin the main portion of the quest with a higher-level group.

This section of the adventure involves a variety of NPCs who are knowledgeable of the characters and their various idiosyncrasies and weaknesses.

The adventure begins within Bard's Gate, at the Inn of Six Candles...

The characters find themselves in the common room of the Inn of Six Candles where they are meeting to discuss old adventures, drink a pint or two of their favorite ale, and rest some not-so-old wounds. The inn is not very busy this night and the only entertainment comes from your own amusing banter. A few familiar locals listen to your tales of high adventure and watch with fascination at your re-imaginings of your most current exploits.

Suddenly, a number of soldiers wearing the livery of the local temple of Thyr burst into the inn and surround you. They are led by a cleric in nondescript homespun robes that typically denote higher levels of ecclesiastic significance among the orders of the God of Law and Justice. The soldiers keep their weapons at their sides, though their hands are on their hilts and shields are held in a defensive posture

A *know alignment* or *detect evil* spell cast at this time detects an evil demeanor among the newcomers. Evil, as it should be known, is not consistent with the god's alignment. *Detect magic* cast at the cleric also reveals a great deal of magic carried on the cleric's person. Of course, if the PCs attempt to cast any of these spells at the onset of the encounter, it likely results in a "busted encounter" at best, and a fight at worst! It is largely considered rude and possibly criminal to begin casting divinations in a public place.

The "cleric" introduces himself as **Reverend Mallory**, a deacon in the church of Thyr. He invites the PCs to sit down, and one of his guards produces a bottle of fine wine that is offered to the PCs. The "Reverend" himself quaffs the first drink to settle any fears that the wine may be drugged. Mallory explains that he has heard great tales of the PCs' heroic deeds (and even recites a few of them for effect).

He suggests he has a job that may afford them a great boon from the church. Such boons range from promising a free healing or recovery from accidental death, to a clutch of potions, gold or whatever fantastic "believable" treasures pique the interest of the PCs, including a great boon

granted by the god Thyr.

The cleric sits down at the PCs' table and states that he has heard that the party is for hire and that he has a job for them. If they take him up on the deal, it could mean as much as the "the granting of a great boon upon the party by the Thyr himself."

The cleric is really the assassin **Syn Mallow** in disguise. Syn is in the employ of Kayden and has been instructed to bring the PCs to his lair so they may be given the "Offer they cannot refuse." Syn is clever, charming and a highly deceptive professional killer with a strong sense of self-preservation.

SYN MALLOW

CR 10

XP 9,600

Male human assassin 6, rogue (Chameleon) 5 (*Pathfinder Roleplaying Game Ultimate Combat*)

CE Medium humanoid (human)

Init +9; Perception +13

AC 21, touch 17, flat-footed 15 (+4 armor, +5 Dex, +1 deflection, +1 dodge)

hp 53 (11d8)

Fort +5; Ref +14; Will +5; +3 vs. poison

Defensive Abilities evasion, improved uncanny dodge

Speed 30 ft.

Melee +1 dagger of impact +13/+8 (1d4+2/19-20) or dagger of the shadowlands +14/+9 (1d4+3 or 1d4 Str/19-20)

Ranged +1 dagger of impact +13/+8 (2d4+4/19-20)

Special Attacks death attack (DC 18), quiet death, rogue talents (finesse rogue), sneak attack +6d6, true death (DC 21)

Str 12, Dex 20, Con 11, Int 15, Wis 10, Cha 15

Base Atk +7; CMB +8; CMD 25

Feats Deceitful, Dodge, Improved Initiative, Mobility, Quick Draw, Shadow Strike*, Stealthy, Weapon Finesse

Skills Acrobatics +15, Bluff +19, Climb +10, Craft (Poison) +11, Diplomacy +9, Disable Device +15, Disguise +30, Escape Artist +15, Knowledge (geography) +5, Knowledge (history) +4, Knowledge (local) +14, Knowledge (nobility) +4, Perception +13, Profession (gambler) +8, Sense Motive +10, Stealth +18

Languages Aklo, Celestial, Common

SQ effortless sneak, hidden weapons, misdirection, poison use, rogue talents (coax information)

Combat Gear 3 vials of shadow (**Appendix**), 1 vial of purple worm poison, 2 vials of deathblade poison, 3 vials wyvern poison, 7 vials of drow sleep poison, 3 potions of cure serious wounds, 2 potions of neutralize poison; Gear +1 studded leather, 3 daggers of impact (**Appendix**), dagger of the shadowlands (**Appendix**), cloak of resistance +2, hat of disguise, ring of protection +1, bag of holding (Type), masterwork thieves tools', disguise kit, 500 gp diamond, 400 gp, 150 sp, 400 cp, a string of pearls worth 1000 gp.

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MEN-AT-ARMS (6)

CR 1

XP 400

hp 19 (*Pathfinder Roleplaying game Game Mastery Guide* "Guard")

Words or Swords!

At this point, the party has the option of listening to the cleric's offer or taking another course of action.

If the Party Starts a Fight!

Obviously with the differing personalities that make up the typical party, an unnecessary fight with a quest-giver is an inevitable eventuality.

Syn is ready at any time to use his magic dagger or a *vial of shadow*

to elude the party if he fears discovery. If it comes down to a fight, Syn stands with his guards for only so long as the battle goes well for his side. If things turn sour, he uses his stealth and magic items to make good an escape and waits for new instructions from his employer. If battle breaks out, members of the common room may jump into a fracas to make things interesting if the GM wishes.

Mallory Tells His Tale:

“Recently in the oldest part of the City of Ashes, just south of Bard’s Gate, there have been a number of grave robberies from ground consecrated as holy by the priests of the temple. This, it goes without saying, is highly disturbing to the high priest. The temple has appealed to the duke of Waymarch for help in this matter, but his resources at the moment are strained with apprehending smugglers and all of the recent trouble associated with the Temple of Hel. Recent auguries laid down at the temple of Thyr revealed that another grave robbery is about to occur in the City of Ashes this very night.”

“Mallory” produces three vials full of a cloudy white liquid that he swirls about for the party to see. He continues:

“These are some infusions that were created with our prayers and sacrifices. They will cure your wounds should you feel the need. It is a very strong potion that takes effect almost as soon as you drink it. Upon my person I have enough for each of you. To drink one before battle would further instill you with the might of a hero of old, and you would be as mighty as the heroes of legend who were the children of the very gods and the first mortals!”

Reverend Mallory continues, “I am prepared to accompany you on the sortie. I am unarmed, but my men are prepared to lend their assistance in any way possible, to the death if necessary.”

Note: These “potions” are really powerful sleep drugs that take effect 2 rounds after they are imbibed (no save if willfully imbibed).

Syn convincingly tells any lies to get the characters to accept his offer. He also has a 500gp diamond to help move the deal along if necessary. Of course, he tries to get the gem back by pickpocketing the character with the gem at some opportune moment along the road when confusion and misdirection offer him a chance to do so!

If the Party Takes the Job Enthusiastically

Mallory takes them directly to an audience with the wizard rather than to the City of Shadows. Kayden apologizes for the subterfuge, and explains that he had to test the player characters to ensure they were not creatures of the “evil” wizard Sorten. The wizard sends them on a mission to recover some lost tidbit or magical beast. If they fail, they are *geased* to do the next mission. A second failure results in death (or deposition into the caves in the *Character Killing Session* sub adventure). Success results in the wizard hiring them long-term. Kayden is both wise and patient. He builds trust by sending the party out on several missions, acting at all times like the true patron (he believes he is).

Finally, Kayden offers a huge reward (50,000 gp, a spell for each of the party wizards, and a minor magic item for each character) for

the retrieval of the Shagaspondium from the Plane of Shadows. He explains that they need to infiltrate his rival, Sorten’s Tower, by...err whatever means necessary, gain access to the safe planar gate present in Sorten’s Dungeon, and return the book to him. He provides them with one *vial of protection from shadowstuff* each, and insists that they submit to a *geas*. Should they refuse, he uses whatever means necessary to convince them, resorting to force if necessary. Further, he offers a bounty of 20,000 gp for Sorten’s head, and 2000 gp for the heads of each of his named apprentices. He explains how to return to his mansion via the shadow gate, and that it is one way (out of the Plane of Shadow, not in), and that the only known entrance is in Sorten’s Dungeon.

If the Party Takes the Job, but are Reluctant

Mallory and his band insist that the characters set out at once for the City of Ashes. Although it is on the outskirts of Bard’s Gate, it takes several hours to get there due to city congestion, the number of gates and canals that need be crossed, and so on.

The adventurers and their escorts should arrive just about nightfall. Syn, posing as the Reverend Mallory, leads the party to the graveyard to await the “grave robbers.” If captured, they are *geased* and sent on the mission as described above. Failure to submit to the *geas* results in death.

The Party Turns Down the Offer

Should the party refuse all attempts to get them to undertake the task, Syn Mallow departs and leaves the job to another of Kayden’s agent, a halfling named **Romar Sourwine**. Syn, of course, trails the characters relentlessly, spying on them as he attempts to gather information on their activities and their associates. There is a cumulative 3% chance per day that his surveillance is somehow discovered. If discovered, Syn fights if he outclasses his competition and flees if he is in a bad spot, using his shadow vial if necessary. Unless the player characters head into the swamp for revenge, it is up to the Judge to figure out what the next steps are.

Romar Sourwine

Within 24 hours of their failed contact with Syn Mallow, the PCs are approached at one of their favorite drinking holes by a shady looking halfling who introduces himself as Romar Sourwine. Romar brags that he has just swindled a rich wizard’s apprentice out of a map that shows the location of a great treasure within the haunted swamp. Romar claims that he had obtained it from an associate of “the necromancer” who had gotten a little too drunk and gambled a little too much. Romar offers to sell the map for 1,500 gold pieces, but offers PCs a quick peek for 100 gold.

ROMAR SOURWINE
XP 12,800

CR 11

Male halfling arcane trickster 4, rogue 4, wizard 4
NE Small humanoid (halfling)
Init +9; Perception +12

AC 19, touch 16, flat-footed 14 (+3 armor, +5 Dex, +1 size)

hp 61 (4d8+4 plus 8d6+8)

Fort +5; **Ref** +13; **Will** +9; +2 vs. fear

Defensive Abilities evasion, trap sense +1, uncanny dodge

Speed 20 ft.

Melee +1 *conductive short sword* +14/+9 (1d4/19–20) and +1 *transformative dagger* +14/+9 (1d3/19–20)

Ranged +2 *distance sling* +15 (1d3+1)

Special Attacks hand of the apprentice (5/day), sneak attack +4d6

Spells Prepared (CL 8th; melee touch +13, ranged touch +13):

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4th—*charm monster* (DC 16), *confusion* (DC 16)
3rd—*arcane sight*, *dispel magic*, *fly*
2nd—*cat's grace*, *detect thoughts* (DC 14), *mirror image*,
spectral hand
1st—*break** (DC 13), *mage armor*, *protection from good*,
shield, *unseen servant*
0 (at will)—*detect magic*, *mage hand*, *open/close* (DC 12),
*spark** (DC 12)

Str 8, **Dex** 20, **Con** 12, **Int** 14, **Wis** 13, **Cha** 15

Base Atk +7; **CMB** +11; **CMD** 20

Feats Agile Maneuvers, Extra Rogue Talent*, Improved Initiative, Persuasive, Scribe Scroll, Stealthy, Weapon Finesse
Skills Acrobatics +13, Bluff +13, Climb +9, Diplomacy +4, Disable Device +18, Disguise +20, Escape Artist +15, Intimidate +4, Knowledge (arcana) +12, Knowledge (local) +10, Perception +12, Sense Motive +9, Sleight of Hand +18 (+22 to conceal a weapon), Spellcraft +10, Stealth +26, Use Magic Device +15;

Racial Modifiers +2 Acrobatics, +2 Climb, +2 Perception

Languages Aklo, Common, Elven, Halfling

SQ arcane bonds (+1 *conductive short sword*), impromptu sneak attack, ranged legerdemain, rogue talents (charmer, honeyed words, underhanded), trapfinding +2

Combat Gear 3 *potions of cure moderate wounds*, *potion of invisibility*; **Other Gear** +1 *glamered greater shadow leather armor*, +1 *conductive** short sword*, +1 *transformative** dagger*, +2 *distance sling*, 10 *masterwork sling bullets*, *hat of disguise*, *masterwork thieves tools*.

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***Pathfinder Roleplaying Game Ultimate Equipment*

Peek: A quick glance at the map shows a tower drawn on an island somewhere a day or two deep into the Necromancer's Swamp to the southwest of Bard's Gate along the southern reaches of the Stoneheart River. Trails are marked upon the map but nothing indicates the exact portage that leads to the tower.

Purchase: Deep inspection affords a detailed map marked implicitly with "Necromancer's Isle" and "Tower of the Dead." A descriptive portage trail leads from the banks of the southern reaches of the Stoneheart River to the swamp itself and the various backwaters that lead to the island.

Theft: It is quite possible — and in many adventuring parties, highly probable — that a PC may attempt to pick Romar's pockets after turning down an offer to peek at the map or purchase it outright. Romar is, of course, clever-enough in his own right to expect such a thing and makes a big deal of showing off where he has tucked the map in his vest as if he is almost begging to have the map stolen... because he is!

Attack: If the PCs attack Romar, he tries to flee. If the PCs actually murder Romar, especially in a grand public spectacle, they should be pursued by the sheriff and constabulary guard forces of the city, and brought to justice for their crimes! Remember that in a realm of magic, spells allow the dead to speak once more! If Romar is killed, Syn or another of Kayden's various cronies collects his body and he is *raised* from the dead if possible. If he cannot be raised by normal means, he is brought back as an undead by means of necromantic magic to continue his service to Kayden eternally!

The Map

The map is covered with arcane-like sigils and mentions various bits of booty that PCs might covet, including magical swords, staves, books and glittering gemstones. The descriptive nature lends itself to a high degree of authenticity about the quantity and quality of loot located in the tower. The map, however, is completely worthless, as it was designed to play upon the greed of the PCs and does naught but get them lost in Kayden's swamp. The portage points and island are actually places of potential ambush by Kayden's forces.

Should the PCs continue to be reticent about accepting Syn's offer or Romar's treasure map, two things may happen:

- First, the party might hear an independent rumor of a fantastic treasure in the swamp that is guarded by all manner of loathsome evil creatures. The GM should be able to juice up the descriptions enough. Syn or Romar could also plant the map upon a PC or slide it under their door.

- Second, Syn Mallow attempts to kidnap a weaker party member or a close NPC associate of the party. He leaves a trail of evidence leading into the swamp. The PCs are of course waylaid in the swamp by a war party after some softening up by the swamp's "random" monsters.

City of Ashes Ambush

City of Ashes

This bleak and desolate locale is home to Bard's Gate's largest cemetery. Located on a hill amid a number of ancient weathered monoliths (some claim they are natural formations, others that they are the corroded remains of an ancient ceremonial site), and surrounded by a tumbledown stone wall, the City of Ashes is a sad and lonely place indeed. Once well-maintained and peaceful, it is now a crowded jumble of mausoleums, headstones, statuary and other grim markers. Its narrow cobblestone paths are choked with weeds and thorny vines, amid which blooms a sickly yellow flower known as the perish blossom. This unpleasant plant blooms only at night, and few know of its more sinister properties.

There is a certain peace here — the peace of the lost and forgotten. But even that little comfort vanishes as the sun sets and chill fogs rise to enwrap the stone statues and grave markers.

Few are buried here anymore. The wealthy can afford private crypts or are taken to more pleasant surroundings outside the city. Only the poor, destitute and unknown are laid to rest in the City of Ashes now.

Sequence and Tactics

If "Mallory" brings the PCs into the City of Ashes, he leads them to a "hideout" area not far from where the grave robbers are expected to arrive. He and his men crouch down behind tombstones awaiting the arrival of the grave robbers. Allow any PCs with Hide or similar abilities to make checks, though in truth they are unnecessary as "Mallory's" guards can see the PCs and know where they are hiding.

The following occurs as soon as the party enters the City of Ashes:

1. Robbers appear.
2. PCs are instructed to drink potions.
3. PCs "ambush" the robbers (gaining one free round to act).
4. PCs are ambushed by war party and their supposed "allies" (the war party and Syn Mallow's band get 1 round of free attacks).
5. Combat resolved.

Four robbers wrapped in dark cloaks appear. "Mallory" whispers to the party that it would be wise to imbibe the potions he brought and passes out one to each party member. If any seem reluctant, he quickly uncorks a vial himself and downs it. He reminds the party that the grave robbers have likely been blessed with dark magic of their own, and that any advantage that can be used in the battle against evil should be taken! Finally, Mallory asks that the PCs attempt non-lethal force against the grave robbers. They must be taken alive after all so Mallory and the priesthood may determine who their master is and the purpose behind their heinous crimes!

Note: If the PCs imbibe their potions, they have 1d4 rounds to act before the potions take effect.

At this point, the GM should allow the PCs to make their "surprise attack."

Immediately after the surprise attack, a dozen hobgoblins led by **Galorain Fain**, who has been hiding among the tombstones, attack the PCs. They are joined by Mallory's bodyguards, who have kept an eye on

City of Ashes



0 60 120
1 inch equals 120 ft.

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any PCs who attempted to hide in shadows in the City of Ashes. All the bad guys strike to subdue (non-lethal damage) — after all, they want the PCs unconscious but alive.

The fight should end quickly with the PCs being knocked unconscious, surrendering or otherwise captured by Kayden's forces. It is possible of course that some PCs use some items or materials that allow them to escape, such as a potion or spell of *invisibility*. In this case, Syn Mallow and Galorain take those that they successfully capture to the wizard, leaving behind any who escape them.

GALORAIN FAIN

CR 5

XP 1,600

Male human monk (Zen Archer) 6 (*Pathfinder Roleplaying Game Advanced Player's Guide*)

LE Medium humanoid (human)

Init +3; Perception +12

AC 21, touch 18, flat-footed 18 (+3 armor, +3 Dex, +1 monk, +4 Wis)

hp 36 (6d8+6)

Fort +9; Ref +11; Will +12

Speed 50 ft.

Melee unarmed strike +7 (1d8+3) or flurry of blows +4/+4-1 (1d8+3)

Ranged +1 distance seeking light crossbow +9 (1d8+3/19-20)

Special Attacks ki flurry, ki speed, ki strike, magic, zen archery

Str 16, Dex 17, Con 13, Int 11, Wis 18, Cha 10

Base Atk +4; CMB +7; CMD 25

Feats Deadly Aim, Deflect Arrows, Improved Unarmed Strike, Parting Shot*, Perfect Strike*, Point Blank Master*, Point-Blank Shot, Precise Shot, Rapid Reload, Rapid Shot, Weapon Focus (light crossbow), Weapon Specialization (light crossbow)

Skills Acrobatics +10 (+16 to jump), Climb +8, Craft (bows) +6, Escape Artist +9, Knowledge (history) +5, Knowledge (local) +2, Knowledge (religion) +6, Perception +12, Sense Motive +10, Stealth +12, Swim +7

Languages Common

SQ fast movement, high jump, ki archery, ki arrows, ki defense, ki pool, slow fall, unarmed strike

Gear +1 distance seeking light crossbow, 20 masterwork crossbow bolts, bracers of armor +3, cloak of resistance +3
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KAYDEN'S WAR PARTY (12)

CR 1

XP 400

Male hobgoblin fighter 2 (*Pathfinder Roleplaying Game Bestiary* "Hobgoblin")

LE Medium humanoid (goblinoid)

Init +1; Senses darkvision 60 ft.; Perception +2

AC 17, touch 11, flat-footed 16 (+3 armor, +1 Dex, +3 shield)

hp 22 (2d10+6)

Fort +5; Ref +1; Will +0; +1 vs. fear

Defensive Abilities bravery +1

Speed 30 ft.

Melee mwk longsword +6 (1d8+2/19-20) or heavy shield bash +4 (1d4+2)

Ranged mwk composite longbow +2 (1d8+2/×3)

Str 15, Dex 12, Con 14, Int 12, Wis 10, Cha 9

Base Atk +2; CMB +4; CMD 15

Feats Improved Shield Bash, Shield Focus, Weapon Focus (longsword)

Skills Intimidate +4, Knowledge (local) +2, Perception +2, Stealth +3, Survival +4; Racial Modifiers +4 Stealth

Languages Common, Draconic, Goblin

Combat Gear 1 dose drow sleep poison; **Other Gear** studded leather, masterwork heavy steel shield, masterwork longsword, masterwork composite longbow, 20 arrows.

DROW SLEEP POISON

Type—injury; save Fort DC 13

frequency 1/minute for 2 minutes; initial effect unconsciousness for 1 minute; **Secondary Effect** unconsciousness for 2d4 hours; **Cure** 1 save

SYN MALLOW

CR 10

XP 9,600

hp 53 (see **One Way to Start**, above)

MEN-AT-ARMS (6)

CR 1

XP 400

hp 19 (*Pathfinder Roleplaying Game Game Mastery Guide* "Guard")

If captured, the party is offered the main mission as described above, assuming they are willing to submit to a *geas*. Otherwise they are killed.

General flow of the adventure thus is as follows:

Enthusiastic Acceptance—

Hired as henchmen by Kayden; sent of trainer missions; geased on main mission; infiltrate or attack Sorten's Tower; gain access to the Plane of Shadow; retrieve the Shagaspondium; head to Hel's Temple and retrieve the sword; head to Tsen and destroy the sword; world ends...Else they discover that Method A destruction is a bad, bad plan and you as the Judge modify the adventure accordingly. Discover Method B of destruction and "win".

Hesitation/coerced acceptance or capture—

Geased by Kayden to get the Shagaspondium; infiltrate or attack Sorten's Tower; parley with or attack Sorten (he can remove the *geas* if allied with them against Kayden); gain access to the Plane of Shadow; retrieve the Shagaspondium; head to Hel's Temple and retrieve the sword; head to Tsen and destroy the sword; world ends...Else they discover that Method A destruction is a bad, bad plan and you as the Judge modify the adventure accordingly. Discover Method B of destruction and "win".

Refusal—

Left alone by Kayden unless they go to his domain: if they do, treat as capture/coercion above. If not, the GM will have to improvise using sages in Elise, rumors and other bits of information, or the Shedu in the old Temple of Diana to entice them into the adventure. This method may involve many sessions of play and may require delay of the main quest. There is certainly much to do without ever going through the main adventure, and many locations have bits of information disbursed throughout. Eventually the Judge can toss enough clues in to get the player characters headed in the right direction.

A final note or three on the use of this adventure.

Be patient. This is not an adventure path, it is an adventure journey. The full adventure has only been completed twice, and in both cases this took over 400 hours of actual play time. Don't rush to the end, and allow breaks in the main theme of the game. Success in the adventure requires great thought and skill by the players, information gathering, and lots of luck.

SWORD OF AIR

Play it straight. This adventure is supposed to be that hard. A gentle nudge now and again to keep it moving won't hurt, but the players are best rewarded if they earn the victory. This one has bragging rights that few adventures can match. Failure, both partial and total, should be expected at times. If the gathering information and discovering the truth of legends is too easy, then the challenge is lost.

Improvise and let your players improvise. The skilled GM can divert and diverge from the main plot, only to weave it back in a few game sessions later. In one case, we played over 100 hours, and maybe 10 missions for Kayden before I felt that the trust level was there to send them to get the book. Boy did they trust him. I am reasonably sure I could have gotten them to die for him. On the other hand, the brilliant actions of the party surprised me. They used sleeping draughts and posed as a traveling wine merchants, passing out free samples to Sorten's men, dropping many of them into a magical slumber before storming the tower. Luckily for them, Sorten was away, and they accessed the planar gate before he returned. Of course, this group destroyed the world as well. The other group (Bannor, Spiegel, Flail and Helman) parleyed with Sorten and managed to avoid the whole Tsar experience, figuring out one the sword was taken that they needed to use Method B to destroy it. That being said, John (Speigel) Murdoch would spend countless hours both in and out of game thinking of how he could get as much data as possible to make a decision. He never left his castle without a plan. This guy is the reason your's truly has grown so tricksey as a Judge over the years.

Enjoy the Sword of Air. This book contains many of the sub adventures and ideas from the earliest years of my home campaign. Only the Tunnels of Terror levels of *Rappan Athuk* predate this work. It has been a pleasure to write this, and I trust that you will find it as enjoyable as I have to run.

A special dedication to the following:

Richard, Eric, Kurt, Victor, Scott, Mike and Dean—my original party from the 1970s.

Clark, John, Dale, JP, and Ian—the intrepid super party from the college years.

Louis, Jen, Ed, Michelle, Terrace, and Brian—after all, the gods say the dwarf should open it!

Jillian, John, Claudia, Rocco, Maggie and Cash—my genius kid group that makes me wake up and plan early.

Gary and Bob—I look forward to rolling dice with you again in the future (but not yet).

BW
2 DEC 14

Chapter 2: The Wilderness of the Gulf of Akados

Like any good book I have ever written, this one also has the feel of a hex crawl. For the uninitiated, that means that there are wilderness maps with hexagons, wandering monster tables for each terrain type, and then a certain number of placed “lair” encounters that exist along the way. These placed encounters typically involve monster lairs, castles or towns, and even mini-dungeons. The idea is that your players should be able to freely wander the wilderness and stumble upon things while it allows the GM to offer rumors, hints or treasure maps to specific placed areas to visit.

This section is divided into subsections for each terrain area located within the *Sword of Air* adventure line. Whether or not the main adventure is used as a basis for the campaign or simply wants a sandbox area where the players can roam. The beauty of this setup is that even if the players complete the adventure, the area that it takes place in is still a rich, vibrant environment for continued future use. This type of campaign setting was widely used in early **Necromancer Games** products. In those days, our standard modus operandi for book construction was exactly this.

The specific areas included in the wilderness section of this book include:

- The area north of Tsar, near the Black Forest at the feet of the Starcrag Mountains, hereafter called the **Starcrag Foothills** (Region SF).
- The area in and around the Dragon Hills, including Hazed Canyon, hereafter called the **Dragon Hills** (Region DH). This area includes the villages of Glaivr and Elise, as well as the Eng and Kurz woods.
- The southern area along the **Xircos River**, leading to the amazon village of Tanuil and ancient city of Apothasalos under the eaves of the Bent Wood. This river extends from the Stoneheart Mountains to Legions Bay (Region XR).
- The mountains to the west are the **Stoneheart Mountains**. They include Baen’s Pass, Feirgotha Plateau, Toh Kristael, and dwarven and hobgoblin citadels (Region SM).
- The wasteland with the ruins of Tsen (see **Chapter 7**, as this area is handled separately). This area is called the **Burning Wastes**.

Each area is detailed with a number of set encounter areas as described below. Major geographic features are described as well. The GM is of course encouraged to add other points of interest along the way. When **Frog God Games** finishes the *Lost Lands Campaign Setting*, we will add to these locations the specific hexagon numbers for each where appropriate. The reader will notice that the bulk of encounters are common animals and not monsters. This is because in my home campaign, monsters are relatively rare outside of dungeons. Certainly the foolish adventurer can locate one should he wish; however, it is my opinion that if monsters were common, mankind would long ago have disappeared from the face of Lloegy. I tend to include actual monster lairs as set encounter pieces (as I have done here).

Bear in mind that my home game is relatively low treasure based on low character power. That is the sole reason people actually go into my dungeons. If you want stuff, you have to run the risks to get stuff.

In a higher-powered campaign, the GM may wish to “up the ante” in terms of the hazards presented for wandering monsters. If the desire is to continually challenge the player characters with travel through the wilds, then probabilities should be adjusted, or non-aggressive common monsters should just be eliminated from them. That being said, I have killed

characters with goats, deer and even domestic cattle over the years. Likewise, roleplaying events can easily be made out of these common encounters (e.g. “You killed a deer! The deer was the property of the local lord, and now you must pay restitution”).

Each major geographic region is described below. Identified features (named) are first discussed in each section, followed by a series of set encounter areas or major points of interest within each region.

This wilderness is a vast expanse. I mean really big. The pages of this book cannot hold the details of all the locations on the regional map. Instead, the focus here is on locations that are important to the main adventure. Look for future releases of additional material for the **Lost Lands** setting.

Travel and Getting Lost

This adventure requires a great deal of overland travel. One of the worst hazards of the wilderness is getting lost. There’s a reason it’s called the **Lost Lands** as there is no GPS and few roads. Many areas are trackless wilderness, and getting from known areas to unknown areas is hard and fraught with peril. Movement through the wilds in my game is evaluated in 5-mile stretches. In the wild, there is always a chance a group can become lost and head in an unintended direction. This creates hazards related to food and water shortages, and can even lead to encounters with unintended places or monsters.

For each 5 miles moved, the party must roll 1d6 to determine if the direction they are going is as intended.

Lost?

Terrain Type	Move as Desired
Plains or River	DC 5–10
Hills and Mountains	DC 10–15
Forest, Desert	DC 15–20
Badlands, Swamp	DC 20–25
City/Road/Trail	DC 0–5
Open Ocean	DC 10–20
Modifiers (cumulative)	
<i>Obvious Landmark</i> : +4 circumstance bonus	
<i>No Landmarks (cannot see sky or surrounding area)</i> : –2 penalty	
<i>Familiar with area</i> : +2 to +6 circumstance bonus, at GM’s discretion	

Each hex requires a new roll from the GM. If the party is lost, roll the random direction (see **Lost!**), and the party moves in the new direction, up to their movement rate. When a new Knowledge (geography) check is required, give the PCs a –4 circumstance penalty on the roll. It’s very easy to get hopelessly lost in the **Lost Lands!**

SWORD OF AIR

If the party is successful, they move fifty miles in the direction desired and nothing more occurs (until they move again). Should a party become lost, they move in a random direction as follows (1d8):

Lost!

Roll	Direction
1	Straight ahead as intended, they got lucky
2	45 degrees right
3	90 degrees right
4	135 degrees right
5	Straight backward 180 degrees
6	135 degrees left
7	90 degrees left
8	45 degrees left

After 50 miles (1 hex) the party rolls another d6 at -1 on the roll (non-cumulative). If they are successful, they realize they are moving in the wrong direction and can choose to either backtrack (roll 1d6+1 and consult the “lost” chance again) or try to move in a different direction (roll 1d6 normally to determine success).

Each hex requires a new roll from the GM. If the party is lost, roll the random direction (see **Lost!**), and the party moves in the new direction, up to their movement rate. It’s very easy to get hopelessly lost in the **Lost Lands!**

Food and Water, or “Let Them Eat Cake”

Travel through the wilderness and long dungeon treks often ignore several important aspects of life. One of these is food and water. Sure, a GM can extrapolate that adventurers eat rats and drink from subterranean streams, or that their travels through the plains assume that they nail a deer or a few conies each day, supplemented by berries, roots and other foods that they happen across.

One almost totally forgotten limitation to the player characters being able to carry mountains of loot and gear into the wilds is food. A typical traveler needs a gallon of water and 2 pounds of food each day. Horses need more than that amount. Hot or cold conditions, as well as strenuous activity, necessitate even higher intake amounts.

Food and water amounts required each day are as follows:

Creature	Food (pounds)	Water (gallons)
Man	2	1
Light Horse	4	5
Medium Horse	6	7
Heavy Horse	10	10
Draft Horse	8*	8
Mule	4*	5
Dog, large	0*	1

*Draft horses, mules and dogs are hardy, and can forage food as long as conditions permit (eating scrub for horses and mules and mice, etc., for dogs). Obviously, things like frozen or desert conditions prevent this. Other creatures (e.g. camels) can be handled as the GM sees fit.

MODIFIERS

Temperature greater than 80 degrees: double water need
Temperature greater than 100 degrees: triple water need

Temperature less than 30 degrees: double water need
Temperature less than zero degrees: triple water need

Starvation and thirst are covered in the *Pathfinder Roleplaying Game Core Rulebook*, **Environment**, “Starvation and Thirst”)

The Starcrag Foothills

Dearthwood

The Dearthwood forest contains a number of interesting features. The first is the extreme lack of wildlife, primarily due to the alkaline soil and the numerous poisonous ponds and lakes. The forest itself is composed mainly of coniferous trees, and the shrunken trunks and sparse leaves, mixed with the heavy undergrowth of brambles and briars, immediately tells one that the soil here is poor. Movement off main game trails is at best half speed, and at worst requires brush clearing and is often nearly impenetrable.

While water is plentiful, drinking water sources within the forest are scarce. The wise men here drink only from murky, bug-infested water. The clearer the water, the more likely it is tainted with lye (DC 15 Fortitude save or take 2d6 points of damage 2d4 hours after ingestion).

This forest is also extremely flammable, and forest fires caused by lightning or other sources are a real hazard. Use of destructive spells such as *fireball* or *lightning bolt* here have a 20% chance of starting a forest fire (see the *Pathfinder Roleplaying Game Core Rulebook*, **Environment**, “Forest Fires”, for more information). Smokey would be very angry with the PCs, and there is a chance that the fire could trap or even kill PCs caught in it (GM’s discretion) and see Forest Fires below.

Wandering monsters are uncommon here as the lack of prey creates a difficult situation, Darwinistically. That being said, those that are here are tough. Encounters have a 1-in-6 chance of occurring each day during daylight hours and at night (roll 1d12 to determine time, with 1 being 1 a.m. or 1 p.m., and 12 being midnight or noon).

Dearthwood Random Encounters

Roll	Result
01–50	1d6 common animals, non-aggressive
51–70	1d6 common animals, aggressive
71–80	2d10+6 humanoids
81–85	2d6+10 bandits/brigands
86–90	1d6 giant or dire species of a common, non-aggressive animal
91–93	1d6 giant or dire species of a common, aggressive animal
94–95	1d3 trolls or 1d10 ogres
96–97	Forest fire!
98–99	Monster (GM’s choice, although manticores and chimeras are common here)
00	1 roc (from Area SF-3 below)

Common animal, non-aggressive: This encounter is with small furry creatures such as **deer**, **rabbits** and **squirrels**. There is a 50% chance that the animal provides 1d6 days of rations and a 10% chance it provides 3d6 days of rations if slain. See the **Fuzzy Forest Creatures Sidebar**.

Fuzzy Forest Creatures

DEER
XP 100

CR 1/4

The Tome of Horrors Complete 665

N Medium animal

Init +2; **Senses** low-light vision, scent; **Perception** +10

AC 14, touch 13, flat-footed 11 (+2 Dex, +1 dodge, +1 natural)

hp 11 (2d8+2)

Fort +4; **Ref** +5; **Will** +2

Speed 40 ft.

Melee gore +2 (1d6+1), 2 hooves –3 (1d4)

Str 12, **Dex** 15, **Con** 12, **Int** 2, **Wis** 14, **Cha** 6

Base Atk +1; **CMB** +2; **CMD** 15 (19 vs. trip)

Feats Dodge^B, Mobility^B, Run

Skills Acrobatics +2 (+6 jump), Perception +10, Stealth +10 (+14 in forests), Swim +5; **Racial Modifiers** +4

Perception, +4 Stealth (+8 in forests), +4 Swim

RABBIT, SQUIRREL: Non-combatant, but could be used as food!

Common animal, aggressive: This encounter is with **1d6 bears, wolves, badgers** or other nasty critters. There is a 50% chance the animals are hunting and a further 30% chance they are in their nest. The animals are subject to standard reaction checks to determine if they attack. See the **Still Fuzzy Forest Creatures, but Predatory Sidebox**.

Humanoid: This encounter is with a warband of **2d10+6 humanoids** (20% goblins, 30% hobgoblins, 40% orcs, 10% gnolls).

GNOLLS
XP 400

CR 1

hp 11 (*Pathfinder Roleplaying Game Bestiary* "Gnoll")

GOBLINS
XP 135

CR 1/3

hp 6 (*Pathfinder Roleplaying Game Bestiary* "Goblin")

HOBGOBLINS
XP 200

CR 1/2

hp 11 (see the *Pathfinder Roleplaying Game Bestiary* "Hobgoblin")

ORCS **CR 1/3**
XP 135

hp 6 (*Pathfinder Roleplaying Game Bestiary* "Orc")

Bandits/brigands: This encounter is with **2d6+10 bandits**, with a 50% chance of a **leader**.

BANDITS
XP 200

CR 1/2

Male human warrior 2
CN Medium humanoid (human)

Init +2; **Perception** –1

AC 17, touch 13, flat-footed 14 (+3 armor, +2 Dex, +1 dodge, +1 shield)

hp 11 (2d10)

Fort +3; **Ref** +2; **Will** –1

Speed 30 ft.

Melee short sword +3 (1d6+1/19–20)

Still Fuzzy Forest Creatures, but Predatory

When a predator is called for, the GM is encouraged to modify the following list of creatures to include those that would be normally found in a forest in the setting they are using. Aim for a single CR 2 creature. These need not necessarily be a carnivore, just any creature that may have a natural motive for attacking the party, such as an angry mountain lion or territorial bear.

BADGER
XP 200

CR 1/2

hp 9 (*Pathfinder Roleplaying Game Bestiary 2* "Badger")

BROWN BEAR
XP 1,200

CR 5

hp 42 (5d8+20) (*Pathfinder Roleplaying Game Bestiary* "Bear, Brown")

MOUNTAIN LION
XP 800

CR 3

The Tome of Horrors Complete 677

N Medium animal

Init +4; **Senses** low-light vision, scent; **Perception** +10

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

hp 26 (4d8+8)

Fort +6; **Ref** +8; **Will** +2

Speed 50 ft.

Melee bite +7 (1d6+3 plus grab), 2 claws +7 (1d4+3 plus grab)

Special Attacks pounce, rake (2 claws +7, 1d4+3)

Str 16, **Dex** 19, **Con** 15, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +3; **CMB** +6 (+10 to grapple); **CMD** 20 (24 vs. trip)

Feats Skill Focus (Perception), Spirited Runner^B, Weapon Finesse

Skills Acrobatics +12, Climb +7, Perception +10, Stealth +8 (+16 in heavy undergrowth or tall grass);

Racial Modifiers +4 Acrobatics, +4 Stealth (+12 in heavy undergrowth or tall grass)

TIMBER WOLF
XP 400

CR 1

hp 13 (*Pathfinder Roleplaying Game Bestiary* "Wolf")

Ranged composite longbow +4 (1d8+1/x3)

Str 13, **Dex** 14, **Con** 11, **Int** 10, **Wis** 8, **Cha** 9

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

Feats Dodge, Point-Blank Shot

Skills Climb +4, Handle Animal +3, Intimidate +3, Ride +5, Stealth +2

Languages Common

Gear studded leather, buckler, composite longbow [+1 Str], 20 arrows, short sword

BANDIT LEADER
XP 1,200

CR 4

Male or female human rogue (thug) 5 (*Pathfinder Roleplaying Game Advanced Player's Guide* "Thug")

NE Medium humanoid (human)

Init +6; **Perception** +8

AC 16, touch 12, flat-footed 14 (+3 armor, +1 Dex, +1 dodge,



+1 shield)
hp 35 (5d8+5 plus 5)
Defensive Abilities evasion
Fort +2; **Ref** +6; **Will** +1

Speed 30 ft.
Melee rapier +3 (1d6/18–20) or dagger +3 (1d4/19–20)
Ranged shortbow +3 (1d6/x3)
Special Attacks brutal beating, frightening, rogue talent (bleeding attack), rogue talent (slow reactions), sneak attack +3d6

Str 10, **Dex** 14, **Con** 12, **Int** 11, **Wis** 11, **Cha** 10
Base Atk +3; **CMB** +3; **CMD** 16
Feats Dodge, Improved Initiative, Mobility, Weapon Finesse
Skills Acrobatics +10, Appraise +8, Bluff +8, Climb +5, Diplomacy +4, Disable Device +6, Escape Artist +9, Intimidate +8, Knowledge (local) +5, Linguistics +4, Perception +8, Sleight of Hand +7, Stealth +9, Swim +4
Languages Common, Goblin
Combat Gear *potion of cure moderate wounds*; **Other Gear** masterwork studded leather armor, buckler, rapier, dagger, shortbow, 10 +1 arrows, 40 arrows, 1d4 gp, 2d4 sp.

Giant or dire species of animal (both): This is the same as for regular animals, except with giant-sized versions.

DIRE BADGER **CR 2**
XP 600
 N Medium animal
Init +6; **Senses** low-light vision, scent; **Perception** +10

AC 14, touch 12, flat-footed 12 (+2 Dex, +2 natural)
hp 22 (3d8+9)
Fort +6; **Ref** +5; **Will** +2

Defensive Abilities ferocity

Speed 30 ft., burrow 10 ft.
Melee bite +4 (1d4+2), 2 claws +4 (1d3+2)
Special Attacks blood rage

Str 14, **Dex** 15, **Con** 17, **Int** 2, **Wis** 12, **Cha** 9
Base Atk +2; **CMB** +4; **CMD** 16 (20 vs. trip)
Feats Improved Initiative, Skill Focus (Perception)
Skills Escape Artist +6, Perception +10; **Racial Modifiers** +4
 Escape Artist

DIRE BEAR **CR 7**
XP 3,200
hp 95 (*Pathfinder Roleplaying Game Bestiary* "Bear, Dire")
DIRE MOUNTAIN LION **CR 5**
XP 1,600

Male or Female dire mountain lion (*The Tome of Horrors Complete* 677 "Lion, Mountain", "Dire Creature" Template 718)
 N Large animal
Init +10; **Senses** low-light vision, scent; **Perception** +13

AC 22, touch 15, flat-footed 16 (+6 Dex, -1 size, +7 natural)
hp 100 (8d8+48)
Fort +12; **Ref** +12; **Will** +5

Speed 60 ft.
Melee bite +12 (1d8+7) and 2 claws +12 (1d6+7)
Space 10 ft.; **Reach** 5 ft.
Special Attacks pounce, rake (2 claws +12, 1d6+7)

Str 24, **Dex** 22, **Con** 23, **Int** 2, **Wis** 16, **Cha** 10
Base Atk +6; **CMB** +14 (+18 to grapple); **CMD** 30 (34 vs. trip)
Feats Alertness, Improved Initiative, Skill Focus (Perception), Spirited Runner[®], Weapon Finesse

CHAPTER 2: THE WILDERNESS OF THE GULF OF AKADOS

Skills Acrobatics +14 (+26 jump), Climb +13, Perception +13, Sense Motive +5, Stealth +10 (+18 in heavy undergrowth or tall grass), Survival +4; **Racial Modifiers** +8 Stealth in heavy undergrowth or tall grass

DIRE WOLF **CR 3**
XP 800
hp 40 (*Pathfinder Roleplaying Game Bestiary* "Wolf, Dire")

Trolls: This encounter is with **1d3 trolls**. There is a 5% chance of a troll shaman.

TROLL **CR 5**
XP 1,600
hp 63 (*Pathfinder Roleplaying Game Bestiary* "Troll")

TROLL SHAMAN **CR 11**
XP 12,800

Male or Female troll adept 8 (*Pathfinder Roleplaying Game Bestiary* "Troll")
 CE Large humanoid (giant)
Init +2; **Senses** darkvision 60 ft., low-light vision, scent;
Perception +13

AC 16, touch 11, flat-footed 14 (+2 Dex, +5 natural, -1 size)
hp 161 (6d8+36 plus 8d6+48 plus 14); regeneration 5 (acid or fire)
Fort +13; **Ref** +6; **Will** +13

Speed 30 ft.

Melee bite +11 (1d8+4) and 2 claws +11 (1d6+4)

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

Special Attacks rend (2 claws, 1d6+6)

Spells Prepared (CL 8th; melee touch +11):

3rd—*bestow curse* (DC 16)

2nd—*bull's strength*, *mirror image*, *web* (DC 15)

1st—*bless* (x3), *cure light wounds*

0 (at will)—*guidance* (x3)

Str 18, **Dex** 14, **Con** 23, **Int** 6, **Wis** 17, **Cha** 13

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

Feats Intimidating Prowess, Iron Will, Power Attack, Rending Claws*, Rending Fury**, Skill Focus (Perception), Toughness

Skills Climb +8, Intimidate +12, Knowledge (local) +3, Perception +13, Sense Motive +4, Survival +7, Swim +5

Languages Giant

**Pathfinder Roleplaying Game Advanced Player's Guide*

***Pathfinder Roleplaying Game Ultimate Combat*

Ogres: This encounter is with **1d10 ogres**. There is a 20% chance that a roll of 1 results in a solitary **ogre mage**.

OGRE **CR 3**
XP 800
hp 30 (*Pathfinder Roleplaying Game Bestiary* "Ogre")

OGRE MAGE **CR 8**
XP 4,800
hp 92 (*Pathfinder Roleplaying Game Bestiary* "Oni, Ogre Mage")

Forest Fire!: The players find themselves on the receiving end of a forest fire. Damage while in the fire is 1d6 points of damage per 10 minutes. Escaping the fire requires outrunning the blaze (it moves 60 ft. per round in a random direction) or finding water to take refuge in. See the *Pathfinder Roleplaying Game Core Rulebook*, **Environment**, for more information about forest fires.

Monster: The GM gets to have fun and pick some random large beastie to terrorize his players with!

Roc: There is a 90% chance that this beast is just seen flying overhead. It only attacks 10% of the time unless the party is large (more than 12 individuals) or has beasts of burden or horses. The latter elevate this to 25%.

ROC **CR 9**
XP 6,400
hp 120 (*Pathfinder Roleplaying Game Bestiary* "Roc")

The Black Forest

The Black Forest got its name for two reasons. The first is the dark color of the oak trees that grow so densely in it, and the second is the strange disappearances of local villagers and woodsmen who delve too deeply into it.

The forest itself consists of a variety of tree species, and contains the regular spectrum of critters one would expect: hedgehogs, mice, squirrels, deer and other normal animals. The canopy of the trees rises up to 200 ft. in places, and the trees grow thick and tall. The whole creates a gloomy darkness, with only limited areas filtering through sunlight. Due to the huge trees, the ground cover is sparse, creating a fairly clear series of trails and pathways, some as wide as 20 ft., throughout the forest. Assume any travel within the woods is unimpeded.

Where brush and thickets of fallen trees and briars exist, something typically lives within. Assume one nest is discovered for each hour of travel, with its inhabitants being (roll d100):

The Black Forest Random Encounters

Roll	Result
01–75	1d6 common animals, non-aggressive
76–80	1d6 common animals, aggressive
81–85	3d10 woodsmen felling trees or trapping/hunting
86–90	2d6+10 bandits/brigands
91–94	1d6 giant or dire species of a common, non-aggressive animal
95–97	1d6 giant or dire species of a common, aggressive animal
98	A nest of 2d12 giant spiders
99	1 treant
00	Monster (GM's choice)

Common animal, non-aggressive: This encounter is with small furry creatures such as **deer**, **rabbits** and **squirrels**. There is a 50% chance that the animal provides 1d6 days of rations and a 10% chance it provides 3d6 days rations if slain. See the **Fuzzy Forest Creatures Sidebox (Dearthwood Wilderness Encounters)**.

Common animal, aggressive: This encounter is with **1d6 bears**, **wolves**, **badgers** or other nasty critters. There is a 50% chance the animals are hunting and a further 30% chance they are in their nest. The animals are subject to standard reaction checks to determine if they attack. See the **Still Fuzzy Forest Creatures, but Predatory Sidebox (Dearthwood Wilderness Encounters)**.

Woodsmen: This encounter is with **loggers** or **trappers**. They are friendly once they understand the party is not hostile. Loggers are normal humans (Com2; hp 6 or Exp 1; hp 4).

TRAPPER **CR 3**
XP 800
hp 30 (*Pathfinder Roleplaying Game Game Mastery Guide* "Trapper")



Bandits/brigands: This encounter is with **2d6+10 bandits**, with a 50% chance of a 5th-level leader.

BANDITS **CR 1/2**
XP 200
hp 11 (see **Dearthwood Wilderness Encounters**)

BANDIT LEADER **CR 4**
XP 1,200
hp 35 (see **Dearthwood Wilderness Encounters**)

Giant or dire species of animal (both): This is the same as for regular animals, except with giant-sized versions. See **Dearthwood Wilderness Encounters** for details.

Nest of giant spiders: This encounter is with **2d12 giant spiders** (30%), **huge spiders** (20%) or **large spiders** (50%). There is a 10% chance that past victims have treasures of 1d10 x 200 gp of gear and gold.

GIANT SPIDER **CR 1**
XP 400
hp 16 (*Pathfinder Roleplaying Game Bestiary* "Spider, Giant")

HUGE SPIDER **CR 5**
XP 1,600
hp 52 (*Pathfinder Roleplaying Game Bestiary* "Spider, Ogre")

LARGE SPIDER **CR 3**
XP 800
hp 37 (*Pathfinder Roleplaying Game Bestiary* "Spider, Giant Black Widow")

Treant: This encounter is with a **treant**. There is a 90% chance the treant ignores the PCs unless they are being destructive. A DC 20 Knowledge (nature) check has a 50% chance of noticing the presence of the living tree. A party without Knowledge (nature) has a 5% chance to notice it.

TREANT **CR 8**
XP 4,800
hp 114 (*Pathfinder Roleplaying Game Bestiary* "Treant")

Monster: The GM gets to have fun and pick some random large beastie to terrorize his players with!

The forest is veined with numerous small streams and rivulets, although no major rivers or watercourses are present. A few clearings exist (assume

10% chance of finding one each day), and often contain beautiful meadows of blue and yellow wildflowers, perhaps a small lake or pond, or a rocky area (20% chance of a cave lair, add 20% to the roll on the table above).

The Starcrag Mountains

The Starcrag Range is relatively young, as evidenced by its razor sharp peaks and steep, sheer sides. Passes through the mountains are rare, and only those knowing their way have a reasonable chance of crossing them.

The mountain peaks rise to 12,000 ft. above the plains below, with an average height of 8,000 ft. Everything is snowcapped for most of the year, with the tree line ending at the 6,000 ft. mark. Glaciers cover the tops of these peaks. The peaks are interrupted by valleys and rivers, all flowing out and away from the mountains. The mountains are often covered with the same misty haze that fills the mountains to the east, and all fear the things found in this mist.

Encounters in these mountains are rare. Encounters have a 1-in-10 chance of occurring each day during daylight hours and at night (roll 1d12 to determine time, with 1 being 1 a.m. or 1 p.m., and 12 being midnight or noon).

Roll	Result
01–50	1d6 common animals, non-aggressive
51–70	1d6 common animals, aggressive
71–80	2d10+6 humanoids
81–85	1d4+1 yeti
86–90	1d6 giant or dire species of a common, non-aggressive animal
91–93	1d6 giant or dire species of a common, aggressive animal
94–95	1d3 trolls or 1d6+4 ogres
96–97	Avalanche!
98–99	Monster (GM's choice, although hill giants and fire giants are common)
00	1 remorhaz

Common animal, non-aggressive: This encounter is with small furry creatures such as deer, rabbits and squirrels. There is a 50% chance that the animal provides 1d6 days rations and a 10% chance it provides 3d6 days rations if slain. See the **Fuzzy Forest Creatures Sidebox (Dearthwood Wilderness Encounters)**

Common animal, aggressive: This encounter is with 1d6 bears, wolves, badgers or other nasty critters. There is a 50% chance the animals are hunting and a further 30% chance they are in their nest. The animals are subject to standard reaction tests to determine if they attack. See the **Still Fuzzy Forest Creatures, but Predatory Sidebox (Dearthwood Wilderness Encounters)**.

Humanoid: This encounter is with a group of humanoids (10% goblins, 70% hobgoblins, 10% orcs, 10% gnolls). This is a warband, numbering 2d10+6 individuals.

GNOLLS CR 1
 XP 400
 hp 11 (*Pathfinder Roleplaying Game Bestiary* "Gnoll")

GOBLINS CR 1/3
 XP 135
 hp 6 (*Pathfinder Roleplaying Game Bestiary* "Goblin")

HOBGOBLINS CR 1/2
 XP 200
 hp 11 (see the *Pathfinder Roleplaying Game Bestiary* "Hobgoblin")

ORCS CR 1/3
 XP 135

hp 6 (*Pathfinder Roleplaying Game Bestiary* "Orc")
Yeti: This encounter is most likely near snow, although the yeti do not require snow. They are highly aggressive.

YETI CR 4
 XP 1,200
 hp 45 (*Pathfinder Roleplaying Game Bestiary* "Yeti")

Giant or dire species of animal (both): This is the same as for regular animals, except with giant-sized versions of them. See **Dearthwood Wilderness Encounters** for details.

Trolls: This encounter is with 1d3 trolls. There is a 5% chance of a troll shaman (level 1d6 cleric).

TROLL CR 5
 XP 1,600
 hp 63 (*Pathfinder Roleplaying Game Bestiary* "Troll")

TROLL SHAMAN CR 11
 XP 12,800
 hp 161 (see **Dearthwood Wilderness Encounters**)

Avalanche: Avalanches are a danger, and have a 20% chance of hitting the PCs and a 50% chance of blocking either the way they came or the way they are going (GM's choice). See the *Pathfinder Roleplaying Game Core Rulebook*, **Environment**, for more details.

Monster: The GM gets to have fun and pick some random large beastie to terrorize his players with!

Remorhaz: The ice worm cometh! Run and hide!

REMORHAZ CR 7
 XP 3,200
 hp 94 (*Pathfinder Roleplaying Game Bestiary* "Remorhaz")

Bone Hollow

This hobgoblin city is the true terror of the region. The good news about hobgoblins is they never do anything without a plan. The bad news is they never do anything without a plan. They seldom venture outside their city — but when they do, it is with an army. These hobgoblins hate and are in constant war with their kind in Smashed Skull to the south.

The area surrounding the hollow (really a small valley and mountain pass, complete with stone buildings, towers, walls, ballistae and catapults for defense) has a number of watchtowers, gongs, signal fires and patrols. A huge palisade and gate mark the entrance to the pass. The gate is manned by more than 20 guards at all times.

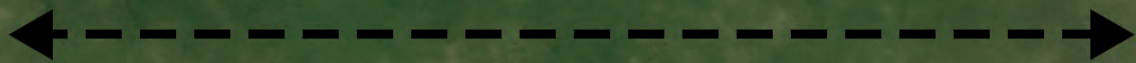
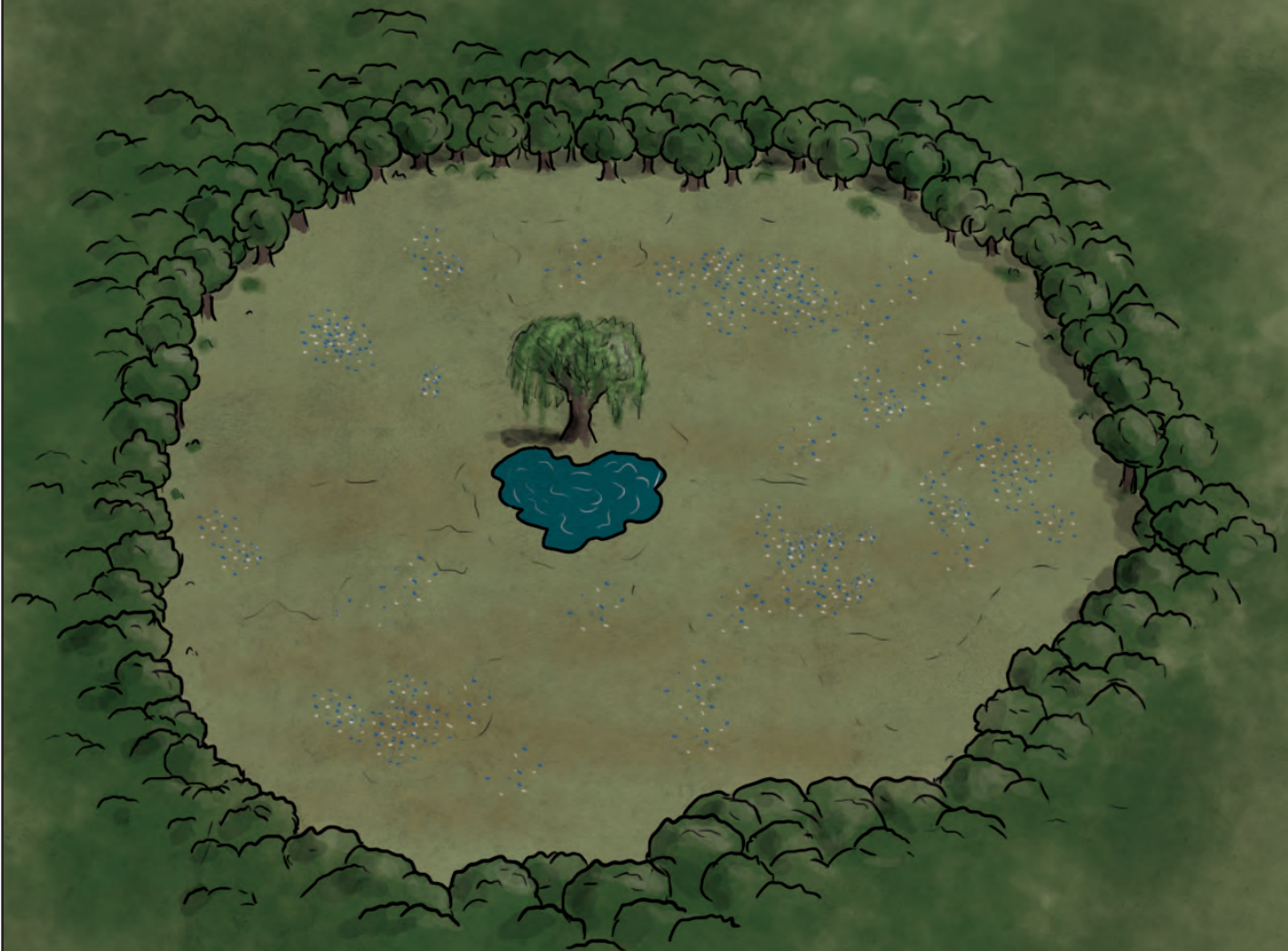
The hobgoblins allow travelers to pass through, as long as they pay a toll of 100 gp per head (man and beast) and 200 gp per wheel (wagons and carts). Any attempts to attack or sneak through result in a highly coordinated response from the hobgoblins. No non-hobgoblin is allowed into the city area, nor allowed to camp inside the walls.

More than 4,500 male hobgoblins are here, with the requisite accompaniment of leader types and females. The hobgoblins also keep a crew of large monstrous creatures as pets and mounts, including a wyvern, a grey render, 2 chimerae, 4 owlbears, a 6-headed hydra, 6 cave bears, and 4 hell hounds. Their leader rides an adult blue dragon into battle. Common hobgoblins often keep wolves as pets as well. Packs of the beasts roam about with their masters.

Anyone made captive is sacrificed to some foul god, killed in the gladiator arena, or made a slave in their silver mine. Details of the city and mines are not provided here, although a later supplement from **Frog God Games** may detail this area.

No wandering monsters are present here — except hobgoblins as noted.

SF-1 Dark Heart of the Woods



700 feet

N



SF-2 The Crystal Cave



Mount Moffat

Mount Moffat is the highest peak in the Starcrags. It is also an active volcano. The peak of the cinder cone rises 13,000 ft. above the lowlands below and constantly spews forth ash, toxic gasses and occasionally a lava flow. Nothing lives within 20 miles of the volcano, and few other than mountain goats and small animals ever go near the area at all. Anyone getting within 20 miles runs the risk (10% chance per day) of an event as follows:

Roll	Result
01-80	Scary minor eruption. The ground shakes, ash spews out, etc. No harm to anyone.
81-95	A random rock flies down in the area of the party. It has a 10% chance of hitting someone for 6d6 points of damage (DC 20 Reflex save for half).
95-98	Ash, gas and rocks fly down where the PCs are located. All must make a successful DC 20 Reflex save once every 10 minutes or take 1d6 points of damage. It takes 2 hours to reach a safe distance. Shelter (a cave or a spell) avoids this. The toxic fumes and cinders are gone in 2d6 hours. Caves can be found with a 20% chance per hour, and a DC 18 Knowledge (geography) or DC 20 Knowledge (nature) check doubling that chance. The mountain goats know where the caves are — following them is a wise idea.
99	Big eruption hits the area, forcing all to make a DC 20 Reflex save once every 10 minutes or take 2d6 points of damage. It takes 2 hours to reach a safe distance, and flammable items and trees catch fire. Shelter (a cave or a spell) avoids this. The toxic fumes and cinders are gone in 2d6 hours.
00	Boom! The volcano goes up in a huge fireball. All within 10 miles are incinerated (DC 30 Fortitude save to be reduced to 0 hp). All within 20 miles are affected by an <i>earthquake</i> spell and must make Reflex saves as per the 99 result. Outside of the 10 mile kill zone, shelter (a cave or a spell) avoids this. The toxic fumes and cinders are gone in 2d6 hours. Caves do not save anyone within 10 miles, as all the oxygen is sucked out of them and everything within suffocates.

P.S. — Win a prize, part 1. Anyone know where I got the name? First email to me wins. — Bill

Encounter Area SF-1: The Dark Heart of the Woods (CR 16)

In the center of the **Black Forest** is a relatively large clearing spanning 300 ft. by 700 ft. It contains a small lake (120 ft. in diameter) and is clear and empty of algal growths. Leaves are piled along the edges of the clearing, and small white-and-blue wildflowers dot the ground. Animal tracks are prevalent along all but the northern shore (DC 10 Survival check to find the tracks). On the northern edge of the lake grows a huge solitary willow tree standing 120 ft. tall and spreading its branches more than a hundred ft. in every direction. Careful inspection reveals the presence of numerous animal bones, and crushed bits lie near its trunk. This creature is a **blackwillow**, the true horror of this forest.

BLACKWILLOW
XP 76,800

NE Gargantuan plant (see **Monster Appendix**)

CR 16

Init +2; **Senses** low-light vision; **Perception** +29

AC 24, touch 4, flat-footed 24 (-2 Dex, +20 natural, -4 size)
hp 220 (24d8+112)
Fort +23; **Ref** +6; **Will** +12
DR 5/slashing; **Immune** piercing, plant traits; **Resist** cold 10, fire 10; **SR** 25

Speed 5 ft.

Melee 4 slams +27 (2d6+12/19-20 plus grab)

Space 30 ft.; **Reach** 15 ft. (20 ft. with slam)

Special Attacks swallow whole (3d6 acid damage, AC 20, 22 hp), tendril whips (20 ft. radius)

Str 34, **Dex** 6, **Con** 24, **Int** 3, **Wis** 14, **Cha** 18

Base Atk +18; **CMB** +34 (+38 to grapple); **CMD** 42 (50 vs. bull rush, can't be tripped)

Feats Blind-Fight, Cleave, Great Cleave, Great Fortitude, Improved Critical (slam), Improved Initiative, Improved Iron Will, Improved Vital Strike, Iron Will, Power Attack, Vital Strike, Weapon Focus (slam)

Skills Perception +29

Languages Sylvan, Treant (both understand only)

Tendrils Whip (Ex) A blackwillow can attack any creatures to a range of 100 ft. away with multiple grasping tendrils. This acts as a *black tentacles* spell as cast by a wizard with a caster level equal to the blackwillow's hit dice, except that it is an extraordinary ability. The tendrils have a CMB of +21 and do 1d6+4 points of damage to a grappled opponent.

Inside the trunk of the blackwillow are the remains of hundreds of its victims taken over the last 500 years or so. Anyone sifting through the literal mountain of corroded bone fragments and washing them free of the tree's digestive sap locates the few items that have not decayed over time. The following remain:

- A gold-encased book (all the pages are digested) worth 200 gp.
- 420 gp and 910 sp, corroded but salvageable.
- A sealed ivory scroll case containing a *scroll of wish, meteor swarm, and freedom*.
- A *figurine of wondrous power (lovebirds)* (see the **Appendix**).
- Two gold armbands with strange markings in an ancient language (declares fealty to a long-dead king) worth 80 gp each.
- 11 gems: 2,000 gp emerald, 500 gp beryl, 200 gp topaz, a matched set of 5 fire opals worth 100 gp each (800 gp as a set), and 3 50gp garnets.
- A stone tablet detailing a set of laws in a strange language (that of Tsen) along with an old form of the Common tongue (allows a +5 on Linguistics checks to interpret writings written in the Tsen language).
- A *solid gold dagger*. The dagger has a +5 to hit bonus against demons only, and any demon hit by the dagger must make a successful DC 20 Fortitude save or lose its ability to use any magical powers for 1d6 rounds. The dagger is relatively worthless as a melee weapon against other creatures, and any attack roll of 1 on the dice indicates that the dagger is blunted and destroyed (except for attacks on demons). Inform the PCs that the dagger is quite soft and could be easily damaged, even though magical.

Encounter Area SF-2: The Crystal Cave (CR 8 or 10)

Deep within the tunnel is a covered hole descending deep into the caverns below. A 4 ft. square board, partially covered with sand, bits of rope, rusty metal and other cave detritus, hides the entrance itself. Curiously, no stalactites are present over the area of the entrance. Broken-off stubs litter the ceiling in a 10 ft. long area, allowing the curious to notice that the area has been worked. The board is fairly stable and can support up to 300 lbs. without collapsing. If a creature heavier than this crosses the area, there is a 25% chance that the board gives way and collapses, dropping the unfortunate PC 120 ft. into the cavern below (12d6 points of

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damage; DC 20 Reflex save avoids).

Once the entrance is cleared, it is a simple matter of fixing a rope and repelling down. As the entrance is in the cavern ceiling, climbing down without a rope requires a herculean effort (DC 25 Climb check) for this greater-than-vertical effort.

As soon as any descent into the depths of this cavern begins, it is immediately obvious that this is no normal place. The walls and mineral deposits in the cave reflect light brilliantly due to the various crystal formations that fill the room. Literally hundreds of multi-hued formations in all colors of the rainbow lie scattered in this living cavern. In the northeast corner of the cave lies a 30 ft. diameter pool of blue-tinted water. The pool is 20 ft. deep, grading from a shallow east end to a deep west end. It is filled with broken sand and gravel-sized pieces of crystal.

The crystals and minerals in the cave have some value, and can be harvested by clever adventurers. Each pound of material carefully removed (to preserve the beauty of the minerals) is worth 0–60 sp (d100–40). A skilled jeweler or alchemist can determine their value (DC 18 Appraise check). Up to 5,000 gp of material could be mined from this cave, taking several weeks in the process. Of real interest, however, is what lies on the floor of the pool, hidden beneath the colored sand.

If the pool is carefully examined (with a DC 23 Perception check) and the shards of sand and gravel moved aside, an underwater staircase is revealed. No other way to spot the staircase exists other than moving the material as the stairs are buried and not visible. The staircase itself must be excavated in order to be accessed. This requires removing a little more than 14,000 pounds of wet (and worthless) sand and gravel from the cold, cold water. There is no easy way to do this, as anyone spending more than 10 minutes in the water becomes hypothermic (–2 to all rolls, 1d4 points of non-lethal cold damage per 10 minutes) unless magically protected from cold. Bear grease (or equivalent) adds 20 minutes to working time. Removal of the material requires 24 man-hours of nasty, wet work. Once the bottom of the pool is excavated, the cold becomes the least of the adventurers' worries ...

The stairs lead down to a reflective slab of crystal, a modified *mirror of life trapping*. Anyone gazing at the surface of the mirror must make a successful DC 23 Will save or have their soul (and soul alone) trapped inside the mirror. This trap is made extra nasty, as the soulless husk that is their body is now 20 ft. underwater, and immediately begins drowning (see the *Pathfinder Roleplaying Game Core Rulebook*, **Environment**, for more information on drowning).

There is no way that the mirror can be removed; however, it can be broken if struck by a blunt object for 5 points of damage (the water reduces all damage for blunt weapons by half underwater; the mirror has hardness 1, 5 hp). If broken, all souls trapped within are released (similar in effect to a *magic jar* spell). If no live bodies remain, the souls disperse.

Beneath the mirror is a rectangular box containing the calcified body of a long-dead mage. The clothes, scroll and books buried with him are long since decayed, but the corpse itself still wears a *ring of spell storing* that holds 5 levels of spells. Also inside the box near the feet of the mage is an ivory case containing a *wand of bestow curse* (CL 7th; 14 charges). If PCs recover the treasure, award experience as if overcoming a CR 8 encounter. If no PC is absorbed into the *mirror*, award experience as if overcoming a CR 10 encounter.

Win a Prize, Part 2: A side note: Unlike the rest of this book, this encounter area first saw publication where? The first person to email me the answer gets a prize!

Encounter Area SF-3: Roc'n in the Free World (CR varies, 0 or 9+)

High cliffs rise up 400 ft. to the east of the party as they travel through the wilds. Eagles and hawks soar in the wind, along with one much larger bird. If the PCs are on foot, the **roc** leaves them alone, although it makes an appearance to frighten them and send them scurrying like so many mice. Should mounted PCs be present, the roc sees an opportunity for a fine meal and attacks.

There is only a 20% chance that the roc is able to attack by surprise out

of the sun (although it is quiet, it is huge and therefore not very stealthy). PCs can avoid being attacked by dismounting and making a random horse or pack animal the primary target. Should a mounted PC be attacked, he has but one round to declare that he jumps off his mount (DC 15 Ride check to avoid falling 1d6 x 10 ft. down the cliff) before being swooped up and away by the giant bird.

Attacks on mounted PCs have a 75% chance of hitting the mount (2 talons) and a 25% chance (each talon) of hitting the PC. If the PC is carried away, they are dropped off in the roc's nest, 400 ft. above. As long as they are fairly "mellow" once dropped (and suffering 2d6 points of damage from the fall), the roc leaves and goes back to hunting. If they resist or appear aggressive, the roc "subdues" (read: kills) them before leaving.

The nest is up at the top of the sheer cliff, requiring at least 50 DC 22 Climb Walls checks (for PCs with a Speed of 30 ft.) to reach it. Obviously, PCs who can *fly* or *levitate* have less of an ingress/egress issue.

The nest contains the following:

- Three roc eggs.
- Random bones and bits of dead creatures, including a hippopotamus, 10 horses and numerous deer, elk, etc.
- A very shiny +1 *lance of burning* (see the **Appendix**).
- Tons of roc feathers.

The roc feathers are quite valuable to an alchemist or wizard, worth 10 gp each (there are 3d100 feathers). The roc eggs likewise would command a steep price, or if hatched, an even higher one. Eggs removed from the nest have a 30% chance of hatching, and the price of a baby roc in a large city is incalculable. Any damage to the nest or eggs, of course, instills a lifetime enmity with mama roc, and that is likely fatal to anyone within 100 miles.

If a PC is deposited alive in the nest, a few additional events transpire: Ten minutes after the PC lands, a **peryton** attacks the nest, seeking to destroy the eggs. If the PC slays the evil bird, when the roc returns after 1 hour, it sees the dead thing and is grateful, chirping away and caressing the PC with its ample wing. The PC is lifted and gently deposited back with his comrades. While within this area (20 mile radius), there is a 10% chance that anything attacking the PC finds itself in trouble as their allied big bird shows up to help them. The PC is free to take the *lance*, of course.

Should the peryton successfully destroy the eggs (eggs have hardness 2, 10 hp each) and not be slain, or if slain but all three eggs are destroyed, the roc flies into a rage and attacks the PC. If the PC escapes before the peryton shows up, the roc blames them for the destruction of its brood and searches for the party (20% chance of finding them per day within 100 miles). The bird fights to the death and uses a strategy of swooping in to grab a PC before dropping them from 200 ft. (or higher).

The peryton's nest is almost impossible to locate (it flew here); however, should some magical means be used (e.g. *find the path*, *limited wish*), it contains 6 of the creatures, with unfertilized eggs (awaiting heat to make them fertile), and is located in a cliff-side cave 300 ft. higher and about 1 mile from the roc's nest. The perytons have no treasure.

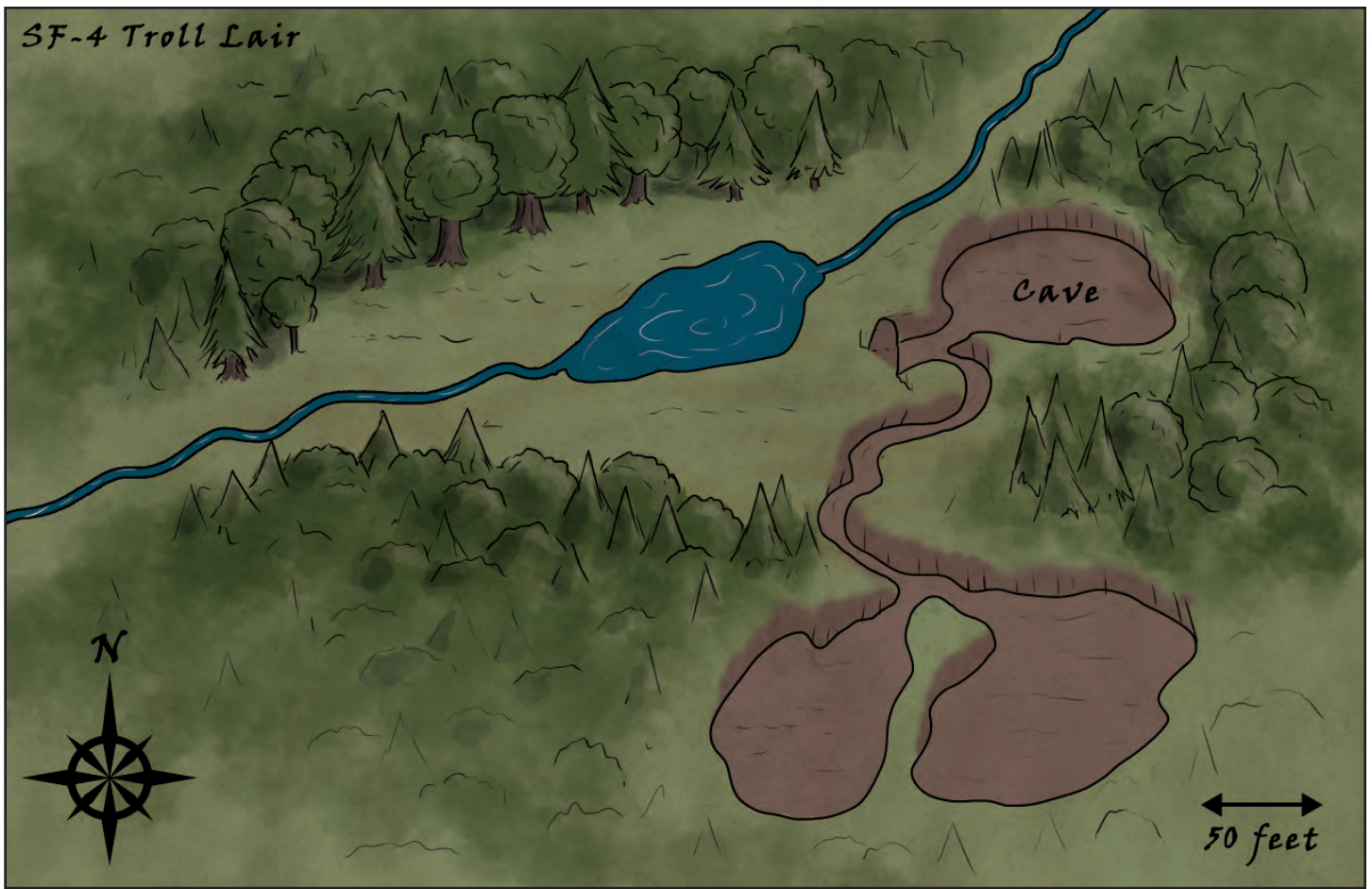
PERYTON **CR 4**
XP 1,200
hp 42 (*Pathfinder Roleplaying Game Bestiary 2* "Peryton")

ROC **CR 9**
XP 6,400
hp 120 (*Pathfinder Roleplaying Game Bestiary* "Roc")

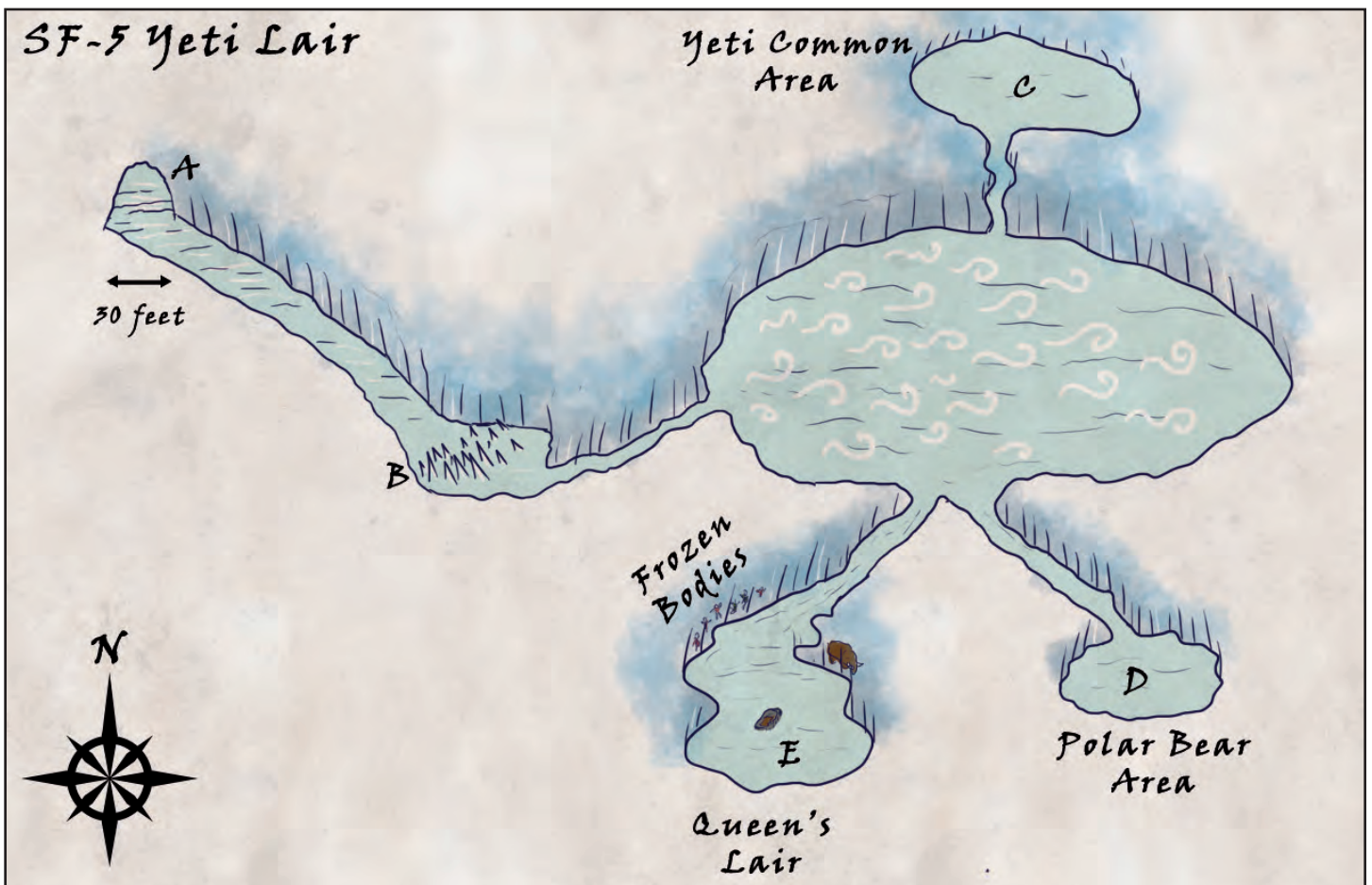
Encounter Area SF-4: "They Have a Cave Troll!" (CR 9)

The Dearthwood Forest is a poor hunting ground. As such, the predators here are always in search of a meal and are not too picky about what they eat. In this rocky wasteland, water is also scarce. One clear spring of drinkable water attracts game from all over. It is also the home of **6 cave trolls**. Unlike others of their ilk, these smaller trolls are much sneakier than usual, using their fast movement (from *haste*) and *spider climb* abil-

SF-4 Troll Lair



SF-5 Yeti Lair



ities to pounce on prey and tear it to shreds before anything even notices them. They typically attack in groups of two, preferring to tear animals and other prey in half like a wishbone and then run off to their den to devour their share.

CAVE TROLLS (6)
XP 1,200

CR 4

The Tome of Horrors Complete 611
CE Medium humanoid (giant)

Init +6; **Senses** darkvision 90 ft., low-light vision, scent;
Perception +7

AC 22, touch 17, flat-footed 15 (+6 Dex, +1 dodge, +5 natural)

hp 52 (5d8+25 plus 5); regeneration 3 (fire or acid)
Fort +9; **Ref** +10; **Will** +0

Speed 60 ft., climb 20 ft.

Melee 2 claws +6 (1d4+2), claw (from haste) +6 (1d4+2), and bite +6 (1d6+2)

Special Attacks rend (2 claws, 1d4+3)

Str 15, **Dex** 22, **Con** 20, **Int** 6, **Wis** 9, **Cha** 6

Base Atk +3; **CMB** +5; **CMD** 22

Feats Lightning Reflexes, Skill Focus (Perception), Toughness

Skills Climb +10, Perception +7

Languages Giant

SQ haste, spider climb

Haste (Su) A cave troll is affected by a permanent *haste* spell (CL 8th). This grants the cave troll a +1 bonus on attack rolls, and a +1 dodge bonus to AC and Reflex saves (both already figured into the stat block above). Any condition that makes the cave troll lose its Dexterity bonus to AC also makes it lose its dodge bonus. This is an inherent bonus and cannot be dispelled or negated.

When making a full attack action, a cave troll can make one extra attack with any weapon it is holding or one extra claw attack (if using natural weapons). The extra attack is at the cave troll's full attack bonus.

Spider Climb (Su) A cave troll can climb sheer surfaces as though by a *spider climb* spell (caster level 4th). This ability is always active, but can be negated or dispelled. The cave troll can restart it again on its next turn as a free action.

These fellows carefully guard this water source, as they know that the poisonous soils in the region make drinkable water scarce. They see this spring and its pool as a continuous source of easy meat.

The troll lair is a small underground cave of natural stone with three chambers. Once you get over the nasty stench, it's not a terrible place to live. Water is right down the way, plenty of game (unusual for this forest) is accessible, and it's warm and dry inside. The trolls have accumulated a nice hoard of loot over the years. That which has not been broken or destroyed includes:

- An intact and working heavy chariot (*Pathfinder Roleplaying Game Ultimate Combat*).
- 16 random weapons, one of which is a +2 *spear*.
- 2 suits of full plate armor, 4 suits of chain mail (bloody, but usable) and a fancy gem-encrusted great helm worth 600 gp. All the leather armor was eaten.
- 720 gp, 4,100 sp and 3,200 cp scattered about.
- A finely crafted music box that plays children's lullabies. The box is made of mahogany and has golden gears inside. Its crafted nature is far beyond even what a master clocksmith could produce. The box plays 11 different tunes and is worth 3,000 gp to the right buyer.
- A broken wagon (missing one axle and 1 wheel, but otherwise intact).
- A spellbook containing random spells (6 1st-level, 3 2nd-level and 3 3rd-level spells).
- A *hoop of speaking* (see the **Appendix**).

Encounter Area SF-5: Wormy (CR 12)

The sparsely wooded hills and valleys of the foothills between the forests usually are clear of traffic, as well as monsters. In this case, however, a **purple worm** has come down from the mountains to look for a snack.

The piles of uprooted dirt should provide some warning to approaching PCs that something is amiss. Animals with the party, as well as anyone with Knowledge (nature) that makes a successful DC 20 Perception check, notice a small vibration or tremor immediately before the worm attacks. The area can be avoided if the party desires, as long as they leave within 2 minutes of noticing the first large dirt pile.

Since the worm comes from underground, it cannot be surprised. A *silence* spell or similar magic could allow a group to pass through undisturbed; however, movement across this area on foot or by horse attracts the worm 75% of the time.

The worm attacks a random creature from below (large creatures such as horses have a double chance), attempting to swallow it whole. If it swallows something, it dives back down in 2 rounds and leaves the area. If it fails, it rises up and attacks normally.

If wounded, the worm fights until slain. It has no treasure.

PURPLE WORM
XP 19,200

CR 12

hp 200 (*Pathfinder Roleplaying Game Bestiary* "Purple Worm")

Encounter Area SF-6: The Adorable Snow Monster (CR Varies, 4+)

Deep in the heart of the Starcrag lives a tribe of **yeti** led by a huge matriarch. The yeti rule the area, and monsters fear their numbers. More than **120 adults** live in this series of caves and caverns, and seldom stray far from their lair. The yeti, while internally socialized, are still fierce, carnivorous beasts, and do not take lightly to intrusion into what they perceive as "their" territory.

A three-mile perimeter is set up around the cave area, with crucified scarecrows set out in a line 100 yards apart to mark the "no-fly zone" that they consider their own. This area is slightly below the tree line, although snow covers the ground 90% of the year.

Movement through snow and ice is treacherous, which the yeti know. They set many traps and ambush areas within their territory to take advantage of this slick terrain. Clever PCs notice strange markings on trees and rocks (DC 20 Perception check; lowered to a DC 15 Perception check if a PC has 5 or more ranks in Survival) delineating these traps. There is a 1-in-6 chance per 10 minutes in the area of encountering these:

01-30	Covered crevasse: DC 20 Reflex save or fall 1d6 x 5 ft.
31-50	Rockfall: DC 15 Reflex save or take 3d6 points of bludgeoning damage.
51-70	Snow-Dusted Pond: DC 15 Reflex or fall into freezing water (see the <i>Pathfinder Roleplaying Game Core Rulebook</i> , Environment , for more details).
71-95	Ambush: 2d6+3 yetis rise up out of the snow and attack
96-00	False Cliff: The cliff-side trail has been disguised to look safe. It collapses when more than 1,000 lbs. is on it. PCs must make a successful DC 20 Reflex save or fall 3d6 x 100 ft. down the side of the mountain.



The cave complex of the yeti is composed of 30 or so small caves and one larger series of caverns. The individual caves are assumed to have **1d3 adult yeti** and **2d2 young** (treat as orcs with the yeti's freeze ability). The small caves are not individually detailed. The large complex is detailed on map **SF-5 Yeti Lair**.

YETI
XP 1,200
hp 45 (*Pathfinder Roleplaying Game Bestiary* "Yeti")

YETI YOUNG
XP 800
 Young Yeti (*The Tome of Horrors Complete* 656 "Yeti"; *Pathfinder Roleplaying Game Bestiary* "Young Template")
 N Medium monstrous humanoid (cold)
Init +3; **Senses** darkvision 60 ft.; **Perception** +16

AC 15, **touch** 13, **flat-footed** 12 (+3 Dex, +2 natural)
hp 22 (4d10)
Fort +3; **Ref** +7; **Will** +5
Immune cold
Weakness vulnerability to fire

Speed 40 ft.
Melee 2 claws +6 (1d4+2)
Special Attacks cold

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

Base Atk +4; **CMB** +6 (+10 to grapple); **CMD** 19
Feats Great Fortitude, Power Attack
Skills Perception +16, Stealth +10 (+22 in snow), Survival +8;
Racial Modifiers +4 Perception, +12 Stealth in snow
Languages Giant

CR 4 **Cold (Ex)** A yeti's body generates intense cold, dealing 1d6 points of damage to those that contact it for at least 1 round.

CR 3 **Area SF-6A. Cave Entrance**

The entrance to the yeti queen's cave is 30 ft. wide, icy and drops more than 100 ft. into the earth at a 30-degree angle. Anyone attempting to enter must make a DC 15 Acrobatics check each round of movement or trip and slide into the area below unless roped together or wearing crampons. Anyone sliding automatically hits the trap in **Area 6B**. The entrance usually is unguarded, with only a 25% chance of having **1d3 yetis** in this area or in **Area 6B**.

Area SF-6B. Icicles (CR 2)

The yetis set up a series of hundreds of sharp pieces of ice as a not-so-soft landing point for anyone sliding down into it. Impact with this **trap** makes one hell of a lot of noise. If anyone hits the sharp ice, there is a 50% chance of **3d6 yeti** arriving within 2 minutes. The room itself is covered in ice, and has exits to the left and right. The cave itself is ceilinged with huge, sharp icicles completely covering its 40 ft. diameter perimeter.

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ICICLE TRAP XP 600

Type mechanical; **Perception** DC 20; **Disable Device** —

Trigger location; **Reset** manual

Effect icicle spikes (6d6 piercing damage, DC 20 Reflex save for half)

Area SF-6C: The Left Side (CR Varies, up to 13)

The tunnel leads back 60 ft. to a large common area. Steam and fog, the result of a hot spring reacting with the cold, inhibit visibility. This 200 ft. diameter cave is warmer (30 degrees) than the rest of the cave and provides dwelling quarters for **22 adult yeti** who act as the bodyguard to the queen. Visibility is limited to 20 ft. Yetis use this to their advantage, using their keen hearing and smell to attack out of the mists. They attack relentlessly and give no quarter to anyone who is here, as they live only to protect their matriarch. They have no treasure. Several partially frozen carcasses of deer, elk and moose that serve as a food supply are always present.

YETIS (22) XP 1,200

hp 45 (*Pathfinder Roleplaying Game Bestiary* "Yeti")

CR 4

Area SF-6D: The Right Side (CR 8)

This tunnel runs 70 ft. at a fairly level clip and ends in a 40 ft. diameter cave. Within the cave are **3 large polar bear pets** of the matriarch. This area serves as an early warning system for the queen and her consorts. The bears are well-fed and well-trained to defend the area. A tunnel at the back of the cave leads to the queen's chambers.

POLAR BEARS (3) XP 1,600

hp 52 (*Pathfinder Roleplaying game Bestiary* "Bear, Polar")

CR 5

Area SF-6E: The Queen's Side Castle (CR Varies, up to 13)

The lavish accoutrements of this cave belie that royalty lives here. Frozen in the walls are the carcasses of dozens of animals and humans, victims of the yeti tribe frozen in ice and symbols of the queen's power. Brightly colored clothing adorns the dead bodies of 6 humans frozen inside 2 ft. thick polished ice. The whole provides a gruesome and creepy look, as dead things frozen in the walls stare out as if still alive.

The queen's bed is a polished slab of stone that contains a large gold vein worth 6,000 gp if mined. Furs and skins cover the slab, creating a strange "ice queen" feel to the whole tableau.

In the cavern are **3 yetis**, the **queen**, her **chief consort**, and the **yeti shaman**.

YETI QUEEN XP 4,800

Female yeti barbarian 5 (*The Tome of Horrors Complete* 656 "Yeti")

N Large monstrous humanoid (cold)

Init +1; **Senses** darkvision 60 ft.; **Perception** +22

CR 8

AC 15, touch 10, flat-footed 14 (+1 Dex, +5 natural, -1 size)
hp 77 (4d10+8 plus 5d12+10 plus 5)

Fort +7; **Ref** +6; **Will** +6

Defensive Abilities improved uncanny dodge, trap sense +1;

Immune cold

Weakness vulnerability to fire

Speed 50 ft.

Melee 2 claws +13 (1d8+5)

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

CR 2

Special Attacks cold, frightful gaze (DC 12), rage (14 rounds/day), squeeze

Str 20, **Dex** 12, **Con** 14, **Int** 8, **Wis** 12, **Cha** 15

Base Atk +9; **CMB** +15 (+19 to grapple); **CMD** 26

Feats Alertness, Improved Natural Armor, Improved Natural Attack (claw), Intimidating Prowess, Vital Strike

Skills Climb +15, Intimidate +12, Perception +22, Sense

Motive +7, Survival +10; **Racial Modifiers** +4 Perception, +12 to Stealth in snow

Languages Giant

SQ fast movement, rage powers (auspicious mark*, guarded life**)

Cold (Ex): A yeti's body generates intense cold, dealing 1d6 points of damage to those that contact it for at least 1 round.

Frightful Gaze (Su): Creatures within 30 ft. that meet the eyes of a yeti must succeed on a DC 12 Will save or stand paralyzed in fear (treat as a *hold person* spell) for 3 rounds. The save DC is Charisma-based. An affected creature does not receive a saving throw each round to break the effects. This is a mind-affecting compulsion effect. A creature that successfully saves cannot be affected again by the frightful gaze of that yeti for one day.

Squeeze (Ex): A yeti that makes a successful grapple check against a Medium or smaller opponent pulls the opponent against its body and squeezes it with both arms, dealing 2d6+6 points of damage and d6 points of cold damage each round.

**Pathfinder Roleplaying Game Ultimate Combat*

***Pathfinder Roleplaying Game Advanced Player's Guide*

YETI CONSORT

XP 3,200

Male yeti warrior 5 (*The Tome of Horrors Complete* 656 "Yeti")

N Large monstrous humanoid (cold)

Init +2; **Senses** darkvision 60 ft.; **Perception** +15

CR 7

AC 15, touch 11, flat-footed 13 (+2 Dex, +4 natural, -1 size)

hp 90 (4d10+12 plus 5d10+15 plus 14)

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

Immune cold

Weakness vulnerability to fire

Speed 40 ft.

Melee 2 claws +12 (1d6+4)

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

Special Attacks cold, frightful gaze (DC 11), squeeze

Str 19, **Dex** 15, **Con** 16, **Int** 7, **Wis** 11, **Cha** 9

Base Atk +9; **CMB** +14 (+18 to grapple); **CMD** 26

Feats Alertness, Endurance, Intimidating Prowess, Skill Focus (Survival), Toughness

Skills Climb +12, Intimidate +3, Perception +15, Sense Motive +2, Survival +12; **Racial Modifiers** +4 Perception, +12 to Stealth in snow

Languages Giant

Cold (Ex): A yeti's body generates intense cold, dealing 1d6 points of damage to those that contact it for at least 1 round.

Frightful Gaze (Su): Creatures within 30 ft. that meet the eyes of a yeti must succeed on a DC 11 Will save or stand paralyzed in fear (treat as a *hold person* spell) for 3 rounds. The save DC is Charisma-based. An affected creature does not receive a saving throw each round to break the effects. This is a mind-affecting compulsion effect. A creature that successfully saves cannot be affected again by the frightful

gaze of that yeti for one day.

Squeeze (Ex): A yeti that makes a successful grapple check against a Medium or smaller opponent pulls the opponent against its body and squeezes it with both arms, dealing 2d6+6 points of damage and d6 points of cold damage each round.

YETI SHAMAN

CR 12

XP 19,200

Male yeti druid 9 (*The Tome of Horrors Complete* 656 "Yeti")

N Large monstrous humanoid (cold)

Init +1; **Senses** darkvision 60 ft.; **Perception** +22

AC 14, touch 10, flat-footed 13 (+1 Dex, +4 natural, -1 size)

hp 101 (4d10+8 plus 9d8+18 plus 13)

Fort +9; **Ref** +8; **Will** +15; +4 vs. fey and plant-targeted effects

Immune cold, poison

Weakness vulnerability to fire

Speed 40 ft.

Melee 2 claws +12 (1d6+3)

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

Special Attacks cold, frightful gaze (DC 14), squeeze, wild shape 3/day

Domain Spell-Like Abilities (CL 9th; concentration +12)

9/day—*lightning lord*

6/day—*storm burst* (1d6+4 nonlethal damage)

Spells Prepared (CL 9th; melee touch +12, ranged touch +10):

5th—*ice storm*^D, *summon nature's ally V*

4th—*ball lightning* (DC 17), *sleet storm*^D, *summon nature's ally IV*

3rd—*call lightning*^D (DC 16), *cure moderate wounds*, *dominate animal* (DC 16), *summon nature's ally III*, *wind wall*

2nd—*animal messenger*, *aspect of the bear*^{**}, *fog cloud*^D,

fog cloud, *lesser restoration*, *summon nature's ally II*

1st—*affect normal fog*[#], *alter winds* (DC 14), *obscuring mist*^D,

pass without trace, *speak with animals*, *summon nature's ally I*

0 (at will)—*create water*, *guidance*, *guidance*, *virtue*

D Domain spell; **Domain** Weather

Str 17, **Dex** 12, **Con** 15, **Int** 8, **Wis** 17, **Cha** 14

Base Atk +10; **CMB** +14 (+18 to grapple); **CMD** 25

Feats Alertness, Combat Casting, Endurance, Iron Will,

Powerful Shape, Rending Claws, Toughness

Skills Climb +11, Diplomacy +5, Handle Animal +11, Intimidate +13, Knowledge (geography) +7, Knowledge (nature) +9, Perception +22, Sense Motive +5, Survival +18;

Racial Modifiers +4 Perception, +12 to Stealth in snow

Languages Druidic, Giant

SQ trackless step, wild empathy +11, woodland stride

Cold (Ex): A yeti's body generates intense cold, dealing 1d6 points of damage to those that contact it for at least 1 round.

Frightful Gaze (Su): Creatures within 30 ft. that meet the eyes of a yeti must succeed on a DC 14 Will save or stand paralyzed in fear (treat as a *hold person* spell) for 3 rounds. The save DC is Charisma-based. An affected creature does not receive a saving throw each round to break the effects. This is a mind-affecting compulsion effect. A creature that successfully saves cannot be affected again by the frightful gaze of that yeti for one day.

Squeeze (Ex): A yeti that makes a successful grapple check against a Medium or smaller opponent pulls the opponent against its body and squeezes it with both arms, dealing 2d6+6 points of damage and d6 points of cold damage each round.

***Pathfinder Roleplaying Game Advanced Player's Guide*

[#]*Frog God Games Dead Man's Chest*

YETIS (3)

CR 4

XP 1,200

hp 45 (*Pathfinder Roleplaying Game Bestiary* "Yeti")

Other than the skins and furs, no treasure is apparent. The real treasure lies with the frozen bodies. They could be raised from the dead (freezing has preserved them; GM to determine NPC stats if necessary), and include the following:

- A **common shepard** (Com 2; hp 5) wearing a purple cloak. He carries a shepherd's crook.

- A **male human** wearing a red tabard over his plate armor. His purse contains 22 gp, a frozen *potion of haste*, and his belt scabbard holds a +1 *human bane longsword*. **6th-level fighter**

- An **aged male human** wearing a bright blue cloak (a +1 *cloak of protection*). His pack contains his spellbooks (6/6/6/4/2). His purse holds 33 gp and 14 sp. **9th-level wizard**

- A **male elf** wearing forest green and brown clothes. On his belt is an *eversharp scabbard* (see **Appendix**). His pack contains a few random adventuring items (frozen rope, frozen oil, a lantern), and his purse contains a 400 gp ruby gem and 12 gp. **7th-level thief**

- A stern-looking male human wearing polished a breastplate. The armor is silver-coated (worth twice normal amount). He carries a silver holy symbol of Thyr, a +1 *warhammer*, and a set of *magical prayer beads* (see **Appendix**). **8th-level cleric**

- A fiery-haired dwarf wearing a yellow tabard over his dwarven plate. His battle axe is of high quality, and he carries a *shield of pushing* (see **Appendix**). His pack contains 7 silver bars worth 200 gp each. **6th-level dwarven fighter**

- A **bizarre-looking male human**, his face partially changed into that of a crocodile. His leather armor is torn from his change (he died mid-transformation), and his belt pouch is in reality a *bag of holding*. The bag holds 4 scrolls of spells: 1) *faerie fire*, *predict weather*, 2) *control winds*, *hold plant*, *wall of fire*, 3) *neutralize poison* (x2), 4) *control weather*; *creeping doom*. **8th-level druid**

GM NOTE: For quick NPC statistics, the GM is encouraged to use the *Pathfinder Roleplaying Game Game Mastery Guide*, or the *Pathfinder Roleplaying Game NPC Codex*.

Encounter Area SF-7: The Legend of Zelda, 1977 (CR 3)

If you go into a very dark place without light, you might get eaten by a grue.

The PCs encounter a hole in the ground. The hole is 10 ft. in diameter and appears to drop straight into the ground. The darkness below seems almost impenetrable, and all non-magical sources of light shine at 10% of their normal radius. Torches appear as glowing embers, lanterns glow like a candle, and candles like a match. Even magical light is lessened by 1 place; bright light is considered normal light, normal light is considered dim, etc. Any magical light that is visible prevents the cave's denizen from appearing (see below).

The cave mouth drops 10 ft. into a large, circular cavern some 80 ft. in diameter. The cave has numerous dead-end side tunnels. This dry cave has few rats and bats (strange?), although insects buzz and flit about.

Anyone more than 20 ft. away from a magical light source is attacked by the **grue** that lives here. The grue first bites through or disables any ropes or ladders used for descent into its lair. Then it uses its darkness ability on anyone separated from their fellows, striking hard and fast while it uses its feat ability.

There is no treasure, as all slain by a grue disappear forever, along with all their gear.

GRUE

CR 3

XP 800

CE Large outsider (chaos, evil, extraplanar) (see the **Monster Appendix**)

Init +3; **Senses** blindsight 60 ft.; **Perception** +9

CHAPTER 2: THE WILDERNESS OF THE GULF OF AKADOS

Aura darkness (10 ft.)

AC 17, touch 12, flat-footed 14 (+3 Dex, +5 natural, -1 size)

hp 51 (6d10+18)

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

Defensive Abilities darkness, feast; **DR** 5/magic

Weaknesses light blindness, fear of light

Speed 30 ft.

Melee bite +9 (1d8+7 plus feast)

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

Special Attacks create spawn

Str 20, **Dex** 17, **Con** 16, **Int** 6, **Wis** 14, **Cha** 17

Base Atk +6; **CMB** +12; **CMD** 25

Feats Skill Focus (Stealth), Vital Strike, Weapon Focus (bite)

Skills Intimidate +10, Perception +9, Sense Motive +9, Stealth +9 (+19 in darkness); **Racial Modifiers** +10 to Stealth in darkness

Languages Grue

Create Spawn (Su) Any creature that is slain by a grue becomes a full strength, free-willed grue itself in only 1d4 days. They do not possess any of the abilities they had in life.

Darkness (Ex) Grues are constantly surrounded by an aura of pitch black darkness. This darkness is not magical, but innate to the grue itself, thus it cannot be dispelled or negated by any means. Because of its aura of darkness, a grue always has total concealment (50% miss chance).

Feast (Ex) A grue heals 1 hp for each hp it deals with its bite attack. These are not temporary hit points, and the grue cannot exceed its normal maximum hp.

Vulnerable to Light Grues have the light blindness weakness, and must succeed on a DC 20 Will save or be panicked for 1d4 rounds if a source of bright light is adjacent to them.

Encounter Area SF-8: They Mostly Come at Night, Mostly . . . (CR Varies)

The low-lying plains south of the Black Forest contain rich farmland from the mineral-rich soils flowing downriver from the Inland Sea. The bravest of the farmers from the towns of Glaivr have moved to this area to take advantage of the rich crops, and a series of homesteads has grown in size and wealth.

The farmers are not stupid, as living here in the wilds has its disadvantages as well as its rich land. There are 22 different farmstead estates here. A typical farm consists of 50 or so adults, usually well-armed, and even includes several ex-adventurers or soldiers. The farmhouses are fortified estates, and often include palisades or rock walls, thick wooden walls on buildings, and other means of defense. Packs of trained dogs are common, and most farmers even maintain a cadre of men-at-arms to patrol their estates. The farm estates have a loose feudal government led by a council of the leaders of each house, and call themselves "lords," though the titles are self-imposed and have no lawful bearing.

No developed roads exist, though well-worn wagon trails and pathways are present connecting the estates with each other as well as with the ferry across the river to Glaivr.

Strangers are initially received with suspicion — a dozen or so **armed men** with a pack of **10 war dogs** (see below) investigate anyone trespassing on claimed land. Once a group of PCs is established as no threat, they are welcomed, fed and housed by these yeoman lords, and perhaps even asked to perform a mission or two.

If the GM desires, this area and the farmer lord's lands can be used as a base of operations for adventurers. The concept of pay-for-hire is an old one, and the farmers would rather the PCs risk their lives than

their own men. In the event a farmer wishes to do something less than above board, having strangers do it for him also creates plausible deniability for him should the plot be discovered. The potential is endless, but could include:

- Escort wagons to/from Glaivr
- Fetch item Y from town/the mountains/the forest
- Find/kill monster X
- Find out what is killing my livestock and make it stop
- Defend the farm against bandits/monster, etc.
- Strong arm Farmer X for Farmer Y because he is infringing on my land/I want to infringe on his land
- Rescue my daughter from a monster/neighboring farm, etc.

One example is provided below:

Strange Things Have Been Happening At Night

Farmer Lord Nelson approaches his newfound guests with a troubled brow. His livestock, you see, have been found dead in increasing numbers in the south fields. Ten cattle have been lost in the last week — and he suspects foul play. The dogs he left in the fields were killed as well last night, all but one that has gone missing. The two men he left with them are also missing without a trace.

Lord Nelson offers the PCs 100 gp to stand guard for a week at night in the south field. He further offers another 100 gp should they locate and remove the source of this poaching and an additional 10 gp for the safe return of the missing dog, along with 50 gp if they locate his men, alive or dead.

The south field is two miles from the main estate, and the PCs can examine the dead animals during the day if they wish. Nelson does not wish to risk any more of his men at night out there, although the brother of one of the missing men, an ex-soldier named **Tanos**, volunteers to stand with them if they wish. Tanos has **2 large guard dogs** he can bring as well.

TANOS

XP 400

Male human fighter 2

N Medium humanoid (human)

Init +2; **Perception** +3

AC 20, touch 12, flat-footed 18 (+6 armor, +2 Dex, +2 shield)

hp 22 (2d10+2 plus 5)

Fort +4; **Ref** +2; **Will** +3; +1 vs. fear

Defensive Abilities bravery +1

Speed 20 ft.

Melee longsword +6 (1d8+3/19–20)

Ranged heavy crossbow +4 (1d10/19–20)

Str 17, **Dex** 14, **Con** 12, **Int** 8, **Wis** 13, **Cha** 10

Base Atk +2; **CMB** +5; **CMD** 17

Feats Iron Will, Power Attack, Toughness, Weapon Focus (longsword)

Skills Heal +4, Perception +3, Survival +5

Languages Common

Combat Gear *potion of cure light wounds*; **Other Gear** breastplate, longsword, heavy wooden shield, heavy crossbow, 20 bolts, 2 tindertwigs, alchemist's fire, whetstone, 3 gp

DOGS (2)

XP 400

hp 13 (*Pathfinder Roleplaying Game Bestiary* "Dog, Riding")

Examination of the dead cattle indicates that they died after having their throats torn out by some sharp object. Several fingernails can be found lodged into two of the steers' skin just below the slashes. Strangely, they were not eaten or mutilated in any other way. The dogs have similar wounds, although one dog has a cleanly severed and desiccated

CR 1

CR 1

SWORD OF AIR

hand in its mouth. The hand has long claws and long, blood-encrusted, yellowed fingernails.

The GM should play this up, as the PCs will no doubt be certain at this point that they face ghouls or some other undead creatures. Nothing could be further from the truth. The “ghoul claw” is a ruse left behind by the true assailants (the Farmer Lord Osric, whose farm is adjacent to Nelson’s) to scare away Nelson’s men so he can steal his land.

Should the party stand watch at night, nothing occurs for two days. On the third night, a **war party of 12 mercenaries** from Osric’s farm approaches the guard party. They are here to kill cattle, dogs and anyone sent to guard them.

Unless the party from Osric’s farm is surprised, they approach in a non-hostile manner. They are heavily armed (but who wouldn’t be) with a pack of **10 guard dogs**. They ask if the group has seen anything strange, and say that they are investigating livestock slayings on the Osric farm. Observant players note that one carries a large sack that smells hideous. Hoping to catch the PCs off guard, they move about until several are close to each PC, and then spring and attack.

OSRIC MERCENARY LEADER XP 400

CR 1

Male human fighter 2
N Medium humanoid (human)
Init +2; **Perception** +5

AC 18, touch 12, flat-footed 16 (+6 armor, +2 Dex)
hp 22 (2d10+2 plus 5)
Fort +4, **Ref** +2, **Will** +1; +1 vs. fear
Defensive Abilities bravery +1

Speed 20 ft.

Melee longsword +6 (1d8+3/19–20) and spear +5 (1d8+4/×3)

Str 17, **Dex** 14, **Con** 12, **Int** 8, **Wis** 13, **Cha** 10

Base Atk +2; **CMB** +5; **CMD** 17

Feats Alertness, Power Attack, Toughness, Weapon Focus (longsword)

Skills Heal +4, Perception +5, Sense Motive +3, Survival +5

Languages Common

Gear breastplate, longsword, spear, large sack (the sack contains pieces of a dead body—for use in making the “ghoul theory” look realistic), 3 gp

OSRIC MAN-AT-ARMS (11) XP 200

CR 1/2

Male or female human warrior 2
N Medium humanoid (human)
Init +1; **Perception** +0

AC 13, touch 11, flat-footed 12 (+2 armor, +1 Dex)
hp 18 (2d10+2 plus 5)
Fort +4; **Ref** +1; **Will** +0

Speed 30 ft.

Melee short sword +3 (1d6+1/19–20) and spear +3 (1d8+1/×3)

Ranged spear +3 (1d8+1/×3)

Str 13, **Dex** 13, **Con** 12, **Int** 9, **Wis** 10, **Cha** 8

Base Atk +2; **CMB** +3; **CMD** 14

Feats Catch Off-Guard, Toughness

Skills Intimidate +4, Stealth +3

Languages Common

Gear leather armor, short sword, spear, 6 sp

DOGS (10) CR 1 XP 400

hp 13 (*Pathfinder Roleplaying Game Bestiary* “Dog, Riding”)

Should the party hide and observe, the men slit the cattle’s throats, sev-

er the hands of the dead corpse that they dug up, and do their best to cover their tracks. They use the fingernails and bits of the corpse to make it look as if some undead menace caused this.

If confronted, they fight until half their number are slain then run off into the darkness to return to their home. Should Tanos survive, or if any of the assailants are captured, the source (Osric’s farm) of the incursion can be determined rather easily.

Unless a man is captured alive, the PCs still have no proof worthy of accusing a noble lord of such a crime — after all, who can prove that he ordered the attack. Survivors are treated as brigands and hung, of course, so even the word of a common criminal may not be believed by the council — would the man not make up a lie to save his own neck?

What happens next is up to the GM, but the plots and intrigues could make for some very fun adventuring. If proof could be obtained, the council could outlaw Osric, and the PCs, along with Lord Nelson, could then kill him and take his land. As Osric is a seasoned warrior, this could prove difficult.

OSRIC XP 4,800

CR 8

Male human fighter 9
N Medium humanoid (human)
Init +4; **Perception** +5

AC 18, touch 10, flat-footed 18 (+6 armor, +2 natural)

hp 81 (9d10+9 plus 18)

Fort +7; **Ref** +3; **Will** +3; +2 vs. fear

Defensive Abilities bravery +2

Speed 30 ft.

Melee +1 flaming short sword +14/+9 (1d6+5/19–20)

Ranged +1 distance shortbow +11/+6 (1d6+2/×3)

Special Attacks weapon trainings (light blades +2, bows +1)

Str 15, **Dex** 11, **Con** 13, **Int** 16, **Wis** 10, **Cha** 13

Base Atk +9; **CMB** +11; **CMD** 21

Feats Far Shot, Focused Shot, Improved Initiative, Leadership, Persuasive, Point-Blank Shot, Precise Shot, Strong Comeback*, Toughness, Vital Strike, Weapon Finesse

Skills Bluff +10, Diplomacy +6, Handle Animal +9, Intimidate +12, Knowledge (geography) +8, Knowledge (local) +12, Perception +5, Sense Motive +5, Survival +10

Languages Aklo, Common

SQ armor training 2

Gear +2 light fortification, glamered chain shirt, +1 flaming short sword, +1 distance shortbow, 20 arrows, amulet of natural armor +2

**Pathfinder Roleplaying Game Ultimate Combat*

The Dragon Hills

Tsar

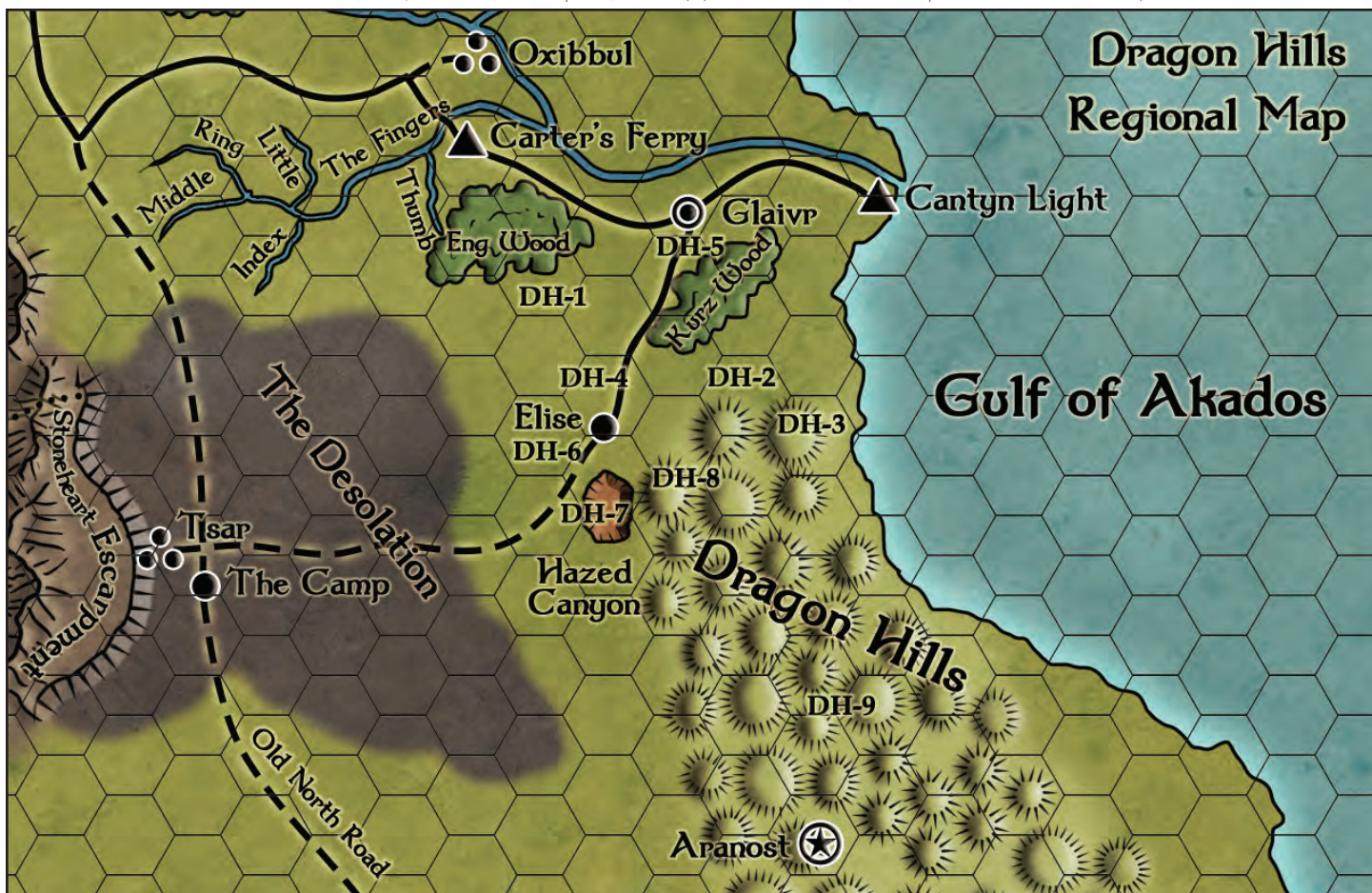
The environs of Tsar and the area surrounding it are detailed in *The Slumbering Tsar Saga* and are not repeated here.

Glaivr and Elise

These cities are described below in **Encounter Areas** DH-5 and DH-6.

The Hazed Canyon

Figuring prominently in the main adventure, this place is detailed in **Encounter Area** DH-7.



The Dragon Hills

The Dragon Hills got their name because of two families of dragons, one blue and one green, which inhabit the area. The dragons would be a much larger problem for the other inhabitants of the area if not for the fact that they are constantly trying to steal one another's treasure and slay each other. This prevents them, in part, from seeking trouble elsewhere, each knowing full well that if they were weakened, it could mean death for their clan at the hands of the other (think Hatfields and McCoys). Both dragon lairs are detailed in **Encounter Areas DH-8 and DH-9**.

Rarely does a member of either clan venture far from home except to steal sheep or cows from the farmers in Elise or Glaivr, or to fly out and scout the area to ensure they are not being attacked by their nemeses.

The hills themselves are scrubland, with a few trees dotting the slopes, and large rocky outcrops and eroded gullies making travel difficult.

Encounters in the hills occur at a fairly high frequency, as fewer monsters and predators need to seek refuge from the villagers of Elise and Glaivr (both of whom provide good raid targets) and because they have learned that the masters of the area do not typically attack anything that could potentially harm them.

Encounters have a 1-in-6 chance of occurring each day during daylight hours and at night (roll 1d12 to determine time, with 1 being 1 a.m. or 1 p.m., and 12 being midnight or noon).

Roll	Result
01–40	1d6 common animal, non-aggressive
41–60	1d6 common animal, aggressive
61–70	2d10+6 humanoids
71–75	1d3 dragons
76–80	1d6 giant or dire species of a common, non-aggressive animal

Roll	Result
81–83	1d6 giant or dire species of a common, aggressive animal
84–85	1d6 trolls or 1d6+4 ogres
86–91	2d6+10 bandits/brigands
92–94	mounted war party of 1d6+5 soldiers with 3d6+6 retainers from either Glaivr or Elise
95–99	monster (GM's choice, although leucrotta and bulettes are common)
00	entire dragon families at war — all members present and fighting!

Common animal, non-aggressive: This encounter is with small furry creatures such as **deer**, **rabbits** and **squirrels**. There is a 50% chance that the animal provides 1d6 days rations and a 10% chance it provides 3d6 days rations if slain. See the **Fuzzy Forest Creatures Sidebox (Dearthwood Wilderness Encounters)**.

Common animal, aggressive: This encounter is with **1d6 bears**, **wolves**, **badgers** or other nasty critters. There is a 50% chance the animals are hunting and a further 30% chance they are in their nest. The animals are subject to standard reaction tests to determine if they attack. See the **Still Fuzzy Forest Creatures, but Predatory Sidebox (Dearthwood Wilderness Encounters)**.

Humanoid: This encounter is with a group of **humanoids** (10% goblins, 70% hobgoblins, 10% orcs, 10% gnolls). This is a warband numbering 2d10+6 individuals.

GNOLLS
 XP 400
 hp 11 (*Pathfinder Roleplaying Game Bestiary* "Gnoll")

CR 1

SWORD OF AIR

GOBLINS

XP 135

hp 6 (*Pathfinder Roleplaying Game Bestiary* "Goblin")

CR 1/3

hp 19 (2d10+2 plus 2)

Fort +4; Ref +1; Will +0; +1 vs. fear

Defensive Abilities bravery +1

HOBGOBLINS

XP 200

hp 11 (see the *Pathfinder Roleplaying Game Bestiary* "Hobgoblin")

CR 1/2

Speed 30 ft.

Melee longspear +4 (1d8+1/x3), or longsword +3 (1d8+1/19–20)

Ranged light crossbow +3 (1d8/19–20)

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

ORCS

XP 135

hp 6 (*Pathfinder Roleplaying Game Bestiary* "Orc")

CR 1/3

Str 12, Dex 12, Con 12, Int 10, Wis 10, Cha 10

Base Atk +2; CMB +3; CMD 14

Feats Improved Initiative, Quick-Draw, Run, Weapon Focus (longspear)

Skills Intimidate +5, Perception +4, Sense Motive +2

Languages Common

Gear studded leather armor, buckler, longspear, longsword, light crossbow, 20 bolts, 2d12 gp.

Dragons: The smaller group is typically an **adult**, **1 sub adult** and **1 young** (50/50 chance of green or blue) — the dragons avoid a group of more than 4 individuals and likely try and extort rather than fight. If the entire family is encountered, it consists of **1 old**, **1 adult** and **1 sub adults**. There is a 20% chance that **grandma dragon** is there as well (**ancient**). These groups attack. See **Areas DH-8** and **DH-9** for more information on the "families".

Giant or dire species of animal (both): This is the same as for regular animals, except with 1d6 giant-sized versions of them. See **Dearthwood Wilderness Encounters** for details.

Trolls: This encounter is with **1d3 trolls**. There is a 5% chance of a **troll shaman**.

TROLL

XP 1,600

hp 63 (*Pathfinder Roleplaying Game Bestiary* "Troll")

CR 5

AC 20, touch 12, flat-footed 18 (+6 armor, +2 Dex, +2 shield)

hp 34 (4d10+8 plus 4)

Fort +6; Ref +3; Will +2; +3 vs. fear

Defensive Abilities bravery +1

TROLL SHAMAN

XP 12,800

hp 161 (see **Dearthwood Wilderness Encounters**)

CR 11

Speed 20 ft.

Melee lance +8 (1d8+3/x3), or longsword +8 (1d8+3/19–20)

Space 5 ft., Reach 5 ft. (10 ft. with lance)

Ogres: This encounter is with **1d10 ogres**. There is a 20% chance the encounter is with a solitary **ogre mage**.

OGRE

XP 800

hp 30 (*Pathfinder Roleplaying Game Bestiary* "Ogre")

CR 3

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

Base Atk +4; CMB +7; CMD 19

Feats Improved Initiative, Mounted Combat, Ride-By Attack, Spirited Charge, Weapon Focus (lance), Weapon Focus (longsword)

Skills Handle Animal +8, Perception +5, Ride +9

Languages Common

Gear chainmail, heavy wood shield, lance, longsword, 2d10 gp, 40+2d10 sp.

OGRE MAGE

XP 4,800

hp 92 (*Pathfinder Roleplaying Game Bestiary* "Oni, Ogre Mage")

CR 8

WARHORSE

XP 600

N Large animal

Init +4; Senses low-light vision; Perception +8

Bandits/brigands: This encounter is with **2d6+10 bandits**, with a 50% chance of a **leader**.

BANDITS

XP 200

hp 11 (see **Dearthwood Wilderness Encounters**)

CR 1/2

AC 18, touch 13, flat-footed 14 (+3 armor, +4 Dex, +2 natural, –1 size)

hp 24 (2d8+10)

Fort +8; Ref +7; Will +3

BANDIT LEADER

XP 1,200

hp 35 (see **Dearthwood Wilderness Encounters**)

CR 4

Speed 50 ft.

Melee 2 hooves +6 (1d4+5)

Space 10 ft., Reach 5 ft.

Mounted war party: These parties typically consist of foolish knights and bands of treasure seekers heading to their deaths in a dragon's lair. They try to recruit (50%) or run off (50%) the PCs. The band typically consists of **1d6+1 footmen**, **1d4 knights** (on warhorses) and **3d6+6 retainers** (Com 1; 3 hp). They may (50% chance) actually know where a dragon's lair is.

FOOTMAN

XP 400

Male human fighter 2
LN Medium humanoid (human)

Init +5; Perception +4

CR 1

Str 20, Dex 18, Con 21, Int 2, Wis 17, Cha 11

Base Atk +1; CMB +7; CMD 21 (25 vs. trip)

Feats Endurance, Run^B

Skills Perception +8

Gear studded leather barding, saddle, saddlebags, bedroll and food for itself and its rider for one week.

Trained for Combat (Ex) The warhorse treats its hoof attacks as primary attacks. It knows the tricks attack, come, defend, down, guard, and heel.

Monster: The GM gets to have fun and pick some random large beastie to terrorize his players with!

AC 15, touch 11, flat-footed 14 (+3 armor, +1 Dex, +1 shield)

The Kurz and End Woods

These woods are famous for their treasure trove of fine lumber and relative safety. Deciduous trees of many species are present here, with oak, birch and walnut being the most common. Loggers and trappers seek the bounty of harvest of all kinds present here. Glaiivr probably exists as a city because of the wood and furs taken from these areas. All foraging attempts here are at double chances, as food and water are abundant.

Encounters have a 1-in-6 chance of occurring each day during daylight hours and at night (roll 1d12 to determine time, with 1 being 1 a.m. or 1 p.m., and 12 being midnight or noon).

The Kurz and Eng Woods Random Encounters

Roll	Result
01–45	1d6 common animals, non-aggressive
46–58	1d6 common animals, aggressive
59–69	logging or trapping party
70–76	2d10+6 humanoids
77–82	1d6 giant or dire species of a common, non-aggressive animal
83–85	1d6 giant or dire species of a common, aggressive animal
86–91	faerie folk
88–92	2d6+10 bandits/brigands
93–96	mounted war party of soldiers from either Glaiivr or Elise
97	monster (GM's choice, although carnivorous plants are common)
98–00	angry Druids!

Common animal, non-aggressive: This encounter is with 1d6 small furry creatures such as deer, rabbits and squirrels. There is a 50% chance that the animal provides 1d6 days rations and a 10% chance it provides 3d6 days rations if slain. See the **Fuzzy Forest Creatures Sidebox (Dearthwood Wilderness Encounters)**.

Common animal, aggressive: This encounter is with 1d6 bears, wolves, badgers or other nasty critters. There is a 50% chance the animals are hunting and a further 30% chance they are in their nest. The animals are subject to standard reaction tests to determine if they attack. See the **Still Fuzzy Forest Creatures, but Predatory Sidebox (Dearthwood Wilderness Encounters)**.

Logging or Trapping party: This encounter is with either loggers (01–50%) or trappers (51–00%). The 6d6 loggers (Exp 2; hp 8), with 4d6 draft animals and 2d6 wagons, are armed with axes and tools, and one-third of them have a shortbow. The trappers travel in groups of 2d6 men and are typically heavily armed. They carry traps and snares, and travel with 1d2 mules per trapper.

TRAPPER CR 3
XP 800
 hp 30 (*Pathfinder Roleplaying Game Game Mastery Guide* "Trapper")

DRAFT HORSE CR 2
XP 600
 hp 19 (*Pathfinder Roleplaying Game Bestiary* "Horse, Heavy")

Humanoid: This encounter is with a group of humanoids (10% goblins, 20% hobgoblins, 10% orcs, 60% kobolds). This warband numbers 2d10+6 individuals (kobolds are double numbers).

GOBLINS CR 1/3
XP 135
 hp 6 (*Pathfinder Roleplaying Game Bestiary* "Goblin")

HOBGOBLINS CR 1/2
XP 200
 hp 11 (see the *Pathfinder Roleplaying Game Bestiary* "Hobgoblin")

KOBOLDS CR 1/4
XP 100
 hp 5 (*Pathfinder Roleplaying Game Bestiary* "Kobold")

ORCS CR 1/3
XP 135
 hp 6 (*Pathfinder Roleplaying Game Bestiary* "Orc")

Faerie Folk: These encounters occur with a dryad (01–20%), a band of 2d4 pixies (21–40%), a brownie (41–50%), a nymph (51–55%), 2d6 centaurs (56–70%), 2d4 satyrs (71–75%), 1d3 korreds (76–80%), a leprechaun (81–85%), a quickling (86–90%), a lamia (91–95%) or a gathering of faerie folk (GM's choice, 96–00%). Specific tactics and interaction with these folk is up to the GM; however, all would be upset with loggers and trappers, and the quickling and lamia are just malicious. A good use of this encounter is in conjunction with a logging or trapping party — the PCs can mediate the sides.

BROWNIE CR 1
XP 400
 hp 4 (*Pathfinder Roleplaying Game Bestiary 2* "Brownie")

CENTAUR CR 3
XP 800
 hp 30 (*Pathfinder Roleplaying Game Bestiary* "Centaur")

DRYAD CR 3
XP 800
 hp 27 (*Pathfinder Roleplaying Game Bestiary* "Dryad")

KORRED CR 4
XP 1,200
 hp 33 (*Pathfinder Roleplaying Game Bestiary 2* "Korred")

LAMIA CR 6
XP 2,400
 hp 67 (*Pathfinder Roleplaying Game Bestiary* "Lamia")

LEPRECHAUN CR 2
XP 1600
 hp 18 (*Pathfinder Roleplaying Game Bestiary 2* "Leprechaun")

NYMPH CR 7
XP 3,200
 hp 60 (*Pathfinder Roleplaying Game Bestiary* "Nymph")

PIXIE CR 4
XP 1,200
 hp 18 (*Pathfinder Roleplaying Game Bestiary* "Pixie")

QUICKLING CR 3
XP 800
 hp 18 (*Pathfinder Roleplaying Game Bestiary 2* "Quickling")

SATYR CR 4
XP 1,200
 hp 44 (*Pathfinder Roleplaying Game Bestiary* "Satyr")

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Giant or dire species of animal (both): This is the same as for regular animals, except with giant-sized versions of them. See **Dearthwood Wilderness Encounters** for details.

Bandits/brigands: This encounter is with **2d6+10 bandits**, with a 50% chance of a **leader**.

BANDITS **CR 1/2**
XP 200
hp 11 (see **Dearthwood Wilderness Encounters**)

BANDIT LEADER **CR 4**
XP 1,200
hp 35 (see **Dearthwood Wilderness Encounters**)

Mounted War Party: This encounter is with a group of **4d10 foot soldiers**, and **2d2 mounted knights**. These folks are looking for bandits or humanoids that recently attacked a party of loggers or trappers. They may initially believe the PCs to be these bandits, but are not unfriendly once they are convinced these “aren’t the droids they are looking for.”

FOOTMAN **CR 1**
XP 400
hp 19 (see **Dragon Hills Wilderness Encounters**)

KNIGHT **CR 3**
XP 800
hp 34 (see **Dragon Hills Wilderness Encounters**)

Monster: The GM gets to have fun and pick some random large beastie to terrorize his players with!

Angry Druid: This encounter is with a group of **druids** (01–90%, consists of **2 7th-level druids**, **3 5th-level druids** and **9 1st-level druids**, as well as a pack of **2d6 wolves** and **1d6 black bears**) or a **high-level druid** (91–00%, with **3 treant allies**) that has just “had enough” of people invading the forest and killing the trees and animals. There is a 75% chance that the druids just attack anyone they encounter initially. A druid or ranger in the party can persuade the druids to cease attacking if no return attack is made (DC 15 Diplomacy check; other classes have a DC 25 Diplomacy check to avoid combat). While upset, the druids prefer to drive a party away rather than outright kill them, unless they are logging or trapping animals.

MASTER DRUID **CR 12**
XP 19,200
 Female half-elf druid 13
 N Medium humanoid (elf, human)
Init +5; **Senses** low-light vision; **Perception** +16

AC 23, **touch** 13, **flat-footed** 21 (+7 armor, +1 deflection, +1 Dex, +1 dodge, +3 shield)
hp 110 (13d8+39 plus 9)
Fort +12; **Ref** +6; **Will** +14; +2 vs. enchantments, +4 vs. fey and plant-targeted effects
Immune sleep, poison

Speed 20 ft.
Melee +1 *icy burst sickle* +11/+6 (1d6+2 plus 1d6 cold)
Special Attacks wild shape 5/day
Domain Spell-Like Abilities (CL 13th):
 13/day—*lightning lord*
 8/day—*storm burst* (1d6+6 nonlethal damage)
Spells Prepared (CL 13th; **melee touch** +10, **ranged touch** +10):
 7th—*control weather*^D, *creeping doom* (DC 22)
 6th—*control winds*^D (DC 21), *greater dispel magic*, *liveoak*
 5th—*call lightning storm* (DC 21), *commune with nature*, *cure critical wounds*, *ice storm*^D, *wall of fire*
 4th—*cure serious wounds*, *flame strike* (DC 20), *freedom of movement*, *scrying* (DC 19), *sleet storm*^D, *summon nature's*



ally IV
 3rd—*call lightning*^D (DC 19), *greater magic fang* (x2), *plant growth*, *protection from energy* (x2)
 2nd—*animal messenger*, *barkskin* (x3), *bear's endurance*, *fog cloud*^D
 1st—*cure light wounds* (x2), *endure elements*, *faerie fire* (x2), *obscuring mist*^D, *speak with animals*
 0 (at will)—*flare* (DC 16), *light*, *mending*, *stabilize*
D Domain spell; **Domain** Weather

Str 13, **Dex** 13, **Con** 17, **Int** 12, **Wis** 21, **Cha** 13
Base Atk +9; **CMB** +10; **CMD** 23
Feats Alertness, Dodge, Improved Initiative, Mobility, Natural Spell, Skill Focus (Survival), Spell Focus (evocation), Vital Strike
Skills Diplomacy +7, Fly +6, Handle Animal +14, Heal +9, Intimidate +2, Knowledge (local) +10, Knowledge (nature) +19, Knowledge (planes) +5, Linguistics +4, Perception +16, Sense Motive +7, Spellcraft +12, Survival +18; **Racial Modifiers** +2 Perception
Languages Aquan, Auran, Common, Druidic, Elven, Ignan, Treant
SQ a thousand faces, elf blood, nature bonds (weather domain), trackless step, wild empathy +14, woodland stride
Combat Gear *potion of haste*, *wand of cure moderate wounds* (6 charges); **Other Gear** +1 ironwood breastplate, +1 darkwood heavy wooden shield, +1 icy burst sickle, bag of holding I, cloak of resistance +1, headband of inspired wisdom +2, ring of protection +1, holly and mistletoe, spell component pouch, 89 gp

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DRUID LEADER XP 2,400

Male or Female human druid 7 (*Pathfinder Roleplaying Game Game Mastery Guide* "Hermit")

N Medium humanoid

Init +0; **Senses** Perception +10

AC 11, touch 10, flat-footed 11 (+1 armor)

hp 38 (7d8+7)

Fort +7; **Ref** +3; **Will** +10; +4 vs. fey and plant-targeted effects

Defensive Abilities resist nature's lure

Speed 30 ft.

Melee quarterstaff +4 (1d6–1)

Special Attacks wild shape 2/day

Spells Prepared (CL 7th; melee touch +4, ranged touch +5):

4th—*air walk*, *flame strike* (DC 18)

3rd—*call lightning* (DC 18), *speak with plants*, *stone shape*

2nd—*flaming sphere* (DC 18), *hold animal* (DC 18), *resist energy*, *tree shape*

1st—*cure light wounds*, *endure elements*, *hide from animals*, *longstrider*, *produce flame*

0 (at will)—*create water*, *guidance*, *mending*, *purify food and drink*

Str 8, **Dex** 10, **Con** 13, **Int** 14, **Wis** 18, **Cha** 12

Base Atk +5; **CMB** +4; **CMD** 14

Feats Blind-Fight, Combat Casting, Craft Wand, Natural Spell, Self-Sufficient

Skills Fly +10, Handle Animal +11, Heal +18, Knowledge

(dungeoneering) +5, Knowledge (geography) +10,

Knowledge (nature) +12, Linguistics +5, Perception +10,

Profession (gardener) +10, Profession (herbalist) +10,

Spellcraft +6, Survival +18, Swim +4

Languages Aquan, Auran, Common, Ignan, Sylvan, Terran

SQ nature bond (animal companion), nature sense,

trackless step, wild empathy +8, woodland stride

Combat Gear wands of *cure light wounds*, *detect animals*

or *plants*, *faerie fire*, *lesser restoration*, *speak with animals* (50

charges each); **Other Gear** quarterstaff, *bracers of armor*

+1, *cloak of resistance* +1, 2 doses *antitoxin*, *healer's kit*,

wooden holy symbol

DRUID

XP 1,200

Male or Female human druid 5

N Medium humanoid (human)

Init +5; **Perception** +14

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

hp 36 (5d8+5 plus 5)

Fort +5; **Ref** +2; **Will** +8; +4 vs. fey and plant-targeted effects

Speed 30 ft.

Melee +1 *quarterstaff* +5 (1d6+2) and *mwk sickle* +5 (1d6+1)

Special Attacks wild shape 1/day, wooden fists (+2, 7

rounds/day)

Spells Prepared (CL 5th; melee touch +4, ranged touch +4):

3rd—*call lightning* (DC 17), *plant growth*^D, *poison* (DC 17)

2nd—*barkskin*^D, *fog cloud*, *heat metal* (DC 16), *resist energy*

1st—*call animal*, *cure light wounds*, *entangle*^D (DC 15),

goodberry, *summon nature's ally i*

0 (at will)—*create water*, *guidance*, *know direction*, *purify*

food and drink

D Domain spell; **Domain** Plant

Str 12, **Dex** 12, **Con** 12, **Int** 10, **Wis** 18, **Cha** 11

Base Atk +3; **CMB** +4; **CMD** 15

Feats Alertness, Animal Affinity, Improved Initiative, Run

Skills Handle Animal +10, Knowledge (local) +5, Knowledge

CR 6

(nature) +10, Perception +14, Ride +3, Sense Motive +6, Survival +14

Languages Common, Druidic

SQ nature bonds (plant domain), trackless step, wild

empathy +5, woodland stride

Combat Gear 2 *potion of cure light wounds*; **Other Gear** +1

wooden* *armor*, +1 *quarterstaff*, *masterwork sickle*, wooden

holy symbol, *traveler's outfit*.

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DRUID ACOLYTE

CR 1/2

XP 200

Male or female human druid 1

N Medium humanoid (human)

Init +0; **Perception** +8

AC 10, touch 10, flat-footed 10

hp 10 (1d8+1 plus 1)

Fort +3; **Ref** +0; **Will** +4

Speed 30 ft.

Melee quarterstaff +1 (1d6+1), sickle +1 (1d6+1)

Special Attacks wooden fists (+1, 5 rounds/day)

Spells Prepared (CL 1st; melee touch +1):

1st—*entangle*^D (DC 13), *goodberry*, *summon nature's ally i*

0 (at will)—*create water*, *guidance* (x2), *know direction*

D Domain spell; **Domain** Plant

Str 13, **Dex** 11, **Con** 12, **Int** 10, **Wis** 15, **Cha** 9

Base Atk +0; **CMB** +1; **CMD** 11

Feats Alertness, Animal Affinity

Skills Handle Animal +5, Knowledge (local) +1, Knowledge

(nature) +6, Perception +8, Ride +2, Sense Motive +4, Survival +8

Languages Common, Druidic

SQ nature bonds (plant domain), wild empathy +0

Gear quarterstaff, sickle, wooden holy symbol, *traveler's*

outfit

BLACK BEAR

CR 3

XP 800

hp 32 (*Pathfinder Roleplaying Game Bestiary* "Bear, Black")

TREANT

CR 8

XP 4,800

hp 114 (*Pathfinder Roleplaying Game Bestiary* "Treant")

WOLF

CR 1

XP 400

hp 13 (*Pathfinder Roleplaying Game Bestiary* "Wolf")

Bard's Gate

This city is not detailed in this work. For further information, please see *Bard's Gate* by **Necromancer Games**, and yes, we will probably be redoing it under the **Frog God Games** banner in the next few years.

Binjerin River Valley and Coastal Areas

The Binjerin River connects the trade-based cities of Glaivr and Elise with the coastal region, including the huge markets of the South and East. Raw materials from the forests, fields and mines of the region constantly flow downstream on barges. Due to the other hazards in the region (e.g. dragons), river pirates are rare as the trade barges frequently travel exces-

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sively armed. Fishermen line the rivers, and armed patrols of mercenaries and soldiers frequent the river path to the sea and along the coast, including contingents from Bard's Gate who desire materials to actually arrive in port. If travel anywhere in the Dragon Hills region can be called safe, this is it.

The river east of Glaivr is actually a langorous estuary, and really could be termed brackish instead of freshwater. The estuary is quite shallow in most areas, and encounters are rare. At the mouth of the river near Cantyn Light is a large dock facility manned by armed soldiers from both the River Watch of Glaivr and Bard's Gate, as well as a contingent of Waymarch elite soldiers. These fellows make the "law legal" in this area, and any piracy or violence is not tolerated. The magistrate in charge of this facility has absolute authority as judge, jury and executioner as he sees fit.

From this dock, material goods travel by sea to Bard's Gate by the way of Freegate and all points east and south.

Encounters on the river and in the nearby gulf are common; however, most are harmless. Encounters have a 1-in-6 chance of occurring each day during daylight hours and at night.

Binjerin River Valley and Coastal Area Random Encounters

Roll	Result
01-45	1d3 merchant ships
46-58	1d2 warships
59-69	huge school of fish
70-76	1d2 pirate skiffs
77-89	3d6 sharks
90-91	reef
92-94	doldrums
95-96	sneaker wave
97	2d6 nixies
98	monster (GM's choice, although sea hags and sahuagin are common)
99-00	sea serpent!

Merchant Ships: Merchant ships travel here frequently, heading either upriver to the docks at Glaivr or down to the Bard's Gate docking facility. They typically avoid any other traffic they see. They are frequently heavily armed (2d6+10 mercenaries on board, armed with crossbows and hand weapons). If approached, they flee, assuming any non-flagged warships to be pirates.

MERCENARIES CR 2
XP 600
hp 26 (*Pathfinder Roleplaying Game Game Mastery Guide* "Veteran Buccaneer")

Warships: This encounter is with a flagged warship or two. These warships typically pass close to other ships to inspect them from a distance, boarding and searching them if they notice anything unusual. Otherwise, they just drift by, assuming anyone they pass to be a merchant. Lots of armed men in canoes or longboats would raise their suspicion, and likely lead to the arrest and "evaluation" of the crew by the magistrate. Warships typically are armed with 1 light catapult and two ballistae, as well as a crew of 30 marines each. These are led by 3 officers.

MARINES CR 2
XP 600
hp 30 (*Pathfinder Roleplaying Game Game Mastery Guide* "Poacher")

MARINE OFFICERS CR 5
XP 1,600
 Male human fighter 6
 N Medium humanoid (human)

Init +3; Perception +4

AC 21, touch 14, flat-footed 17 (+4 armor, +3 Dex, +1 dodge, +3 shield)

hp 52 (6d10+6 plus 9)

Fort +6; Ref +5; Will +3; +5 vs. fear

Defensive Abilities bravery +2

Speed 30 ft.

Melee dagger +10/+5 (1d4+4/19-20), mwk rapier +11/+6 (1d6+4/18-20)

Ranged composite shortbow +9/+4 (1d6+3/×3)

Special Attacks weapon trainings (light blades +1)

Str 16, Dex 16, Con 13, Int 8, Wis 12, Cha 10

Base Atk +6; CMB +9; CMD 23

Feats Athletic, Dodge, Lunge, Point-Blank Shot, Quick Draw, Throw Anything, Toughness, Vital Strike

Skills Climb +4, Perception +4, Profession (sailor) +9,

Profession (soldier) +9, Survival +5, Swim +8

Languages Common

SQ armor training 1

Combat Gear oil of magic weapon, potion of cure light wounds; **Other Gear** +1 studded leather, +1 heavy wooden shield, masterwork rapier, dagger, composite shortbow, 20 arrows.

Huge School of Fish: Large schools of sea bass and tuna frequent this sea. Fishing in a school triples the success rates for foraging, and allows for 5d6 man days of rations to be caught per attempt. Nets and such haul in 10d10 man days of food per net.

Pirates: This encounter is with 1d2 pirate skiffs. Even with the harsh patrols of the area, there is just too much wealth passing by for some to ignore. The pirates typically nest near the north shore and travel in small, extremely fast oared skiffs with a single sail. Each skiff contains 2d6+12 men armed with grapnels, and 2d4 pirates. A skiff has a 10% chance of having a wizard as well. Wizard pirates typically use area of affect spells to take out siege weapons and missile troops aboard decks, and summon monsters to create havoc on deck. Under no circumstances do they engage warships, having far swifter boats. No prisoners are typically taken unless of noble birth (or young and female).

GRAPPLERS CR 1/2
XP 200
hp 15 (*Pathfinder Roleplaying Game Game Mastery Guide* "Brigand")

PIRATE CR 2
XP 600
hp 26 (*Pathfinder Roleplaying Game Game Mastery Guide* "Veteran Buccaneer")

PIRATE WIZARD CR 6
XP 2,400
hp 45 (*Pathfinder Roleplaying Game Game Mastery Guide* "Conjurist")

Sharks: These creatures are deadly in the water, but assuming the PCs are in a ship, they are simply spotted in the water, and not being fed by the players. These 3d6 sharks are usually bull sharks (brackish water) and are extremely aggressive.

SHARK CR 2
XP 600
hp 22 (*Pathfinder Roleplaying Game Bestiary* "Shark")

Reef: Easily avoided by day and an experienced crew, night encounters with reefs are dangerous, and have a 25% chance of breaching a ship's hull; otherwise the ship can be freed. Pirate skiffs and longboats have no keels, and easily pass over these. The reefs on the north end of the sea are

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dense and shallow. This is why the pirates favor that area. The GM can consult *Dead Man's Chest* by **Frog God Games** for more information on reefs.

Doldrums: The wind and currents just stop. No travel via sail or drift is possible from 6d6 hours. Oars work normally of course. The GM can consult *Dead Man's Chest* by **Frog God Games** for more information on doldrums

Sneaker Wave: Any low or no-keeled ships (barges, longboats, skiffs) capsize 50% of the time as this rogue wave appears from nowhere. Deep-keeled ships (merchantmen and warships) are typically unaffected (95% chance to weather the wave). Capsized boats sink in 2d6 rounds.

Nixies: Nixies typically watch ships from afar. Anyone in the water is approached (and rescued) if they are non-aggressive toward the nixies.

NIXIE CR 1
XP 400
hp 9 (*Pathfinder Roleplaying Game Bestiary 3* "Nixie")

Monster: The GM gets to have fun and pick some random large beastie to terrorize his players with! I like **sea hags** and **sahuagin**.

Sea Serpent: Big and hungry, these beasties are detailed in *The Tome of Horrors Complete* 529, or the GM can make one up.

Encounter Area DH-1: Little House of Death on the Prairie (CR 1)

The PCs come across a series of cleared fields with ploughed rows and farm equipment lying unused in them. Several animals — a cow, two oxen, and the odd duck or chicken — roam about, but no sign of any humans is apparent. Several hundred yards in the distance is a small house with smoke rising from the chimney. Its door creaks softly as it sways open and closed with the wind.

It seems strange that the animals are roaming loose, and that no one is working.

Closer inspection of the home reveals a horrific sight. The interior is literally painted with blood covering the walls, floor and even parts of the ceiling. Bits of bone and hair make it appear as if who or whatever died here literally exploded all over the interior of the room. Strangely, the fireplace has been recently tended, and a cooking pot hangs from a hook, slowly bubbling away with a stew. An old longsword hangs above the fireplace (rusty but usable).

The home is a simple one, two rooms separated by a torn curtain, with dimensions of 30 ft. by 40 ft. Standard "farmer" gear adorns the walls

and table, and include cooking pots, knives, an axe, woolen blankets and clothes. The bed is dirty but bug free, and has signs of being recently slept in.

Hiding against a wall is a **skulk** that recently murdered the farmer and his family and ritualistically painted the walls with their blood. The stew in the pot consists of bits of "farmer meat" and potatoes.

The skulk holds off attacking, preferring to remain hidden, until it can strike a sole individual. The skulk will not attack an entire party unless discovered.

SKULK CR 1
XP 400
hp 16 (*Pathfinder Roleplaying Game Bestiary 2* "Skulk")

Treasure: The farmers hid a cash box beneath the fireplace. It contains 22 sp and 320 cp. Hanging from a peg near the door is a *robe of sleeping* (see the **Appendix**).

Encounter Area DH-2: The Wolf's Hollow (CR Varies, up to 9)

The terrain surrounding this area consists of a labyrinthine maze of huge rocks and small trees and brush creating small cave-like hollows and shelters. The center of this area is slightly depressed relative to the countryside, forming a basin-like depression approximately 600 ft. in diameter.

In the bottom of the hollow is a pool of clear spring-fed water, 70 ft. in diameter and 10 ft. deep in the center. Small fish and frogs dart about the pool, and animal tracks of all kinds indicate that this area is frequently used by the local fauna as a water source. A DC 15 Survival check notes that a large amount of canine tracks are present.

Birds' nests and spider webs dot the trees, although curiously none of the bird nests are within 10 ft. of the ground. A forest druid immediately (and any character with 5+ ranks in Knowledge [nature]) notices a distinct lack of small animals (mice, squirrels, etc.).

Hiding (and by now stalking the party) in various spots around the hollow is a pack of **22 wolves** led by a **mated pair of 2 dire wolves**. These creatures know the area very well, granting them a +5 circumstance bonus on Stealth checks. They hold off their attacks until at least 15 wolves can strike at once, typically having two or three feint attack from the front while the rest attack from the flanks. They attack in groups of 4 or 5 on single targets, focusing on lightly armored individuals first.

Pyrotechnics (e.g. *fireballs*, *lightning bolts*, etc.) cause them to make a DC 12 Will save or flee. They automatically retreat if more than 6 are killed, or if both dire wolves are slain.



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DIRE WOLVES (2)

XP 800

hp 40 (Pathfinder Roleplaying Game Bestiary "Wolf, Dire")

WOLVES (22)

XP 400

hp 13 (Pathfinder Roleplaying Game Bestiary "Wolf")

Encounter Area DH-3: The Ruined Citadel

The remains of an ancient citadel sit atop a low-lying hill. The exterior of the place once measured 300 ft. by 200 ft., and one standing wall reveals that it stood more than 60 ft. high. The place is constructed of a black granite stone, and one lone tower still stands intact, a mere vestige of what once was.

The stone walls have long since crumbled, leaving a courtyard filled with loose stones, mortar dust and debris. The interior area of the place still houses an intact well, although the rope and bucket that drew water is long gone. The well itself is 40 ft. deep and stands 4 ft. above the ground, and is made of red, faded mud brick. The water is fresh and clear, and 6 ft. deep at the bottom. Ivy grows on most of the walls and the intact tower, slowly creeping its way between the bricks and stones that still stand.

Movement within the courtyard is considered on difficult terrain, and should anyone engage in combat or try to run, they must make a successful DC 15 Acrobatics check or fall flat into a pile of stones, taking 1d2 points of damage and spending 1 round prone.

The tower itself is 60 ft. tall and has a single entrance at ground level, as well as an open window at the 20 ft. and 50 ft. marks. The tower is empty. The wooden stairs that once connected its four levels no longer stand, and each level has a 6 ft. by 8 ft. hole in the ceiling, leading to the level above, and requires one to *fly*, *levitate* or otherwise be pushed up 15 ft. in the air to reach the next level.

Careful search of the tower (assuming one can ascend the 15 ft. increments) is fruitless until the top floor is reached. Nothing of value remains here, although one wall on the top floor has runic writing carefully inscribed line by line on one wall. The writing reads (and the GM must do this line by line):

*Time that is heard
Hearing all it sees
Essence of the omen
Wind in the soil
Even now whisper on
Leaving all behind
Learning all they know
Blind is the man that*

CR 3 *Reaps what he sows*

In his haste to see

Clouds of gold

Kissing the idol

Seeing the light

Herald of the dawn

In the dome of time

Devourer of all

Ending the beginning

To all who look for light

Hearing what is seen

Evil in bloom

Glory in all

Open to the wise

Listening to the sight

Deeper than the start

This is a puzzle, of course. Note that the first letter of each line, when taken as a whole, spells out "*The well bricks hide the gold.*" This is because as the citadel fell under assault, the inhabitants coated their gold in brick and mortar, and replaced the black stone bricks of the well with the gold-infused red bricks. The attackers never found the gold. Dismantling the well takes some time, but if this is done and the bricks smashed, a total of 4,000 gp can be salvaged from them.

Encounter Area DH-4: Chucky (CR 4+)

Sometimes an evil so vile it inspires tales of myth and nightmares of legend arises in the land. A dark power rooted deep within the earth, yet hidden in plain sight, often manifests itself as a beautiful woman, a child, or even as a loved one. The evil that hides in plain sight is perhaps the foulest kind, as men of good and law are blinded to its presence, even acting out its wishes in a desire to do good. Such is the case here. This encounter must begin in the day.

The PCs come across a burning village. Corpses of horribly burned and mutilated men, women, children and animals lie strewn about. The village itself looks to have housed some 70 souls. Ten houses still smolder and smoke. The blacksmith shop collapsed upon itself, and the scattered tools and iron rods lie in front and within, seemingly tossed about like so many feathers cast into the wind (worth 70 gp if recovered). The stable is filled with the charred remains of horses, burned alive by some unseen evildoers. Nothing appears to be alive in the small hamlet, nothing at all.

Out of the silence, the PCs hear the faint cry of an infant coming from behind a pile of rubble. Wrapped in a blanket is a small male child no more than a few months old, yet seemingly untouched by violence. The child cries louder as the PCs approach, reaching out with its voice for any friendly voice it can hear.



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In real life, a person of any conscience would immediately pick up and comfort the child; but this is fantasy roleplaying, so one would expect skepticism. Some interesting facts can be noted should the players ask:

First, none of the bodies has any apparent wounds, except a few small (yes, infant-sized) bite marks, typically on their hands. All of the dead also bear a strange look of fear upon their faces, and those not crisped to cinders appear pale and faded, as if some unseen force had snuffed them out.

The “infant” is a **skull child** currently masquerading as an infant due to its inability to perform any of its other abilities in daylight (it is quite helpless in the light). Note that this creature cannot be “detected” as evil from dawn until dusk, and it appears only as a small baby boy. The baby immediately bonds with one PC, using infant gibberish to say “mommy” to the first to touch it.

Assuming the players “rescue” the cooing infant, it carefully cozies up to one of them, seeking to drain the life of the PC away as they sleep. It requires a DC 10 Fortitude save to wake up as one is being drained of levels. A waking being is still subject to the creature’s gaze attack, and may not take any actions for 1d4 rounds. After slaying its new “mommy,” it tries to slay the balance of the PCs one at a time using stealth and its inaction gaze. It targets sleeping PCs first. Note that once the sun sets, the creature is readily identifiable via a *detect evil* spell. Its true nature is revealed as soon as it attacks.

This foul creature has no treasure.

The real fear, of course, is that the PCs do not *bless* and bury the bodies. In that event, the five other infants slain by the original skull child rise and become fully operational skull children by midnight.

SKULL CHILD

CR 4

XP 1,200

The Tome of Horrors 4 209

NE Small undead

Init +2; **Senses** darkvision 60 ft.; **Perception** +7

AC 15, touch 14, flat-footed 12 (+2 Dex, +1 dodge, +1 natural, +1 size)

hp 26 (4d8+8)

Fort +3; **Ref** +3; **Will** +4

Immune undead traits

Speed 20 ft.

Melee 2 claws +6 (1d4/19–20 plus energy drain), bite +6 (1d6 plus weakness)

Special Attacks create spawn, energy drain (1 level, DC 14), terrifying gaze, vicious claws, weakness

Str 10, **Dex** 15, **Con** —, **Int** 8, **Wis** 11, **Cha** 15

Base Atk +3; **CMB** +2; **CMD** 15

Feats Dodge, Weapon Finesse

Skills Bluff +13, Climb +5, Perception +7, Stealth +11; **Racial**

Modifiers +4 Bluff (Bluff is always a class skill)

Languages Common

SQ daylight powerlessness, masquerade

Create Spawn (Su) A juvenile humanoid slain by a skull child rises the following night as a free-willed skull child. A *bless* spell cast on the body before that time ceases the transformation. Adults and non-humanoids killed by a skull child do not rise as undead.

Daylight Powerlessness (Su) A skull child’s energy drain, create spawn, terrifying gaze, and weakness abilities only function after sunset.

Masquerade (Su) Between the hours of dawn and dusk, it is impossible to tell a skull child from another, normal, child of the race it is posing as. Any form of detection, such as *detect undead* reveals nothing. *True seeing* or similar spells show a dark haze around a skull child during the day but nothing else. Additionally, Bluff is always a class skill for a skull child.

Terrifying Gaze (Su) Any living creature that meets the gaze

of a skull child must succeed on a DC 14 Will save or be shaken for 1d4 rounds. Creatures with more than 5 HD are immune to this effect. The save DC is Charisma-based.

Vicious Claws (Su) The claws of a skull child are supernaturally sharp. A skull child threatens a critical on a 19–20 with its claw attack.

Weakness (Su) The bite of a skull child deals 1d4 points of Constitution damage on a successful hit unless the target succeeds on a DC 14 Fortitude save. A creature dies if this Constitution damage equals or exceeds its actual Constitution score. The save DC is Charisma-based.

Encounter Area DH-5: Glaivr (CR Varies)

The city of Glaivr is fairly large (2,000 inhabitants) and is the largest settlement in the area. Its major exports include lumber and furs that are taken down river on barges to the inland sea and then transported overland to Bard’s Gate. The town itself is very “Wild West” in atmosphere, being full of loggers, trappers and adventurers. The bars and brothels here are wild and wooly, and brawls are common.

Glaivr also features a tremendously large barge dock along the river that leads west to the Inland Sea. This dock is so large it seems out of place for a city the size of Glaivr. Bargemen frequently travel heavily armed as the Dragon Hills to the south and the ruined city of Tsar to the north of the river do pose some hazard. Barges are always on the lookout for hired mercenaries and guards.

The city itself is surrounded by a large log palisade, and the town guard consists of 200 well-armed men. **Lord Bertrand** (chaotic neutral 10th-level fighter) rules the village with a loose glove, allowing men to “sort out their own issues” except in clear-cut cases of theft or cold-blooded murder. He settles disputes fairly but with a presumption that no crime was committed. For example, death in a fair fight is not considered murder, and property disputes need clear evidence to be considered theft. Anyone who causes too much trouble is simply run out of town or killed. Bertrand is actively seeking to marry **Elisa** (see **Encounter Area DH-6**), but has so far been unsuccessful in wooing her.

Most anything can be purchased here from the standard *Pathfinder Roleplaying Game Core Rulebook* equipment list at 150% of normal prices, and transport to the west is easily obtained on a barge. Fun encounters here are with drunken trappers and loggers in bar brawls, other adventurers, and even the occasional merchant selling a magic item or some captured wild beast (usually on his way to the Amazon Village market in the south).

Two major temples exist here: one to the barbarian god **Bowbe**, and one to **Freya**. The Temple of Bowbe is staffed by a **9th-level cleric** and **3 7th-level clerics** who are willing to cast cure spells of all sorts, but refuse to cast *raise dead* (“*Why would your friend wish to leave Valhalla?*”). Standard rates for cures are 100 gp/spell level, and half rates for fighters of all kinds. The clerics of Bowbe refuse service to paladins, of course. *Commune* spells cost 6,000 gp unless they are used to find some great opponent, in which case they are free!

The Temple of Freya is also willing to cast spells on adventurers for a fee. Standard rates are 200 gp/spell level. There are **2 9th-level clerics** and **3 5th-level clerics** at this temple, plus under priests. *Commune* spells cost 5,000 gp.

Note: A 10,000 gp reward for the live capture of **Duncan** in the Hazed Canyon is posted rather prominently on the town jail and in several public houses. Many have tried; all have failed.

GLAIVR

N large city

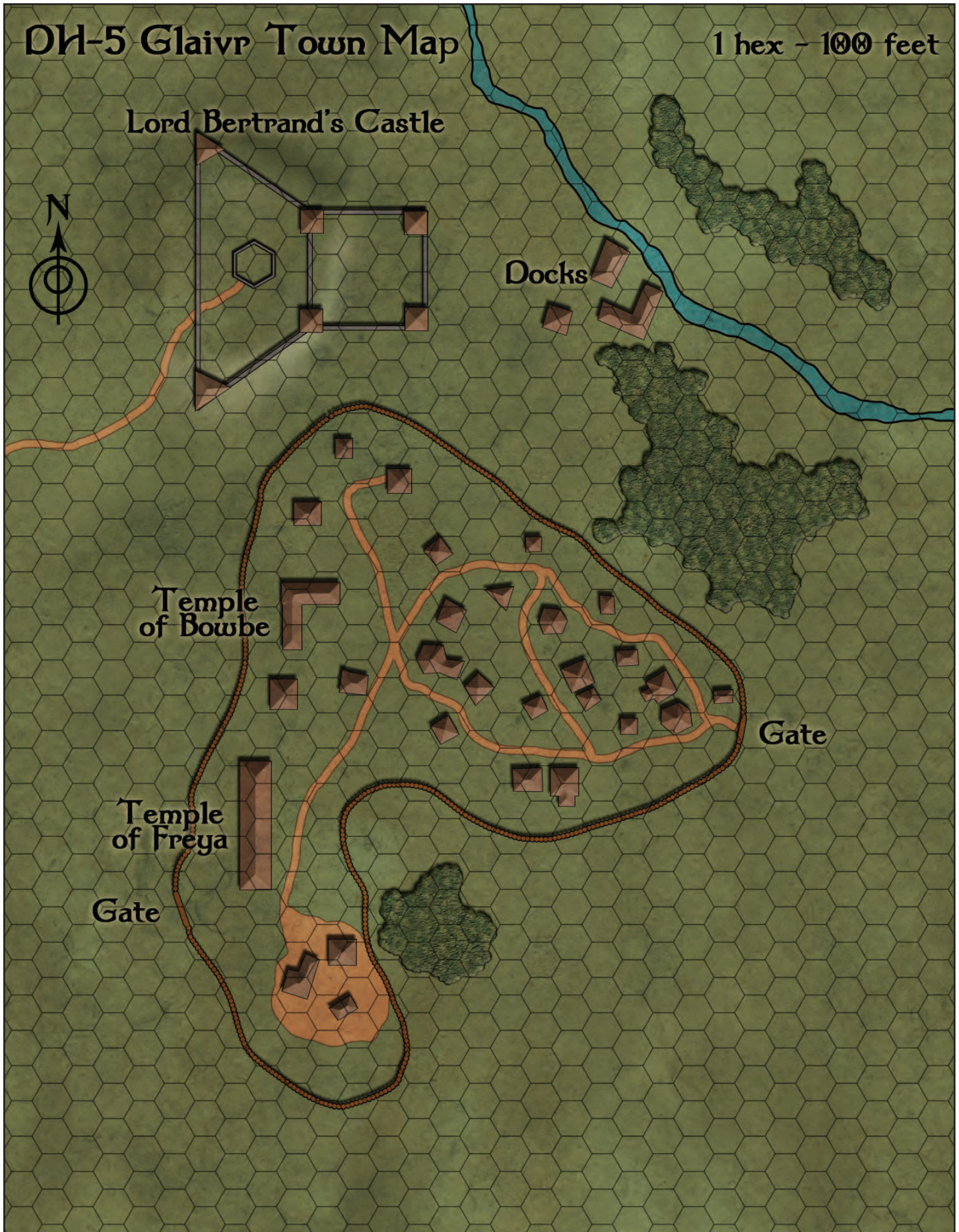
Corruption +1; **Crime** +5; **Economy** +2; **Law** +0; **Lore** +2;

Society +2

Qualities holy site, prosperous, strategic location

Danger +5

Government autocracy





SWORD OF AIR

Population 2,000 (1,800 humans; 100 dwarves; 50 elves; 20 halflings; 30 other)

Notable NPCs

Lord Bertrand (CN male human fighter 10)

High Priest of Bowbe, Rygstan (CN male human cleric 9)

Base Value 2,820 gp; **Purchase Limit** 15,000 gp; **Spellcasting** 5th
Minor Items 3d4; **Medium Items** 2d4; **Major Items** 1d4

BERTRAND

CR 9

XP 6,400

Human fighter 10

CN Medium humanoid (human)

Init +5; **Senses Perception** +0

AC 21, **touch** 11, **flat-footed** 20 (+8 armor, +1 Dex, +2 shield)

hp 89 (10d10+30)

Fort +10, **Ref** +5, **Will** +6 (+3 vs. fear)

Defensive Abilities bravery +3

Speed 30 ft.

Melee +1 battleaxe +14/+9 (1d8+4/×3)

Ranged light crossbow +12 (1d8+1/19-20)

Special Attacks weapon training (heavy blades +2, crossbows +1)

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

Base Atk +10; **CMB** +13; **CMD** 24

Feats Athletic, Blind-fight, Combat Reflexes, Improved Initiative, Intimidating Prowess, Iron Will, Leadership, Power Attack, Quick Draw, Self-sufficient, Step Up, Vital Strike

Skills Climb +12, Diplomacy +7, Heal +2, Intimidate +4, Ride +8, Survival +11, Swim +12

Languages Common

SQ armor training 2

Combat Gear *oil of keen edge, potion of protection from fire*; **Other Gear** +2 chainmail, +1 light wooden shield, +1 battleaxe, light crossbow, 40 bolts, cloak of resistance +1

Encounter Area DH-6: Elise (CR Varies)

Unlike Glaivr, the town of Elise is much more rigid and structured. This place lacks the lawlessness and chaos of its sister city. This town has 600 inhabitants, and much of its economy is based on agriculture (it supplies food to Glaivr as well). The two cities are on friendly terms, and **Elisa** (lawful 12th-level wizard) is under constant pressure to marry Lord Bertrand, whom she despises. The town itself is named for her grandmother, a powerful wizard in her own right.

Elise is ringed by a wooden palisade, and Elisa's tower resides in the center. The town guard consists of **150 men-at-arms** as well as **Sarah, Joyce** and **Sabrina** (3 lawful 7th-level wizards), and a **12 low-level (1d3) wizards** apprenticed to Elisa. Sarah, Joyce and Sabrina run the town guard and act as judges in all criminal cases.

Elise is famous for its library. The library resides inside a stone-walled complex near the central tower and is well known as a source of ancient knowledge. Visitors can access the library for a fee of 200 gp per day. They are accompanied by a low-level wizard at all times. Typically 2d4 sages are here studying some bizarre topic. Sages can be hired for 200–500 gp per day to assist with research. The library is also known as a perfect sales point for any books or writings found by adventurers. It has a war chest of 20,000 gp with which to buy such items.

This library is a good place to research anything related to the Sword of Air, its method of destruction, or other items related to the cities of Tsar and Tsen. These topics have a 1% cumulative chance per day (5% per day if a sage is hired) of discovering some important fact.

The markets of Elise typically have most goods present in the *Pathfinder Roleplaying Game Core Rulebook* equipment list at 150% of

normal prices. Trade in furs and wood is also rampant here, although most of these goods are transported to the barge docks in Glaivr, so wagon and caravan trains to Glaivr are common (and often need to hire guards!).

ELISE

N small town

Corruption +0; **Crime** –1; **Economy** +2; **Law** +5; **Lore** +5; **Society** +2

Qualities academic, insular

Danger +0

Government autocracy

Population 600 (550 humans, 25 dwarves, 15 elves, 10 other)

Notable NPCs

Elisa (LG female human wizard 12)

Sarah (LG female human wizard 7)

Joyce (LG female human wizard 7)

Sabrina (LG female human wizard 7)

Base Value 1,000 gp; **Purchase Limit** 5,000 gp; **Spellcasting** 5th
Minor Items 3d4; **Medium Items** 1d6; **Major Items** —

ELISA

CR 11

XP 12,800

Female human wizard 12

LG Medium humanoid (human)

Init +5; **Senses Perception** +4

AC 14, **touch** 13, **flat-footed** 13 (+2 deflection, +1 Dex, +1 *amulet*)

hp 68 (12d6+24)

Fort +6, **Ref** +5, **Will** +10

Speed 30 ft.

Melee quarterstaff +5/+0 (1d6-1)

Ranged light crossbow +7 (1d8/19-20)

Wizard Spells Prepared (CL 12th; concentration +18)

6th—*chain lightning* (DC 22), *disintegrate* (DC 22), *flesh to stone* (DC 22)

5th—*cone of cold* (DC 21), *polymorph*, *teleport*, *wall of force*

4th—*black tentacles*, *charm monster* (DC 20), *elemental body I*, *fear* (DC 20)

3rd—*deep slumber* (DC 19), *dispel magic*, *fly*, *haste*, *lightning bolt* (DC 19)

2nd—*blindness/deafness* (DC 18), *hideous laughter* (DC 18), *invisibility*, *levitate*, *scorching ray*, *shatter* (DC 18)

1st—*burning hands* (DC 17), *feather fall*, *mage armor*, *magic missile*, *reduce person* (DC 17), *true strike*

0 (at will)—*detect magic*, *mage hand*, *ray of frost*, *read magic*

Str 9, **Dex** 12, **Con** 14, **Int** 23, **Wis** 15, **Cha** 14

Base Atk +6; **CMB** +5; **CMD** 18

Feats Arcane Strike, Combat Casting, Craft Staff, Craft Wand, Empower Spell, Improved Initiative, Leadership, Maximize Spell, Quickened Spell, Scribe Scroll

Skills Appraise +21, Fly +16, Knowledge (arcana) +21,

Knowledge (history) +21, Knowledge (nature) +21,

Knowledge (planes) +21, Perception +4, Sense Motive +12,

Spellcraft +21

Languages Common, Dwarven, Elven, Gnome, Undercommon

SQ arcane bond (quarterstaff)

Combat Gear *potion of cure moderate wounds* (x2), *potion of resist fire* 20, *staff of fire*, *wand of lightning bolt* (CL 8), *wand of magic missile* (20 charges); **Other**

Gear light crossbow, quarterstaff, *amulet of natural armor* +1, *headband of vast intelligence* +4, *ring of protection* +2

CHAPTER 2: THE WILDERNESS OF THE GULF OF AKADOS

JOYCE XP 2,400

Female human wizard 7
LG Medium humanoid (human)
Init +3; **Senses Perception** +5

AC 13, touch 13, flat-footed 10 (+3 Dex)
hp 41 (7d6+14)
Fort +4, **Ref** +7, **Will** +10

Speed 30 ft.

Melee quarterstaff +2 (1d6-1)

Ranged light crossbow +6 (1d8/19-20)

Wizard Spells Prepared (CL 7th; concentration +10)

4th—*wall of ice* (DC 17)

3rd—*deep slumber* (DC 16), *fireball* (DC 16), *fly*

2nd—*blur*, *daze monster* (DC 15), *shatter* (DC 15), *web* (DC 15)

1st—*charm person* (DC 14), *mage armor*, *magic missile*, *ray of enfeeblement* (DC 14), *sleep* (DC 14)

0 (at will)—*dancing lights*, *flare* (DC 13), *light*, *ray of frost*

Str 9, **Dex** 16, **Con** 15, **Int** 17, **Wis** 16, **Cha** 12

Base Atk +3; **CMB** +2; **CMD** 15

Feats Arcane Strike, Brew Potion, Craft Wand, Iron Will, Lightning Reflexes, Magical Aptitude, Scribe Scroll

Skills Appraise +13, Knowledge (arcana) +13, Knowledge (history) +13, Knowledge (nature) +13, Knowledge (planes) +13, Perception +5, Sense Motive +8, Spellcraft +15

Languages Common, Dwarven, Elven, Gnome

SQ arcane bond (quarterstaff)

Combat Gear *potion of cure moderate wounds*, *potion of displacement*, *scroll of lightning bolt*, *scroll of protection from evil*, *scroll of scorching ray* (x2), *wand of magic missile* (20 charges), *wand of web* (20 charges); **Other Gear** light crossbow, 30 bolts, quarterstaff

SABRINA XP 2,400

Female human wizard 7
LG Medium humanoid (human)
Init +2; **Senses Perception** +4

AC 12, touch 12, flat-footed 10 (+2 Dex)
hp 41 (7d6+14)
Fort +6, **Ref** +6, **Will** +11

Speed 30 ft.

Melee quarterstaff +4 (1d6+1)

Ranged light crossbow +5 (1d8/19-20)

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

4th—*ice storm*

3rd—*fireball* (DC 15), *fly*

2nd—*cat's grace*, *daze monster* (DC 14), *shatter* (DC 14), *web* (DC 14)

1st—*charm person* (DC 13), *chill touch* (DC 13), *jump*, *mage armor*, *magic missile*

0 (at will)—*acid splash*, *bleed* (DC 12), *flare* (DC 12), *ray of frost*

Str 13, **Dex** 14, **Con** 14, **Int** 15, **Wis** 15, **Cha** 14

Base Atk +3; **CMB** +4; **CMD** 16

Feats Arcane Strike, Brew Potion, Combat Casting, Craft Wand, Iron Will, Maximize Spell, Scribe Scroll

Skills Appraise +12, Craft (books) +10, Knowledge (arcana) +12, Knowledge (nature) +12, Perception +4, Sense Motive +7, Spellcraft +12

Languages Common, Dwarven, Elven

SQ arcane bond (quarterstaff)

Combat Gear *potion of cure moderate wounds*, *potion of haste*, *potion of mage armor*, *scroll of contagion*, *scroll of ray of enfeeblement* (x2), *wand of magic missile* (20

CR 6

charges); **Other Gear** light crossbow, 30 bolts, quarterstaff, cloak of resistance +2

SARAH XP 2,400

Female human wizard 7
LG Medium humanoid (human)
Init +1; **Senses Perception** +6

AC 12, touch 12, flat-footed 11 (+1 deflection, +1 Dex)
hp 41 (7d6+14)
Fort +4, **Ref** +3, **Will** +9

Speed 30 ft.

Melee quarterstaff +2 (1d6-1)

Ranged light crossbow +4 (1d8/19-20)

Wizard Spells Prepared (CL 7th; concentration +10)

4th—*confusion* (DC 17)

3rd—*blink*, *dispel magic*, *lightning bolt* (DC 16)

2nd—*alter self*, *levitate*, *scorching ray* (x2)

1st—*burning hands* (DC 14), *grease*, *mage armor*, *magic missile* (x2)

0 (at will)—*daze* (DC 13), *detect magic*, *flare* (DC 13), *light*

Str 9, **Dex** 12, **Con** 14, **Int** 16, **Wis** 14, **Cha** 12

Base Atk +3; **CMB** +2; **CMD** 14

Feats Brew Potion, Combat Casting, Craft Wand, Empower Spell, Iron Will, Maximize Spell, Scribe Scroll

Skills Appraise +13, Craft (books) +11, Diplomacy +6, Knowledge (arcana) +13, Knowledge (nature) +13, Perception +6, Sense Motive +7, Spellcraft +13

Languages Common, Dwarven, Elven, Halfling

SQ arcane bond (quarterstaff)

Combat Gear *potion of cure moderate wounds*, *potion of fly*, *potion of invisibility*, *scroll of chill metal*, *scroll of fireball*, *heat metal*, *scroll of magic missile* (x2); **Other Gear** light crossbow, 30 bolts, quarterstaff, ring of protection +1

CR 6

LOW-LEVEL WIZARDS XP 200

hp 9 (*Pathfinder Roleplaying Game NPC Codex* "Cautious Mage")

CR 1/2

MEN-AT-ARMS (150) XP 135

hp 8 (*Pathfinder Roleplaying Game Mastery Guide* "NPC Gallery, foot soldier")

CR 1/3

Encounter Area DH-7: The Hazed Canyon

OK, this was one of the very first locations developed as an adventure area in the entire history of the **Lost Lands**. Several of my players from 1977 will likely chime in on some message board somewhere with a great "I remember when" story. Richard, this one is for you!

The Hazed Canyon is an area just south of Elise and is feared by all in the area. It consists of a ringed depression (an extinct caldera) ringed by cliffs of 300 to 600 ft. high. There is but one access point by ft. or mule, and the pathway is so treacherous that no horse would willingly traverse it.

The climate inside the canyon is much warmer than that of the surrounding countryside due to the hydrothermal springs that well up within it. These hot springs also create a hazy fog that has the effect of a permanent *obscurement* spell throughout the canyon. The whole, from the plain above, looks like a hole filled with clouds. Visibility is limited to 60 ft. throughout the entire area.

Inside the canyon, the temperatures exceed 90 degrees Fahrenheit, except near Tannish where it reaches a balmy 110 degrees. This creates problems for **Joe Platemail III** (see sidebar) in his heavy armor, as the high heat and humidity rapidly exhaust armored or encumbered folk (see

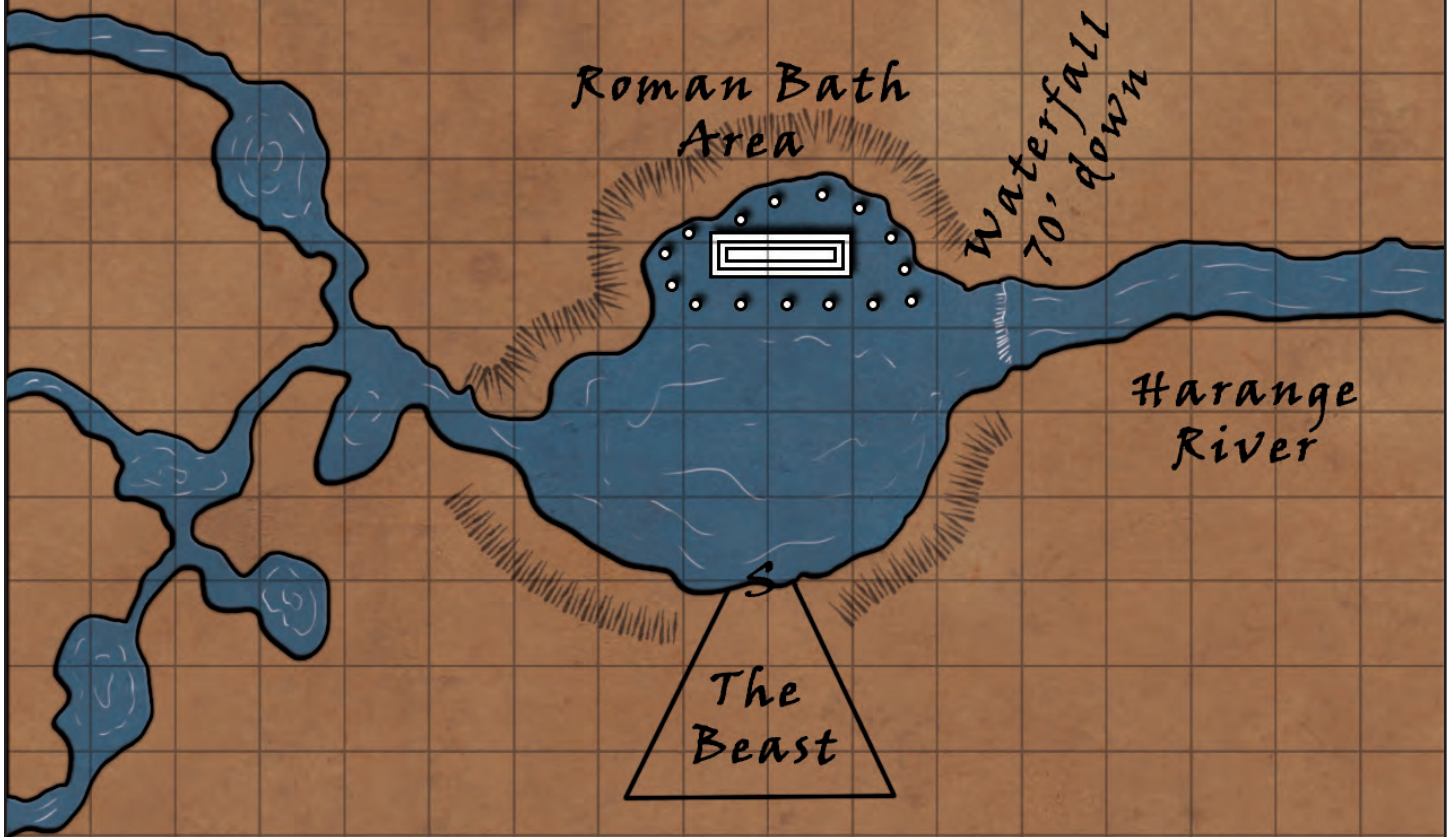
DH-7 The Hazed Canyon

5 Miles



D#7 Tannesh Hot Springs

1 square - 10 feet



S - Extradimensional Portal



Joe Platemail III

Joe Platemail III is the son of Joe Platemail II and the grandson of Joe Platemail I. He is famous far and wide for being darn near indestructible, as well as very, very stupid. Joe seems to have an almost uncanny way of making every saving throw, having the monsters attack those next to him instead of himself, having the dragon breath on someone else, and always finding the best treasure. He was famous for always surviving any situation no matter how dire. All of Joe's predecessors had the same luck—they both died of old age.

Joe is, of course, a joking reminder of every first level fighter in old games from the 1970s. In the early days, plate and shield were cheap (every first level guy had them) and this made them nearly invincible against monsters, who required a 18 or so to hit them, no matter how many hit dice. What made magic users so powerful is that these guys had crappy saves.

Joe actually existed in my campaign in about 1979 or so—and he used all his dump stats for wisdom and intelligence—after all, who needs brains when you have brawn and steel!

What finally got Joe was a water trap—even with his big strength and constitution, he could not, alas, swim in his plate-mail.

JOE PLATEMAIL III
XP 204,800

CR 19

Male human fighter 20
N Medium humanoid (human)
Init +8; **Senses Perception** -4

AC 28, touch 14, flat-footed 24 (+14 armor, +4 Dex)
hp 234 (20d10+120)
Fort +18, **Ref** +10, **Will** +2 (+5 vs. fear)
Defensive Abilities bravery +5; **DR** 5/—

Speed 30 ft.
Melee +5 longsword +34/+29/+24/+19 (1d8+13/17-20/x3)
Special Attacks weapon mastery (longsword), weapon training (heavy blades +4, light blades +3, flails +2, hammers +1)

Str 18, **Dex** 18, **Con** 18, **Int** 3, **Wis** 3, **Cha** 3
Base Atk +20; **CMB** +24; **CMD** 38
Feats Athletic, Bleeding Critical, Blind-fight, Blinding Critical, Cleave, Combat Reflexes, Crippling Critical[APG], Critical Focus, Disruptive, Great Cleave, Great Fortitude, Improved Critical (longsword), Improved Initiative, Improved Vital Strike, Leadership, Power Attack, Sickening Critical, Staggering Critical, Step Up, Toughness, Vital Strike, Weapon Focus (longsword)
Skills Climb +25, Ride +16, Survival +14, Swim +5
Languages Common
SQ armor mastery, armor training 4
Other Gear +5 full plate, +5 longsword

* Things have a way of working out strangely around Joe Platemail. The GM is encouraged to use this ability to make things “interesting” for anyone encountering Joe. This can either be very good, or very, very bad. If the GM actually uses Joe as an NPC, the party should not benefit (too much) from his presence. Assume he always stops dying at 0 hp, and that anyone near him attracts most of the attacks and spells. Joe is very lucky, much more so than effective. He is easily distracted by shiny things and women as well.

Pathfinder Roleplaying Game Core Rulebook “Heat Dangers”).

The hot river Harange is a swiftly moving stream with dozens of small cataracts ranging in height from 3 ft. to 12 ft. vertically (nasty little waterfalls). Since the water temperature is between 101–200 degrees (1d100+100), anyone falling in the water takes 1d6 points of damage per 10 degrees over 140.

The Schindle River is cooler (no damage) and relatively flat and free of waterfalls. Various other features of the canyon are described below.

Area 1: The Trail Down

The south side of the canyon, although it has no apparent means of egress, is the only place that can be accessed on foot. Ledges and bits of trail can be seen through the mists, but due to the obscuring effects, the full trail cannot be seen. A series of small caves (a dozen or so) are present along ledges in this area. If explored, they all lead to bits and pieces of a trail heading downward. All but one dead-ends in a sheer fall. If these caves are thoroughly explored, the seventh cave does, in fact, have a trail all the way down. Faint tracks (requiring a DC 25 Perception check to notice) on the rock floor of this cave shows boot prints.

The trail down is hazardous and steep, narrowing to as little as 2 ft. in places, with a sheer drop into the mists below. The rocks are slippery, and anyone not taking precautions (such as ropes and spikes) must make 2 DC 20 Acrobatics checks along the trail or fall 300 ft. (suffering 20d6 points of damage, first save) or 100 ft. (taking 10d6 points of damage, second save).

Area 2: The Tannesh Hot Springs

These springs were famous in olden times. Rich citizens of Tsar and Tsen came here for its reputed healing powers. At its source, a Greco-Roman bath still stands, its marble columns wreathed in jungle plants. Water feeds into this bath from a 70 ft. waterfall dropping down from the Harange River. The water is somewhat alkaline, and cold pools and rivulets house multitudes of brightly colored cichlid fish (like modern day Malawi cichlids). The water itself (in the baths only) does have some healing powers. Anyone bathing in it is cured of all diseases and heals at twice the normal rate (natural healing only).

The Beast of Tannesh (CR 27)

If all three gems on the pylons (see below) are turned to the right, the **Beast of Tannesh** is released unto the world for 24 hours. The monster resembles a 24-headed hydra. The beast cannot be killed by any method except one: If the beast is somehow enticed to devour the *sword of Air*, both the beast and the sword are destroyed.

BEAST OF TANNESH
XP 3,280,000

CR 27

N Huge magical beast (*Pathfinder Roleplaying Game Bestiary* “Hydra”)
Init +5; **Senses** darkvision 60 ft., low-light vision; **Perception** +65

AC 31, touch 9, flat-footed 30 (+1 Dex, +22 natural, -2 size)
hp 575 (50d10+300); fast healing 50
Fort +35, **Ref** +30, **Will** +18
DR 40/epic; **Immune** acid, fire; **SR** 42

Speed 60 ft., swim 20 ft.
Melee 24 bites +56 (1d8+7)
Space 15 ft.; **Reach** 10 ft.
Special Attacks pounce

Str 25, **Dex** 12, **Con** 22, **Int** 2, **Wis** 11, **Cha** 9
Base Atk +50; **CMB** +59; **CMD** 70 (can't be tripped)
Feats Alertness, Awesome Blow, Bleeding Critical, Cleave, Combat Reflexes, Combat Reflexes, Critical Focus, Great Cleave, Great Fortitude, Greater Sunder, Improved Bull Rush, Improved Critical (bite), Improved Great Fortitude, Improved Initiative, Improved Iron Will, Improved Lightning Reflexes, Improved Sunder, Improved Vital Strike, Iron Will, Lightning Reflexes, Power Attack, Skill Focus (Perception),



Staggering Critical, Vital Strike, Weapon Focus (bite)
Skills Perception +65, Sense Motive +2, Swim +15; **Racial Modifiers** +2 Perception
SQ hydra traits, regenerate head

Fortunately for anyone summoning it, the beast is slow and does not pursue anyone out of the Tannesh area. It returns to its cave after 23 hours, and the cave reseals itself during the following hour. The cave itself is extra-dimensional, and cannot be excavated or destroyed. The only access method is via the pylons as described below.

If the beast is slain, its carcass can be searched. Inside its stomach are three mighty artifacts of good and law: the *Greater Stone of Tircople*, the *Greater Chalice of Tircople* and the *Greater Mantra of Muir* (see the **Appendix**).

Oh, destruction of the beast and recovery of the artifacts nets each party member 50,000 XP in addition to all other rewards.

Area 3: The Pylons

On the north side of the canyon are three 20 ft. tall pyramidal pylons. They are bright gold colored, although they are made of a substance ten times harder than steel. On the front of each, respectively, is a yellow, blue and red gem. The gems cannot be removed by any means (attempting to do so results in an electrical shock for 10d6 points of damage, no save); however, they can be turned with no ill effects once per day each (they reset after 24 hours). Turning each gem has the following effects:

- Turning the yellow gem to the left increases the amount of fog and mist generated by the hot water by 50%, causing a decrease in visibility within the canyon by half for 24 hours.
- Turning the yellow gem to the right decreases the amount of fog generated by the hot water by 50%, increasing visibility to double for 24 hours.

- Turning the blue gem to the left causes a rain storm in the valley, a drenching downpour that lasts 30 minutes, soaking everything, and doubling the river flow for 2 hours.

- Turning the blue gem to the right causes a storm cloud to form, and lightning strikes to start (as *call lightning*; CL 7th) in the area. Anyone wearing metal armor has a 5% chance per minute of being hit. The storm lasts for one hour.

- Turning the red gem to the left causes the Tannesh hot springs to increase in temperature by 20 degrees for 24 hours (making them unusable).

- Turning the red gem to the right lowers the temperature in the hot springs by 20 degrees for 24 hours (it loses its *cure disease* effects, but healing is at four times normal for bathers).

- Turning all three gems to the left causes the area to be affected by a *control weather* spell for 10 minutes. The GM should randomly roll the type of weather generated by this spell once per minute as it changes radically. The effect should be terrifying.

- Turning all three gems to the right opens a secret passageway at the base of the waterfall feeding the Tannesh hot springs. This frees the monster living inside. The passage closes after 24 hours.

Area 4: The Sorcerer's Citadel

The sorcerer Crane built many false citadels to hide the location of his true lair, including one here in the Hazed Canyon. Crane has long been missing, so there is no telling what treasures it may hold, though its many deadly traps are sure to remain. For more information on the sorcerer Crane see *The Sorcerer's Citadel*, revisited in *Quests of Doom* by Frog God Games. Otherwise, the GM may substitute any small dungeon adventure here that he desires.

Area 5: The Oak Forest (CR 15)

This forest is horribly misnamed, for though it contains a few black oak trees, its real treasure is the teak and ironwood trees it contains. A single teak log is worth 20 gp, and an ironwood tree is worth 40 gp. They weigh 5 times and 12 times as much as normal wood, and are impossible to transport up the pathway out of the canyon.

In the center of the forest is the lair of a very old, but rather dumb, red dragon. The lair resides in a cave in a rocky outcrop in the center of the forest. The beast itself, **Hydramel**, is a very old, Medium-sized red dragon.

The 70 ft. diameter cave entrance has a distinct smell of sulfur emanating from it. Hydramel suffered permanent brain damage and a broken wing when Duncan subdued him (see below). His wing and brain never healed; due to that, his Intelligence greatly reduced, he has lost the ability to cast spells and he flies at half speed.

The dragon is used to visits and gifts of food from his master and does not immediately attack any who venture into his lair. He has the mentality of a 3-year-old and loves to talk to the "nice men" who bring him presents. Woe to anyone who attacks or fails to give him gifts, however! Failure to present the dragon with a meal (a mule or two suffices) or a gift of treasure (copper, silver, gold, heck, even a bunch of shiny rocks) causes him to go into a temper tantrum within 2d6+2 rounds of initial contact and starts attacking.

If placated, he is like a friendly puppy for 2 to 3 hours. Then he forgets his new friends and must be placated again. He whines and cries for 1d6 rounds before attacking, slowly getting angrier and angrier. Under no circumstances does he attack Duncan, and he follows the anti-paladin's commands out of sheer fear.

His hoard consists of 20,000 gp of "shiny stuff," mostly silver, copper, bits of steel and, literally, shiny rocks that weigh in at 200 times its value in gold. Everything good has been taken and now resides in Duncan's citadel. Any attempt to steal from Hydramel incurs an immediate tantrum.

HYDRAMEL
XP 51,200

CR 15*

Very old male red dragon (*Pathfinder Roleplaying Game Bestiary* "Chromatic Dragon, Red")

N Gargantuan dragon (fire)

Init +3; **Senses** dragon senses, smoke vision; **Perception** +11

Aura fire aura (10 ft.), frightful presence (270 ft., DC 25)

AC 35, touch 5, flat-footed 35 (–1 Dex, +30 natural, –4 size)

DH-7 Hydramel's Lair



CHAPTER 2: THE WILDERNESS OF THE GULF OF AKADOS

hp 310 (23d12+161)

Fort +20, Ref +12, Will +19

DR 15/magic; Immune fire, paralysis, sleep; SR 29

Weakness vulnerability to cold

Speed 40 ft., fly 125 ft. (clumsy)

Melee bite +32 (4d6+19/19–20), and 2 claws +32 (2d8+13), and tail slap +30 (2d8+19), and 2 wings +30 (2d6+6)

Space 20 ft.; Reach 15 ft.

Special Attacks breath weapon (60 ft. cone, 18d10 fire, every 1d4 rounds, DC 28)

Spell-Like Abilities (CL 23rd):

At will—*detect magic*, *pyrotechnics* (DC 16), *suggestion* (DC 16), *wall of fire*

Str 37, Dex 8, Con 24, Int 3, Wis 18, Cha 18

Base Atk +23; CMB +40; CMD 49 (53 vs. trip)

Feats Cleave, Critical Focus, Greater Vital Strike, Improved Critical (bite), Improved Initiative, Improved Iron Will, Improved Vital Strike, Iron Will, Multiattack, Power Attack, Quicken Spell, Vital Strike

Skills Appraise +3, Bluff +11, Climb +20, Fly -8, Intimidate +11, Knowledge (arcana) +4, Knowledge (history) +4, Perception +11, Sense Motive +11, Spellcraft +3, Stealth -6

Languages Draconic

SQ manipulate flames

*Hydramel's CR rating is reduced due to his brain damage and limited flight.

Area 6: The Devil's Tower (CR Varies)

This tower of rock rises 200 ft. in the air with sheer, nearly vertical sides of black, jagged obsidian. It is virtually unclimbable (DC 30 Climb check), as it is wet (from the mists) and extremely slippery (obsidian is not exactly easy to climb). The top of the tower cannot be seen, of course, but it houses a stone citadel that is the home of a terrible man, **Duncan the Anti-Paladin**. Duncan is as evil as he is chaotic and has taken refuge here to avoid the many that are after his head. Duncan occasionally roams the uplands, retreating here to his stronghold after each raid. He proudly serves the demon god Tsathogga. His bright green armor is fused to his skin, creating a terrible visage of twisted metal and flesh. His band is somewhat diminished from what it once was, consisting now of **Zagrid**, a 10th-level cleric of Tsathogga; **Hortex**, a 9th-level assassin; **Zog** and **Log**, a pair of twin chaotic wizards; **3 4th-level fighters**; and **30 men-at-arms**. He also has a retinue of **32 lizardmen** and **12 troglodytes** that live beneath his tower.

Tactics and Effects of

Encountering Duncan and Crew

There are several ways the PCs could encounter Duncan or his minions. First, they could somehow sneak into the gatehouse and dispatch the guards without warning the keep. In this case, the bad guys are unprepared and can be attacked in the keep by surprise.

Second, if the alarm is raised, the bad guys send their forces down to the gatehouse to reinforce those there, with everyone heading down except **Zagrid** (who retreats to **Area F** to summon a demon) and **10 men-at-arms**, who guard the entrance to **Area F** until **Zagrid** emerges with a 10 ft. pet frog demon in tow in 10 rounds time. Mobilization time after the horn blows is 10 rounds for the humans to arrive at the gatehouse, and includes the **lizardmen** and **troglodytes** who arrive at the gatehouse in 15 rounds. Duncan's **nightmare** has no difficulty navigating any terrain.

The third case is that the party initially attacks the gatehouse and then retreats. Should this occur, Duncan heads to get **Hydramel** (see "The Oak Forest" above) and adds him to the battle, while sending **Hortex** (*invisibly*) with the lizardmen and troglodytes out to locate the intruders. Leaving his men-at-arms behind, Duncan then hunts them with the aid of his dragon and his humanoid followers, taking **Zog** and **Log** with him

mounted on the dragon. In all cases, **Zagrid** remains in the keep, summoning a demon to hunt the intruders with **Duncan**. **Duncan** does not follow anyone out of the canyon, fearing ambush from his enemies in **Glairv** and **Elise**.

Duncan wields a terrible weapon, *The Arm of Tsathogga*, and wears a *ring of fire resistance* and a *ring of protection* +3. His armor is completely fused to his skin, and acts as +3 *plate mail*. He rides a **nightmare** into battle and carries a +1 *lance*.

DUNCAN THE ANTIPALADIN

CR 13

XP 25,600

Human antipaladin 14 (*Pathfinder RPG Advanced Player's Guide* "Antipaladin")

CE Medium humanoid (human)

Init +5; Senses Perception +2

AC 26, touch 14, flat-footed 25 (+12 armor, +3 deflection, +1 Dex)

hp 116 (14d10+35)

Fort +15, Ref +7, Will +13

Immune disease; Resist fire 20

Speed 30 ft. (20 ft. in armor)

Melee *Arm of Tsathogga* +19/+14/+9 (1d8+5/19-20 plus 2d6 vs. good)

Special Attacks channel negative energy 4/day (DC 19, 7d6 damage), aura of sin, smite good

Antipaladin Spell-Like Abilities (CL 11th; concentration +13)

At will—*detect good*

Antipaladin Spells Prepared (CL 11th; concentration +13)

4th—*slay living* (DC 16)

3rd—*inflict moderate wounds* (DC 15)

2nd—*darkness*, *desecrate*, *undetectable alignment* (DC 14)

1st—*bane* (DC 13), *cause fear* (DC 13), *death knell* (DC 13),

doom (DC 13)

Str 18, Dex 12, Con 14, Int 10, Wis 15, Cha 14

Base Atk +14; CMB +18; CMD 32

Feats Blind-fight, Cleave, Great Cleave, Great Fortitude, Improved Initiative, Lunge, Power Attack, Vital Strike

Skills Bluff +14, Disguise +8, Intimidate +14, Knowledge (religion) +10, Ride +9, Spellcraft +7, Stealth +6

Languages Common

SQ aura of cowardice, aura of despair, aura of evil, aura of vengeance, channel negative energy, cruelty (blinded, cursed, diseased, poisoned), fiendish boon (weapon), touch of corruption, unholy resilience

Other Gear +3 *full plate*, *Arm of Tsathogga*, *ring of fire resistance* (major), *ring of protection* +3, +1 *lance*

NIGHTMARE

CR 5

XP 1,600

hp 51 (*Pathfinder Roleplaying Game Bestiary* "Nightmare")

ZAGRID

CR 9

XP 6,400

Human cleric 10

CE Medium humanoid (human)

Init +3; Senses Perception +14

AC 21, touch 10, flat-footed 21 (+11 armor, +1 deflection, -1 Dex); +1 vs. good opponents

hp 78 (10d8+30)

Fort +12, Ref +3, Will +12; +2 vs. good opponents

Speed 20 ft.

Melee +1 falchion +11/+6 (2d4+5/18-20)

Special Attacks channel negative energy 4/day (DC 16, 5d6), chaos blade (1/day, 5 rounds)

Domain Abilities (CL 10th; concentration +14)

7/day—destructive smite (+5), touch of chaos

SWORD OF AIR

Cleric Spells Prepared (CL 10th; concentration +14)
5th—*flame strike* (DC 19) *shout* (DC 19)^D, *slay living* (C 19)
4th—*chaos hammer*^D, *cure critical wounds*, *death ward*,
poison (DC 18), *unholy blight* (DC 18)
3rd—*animate dead*, *blindness/deafness*, *magic circle*
against good, *rage*^D, *water breathing*
2nd—*align weapon* (chaos)^D, *cure moderate wounds*,
darkness, *death knell* (DC 16), *shield other*, *silence* (DC 16)
1st—*bane* (DC 15), *bless*, *command* (DC 15), *cure light*
wounds, *divine favor*, *true strike*^D
0 (at will)—*create water*, *detect magic*, *light*, *mending*
D Domain spell; **Domains** Chaos, Destruction

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

Base Atk +7; **CMB** +10; **CMD** 20

Feats Combat Casting, Great Fortitude, Heavy Armor Proficiency, Improved Initiative, Power Attack, Spell Focus (Conjuration)

Skills Handle Animal +11, Heal +8, Knowledge (nature) +1, Knowledge (religion) +6, Perception +14, Spellcraft +8

Languages Abyssal, Common

SQ aura (destructive aura; 10 rounds/day, +5 damage)

Combat Gear 2 *potions of cure moderate wounds*; **Other Gear** +1 *full plate*, +1 *falchion*, *cloak of resistance* +1, *headband of inspired wisdom* +2, *ring of protection* +1, *unholy symbol*

HORTEX

XP 4,800

Human assassin 4/rogue 5

CE Medium humanoid (human)

Init +4; **Senses** Perception +12

CR 8

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

hp 62 (9d8+18)

Fort +4, **Ref** +12, **Will** +4; +2 vs. poison

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

Speed 30 ft.

Melee *dagger of venom* +8/+3 (1d4+2/19-20) or *masterwork shortsword* +8/+3 (1d6+1/19-20)

Special Attacks death attack (DC 15), sneak attack +5d6, true death (DC 19)

Str 13, **Dex** 18, **Con** 14, **Int** 12, **Wis** 10, **Cha** 11

Base Atk +6; **CMB** +10; **CMD** 21

Feats Acrobatic, Agile Maneuvers, Blind-fight, Catch Off-guard, Iron Will, Lightning Reflexes

Skills Acrobatics +18, Appraise +9, Bluff +12, Climb +9, Disable Device +12, Disguise +8, Escape Artist +11, Intimidate +12, Perception +12, Sense Motive +8, Stealth +16, Swim +9

Languages Abyssal, Common

SQ hidden weapons, poison use, rogue talent (bleeding attack, fast stealth), trapfinding +2

Combat Gear *oil of keen edge*, *potion of blur*, *potion of haste*; **Other Gear** leather armor, *dagger of venom*, *masterwork shortsword*

ZOG

XP 2,400

hp 45 (*Pathfinder Roleplaying Game Game Mastery Guide* "NPC, Conjurer")

Combat Gear wand of magic missile (20 charges)

CR 6

LOG

XP 2,400

hp 45 (*Pathfinder Roleplaying Game Game Mastery Guide* "NPC, Conjurer")

Combat Gear wand of lightning bolt (CL 5) (20 charges)

CR 6

Inside Duncan's Citadel

Duncan's citadel is a simple affair, with a fortified gatehouse manned by **4d6 men-at-arms** and one **4th-level fighter** at all times. The gatehouse has a large horn that can be blown if needed, alerting those in the keep of intruders. The gatehouse is a simple two-tower structure, with a ballista on the right tower, and a cauldron of oil and a lit brazier in the left. It has a wooden gate and portcullis, with a murder hole leading from the left tower into the entry. The gatehouse is built right into the stone of the Devil's Tower and its sheer, 90 ft. walls. The only trail up the tower leads from the gatehouse.

MEN-AT-ARMS (4d6)

CR 1/3

XP 135

hp 8 (*Pathfinder Game Mastery Guide* "NPC Gallery, foot soldier")

OFFICER

CR 3

XP 800

hp 34 (*Pathfinder Game Mastery Guide* "NPC Gallery, guard officer")

The keep itself is carved from the obsidian walls of the place, and consists of a walled building. The walls are 20 ft. high and relatively unclimbable (DC 25 Climb check), as well as being razor sharp at the top (anyone scaling them must make a DC 20 Reflex save or be cut for 2d6 points of damage). Inside the walls are a series of wood and stone buildings (**Areas A-F**). Barrels of water, ale and food are placed against the walls inside the keep. There are 4,000 man-days of rations here. Two lonely mules walk about the courtyard.

Area A

This is the barracks. The building is made of rough-cut lumber and cemented with dried mud. It measures 200 ft. long and is 50 ft. wide, with a peaked 12 ft. ceiling. This building houses the men-at-arms and their sergeants. Inside are 38 beds, barrels of water and ale, and the various possessions of the men-at-arms. Each has 6d10 gp of random gear and 2d10 gp in coin stashed in a footlocker or hanging from a peg on the wall near the bed.

Area B

This is a flat trapdoor leading to the caves below the keep (**Areas G-I**). It is obvious and unlocked. Beneath the trapdoor is a wooden ladder leading down to **Area G**.

Area C

This building is composed of rough-cut wood and is cemented by mud. It measures 40 ft. by 60 ft., and has a flat wooden roof. This building houses **Zog** and **Log**, and contains three beds (weird), a long, flat table with various alchemical bits and pieces (worth 700 gp), and a locked iron box (**Zog's** bed hides the key). The box contains the twin's spellbooks, as well as 400 gp, and a *scroll of wish*.

Area D

This is Duncan's private residence. It is composed of cut stone with a flat stone roof. The building measures 30 ft. square, and has a 10 ft. ceiling. The interior is spartan, having a simple bed and chest. The chest contains a *cursed unholy symbol of Tsathogga* (generates a -2 on all rolls if touched by an "infidel" until *remove curse* is cast), a spare cloak (green, of course), 3 *potions of cure serious wounds*, and a silver whistle (that summons a **nightmare**).

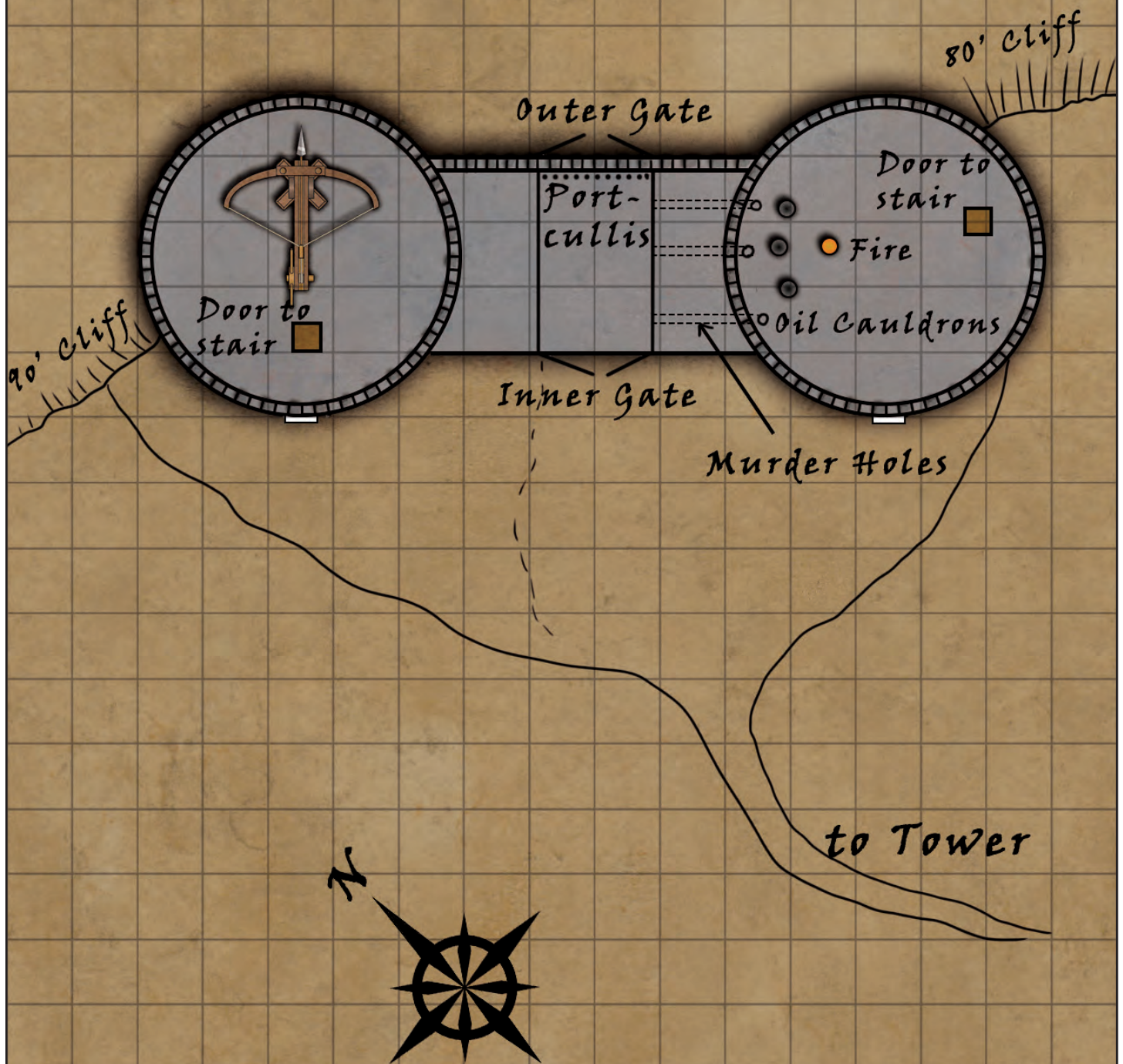
On a table in the center of the room is a (currently inactive) *magical chessboard* (see the **Appendix**).

Area E

This 40 ft. by 40 ft. stone building features a stone roof as well. It is the living quarters of **Hortex** and **Zagrid**. Both have a simple if com-

DH-7 The Gatehouse

1 square - 10 feet



SWORD OF AIR

fortable bed, and simple furnishings dot the room. Each has a locked chest (keys are with them; DC 20 Disable Device to open). Hortex's chest contains a disguise kit, a sack of 200 gp, 3 vials of black lotus extract, 5 vials of deathblade poison, a *potion of gaseous form* and a *potion of invisibility*.

Zagrid's chest contains a solid gold statue of Tsathogga (500 gp value), 6 pieces of *incense of meditation* (see the **Appendix**), 2 vials of virgin's blood (for use in summoning the demon in **Area F**) and a spare set of priestly robes.

Area F (CR II)

This 50 ft. by 20 ft. structure is a small temple of Tsathogga. It contains an evil-looking, bloodstained altar to the frog god, a silver unholy water fountain (worth 2,000 gp in precious metals and gems, generates 5 vials per day), and a large statue of Tsathogga. If an evil priest casts *prayer* and drops the blood of a virgin on the altar, a **hezrou demon** is summoned to serve the priest for 1 hour.

DEMON, HEZROU

CR 11

XP 12,800

hp 145 (*Pathfinder Roleplaying Game Bestiary* "Demon, Hezrou")

Area G

This large cave is 80 ft. in diameter and houses the **32 lizardfolk** and **12 troglodytes** that serve Duncan. It also has a water spring of clean, if somewhat brackish, water, and crates of fish and meat are brought in to feed them. Two 8 ft. diameter tunnels lead out of the cave.

LIZARDFOLK (12)

CR 1

XP 400

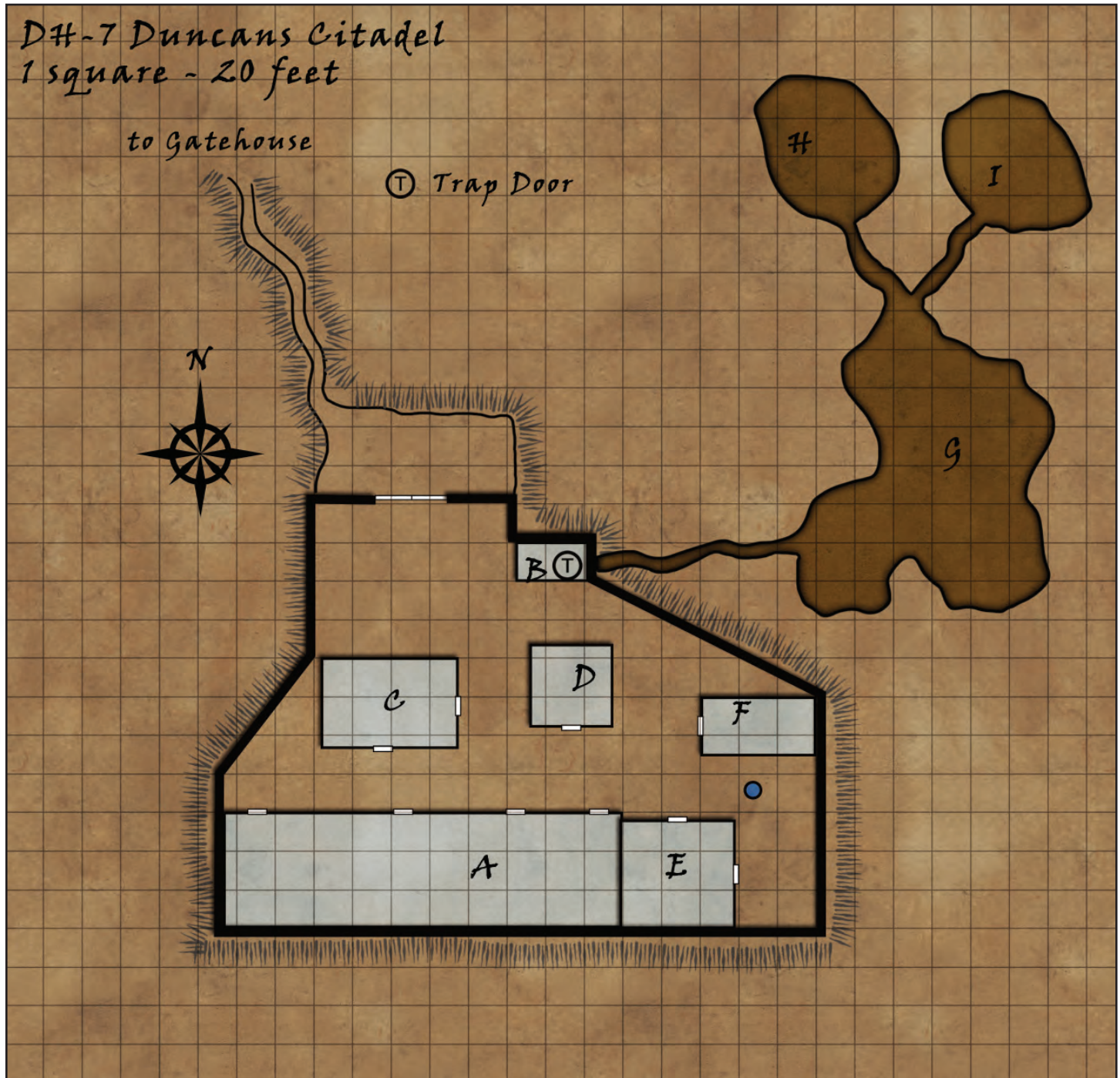
hp 11 (*Pathfinder Roleplaying Game Bestiary* "Lizardfolk")

TROGLODYTE (32)

CR 1

XP 400

hp 13 (*Pathfinder Roleplaying Game Bestiary* "Troglodyte")



Area H

This non-descript, 30 ft. diameter cave is full of bones, rotted material and waste from the lizardmen and troglodytes. Careful inspection (with a DC 20 Perception check) reveals that the ground beneath has been frequently, and even recently, excavated.

This is Duncan's treasure hoard. He keeps his significant wealth buried here under a few inches of dirt and encourages his minions to cover it with all sorts of foul waste. Under the nasty bits are the following:

- 29,000 gp in gold bars
- 16,000 gp in coins
- 22 gems (a gigantic, uncut emerald worth 25,000 gp, 8 matched rubies worth 2,000 gp each, 6 black pearls on a thin string worth 500 gp as a set, 2 large pieces of blue jade worth 250 gp each, 4 large garnets worth 100 gp each, and a 5-inch chunk of *uncut beryl with rainbow hues* (magical, when used as a focus for illusion spells, gives a -2 on all Will saves against them). The beryl has an apparent value of 1,000 gp. The gems are kept in a small, locked box.
- A large statue of a long-forgotten god made of ivory that is yellowed and obviously very old worth 900 gp.
- A wax-sealed crate containing 10 ancient manuscripts. They are interesting reading, but otherwise mundane. The books would be worth 500 gp each to a scholar or the library in Elise.
- A large silver mirror, tarnished and black. It is 4 ft. square but worth 100 gp if cleaned.
- Three gold rings, one of which is set with a tiny diamond, worth 700 gp, 60 gp and 50 gp.
- Three small statues of alabaster kittens with emerald eyes. Each is set with a magnet in its base. Attached to them are three jet miniatures of mice, also set with magnets. The cats chase or catch the rats depending on which way the magnets face. The set is worth 200 gp.

Area I

This cave is similar to **Area H**. The treasure in it, however, is readily apparent. Six large open chests contain 29,000 cp and 41,000 sp in coins. Two smaller chests are full to the brim with shiny, polished colorful rocks. The rocks are worthless. This is the loot stash Duncan and his minions use to appease Hydramel in the Oak Forest.

Encounter Area DH-8: The Hatfields (or, "I Love the Smell of Chlorine in the Morning, It Smells Like . . . Victory") (CR Varies, up to 18)

Near the northern edge of the Dragon Hills is a grove of huge trees, some as large as 50 ft. in diameter. The trees and brush are overgrown and almost impassable in places. In the center of this grove is a large cave. The cave entrance itself is more than 70 ft. in diameter, and the wafting vapors that give the area the smell of a swimming pool can be noticed for several hundred yards. Strangely, no birds or small animals seem present in the grove.

This cave is the nest of a **family of green dragons**. The clan consists of **Grandma** (ancient female), **Dad** (adult), **Mom** (adult), **Junior** (young adult) and **the Twins** (2 females young).

GRANDMA **CR 17**
XP 102,400
hp 310 (*Pathfinder Roleplaying Game Bestiary* "Chromatic Dragon, Green, Ancient")

MOM and DAD **CR 12**
XP 19,200
hp 165, 187 (*Pathfinder Roleplaying Game Bestiary*

JUNIOR

XP 12,800

Young adult male green dragon (*Pathfinder Roleplaying Game Bestiary* "Chromatic Dragon, Green, Adult")

LE Huge dragon (air)

Init +0; **Senses** dragon senses; **Perception** +22

Aura frightful presence (150 ft., DC 18)

AC 24, touch 8, flat-footed 24 (+16 natural, -2 size)

hp 136 (13d12+52)

Fort +12; **Ref** +8; **Will** +12

DR 5/magic; **Immune** acid, paralysis, sleep; **SR** 22

Speed 40 ft., fly 200 ft. (poor), swim 40 ft.

Melee bite +18 (2d8+10/19-20) and 2 claws +18 (2d6+7) and tail slap +13 (2d6+10) and 2 wings +13 (1d8+3)

Space 15 ft.; **Reach** 10 ft.

Special Attacks breath weapon breath weapon (50 ft. cone, DC 20, 10d6 acid), crush (Small creatures, DC 20, 2d8+10)

Spell-Like Abilities (CL 13th):

At will—*charm person* (DC 13), *entangle* (DC 13)

Spells Known (CL 3rd):

1st (6/day)—*shield*, *silent image* (DC 13), *ventriloquism* (DC 13)

0 (at will)—*dancing lights*, *ghost sound* (DC 12), *mage hand*, *message*, *prestidigitation*

Str 25, **Dex** 10, **Con** 19, **Int** 14, **Wis** 15, **Cha** 14

Base Atk +13; **CMB** +22; **CMD** 32 (36 vs. trip)

Feats Alertness, Cleave, Flyby Attack, Great Cleave, Improved Critical (bite), Iron Will, Power Attack

Skills Fly +8, Knowledge (arcana) +18, Knowledge (nature) +18, Perception +22, Sense Motive +4, Spellcraft +18, Stealth +8, Survival +18, Swim +31

Languages Common, Draconic, Elven

SQ water breathing, woodland stride

Water Breathing (Ex) A green dragon can breathe underwater indefinitely and can freely use its breath weapon, spells, and other abilities while submerged.

Woodland Stride (Ex) A very young or older green dragon can move through any sort of foliage at full speed without taking damage or suffering impairment. Areas of foliage that have been magically manipulated affect it normally.

TWINS (2)

XP 4,800

hp 85 (*Pathfinder Roleplaying Game Bestiary* "Chromatic Dragon, Green, Young")

CR 8

This family does not take kindly to intruders in its lair. There is a 90% chance of immediate attack should anyone enter their cave, and a 50% chance of attack on any within the grove. Otherwise, the dragons talk to anyone before eating them. The one saving grace for anyone foolish enough to enter this area is that the dragons are in search of allies to slay their nemeses, the McCoys in **Encounter Area DH-9**. If mom or grandma first encounters intruders, they make this offer, assuming no immediate attack is indicated.

These dragons (particularly the ladies) realize that any outright battle with the blue McCoys would result in the death of many of them, even if they won in the end, so they are extremely keen on recruiting allies to attack the blue dragons for them. Their goal is to dominate these game-rich hills as well as the river fork south of Glairv. They know that once the blues are gone, they can properly extort riches out of merchant ships passing through the river, thereby increasing their wealth. Should intruders offer to attack the blue dragons, they are promised the crown from the dragons' hoard for the head of the very old blue dragon known as **Uncle Ernie**. The dragons keep this promise as long as the mercenaries agree to leave them alone and stay out of their territory.

DH-8
Dragon Lair
The Hatfields

1 square - 20 feet





Locations of the Hatfield Dragons

Dragon	Day				Night			
	Hunting	In Cave	Grove	Asleep	Hunting	In Cave	Grove	Asleep
Grandma (Ancient)	10%	80%	10%	50%	5%	90%	5%	75%
Dad (Adult)	50%	30%	20%	30%	10%	85%	5%	60%
Mom (Adult)	30%	40%	30%	30%	5%	85%	10%	60%
Junior (Immature)	50%	10%	40%	10%	25%	50%	25%	50%
The Twins (Young)	0%	50%	50%	0%	0%	90%	10%	90%

Dad always attacks, and the twins typically run away from armed men and get grandma or mom if they are in the cave. If any of the dragons are harmed, they all immediately attack, with the twins flying off to get any dragons out hunting. Junior is quite interested in talking with the PCs, as he has an ulterior motive for not wanting war with the McCoys.

Junior, you see, is in love with the blue dragon Missy and he wants to engage the PCs to send a message to her, requesting that she “elope” with him. The sad fact (for those of you who were expecting a Romeo and Juliet scenario) is that Missy despises Junior and the Hatfield clan as a whole. Anyone delivering the message is doomed. If Junior finds out that the mercenaries killed Missy, he goes berserk and attacks them, eventually drawing all the green dragons into the fight.

The dragons have accumulated a huge trove of loot in their lair. Grandma is usually napping atop this pile. It consists of the following:

- A large oak door that is a *portable room* (see the **Appendix**)
- A +2 *hammer of quaking* (see the **Appendix**)
- A *catcher's mitt* (see the **Appendix**)
- 122,000 gp in random coins (copper, silver, gold mixed)
- 44 gems worth a total of 42,000 gp, including one huge, uncut ruby worth 10,000 gp
- Mundane items including a huge block and tackle; 4 mining picks; a rowboat; a bulls-eye lantern; 200 ft. of rope; an alchemical silver dagger; a box of 100 torches; an untapped keg of fine ale; 2 suits of full plate; a throne of mahogany (worth 500 gp); a large dinner table made of oak (worth 100 gp); a box full of silver dinnerware (8 settings, pretty floral pattern, worth 80 gp); a large brass birdcage (worth 35 gp); a woolen blanket woven with gold thread (worth 200 gp); a broken wagon; 6 swords of various types; 2 lances; a heavy mace; 2 quivers containing 15 and 16 arrows; one longbow; and a badly dented suit of plate barding for a horse.
- A platinum crown with a diamond set in it, cast in a woven pattern of intertwined leaves and stems (and worth a great deal to the elves of the Walking Wood — returning the crown to them grants friendship). The crown is obviously of elven make. The crown is worth 10,000 gp, and much more to the elven prince.
- A silver necklace of chain links set with small emeralds shaped like a circle with two wings that drape over ones back when worn. The necklace is worth 600 gp.
- A pair of gold earrings set with ruby studs worth 300 gp.
- A platinum bracelet of 5 interconnected hoops engraved with dragon images worth 1,200 gp.
- A gold ring set with a large, oval-shaped emerald worth 5,000 gp.

Encounter Area DH-9: The McCoys (Ride the Lightning!) (CR Varies, up to 19)

In the southern end of the Dragon Hills, atop one of the largest of the hills, is a flat-topped ridge containing a large cave. This cave is the home of the **McCoy family of blue dragons**. The family consists of **Uncle Er-**

nie (a very old dragon), **mom** and **dad** (2 adults), **Missy** (a young adult), and **Baby** (a very young dragon).

UNCLE ERNIE

CR 17

XP 102,400

Very old male blue dragon (*Pathfinder Roleplaying Game Bestiary* “Chromatic Dragon, Blue, Very Old”)

LE Gargantuan dragon (earth)

Init +3; **Senses** dragon senses; **Perception** +29

Aura electricity aura (10 ft), frightful presence (270 ft., DC 25)

AC 34, touch 5, flat-footed 34 (–1 Dex, +29 natural, –4 size)

hp 275 (22d12+132)

Fort +19; **Ref** +12; **Will** +17

DR 15/magic; **Immune** electricity, paralysis, sleep; **SR** 28

Speed 40 ft., burrow 20 ft., fly 250 ft. (clumsy)

Melee bite +30 (4d6+16/19–20) and 2 claws +29 (2d8+11) and tail slap +27 (2d8+16) and 2 wings +27 (2d6+5)

Space 20 ft.; **Reach** 15 ft.

Special Attacks breath weapon (120 ft. line, DC 27, 18d8 electricity), crush (Medium creatures, DC 27, 4d6+16), desert thirst (DC 27), mirage, tail sweep (Small creatures, DC 27, 2d6+16)

Spell-Like Abilities (CL 22nd)

At will—*create water*, *ghost sound* (DC 14), *hallucinatory terrain* (DC 18), *minor image* (DC 16), *ventriloquism* (DC 15)

Spells Known (CL 11th; melee touch +30, ranged touch +17):

5th (4/day)—*hold monster* (DC 19), *persistent image* (DC 19)

4th (7/day)—*dimension door*, *enervation*, *stoneskin*

3rd (7/day)—*dispel magic*, *displacement*, *haste*, *vampiric touch*

2nd (7/day)—*darkness*, *false life*, *invisibility*, *resist energy*, *shatter* (DC 16)

1st (7/day)—*alarm*, *mage armor*, *shield*, *true strike*, *unseen servant*

0 (at will)—*arcane mark*, *bleed* (DC 14), *detect magic*, *light*, *mage hand*, *mending*, *message*, *read magic*, *resistance*

Str 33, **Dex** 8, **Con** 23, **Int** 18, **Wis** 19, **Cha** 18

Base Atk +22; **CMB** +37; **CMD** 46 (50 vs. trip)

Feats Combat Casting, Dazzling Display, Deadly Stroke, Extend Spell, Hover, Improved Critical (bite), Improved Initiative, Multiattack, Shatter Defenses, Silent Spell, Weapon Focus (bite)

Skills Bluff +29, Fly +10, Intimidate +29, Knowledge (arcana) +29, Knowledge (geography) +29, Knowledge (local) +29,

Perception +29, Spellcraft +29, Stealth +12, Survival +29

Languages Auran, Common, Draconic, Giant, Infernal

SQ mirage, sound imitation

Desert Thirst (Su) A blue dragon can cast *create water* at will (CL 22). Alternatively, it can destroy an equal amount

Locations of the McCoy Dragons

Dragon	Day				Night			
	Hunting	In Cave	Cave	Asleep	Hunting	In Cave	Cave	Asleep
Uncle Ernie (Very Old)	40%	50%	10%	50%	5%	70%	5%	25%
Dad (Adult)	50%	30%	20%	30%	10%	85%	5%	60%
Mom (Adult)	30%	40%	30%	30%	5%	85%	10%	60%
Missy (Immature)	50%	10%	40%	10%	25%	50%	25%	50%
Baby (Very Young)	0%	50%	50%	0%	0%	90%	10%	90%

of liquid in a 10 ft. burst. Unattended liquids are instantly reduced to sand. Liquid-based magic items (such as potions) and items in a creature's possession must succeed on a Will save (DC 27) or be destroyed.

Electricity Aura (Su) A very old blue dragon is surrounded by an aura of electricity. Creatures within 10 ft. take 1d6 points of electricity damage at the beginning of the dragon's turn.

Mirage (Su) A very old blue dragon can make itself appear to be in two places at once as a free action for 22 rounds per day. This ability functions as *project image* but the dragon can use its breath weapon through the mirage.

Sound Imitation (Ex) A very young or older blue dragon can mimic any voice or sound it has heard by making a successful Bluff check against a listener's Sense Motive check.

MOM and DAD CR 13 XP 25,600

hp 184 (*Pathfinder Roleplaying Game Bestiary* "Chromatic Dragon, Blue, Adult")

MISSY CR 12 XP 19,200

Young adult female blue dragon (*Pathfinder Roleplaying Game Bestiary* "Chromatic Dragon, Blue, Young Adult")
LE Huge dragon (earth)

Init +4; **Senses** dragon senses; **Perception** +19

Aura frightful presence (150 ft., DC 19)

AC 25, touch 8, flat-footed 25 (+17 natural, -2 size)

hp 147 (14d12+56)

Fort +13; **Ref** +9; **Will** +11

DR 5/magic; **Immune** electricity, paralysis, sleep; **SR** 23

Speed 40 ft., burrow 20 ft., fly 200 ft. (poor)

Melee bite +20 (2d8+10) and 2 claws +19 (2d6+7) and tail slap +17 (2d6+10) and 2 wings +17 (1d8+3)

Space 15 ft.; **Reach** 10 ft.

Special Attacks breath weapon (100 ft. line, DC 21, 10d8 electricity), crush (Small creatures, DC 21, 2d8+10), desert thirst (DC 21)

Spell-Like Abilities (CL 14th):

At will—*create water*, *ghost sound* (DC 12), *minor image* (DC 14)

Spells Known (CL 3rd):

1st (6/day)—*alarm*, *mage armor*, *shield*

0 (at will)—*arcane mark*, *detect magic*, *mage hand*, *mending*, *read magic*

Str 25, **Dex** 10, **Con** 19, **Int** 14, **Wis** 15, **Cha** 14

Base Atk +14; **CMB** +23; **CMD** 33 (37 vs. trip)

Feats Combat Casting, Dazzling Display, Hover, Improved Initiative, Multiattack, Shatter Defenses, Weapon Focus (bite)



Skills Bluff +19, Fly +9, Intimidate +19, Knowledge (local) +19, Perception +19, Spellcraft +19, Stealth +9, Survival +19

Languages Auran, Common, Draconic

SQ sound imitation

Desert Thirst (Su) A blue dragon can cast *create water* at will (CL 14). Alternatively, it can destroy an equal amount of liquid in a 10 ft. burst. Unattended liquids are instantly reduced to sand. Liquid-based magic items (such as potions) and items in a creature's possession must succeed on a Will save (DC 21) or be destroyed.

Sound Imitation (Ex) A very young or older blue dragon can mimic any voice or sound it has heard by making a successful Bluff check against a listener's Sense Motive check.

BABY CR 9 XP 6,400

hp 95 (*Pathfinder Roleplaying Game Bestiary* "Chromatic Dragon, Blue, Young")

This family also does not take kindly to intruders in their lair. There is a 90% chance of immediate attack should anyone enter their cave, and a 40% chance of attack on any within 500 yards outside. Otherwise, the dragons talk to anyone before eating them. The one saving grace for anyone foolish enough to enter this area is that the dragons are in search of allies to slay their nemeses, the Hatfields, in **Encounter Area DH-8**. If Mom or Uncle Ernie first encounters intruders, they make this offer, assuming no immediate attack is indicated.

These dragons realize that any outright battle with the green Hatfields would result in the death of many of them, even if they won in the end, so they are extremely keen on recruiting allies to attack the green dragons for them. They particularly fear Grandma. Their goal is the same as their enemies: to dominate these game-rich hills, as well as the river fork south of Tsar. They know that once the greens are gone, they can properly extort riches out of merchant ships passing through the river, thereby increasing their wealth. Should intruders offer to attack the green dragons, they are promised an assortment of gems worth 10,000 gp.

Missy always attacks (after talking first), and Baby typically runs away from armed men to get his larger kinfolk if they are in the cave. If any of the dragons is harmed, they all immediately attack, with Baby flying off to get anyone out hunting. Missy hates Junior (see **Encounter Area DH-8**) and flies into a rage if his offer is presented to her. If the players somehow communicate that they have killed Junior, Missy does not attack them and may actually become friendly toward them.

The dragons have accumulated a huge trove of loot in their lair. Uncle Ernie usually naps atop this pile. It consists of the following:

- A *hat of disappearing* (see the **Appendix**).
- A *necklace of enablement* (see the **Appendix**).
- A +1 *club of stunning* (see the **Appendix**).
- A *lute of bloodboiling* (see the **Appendix**).
- 90,000 gp of assorted coins (copper, silver and gold).
- 22 gems worth a total of 31,000 gp.
- A treasure map leading to **Encounter Area XR-4**.
- Mundane items including a marble statue of a king (worth 800 gp); 12 books (valuable in Elise, worth 500 gp each) including one discussing the *sword of Air* that describes it as a demonic, evil sword; a solid block of cold-wrought, meteoric iron (weighs 60 pounds, worth 6,000 gp to a dwarven smith); a crate of spices from far away worth 2,200 gp; a suit of chain mail; 100 ft. of silk rope; a case of 24 oil flasks; a heavy crossbow; a war hammer; three spears; a greatsword; a painting of a noblewoman worth 200 gp; two broken marble pillars, 5 ft. long each; a broken light chariot; two large bundles of fine cloth, each measuring 20 square yards and worth 200 gp; a very sharp pair of scissors; two balls of twine (100 ft. long); a bamboo fishing pole and box of fine lures; two pewter drinking mugs; a set of studded leather armor; a crate of iron rations (60 days' worth); two large leather belts; and a wagon wheel.
- A toy hobbyhorse with garnet eyes and silk exterior. It is highly intricate and worth 600 gp.
- A silver necklace with small semi-precious stones set all over it. The necklace is a series of chains with a bangle at the end containing a large emerald. The whole is worth 3,000 gp.
- A simple gold band wedding ring inscribed "till the end of time," worth 40 gp.
- A silver horn that makes a high-pitched sound, worth 20 gp.
- A ceramic box inscribed with arcane symbols. The box is worth 200 gp and is locked (DC 20 Deisable device to bypass). If opened, it contains 4 potions (*enlarge, fly, heroism, and spider climb*).

The Xircos River

The Amazon Village

The Amazon Village is detailed in **Encounter Area XR-7**.

Ghue Island

Ghue Island does not figure into this adventure and is not detailed here. Ghue Island is a strange place, and rumors of giant condors and strange wizards that live here are known throughout the land. It is said that even dinosaurs stalk it. Ghue Island will be detailed in an upcoming addition to the *Lost Lands*.

The Xircos River

The river is wide, deep and slow-moving. It meanders through the lowlands like a giant snake, slowly taking sediment to the sea.

Roll 1d20 upon PCs' initial encounter with the blood creek and again twice per day while navigating the stream or walking the banks of this waterway.

Xircos River Random Encounters

Roll	Result
01–30	1d6 common animals, non-aggressive
41–40	1d6 common animals, aggressive
41–45	1d4 giant catfish
46–50	2d4 giant crayfish
50–65	river pirates
66–70	1d6 giant or dire species of a common, non-aggressive animal
71–74	2d6 crocodiles
75–85	2d4 river troll
86–95	3d6 lizardmen
96–00	monster (GM's choice, although will-o'-wisps are common)

Common animal, non-aggressive: This encounter is with small furry creatures such as **deer, rabbits and squirrels**. There is a 50% chance that the animal provides 1d6 days rations and a 10% chance it provides 3d6 days rations if slain. See the **Fuzzy Forest Creatures Sidebox (Dearthwood Wilderness Encounters)**.

Common animal, aggressive: This encounter is with **1d6 bears, wolves, badgers** or other nasty critters. There is a 50% chance the animals are hunting and a further 30% chance they are in their nest. The animals are subject to standard reaction tests to determine if they attack. See the **Still Fuzzy Forest Creatures, but Predatory Sidebox (Dearthwood Wilderness Encounters)**.

Giant catfish: This encounter is with **1d4 giant catfish**. As always, the creatures are hungry, lazy and delicious if deep fried in a skillet with some cornmeal and served with some hot sauce.



N Large animal (aquatic)
Init +2; **Senses** low-light vision, tremorsense 60 ft.;
Perception +16

AC 19, touch 11, flat-footed 17 (+2 Dex, +8 natural, -1 size)
hp 75 (10d8+30)
Fort +10; **Ref** +9; **Will** +6

Speed swim 40 ft.
Melee bite +11 (1d8+6 plus grab)
Space 10 ft.; **Reach** 5 ft.
Special Attacks electricity discharge, swallow whole (1d8+4 acid damage, AC 14, 7 hp)

Str 19, **Dex** 15, **Con** 17, **Int** 2, **Wis** 12, **Cha** 2
Base Atk +7; **CMB** +12 (+16 to grapple); **CMD** 24 (can't be tripped)
Feats Ability Focus (electricity discharge), Iron Will, Power Attack, Skill Focus (Perception), Weapon Focus (bite)
Skills Perception +16, Swim +16

Electricity Discharge (Ex) Once every 1d4 rounds, a giant electric catfish can generate a pulse of electricity that deals 2d6 points of electricity damage to everything a 10 ft. radius. Living creatures within the area not only take damage but also are stunned for one round. A successful DC 20 Reflex save reduces the electricity damage by half and negates the stunning effect. The save DC is Constitution-based.

Giant Crayfish: This encounter is with 2d4 giant crayfish. The beasts instantly attack.

CRAYFISH, MONSTROUS
XP 800
The Tome of Horrors Complete

CR 3

N Large vermin (aquatic)
Init +0; **Senses** darkvision 60 ft.; **Perception** +4

AC 15, touch 9, flat-footed 15 (+6 natural, -1 size)
hp 26 (4d8+8)
Fort +6; **Ref** +1; **Will** +1
Immune vermin traits
Weaknesses water dependency

Speed 20 ft., swim 40 ft.
Melee 2 claws +5 (1d6+3 plus grab/19-20)
Space 10 ft.; **Reach** 5 ft.
Special Attacks constrict (claw) 1d6+3

Str 16, **Dex** 10, **Con** 14, **Int** -, **Wis** 10, **Cha** 2
Base Atk +3; **CMB** +7 (+11 to grapple); **CMD** 17 (29 vs. trip)
Feats Improved Critical^B (claw)
Skills Perception +4, Stealth +4, Swim +19; **Racial Modifiers** +4 Perception, +4 Stealth, +8 Swim

Water Dependency (Ex) A monstrous crayfish can survive out of the water for 1 hour per 2 points of Constitution. Beyond this limit, a monstrous crayfish runs the risk of suffocation, as if it were drowning.

River pirates: This encounter is with 1d2 pirate skiffs. Each skiff contains 2d6+12 men armed with grapnels, and 2d4 pirates. A skiff has a 10% chance of having an evil cleric or wizard (determine randomly). No prisoners are typically taken unless of noble birth (or young and female).

PRIEST
XP 1,600
 Male orc cleric of Orcus 6
 CE Medium humanoid (orc)

CR 5

SWORD OF AIR

Init -1; **Senses** darkvision 60 ft.; **Perception** +5
Aura Evil

AC 18, touch 9, flat-footed 18 (+7 armor, -1 Dex, +2 shield)
hp 42 each (6d8+6 plus 6)
Fort +6; **Ref** +1; **Will** +9
Defensive Abilities orc ferocity
Weaknesses light sensitivity

Speed 20 ft.
Melee mwk heavy mace +8 (1d8+2)
Special Attacks channel negative energy 6/day (DC 14, 3d6), death's kiss 4/day (3 rounds)
Spells Prepared (CL 6th; melee touch +6, ranged touch +3):
3rd—*animate dead*^P, *blindness/deafness* (DC 17), *invisibility purge*, *prayer*
2nd—*align weapon*, *bear's endurance*, *ghoul touch*^P (DC 16), *hold person* (DC 16), *spiritual weapon*
1st—*bane* (DC 15), *cause fear*^P (DC 17), *entropic shield*, *obscuring mist*
0 (at will)—*bleed* (DC 14), *detect magic*, *detect poison*, *guidance*
D Domain spell **Domain** Undead*

Str 14, **Dex** 8, **Con** 12, **Int** 10, **Wis** 18, **Cha** 13
Base Atk +4; **CMB** +6; **CMD** 15
Feats Command Undead, Extra Channel, Weapon Focus (heavy mace)
Skills Heal +8, Knowledge (arcana) +4, Knowledge (planes) +5, Knowledge (religion) +7, Linguistics +4, Perception +5, Spellcraft +5
Languages Abyssal, Common, Orc
Combat Gear 2 potions of cure serious wounds, *potion of invisibility*; **Other Gear** +1 breastplate, masterwork heavy steel shield, masterwork heavy mace, *cloak of resistance* +1, spell component pouch, unholy symbol of Orcus, 18 gp
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GRAPPLERS CR 1/2
XP 200
hp 15 (*Pathfinder Roleplaying Game Game Mastery Guide* "Brigand")

PIRATE CR 2
XP 600
hp 26 (*Pathfinder Roleplaying Game Game Mastery Guide* "Veteran Buccaneer")

PIRATE WIZARD CR 6
XP 2,400
hp 45 (*Pathfinder Roleplaying Game Game Mastery Guide* "Conjurist")

Giant or dire species of animal (both): This is the same as for regular animals, except with giant-sized versions of them. Highly likely to be a **giant beaver**. See **Dearthwood Wilderness Encounters** for details.

Crocodiles: Ever hungry and always aggressive, these nasties always attack if they gain surprise, or if they are in the water. If encountered on land, they only attack 25% of the time if they do not have surprise.

CROCODILE CR 2
XP 600
hp 26 (*Pathfinder Roleplaying Game Bestiary* "Crocodile")

River Troll: River trolls hunt in **packs of 2d4**. They attack both land and water targets.

RIVER TROLL CR 5
XP 1,600

The Tome of Horrors 4 236
CE Large humanoid (amphibious, giant)
Init +2; **Senses** darkvision 60 ft., low-light vision, scent;
Perception +8

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

Speed 30 ft., swim 40 ft.
Melee bite +8 (1d8+5), 2 claws +8 (1d6+5)
Space 10 ft.; **Reach** 10 ft.
Special Attacks rend (2 claws, 1d6+7)

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, Swim +13
Languages Giant
SQ amphibious

Lizardfolk: The lizardfolk here are potentially of the friendly sort, but will of course kill and eat any that they outnumber at least 2 to 1. Otherwise, they would be open to trading (each carries 1d6 gold nuggets worth 1d6 gp each). They desire metal weapons.

LIZARDFOLK CR 1
XP 400
hp 11 (*Pathfinder Roleplaying Game Bestiary* "Lizardfolk")

Monster: The GM gets to have fun and pick some random large beastie to terrorize his players with!

The Barrier Hills

These hills form the border between the fertile valley of the Xircos River and the dead wastes to the east. As high as small mountains, these prominences are only considered "hills" due to their proximity to the massive Stoneheart Range to the west. The hills were once known as the Piedmont Highlands but were renamed as the Barrier Hills after the cataclysm that destroyed Tsen left their eastern slopes scorched and permanently scarred. Green and lush on the west side, and rocky and barren on the east, these hills took the brunt of the blast that destroyed Tsen long ago and were all that spared the nearby city of Apothasalos from mutual destruction. A wild area, the proximity of the northern wilds and the wasteland to the east make these hills dangerous.

Encounters have a 1-in-6 chance of occurring each day during daylight hours and at night.

The Barrier Hills Random Encounters

Roll	Result
01-30	1d6 common animals, non-aggressive
41-50	1d6 common animals, aggressive
51-60	2d10+6 humanoids
61-73	priests of Orcus
74-76	something yucky from the Southern Wasteland
77-81	1d6 giant or dire species of a common, non-aggressive animal
82-85	1d6 giant or dire species of a common, aggressive animal
86-88	1d6 trolls or 1d10 ogres
89-94	4d6+10 bandits/brigands

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Roll	Result
95–99	monster (GM's choice, although displacer beasts and hill giants are common)
00	warband of Orcus

Common animal, non-aggressive: This encounter is with small furry creatures such as **deer**, **rabbits** and **squirrels**. There is a 50% chance that the animal provides 1d6 days rations and a 10% chance it provides 3d6 days rations if slain. See the **Fuzzy Forest Creatures Sidebox (Dearthwood Wilderness Encounters)**.

Common animal, aggressive: This encounter is with **1d6 bears**, **wolves**, **badgers** or other nasty critters. There is a 50% chance the animals are hunting and a further 30% chance they are in their nest. The animals are subject to standard reaction tests to determine if they attack. See the **Still Fuzzy Forest Creatures, but Predatory Sidebox (Dearthwood Wilderness Encounters)**.

Humanoid: This encounter is with a warband of **2d10+6 humanoids** (10% goblins, 10% hobgoblins, 70% orcs, 10% gnolls).

GOBLINS CR 1/3
XP 135
hp 6 (*Pathfinder Roleplaying Game Bestiary* "Goblin")

GNOLLS CR 1
XP 400
hp 11 (*Pathfinder Roleplaying Game Bestiary* "Gnoll")

HOBGOBLINS CR 1/2
XP 200
hp 11 (see the *Pathfinder Roleplaying Game Bestiary* "Hobgoblin")

ORCS CR 1/3
XP 135
hp 6 (*Pathfinder Roleplaying Game Bestiary* "Orc")

Priests of Orcus: This encounter is with a group of orcish priests traveling to or from **Rappan Athuk**. The group typically consists of a **priest**, **1d6 under priests**, and **2d6 acolytes**. They are usually (50% chance) accompanied by a **warband of orcs** (2d10+6 individuals).

PRIEST CR 5
XP 1,600
 Male orc disciple of Orcus 6 (*Pathfinder Roleplaying Game Bestiary*, "Orc", see the **Appendix**)
 CE Medium humanoid (orc)
Init –1; **Senses** darkvision 90 ft.; **Perception** +5
Aura Evil

AC 18, touch 9, flat-footed 18 (+7 armor, –1 Dex, +2 shield)
hp 42 (6d8+6 plus 6)
Fort +6; **Ref** +1; **Will** +9
Defensive Abilities orc ferocity
Weaknesses light sensitivity

Speed 20 ft.
Melee mwk heavy mace +8 (1d8+2)
Special Attacks channel negative energy 6/day (DC 14, 3d6), death's kiss 4/day (3 rounds)
Spells Prepared (CL 6th; melee touch +6, ranged touch +3): 3rd—*animate dead*^P, *blindness/deafness* (DC 17), *invisibility purge*, *prayer*
 2nd—*align weapon*, *bear's endurance*, *ghoul touch*^P (DC 16), *hold person* (DC 16), *spiritual weapon*
 1st—*bane* (DC 15), *cause fear*^P (DC 17), *entropic shield*, *obscuring mist*
 0 (at will)—*bleed* (DC 14), *detect magic*, *detect poison*, *guidance*

D Domain spell **Domain** Undead*
Str 14, **Dex** 8, **Con** 12, **Int** 10, **Wis** 18, **Cha** 13
Base Atk +4; **CMB** +6; **CMD** 15
Feats Command Undead, Extra Channel, Weapon Focus (heavy mace)
Skills Heal +8, Knowledge (arcana) +4, Knowledge (planes) +5, Knowledge (religion) +7, Linguistics +4, Perception +5, Spellcraft +5
Languages Abyssal, Common, Orc
SQ aura, undead lord's proxy, variant channeler
Combat Gear 2 *potions of cure serious wounds*, *potion of invisibility*; **Other Gear**+1 *breastplate*, masterwork heavy steel shield, masterwork heavy mace, *cloak of resistance* +1, spell component pouch, unholy symbol of Orcus, 18 gp
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UNDERPRIEST CR 2
XP 600
 Male orc disciple of Orcus 3 (*Pathfinder Roleplaying Game Bestiary*, "Orc", see the **Appendix**)
 CE Medium humanoid (orc)
Init +0; **Senses** darkvision 60 ft.; **Perception** +6
Aura Evil

AC 17, touch 10, flat-footed 17 (+5 armor, +2 shield)
hp 23 (3d8+3 plus 3)
Fort +4; **Ref** +1; **Will** +6
Defensive Abilities orc ferocity
Weaknesses light sensitivity

Speed 20 ft.
Melee mwk light mace +5 (1d6+2)
Special Attacks channel negative energy 4/day (DC 10, 2d6), death's kiss 2/day (1 round)
Spells Prepared (CL 3rd; melee touch +4, ranged touch +2): 2nd—*aid*, *darkness*, *ghoul touch*^P (DC 15)
 1st—*cause fear*^P (DC 14), *endure elements*, *magic weapon*, *summon monster I*
 0 (at will)—*create water*, *detect magic*, *read magic*, *virtue*
D Domain spell **Domain** Undead*

Str 14, **Dex** 10, **Con** 13, **Int** 12, **Wis** 17, **Cha** 8
Base Atk +2; **CMB** +4; **CMD** 14
Feats Alignment Channel, Command Undead^B, Extra Channel
Skills Knowledge (planes) +6, Knowledge (religion) +6, Perception +6, Spellcraft +6
Languages Abyssal, Common, Orc
SQ undead lord's proxy, variant channeler
Combat Gear 2 *potions of cure light wounds*, *potion of entropic shield*, *potion of longstrider*, *wand of inflict light wounds* (50 charges); **Other Gear** masterwork scale mail, masterwork heavy wooden shield, masterwork light mace, 38 gp
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ACOLYTE CR 1/2
XP 200
 Male half-orc cleric of Orcus 1
 CE Medium humanoid (human, orc)
Init +1; **Senses** darkvision 60 ft.; **Perception** +2
Aura Evil

AC 18, touch 11, flat-footed 17 (+5 armor, +1 Dex, +2 shield)
hp 13 (1d8+2 plus 3)
Fort +4; **Ref** +1; **Will** +4
Defensive Abilities orc ferocity
Weaknesses light sensitivity

Speed 20 ft.

SWORD OF AIR

Melee heavy mace +2 (1d8+2)
Special Attacks channel negative energy 3/day (DC 10, 1d6)
Domain Spell-Like Abilities (CL 1st; melee touch +2):
5/day—bleeding touch (1 round), *touch of evil* (1 round)
Spells Prepared (CL 1st; melee touch +2):
 1st—*bane* (DC 13), *cause fear^P* (DC 13), *command* (DC 13)
 0 (at will)—*guidance*, *resistance*, *virtue*
D Domain Domains Death, Evil

Str 15, **Dex** 12, **Con** 14, **Int** 8, **Wis** 15, **Cha** 10
Base Atk +0; **CMB** +2; **CMD** 13
Feats Toughness
Skills Intimidate +2, Knowledge (religion) +3, Survival +3;
 Racial Modifiers +2 Intimidate
Languages Common, Orc
Gear scale mail, heavy wooden shield, heavy mace, wooden holy symbol of Orcus

ORCS **CR 1/3**
XP 135
hp 6 (*Pathfinder Roleplaying Game Bestiary* "Orc")

Something yucky from the Southern Wasteland: Some mutant beast wanders up from the south. The GM should consult **Chapter 7** and pick one.

Giant or dire species of animal (both): This is the same as for regular animals, except with **1d6 giant-sized versions** of them. See **Dearthwood Wilderness Encounters** for details.

Trolls: This encounter is with **1d6 trolls**. There is a 5% chance of a troll shaman.

TROLL **CR 5**
XP 1,600
hp 63 (*Pathfinder Roleplaying Game Bestiary* "Troll")

TROLL SHAMAN **CR 11**
XP 12,800
hp 161 (see **Dearthwood Wilderness Encounters**)

Ogres: This encounter is with **1d10 ogres**. There is a 20% chance the encounter is with a solitary **ogre mage**.

OGRE **CR 3**
XP 800
hp 30 (*Pathfinder Roleplaying Game Bestiary* "Ogre")

OGRE MAGE **CR 8**
XP 4,800
hp 92 (*Pathfinder Roleplaying Game Bestiary* "Oni, Ogre Mage")

Bandits/brigands: This encounter is with **4d6+10 bandits**, with an 80% chance of a **leader**, and a 50% chance of a **wizard**.

BANDITS **CR 1/2**
XP 200
hp 11 (see the **Dearthwood Random Encounter Table**)

BANDIT LEADER **CR 4**
XP 1,200
hp 35 (see the **Dearthwood Random Encounter Table**)

BANDIT ENCHANTER **CR 8**
XP 3,200
hp 40 (*Pathfinder Roleplaying Game NPC Codex* "Seductive Enchanter")

Monster: The GM gets to have fun and pick some random large beastie to terrorize his players with!



Warband of Orcus: See the **Sidebox** for more on this particularly vile batch of villains.

Warband of Orcus

The roving **warband of Orcus** keeps watch on these hills to make sure nothing else establishes a foothold. This traveling warband is feared and hated by all in the region. Legend has it that these guys were so nasty that they were thrown out of **Rappan Athuk** for being *100* Chaotic and Evil. All are mounted on warhorses. The band consists of the following:

- **Gullioch**, a 13th-level fighter
- **Zerac**, an 11th-level cleric of Orcus
- **Elcloch**, a 14th-level assassin
- **Cugaphon**, a 10th-level wizard
- **Carzool**, a death knight
- **Boo Boo** the ettin
- **8 acolytes of Orcus** (see the **Barrier Hills** encounter for details)
- **4 priests of Orcus** (see the **Barrier Hills** encounter for details)
- **24 men-at-arms** (chainmail and shield, crossbow, lance and sword)

GULLIOCH **CR 12**
XP 19,200
 Male half-orc fighter 13
 CE Medium humanoid (human, orc)
Init +2; **Senses** darkvision 60 ft.; **Perception** +1

AC 22, touch 12, flat-footed 20 (+10 armor, +2 Dex)
hp 141 (13d10+52 plus 13)
Fort +15; **Ref** +9; **Will** +8; +3 vs. fear
Defensive Abilities bravery +3, orc ferocity

Speed 30 ft.

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Melee +1 longsword +21/+16/+11 (1d8+7/17–20) and +3 wounding whip +25/+20/+15 (1d3+10 nonlethal plus 1 bleed /19–20), unarmed strike +21/+16/+11 (1d3+6)

Ranged throwing axe +18 (1d6+5)

Special Attacks weapon trainings (flails +3, close +2, thrown +1)

Str 18, **Dex** 15, **Con** 18, **Int** 10, **Wis** 8, **Cha** 12

Base Atk +13; **CMB** +17; **CMD** 29

Feats Critical Focus, Disruptive, Exotic Weapon Proficiency (whip), Improved Critical (longsword), Improved Critical (whip), Intimidating Prowess, Iron Will, Lunge, Shield Focus, Staggering Critical, Step Up, Two-Weapon Fighting, Weapon Focus (longsword), Weapon Specialization (longsword)

Skills Acrobatics +2, Appraise +2, Bluff +3, Climb +4, Diplomacy +3, Disguise +3, Escape Artist +2, Fly +2, Heal +1, Intimidate +25, Perception +1, Ride +2, Sense Motive +5, Stealth +2, Survival +13, Swim +4; **Racial Modifiers** +2 Intimidate

Languages Common, Orc

SQ armor training 3, orc blood, weapon familiarity

Combat Gear *potion of bear's endurance*, *potion of cure moderate wounds*, *potion of heroism*, 4 doses of deathblade poison; **Other Gear** +1 full plate, +1 longsword, +3 wounding whip, 2 throwing axes, *belt of giant strength* +2, *cloak of resistance* +1, 198 gp.

ZERAC

XP 6,400

Male human disciple of Orcus 5, zealot of Orcus 5

(Appendix)

CE Medium humanoid (human)

Init +1; **Senses** darkvision 60 ft.; **Perception** +4

Aura Evil

AC 22, touch 9, flat-footed 23 (+8 armor, +1 Dex, +3 shield)

hp 108 (10d8+30 plus 5)

Fort +10; **Ref** +4; **Will** +13

Speed 20 ft.

Melee *rod of the viper* +10/+5 (1d8+4)

Special Attacks channel negative energy 6/day (DC 20, 5d6), death's kiss

Spells Prepared (CL 8th; melee touch +8, ranged touch +7):
4th—*cure critical wounds*, *enervation*^P, *poison* (DC 20, x2)
3rd—*animate dead*^P, *blindness/deafness* (DC 19), *dispel magic*, *meld into stone*

2nd—*bull's strength*, *ghoul touch*^P (DC 18), *hold person* (DC 16), *shatter* (DC 16), *spiritual weapon*

1st—*bane* (DC 15), *cause fear*^P (DC 17), *cure light wounds*, *deathwatch*, *obscuring mist*

0 (at will)—*bleed* (DC 16), *detect magic*, *light*, *read magic*

D Domain spell **Domain** Undead*

Str 14, **Dex** 13, **Con** 16, **Int** 11, **Wis** 19, **Cha** 17

Base Atk +6; **CMB** +8; **CMD** 20 (19 vs. bull rush, disarm, feint, grapple, overrun, sunder, trip)

Feats Combat Casting, Command Undead^B, Extra Channel, Greater Spell Focus (necromancy), Improved Channel, Iron Will, Selective Channeling, Spell Focus (necromancy)

Skills Heal +12, Knowledge (arcana) +4, Knowledge (planes) +7, Knowledge (religion) +13, Spellcraft +13

Languages Common

SQ rites of Orcus (channel energy focus, darkvision, necromantic strike), undead leadership, undead lord's proxy, variant channeling (undeath variant channeling)

Combat Gear *potion of bear's endurance*, *2 potions of bull's strength*, *4 potions of cure moderate wounds*, *potion of cure serious wounds*; **Other Gear** +2 breastplate, +1 heavy steel shield, *rod of the viper*, *cloak of resistance* +1, unholy symbol of Orcus.

ELCLOCH

XP 25,600

Male human assassin 9, rogue (Knife Master) 5 (*Pathfinder Roleplaying Game Ultimate Combat*)

CE Medium humanoid (human)

Init +10; **Perception** +16

AC 20, touch 17, flat-footed 13 (+3 armor, +6 Dex, +1 dodge)

hp 52 (14d8–14)

Fort +3; **Ref** +15; **Will** +3; +4 vs. poison

Defensive Abilities blade sense, evasion, improved uncanny dodge

Speed 30 ft.

Melee +3 wounding *adamantine dagger* +19/+14 (1d4+3 plus 1 bleed /19–20), *assassin's dagger* +18/+13 (1d4+2/19–20)

Special Attacks death attack (DC 22), rogue talents (finesse rogue, surprise attacks), quiet death, sneak attack +8d6, swift death 1/day, true death (DC 24)

Str 11, **Dex** 22, **Con** 9, **Int** 16, **Wis** 9, **Cha** 9

Base Atk +9; **CMB** +15; **CMD** 26

Feats Agile Maneuvers, Dastardly Finish*, Deft Hands, Dodge, Improved Initiative, Lunge, Stealthy, Weapon Finesse, Weapon Focus (dagger)

Skills Acrobatics +28, Appraise +8, Bluff +12, Climb +17, Disable Device +19, Disguise +8, Escape Artist +27, Intimidate +12, Knowledge (local) +20, Perception +16, Sense Motive +7, Sleight of Hand +27 (+29 to conceal a light blade, +36 to hide weapons on body), Stealth +27

Languages Common, Dark Folk, Orc, Undercommon

SQ hidden blade, hidden weapons, hide in plain sight, poison use

Combat Gear *oil of levitate*, *2 potions of darkvision*, *2 potions of invisibility*; **Other Gear** +1 glamer leather armor, +3 wounding *adamantine dagger*, *assassin's dagger*, *boots of elvenkind*, *rope of entanglement*, *masterwork thieves' tools*.
*Pathfinder Roleplaying Game Advanced Player's Guide

CUGAPHON

XP 9,600

hp 100 (*Pathfinder Roleplaying Game NPC Codex* "Undead Creator")

CARZOOL

XP 12,800

Male human death knight antipaladin 10 (*Pathfinder Roleplaying Game Advanced Player's Guide*)

CE Medium undead (humanoid, human)

Init +0; **Senses** darkvision 60 ft.; **Perception** +17

Aura cowardice, despair, evil, fear aura (DC 19)(10 ft.)

AC 27, touch 10, flat-footed 27 (+13 armor, +4 natural)

hp 109 (10d10+40 plus 10)

Fort +15; **Ref** +7; **Will** +14

Defensive Abilities channel resistance +4; **DR** 15/bludgeoning and magic; **Immune** cold, electricity, undead traits; **SR** 26

Speed 20 ft.

Melee +1 menacing *vicious cold iron greatsword* +16/+11 (2d6+7/19–20), *demon armor gauntlets* +15/+10 (1d10+5)

Special Attacks channel negative energy 4/day (DC 19, 5d6), command undead, cruelties (DC 19; poisoned, sickened, cruelty staggered), fiendish boon 2/day (weapon +2, 10 min./day), infuse weapon 7/day (5d6 points of negative energy damage), smite good 4/day (+4 to hit, +10 damage), touch of corruption 9/day (5d6 points of

damage)

Spell-Like Abilities (CL 10th):

At will—*darkness*, *desecrate*, *detect good*, *detect magic*, *see invisibility*
1/day—*animate dead*, *blasphemy* (DC 20), *protection from good*, *symbol of fear* (DC 20)

Spells Prepared (CL 7th; melee touch +14):

3rd—*inflict moderate wounds* (DC 17)
2nd—*desecrate*, *silence* (DC 16)
1st—*cause fear* (DC 15), *doom* (DC 15), *inflict light wounds* (DC 15)

Str 19, **Dex** 10, **Con** —, **Int** 11, **Wis** 17, **Cha** 18
Base Atk +10; **CMB** +14 (+16 to sunder); **CMD** 24 (26 vs. sunder)

Feats Alertness, Improved Sunder, Mounted Combat, Power Attack, Toughness, Trample, Weapon Focus (greatsword)

Skills Handle Animal +11, Intimidate +24, Knowledge (arcana) +4, Knowledge (history) +5, Knowledge (local) +4, Knowledge (nobility) +2, Knowledge (planes) +2, Knowledge (religion) +5, Perception +17, Ride +4, Sense Motive +9, Survival +4; **Racial Modifiers** +8 Intimidate, +8 Perception

Languages Common

SQ unholy resilience

Combat Gear *ring of the ram*; **Other Gear** *demon armor*, +1 menacing vicious cold iron greatsword

BOO BOO THE ETTIN **CR 6**
XP 2,400
hp 65 (*Pathfinder Roleplaying Game Bestiary* "Ettin")

MEN-AT-ARMS (24) **CR 1/3**
XP 135
hp 8 (*Pathfinder Roleplaying Game Mastery Guide* "NPC Gallery, foot soldier")

The City of Apothasalos

The city of Apothasalos, a walled city of 10,000 people, lies just south of the **Bent Wood**. The city is heavily fortified, and is famous for its markets and large standing army. Details of the city are left to the GM for purposes of this book, however, the city will be detailed further in an upcoming *Frog God Games* book.

Chelstea Lake

Chelstea Lake is really two lakes connected in their middle by a large swamp. Water flows out of the Barrier Hills and down into the lowland valley that makes up this swamp and lake complex. The whole is an unsavory place full of trolls, gnolls and other swamp denizens. Of particular note is the presence of a large ancient black dragon named **Helcraw**. Helcraw is catlike and sneaky. His lair can only be accessed by swimming through a 200 ft. long underwater tunnel (see **Encounter Area XR-11**).

Check for wandering monsters twice per day of travel through the Forest of Hope unless the PCs already discovered some other set encounter:

Chelstea Lake Random Encounters

Roll	Result
01–30	1d6 common animals, non-aggressive
41–40	1d6 common animals, aggressive
41–50	Blood Clan gnolls (5 gnolls, 2 hyenas, 1 hyaenodon)
51–65	2d6 crocodiles
66–70	1d6 giant or dire species of a common, non-aggressive animal

Roll	Result
71–75	1d6 giant or dire species of a common, aggressive animal
76–80	1d6 trolls or 1d6+4 ogres
81–85	3d6 lizardmen
86–97	quicksand!
98–99	monster (GM's choice, although will-o'-wisps are common)
00	ancient black dragon (Helcraw)

Common animal, non-aggressive: This encounter is with small furry creatures such as **deer**, **rabbits** and **squirrels**. There is a 50% chance that the animal provides 1d6 days rations and a 10% chance it provides 3d6 days rations if slain. See the **Fuzzy Forest Creatures Sidebox (Dearthwood Wilderness Encounters)**.

Common animal, aggressive: This encounter is with 1d6 **bears**, **wolves**, **badgers** or other nasty critters. There is a 50% chance the animals are hunting and a further 30% chance they are in their nest. The animals are subject to standard reaction tests to determine if they attack. See the **Still Fuzzy Forest Creatures, but Predatory Sidebox (Dearthwood Wilderness Encounters)**.

Blood Clan gnolls: This encounter is with 5 **gnolls**, 2 **trained hyenas** and a **hyaenodon**. The gnolls are all armed with nets, and attempt to ensnare and subdue their enemies with the intent of capturing and eventually sacrificing them to their "god," whom they call Yulanupior the Blood Serpent. The gnolls attempt to beat the PCs to within an inch of their life but not beyond as their "god" requires fresh blood from its sacrifices.

GNOLLS (5) **CR 1**
XP 400
hp 11 (*Pathfinder Roleplaying Game Bestiary* "Gnoll")

HYAENODON **CR 4**
XP 1,200
The Tome of Horrors Complete 673
N Large animal
Init +2; **Senses** low-light vision, scent; **Perception** +10

AC 17, touch 11, flat-footed 15 (+2 Dex, +6 natural, -1 size)
hp 47 (5d8+20 plus 5)
Fort +8; **Ref** +6; **Will** +2

Speed 50 ft.
Melee bite +11 (1d8+12 plus trip)
Space 10 ft.; **Reach** 5 ft.

Str 26, **Dex** 15, **Con** 19, **Int** 2, **Wis** 13, **Cha** 6
Base Atk +3; **CMB** +12; **CMD** 24 (28 vs. trip)
Feats Skill Focus (Perception), Toughness, Weapon Focus (bite)
Skills Perception +10, Stealth +3 (+7 in tall grass or undergrowth), Survival +5 (+9 tracking by scent); **Racial Modifiers** +4 Stealth in tall grass or undergrowth, +4 Survival (+8 when tracking by scent)

HYENAS (2) **CR 1**
XP 400
hp 15 (*Pathfinder Roleplaying Game Bestiary* "Hyena")

Crocodiles: Ever hungry and always aggressive, these nasties always attack if they gain surprise, or if they are in the water. If encountered on land, they only attack 25% of the time if they do not have surprise.

CROCODILE **CR 2**
XP 600
hp 26 (*Pathfinder Roleplaying Game Bestiary* "Crocodile")

Southern Bent Wood Wandering Monsters

Check for encounters twice per day of travel through the Bent Wood unless the party has already discovered some other set encounter.

Roll	Result
01–30	1d6 common animals, non-aggressive
41–40	1d6 common animals, aggressive
41–45	foot patrol
46–55	Blood Clan gnolls (5 gnolls, 2 hyenas, 1 hyaenodon)
56–60	1d6 giant or dire species of a common, non-aggressive animal
61–65	1d6 giant or dire species of a common, aggressive animal
66–70	1d4 trolls
71–75	professional bandits
76–77	survivor
78–83	2d6 stirges
84–85	ranger
86–90	3d6 giant spiders
91–95	3d6 Amazons
96–99	monster (GM's choice, although will-o'-the-wisps are common)
00	ancient black dragon (Helcrow)

Common animal, non-aggressive: This encounter is with small furry creatures such as **deer**, **rabbits** and **squirrels**. There is a 50% chance that the animal provides 1d6 days rations and a 10% chance it provides 3d6 days rations if slain. See the **Fuzzy Forest Creatures Sidebox (Dearthwood Wilderness Encounters)**.

Common animal, aggressive: This encounter is with **1d6 bears**, **wolves**, **badgers** or other nasty critters. There is a 50% chance the animals are hunting and a further 30% chance they are in their nest. The animals are subject to standard reaction tests to determine if they attack. See the **Still Fuzzy Forest Creatures, but Predatory Sidebox (Dearthwood Wilderness Encounters)**.

Foot patrol: This encounter is with **8 footmen**, **2 knights of Waymarch**, and a **ranger**. The foot patrol assumes the PCs are bandits that they have been tracking and immediately demands that the PCs surrender.

FOOTMAN CR 1
XP 400
hp 19 (see **Dragon Hills Wilderness Encounters**)

KNIGHT CR 3
XP 800
hp 34 (see **Dragon Hills Wilderness Encounters**)

RANGER CR 5
XP 1,600
hp 45 (*Pathfinder Roleplaying Game NPC Codex* "Monster Hunter")

Blood Clan gnolls: This encounter is with **5 gnolls**, **2 trained hyenas** and a **hyaenodon**. The gnolls are all armed with nets (act as *web* spell), and attempt to ensnare and subdue their enemies with the intent of capturing and eventually sacrificing them to their "god," whom they call Yulanupior the Blood Serpent. The gnolls attempt to beat the PCs to within an inch

Giant or dire species of animal (both): This is the same as for regular animals, except with giant-sized versions of them. See the **Dearthwood Random Encounter Table**.

Trolls: This encounter is with **1d6 trolls**. There is a 5% chance of a **troll shaman**.

TROLL CR 5
XP 1,600
hp 63 (*Pathfinder Roleplaying Game Bestiary* "Troll")

TROLL SHAMAN CR 11
XP 12,800
hp 161 (see **Dearthwood Wilderness Encounters**)

Ogres: This encounter is with **1d6+4 ogres**. There is a 20% chance the encounter is with a solitary **ogre mage**.

OGRE CR 3
XP 800
hp 30 (*Pathfinder Roleplaying Game Bestiary* "Ogre")

OGRE MAGE CR 8
XP 4,800
hp 92 (*Pathfinder Roleplaying Game Bestiary* "Oni, Ogre Mage")

Quicksand: All PCs must make a successful DC 20 Reflex save or fall into **quicksand**. See the *Pathfinder Roleplaying Game Core Rulebook* "Quicksand")

Monster: The GM gets to have fun and pick some random large beastie to terrorize his players with!

Black Dragon: Helcrow is big and he is hunting! (see **Encounter Area XR-11**)

Bent Wood

This area is where the characters can track down clues that eventually lead them to the exact location of the Howling Fortress and the Wings of Death mini-adventure that encompasses **Areas XR-8, XR-9** and **XR-10**. Piercing the wilderness should be challenging but not impossible for the party to achieve. Characters have a variety of methods for locating the exact location of the Howling Fortress, and it is up to the GM to decide where upon the merchant trail the party begins.

At the southern edge of the Bent Wood, a merchant's highway has been cut to the ancient city of Apothisalos. The highway is in fact nothing more than a one-lane cart road, rutted almost to the axle by decades of passing carts. Weeds and underbrush have begun to refill the cart track, which leads in a rough southwesterly path towards the Pass of Hummaemidon.

Also called the "Forest of Horrors", this forest is thick with **trolls**, **bandits**, **giant spiders**, **wolves**, **worgs**, and other threats of the deep wood. This particular section of the forest was once considered much safer than areas nearest to the Burning Wastes, though that opinion has changed with the recent disappearances.

The Bent Wood Standard Features

The forest is heavily overgrown and reduces movement rate of travelers to one-quarter their normal speed unless they are rangers, druids, elves, or half elves. Characters without skill in woodcraft (such as the aforementioned) have a chance of becoming disoriented and lost in the woods. Lost characters travel in a random direction for 1d2 hours before realizing they are lost. Lost characters may find their way by any number of means be they magic or some form of intelligence, wisdom, or skill check to determine their actual location. The party who fails at their attempts to find their way automatically incur an encounter with a **double-sized gnoll patrol** (see the **Blood Clan gnolls**, above).

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of their lives but not beyond as their “god” requires fresh blood from its sacrifices.

GNOLLS (5) CR 1
XP 400
hp 11 (*Pathfinder Roleplaying Game Bestiary* “Gnoll”)

HYENAS (2) CR 1
XP 400
hp 15 (*Pathfinder Roleplaying Game Bestiary* “Hyena”)

HYAENODON CR 4
XP 1,200
hp 47 (*The Tome of Horrors Complete* 673, or see **Chelstea Lake Wilderness Encounters**)

Giant or dire species of animal (both): This is the same as for regular animals, except with giant-sized versions of them. See **Dearthwood Wilderness Encounters** for details.

Trolls: This encounter is with **1d4 trolls**. The trolls have recently pledged allegiance to the Cult of the Blood god. Like the gnoll encounter, the trolls actually attempt to capture PCs and trade them in to the gnolls of the Howling Fortress.

TROLL CR 5
XP 1,600
hp 63 (*Pathfinder Roleplaying Game Bestiary* “Troll”)

Professional Bandits: This band is composed of **6 fighters**, **2 rogues**, a **wizard**, and is led by an **evil ranger**. They are of various races. The bandits are actually thinking of packing up shop and moving closer to the coast since a recent battle with gnolls in which a quarter of their band was captured.

The bandits may ambush the party and, if possible, capture the PCs with the intent of exchanging them with the gnolls for members of their own band. Unfortunately, if this occurs, the gnolls simply attempt to capture all parties involved to sacrifice to Yulanupior.

FIGHTERS (6) CR 1/2
XP 200
hp 14 (*Pathfinder Roleplaying Game NPC Codex* “Superstitious Mercenary”)

RANGER CR 3
XP 800
hp 30 (*Pathfinder Roleplaying Game NPC Codex* “Border Guard”)

ROGUES (2) CR 2
XP 600
hp 23 (*Pathfinder Roleplaying Game NPC Codex* “Skilled Sniper”)

WIZARD CR 2
XP 600
hp 19 (*Pathfinder Roleplaying Game NPC Codex* “Battle Mage”)

Survivor: This encounter is with a **halfling merchant** whose caravan was ambushed by the gnolls. Using his natural abilities to hide, he was able to sneak away and has been following the forest road for days in an attempt to reach civilization.

The halfling, **Rudy**, is a **3rd-level rogue**, and is able to identify the enemies as gnolls and notes that they must be the source of the howls heard from the Howling Fortress. Rudy can give the PCs a map to the great peak that houses their lair but is reluctant to join an expedition against them unless monetarily persuaded to do so. Rudy has wandered the forest for two days and is desperately hungry.

RUDY CR 4
XP 1,200
 Male halfling expert 3, rogue 3
 N Small humanoid (halfling)
Init +3; **Perception** +11

AC 14, touch 14, flat-footed 11 (+3 Dex, +1 size)
hp 34 (3d8+3 plus 3d8+3 plus 2)
Fort +6; **Ref** +10; **Will** +7; +2 vs. fear
Defensive Abilities evasion, trap sense +1

Speed 20 ft.
Melee dagger +6 (1d3–2/19–20)
Ranged +1 hand crossbow +7 (1d3+1/19–20)
Special Attacks sneak attack +2d6

Str 6, **Dex** 17, **Con** 12, **Int** 14, **Wis** 10, **Cha** 16
Base Atk +4; **CMB** +1; **CMD** 14
Feats Alertness, Skill Focus (Profession [merchant]), Weapon Finesse
Skills Acrobatics +5, Appraise +11 (+13 for small or highly detailed items when using a magnifying glass), Bluff +15, Climb +0, Diplomacy +15, Disable Device +10, Disguise +12, Handle Animal +10, Intimidate +10, Knowledge (local) +10, Linguistics +6, Perception +11, Profession (gambler) +6, Profession (merchant) +12, Sense Motive +11, Sleight of Hand +9, Stealth +13, Use Magic Device +11; **Racial Modifiers** +2 Acrobatics, +2 Climb, +2 Perception
Languages Common, Dwarven, Gnome, Halfling, Halfling
SQ rogue talents (fast stealth), trapfinding +1
Combat Gear wand of identify, wand of ray of enfeeblement (heightened 4th), wand of shocking grasp;
Other Gear +1 hand crossbow, 10 bolts, dagger, circlet of persuasion, cloak of resistance +2, handy haversack, hat of disguise, magnifying glass, masterwork thieves' tools

Stirges: This encounter is with **2d6 stirges**.

STIRGES CR 1/2
XP 200
hp 5 (*Pathfinder Roleplaying Game Bestiary* “Stirge”)

Ranger: This encounter is with **Torvan Rei**, a **4th-level ranger** and member of the longhunters, who was dispatched to the region to determine the cause of the disappearances.

Torvan first attempts to follow the PCs and determine their purpose and see if they are friend or foe. If the PCs are chaotic or evil in nature, he likely avoids making contact with them altogether and is less likely to help them if they get into a jam. If the PCs on the other hand happen to seem of a more kindly bent whose purposes are in league with his own, he may reveal himself to the group and offer to join forces with them.

TORVAN REI CR 3
XP 800
hp 30 (*Pathfinder Roleplaying Game Game Mastery Guide* “NPC Gallery, Trapper”)

Nest of giant spiders: This encounter is with **2d12 giant spiders** (30%), **huge spiders** (20%) or **large spiders** (50%). There is a 10% chance that past victims have treasures of 1d10x200gp of gear and gold.

GIANT SPIDER CR 1
XP 400
hp 16 (*Pathfinder Roleplaying Game Bestiary* “Spider, Giant”)

HUGE SPIDER CR 5
XP 1,600
hp 52 (*Pathfinder Roleplaying Game Bestiary* “Spider, Ogre”)

LARGE SPIDER
XP 800

CR 3

hp 37 (*Pathfinder Roleplaying Game Bestiary* "Spider, Giant Black Widow")

Amazons: This encounter is with a hunting party of **Amazons** from the village. They typically shy away from outsiders as soon as they realize they are not hostile.

Monster: The GM gets to have fun and pick some random large beastie to terrorize his players with!

Black Dragon: This encounter is 90% likely to just be a sighting as the creature flies overhead. If in the swamp, there is a 50% chance the dragon stalks the party and attacks from the air or from the water (see **Encounter Area XR-11**).

Merchant's Road

Originally an ancient military road of the Hyperborean Empire that was chopped clear of underbrush, this path leads onwards to the Pass of Hummaemidon and eventually the Plains of Mayfurrow and Bard's Gate. Long abandoned due to relative isolation with the north, it has recently come back into fashion due to the desire of certain merchants in Bard's Gate and the Stoneheart Valley since the reopening of the trade route through the Desolation.

The Bloody Run

This broad, shallow stream runs east to west across the northern reaches of the Bent Wood before eventually dumping into the Xircos River. The Bloody Run originates in the hills above Chlestea Lake at the base of the Howling Fortress and earns its name from the reddish tint of the water.

The stream is never deeper than 3ft at any place along its length. The stream has an average width of 30ft across, and although it doesn't need to be swam across, it does reduce the movement rate of those attempting to cross by half. The creek may be quickly navigated via canoe.

If party becomes lost in the woods but find their way to the Bloody Run they merely need to follow its course upstream until they reach the Howling Fortress.

Bloody Run Random Encounters

Roll 1d20 upon the party's initial encounter with the Bloody Run and again twice per day for encounters while navigating the stream or walking the banks of this waterway.

Roll	Result
01-30	1d6 common animals, non-aggressive
41-40	1d6 common animals, aggressive
41-45	1d4 giant catfish
46-50	2d4 monstrous crayfish
50-65	gnoll patrol (5 gnolls, 2 trained hyenas)
66-70	1d6 giant or dire species of a common, non-aggressive animal
71-74	water weird
75-85	river troll
86-95	3d6 lizardmen
96-99	monster (GM's choice, although will-o'-the-wisps are common)
00	dragon turtle

Common animal, non-aggressive: This encounter is with small furry creatures such as **deer**, **rabbits** and **squirrels**. There is a 50% chance that the animal provides 1d6 days rations and a 10% chance it provides 3d6 days rations if slain. See the **Fuzzy Forest Creatures Sidebox (Dearthwood Wilderness Encounters)**.

Common animal, aggressive: This encounter is with **1d6 bears**, **wolves**, **badgers** or other nasty critters. There is a 50% chance the animals are hunting and a further 30% chance they are in their nest. The animals are subject to standard reaction tests to determine if they attack. See the **Still Fuzzy Forest Creatures, but Predatory Sidebox (Dearthwood Wilderness Encounters)**.

Giant Catfish: This encounter is with **1d4 giant catfish**. As always the creatures are hungry, lazy, and delicious if deep fried in a skillet with some cornmeal and served with some hot sauce.

GIANT CATFISH
XP 2,400

CR 6

The Tome of Horrors Complete 663
N Large animal (aquatic)

Init +2; **Senses** low-light vision, tremorsense 60 ft.; **Perception** +16

AC 19, touch 11, flat-footed 17 (+2 Dex, +8 natural, -1 size)
hp 75 (10d8+30)
Fort +10; **Ref** +9; **Will** +6

Speed swim 40 ft.

Melee bite +11 (1d8+6 plus grab)

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

Special Attacks electricity discharge, swallow whole (1d8+4 acid damage, AC 14, 7 hp)

Str 19, **Dex** 15, **Con** 17, **Int** 2, **Wis** 12, **Cha** 2

Base Atk +7; **CMB** +12 (+16 to grapple); **CMD** 24 (can't be tripped)

Feats Ability Focus (electricity discharge), Iron Will, Power Attack, Skill Focus (Perception), Weapon Focus (bite)

Skills Perception +16, Swim +16

Electricity Discharge (Ex) Once every 1d4 rounds, a giant electric catfish can generate a pulse of electricity that deals 2d6 points of electricity damage to everything a 10 ft. radius. Living creatures within the area not only take damage but also are stunned for one round. A successful DC 20 Reflex save reduces the electricity damage by half and negates the stunning effect. The save DC is Constitution-based.

Giant Crayfish: This encounter is with **2d4 giant crayfish**. The beasts instantly attack. See **The Xircos River** for statistics.

Gnoll Patrol: As the same encounter in the Forest of Hope, except in canoes and without hyaenodons.

GNOLLS (5)
XP 400

CR 1

hp 11 (*Pathfinder Roleplaying Game Bestiary* "Gnoll")

HYENAS (2)
XP 400

CR 1

hp 15 (*Pathfinder Roleplaying Game Bestiary* "Hyena")

Giant or dire species of animal (both): This is the same as for regular animals, except with giant-sized versions of them. Highly likely to be a **giant beaver**. See the **Dearthwood Random Encounter Table**.

Water Weird: This encounter is with a **water weird** that preys on passers-by. The weird attacks the last person in a marching order, or

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follows the PCs and waits until one of them slips off to get fresh water or use the restroom, and then tries to murder them while they are most vulnerable.

WATER WEIRD XP 4,800

The Tome of Horrors 4 248

N Large outsider (elemental, extraplanar, varies)

Init +6; **Senses** darkvision 60 ft.; **Perception** +25

AC 20, touch 12, flat-footed 17 (+2 Dex, +1 dodge, +8 natural, -1 size)

hp 95 (10d10+40); fast healing 5 (in water)

Fort +11; **Ref** +9; **Will** +5

Defensive Abilities rejuvenation, transparency; **DR** 10/bludgeoning; **Resist** fire 10

Speed swim 60 ft.

Melee bite +15 (1d8+7 plus grab)

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

Special Attacks command elemental, constrict (1d8+7), drench, water mastery

Str 21, **Dex** 15, **Con** 18, **Int** 11, **Wis** 14, **Cha** 14

Base Atk +10; **CMB** +16 (+20 grapple); **CMD** 29 (can't be tripped)

Feats Dodge, Improved Initiative, Mobility, Skill Focus (Perception), Weapon Focus (bite)

Skills Acrobatics +15, Bluff +10, Climb +15, Intimidate +10, Knowledge (planes) +13, Perception +25, Stealth +15 (+27 submerged in element), Swim +13; **Racial Modifiers** +4 Perception, +4 Stealth (+16 when submerged in element)

Languages Aquan, Weirlding

Command Elemental (Su) As a standard action, a greater weird can attempt to enslave elementals of the same subtype within 30 ft. Elementals receive a DC 19 Will save to negate the effect. Elementals that fail their saves fall under the greater weird's control, obeying its commands to the best of their ability as if under the effects of a *dominate monster* spell. Intelligent elementals receive a new save once each week to resist command. A greater weird can command any number of elementals, so long as their total Hit Dice do not exceed its own. If the elemental is under the command of another creature, the greater weird must make an opposed Charisma check to gain control of the elemental. The save DC is Charisma-based and includes a +2 racial bonus.

Rejuvenation (Su) When reduced to 0 hit points or less, a greater weird collapses. If contacting its element, it reforms 1 minute later with 5 hit points, allowing its fast healing

CR 8

thereafter to resume healing it.

Transparency (Ex) When submerged in its element, a greater weird is effectively invisible and gains total concealment (50% miss chance). Additionally, a submerged greater weird gains a +12 racial bonus on Stealth checks and can move at full speed without taking a penalty on Stealth checks.

River Troll: Slaeg the River Troll dwells in an abandoned beaver lodge covered with bones and strips of dried skin. The troll is neither friend nor enemy of the gnolls of the Howling Fortress, eating whoever crosses his path indiscriminately.

Slaeg has collected a +1 *large steel shield*, +1 longbow, 15 +1 arrows, 2 *potions of cure light wounds* and an *arcane scroll (mass invisibility, fireball and knock)*.

SLAEG THE RIVER TROLL

XP 1,600

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CR 5

Lizardfolk: The lizardfolk here are potentially of the friendly sort, but of course kill and eat any that they outnumber by at least 2 to 1. Otherwise, they would be open to trading (each carries 1d6 gold nuggets worth 1d6 gp each). They desire metal weapons.

LIZARDFOLK

XP 400

hp 11 (*Pathfinder Roleplaying Game Bestiary* "Lizardfolk")

CR 1

Monster: The GM gets to have fun and pick some random large beastie to terrorize his players with!

Dragon Turtle: Truly majestic and truly terrible. This creature is known in the area, and is the master of its realm. It feeds on all.

DRAGON TURTLE

XP 6,400

hp 126 (*Pathfinder Roleplaying Game Bestiary* "Dragon Turtle")

CR 9

Encounter Area XR-1: Nibbles and Bits (CR Varies, 2 to 9+)

If it seems like crossing a river is dangerous in this book, it's because it is. River fords are excellent places for predatory beasts to live, as many creatures need to cross rivers and prefer to walk rather than swim. The good news is that most aquatic predators are easily distracted, and are usually quite dim.

This river crossing is notable by the large number of silver fish, all from 6 in. to 1 ft. across, swimming about. The ford itself is 60 ft. wide in the shallows, narrowing in both directions to 30 ft. as the deep channel of the river starts and resumes. Anyone trying his hand at fishing is more than successful, as the many **piranha swarms** living in the stream bite almost anything. Piranhas are tasty fish, and can be eaten as well. Any PC with 5 ranks in Knowledge (nature) immediately recognizes the fish for what they are.

PIRANHA SWARM

XP 600

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N Diminutive animal (aquatic, swarm)

Init +2; **Senses** low-light vision, keen scent; **Perception** +10

CR 2

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

hp 16 (3d8+3)

Fort +4; **Ref** +5; **Will** +2

Immune weapon damage, swarm traits

Areas of Adventure

There are various set pieces to the PCs' travels through the forests in search of the Howling Fortress. Due to the forest canopy and the profusion of vegetation, it is difficult to actually see the fortress unless one climbs to the highest branches of a very tall tree. Doing so gives PCs a generalized location of the peak upon which the fortress stands; however, a profusion of cloud cover and enchantments placed upon the fortress in the days of the ancient paladins makes scrying the exact location of the prison difficult. PCs must therefore explore the forest and either find tracks or locate Blood Creek in order to ascertain the location of the Howling Fortress.

Weaknesses swarm traits

Speed swim 40 ft.

Melee swarm (1d6)

Space 10 ft.; **Reach** 0 ft.

Special Attacks distraction (DC 12), killing frenzy

Str 4, **Dex** 15, **Con** 12, **Int** 2, **Wis** 13, **Cha** 2

Base Atk +2; **CMB** —; **CMD** —

Feats Endurance, Skill Focus (Perception)

Skills Perception +10, Swim +10

Keen Scent (Ex) A piranha swarm can notice creatures by scent in a 60 ft. radius and detect blood in the water at ranges of up to 100 ft.

Killing Frenzy (Ex) A piranha swarm that detects blood in the water enters a frenzied state the following round, along with all other piranha swarms within a 100 ft. radius. Frenzied piranha swarms bite until they or their opponents are dead. A frenzied piranha swarm gains a +2 bonus to damage and –2 AC for 1 minute. The swarm cannot end the killing frenzy voluntarily.

Anyone or anything attempting to cross the river at this point has a 25% chance of being attacked by **1d6 piranha swarms** at the midpoint of the crossing. This is modified as follows:

Bleeding	+75%
Moving slowly and carefully, avoiding splashing	–20%
Moving rapidly, splashing	+25%
Four legs	+15%
Distraction (such as a dead animal or blood in the water downstream)	–75%

Anyone attacked and injured is attacked by **1d4 additional swarms** each round until 1 round after they exit the water (with fish flopping around on the beach after they land on the other side). The fish can be cleared by means of a *lightning bolt* or similar spell, of course.

Encounter Area XR-2: All the Hippos Go Berserk! (CR Varies, 7+)

Along the banks of the river the PCs see a battle in progress. A dozen men (**12 berserkers**) are embroiled in combat with **2 hippos**. More than a dozen dead men lie strewn about, some ripped in half by the huge beasts.

At this point, the players have a choice: stand back and watch, help the men, or help the hippos. The hippos are wounded (50% and 75% of their total hit points), and typically kill 1 or 2 berserkers per combat round.

The GM needs to play out the encounter regardless of what the players do, and see who wins. Ten rounds after the battle begins, an additional **36 berserkers** arrive on the scene. Several things can happen at this point:

- If the players bravely assist the men killing the hippos, the berserkers are friendly toward the players, and the party has an escort service for 2d4 days (as long as they proudly and bravely face any foes — leading any charge into combat, and showing no cowardice or fear).
- If the party fights on the side of the hippos, the berserkers attack immediately.
- If the party held back and fought on neither side, the berserkers attack immediately (cowards must die!!!).

The hippos have no treasure (other than providing the victory feast). The berserkers each carry 2d12 sp. They also have wine (whiskey) flagons, grimy clothes and a few minor pieces of gear (the odd flint and tinder, whetstone or other worthless trinket).



BERSERKERS (12)

CR 1

XP 400

hp 25 (*Pathfinder Roleplaying Game Game Mastery Guide* "Cannibal")

HIPPOPOTAMUSES (2)

CR 5

XP 1,600

hp 59 (*Pathfinder Roleplaying Game Bestiary 2* "Hippopotamus")

Encounter Area XR-3: The Giant Egg-Shaped Thing in the Ground

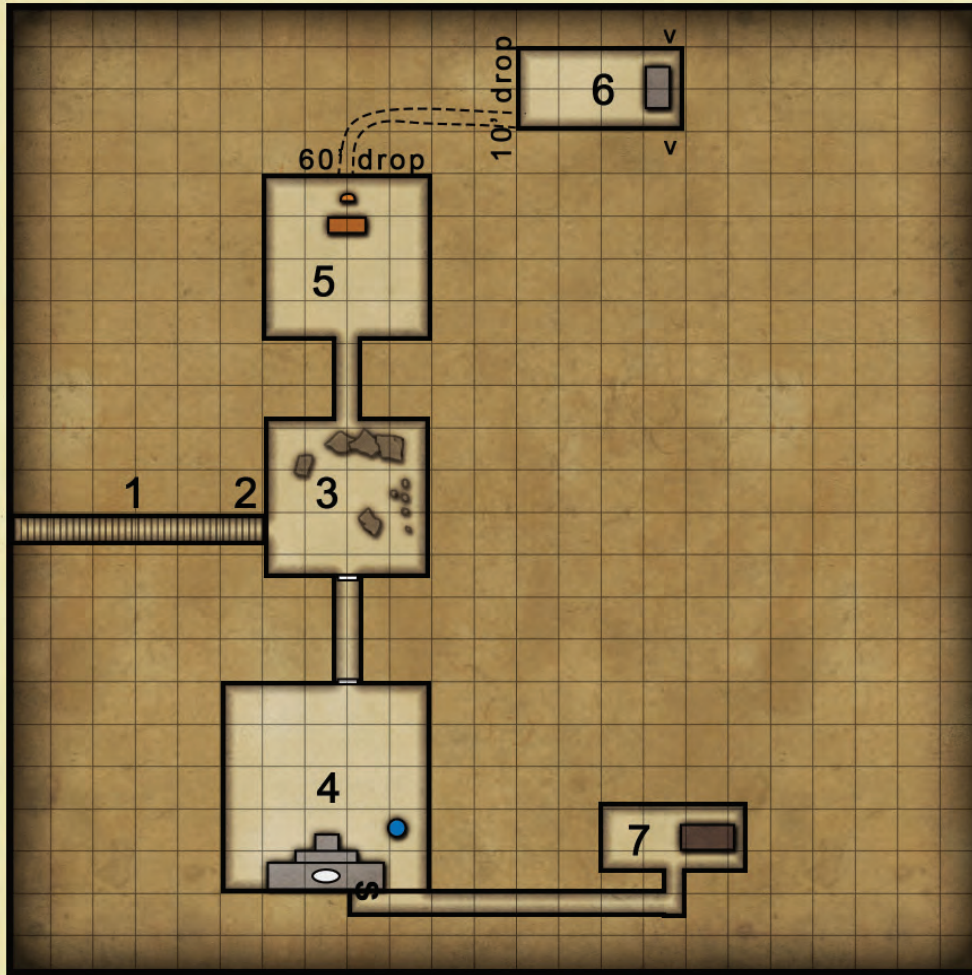
Buried 20 ft. below ground and protruding 10 ft. above it is a large, stone egg-shaped obelisk, fully 15 ft. in diameter at its thickest point. The obelisk detects as magic and is made of extraordinarily hard material. A diamond can barely scratch it.

The obelisk consists of a weird, pinkish stone and is covered with thousands of hieroglyphs and runes. The writing is indecipherable, although a PC using a *comprehend languages* spell or a DC 25 Linguistics check can tell that it appears to be a form of creation story, and includes a detailed description of the gods making elves from grass and men from clay, dwarves from gold, etc. The creation of halflings is omitted. However, a painted line of graffiti in that section (written in halfling) explains that halflings were made as the pinnacle race out of the best parts of men, elves and dwarves.

Only bits and parts of the egg can be read (yes, this is a time waster — see *Bill Webb's Book of Dirty Tricks*) without substantial excavation. One curious bit about the area around the egg is that hundreds of footprints of all kinds can be found, some old, some recent, etc. This is a result of the other aspect of the obelisk. The thing attracts monsters, and any wandering monster encounters occur automatically four times each day (check at 3 and 9, a.m. and p.m.).

XR-4 Some Things are Better Left Buried

1 square - 10 feet



Encounter Area XR-4: Some Things are Best Left Buried

This encounter area is a mini-dungeon containing a buried menace sealed away long, long ago. The encounter begins with the discovery of a small pyramid structure standing 3 ft. above the ground, its top masked by the tall grass, and only spotted if the PCs chance across it (DC 25 Perception check if within 30 yards).

The structure is merely the top few feet of a much larger (buried) pyramid. Significant excavation is required to gain access to it, as the overall pyramid is 80 ft. tall and 240 ft. square. This requires the movement of more than 700 cubic yards of dirt just to expose the structure to its base. Assume it takes 1 man-day to move 1 yard of dirt (including hauling it up and out of the pit). Hence, the PCs need a team of excavators to truly gain access to this structure.

Of note, no birds, mice or other small animals are present within 200 ft. of the pyramid. Pack animals, horses and other animals present with the PCs feel uneasy (requiring a DC 15 Handle Animal check to calm them).

Assuming the pyramid is excavated, the whole structure can be searched. It is constructed of mortared blocks of stone, between 2 tons and 20 tons each. The mortar is high quality, and cutting through the stone would take a highly trained dwarven mining team months. On the northern side of the pyramid, about 10 ft. from the base, an un-mortared stone block weighing 4 tons can be located (DC 20 Perception check if such a thing is specifically looked for; DC 30 otherwise). This stone can be removed by conventional means (e.g. spiked ropes and oxen, or another method). If this is done, it slides out to reveal a staircase going up 30 ft.

Hieroglyphs and markings along the staircase indicate this is the tomb of a princess of some sort who was buried along with her retinue long ago. Strangely, her name is erased in all locations, seemingly scratched out of existence by the stone carver. *Comprehend languages* or a DC 30 Linguistics check discerns that the runes and writings indicate that she was buried *alive*. This all seems very strange to anyone familiar with the land of Khemit, as the writings are distinctly from that land, yet this pyramid is far from the place. Why would the ancient Khemitians bury one of their own so far away?

Inside the Pyramid

A few things about this place are important to game play. First, all natural animals and nature-oriented PCs (druids, rangers, etc; GM to determine) must make a DC 20 Will save to enter the place. A strange unnatural *fear* aura permeates the whole, and even if the save is made, these beings have the shaken condition while inside. If the creature fails the save, it never enters the place unless a *remove fear* or similar magic is placed on it.

Second, all attempts to control undead (turning or commanding) within the pyramid automatically fail. Due to the unholy nature of this place, undead here are particularly powerful and ignore the feeble attempts of any priest to make them run away. All undead are considered under the effects of an *unhallow* spell while in the pyramid.

Last, all non-magical light sources burn with a dim, faded light, casting only one-quarter of their normal radius.

Note there are no wandering monsters inside the pyramid; however, if the great seal at **Area 2** is breached, all creatures within are free to leave. They exit the tomb the next night, attacking any who camp nearby.

Area 1. The Staircase of the Stars

The staircase leads up 30 ft. vertically (total length is 60 ft.) and ends in a large stone door. Careful inspection of the stairs indicates that they have somewhat rounded corners, with small chips taken away as if roughly ground (a result of the stone block from **Area 2** being dragged up them). The ceiling above the staircase is meticulously painted with a sky scene that shows the stars above. A sage, a *legend lore* spell or a DC 20

Knowledge (nature) check notes that the star clusters shown are not local, and that the view shown would be from Khemit during the spring solstice.

Area 2. The Great Seal

The GM should read this section carefully before play, as it is quite deadly. The stone door at the end of the staircase appears to open by pushing inward. Careful inspection (by anyone with stonemasonry, 5 ranks of Knowledge [dungeoneering or engineering], or some other stonemasonry skill; otherwise a DC 30 Perception check will also notice it) of the ceiling above the door shows a long crack, unmortared, in the large block in the ceiling. This large block is actually a **trap**. The block is currently supported by its keystone, the door. If the door is pushed inward even a fraction of an inch, the block is released and slides down the staircase in one round, landing at the base of the stairs and refilling the entryway. A kind GM could give anyone less than halfway up the stairs a saving throw to run out in front of the block. The block is the same dimensions as the entryway block described above and must be removed again to allow access back in.

As the block weighs more than 8,000 lbs., the GM is free to assign damage if they feel it appropriate; however, truly, anyone trapped in the staircase while the block descends is squashed to jelly (essentially making them stair-shaped) and quite dead. A better way is to make a DC 25 Perception check, allowing the PC inspecting the door to determine that it can also be pulled outward instead of inward (thereby “safelying” the trap by supporting the block with the door).

Behind the door is a stone wall. This wall is not mortared, but instead has the spaces between the bricks filled with layers of lead and silver. The only non-magical way through the door is simple bashing and brick removal. This of course removes the protective lead and silver barrier, freeing the denizens within.

CRUSHING STONE TRAP

CR 24

XP 51,200

Type mechanical; Perception DC 30; Disable Device DC 22

Trigger location; Reset manual

Effect Atk +15 melee (2d12); multiple targets (all targets in a 10-ft. square)

Area 3. The Grand Entryway (CR Varies, 0 or 8)

The room behind the great seal is 40 ft. square, with doors to the left and right. The walls and ceiling are painted and frescoed with beautiful hieroglyphs and images. The general theme is of a great queen kindly ruling over people who peacefully thrive during her reign. Writings describe her as Isis incarnate, and tell of the great prosperity and wealth her kingdom enjoyed during her reign. Her name, once again, has been carefully blotted out with a chisel everywhere it once appeared.

The room is filled with old carpets (once valuable, now rotten) that turn to dust if touched. Gold ornaments and icons abound, as do small vessels of ivory, jade, lapis and bronze. The treasure includes:

- Four alabaster jugs (1 gallon each) inlaid with lapis and gold filigree, worth 200 gp each.
- Three gold statuettes — one of a lion, one of a tiger and one of an eagle — each worth 500 gp.
- Gold thread (from the carpets, not immediately obvious) worth 2,000 gp.
- A jade statue of Isis, with ruby eyes worth 2,000 gp.
- A small bronze box with no apparent means of opening (see below) inlaid with various gems, worth 200 gp.
- Twenty random bits of jewelry worth 1d6x20 gp each.
- A solid silver cup (worth 10 gp).

All of the items are safe to take, with the exception of the bronze box. The box itself has no apparent means of opening (the command word is the name of the princess, which the PCs do not have [it's “*Ukara*”]). However, enterprising players will use a *knock* spell or means to open it, or else just force it open.

Unfortunately for the PCs, inside is a very angry and dedicated **efreeti** that attacks immediately, giving no quarter and asking none.

Once this room is dealt with, the PCs can try the doors. The right door

SWORD OF AIR

is wax sealed and has an image of a temple painted on it. It leads to **Area 4**. The left door is also wax sealed, and bears images of a royal palace, complete with 3 beautiful handmaidens and guards. It leads to **Area 5**. The wise will note that there are 3 handmaidens, as this is a clue that **Area 6** is a false tomb, since the portraits here match the faces of the vampires in that room, and not the queen.

EFREETI
XP 4,800

hp 95 (*Pathfinder Roleplaying Game Bestiary*, "Genie, Efreeti")

CR 8

Area 4. The Temple (CR Varies, 7–12)

A 10 ft. corridor leads into a 50 ft. by 50 ft. room with a vaulted ceiling 20 ft. high. Against the far wall is an altar to Isis, completely intact with a silver water font that still bubbles with living water, with two large statues of the gods Osiris (green stone) and Set (black stone) flanking it on either side.

A silver bowl (20 gp) sits next to the fountain. The walls are again amazingly decorated, containing inlays of semiprecious gemstones and gold (total of 600 gp if 2 man-days are spent removing them).

Careful inspection (DC 35 Perception check) reveals three small holes above the altar, 9 ft. above the ground. These are passages to **Area 7** beyond. Note that Ukara in gaseous form can pass through them without difficulty, although anyone not gaseous would have a very difficult time going through the 1 in. diameter holes in the 5 ft. thick wall. However, if *detect evil* or similar magic is directed down the holes, it radiates strongly. The only way through the wall short of magic is by chopping away at the block. This takes 12 man-days with mining tools.

The fountain radiates magic if *detect magic* is cast. Should anyone disturb the water, or if any is spilled or touched, it forms **1d6 rot grub swarms** (up to 10 if the water is dumped). This is obviously a big problem if anyone ingests the water (dead in 2 rounds unless *cure disease* is applied, no save). The swarms attack until slain.

The statues are non-magical, and no other danger is present.

ROT GRUB SWARM
XP 800

hp 37 (*Pathfinder Roleplaying Game Bestiary 3* "Rot Grub Swarm")

CR 7

Area 5. The Throne Room

The corridor behind the door leads 20 ft. and opens up into a 40 ft. square chamber. The room itself is even more lavishly decorated than the rest of this place. The walls are decorated with fine gems and paintings, inlays that take one's breath away at first glance (worth 900 gp if pried out, takes 4 man-days). The floors are covered with fine carpets (useless like in **Area 3**). Against the far wall is a throne of solid bronze inlaid with gold and gems (worth 12,000 gp, weighs 800 lbs.). No apparent exits exist in this room.

In front of the throne is a solid silver table (worth 1,200 gp) with a gold cup (200 gp), a large gem (10,000 gp), and a sealed flask of what appears to be wine. The gem radiates magic strongly (a *sympathy* spell; a DC 22 Will save negates).

Should anyone touch the gem, the first to do so is immediately possessed by an **evil spirit** (no save). This PC attacks the rest of his comrades using all his abilities the next round. If slain, the spirit moves into another PC and so on, until all are dead. The only way to stop this effect is to smash the gem (hardness 10; 12 hp). The wine bottle contains oil of taggit poison, and the cup is non-magical.

Beneath the throne is a concealed door (the throne must be moved to locate it). The door is wax sealed, 4 ft. in diameter, round and inset into the floor (like a manhole cover). It weighs 80 lbs., and can be pried out easily. Beneath the door is a vertical shaft dropping 60 ft. straight down.

Area 6. The False Burial Room (CR II)

Like any good evil queen/vampire, Ukara set up a false tomb to befuddle looters so she can escape her prison and kill them later. The vertical shaft leads into a 40 ft. by 20 ft. room, with the outlet 10 ft. above the ground and landing in the area farthest from the coffin.

The walls of this chamber are undecorated, simple limestone blocks mortared together to form a nearly seamless set of walls. The sarcophagus at the far end of the chamber is impressive, however. It consists of a large over casing of stone (the lid weighs 300 lbs. and must be pried loose). Inside is a wooden coffin (rotted and easy to break; it falls apart if disturbed) that houses a gold-cased lead coffin (worth 1,500 gp).

Two things happen if the stone case is disturbed. First, Ukara awakens and knows that someone is disturbing her tomb (see **Area 7**). Second, her servants, **2 vampires**, emerge from the walls and attack, forming from gas that seeps out of the walls in 2 rounds.

Remember, all undead here are immune to turning attempts by clerics! If slain, the vampires return to the stucco holes in the walls that they came from (easily broken down so they can be permanently killed. Examination of the two indicates that they look very much like two of the servant girls depicted on the door in **Area 3**).

If the wooden box is broken away, and the inner coffin breached, the PCs encounter the false queen. The death mask bears a striking resemblance to the third handmaiden depicted on the door in **Area 3** (only tell the players this if they ask).

The false queen is not a vampire, she is a **mummy**. If the wooden box is breached, she breaks open the coffin in 1 round and immediately attacks. She holds 2 vials of the water from the temple that she crushes on her second round of activity (releasing **2d6 rot grub swarms**). Her face is masked by the death mask (worth 2,400 gp), and her rotten visage is not immediately apparent. It's always fun to have the PCs try to stake a mummy, thereby getting mummy rot as they touch the thing. Fire used on the mummy destroys the death mask (value drops to 600 gp).

MUMMY
XP 1,600

hp 60 (*Pathfinder Roleplaying Game Bestiary* "Mummy")

CR 5

ROT GRUB SWARM
XP 800

hp 37 (*Pathfinder Roleplaying Game Bestiary 3* "Rot Grub Swarm")

CR 7

SERVANT GIRL VAMPIRE SPAWN (2)
XP 1,200

CE Medium undead

Init +1; **Senses** darkvision 60 ft.; **Perception** +11

CR 4

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

hp 26 (4d8+8); fast healing 2

Fort +3, **Ref** +2, **Will** +5

Defensive Abilities channel resistance +2; **DR** 5/silver;

Immune undead traits; **Resist** cold 10, electricity 10

Weaknesses vampire weaknesses

Speed 30 ft.

Melee slam +4 (1d4+1 plus energy drain)

Special Attacks blood drain, dominate (DC 14), energy drain (1 level, DC 14)

Str 12, **Dex** 12, **Con** —, **Int** 11, **Wis** 13, **Cha** 15

Base Atk +3; **CMB** +4; **CMD** 15

Feats Blind-Fight, Skill Focus (Perception)

Skills Intimidate +9, Knowledge (religion) +7, Perception +11,

Stealth +16; Racial Modifier +8 Stealth

Languages Common

Assuming the players defeat the undead here, there is considerable loot within the crypt.

The yummy mummy maiden wears jewelry as follows:

- The death mask (previously detailed).
- Five rings of gold and precious stones, worth 1,500 gp, 900 gp, 750 gp, 400 gp and 200 gp.
- A silver and ruby belt worth 400 gp.
- A golden dagger worth 80 gp.
- A large scarab necklace carved of amber and inlaid with lapis and

mother-of-pearl worth 80 gp.

- Bead necklaces and other costume jewelry worth 20 gp.

The two vampires each wear costume jewelry worth 50 gp as well.

Area 7. The Vampire Queen's Tomb

The access to this room is limited to the three small breathing holes in the stone wall found in **Area 4**. The good news is that if the false tomb in **Area 6** is not disturbed, the queen may be found asleep in her coffin. The bad news is that it is highly unlikely the PCs will notice they fought three, and not four, undead women, and that they will likely not have spent a week busting through 5 ft. of limestone rather than locating the easy to find concealed door in **Area 5**.

Hence, two or three possible scenarios can play out here. The first is that the PCs can burst through the wall, not waking the queen, and find her in her coffin, asleep. They can rather easily dispatch her if they sort out that she is indeed a vampire simply by using magic or other means to determine what she is. If her coffin is breached while she is asleep, she stays in torpor for 3 rounds (3 free rounds for the PCs to act) before she can attack. Note that she **ONLY** awakens in her coffin if the false coffin in **Area 6** is opened.

The second scenario is that she awakens and attacks stragglers or looters who remain in the tomb, especially if isolated from the others. She then retreats to her tomb through the holes in the wall. If by some chance she is slain, a clever party can follow her gaseous form to these holes.

The third scenario is that she awakes and attacks the intruders by night in their camp outside. Animals are found slain, servants and workers are killed, isolated PCs are attacked, etc. Ukara is very intelligent, and is unlikely to attack the whole party at once. She uses summoned creatures to create distractions and then focuses on killing people one or two at a time. Since she is unwilling to leave her lair, the GM can assume a 20-mile radius from the area is where she is willing to pursue and attack the PCs.

Now back to the room. Ukara's crypt is much fancier than **Area 6**. The room itself has no exits and is 40 ft. by 60 ft., with a 20 ft. high ceiling. It contains a large, heavy sarcophagus in the shape of a queen of Khemit, piles of bejeweled boxes, urns and other containers, and a large wooden (heavy) chariot.

The sarcophagus lid weighs 100 lbs., and houses a wooden box with the queen's coffin inside. The coffin is made of pure gold (6,000 gp), and is filled with dirt (native to Khemit). The wooden box is inscribed with runes and curses (*comprehend languages* or a DC 20 Linguistics check indicates these are curses of undeath), but crumbles immediately to dust if roughly handled. If the wooden box is breached, Ukara rises in 3 rounds as described above.

UKARA XP 25,600

CR 13

Female human vampire wizard 12 (*Pathfinder Roleplaying Game Bestiary* "Vampire")

CE Medium undead (humanoid, human)

Init +8; **Senses** darkvision 60 ft.; **Perception** +26

AC 29, touch 18, flat-footed 24 (+5 armor, +3 deflection, +4 Dex, +1 dodge, +6 natural)

hp 105 (12d6+60); fast healing 5

Fort +12, **Ref** +14, **Will** +14; +4 bonus vs. channeled energy

Defensive Abilities channel resistance +4; **DR** 10/magic and silver; **Immune** undead traits; **Resist** cold 10, electricity 10; **SR** 18

Weakness vampire weaknesses

Speed 30 ft.

Melee slam +9 (1d4+4)

Special Attacks blood drain, children of the night, create spawn, dominate (DC 20), energy drain (2 levels, DC 20)

Wizard Spells Prepared (CL 12th; concentration +18)

6th—*circle of death* (DC 22), *disintegrate* (DC 22), *summon monster VI*

5th—*cloudkill* (2, DC 21), *teleport*, *transmute rock to mud*

4th—*bestow curse* (DC 20), *charm monster* (DC 20), *contagion* (DC 20), *wall of fire*



3rd—*dispel magic*, *haste*, *hold person* (DC 19), *lightning bolt* (DC 19), *summon monster III*

2nd—*darkness*, *invisibility*, *shatter* (DC 18), *summon monster II*, *touch of idiocy*, *web* (DC 18)

1st—*magic missile* (x2), *protection from good*, *ray of enfeeblement* (DC 17), *shocking grasp*, *true strike*

0 (at will)—*bleed* (DC 16), *daze* (DC 16), *flare* (DC 16), *ghost sound* (DC 16)

Str 17, **Dex** 19, **Con** —, **Int** 22, **Wis** 14, **Cha** 18

Base Atk +6; **CMB** +9; **CMD** 27

Feats Alertness, Arcane Strike, Brew Potion, Combat Reflexes, Craft Staff, Craft Wand, Deceitful, Dodge, Enlarge Spell, Heighten Spell, Improved Initiative, Lightning Reflexes, Maximize Spell, Scribe Scroll, Stealthy, Toughness

Skills Appraise +21, Bluff +14, Disguise +6, Escape Artist +6, Fly +19, Knowledge (arcana) +21, Knowledge (geography) +21, Knowledge (history) +21, Knowledge (nobility) +21, Knowledge (planes) +21, Knowledge (religion) +21, Perception +26, Sense Motive +12, Spellcraft +21, Stealth +14; **Racial Modifiers** +8 Bluff, +8 Perception, +8 Sense Motive, +8 Stealth

Languages Abyssal, Common, Dwarven, Elven, Goblin, Sylvan, Undercommon

SQ arcane bond (quarterstaff), *change shape*, *gaseous form*, *shadowless*, *spider climb*

Combat Gear *robe of the archmagi* (black), *rod of absorption*; **Other Gear** *ring of protection* +3

Once the queen is dealt with, the party can loot her somewhat large treasure trove. Among the piles of rotting cloth and carpets are the following:



- A magical +1 *light chariot* (attacks count as magical, ignores rough terrain, similar to *horseshoes of the zephyr*).
- A *manual of gainful exercise*.
- A *quarterstaff of the sun* (see the **Appendix**).
- A pair of *figurines of wondrous power (golden lions)*.
- A *silver horn of Valhalla*.
- 12,000 gp of coins.
- 12 large jewels (ruby, 1,000 gp; 2 emeralds, 500 gp, 2,000 gp; 6 sapphires, 200 gp, 300 gp, 700 gp, 9,00 gp, 1,100 gp, 5,000 gp); black pearl, in reality a *pearl of power* (recalls Level 3 spells); and 2 diamonds, 3,000 gp, 10,000 gp.
- 9 jeweled containers worth 2d6 x 100 gp each.
- Rotting silk, cloth, rugs and paper (worthless)

Encounter Area XR-5: It's Shocking (CR 2)

The party comes across a small stream crossing. Nothing out of the ordinary, except the 30 ft. wide ford area is full of skeletons of various creatures. The stream bank itself is quite normal, with thick bunches of cattails and rushes lining its banks, and insects and frogs buzzing about croaking.

More than 20 skeletons of random animals are present in the shallows. Since the water is only 3 ft. deep, they can be seen quite plainly. Deer, wolves, a bear and two goblin skeletons are visible. The stream is quite deep (8 ft.) to either side of the ford. Interestingly, no fish are present in the shallows, and even the frogs seem to hop up and downstream before entering the water.

Hidden in the rushes near the bank is an **electric eel**. The eel has a 25% chance of being hungry (or upset) each time something enters the water within 50 ft. to either side of the ford. If it is, it jolts the water from its hiding place. It waits until the water is calm again to feed, knowing that creatures stunned by its jolt typically drown or die, and it is too shy to attack directly. If it is not upset or hungry, it simply lets waders pass by.

ELECTRIC EEL XP 600

CR 2

The Tome of Horrors Complete 666

N Large animal (aquatic)

Init +4; **Senses** low-light vision, scent; **Perception** +8

AC 15, touch 13, flat-footed 11 (+4 Dex, +2 natural, -1 size)

hp 22 (4d8+4)

Fort +5; **Ref** +8; **Will** +2

Immune electricity

Speed swim 40 ft.

Melee bite +7 (1d8)

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

Special Attacks electricity (DC 13)

Str 10, **Dex** 18, **Con** 12, **Int** 1, **Wis** 12, **Cha** 2

Base Atk +3; **CMB** +4; **CMD** 18 (can't be tripped)

Feats Weapon Finesse, Weapon Focus (bite)

Skills Perception +8, Swim +12; **Racial Modifiers** Electric eels use their Dexterity modifier for Swim checks.

Electricity (Ex) Once per hour, an electric eel can produce a jolt of electricity in a 10 ft. radius centered on its body. Creatures within 5 ft. take 3d8 points of electricity damage. Those further away than 5 ft. but within 10 ft. take 2d8 points of electricity damage. Affected creatures can make a DC 13 Fortitude save to reduce the damage by half. Electric eels are immune to their own electrical attacks and that of other electric eels. The save DC is Constitution-based.

Encounter Area XR-6: The Legion Bridge

Crossing the Xircos River is a huge stone bridge. The architecture of the bridge is ancient beyond legend, and the massive stone pillars and supports defy belief. Individual seamless stone pieces weigh more than 500 tons, leaving the characters wondering how anything could possibly have moved the pieces into place. Certainly it would have taken oxen teams numbering in the thousands to do so.

The bridge itself is 600ft long and rises gently to a peak over the center of the wide river 300ft below its deck. It has 7ft high railings girding its edges, and a massive stone arch supports its weight, rising 60ft above the bridge deck in the center.

The material used for construction of the bridge is very hard and defies almost any attempt to destroy or deface it, even blunting non-magical steel without leaving a trace on the stone. Merchant traffic from the south is fairly uncommon, and thus bandits and other predators tend to haunt the northern plains rather than bother with the sparse traffic here.

Encounter Area XR-7: The Amazon Village

Long famous as a haven for adventurers in my home campaign (as it is just to the east of Rappan Athuk), this amazing village is full of a reasonably friendly tribe of Amazons.

Some interesting features about the village should be noted before we get into the societal details. First, the area in and around the village is covered with HUGE growths of giant fungi. Mushrooms up to 40 ft. tall grow by the hundreds in this area. The fungi are basically harmless, although the magical nature of the species radiates *protection from evil* in an area ten miles square (about 100 yards from the mushrooms at the outside edge). The fungus has to be at least 1,000 lbs. in weight to cause this effect, rendering attempts to "take some with you" a failure or at best very difficult. Further, if removed from the native soil (a strange, yellow-tinted sandy loam that the mushrooms thrive in) it loses all magical properties within a few days. Last, should anyone be caught attempting to "steal" the fungus, the Amazon tribe immediately becomes hostile. It is a capital crime to take the fungus away.

The village itself houses some 300 inhabitants, plus a few dozen travelers and merchants who have stopped here for some reason. Male PCs are warned on entry of the laws and rules of this tribe. The buildings consist of wooden structures, although a large temple to the goddess Diana stands prominently in the center of the village and is made of marble.

The GM can have a great deal of fun with male PCs in this place. They should be quite unused to being thought of as second-class citizens. The unusual laws of note include:

- Male persons cannot be outdoors in the village after dark, unless escorted by a female (penalty is 10 lashes).
- Male persons cannot become drunk and disorderly (penalty 10 lashes).
- Assaults involving male/female conflicts are automatically considered a crime by the male unless a native female says otherwise.
- It is an enslaveable offense for males to deface the mushrooms, the temple or to assault in any way a priestess. Females who are complicit with such an act, or commit this type of crime, are beheaded.

Now for the rest.

Amazon Culture and Nature

While they do believe males inferior, the good nature of these women is neither hostile nor mean-spirited. They simply believe that males are not able to control their emotions and need to be protected from themselves and from the evils of the world. While their words and actions may come off at best demeaning and at worst insulting, it is rare that any offense is intended. After all, a man's place is in the home! Men may engage in business dealings and own property; however, women rule the village.

The Amazon women here are all taught from an early age to be skilled

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archers, hunters and riders. Few can match them on a horse or with a bow. In battle, they fight like the historical Mongols, with heavy horse bows and mounted weapons (lance, spear, sword). They seldom if ever fight on foot, though they can if pressed. All common Amazons can be considered as **Ftr 1-3**, with the added benefit of +2 to hit with bows and no penalty when firing from a moving horse.

Men taken as husbands are treated very well, perhaps better than their female counterparts in other cultures. Slavery, while legal here, has strict laws that protect slaves from abuse. Slaves cannot be bought and sold without the slave's permission, and they must be fed, clothed and housed with the same level of luxury as their owners. Few Amazons own slaves, and those who do typically free them if the slave desires after a certain period of time.

Leadership

In addition to the high priestess (see below), this matriarchy is ruled by a council of six women and one man. The man's vote only counts in the event of a tie between the women holding office.

The current council consists of the following:

- **Nayla** (11th-level fighter) is warlike and not very polite to men. She rides a pegasus.
- **Kaylaa** is the high priestess of Diana (see below).
- **Darma the Ancient One** is 221 years old and has been on the council for 100 years. All listen to her advice.

- **Julia** (9th-level fighter) is kind and almost certain men should be treated as equals. She dislikes Nayla.

- **Zira** (13th-level wizard) is quiet, studious and very slow to make decisions. She has many slaves, all of whom love her.

- **Mayleth** (12th-level ranger), an outsider, was adopted into the tribe as a founding child. She is very wise and well-respected

- **Zebedee** (2nd-level male fighter) is the sole male member of the council of seven. He is very loyal to Julia and Darma.

DARMA THE ANCIENT ONE

CR 6

XP 2,400

hp 28 (*Pathfinder Roleplaying Game NPC Codex* "Wise Sage")

MAYLETH

CR 11

XP 12,800

hp 94 (*Pathfinder Roleplaying Game NPC Codex* "Bounty Hunter")

NAYLA

CR 10

XP 9,600

hp 98 (*Pathfinder Roleplaying Game NPC Codex* "Scheming Fencer")



CHAPTER 2: THE WILDERNESS OF THE GULF OF AKADOS

ZEBEDEE
XP 400
hp 16 (*Pathfinder Roleplaying Game Game Mastery Guide* "NPC Gallery, Caravan Guard")
Gear Zebedee carries no weapons

CR 1 **hp** 81 (13d6+33)
Fort +9, **Ref** +11, **Will** +12
Immune fire (120 points); **Resist** fire 30

KAYLAA, HIGH PRIESTES OF DIANA
XP 19,200
 Female human cleric of Diana 13
 LG Medium humanoid (human)
Init +1; **Perception** +8
Aura Good

CR 12
Speed 40 ft.
Melee club +6/+1 (1d6)
Special Attacks intense spells (+6 damage)
Arcane School Spell-Like Abilities (CL 13th; concentration +19)
 At will—elemental wall (13 rounds/day)
 9/day—force missile (1d4+6)
Evoker Spells Prepared (CL 13th; concentration +19)
 7th—*delayed blast fireball* (DC 25), *statue*
 6th—*elemental body III*, *maximized fireball* (2, DC 21),
greater dispel magic
 5th—*passwall*, *maximized scorching ray* (2), *telekinesis*,
waves of fatigue
 4th—*maximized burning hands* (2, DC 19), *greater invisibility*,
phantasmal killer (DC 20), *shout* (DC 22), *wall of fire*
 3rd—*dispel magic*, *explosive runes*, *fireball* (DC 21), *flame*
arrow, *fly*, *protection from energy*
 2nd—*flaming sphere* (DC 20), *gust of wind* (DC 20),
pyrotechnics (2, DC 18), *resist energy*, *scorching ray*, *web*
 (DC 18)
 1st—*burning hands* (DC 19), *expeditious retreat*, *grease*,
mage armor, *magic missile* (x2), *ray of enfeeblement* (DC 17)
 0 (at will)—*bleed* (DC 16), *dancing lights*, *mage hand*,
open/close
Opposition Schools divination, enchantment

AC 18, touch 11, flat-footed 17 (+7 armor, +1 Dex)
hp 75 (13d8+13)
Fort +9; **Ref** +5; **Will** +13
Defensive Abilities unity

Speed 30 ft.
Melee *staff of the woodlands* +13/+8 (1d6+5)
Ranged +1 *distance huntsman* longbow* +11/+6 (1d8+1/x3)
Special Attacks channel positive energy 9/day (DC 20, 7d6)
Domain Spell-Like Abilities (CL 13th):
 16 rounds/day—*speak with animals*
Spells Prepared (CL 13th; melee touch +11, ranged touch +10):
 7th—*greater restoration*, *refuge*^P
 6th—*heal*, *heroes' feast*^P, *planar ally*
 5th—*dispel evil*, *greater forbid action*** (DC 20), *scrying* (DC 20), *telepathic bond*^P, *true seeing*
 4th—*blessing of fervor*[#] (DC 19), *control summoned creature*** (DC 19), *death ward*, *divination*, *neutralize poison*, *summon nature's ally IV* (animals only)^D
 3rd—*create food and water*, *dispel magic*, *dominate animal*^P (DC 18), *helping hand*, *locate object*, *prayer*
 2nd—*augury*, *blessing of courage and life*[#] (DC 17), *calm emotions*^P (DC 17), *delay poison*, *hold person* (DC 17), *shield other*
 1st—*bliss*, *calm animals*^P (DC 16), *command* (DC 16), *divine favor*, *endure elements*, *protection from evil*, *shield of faith*
 0 (at will)—*create water*, *guidance*, *resistance*, *virtue*
D Domain spell **Domains** Animal, Family[#]

Str 10, **Dex** 14, **Con** 14, **Int** 22, **Wis** 9, **Cha** 12
Base Atk +6; **CMB** +6; **CMD** 20
Feats Combat Casting, Craft Wondrous Item, Dodge, Greater Spell Focus (evocation), Improved Initiative, Iron Will, Lightning Reflexes, Maximize Spell, Point-Blank Shot, Scribe Scroll, Spell Focus (evocation)
Skills Climb +5, Craft (alchemy) +19, Fly +18, Knowledge (arcana) +21, Knowledge (engineering, planes) +19, Knowledge (geography, history, local, religion) +14, Perception +12, Sense Motive +4, Spellcraft +19, Stealth +12, Survival +4
Languages Abyssal, Common, Draconic, Dwarven, Goblin, Ignan, Infernal
SQ arcane bond (*ring of protection* +1)
Combat Gear *elemental gem* (fire), *potions of cure moderate wounds* (x2), *potion of invisibility*, *scrolls of protection from energy* (x2), *wand of burning hands* (CL 5th, 20 charges); **Other Gear** club, *amulet of natural armor* +1, *boots of striding and springing*, *bracers of armor* +3, *cloak of resistance* +3, *headband of vast intelligence* +4, *ring of protection* +1, spellbook

Str 14, **Dex** 12, **Con** 12, **Int** 10, **Wis** 20, **Cha** 19
Base Atk +9; **CMB** +11; **CMD** 22
Feats Alertness, Animal Affinity, Brew Potion, Craft Wondrous Item, Extra Channel, Martial Weapon Proficiency (longbow), Run, Selective Channeling
Skills Acrobatics +1 (+5 to jump with a running start), Diplomacy +8, Handle Animal +9, Heal +10, Knowledge (arcana) +5, Knowledge (geography) +6, Knowledge (local) +2, Knowledge (nature) +8, Knowledge (planes) +6, Knowledge (religion) +10, Perception +8, Ride +5, Sense Motive +16, Spellcraft +8, Stealth +2, Survival +9, Swim +4
Languages Common, Elf
SQ binding ties
Combat Gear *staff of the woodlands*; **Other Gear** +3 *mithral shirt*, +1 *distance huntsman longbow*, 20 masterwork arrows, wooden holy symbol of Diana.
**Pathfinder Roleplaying Game Ultimate Equipment*
***Pathfinder Roleplaying Game Ultimate Magic*
#Pathfinder Roleplaying Game Advanced Player's Guide

The council votes on all law changes and issues of state (e.g. to fight an enemy). They also pass judgment and act as the local court of law. While Nayla does not care much for men, she is not evil. Encounters with her in the village could be great opportunities for roleplaying, especially if countered with meeting Julia.

The Market

The market in this village is teeming with strange and rare items. Due to the mushroom aura, merchants from all over come here to trade the rarest of goods, being safe from bandits and other evils. Odd items such as the occasional potion, eggs and young of strange creatures, and even strange artifacts from the desert can be found at the merchant stalls in the center of the village. If the GM wishes to introduce strange creatures such as pegasi mounts, hippogriffs or some other strange pet, this is the place to do so. Assume anything up to 3,000 gp in value can be found here most of the time (75% chance). Common items such as plate armor and exotic weapons could be harder to locate. This is one of the few places in the Lost Lands that occasionally has a magic item or two for sale as well (at VERY high prices; double listed value in any *Pathfinder Roleplaying*

ZIRA
XP 19,200
 Female human evoker 13
 NG Medium humanoid (human)
Init +6; **Senses Perception** +12

CR 12

AC 19, touch 14, flat-footed 16 (+4 armor, +1 deflection, +2 Dex, +1 dodge, +1 natural)

Game Accessory). At least one merchant is usually present that can buy items up to 10,000 gp in value. Zira frequents this market, picking up spell components and rare items.

It's a Nice Place to Live, But . . .

The general alignment of the village is Lawful Good, although the strict matriarchal rule may make this seem strange to many. In general, the people are fair and just, and it is rare for a native to cause an outsider trouble. Crime is almost nonexistent, and common houses and inns supply nighttime dwellings for the male adventurers and merchants who frequent this place. Inns typically charge 1 to 2 gp per night for lodging, and are clean and well-kept.

The Temple

The Temple of Diana is beautiful if spartan, consisting of cleanly swept and polished marble walls, floors and columns. The statue of the goddess is made of pure green jade, and various offerings lay about it, primarily tiny gold and silver replicas of weapons and animals, wine and fine cuts of meat that are burned in the coal pit adjacent to the statue. The temple is manned (or woman'd) by **6 priestesses**; **Kaylaa the high priestess** (12th-level priest), **Sibanne the underpriestess** (7th-level priest), and **4 acolytes Dalia, Simone, Dacie and Alexandra** (1st-level priests)

The priestesses cast spells for a fee, with prices as follows:

Raise dead	2,000 gp or 500 gp and submit to a quest spell
Commune	10,000 gp or 2,000 gp and a quest spell
Neutralize poison	400 gp
Cure disease	400 gp
Remove curse	500 gp
Detect magic/evil	100 gp
Cure wounds spells	100 gp/level

DALIA, SIMONE, DACIE, ALEXANDRA XP 200

CR 1/2

Female human cleric of Diana 1
LG Medium humanoid (human)
Init +0; **Perception** +4
Aura Good

AC 12, touch 10, flat-footed 12 (+2 armor)
hp 9 (1d8+1)
Fort +3; **Ref** +0; **Will** +4

Speed 30 ft.
Melee mwk spear +1 (1d8/×3)
Special Attacks channel positive energy 4/day (DC 11, 1d6)
Domain Spell-Like Abilities (CL 1st):
4 rounds/day—speak with animals
Spells Prepared (CL 1st):
1st—bless, bless^D, protection from evil
0 (at will)—guidance, resistance, virtue
D Domain spell **Domains** Animal, Family[#]

Str 11, **Dex** 11, **Con** 12, **Int** 10, **Wis** 14, **Cha** 12
Base Atk +0; **CMB** +0; **CMD** 10
Feats Alertness, Animal Affinity
Skills Heal +6, Knowledge (nature) +4, Knowledge (religion) +4, Perception +4, Ride +2, Sense Motive +8
Languages Common
SQ binding ties

Combat Gear 2 potions of cure light wounds; **Other Gear** leather armor, masterwork spear, wooden holy symbol of Diana.

[#]*Pathfinder Roleplaying Game Advanced Player's Guide*

Quest spells typically involve slaying some evil creature and/or returning within a year and a day with twice the monetary fee to donate to the goddess. These priestesses are Lawful and Good, and are not unreasonable in bestowing their quests. Similarly-aligned individuals, or priests/priestesses/paladins of similar ethos, may receive discounted rates at the GM's discretion.

Encounter Area XR-8: Wings from the Pit

In the wilderness east of Chlestea Lake stands a larger peak rising from the Barrier Hills and girded on all sides by a stream known by locals as the Bloody Run. Upon the peak stands the ruin of an ancient fortress that predates the incursion of the forces of Orcus in the north by thousands of years. Recently travelers passing near the area have begun disappearing. Signs of massacre and mayhem were left behind, but no bodies have been recovered by passing patrols, and rangers sent to investigate have not returned.

This adventure area details the environs of Howling Fortress, its wilderness, and the dungeons and caverns below. The area is expected to challenge a party of 7th to 11th level.

Note: This encounter is composed of **Areas XR-8, 9 and 10**. It can be played sequentially or in parts as the GM desires.

History

To the northeast of the ancient city of Apothasalos, along an old military highway that ultimately extends through Bard's Gate all the way to Courghais, stands the abandoned hill fortress known as the Howling Fortress. Long thought haunted, caravans were known to post up miles before the old keep before nightfall and continue their journeys under the light of day. Stories grew of ghosts or other vengeful spirits of the woods surrounding the keep that would capture passersby. These stories seemed corroborated by a hellish glow that illuminated the keep after dark and a wild caterwauling sound that rose from its cliffs and echoed across the Bloody Run after nightfall. The occasional missing caravan guard or disappearance of treasure hunters who ignored the superstitious warnings and trespassed too close to the Howling Fortress after dark have only furthered the ruin's mystique. Apothasalos caravans along the banks of Chlestea Lake have gone missing. A growing concern amongst the mercantile and drover's guilds as well as the Harmost of Apothasalos herself have once again drawn attention to this dangerous trek of wilderness once well patrolled by the knights of Apothasalos.

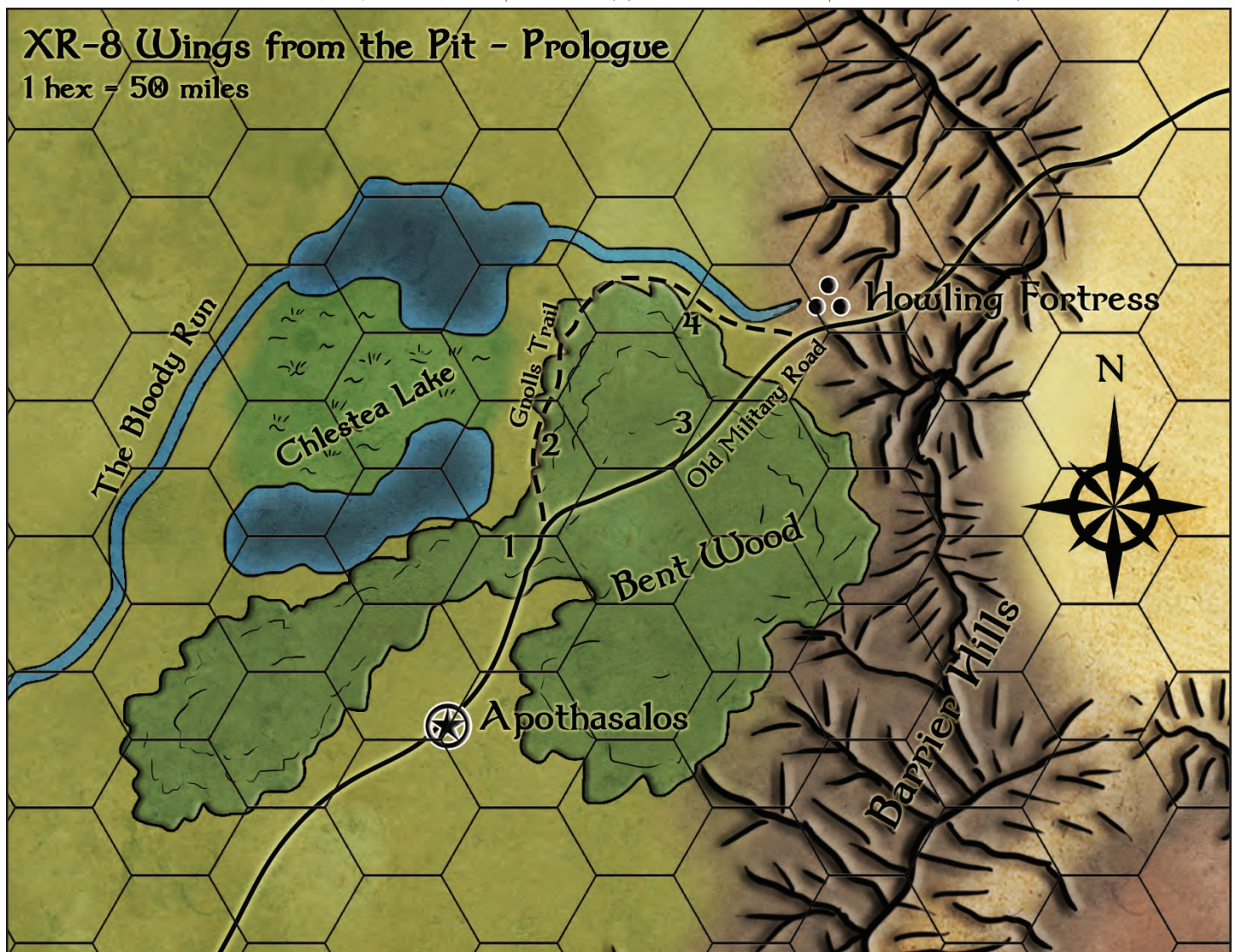
The call has been made, by both private or underworld enterprises and decree of the harmost offering bounty for any information leading to a resolution to the matter of the missing caravans and travelers.

The ruins of what are known as the Howling Fortress were originally built as a walled cloister built atop the ruins of a more ancient site. This fortress, lost to antiquity was known as Muirgaard. Muirgaard served as a prison for dangerous enemies of law and good, and was watched over by a contingent of paladins of Muir. The site was abandoned around the time of the construction of the temples in the Stoneheart Valley, as the prisoners were ostensibly transferred elsewhere.

For the GM

The old fortress of Muirgaard was built on a dwelling used by titans and their ancient giant servants in a bygone age. The paladins, having discovered the deep galleries below the ruins, built their cloister there and used the galleries below to house dangerous villains, intelligent monsters, and fiendish entities from other planes of existence.

As time passed, a host of various creatures moved into the empty prison or rose up from the depths of the unending caverns below, slowly repopulating the dungeon. Among these creatures was a powerful wyvern that the gnolls call Yulanupior. Through some occult emanation, the wyvern is cursed with an insatiable thirst for blood. The creature's enhanced powers brought about an unusual self-awareness in the beast that has since come to be worshipped as the god of the Blood Clan gnolls



who have taken up residence in the abandoned cloister above. Their nightly howling rituals of blood sacrifice to the creature earned the castle and its environs the name “The Howling Fortress.”

So great is Yulanupior’s thirst that the gnolls began capturing passing military patrols, trade caravans, and travelers. These unfortunates are afforded a terrible end as they are sacrificed nightly to Yulanupior.

What is unknown, even to the gnolls, is that their “god” is not the only creature dwelling within the depths below their citadel. Secrets of the paladins of Muir — and even older secrets of the ancients — still reside in the **Cyclopean Deeps**, awaiting discovery by hearty adventurers. Among the secrets of the deep are hidden tombs of the titan Shirimabi and his undead servants. Shirimabi was entombed in ages past and was rival to Ereg Tal and his minion, who are now buried in the depths of distant Rappan Athuk.

During their explorations of the cavern complex below the titan ruins, the paladins discovered the location of his tomb and determined that a great evil was buried beyond its portal. Thus the paladins performed an awesome ritual and placed a powerful enchantment upon the vault, concealing its existence from any would-be explorers.

Time and neglect weakened the ancient wards so that Shirimabi’s essence leaked from the tomb and possessed a particularly strong wyvern that had made its nest in the depths of the cavern beneath the peak. Shirimabi’s cursed spirit now imbues Yulanupior with vampiric powers as the spirit of the titan seeks some higher-minded creature to fulfill its wish to be released from its benighted sepulcher.

Through the course of this adventure the players will uncover the secrets of the Howling Fortress, defeat the gnoll menace, and explore the depths of the dungeons below the Howling Fortress where they must face and destroy the menace of Yulanupior and his spectral master Shirimabi.

During their explorations, it is possible that the characters may face encounters too difficult for them, or unleash horrors beyond their ability to defeat, unless they are smart and expend materials and equipment collected along the way. Such is the world of the *Lost Lands*, where retreat is always an option, and clever teamwork is more important than the narrative of the individual! As with any **Frog God Games** product, great reward comes with great willingness to sacrifice. In all things, the GM is the final arbiter, and you may scale the difficulty of the adventure according to the specific needs of your players as you see fit.

Beginning the Adventure

For the GM running a *Lost Lands* campaign, there are several options to get the characters involved in the adventure:

Characters are hired by the Harmost of Apothasalos, or by one of her agents.

In this circumstance, the party is informed of the missing caravans and given approximate coordinates to the area where the patrols and merchantmen have gone missing. The characters are to be awarded 500gp each if they can provide a detailed report as to the cause of the disappearances. They are told that there is some form of magical interference over the area that has defeated attempts by wizards in the employ of the city government to “see” into the area of the northeastern portion of the Bent Wood. The offer is upped to 1000gp each if the party manages to terminate the threat.

As an additional side quest, the Harmost and her associates are interested in the whereabouts of a knight patrol sent to investigate the region. In

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particular, they are looking for **Lieutenant Fathlin**, who led the patrol. He is to be rescued if found alive, or his signet and sword returned if proven dead. Returning any of these items provides an additional 500gp in rewards.

Characters are hired by a Crime Syndicate or Shady Merchant

In this instance, **Duloth**, a powerful and far-reaching master of the Wheelwright's Guild of Bard's Gate, or some other criminal enterprise contacts the party about a disruption to their smuggling operations. In this event, the characters are offered a "get out of jail free" card by underworld figures. This affords them the ability to perform an "off-the-books" heist, or actually be broken out of jail should any of their own activities result in arrest within the cities of Apothasalos, Bard's Gate, Reme or other civilized portions of the **Lost Lands** where the crime syndicate holds sway. This may include the syndicate providing false witnesses to testify on behalf of the party, forged documents, and disappearing evidence.

The characters are to make contact with **Lito Romello**, an agent of the syndicate who was smuggling an important case to the south with a caravan. The syndicate contact needs proof Lito Romello is still alive. Beyond that, the case must be returned to the syndicate officer unopened. Failure to comply with the wishes of the syndicate may result in a variety of issues for the characters, not limited to targeting by assassins or having their underworld privileges revoked in the city.

Characters are tasked with the quest by religious or holy order.

A broad swath of possibilities is linked to the party's overall religious affiliations. If characters lean toward a more chaotic or evil bent, it is possible that the Cult of Orcus or Tsathogga are concerned about entities they don't completely control. In this situation it is possible that the party is sent by their masters to cleanse their sect of the "false" religion that is espoused by the worshippers of Yulanupior and the machinations of the creature's true master.

If the characters are of a more Lawful alignment, it is likely that a priest of Muir and Thyr offers them a job. These priests indicate that rumors of missing caravans and the disappearance of travelers have occurred near a ruined fortress that once served as headquarters of an ancient prison. The fear is that some forgotten prisoner or other remnant not dealt with by the ancient order has somehow revived itself. The characters are to investigate the evils emanating from the Howling Fortress of Muirgaard and bring an end to whatever horrors they encounter. The contact hints that the *Shield of Amonfier* may still reside within the ruins of the cloister. The shield is believed to offer great protection against demons and the undead. If the characters recover the item, it would serve to fulfill the Panoply of Muir, a sacred set of armor used by holy warriors of the last age in their battles against the forces of evil.

Alternatively, players could just happen upon this place.

Area XR8-1: Caravan Wreck

The wreck of a caravan has been pulled off of the merchant road. A DC 20 Survival check notices the attempts made to conceal the assault. The results should be broken into multiple clues, each with their own Perception or Survival check (either will tell the tale), to increase and enhance the experience for the players, as the Caravan Wreck may offer the PCs a direct path through the forest to the Howling Fortress.

First successful result: PCs notice pooled blood along the road and see drag marks that lead into the forest. In the brambles, PCs find arrowheads, broken arrow shafts, and a lost dagger of gnoll construction.

Second successful result: PCs discover a burn pile in a clearing. The burn pile is composed of unusable bits of broken wagon wheels, bones of a Medium human, and the charred bones of a horse. Cut marks on the bones and teeth marks indicate that the meat was cut and chewed from the bones.

Third successful result: PCs find a substantial amount of tracks. If the PCs make a successful DC 15 Survival check, they find a set of tracks heading through a series of game trails that lead to Blood Creek.

Fourth successful result: This check may only be attempted by a PC with 5 or more ranks in Survival. PCs that make a successful DC 22 Survival check find a single-file set of tracks from gnolls, men, halflings and horses that lead to the southwest along the banks of the Blood Creek. The difficulty of following these tracks increases by +2 for each half mile

as they cross and re-cross the river multiple times.

PCs are eventually led to the Howling Fortress via this means.

Area XR8-2: Gnoll Bivouac

A group of 8 gnolls from the Howling Fortress set up this campsite less than a quarter mile from the road. The gnolls busy themselves torturing a pixie they captured.

GNOLLS (6) **CR 1**
XP 400
hp 11 (*Pathfinder Roleplaying Game Bestiary* "Gnoll")

GNOLL SUBCHIEF **CR 4**

XP 1,200
 Male gnoll barbarian (Scarred Rager) 4 (*Pathfinder Roleplaying Game Bestiary* "Gnoll"; *Pathfinder Roleplaying Game Ultimate Combat*)
 CE Medium humanoid (gnoll)
Init +1; **Senses** darkvision 60 ft., scent; **Perception** +9

AC 14, touch 9, flat-footed 13 (+4 armor, +1 Dex, +1 natural)
hp 68 (4d12+16 plus 2d8+8 plus 4)
Fort +11; **Ref** +2; **Will** +3

Speed 30 ft.
Melee bite +10 (1d4+7) and mwk greatclub +12 (1d10+7)
Special Attacks rage (12 rounds/day), rage powers (animal fury, scent)

Str 21, **Dex** 12, **Con** 18, **Int** 8, **Wis** 10, **Cha** 8
Base Atk +5; **CMB** +10; **CMD** 19
Feats Alertness, Power Attack, Weapon Focus (greatclub)
Skills Climb +9, Knowledge (local) +0, Knowledge (nature) +3, Perception +9, Ride +4, Sense Motive +3, Survival +7
Languages Gnoll
SQ scarification, terrifying visage, tolerance
Combat Gear 2 *potion of cure light wounds*; **Other Gear** masterwork chain shirt, masterwork greatclub

Base Statistics When not raging, a subchief's stats are: **AC** 16, touch 11, flat-footed 15; **hp** 56; **Fort** +9; **Ref** +2, **Will** +1; **Melee** mwk greatclub +10 (1d10+4); **Str** 17, **Con** 14; **CMB** +8; **Skills** Climb +7

GNOLL WITCHDOCTOR **CR 5**
XP 1,600

Male or Female gnoll adept 3, druid 3 (*Pathfinder Roleplaying Game Bestiary* "Gnoll")
 NE Medium humanoid (gnoll)
Init +0; **Senses** darkvision 60 ft.; **Perception** +9

AC 15, touch 10, flat-footed 15 (+4 armor, +1 natural)
hp 53 (5d8+10 plus 3d6+3 plus 3)
Fort +8; **Ref** +2; **Will** +11

Speed 20 ft.
Melee +1 *scimitar* +5 (1d6+1/18–20), mwk quarterstaff +5 (1d6)
Adept Spells Prepared (CL 3rd; melee touch +4):
 1st—*cause fear* (DC 14), *obscuring mist*, *protection from good*
 0 (at will)—*guidance*, *touch of fatigue* (DC 13, x2)
Druid Spells Prepared (CL 3rd; melee touch +4):
 2nd—*bull's strength*, *stone call*^{D*}, *summon swarm*
 1st—*cure light wounds*, *entangle* (DC 14), *pass without trace*, *stone fist*^{D*}
 0 (at will)—*guidance*, *know direction*, *resistance*, *virtue*
D Domain spell **Domain** Mountain**

Str 10, **Dex** 10, **Con** 12, **Int** 13, **Wis** 16, **Cha** 15

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Base Atk +4; **CMB** +4; **CMD** 14

Feats Combat Casting, Eschew Materials, Iron Will, Toughness

Skills Bluff +5, Handle Animal +6, Intimidate +3, Knowledge (local) +9, Knowledge (nature) +11, Knowledge (religion) +10, Perception +9, Sense Motive +6, Spellcraft +6, Survival +12

Languages Druidic, Gnoll

SQ foothold, trackless step, wild empathy +5, woodland stride

Combat Gear wand of entangle (CL 5th, 20 charges);

Other Gear masterwork hide armor, +1 scimitar, masterwork quarterstaff

*Pathfinder Roleplaying Game Advanced Player's Guide

**Pathfinder Roleplaying Game Ultimate Magic

HYAENODONS (4)

CR 4

XP 1,200

hp 47 (*The Tome of Horrors Complete* 673, or see **Chelstea Lake Wilderness Encounters**)

FIBLIT THE PIXIE

CR 4

XP 1,200

hp 18 (currently 3; *Pathfinder Roleplaying Game Bestiary* "Pixie")

If rescued, Fiblitz offers PCs 3 *potions of cure light wounds*, and a pair of boots of striding and springing that he has stashed in the woods. If asked, Fiblitz gives directions to the Howling Fortress.

GM Note: Fiblitz may serve as an ally or potential rescuer to the PCs in the event they get into a jam anywhere within the Forest of Hope.

Treasure: The gnoll sub chief carries a +1 battle axe and a *potion of invisibility*, 324 gp, and a sapphire worth 400 gp.

Area XR8-3: Troll Tree

Bits of rotted flesh, and piles of shattered bones and broken skulls of a dozen different creatures and humanoids litter the ground around a giant cedar tree. The air itself is filled with the stench of rot and decay, though the pungent scent of cedar goes far in masking the odor.

A hollow below the roots of the massive cedar tree is home to **Debo** and **Teebo**, a two-headed troll.

The gnolls give Debo and Teebo a wide berth, as he cares not if he eats their kind and has no real interest in their newfound religion.

DEBO TEEBO, THE TWO HEADED TROLL

CR 7

XP 3,200

The Tome of Horrors Complete 615

CE Large humanoid (giant)

Init +0; **Senses** darkvision 90 ft., low-light vision, scent;

Perception +18

AC 16, touch 9, flat-footed 16 (+7 natural, -1 size)

hp 95 (10d8+40 plus 10); fast healing 1

Fort +11; **Ref** +3; **Will** +5

Speed 30 ft.

Melee 2 claws +12 (1d6+6), 2 bites +12 (1d8+6)

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

Special Attacks rend (2 claws, 1d6+9), superior two-weapon fighting

Str 22, **Dex** 11, **Con** 19, **Int** 9, **Wis** 10, **Cha** 6

Base Atk +7; **CMB** +14; **CMD** 24

Feats Cleave, Iron Will, Power Attack, Skill Focus (Perception), Toughness

Skills Perception +18; **Racial Modifiers** +2 Perception

Languages Giant

Superior Two-Weapon Fighting (Ex) A two-headed troll fights

with a weapon in each hand. Because each of its two heads controls an arm, the two-headed troll does not take a penalty on attack or damage rolls for attacking with two weapons.

Treasure: Hidden under a rotten log are a +1 breastplate, a +1 longsword inscribed with the holy symbol of Muir, a *periapt of wound closing*, and a *potion of neutralize poison*.

Area XR8-4: Besieged Bandit Camp

The bandit camp has been heavily fortified with traps, snares and deadfalls. The camp itself has been built up in the boughs of the trees. Roll 1d8 for every 20 ft. traveled around the encampment.

Roll	Restart
1-2	Covered spiked pit trap
3	Tree snare
4	Spear trap
5	Bandit sentry
6-8	No encounter

COVERED SPIKED PIT TRAP

CR 2

XP 600

Type mechanical; **Perception** DC 20; **Disable Device** DC 20

Trigger location; **Reset** manual

Effect 10-ft.-deep pit (1d6 falling damage); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+2 damage each); DC 20 Reflex avoids; multiple targets (all targets in a 10-ft.-square area). The spikes are covered in feces. A creature taking damage from a spike must make a DC 15 Fortitude save or take 1 point of Constitution damage per day until a *remove disease* (or similar magic) is cast on the creature.

Tree Snare: This trap catches the leg of a passer-by, stringing them up 10 feet off the ground in the branches of the trees by a rope. The rope is strung with bells so the bandits are alerted whenever the snare is sprung. Bandits check the snare immediately, though their reaction is dependent upon the PCs' actions.

TREE SNARE TRAP

CR 4

XP 1,200

Type mechanical; **Perception** DC 20; **Disable Device** DC 20

Trigger location; **Reset** manual

Effect Creature is tangled in rope and suspended 10 feet off ground; DC 20 Reflex avoids. A creature caught must make a DC 20 Escape Artist check to work itself free. A snared creature loses its Dexterity bonus to AC.

SPEAR TRAP

CR 3

XP 800

Type mechanical; **Perception** DC 20; **Disable Device** DC 20

Trigger location; **Reset** repair

Effect Atk +15 melee (spear; 1d8+6)

Bandit Sentry: A bandit patrols the perimeter of the camp. Check for surprise to see if the PCs hear him. Fighting alerts 4 more bandits who arrive in 1d4 rounds. The remaining bandits sleep in the center of their camp.

BANDITS

CR 1

XP 400

hp 19 (*Pathfinder Roleplaying Game NPC Codex* "Skulking Brute")

SWORD OF AIR

BANDITS

XP 400

hp 16 (*Pathfinder Roleplaying Game Game Mastery Guide* "Caravan Guard")

BANDIT SHARPSHOOTERS (3)

XP 600

hp 30 (*Pathfinder Roleplaying Game NPC Codex* "Poacher")

CAPTAIN HURLNA

XP 800

hp 34 (*Pathfinder Roleplaying Game Game Mastery Guide* "Guard Officer")

DOCTOR SASIEN

XP 600

Male human cleric of Kal' Ay-Mah 3
CE Medium humanoid (human)

Init +3; **Perception** +4

Aura Evil

AC 15, touch 9, flat-footed 15 (+6 armor, -1 Dex)

hp 20 (3d8+3)

Fort +4; **Ref** +0; **Will** +6

Speed 20 ft.

Melee mwk longsword +4 (1d8+1/19–20)

Special Attacks channel negative energy 6/day (DC 12, 2d6), destructive smite 6/day (+1)

Domain Spell-Like Abilities (CL 3rd; melee touch +3):
6/day—*bleeding touch* (1 round)

Spells Prepared (CL 3rd; melee touch +3, ranged touch +1):
2nd—*death knell*^P (DC 15), *dread bolt** (DC 15), *hold person* (DC 15)

1st—*bane* (DC 14), *cause fear*^P (DC 14), *doom* (DC 14),
sanctuary (DC 14)

0 (at will)—*bleed* (DC 13), *guidance*, *resistance*, *virtue*

D Domain spell **Domains** Death, Destruction

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

Base Atk +2; **CMB** +3; **CMD** 12

Feats Combat Casting, Extra Channel, Improved Initiative

Skills Bluff +3, Heal +7, Intimidate +2, Knowledge (local) +1,
Knowledge (religion) +6, Perception +4, Sense Motive +7,
Spellcraft +4, Survival +4

Languages Common

Combat Gear 2 *potions of cure light wounds*; **Other Gear**
breastplate, masterwork longsword, bone unholy symbol of
Kal' Ay-Mah.

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These bandits built various traps and snares to protect them from gnomish incursions. They have lost nearly half their number but know that if they turn and run they will certainly be captured and killed, or worse.

The bandits may see this as an opportunity to use the PCs as a sort of shield to mask their escape, and may be willing to make a map for the PCs that would allegedly lead them to the gates of the Howling Fortress. Whether or not the map is legitimate depends on the actions of the PCs. If the PCs actively use skills, attributes, or magic to insure that they are getting a true map, the bandits oblige. If the PCs are laissez-faire over the matter, and take the bandits at their word, the bandits give them a false map guaranteed to lead them directly to **Area XR8-2: The Gnomish Bivouac**.

Encounter Area XR-9: The Howling Fortress

The encroaching forest has long concealed the weathered granite crag that rises 600 ft. above the Forest of Hope. A long escarpment rising from the forest floor to the gaping stone maw at a point 350 ft. up the slope is

CR 1

all that remains of the once-mighty gates that were long ago burned to ash. Keen eyes (with a DC 20 Perception check) note the presence of ghostly sentries upon the remains of its jagged walls.

In **Part II**, the PCs discover the location of the Howling Fortress. Of course, this discovery may have been due to their capture. In this event, proceed to the throne room of Hulak, chief of the Blood Clan gnolls (see **Area XR9-12-4**). Otherwise, the PCs are met with a difficult situation, inasmuch as the fortress is by all intents and purposes very well protected. The PCs may need to use magic, stealth, surveillance and any other means they can think of to make their way into the fortress. Unlike other cliché fortresses of its type, the Howling Fortress has no secret entrances. It has no hidden exits. It was a prison in the time of Muirgaard, and remains secure to this day, having but one way in and one way out.

CR 2

Area XR9-1. Lower Gatehouse (CR 6)

The lower gatehouse stands astride the base of the causeway. The two towers once stood 30 ft. tall but are now reduced mostly to rubble with the upper stories having completely crumbled away leaving a pair of 10 ft. high stone blocks and a gate made from branches tied together with wire and ropes barring the entrance to the Howling Fortress.

The gatehouse is guarded by **8 gnolls**. The gnolls fashioned a gong from a rusted steel shield and pound on it to alert the fortress above if they are threatened by any foes. Once the alarm sounds, gnolls at the top of the fortress begin their howl and a larger force is sent to investigate.

GNOLLS (8)

XP 400

hp 11 (*Pathfinder Roleplaying Game Bestiary* "Gnoll")

CR 1

Area XR9-2. The Escarpment

The escarpment is a winding causeway that leads up the cliff face from the lower gatehouse to the main gate. The escarpment leading to the gate has

Howling Fortress Common Features

Walls: The walls of the fortress are 25 ft. high and 10 ft. thick. **Gnomish sentries** armed with heavy bows dot the walls. The walls are granite, carved from the stone of the hill itself, though weathered by time and covered with a gradient of red, yellow and green lichen.

GNOLL SENTRY (2d4)

XP 400

hp 11 (*Pathfinder Roleplaying Game Bestiary* "Gnoll")

Ranged composite longbow +1 (1d8+2/x3)

CR 1

Note: If PCs are so brazen as to attempt an unhindered frontal assault, the entire fortress rises up against them. The gnolls have been told by their "god" to bring all adversaries to the altar to be bled for the glory of the Blood Clan.

Doors: Most doors are stuck and must be forced, requiring a successful DC 20 Strength check to open. Gnolls are not known to use a lot of locks and complex machinery.

Traps: The gnolls have laid a variety of traps around the courtyard and labyrinth of inner corridors built into the structures along the walls. These traps and their description are detailed in the text below.

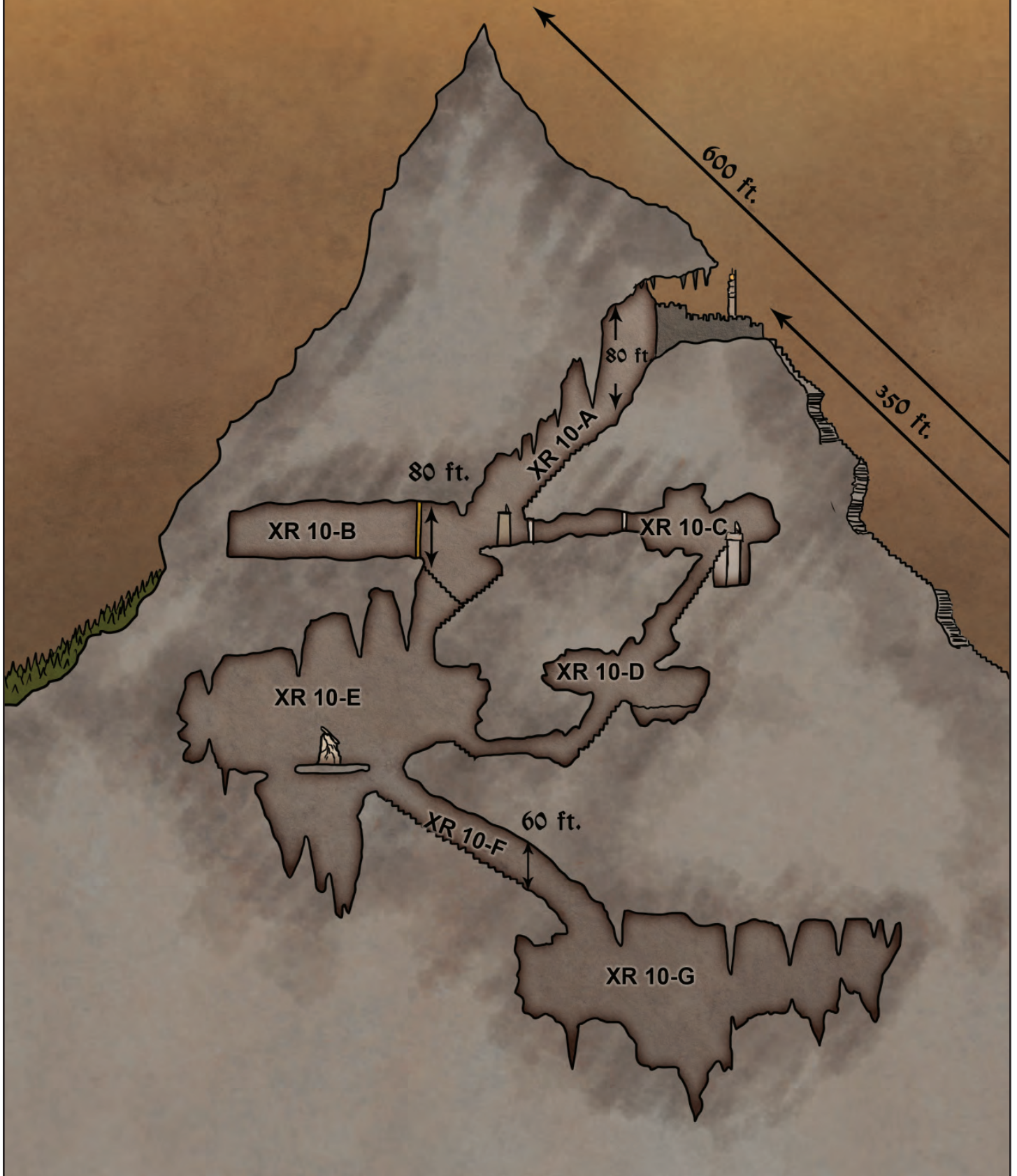
The Howl: As the gnolls become aware of an assault on their fortress, they begin their cackling hyenalike wail. The wail is then taken up by all members of the tribe until the air itself reverberates with their shrieks. This howl inevitably awakens Yulanupior from its slumber. If the alarm occurs after dark, Yulanupior crawls forth from the pit, assuming Shirimabi's blood sacrifice has been prepared.

XR-9

The Howling fortress



XR-9 The Howling fortress side view



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a 40-degree rise broken by steep but broad staircases capable of supporting horses or mules riding single file. The escarpment is 10 ft. wide and is worn from travel. Movement down the escarpment is one-third faster. Movement climbing the escarpment is one-third slower due to the grade of the rise. The escarpment winds greatly but is roughly 700 ft. long, affording defenders plenty of opportunities to rain arrows and stones on attackers.

Area XR9-3. Main Gate

Once a grand portal of wood and bronze, the main gate that stands at the entrance of the Howling Fortress now resembles the jagged mouth of some ancient stone titan ready to devour any who enter its crumbling jaws. The "gate" that is placed here now is a contraption of wicked design, comprising a series of planks laid along the ground driven through with spears, nails and spikes to create a bristling obstacle that can be dragged aside using ropes. Hanging from the archway above the entrance is a curtain of rusted chains hung with jagged hooks and sleigh bells. The gnolls guarding the gate simply lift the chain curtain aside when entering and leaving the fortress.

Anyone walking over the spiked planks suffers 1d6 points of damage. Crossing through the curtain of hooks deals an additional 1d6 points of damage and alerts even the laziest of gatekeepers to the presence of intruders.

GATEKEEPER XP 800

Male gnoll fighter 4
CE Medium humanoid (gnoll)
Init +1; **Senses** darkvision 60 ft.; **Perception** +3

AC 17, touch 11, flat-footed 16 (+6 armor, +1 Dex)
hp 34 (4d10+12)
Fort +6, **Ref** +2, **Will** +1; +1 vs. fear
Defensive Abilities bravery +1

Speed 20 ft.
Melee masterwork spear +9 (1d8+5/x3)
Ranged composite longbow +5 ranged (1d8+3/x3)

Str 16, **Dex** 13, **Con** 14, **Int** 10, **Wis** 10, **Cha** 12
Base Atk +4; **CMB** +7; **CMD** 18
Feats Cleave, Combat Reflexes, Power Attack, Skill Focus (Intimidate), Weapon Focus (spear), Weapon Specialization (spear)
Skills Intimidate +11, Perception +3, Ride +3, Sense Motive +2
Languages Gnoll
SQ armor training 1
Combat Gear potion of cure light wounds; **Other Gear** chainmail, masterwork spear, composite longbow, 30 arrows

GNOLL SENTRY (10) **CR 1**
XP 400
hp 11 (*Pathfinder Roleplaying Game Bestiary* "Gnoll")
Melee halberd +3 (1d10+3/x3)
Ranged composite longbow +1 (1d8+2/x3)

Area XR9-4. Guard Towers (CR 5)

Flanking the gatehouse and affording a broad view of the causeway leading to the fortress are the crumbling remains of the ancient watch towers of Muirgaard. Little remains save the foundation and inner walls and stair of these towers. What remains serves the purposes of the gnolls adequately enough. Each of the tower foundations is home to 5 gnolls armed as the gate guards above.

GNOLLS (5) **CR 1**
XP 400
hp 11 (see **Area XR9-1**)

Area XR9-5. Outer Courtyard (CR Varies)

The outer courtyard is dotted with a few gnoll huts made from green hides and bowed tree branches. Numerous hyenas wander the courtyard in search of scraps. The northern end of the courtyard is closed off by a

wooden palisade and blocked with a simple wooden gate.

Prisoners brought through the courtyard are afforded a great deal of abuse at the hands of the gnolls at this point. The gnolls throw small rocks at prisoners, strike them with whips and sticks, or threaten them with hyenas. Any gear prisoners still carry such as armor and boots is stripped from them at this point and placed in a crude cart where it is bartered over by the tribe in the presence of Chief Hulak.

The courtyard gate is 1 ft. thick and made from local logs. The gate and palisade are sharpened at the top and deal 1d4 points damage to anyone attempting to climb over them unless a DC 15 Acrobatics or Reflex save is made.

Area XR9-6. Gnoll Huts (CR Varies)

The typical gnoll hut is not too different from an animal den. The hut is home to 1d2 adult males, 1d4+1 adult females, 1d6 pups (non-combative), and 1d2 hyenas. Male and female gnolls fight as equals, though a female tends to spend her nonbreeding season raising her cubs to maturity and guarding the fortress.

The average gnoll hut contains 1d2 potions, 1d2+1 jugs of wine, a shank of half rotten elk, deer or humanoid, and 3d20 gp in coins. They typically also have the following extra weapons and equipment in their hut: a composite longbow [Str +1], halberd, battle axe, heavy flail, heavy wooden shield.

GNOLLS **CR 1**
XP 400
hp 11 (*Pathfinder Roleplaying Game Bestiary* "Gnoll")
Melee halberd +3 (1d10+3/x3)
Ranged composite longbow [Str +1] (1d8+2/x3)

Area XR9-7. Inner Courtyard (CR Varies)

Like the outer courtyard, the inner courtyard is dotted with gnoll huts. The inner courtyard affords access to the fortress walls, and the cloister cliff dwellings that the gnolls use to imprison victims kidnapped along the road.

Area XR9-8. Witch Doctor Huts

Witch doctor huts differ from the huts of common gnolls only in that they are occupied by a witch doctor and the witch doctor's brood. The **gnoll witch doctor** could be male or female. There are also 1d4 **common gnolls** and 1d6 **pups** (non-combative) within the hut.

The typical gnoll witch doctor possesses 3d20 gp in coin and 1d4 of the following weapons: scimitar, light wooden shield, composite longbow [Str +1], 20 arrows. They also possess 1d2 potions of the following type: *cure light wounds*, *neutralize poison*, *cure disease*.

GNOLL WITCHDOCTOR **CR 5**
XP 1,600
Male or Female gnoll adept 3, druid 3 (*Pathfinder Roleplaying Game Bestiary* "Gnoll")
NE Medium humanoid (gnoll)
Init +0; **Senses** darkvision 60 ft.; **Perception** +9

AC 15, touch 10, flat-footed 15 (+4 armor, +1 natural)
hp 53 (5d8+10 plus 3d6+3 plus 3)
Fort +8; **Ref** +2; **Will** +11

Speed 20 ft.
Melee +1 scimitar +5 (1d6+1/18–20), masterwork quarterstaff +5 (1d6)
Adept Spells Prepared (CL 3rd; melee touch +4):
1st—*cause fear* (DC 14), *obscuring mist*, *protection from good*
0 (at will)—*guidance*, *touch of fatigue* (DC 13, x2)
Druid Spells Prepared (CL 3rd; melee touch +4):
2nd—*bull's strength*, *stone call*^{DM*}, *summon swarm*
1st—*cure light wounds*, *entangle* (DC 14), *pass without trace*, *stone fist*^{DM*}
0 (at will)—*guidance*, *know direction*, *resistance*, *virtue*

D Domain spell **Domain** Mountain**

Str 10, **Dex** 10, **Con** 12, **Int** 13, **Wis** 16, **Cha** 15

Base Atk +4; **CMB** +4; **CMD** 14

Feats Combat Casting, Eschew Materials, Iron Will, Toughness

Skills Bluff +5, Handle Animal +6, Intimidate +3, Knowledge (local) +9, Knowledge (nature) +11, Knowledge (religion) +10, Perception +9, Sense Motive +6, Spellcraft +6, Survival +12

Languages Druidic, Gnoll

SQ foothold, trackless step, wild empathy +5, woodland stride

Combat Gear wand of entangle (CL 5th, 20 charges);

Other Gear masterwork hide armor, +1 scimitar, masterwork quarterstaff

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Gnoll males and females (1d4): They are armed with composite longbow, and a halberd, battle axe, or heavy flail.

GNOLLS (1d4)

XP 400

hp 11 (Pathfinder Roleplaying Game Bestiary "Gnoll")

Melee halberd +3 (1d10+3/x3)

Ranged composite longbow +1 (1d8+2/x3)

CR 1

Area XR9-9. Western Cliff Dwellings, Ground Floor

The cliff dwellings line the walls of the cavernous cleft in the mountain hilltop. The dwellings once served as home to the cloistered paladins who guarded the prison complex of Muirgaard in ancient times. The paladins lived a simple life in their stone carved apartments. Currently, the gnolls use the cloister dorms as holding cells for the various victims kidnapped by the gnolls in recent weeks.

Area XR9-9-1. Cell

This cell is 10 ft. by 20 ft. and is currently home to **4 human merchant guards**. These guards have been stripped of gear and equipment and have been living in their own filth for close to two weeks. The guards' home base is Apothsalos. They are weak and malnourished, but if given food and weapons, they would be willing to fight for their freedom.

MERCHANT GUARD (4)

CR 1/3

XP 135

hp 4 (Pathfinder Roleplaying Game Mastery Guide "NPC Gallery, Foot Soldier")

They have no weapons and are currently at one-half normal hit points.

Area XR9-9-2. Lito Romello's Cell

Lito Romello has been chained in this cell after three unsuccessful attempts to escape. Lito is desperate to escape and collect the satchel taken from him when he was captured. Lito won't leave the fortress without the satchel, as he fears Duloth far more than he fears being sacrificed to the creature from the pit.

Lito believes his satchel is in a pile of goods taken during the raid in which he was captured.

If the PCs free Lito, he offers to join them long enough to collect his goods. If the PCs were sent to rescue Lito, the expectation is that they also recover the satchel, though Duloth may have made it clear that Lito himself is expendable.

Lito does whatever it takes to procure the satchel and complete his delivery.

Common Features

Doors: The doors are barred from the outside, preventing escape by those who are sealed within the small apartments.

Walls: The walls of the cells are worked granite and are 2 ft. thick.

LITO ROMELLO

CR 4

XP 1,200

hp 41 (Pathfinder Roleplaying Game Game Mastery Guide

"Guild Initiate", with the following changes: no armor or weapons)

Area XR9-9-3. Caravan Guard's Cell

This room currently holds **5 caravan guards** who were taken with Lito and Syllus Fix. They are chained together, and again through a hook imbedded in the wall. There are five sets of empty manacles that represent the five other members of their band who have been fed to the creature from the pit. The caravan guardsmen are not nearly as starved as the bandits in the eastern cells and readily fight for their freedom if given arms and equipment.

CARAVAN GUARD (5)

CR 1/3

XP 135

hp 8 (Pathfinder Roleplaying Game Mastery Guide "NPC Gallery, Foot Soldier")

Area XR9-9-4. Junika's Cell

This cell holds **6 pilgrims** who were on their way to visit the shrine of Freya and were waylaid by the gnolls. Among their number is **Junika**, a lesser priestess of Freya.

PILGRIMS (5)

CR 1/2

XP 200

hp 7 (Pathfinder Roleplaying Game Game Mastery Guide

"Barmaid", with the following changes: no armor or weapons, male or female)

JUNIKA

CR 2

XP 600

Female human cleric of Freya 3

NG Medium humanoid (human)

Init +4; **Perception** +6

Aura Good

AC 10, touch 10, flat-footed 10

hp 24 (3d8+3 plus 3)

Fort +4; **Ref** +1; **Will** +6

Speed 30 ft.

Special Attacks channel positive energy 7/day (DC 13, 2d6)

Domain Spell-Like Abilities (CL 3rd; melee touch +2):

6/day—*battle rage* (+1 damage), *rebuke death* (1d4+1)

Spells Prepared (CL 3rd; melee touch +2):

2nd—*cure moderate wounds*^D, *lesser restoration*

1st—*cure light wounds*^D, *divine favor*, *protection from evil*, *shield of faith*

0 (at will)—*create water*, *detect poison*, *guidance*, *light*

D Domain spell Domains Healing, War

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

Base Atk +2; **CMB** +2; **CMD** 12

Feats Alertness, Extra Channel, Improved Initiative

Skills Diplomacy +6, Handle Animal +3, Heal +8, Knowledge (local) +2, Knowledge (religion) +6, Perception +6, Ride +1,

Sense Motive +9, Spellcraft +5, Survival +4

Languages Celestial, Common

XR-9 Western Cliff Dwellings



Ground floor



2nd floor



3rd floor

2nd floor stairs lead from courtyard to 2nd level like mesa verde

1 square - 10 feet

Like other prisoners, they are dressed in naught but rags and are suffering from exposure. Junika's prayers have brought them a respite of mana to feed them and keep them from total starvation, but not the humiliation bestowed upon them by the gnolls, nor their frequent psychological torture.

Junika offers to aid the PCs so long as they see the pilgrims away from the fortress safely. Her equipment is in the trove located in the throne room of the gnoll chief.

Area XR9-9-5. Storage Room

This room stores a variety of supplies stolen from passing caravans. Among the stores are 10 50-gallon casks of olive oil, 5 10-gallon casks of wine, 3 bolts of silk worth 1,000 gp each and weighing 10 lbs. apiece. There are 20 sacks of grain, though the sacks have been riddled with mice and rats that have left their droppings throughout. Eating or preparing anything from the grain without first washing the grain thoroughly results in the chance of a serious infection (Fort DC 12 save or contract filth fever).

A hole in the ceiling next to the door in the north wall opens to a chamber above. The wooden stairs that once stood here have long since crumbled in disrepair. A PC could climb to **Area 10** with a successful DC 18 Climb check.

Area XR9-9-6. Hyena Kennel (CR 3)

This chamber is used as a kennel for hyenas currently nursing their pups. When the pups are weaned, their mothers are released back to the family they dwell with and their pups given to a new gnoll family to raise.

Currently, **3 female hyenas** and **8 pups** (non-combative; worth 250 gp each if taken alive and trained) are in the kennel. The females immediately and viciously attack any who enter the lair. The pups could potentially be raised and trained as guards, pets or animal companions though they always have a minimum 1% cumulative chance during any bloody conflict of turning on their masters.

HYENAS (3)
XP 400

CR 1

hp 15 (*Pathfinder Roleplaying Game Bestiary* "Hyena")

Area XR9-9-7. Hyaenodon Lair (CR 7)

This wing is partially collapsed and serves as the den of several **hyaenodons**. The hyaenodons attack any non-gnoll or non-hyena that enters their lair.

HYAENODONS (3)
XP 1,200

CR 4

hp 47 (*The Tome of Horrors Complete* 673, or see **Chelstea Lake Wilderness Encounters**)

Treasure: Mixed in with a pile of dung is a *ring of protection +2* that was worn by an unfortunate prisoner who managed to escape from one of the upper floors only to become disoriented and find himself in the hyaenodons' lair. PCs have a chance (with a DC 25 Perception check) of spotting the glint of gold in the pile of excrement.

Western Cliff Dwellings, Second Floor

Area XR9-9-8. Second-Floor Landing (CR 1)

A staircase from the courtyard opens into this broad landing that was once likely a walled chamber before time and disuse tore away the old stone façade. A **gnoll lookout** is usually found here; however, if combat occurs in the courtyard, the lookout uses his position to snipe at enemies.

The only door at the top of the landing is barred from the outside.

GNOLL SNIPER
XP 400

CR 1

hp 11 (*Pathfinder Roleplaying Game Bestiary* "Gnoll")
Ranged composite longbow +1 (1d8+2/x3)

Area XR9-9-9. Caravan Master's Cell

This cell is currently home to **Sylus Fix**, a caravan master from Waymarch. Sylus' band was overtaken shortly after entering the leading edge of the caravan path, and he has been in the custody of the gnolls for up to four days. Sylus is terrified and has caught glimpses of huge batlike wings, and speaks maddeningly of the nightly sacrifices to "the Blood God" of the gnolls. His rants always end with "Yulanupior, Yulanupior, Yulanupior, Aaaaahhh!"

Sylus' ranting gets louder and louder until eventually his screams attract the attention of any gnolls within 100 ft.

If calmed, healed, fed, and his mental issues calmed via magic, alcohol, or the Charisma and roleplay of the players, Sylus may be led to freedom without alarming any of the fortress's many guardians. At that point, Sylus can also talk clearly about his capture and the nightly sacrifices. He points to the northern end of the compound, where he says a great pit descends into the heart of the mountain. It is from that fetid abyss that the gnolls' blood god rises each night. One by one his men have been hauled away and sacrificed to the wings from the pit.

SYLUS
XP 600

CR 2

hp 30 (*Pathfinder Roleplaying Game Game Mastery Guide* "Traveling Merchant", with the following changes: no armor or weapons)

Area XR9-9-10. Brother Yolarius' Chamber

This chamber was the ancient cell of Brother Yolarius, a paladin in the Order of Gates, an exclusive order among the worshippers of the goddess Muir. The Knights of the Order of Gates were charged with the exclusive mandate of imprisoning evil.

The gnolls have yet to explore the chamber. Weather and time have not been kind to the perishable items within, though a search (with a DC 20 Perception check) of the dust-covered refuse uncovers the following items:

- A bronze helm that casts *prayer* once per day, a +1 *bronze breastplate* engraved with the holy symbol of Muir, and a +2 *bronze short sword*.
- A bone scroll case containing a *scroll (bless, cure light wounds, cure serious wounds x2, hold person x2, hold monster)*.
- A ceramic plaque engraved in an ancient cuneiform script. If translated with *comprehend languages* or a DC 25 Linguistics check, it describes the following:

I, Brother Yolarius, Knight of Muir, do solemnly swear that the descriptions upon this tablet are truth.

On this day of our Lady of Mercy, Father Panos revealed a vision delivered unto him by the Goddess herself. The elder evil entombed in the depths below the prison grows in strength and influences the prisoners in the galleries above. The Lady revealed that a Great Wheel, consecrated in her name must be carved and placed in the deep. The stone wheel, balanced upon the pillar shall be aimed to the sky so that it may harness the power of the Star of Swords. Through this ritual the spirit may be confined to its crypt and forced back into its slumber. So sayeth Father Panos, so sayeth the Goddess, so let it be done!

A collapsed staircase in the southern half of the room leads upward to **Area XR9-9-15**. A DC 18 Climb check would allow a PC to easily make the roof above.

Area XR9-9-11. Empty Cell

This cell housed the most recent prisoners sacrificed to Yulanupior. A search of the chamber (DC 22 Perception check) reveals writing on the wall in Common detailing the fate of Argus and Katian. Argus and Katian were members of the Greycloaks dispatched to determine the threat presented by the Howling Fortress. Any PC familiar with the membership of the Greycloaks would thus be familiar with Katian and Argus, at least by name.

Scratched onto the wall with a bit of pebble are the following words:

Day 1: *The gnolls have not murdered and devoured us as we expected.*

CHAPTER 2: THE WILDERNESS OF THE GULF OF AKADOS

We have been beaten and stripped but we live.

Day 2: *The gnolls have scores of prisoners within the compound. It seems this was once an old prison in some bygone era. Katian believes it was built sometime in the last age, and is easily two thousand years old if not older.*

Day 3: *Tonight, as last night, the screams of a handful of prisoners are heard amongst the caterwaul of the gnolls. They get themselves into a terrifying frenzy. Some great evil rises from the depths, the screams ... the screams.*

Day 4: *Again the screams. The jailor has hissed that they have run out of prisoners from their last raid. Tomorrow is our last day. Mitra preserve us.*

Area XR9-9-12.

Mid-Level Landing (CR Varies)

This landing is approached by three sets of stairs from the courtyard. Typically, **2d4 gnolls** are upon the landing at any given time. Doors lead to **Area XR9-9-13** and **Area XR9-9-11**.

GNOLLS

XP 400

hp 11 (*Pathfinder Roleplaying Game Bestiary* "Gnoll")

CR 1

Area XR9-9-13. Gnoll Watch Tower (CR 2)

This is the base level of a watch tower built on the second and third floor of the cliff dwelling.

The guardroom is barred from the inside. A barred porthole in the door allows the gnolls to see out and a barred window affords a view of the landing beyond.

The **gnoll sub-chief Yuarl** runs the cellblock from here. Yarl is assisted by **4 gnolls** who take turns on watch with other gnolls on the landing or in the various cellblocks.

GNOLLS (4)

XP 400

hp 11 (*Pathfinder Roleplaying Game Bestiary* "Gnoll")

CR 1

YARL

XP 1,200

Male gnoll barbarian (Scarred Rager) 4 (*Pathfinder Roleplaying Game Bestiary* "Gnoll"; *Pathfinder Roleplaying Game Ultimate Combat*)

CE Medium humanoid (gnoll)

Init +1; Senses darkvision 60 ft.; Perception +7

CR 4

AC 14, touch 9, flat-footed 13 (+4 armor, +1 Dex, +1 natural)

hp 68 (4d12+16 plus 2d8+8 plus 4)

Fort +11; Ref +2; Will +3

Speed 20 ft.

Melee bite +10 (1d4+7) and mwk battleaxe +12 (1d8+5/×3)

Special Attacks rage (12 rounds/day), rage powers (animal fury, scent)

Str 21, Dex 12, Con 18, Int 8, Wis 10, Cha 8

Base Atk +5; CMB +10; CMD 19

Feats Alertness, Power Attack, Weapon Focus (battleaxe)

Skills Climb +9, Knowledge (local) +0, Knowledge (nature) +3, Perception +7, Ride +3, Sense Motive +3, Stealth +0, Survival +7

Languages Gnoll

SQ scarification, terrifying visage, tolerance

Combat Gear 2 potions of cure light wounds; Other Gear masterwork hide armor, masterwork battleaxe

Base statistics When not raging, Yarl's stats are: AC 16, touch 11, flat-footed 15; hp 56; Fort +9; Ref +2, Will +1; Melee mwk battleaxe +10 (1d8+3/×3); Str 17, Con 14; CMB +8; Skills Climb +7

Area XR9-9-14. Upper Watch Tower

This chamber is seldom used by the gnolls and is filled with broken bits of furniture and the moldy remains of scrolls among dozens of broken scroll cases. The "tower" affords the best vantage point over the entire courtyard as well as the partially collapsed roof of the central keep. From this angle, PCs may gain a clear view of the blood altar in the northern end of the courtyard and the dank pit beyond.

Area XR9-9-15. Central Dormer

This chamber was once home to the paladins who guarded Muirgaard. It has been unexplored by the gnolls, though weather and time have degraded the items within so that everything is coated in several inches of dust.

Within the chamber are a suit of +1 bronze full plate, a +1 light bronze shield and a +1 bronze spear. Several unbroken bottles contain a *potion of bless*, a *potion of cure light wounds*, a *potion of protection from evil*, and a *potion of command*.

Area XR9-9-16. Southern Dormer (CR 2)

The door to this cell is barred from the outside. This room serves as a cell for **Bashir Almedar**, a wizard who was traveling with Sylus' band and was taken prisoner. Bashir is thin and dehydrated, desperately in need of food and water.

BASHIR

XP 600

Male human wizard 3

NE Medium humanoid (human)

Init +1; Perception +3

CR 2

AC 11, touch 11, flat-footed 10 (+1 Dex)

hp 22 (3d6+9)

Fort +3; Ref +2; Will +3

Speed 30 ft.

Special Attacks hand of the apprentice 6/day

Spells Prepared (CL 3rd; melee touch +2, ranged touch +2):

2nd—0

1st—0

0 (at will)—acid splash, bleed (DC 13), light, mage hand

Str 12, Dex 13, Con 14, Int 17, Wis 10, Cha 8

Base Atk +1; CMB +2; CMD 13

Feats Combat Casting, Point-Blank Shot, Scribe Scroll

Skills Acrobatics +3, Bluff +0, Climb +2, Knowledge (arcana) +9, Knowledge (history) +8, Perception +3, Sense Motive +1, Spellcraft +9, Stealth +3

Languages Common, Draconic, Orc, Sylvan

Bashir seeks his freedom from the gnolls. He may join the PCs if they will have him. Bashir is secretly allied with priests from the cult of Orcus and does his best to destroy the temple of any other deity. He is ultimately greedy for arcane power and seeks to gain magic by any means.

Bashir is certain that a demon dwells within the pit, though the type and power of the demon is unknown to him.

Area XR9-10.

Eastern Cliff Dwellings

RAT SWARM

XP 600

hp 16 (*Pathfinder Roleplaying Game Bestiary* "Rat, Swarm")

CR 2

Area XR9-10-1. Common Chamber (CR 5)

This chamber was once used by the paladins of Muirgaard as a dining hall. The eastern wall is caked with filth and soot. A careful

Ground Floor, Kitchen Wing Common Features

Doors: The doors to the kitchen wing are barred from the outside, though the bottom of the doors appear to have been gnawed away or rotted off over time, leaving about a 10 in. gap at the bottom of each door.

Rats: There is a 1-in-6 chance every 10 minutes that a **rat swarm** arrives.

examination (DC 20 Perception check) reveals that a great mural was once painted upon the wall. Careful reconstruction (taking several months) or some magical effect that cleans away filth reveals the majesty of the painting.

The mural depicts the massive and heavenly presence of Muir in her guise as the Goddess of Mercy looking down upon the rocky crag and the fortress as it once stood gleaming in the ancient days. The painting is done in a cutaway and features a side view of the prison below. Steadfast paladins of Muir stand watch over imprisoned villains of the ancient world. A scroll piece below is written with brilliant calligraphy in a lost language. A comprehend languages spell or a DC 25 Linguistics check reveals the following words:

“Mercy, Compassion, Rehabilitation, Protection”

Cleaning the mural should reward the PCs as if overcoming a CR 5 challenge. In addition, the mural acts as a *consecrate* spell that fills the entire chamber.

Area XR9-10-2. Old Stores (CR 2)

This area was once a storage space for the kitchen wing. It is now the home of a huge **rat swarm** that dominates the central area of the kitchen wing.

The rats have been a constant nuisance to the gnolls, though the gnolls simply can't be bothered doing anything about the rat population other than use them for target practice when they escape into the courtyard or occasionally gather up a bundle of them to torture prisoners with.

RAT SWARM
XP 600

CR 2

hp 16 (*Pathfinder Roleplaying Game Bestiary* “Rat, Swarm”)

Area XR9-10-3. Ovens (CR 3)

Ancient clay pot ovens are embedded in the floor of this room, which has a broken brick chimney that once led to the roof of the cliff dwellings. The chimney has long since collapsed, scattering brick throughout the chamber. The room is now lair to **10 dire rats** that breed intermittently with the other swarms found in the area.

DIRE RATS (10)
XP 135

CR 1/3

hp 5 (*Pathfinder Roleplaying Game Bestiary* “Rat, Dire”)

A careful search of the refuse (DC 22 Perception check) finds an heirloom silver (though highly corroded) holy symbol of Muir (worth 100 gp, or 250 gp to a church of Muir), and a *ring of protection +1*.

Area XR9-10-4. Cold Storage (CR 6)

This chamber was once where the ancient knights kept their meat from spoiling. The chamber is always 30 degrees due to a magical enchantment.

The chamber is now home to a **white pudding** that seeped in from the dungeons below.

WHITE PUDDING

XP 2,400

The Tome of Horrors Complete 487

N Huge ooze

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

AC 3, touch 3, flat-footed 3 (–5 Dex, –2 size)

hp 94 (9d8+54)

Fort +8; **Ref** –2; **Will** –2

Defensive Abilities split (piercing and slashing, 10 hp);

Immune ooze traits; **Resist** cold 5

Speed 20 ft., climb 20 ft.

Melee slam +7 (2d6+4 plus 2d6 acid plus grab)

Space 15 ft.; **Reach** 10 ft.

Special Attacks constrict (2d6+4 plus 2d6 acid), corrosion

Str 17, **Dex** 1, **Con** 21, **Int** —, **Wis** 1, **Cha** 1

Base Atk +6; **CMB** +11 (+15 to grapple); **CMD** 16 (26 vs. bull rush, can't be tripped)

Skills Climb +11

SQ camouflage, suction

Acid (Ex) A white pudding secretes a digestive acid that dissolves organic material quickly, but does not affect metal or stone. Any melee hit or constriction attack deals acid damage, and the opponent's clothing and armor (non-metal only) take the same amount of damage unless they succeed on DC 19 Reflex saves. A wooden weapon that strikes a white pudding takes 2d6 acid damage unless it succeeds on a DC 19 Reflex save. If a white pudding remains in contact with a wooden object for 1 full round, it inflicts 19 points of damage (no save) to the object. The save DCs are Constitution-based.

Camouflage (Ex) Since a white pudding looks like normal ice and snow when at rest, it takes a DC 20 Perception check to notice it before it attacks. Anyone with ranks in Survival or Knowledge (nature) can use one of those skills instead of Perception to notice the white pudding. Dwarves can use stonecunning to notice a subterranean-dwelling white pudding.

Corrosion (Ex) An opponent that is being constricted by a white pudding suffers a –4 penalty on Reflex saves made to resist acid damage applying to clothing and armor.

Suction (Ex) The white pudding can create powerful suction against any surfaces as it climbs, allowing it to cling to inverted surfaces with ease. A white pudding can establish or release suction as a swift action, and as long as it is using suction, it moves at half speed. Because of the suction, a white pudding's CMD score gets a +10 circumstance bonus to resist bull rush, awesome blows, and other attacks and effects that attempt to physically move it from its location.

Area XR9-10-5.

Kitchen Servants Quarters (CR 2)

This area was once home to the servants who prepared the food. It is now filled with dust and **rats** nests.

RAT SWARM
XP 600

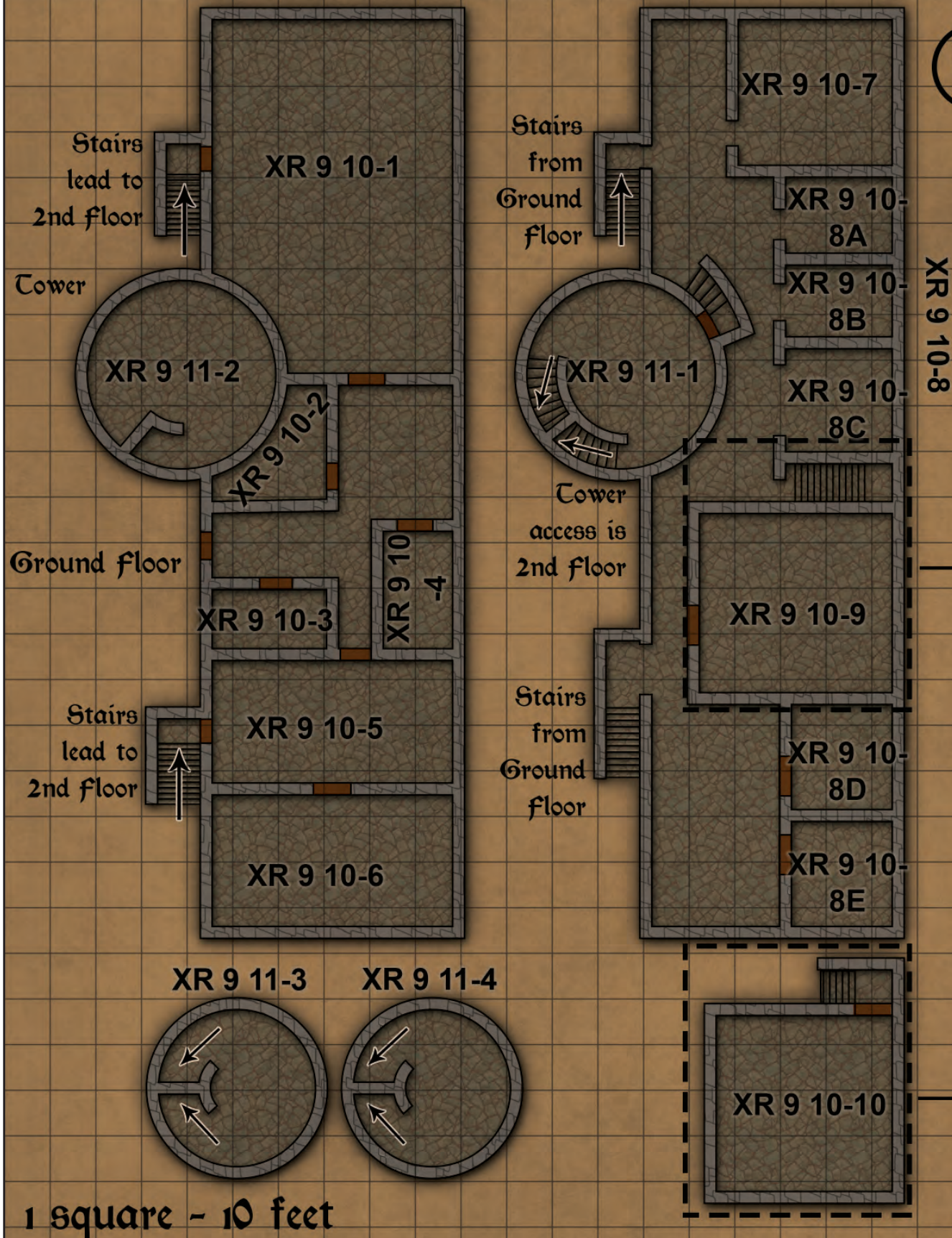
CR 2

hp 16 (*Pathfinder Roleplaying Game Bestiary* “Rat, Swarm”)

Area XR9-10-6. Cook's Quarters (CR 2)

This was the quarters of the head chef. It is fallen into total disrepair and is home now to another clutch of **huge rats**. Among them is a **dire fiendish giant rat** of even greater size than all the rest that is more intelligent and seems to be filled with an evil purpose.

XR-9 The Eastern Cliff Dwellings



Common Features

Cell Blocks: The cells are all barred from the outside. The cells once held prisoners that the Paladins of Muir felt could be rehabilitated to good and brought into civil society. They now hold sacrifices to Yulanupior.

Landing: A broad landing similar to the one in the western cliff dwellings (Area XR9-9) leads to the various cells and guardrooms on this floor. Atop the landing at any given time are **1d4+1 gnolls**.

GNOLLS CR 1
XP 400
hp 11 (*Pathfinder Roleplaying Game Bestiary* "Gnoll")

Perception +7

AC 21, touch 16, flat-footed 13 (+6 Dex, +2 dodge, +5 natural)

hp 129 (5d12+35 plus 5d8+35 plus 5)

Fort +15; **Ref** +9; **Will** +3

Defensive Abilities improved uncanny dodge, trap sense +1

Speed 100 ft., climb 40 ft.

Melee bite +15 (1d6+6) and 2 claws +13 (1d4+6)

Special Attacks rage (17 rounds/day), rage powers (energy resistance: fire, surprise accuracy +2), rend (2 claws, 1d4+9)

Str 22, **Dex** 22, **Con** 24, **Int** 6, **Wis** 9, **Cha** 6

Base Atk +8; **CMB** +15; **CMD** 30

Feats Alertness, Athletic, Dodge, Power Attack, Vital Strike

Skills Climb +22, Intimidate +2, Perception +7, Sense Motive

+2, Stealth +7, Survival +7, Swim +12

Languages Giant

SQ fast movement, haste, spider climb

Haste (Su) A cave troll is affected by a permanent *haste* spell (CL 8th). This grants the cave troll a +1 bonus on attack rolls, and a +1 dodge bonus to AC and Reflex saves (both already figured into the stat block above). Any condition that makes the cave troll lose its Dexterity bonus to AC also makes it lose its dodge bonus. This is an inherent bonus and cannot be dispelled or negated. When making a full attack action, a cave troll can make one extra attack with any weapon it is holding or one extra claw attack (if using natural weapons). The extra attack is at the cave troll's full attack bonus.

Spider Climb (Su) A cave troll can climb sheer surfaces as though by a *spider climb* spell (CL 4th). This ability is always active, but can be negated or dispelled. The cave troll can restart it again on its next turn as a free action.

Base statistics When not raging, Coflox's stats are: **AC** 23, touch 18, flat-footed 15; **hp** 109; **Fort** +13; **Ref** +9, **Will** +1; **Melee** bite +13 (1d6+4) and 2 claws +13 (1d4+4); **Special Attacks** rend (2 claws, 1d4+6); **Str** 18, **Con** 20; **CMB** +13; **Skills** Climb +20, Swim +10

Coflox's treasure includes 302 gp, 10 pp, 3 gems worth 120 gp each, a +1 *short sword*, a Small suit of mithril chain mail, a dried severed human head resplendent with a pair of ruby earrings worth 200 gp, and a *potion of energy resistance* (fire).

Area XR9-10-8. Cell Blocks

These chambers once served as cells for prisoners that Her Lady of Mercy expected to rehabilitate.

The cells now hold a contingent from a bandit group that was captured not long ago by the gnolls.

Area XR9-10-8a. Neshara's Cell (CR 5)

Neshara was high priestess of Crocutus for the Blood Clan before their encounter with Yulanupior and subsequent transference to worship of their new "blood god." Frisskish and Hulak have enough fear of the traditional gnoll god to avoid purging Neshara ... so far.

Neshara would seek her freedom and help PCs slay Frisskish and Hulak. She would also be amiable to proving that the "Blood God" is no more than a fraud. If Neshara is successful in the struggle to destroy the Blood God, she may make a play to take control of the tribe in the absence of Frisskish and Hulak. What happens after is for the GM to decide.

NESHARA CR 5
XP 1,600
 Female gnoll cleric of Crocutus 5 (*Pathfinder Roleplaying Game Bestiary* "Gnoll")
 CE Medium humanoid (gnoll)
Init +1; **Senses** darkvision 60 ft.; **Perception** +4

GIANT FIENDISH DIRE RAT CR 2
XP 400

Male fiendish dire rat (*Pathfinder Roleplaying Game Bestiary* "Rat, Dire")

N Medium animal

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

Perception +8

AC 12, touch 12, flat-footed 10 (+2 Dex)

hp 19 (3d8+6)

Fort +5; **Ref** +5; **Will** +2

Resist cold 5, fire 5; **SR** 6

Speed 40 ft., climb 20 ft., swim 20 ft.

Melee bite +5 (1d6+3)

Special Attacks filth fever (disease), smite good 1/day (+3 damage)

Str 14, **Dex** 15, **Con** 15, **Int** 2, **Wis** 13, **Cha** 4

Base Atk +2; **CMB** +4; **CMD** 16 (20 vs. trip)

Feats Skill Focus (Perception), Weapon Focus (bite)

Skills Climb +14, Perception +8, Stealth +6, Swim +10

Disease (Ex) *Filth fever*: Bite—injury; save Fort DC 13; onset 1d3 days; frequency 1/day; effect 1d3 Dex damage and 1d3 Con damage; cure 2 consecutive saves. The save DC is Constitution-based.

DIRE RATS (6) CR 1/3

XP 135

hp 5 (*Pathfinder Roleplaying Game Bestiary* "Rat, Dire")

Treasure: Hidden among the refuse of the rat warren is a +2 *handaxe of sharpness*.

Eastern Cliff Dwellings, Second Story

Area XR9-10-7. Coflox's Chamber (CR 8)

This chamber is now home to **Coflox the troll**. Coflox has come to the banner of the "blood god" and the gnoll Chief Hulak. Coflox sees his time as servant of Hulak as temporary, and once the "god" gives him power, he plans to take over the tribe.

COFLOX CR 8
XP 4,800
The Tome of Horrors Complete 611
 Male cave troll barbarian 5
 CE Medium humanoid (giant)
Init +6; **Senses** darkvision 90 ft., low-light vision, scent;

CHAPTER 2: THE WILDERNESS OF THE GULF OF AKADOS

Aura Chaos

AC 11, touch 10, flat-footed 11 (+1 natural)

hp 54 (7d8+7 plus 12)

Fort +8; **Ref** +1; **Will** +8

Speed 30 ft.

Melee unarmed strike +5 (1d3+1 nonlethal)

Special Attacks channel negative energy 3/day (DC 12, 3d6)

Domain Spell-Like Abilities (CL 5th; melee touch +5):

8 rounds/day—speak with animals

5/day—touch of chaos

Spells Prepared (CL 5th; melee touch +5, ranged touch +4):

3rd—dominate animal^P (DC 15), inflict serious wounds (DC 15)

2nd—bear's endurance, cure moderate wounds, dread bolt* (DC 14), hold animal^P (DC 14)

1st—bane (DC 13), command (DC 13), divine favor,

protection from law^D, ray of sickening* (DC 13)

0 (at will)—bleed (DC 12), guidance, resistance, virtue

D Domain spell **Domains** Animal, Chaos

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

Base Atk +4; **CMB** +5; **CMD** 15

Feats Alertness, Iron Will, Toughness, Warrior Priest*

Skills Intimidate +1, Knowledge (religion) +4, Perception +4,

Sense Motive +8, Stealth +1, Survival +7

Languages Gnoll

*Pathfinder Roleplaying Game Ultimate Magic

Area XR9-10-8b. Bandit Scout Cell

There are 5 bandit scouts from Taige O'Banion's band barred behind this door. A 6 in. by 6 in. opening in the bottom of the door is a source of terror for the bandits as rats creep in during the night and attack them. It has also been their only source of nourishment as they slay and devour the rats raw. The bandits are quite ill from this and suffer a –2 to all attacks, saves and damage. Their illness can be cured with fresh food and *remove disease*, or *neutralize poison* spells or abilities.

BANDITS (5)

CR 1/2

XP 200

hp 11 (**Dearthwood Random Encounters**, with the following changes: no armor or weapons)

Area XR9-10-8c. Bandit Chaplain's Cell

This cell holds Fiodoro, a priest of (Zors The Slave God). Fiodoro is the current surviving second-in-command to Taige O'Banion. Fiodoro's armor and holy symbol are in Hulak's treasury. He has managed to summon food and drink so he is currently the healthiest of his band. Hulak would like nothing more than to capture the false god and force it to work for the Slave God, though he is unsure of the power of the "demon."

FIODORO

CR 4

XP 1,200

Male human cleric of Zors 5

CN Medium humanoid (human)

Init +0; **Perception** +4

Aura Chaos

AC 10, touch 10, flat-footed 10

hp 36 (5d8+10)

Fort +6; **Ref** +1; **Will** +8

Speed 30 ft.

Melee unarmed strike +4 (1d3+1 nonlethal)

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

Domain Spell-Like Abilities (CL 5th; melee touch +4)

7/day—bit of luck, touch of chaos

Spells Prepared (CL 5th):

3rd—create food and water, meld into stone, protection from energy^D

2nd—aid^D, bear's endurance, delay pain* (DC 16), enthrall (DC 16)

1st—bless, comprehend languages, protection from evil, protection from law^D, shield of faith

0 (at will)—create water, guidance, resistance, virtue

D Domain spell **Domains** Chaos, Luck

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

Base Atk +3; **CMB** +4; **CMD** 14

Feats Diehard, Endurance, Self-Sufficient, Skill Focus (Survival)

Skills Diplomacy +6, Heal +11, Knowledge (arcana) +5,

Knowledge (dungeoneering) +2, Knowledge (religion) +8,

Sense Motive +8, Spellcraft +5, Survival +14

Languages Common

*Pathfinder Roleplaying Game Ultimate Magic

Area XR9-10-8d. Bandit Captain's Cell (CR 5)

Captain Taige O'Banion is chained within this cell. So brutal is he, the gnolls have been saving Taige for a full moon feeding to the god from the pit.

Taige is a barbarian worshipper of Bowbe.

TAIGE

CR 5

XP 1,600

Male human barbarian (Brutal Pugilist) 6 (*Pathfinder*

Roleplaying Game Advanced Player's Guide)

CE Medium humanoid (human)

Init +1; **Perception** +8

AC 9, touch 9, flat-footed 8 (+1 Dex)

hp 74 (6d12+24 plus 6)

Fort +9; **Ref** +3; **Will** +4

Speed 40 ft.

Melee bite +13 (1d4+10) and unarmed strike +13/+8 (1d6+7)

Special Attacks rage (16 rounds/day), rage powers (animal fury, brawler, greater brawler)

Str 24, **Dex** 13, **Con** 19, **Int** 13, **Wis** 10, **Cha** 15

Base Atk +6; **CMB** +13; **CMD** 22

Feats Boar Style*, Improved Unarmed Strike, Intimidating

Prowess, Power Attack

Skills Acrobatics +6, Appraise +4, Bluff +4, Climb +14, Handle

Animal +6, Intimidate +18, Knowledge (local) +3, Knowledge

(nature) +6, Perception +8, Sense Motive +2, Stealth +2,

Survival +9

Languages Common

SQ fast movement, savage grapple, pit fighter

*Pathfinder Roleplaying Game Ultimate Combat

Base statistics When not raging, Taige's stats are: **AC** 11,

touch 11, flat-footed 10; **hp** 62; **Fort** +7; **Ref** +3, **Will** +2; **Melee**

unarmed strike +11/+6 (1d6+5); **Str** 20, **Con** 15; **CMB** +11; **Skills**

Climb +12, Intimidate +16, Swim +5

The lock on Taige's chains requires a DC 25 Disable Device check to bypass or the chain requires a DC 25 Strength check to break.

Taige is willing to fight and kill any gnoll, and is desperate to get his club back. **Gork** in **Area XR-12-9-3** He is not however interested in any secrets that may dwell within the demon-infested pit at the back of the fortress and would as soon escape with his men, and wait to ambush the PCs once they attempt to leave the dungeon. Most bandits in the region would love to use the Howling Fortress as their base of operation, and Taige is no different.

anyone who enters the chamber uninvited.

Area XR9-10-8e. Bandit Brute's Cell

This cell contains **10 brutes** who serve under Captain Taige O'Banion. They are held behind a barred wooden door. Hunger has sapped their strength so that they suffer a -2 to attack rolls, damage and saves. This would be easily remedied by clean water and rations. If armed, they work in concert to fight against any gnolls encountered, though they ultimately only take orders from Taige.

BRUTES (10)
XP 400

CR 1

hp 19 (*Pathfinder Roleplaying Game Game Mastery Guide* "Guard")

Area XR9-10-9. Gnoll Guard House (CR 6)

This large chamber is used by the **10 gnolls** and the **gnoll sub-chief** who guard the second level of the eastern cliff dwellings and who stand watch over the prisoners.

GNOLLS (10)
XP 400

CR 1

hp 11 (*Pathfinder Roleplaying Game Bestiary* "Gnoll")

GNOLL SUB-CHIEF
XP 1,200

CR 4

hp 68 (see **Area XR8-2**)

Area XR9-10-10.

Deputy Warden's Chamber (CR 5)

This chamber is reached from an outer staircase near **Area XR9-10-9**. In ancient times, the deputy warden of the jail used this chamber as his office and quarters. The chamber is now overrun with **5 giant spiders**. The gnolls below often capture large rats and feed them through the window of the chamber to keep the spiders from spilling out of the tower and causing them difficulty.

GIANT SPIDERS (5)
XP 400

CR 1

hp 16 (*Pathfinder Roleplaying Game Bestiary* "Spider, Giant")

If the spiders are cleared out and their webs removed, the PCs may find (with a DC 20 Perception check) clay tablets detailing lists of former prisoners and their various arrest records.

Chief among the documents is a reference to the dark spirit of Shirimabi and the construction of a series of holy protections designed to keep Shirimabi's spirit held deep beneath the fortress. The clay tablet is signed with the pledge "*Mercy, Compassion, Rehabilitation, Protection.*"

Treasure: A search of the debris in the room (and a DC 20 Perception check) uncovers a *wand of hold person* with 25 charges (CL 6th).

Area XR9-11. Frisskish's Tower

This tower jutting from the side of the eastern cliff dwellings is currently the tallest structure beneath the dome of rock that encloses Howling Fortress. In ancient times, the tower served as an infirmary for the clerics and paladins of Muir and Thyr who oversaw the prison.

Frisskish is the reigning witchdoctor of the tribe and second only to Chief Hulak in power and authority.

His tower is accessed via the roof, or through a staircase rising from the second-story landing.

Area XR9-11-1. Entry Chamber (CR 7)

This circular room is roughly 25 ft. in diameter and has a staircase on the western wall that leads up and down. A **dozen Small, humanoid figures** roam the center of the chamber. The creatures immediately attack

MANDRAGORA (12)

CR 1

XP 400

The Tome of Horrors Complete 416

NE Small plant (fungus)

Init +1; **Senses** low-light vision, tremorsense 120 ft.; **Perception** +7

AC 16, touch 12, flat-footed 15 (+1 Dex, +4 natural, +1 size)
hp 5 (1d8+1)

Fort +3; **Ref** +1; **Will** +0

Immune plant traits; **Resist** fire 10; **SR** 12

Weaknesses light blindness

Speed 30 ft., burrow 20 ft.

Melee 2 tentacle slaps +2 (1d4 plus grab)

Special Attacks constrict (2d4)

Str 11, **Dex** 13, **Con** 13, **Int** 8, **Wis** 10, **Cha** 9

Base Atk +0; **CMB** -1 (+3 to grapple); **CMD** 10

Feats Skill Focus (Perception), Weapon Finesse^B

Skills Perception +7, Stealth +5

Area XR9-11-2. Basement (CR 7)

The tower basement was once used as an infirmary during the days of the prison. The chamber has a dirt floor where scraps of metal and wood poke up here and there among bits of bone and other refuse. Among the refuse are **3 boneneedles**.

A careful search of the room (and a DC 25 Perception check) reveals a round bronze shield with the holy symbol of Muir set in its center. The shield is buried in the dirt and takes 5 to 10 minutes to dig out. The shield tests as magical with a *detect magic* spell. This is the *shield of Amonfier* (see the **Appendix**).

BONENEEDLES (3)

CR 4

XP 1,200

The Tome of Horrors Complete 79

Init +3; **Senses** darkvision 60 ft., low-light vision; **Perception** +5

AC 17, touch 13, flat-footed 14 (+3 Dex, +4 natural)

hp 42 (5d8+15)

Fort +7; **Ref** +4; **Will** +2

Immune mind-affecting effects

Weaknesses aversion to daylight

Speed 30 ft., climb 20 ft.

Melee bite +6 (1d6+1 plus poison)

Str 12, **Dex** 16, **Con** 16, **Int** —, **Wis** 12, **Cha** 3

Base Atk +3; **CMB** +4; **CMD** 17 (29 vs. trip)

Feats Weapon Finesse B

Skills Climb +11, Perception +5, Stealth +9; **Racial Modifiers** +4 Perception, +6 Stealth, adds Dexterity to Climb

Aversion to Daylight (Ex) Boneneedles shun all light. If exposed to natural sunlight (not merely a *daylight* spell), they take a -4 penalty on all attack rolls, saving throws, and skill checks.

Poison (Ex) The bite of a boneneedle secretes a thick, syrupy neurotoxin that destroys flesh and quickly breaks down bone. The chemical reaction causes the bones to weaken and become brittle. If the opponent fails his save against the poison's secondary effect, its bones weaken, and it takes an extra 2 points of damage from any crushing or bludgeoning attack until all Dexterity damage dealt by marrow poisoning is healed. Cumulative bites do not increase the amount of extra damage beyond 2 points An opponent reduced to Dexterity 0 dies as its bones become too brittle to support its weight thus causing its body to collapse in on itself. Creatures without bone structures, such

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as constructs (except those crafted from bone), oozes, and plants, are immune to the effects of marrow poisoning.

Bone Needle Poison: Sting—injury; save Fort DC 15; frequency 1/round for 2 rounds; effect 1d4 Dex; secondary effect: target takes an extra 2 points of damage from crushing or bludgeoning attacks until all Dex damage is healed; cure 1 save. The save DC is Constitution-based.

Area XR9-II-3. Frisskish's Laboratory (CR 4)

Chained to the wall of this level of the tower are various rotting corpses that Frisskish keeps for his amusement. The corpses are mostly stripped of accoutrements and it is difficult to determine on first examination if the five victims were in fact human, half-elf, elf, orc or gnom. A table is set with various torture instruments. Smaller cages hang from the ceiling and contain **bats**, **crows** (non-combative), **pigeons** (non-combative), and a **small monstrous spider**. Several earthen bottles are piled upon a table in the center of the room, marked with pictograms that feature such things as fire, or skulls and crossbones.

Two of the corpses are in fact **2 ghouls**, and another is a **wight**. The other two corpses are indeed dead. The undead creatures are chained to the wall, though they have at least one arm and their mouths free. They attack anyone who comes within reach.

The bottles and unguents on the table are filled with the following admixtures: *potion of entangle*, *potion of spider climb*, *potion of poison*, *potion of cure light wounds* and a *potion of paralysis*.

SMALL MONSTROUS SPIDER (CAGED) CR 1/2
XP 200
hp 11 (*Pathfinder Roleplaying Game Bestiary* "Spider, Giant Crab")

BAT SWARM CR 2
XP 800
hp 26 (*Pathfinder Roleplaying Game Bestiary* "Bat Swarm")

WIGHT CR 3
XP 800
hp 26 (*Pathfinder Roleplaying Game Bestiary* "Wight")
GHOULS (2) CR 1
XP 400
hp 13 (*Pathfinder Roleplaying Game Bestiary* "Ghoul")

Area XR9-II-4. Frisskish's Lair (CR varies)

The tower room is filled with bits and pieces of broken magical junk, bones, dried flesh, and poorly tanned beast skins. Wicker figurines and wicker cages are made of thick bramble bush branches. The creatures in most of these cages are obviously dead, though one cage contains some sort of living creature.

There is a 25% chance that **Frisskish** is within his lair, unless any of the following conditions are met:

First: A major alert, jailbreak or attack is called among the Blood Clan horde.

Second: A sacrifice is taking place before the lair of Yulanupior.

Third: The PCs have been taken prisoner and are being interrogated before the throne of Hulak in the Central Keep.

The top story of the tower serves as the domicile of Frisskish, head witchdoctor of the Blood Clan gnolls. Frisskish was the first of the gnolls to make contact with Yulanupior and through the creature, the unholy spirit of Shirimabi.

The creature trapped within the bramble cage is a **plantoid servitor** and appears as a zombie to anyone who views it without closer inspection. Frisskish grew the servitor through its dark witchdoctor arts. The creature is under the power of Frisskish, who hopes to grow several of the creatures to serve as assassins in his bid to take over the Blood Clan. If freed from the cage, the plantoid attacks anyone other than Frisskish. If Frisskish is encountered in his chamber, he frees the plantoid as his first action.

PLANTOID SERVITOR CR 2
XP 600
The Tome of Horrors 4 186
N Medium plant

Init +0; **Senses** low-light vision; **Perception** +4

AC 14, touch 10, flat-footed 14 (+4 natural)
hp 22 (3d8+6 plus 3)
Fort +5; **Ref** +1; **Will** +1
Immune plant traits

Speed 40 ft.
Melee 2 slams +4 (1d4+2 plus grab)
Special Attacks grab and bite (melee +4, 1d3+2 plus poison), poison

Str 14, **Dex** 11, **Con** 14, **Int** 2, **Wis** 11, **Cha** 1
Base Atk +2; **CMB** +4 (+8 grapple); **CMD** 14
Feats Endurance, Die Hard^B, Toughness
Skills Perception +4, Stealth +5

Grab and Bite (Ex) A plantoid servitor that succeeds on a grapple check can make a bite attack against its opponent as an immediate action. This attack uses the plantoid servitor's full attack bonus and deals 1d3+2 damage.

Poison (Ex) Transformative Poison: Bite—injury; save DC 13 Fort; frequency 1/round for 4 rounds; effect special; cure 1 save. On the first failed save, the victim is paralyzed for 1d6 rounds. On the second failed saving throw, moss rapidly grows on all skin surfaces. The victim gets a +2 bonus on the third saving throw, but if the third save fails the victim becomes a plantoid servitor under the control of the nearest plantoid. There is a 25% chance that the victim becomes a new plantoid in a hideous transformation that takes 24 hours. If the victim succeeds on his third saving throw, the moss that grew on him withers and dies and falls away within a few minutes. The save DC is Constitution-based.

Hidden beneath the floorboards (requiring a DC 25 Perception check to find) are Frisskish's treasures. The floorboard is protected with a *firetrap* (CL 6th) that requires a *locate traps* (CL 6th) and necessitates a *dispel magic* spell to temporarily remove.

FIRETRAP CR 6
XP 2,400
Type magic; **Perception** DC 29; **Disable Device** DC 29

Trigger proximity; **Reset** none
Effect spell effect (fire trap, 1d4+7 points of fire damage); multiple targets (all targets in a 5 ft. radius of the spell center); DC 15 Reflex avoids

In the space are 2,400 gp, three 150 gp amethysts, two 500 gp diamonds, an ivory scroll case with the following *scroll*: *raise dead*, *entangle*, *summon animal III*, *2 potions of neutralize poison*, *2 potions of lesser restoration*, and a clay figurine of Tsathogga that emanates a constant *protection from good* in a 5 ft. radius.

Area XR9-12. Ruined Keep

This collapsing structure was once the central hub of the fortress. Now heavily in disrepair, pieces of the ceiling and outer walls have crumbled, leaving a semi-open air amphitheater appearance to the keep's western side. Despite this, the ancient keep serves as Gnoll Chieftain Hulak's throne room, where he dispenses punishment and treasure to the clan.

Area XR9-12-1. Entry Hall (CR 5)

The entry hall of the keep is protected with 6 in. thick ironbound oaken doors. The oak is pierced in places by the constant gnawing of rats, but still retains enough strength to withstand at least the first attempt of a mighty battering ram. The doors, however, are merely closed, though in the event of a general alarm within the fortress, they are also barred from the inside. The doors require a successful DC 32 Strength check to break the bar and enter. The portal may be otherwise overcome with a *knock*

XR-9 The Ruined Keep



1 square - 10 feet

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spell.

The entry hall is always guarded by **2 fiendish dire hyenas** that are kept continually hungry by Hulak.

DIRE FIENDISH HYENA (2)

CR 3

XP 800

Male fiendish dire hyena (*Pathfinder Roleplaying Game Bestiary* "Hyena, Dire")

N Large animal

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

Perception +8

AC 15, touch 11, flat-footed 13 (+2 Dex, +4 natural, -1 size)

hp 26 (4d8+8)

Fort +6; **Ref** +6; **Will** +2

Resist cold 5, fire 5; **SR** 8

Speed 50 ft.

Melee bite +6 (2d6+6)

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

Special Attacks smite good 1/day (+4 damage)

Str 18, **Dex** 15, **Con** 15, **Int** 2, **Wis** 13, **Cha** 6

Base Atk +3; **CMB** +8; **CMD** 20

Feats Skill Focus (Perception), Skill Focus (Stealth)

Skills Perception +8, Stealth +7 (+11 in tall grass)

They hyenas begin to cackle at the start of the second round of combat, or if they suffer any damage. Their cackle alerts all occupants of **Areas XR9-12-2, XR9-12-3** and **XR9-12-4** to the arrival of intruders.

Area XR9-12-2. West Tower Guard Room (CR varies)

This guardroom is empty most of the time. The door is unlocked as Hulak has no fear of intruders. In the event of a general alert, **1d4 gnolls** may be found in this room.

GNOLLS

CR 1

XP 400

hp 11 (*Pathfinder Roleplaying Game Bestiary* "Gnoll")

A staircase in the southwestern corner of the guardroom leads to the hallway south of **Area XR9-12-6** on the second floor of the keep.

Area XR9-12-3. Eastern Guard Tower Room

The eastern guard tower room is identical to the west guard tower room, with a staircase leading to the second floor and continuing to the roof platform (**Area XR9-12-9**).

Area XR9-12-4. Throne Room of Hulak (CR varies)

The eastern wall of this large, once-grand hall lies in total ruin, with strewn rubble serving as seats or tables to the gnoll sub-chiefs who hold court here. Likewise, the eastern ceiling reveals the rock shelf of the rocky crag upon which the prison fortress was built, and beyond it ... the sky. A throne of sorts is formed from fallen stones, and upholstered with piles of fine cloth, silks and invaluable velvet tapestries now covered in the grime and filth befitting an animal pen.

GM Note: Read this Section Carefully!

Before the throne are piled the spoils of recent conquest. Barrels of wine and ale, bolts of cloth destined for distant courts, and all manner of crafted goods from the markets of Reme and Bard's Gate lay unceremoniously at the feet of the gnoll chief.

In days long past, the "throne room" once served as the great common hall of Muir's Order of Mercy. Remnants of the order stand mute testament to their ancient purpose. Statues have been decapitated, their heads painted in blood and filth, and graffiti of a fashion coats their stone cloaks and bronze emblazoned armor.

There are **1d6+5 gnoll sub-chiefs** in the chamber at any given time, as well as **Hulak's honor guard and wives**.

There is a 75% chance that **Frisskish** is also in the chamber and for that reason his stats are included here as well.

Encounters within the throne room could break the following ways:

First: PCs are brought as prisoners.

In this situation, the PCs are tied and bound at whatever ambush point where they are captured. Their captors are not exactly the "best" when it comes to bindings, therefore a successful DC 15 Escape Artist check (or a DC 20 Strength check to burst their bonds; however, this immediately alerts the guards) allows them to slip free whenever they wish.

Prisoners are brought before the gnoll chief, and Hulak selects the best pieces of their gear for himself. He leaves the remainder to his sub-chieftains who busy themselves intimidating one another until the gear is divided. Hulak consults with Frisskish and it is determined that the prisoners will be sacrificed to the blood god when night falls.

Common weapons, shields and helms litter the floor. A PC could grab a weapon and shield as a move action once his hands are free.

If the PCs do not make a bid for freedom at this time, they are taken and bound at the altar of the Blood God (see **Area XR9-13**) where they then await the coming of the wings from the pit.

Second: PCs invade the keep.

If the PCs attacked the fortress in the manner of a guerilla raid, Hulak is armed and prepared for the assault with his full contingent of bodyguards and sub-chieftains prepared for battle. Depending on the nature of the PCs' assault, the guardians of the chamber may join battle in the courtyard as reinforcements.

Being wild and chaotic, the defenders possess no real "tactics" other than to rain arrows on foes from afar, then to close and overwhelm with superior numbers. Overwhelming magical assault that kills large numbers of gnolls rapidly has a good chance of breaking the morale of the gnolls, especially if Hulak, Frisskish or more than half of their sub-chiefs are slain.

Third: The PCs stealthily infiltrate the keep

In this situation, if the PCs maintained the ultimate of stealth and secrecy through *invisibility* or by keeping to the shadows, they come upon Hulak and his cronies bickering over their treasure pile. Allow Hulak's pet hyaenodons a chance to detect the PCs by scent. Otherwise the PCs begin any encounter fully by surprise.

In this situation if Hulak, Frisskish and half of their sub-chieftains are slain, the morale of the gnolls within the fortress is crushed and they flee into the woods.

HULAK

CR 8

XP 4,800

Male gnoll natural werehyena barbarian 7 (*Pathfinder Roleplaying Game Bestiary* "Gnoll"; **Appendix**)

CE Medium humanoid (gnoll, shapechanger)

Init +1; **Senses** darkvision 60 ft., low-light vision, scent;

Perception +8

AC 16, touch 9, flat-footed 15 (+1 Dex, +3 natural, +4 shield)

hp 115 (7d12+35 plus 2d8+10 plus 17)

Fort +13; **Ref** +3; **Will** +5

Defensive Abilities improved uncanny dodge, trap sense +2;

DR 1/—

Speed 40 ft.

Melee +2 *ferocious** *battleaxe* +18/+13 (1d8+10/×3) and bite +14 (1d4+9)

Special Attacks curse of lycanthropy, rage (19 rounds/day),

SWORD OF AIR



rage powers (animal fury, renewed vigor 1d8+5, strength surge +7)

Str 23, Dex 12, Con 21, Int 8, Wis 12, Cha 14

Base Atk +8; CMB +14; CMD 23

Feats Alertness, Diehard, Endurance, Toughness, Vital Strike

Skills Diplomacy +2 (+6 to change attitude vs. animals related to lycanthropic form), Intimidate +14, Knowledge (dungeoneering) +1, Knowledge (nature) +5, Perception +8, Sense Motive +5, Survival +9

Languages Gnoll

SQ change forms, fast movement, lycanthropic empathy

Gear +2 *light fortification heavy wooden shield*, +2 *furious battleaxe*, *amulet of natural armor* +2

Curse of Lycanthropy (Su) A natural lycanthrope's bite attack in animal or hybrid form infects a humanoid target with lycanthropy (Fortitude DC 15 negates). If the victim's size is not within one size category of the lycanthrope, this ability has no effect.

Lycanthropic Empathy (Ex) In any form, natural lycanthropes can communicate and empathize with animals related to their animal form. They can use Diplomacy to alter such an animal's attitude, and when so doing gain a +4 racial bonus on the check. Afflicted lycanthropes only gain this ability in animal or hybrid form.

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Base statistics When not raging, a Hulak's stats are: **AC** 18, touch 11, flat-footed 17; **hp** 97; **Fort** +11; **Ref** +3, **Will** +3; **Melee** +2 *furious battleaxe* +14/+9 (1d8+6/×3); **Str** 19, **Con** 17; **CMB** +12; **Skills** Climb +4

FRISSKISH

CR 8

XP 4,800

Male gnoll druid 3, mystic theurge 1, sorcerer 4 (*Pathfinder Roleplaying Game Bestiary* "Gnoll")

NE Medium humanoid (gnoll)

Init +4; **Senses** darkvision 60 ft.; **Perception** +10

AC 16, touch 12, flat-footed 16 (+3 armor, +2 deflection, +1 natural)

hp 67 (5d8+5 plus 5d6+5 plus 13)

Fort +8; **Ref** +2; **Will** +14; +2 bonus vs. poison

Resist demon resistances, electricity 5

Speed 30 ft.

Melee unarmed strike +6 (1d3+1 nonlethal)

Special Attacks 2 claws 6 rounds/day (+6 to hit, 1d4+1 points of damage)

Spells Known (CL 5th; melee touch +8, ranged touch +5):

2nd (5/day)—*blur*, *create pit*** (DC 15)

1st (7/day)—*cause fear* (DC 14), *cause fear* (DC 14),

enlarge person (DC 14), *mage armor*, *magic missile*

0 (at will)—*bleed* (DC 13), *jolt*#, *mage hand*, *open/close* (DC 13), *ray of frost*, *touch of fatigue* (DC 13)

Bloodline Abyssal

Spells Prepared (CL 4th; melee touch +8, ranged touch +5):

2nd—*bull's strength*, *stone call*D**, *summon nature's ally II*, *summon swarm*

1st—*cure light wounds*, *entangle* (DC 15), *pass without*

trace, *shillelagh* (DC 15), *stone fist*D**

0 (at will)—*guidance*, *know direction*, *resistance*, *virtue*

D Domain spell **Domain** Mountain*

Str 12, Dex 10, Con 12, Int 12, Wis 19, Cha 17

Base Atk +5; CMB +6; CMD 18

Feats Combat Casting, Eschew Materials, Improved Initiative, Iron Will, Toughness

Skills Bluff +9, Handle Animal +7, Intimidate +7, Knowledge

(local) +5, Knowledge (nature) +10, Knowledge (religion)

+10, Perception +10, Sense Motive +10, Spellcraft +6, Survival

+13, Use Magic Device +11

Languages Druidic, Gnoll

SQ combined spells, foothold, trackless step, wild empathy +6, woodland stride

Combat Gear *scroll of animal growth*, *scroll of entangle*, *scroll of magic fang*, *wand of lightning bolt* (CL 10th);

Other Gear *bracers of armor* +3, *ring of protection* +2, spell component pouch.

**Pathfinder Roleplaying Game Ultimate Combat*

***Pathfinder Roleplaying Game Advanced Player's Guide*

#*Pathfinder Roleplaying Game Ultimate Magic*

GNOLL SUBCHIEFS

CR 4

XP 1,200

Male gnoll barbarian (Scarred Rager) 4 (*Pathfinder Roleplaying Game Bestiary* "Gnoll"; *Pathfinder Roleplaying Game Ultimate Combat*)

CE Medium humanoid (gnoll)

Init +1; **Senses** darkvision 60 ft., scent; **Perception** +9

AC 19, touch 9, flat-footed 18 (+6 armor, +1 Dex, +1 natural, +3 shield)

hp 68 (4d12+16 plus 2d8+8 plus 4)

Fort +11; **Ref** +2; **Will** +3

Speed 20 ft.

Melee +1 *heavy flail* +12 (1d10+8/19-20) and bite +10 (1d4+7)

Special Attacks rage (12 rounds/day), rage powers (animal fury, scent)

Str 21, Dex 12, Con 18, Int 8, Wis 10, Cha 8

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Base Atk +5; **CMB** +10; **CMD** 19

Feats Alertness, Power Attack, Weapon Focus (heavy flail)

Skills Climb +6, Knowledge (nature) +3, Perception +9, Ride +1, Sense Motive +3, Survival +7

Languages Gnoll

SQ scarification, terrifying visage, tolerance

Combat Gear 2 *potions of cure serious wounds*; **Other Gear** masterwork breastplate, +1 heavy steel shield, +1 heavy flail.

Base statistics When not raging, a subchief's stats are:

AC 21, touch 11, flat-footed 20; **hp** 56; **Fort** +9; **Ref** +2, **Will** +1;

Melee +1 heavy flail +12 (1d10+5/19–20); **Str** 17, **Con** 14;

CMB +8; **Skills** Climb +4

GORK

CR 4

XP 1,200

Male gnoll barbarian (Scarred Rager) 4 (*Pathfinder Roleplaying Game Bestiary* "Gnoll"; *Pathfinder Roleplaying Game Ultimate Combat*)

CE Medium humanoid (gnoll)

Init +1; **Senses** darkvision 60 ft., scent; **Perception** +9

AC 16, touch 9, flat-footed 15 (+6 armor, +1 Dex, +1 natural)

hp 68 (4d12+16 plus 2d8+8 plus 4)

Fort +11; **Ref** +2; **Will** +3

Speed 20 ft.

Melee bite +10 (1d4+7) and *the club of Taige* +11 (1d10+8)

Special Attacks rage (12 rounds/day), rage powers (animal fury, scent)

Str 21, **Dex** 12, **Con** 18, **Int** 8, **Wis** 10, **Cha** 8

Base Atk +5; **CMB** +10; **CMD** 19

Feats Alertness, Power Attack, Weapon Focus (heavy flail)

Skills Climb +7, Knowledge (nature) +3, Perception +9, Ride +2, Sense Motive +3, Survival +7

Languages Gnoll

SQ scarification, terrifying visage, tolerance

Gear masterwork breastplate, *the club of Taige* (**Appendix**)

Base statistics When not raging, Gork's stats are: **AC** 18,

touch 11, flat-footed 17; **hp** 56; **Fort** +9; **Ref** +2, **Will** +1; **Melee**

club of Taige +9 (1d10+5); **Str** 17, **Con** 14; **CMB** +8; **Skills**

Climb +5

WIVES OF HULAK (3)

CR 1

XP 400

Female gnoll (*Pathfinder Roleplaying Game Bestiary* "Gnoll")

CE Medium humanoid (gnoll)

Init +0; **Senses** darkvision 60 ft.; **Perception** +1

AC 13, touch 10, flat-footed 13 (+2 armor, +1 natural)

hp 18 (2d8+2)

Fort +4; **Ref** +0; **Will** +0

Speed 30 ft.

Melee battleaxe +3 (1d8+2/×3)

Str 15, **Dex** 10, **Con** 13, **Int** 8, **Wis** 11, **Cha** 13

Base Atk +1; **CMB** +3; **CMD** 13

Feats Power Attack

Skills Perception +1, Survival +4

Languages Gnoll

Gear leather armor, battleaxe

BODYGUARDS OF HULAK

CR 1

XP 400

Male gnoll warrior 2 (*Pathfinder Roleplaying Game Bestiary* "Gnoll")

CE Medium humanoid (gnoll)

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

AC 14, touch 10, flat-footed 14 (+1 natural, +3 shield)

hp 43 (2d10+4 plus 2d8+4 plus 6)

Fort +8; **Ref** +0; **Will** –1

Speed 30 ft.

Melee +1 battleaxe +7 (1d8+4/×3) or +1 heavy mace +7 (1d8+4)

Ranged mwk composite longbow +2 (1d8+3/×3)

Str 17, **Dex** 10, **Con** 15, **Int** 7, **Wis** 9, **Cha** 7

Base Atk +3; **CMB** +6; **CMD** 16

Feats Alertness, Toughness

Skills Intimidate +3, Perception +2, Sense Motive +2

Languages Gnoll

Gear +1 heavy steel shield, +1 battleaxe, +1 heavy mace, masterwork composite longbow, 20 arrows, 15 gp.

HYAENODONS (2)

CR 4

XP 1,200

hp 57 (*The Tome of Horrors Complete* 673, or see **Chlestea Lake Wilderness Encounters**)

Treasure: The pile of treasure gathered from the various caravans that have passed through the wilderness road is quite extensive. The gnolls for their part are intelligent enough to understand the value of magical arms and armaments such as shields, swords and armor that does not fit their beastly frames. Frisskish has a standard understanding of scrolls and potions. More powerful items, however, are beyond his comprehension.

Among the items here are 5 bolts of fine silk worth 340 gp per bolt, a silver helmet worth 250 gp that is filled with agates and garnets worth 2 gp each, for a total of 2,500 gp worth of semiprecious jewels. A pearl necklace from the Razor Coast worth 1,000 gp, 3,112 gp, 4,302 sp, 10,656 cp, a diamond worth 5,000 gp, a chiffon wedding dress worth 250 gp, a tiara emblazoned with rubies and sapphires worth 1,200 gp, 10 battle axes, 11 longswords, 2 masterwork longswords, 1 masterwork bastard sword, 1 masterwork greataxe, a masterwork warhammer, 3 heavy maces, 3 longbows, 2 heavy crossbows, 2 shortbows, 50 arrows, 22 bolts, 6 heavy steel shields, 4 heavy wooden shields, 3 suits of chain mail, 1 suit of full plate, 1 breastplate, 3 bronze helmets and 3 light bronze shields.

Magical Treasure: Among the items Frisskish does not understand are the following:

Lito's Case: This black leather valise is a *bag of holding* that only opens to a specific command word known by Lito Romello. The command word

Contract for Duloth's Soul

This contract is signed in blood, dedicating the eternal soul of one Duloth Armitage of Bard's Gate an extended life, mastery over his peers, prescience in matters of business and criminal endeavors, the perfect meal, etc. The contract is written in an extremely lawyerly fashion with the contract set to begin immediately upon any "successful" murder of Duloth himself. The contract is signed by Duloth and co-signed by his esteemed eminence "Luchessi Fieri" and witnessed by Ard, Chief Consul of his Congregation and custodian of documents.

Gaining possession of the contract is of immediate concern to Duloth. Through a variety of happenstance and misfortunes, the case has been lost for some time. Recently, its whereabouts were discovered by Lito. He sent word to Duloth and was told to take custody of the case and return it to Duloth in Bard's Gate where it would be kept within his most guarded vaults.

Anyone possessing the contract has a certain amount of leverage in any dealings with Duloth. The level of this leverage and what stakes it creates for the PCs is left for the GM to determine.

may be gleaned from Lito via mind-reading magic as he has been placed under a *geas* to forget the command word for 24 hours whenever asked. The command is "My Brother's Keeper."

Within the valise are 100 gold ingots worth 1,000 gp each, a *ring of 3 wishes*, the *eternal biscuit* (see the **Appendix**) and the contract for Duloth's mortal soul (see **Sidebox**) to be returned to the custody of Duloth.

Crystalline Focusing Disk: Among the treasures is a curious disk made from a large piece of highly polished quartz bound by a bronze ring around the edge. The ring is inscribed in an ancient text that is derived from a rare dialect of Celestial (requiring both a *comprehend languages* spell and a DC 25 Linguistics check). The inscription is partially corroded from time but reads as follows:

"...and so does the Maiden of Mercy harness the of Arden ... the ... and through her benevolence and his shimmering ... does the ... of Heaven contain the spirits of the fallen. Let her benevolence ..."

The disk is roughly 5 ft. across and has a pair of bronze prongs extending opposite one another. The disk appears to be some form of large magnifying glass. Hulak has no idea what it is used for and considers it a fine treasure that he keeps next to his throne.

Also found in the trove are a silver holy symbol of Freya, a silver *+1 longsword* that deals 1d4 points of cold damage on a successful strike, and an emerald necklace that can be used to *discern lies* as per the spell once per day (as the spell; CL 12th, 1/day). These items belong to Junika, the priestess of Freya.

The Battle

This should be a difficult battle, especially for lower-level PCs. The GM can help the PCs out by slowly bleeding away sub-chieftains from the number by having the PCs encounter them in the courtyard or among the maze of cliff-dwelling buildings.

If the PCs freed any number of caravan guards or bandits, it is possible the former prisoners may serve as allies to form a small army for the PCs to command against the gnolls using the GM's preference of mass combat resolution.

Area XR9-12-5. North Tower Access (CR 3)

A catlike smell of urine and fecal matter overwhelms any who open this door, causing their eyes to burn and their stomach to turn flip-flops.

The door to this tower of the keep is unlocked and serves as a privy of sorts for the gnolls. PCs must make a successful DC 15 Constitution save or be nauseated for 1d4 minutes. A stairwell in the back corner leads to the shattered second-floor landing and the remainder of the keep's Northern Tower (**Area XR9-12-8**).

Second Floor: The second floor of the keep was once home to the chancellor of the Order of Mercy and the warden of the lower prison.

Second Floor Landing: What now serves as a landing of sorts, exposed to the open areas of the ruin, was once an enclosed hallway. A pair of **gnoll sentries** now patrols along the western side of the second floor.

GNOLLS (2)

XP 400

hp 11 (see **Area XR9-12-1**)

CR 1

Area XR9-12-6. Chancellor's Room (CR 7)

This room once served as the home of the chancellor of the Order of Mercy who commanded the military defenses of Muirgaard in ancient times. Due to the collapsed ceiling and inclement weather, the plaster has long since collapsed from the walls and the furniture has turned to rot and dust. A gap in the western floor reveals the rubble in the western portion of the throne room. The room is currently lair to a colony of **2 myconids** growing on the corpse of a curious gnoll.

ASCOMOIDS (2)

XP 1,600

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N Large plant (fungus)

CR 5

Simple Mass Combat Resolution

A simple rule for solving mass combat is to simply group monsters and NPC allies in groups of five and multiply that number by the HD of an individual in the group. This larger HD group is then considered a larger HD character or monster for the purpose of combat resolution, where attacks and damage are applied normally.

For example, a group of 5 2HD gnolls would equal a single 10HD monster with 10d8 hp, a 10HD equivalent attack bonus, and dealing whatever damage the gnoll(s) have in hand. These groups of five are considered a unit for the purpose of attacking, moving, defending and resolving combat.

Saves: The unit saves as one creature.

Attacks and Dealing Damage: All members of the unit benefit from the same attack roll and damage, regardless of which member of the unit actually lands a hit. The combined unit deals additional damage, however. Their damage bonus is equal to any strength and magical bonuses plus 1 point of damage for every 2HD the unit possesses, rounded down.

Moving: The group is now considered a unit and moves as one, meaning if one runs, all run.

Taking Damage: As the unit takes damage, its ability to fight degrades. For each HD worth of damage the unit takes, subtract one from its bonus to hit. For example, when the 10HD gnoll unit above suffers 8 points of damage, it is reduced to 9HD worth of attack strength. When the unit is reduced to zero hit points, all of the individuals in the unit have been slain.

Init +1; Senses tremorsense 60 ft.; Perception +0

**AC 18, touch 10, flat-footed 17 (+1 Dex, +8 natural, -1size)
hp 52 (7d8+2)**

Fort +8; Ref +3; Will +2

DR 10/piercing; Immune plant traits; **Resist** fire 10, electricity 10

Speed 40 ft.

Melee slam +8 (2d8+6)

Space 10 ft.; **Reach** 0 ft.

Special Attacks spores, trample (2d8+6, DC 17)

Str 19, Dex 13, Con 17, Int —, Wis 11, Cha 1

Base Atk +5; CMB +10; CMD 21 (can't be tripped)

Spores (Ex) Once per round, an ascomoid can fire deadly spores in a 30-foot line. Upon impacting a solid surface, the spores billow into a cloud that fills a 20-foot radius. The cloud lasts 1 round before dispersing. Creatures caught within the cloud must succeed on a DC 16 Fortitude save or take 1d6 points of Constitution damage and become nauseated for 1d4 rounds. A successful save negates the Constitution damage but not the nauseated condition. Once a creature saves against this ability it is immune to the same ascomoid's spores for 24 hours. The save DC is Constitution based.

PCs searching the chamber carefully (DC 25 Perception check) find a hidden panel in the eastern wall. The panel is protected with a *glyph of warding* trap. Hidden within the secret panel is a *silver flask* embossed with an ankh with an eye in the center of it and a droplet of water on one side and the sword of Muir on the other (see the **Appendix**).

GLYPH OF WARDING TRAP

XP 1,600

CR 5

Type magical; **Perception** DC 28; **Disable Device** DC 28

Trigger proximity; **Reset** none

Effect spell effect (*glyph of warding*, all non-evil creatures

CHAPTER 2: THE WILDERNESS OF THE GULF OF AKADOS

passing through the portal, 3d8 sonic damage, DC 17 Reflex save avoids)

they are kept warm and unshaken.

Area XR9-12-7. Warden's Room (CR 5)

Like the chancellor's room, time and plunder have stripped the room of any valuables and plunder. A hole in the western floor reveals a portion of the throne room below.

The room is now home to a flock of **10 vulchlings**. The vulchlings have learned to avoid aggravating the gnolls, who in turn let them pick at the refuse of their kills as the vulchlings in turn keep down the ever-present rat population. The vulchlings attack any who come near their nests.

VULCHLINGS (10)

CR 1/2

XP 200

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CE Medium magical beast

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

Perception +0 (+8 in daylight)

AC 14, touch 13, flat-footed 11 (+2 Dex, +1 dodge, +1 natural)

hp 5 (1d10)

Fort +2; **Ref** +4; **Will** +0

Speed 20 ft., fly 10 ft. (average)

Melee bite +3 (1d6), 2 claws +3 (1d4)

Str 10, **Dex** 14, **Con** 11, **Int** 7, **Wis** 11, **Cha** 10

Base Atk +1; **CMB** +1; **CMD** 14

Feats Dodge^B, Weapon Finesse

Skills Perception +0 (+8 in daylight), Stealth +6; **Racial**

Modifiers +8 Perception in daylight

Languages Auran

Treasure: There are a dozen vulchling eggs, which would sell for 100 gp each on the open market to exotic chefs and curious wizards so long as

Area XR9-12-8. Northern Tower (CR 3)

The northern watchtower is a crumbled mass that once had two sides but now holds only one. The tower is occupied by a **3 gnoll lookouts** who man a barely operational ballista that affords a clear view of the northern end of the courtyard, the altar of the Blood God and the pit beyond.

The ballista deals 3d8 points of damage on a successful hit but has a 50% chance of failing to fire on any given round. The ballista in **Area XR9-12-9: The Southern Tower** has enough working parts that a PC making a successful DC 15 Craft (weaponsmithing) or Knowledge (engineering) check would have no difficulty repairing it in under an hour.

The gnolls are also armed with longbows and rain arrows down on any intruders in the courtyard.

GNOLLS (3)

CR 1

XP 400

hp 11 (see **Area XR9-12-1**)

Area XR9-12-9. Southern Tower (CR 3)

The southern tower is mostly intact and is accessed from either **Area XR9-12-2** or **Area XR9-12-3** or via the second floor if PCs entered through the warden and chancellor's chambers. There are **3 gnolls** here who are capable of operating a partially working ballista similar to the one found in **Area XR9-12-8**. Parts from either ballista may be swapped between the two to make one fully working ballista. The ballista deals 3d6 points of damage on a successful hit and may fire every other round. It has a 50% chance of failing to fire.

GNOLLS (3)

CR 1

XP 400

hp 11 (see **Area XR9-12-8**)

Area XR9-13. Altar of the Blood God (CR varies)

This pyramidal structure stands at the northern end of the courtyard less than 20 ft. before the mouth of the great pit. The pyramid stands



SWORD OF AIR

roughly 15 ft. high. A pair of stone pillars rises from the top of the pyramid and are bound over with rawhide and coated with both dried and fresh blood. A row of wooden stakes is set in the ground before the maw of the pit. Each stake is also tied with rawhide lashes and covered in flaking brown blood.

The PCs are bound here if they are taken prisoner by the gnolls.

Nightfall: If any beings are tied before the pit at nightfall, their scent brings Yulanupior from his lair to feast upon their blood to bring strength to his undead master.

Battle?: As has been mentioned, the gnolls do a generally poor job of tying bindings. That said, a contingent of **2d4 gnoll witchdoctors** usually accompanies Hulak and Frisskish, who oversee the sacrifices. It is possible that other gnolls may be present to view the sacrifice as well.

If Yulanupior rises and the PCs are prisoners and do nothing to break free or spring some dramatic counter attack ... the PCs are dead. End of adventure!

If the PCs chase off the gnolls, Yulanupior rises into the night in search of prey to feed its insatiable thirst for blood. If the PCs have not somehow laid a trap for the beast, it flies high into the air, observing the fortress for prey. If it sees any PCs, it dives to attack, attempting to pick off any lone individuals rather than allowing itself to be ganged up on by large groups. If the PCs hide, Yulanupior flies out into the night where it grabs a pair of gnolls who fled the Howling Fortress. The wyvern returns after 20 minutes, diving into the pit to feast within its lair.

Ambush: PCs may decide to spring some sort of trap to capture or kill Yulanupior. One possibility is repairing one of the ballistae, but PCs might come up with other unique ideas. Yulanupior is a difficult foe to face as he is infused with dark vampiric powers.

YULANUPIOR

CR 13

XP 25,600

Male augmented wyvern (*Pathfinder Roleplaying Game Bestiary* "Wyvern")

CE Large dragon

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

Perception +30

AC 29, touch 14, flat-footed 24 (+4 Dex, +1 dodge, +15 natural, -1 size)

hp 151 (7d8+84); fast healing 5

Fort +14; **Ref** +14; **Will** +12; +4 bonus vs. channeled energy

Defensive Abilities channel resistance +4; **DR** 10/magic and silver; **Immune** paralysis, sleep; **Resist** cold 10, electricity 10

Weakness vampire weaknesses

Speed 20 ft., fly 60 ft. (poor)

Melee bite +18 (2d6+7 plus grab) and slam +18 (1d6+7) and sting +18 (1d6+7) and 2 wings +13 (1d6+3)

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

Special Attacks blood drain, children of the night, dominate (DC 20), energy drain (2 levels, DC 20), poison (DC 22), rake (2 claws +18, 1d6+7)

Str 25, **Dex** 18, **Con** 22, **Int** 12, **Wis** 14, **Cha** 18

Base Atk +12; **CMB** +20 (+24 to grapple); **CMD** 35

Feats Alertness, Combat Reflexes, Dodge, Flyby Attack, Hover, Improved Initiative, Iron Will, Lightning Reflexes, Skill Focus (Perception), Toughness, Wingover

Skills Bluff +18, Diplomacy +12, Fly +13, Intimidate +19, Knowledge (history) +10, Knowledge (local) +9, Knowledge (nature) +12, Knowledge (religion) +14, Perception +30, Sense Motive +23, Stealth +18; **Racial Modifiers** +8 Bluff, +12 Perception, +8 Sense Motive, +8 Stealth

Languages Draconic, Gnoll

SQ gaseous form, shadowless, spider climb

Blood Drain (Su) Yulanupior can suck blood from a grappled

opponent; if Yulanupior establishes or maintains a pin, he drains blood, dealing 1d4 points of Constitution damage. He heals 5 hit points or gains 5 temporary hit points for 1 hour (up to a maximum number of temporary hit points equal to its full normal hit points) each round he drains blood.

Children of the Night (Su) Once per day, Yulanupior can call forth 1d6+1 rat swarms, 1d4+1 bat swarms, or 2d6 wolves as a standard action. These creatures arrive in 2d6 rounds and serve for up to 1 hour.

Dominate (Su) Yulanupior can crush a humanoid opponent's will as a standard action. Anyone he targets must succeed on a Will save or fall instantly under his influence, as though by a *dominate person* spell (CL 12th). The ability has a range of 30 ft.

Energy Drain (Su) A creature hit by Yulanupior slam attack gains two negative levels. This ability only triggers once per round, regardless of the number of attacks Yulanupior makes.

Gaseous Form (Su): As a standard action, Yul can assume gaseous form at will (caster level 5th), but it can remain gaseous indefinitely and has a fly speed of 20 feet with perfect maneuverability.

Poison (Ex) Sting—injury; save DC 22; frequency 1/round for 6 rounds; effect 1d4 Con damage; cure 2 saves. The save DC is Constitution-based.

Shadowless (Ex): A vampire casts no shadows and shows no reflection in a mirror.

Spider Climb (Ex): A vampire can climb sheer surfaces as though under the effects of a spider climb spell.

The Pyramid: Beneath all the coated and dried blood on the pyramid are religious sigils dedicated to Muir in her aspect as the goddess of Mercy. Notches in the pillars exactly fit the prongs on the large crystal that adorns the throne of Hulak. A *comprehend languages* spell or a DC 20 Linguistics check reveals that the carvings written into the base offer exact specifications for aligning the focusing crystal with the sun on any given day of the year to focus the "light of Arden" into the darkness below. The goddess Muir commands that a sacrifice be made to the god of the sun in the form of tears wept by the goddess upon the murder of the sun god. Holy water blessed by a paladin or cleric of Muir suffices, though the flask found in the chancellor's chamber (**Area XR9-12-6**) contains the exact fluid once used by the paladins of Muirgaard to focus the energy required to dampen the powers of the forces of evil.

The Focusing Crystal of Arden: If the PCs bless the altar with the tears of Muir and affix the focusing crystal while following the directions indicated on the altar (requiring a successful DC 25 Knowledge [religion] check) they are able to absorb holy light into the crystal and aim it into the pit. The light shines all the way down into the Crystal Cavern (**Area XR10-E**) far below.

The altar is emblazoned with a Star (Sun), Hand, Tear and Sword.

Once the ritual is completed, the tears must be poured upon the "tear" icon to cause stone handles upon the altar to appear so the crystal can be turned to the "star" icon and focused into the darkness.

When bathed with the light of the focusing crystal, Shirimabi's powers are weakened and Yulanupior is stripped of his extra powers. Without his additional powers, Yulanupior is nothing more than a large wyvern with maximum hit points.

Area XR9-14. The Pit

A 60 ft. diameter hole bored into the inside of the crag descends more than 1,000 ft. into the bowels of the stone hilltop keep.

Claw marks and dried blood cover the edges of the pit, and a cool musty odor of death blows up from the cavernous shaft. Careful examination (a DC 20 Perception check) reveals a set of stone stairs that lead down the shaft into the darkness beyond.

The pit is at a sharp angle and the stairs cut into it appear to be cut into a much larger staircase, perhaps for a creature whose stride is at least 25 ft.

Encounter Area UR10: The Caverns of Shirimabi

Area XR10-A. The Stairs

The stairs descends 350 ft. toward **Area XR10-E: The Crystal Cave**. The stairs require a basic DC 10 Climb check to keep from slipping on the damp steps and tumbling into the yawning abyss beyond. The pit is cavernous in scope, with an 80 ft. high ceiling. A careful examination shows smaller humanoid stairs cut into the rock from the cyclopean stairs that appear to have been carved originally in some ancient

Area XR10-B. Tomb of Shirimabi

Area XR10-B1. Tomb Entrance

A stairwell branching off from the main artery ascends to a pair of great bronze doors. Before the doors is a pile of collapsed stone facing an altar similar to the altar of the Blood God. A shattered **focusing disk** lies where it would have once been attached to the pedestal. Large blackish green scales are mixed among the rubble.

The doors themselves emanate a mild evil. The bronze portals are carved with images of a great humanoid bearing a wand, crown and ring. The enthroned figure stands head and shoulders over a band of armed warrior servants dressed in archaic armor and bearing weapons of unrecognizable design. Below them are much smaller beings who are at least one-tenth the size of the great being and a quarter the size of his servitors.

The stand for the focusing crystal could be rebuilt. However, the crystal itself is irreparably destroyed and would require an 8th-level cleric or paladin of Muir to construct another using a *prayer* spell to bless it.

The doorways emanate a constant *doom* spell effect in a 10 ft. radius from the door.

The bronze portals are unlocked but require a successful DC 30 Strength check to push open far enough for a PC to pass through to the chamber beyond.

PCs who successfully activate the focusing mirror in **Area XR10-C5** may reflect the light from there into this area and dispel the ward of Shirimabi.

Area XR10-B2. Ward of Shirimabi

Sigils written into the 80 ft. bronze double doors beyond announce a horrid curse upon any who would pierce the final resting place of Shirimabi. The ward causes Good-aligned beings to suffer a -2 penalty to hit, damage and saves while within 100 ft. of the doors (DC 25 Will save negates for 10 minutes). The ward acts as a *desecrate* spell and a ward of *protection from good*. The door is sealed with an *arcane lock* (CL 12th).

The curse reads:

"A curse of hunger is laid upon any so hungry for my arcane knowledge. A curse of thirst to those who thirst for my wisdom, a curse of pain for those who would know my strength."

PCs passing through the bronze doors must make a DC 25 Will save or be wracked with an intense thirst and hunger that reduces their Constitution by -4 initially and deals an additional loss of 1 point of Constitution and Strength per day until a *remove curse*, *limited wish* or *wish* is cast. While under the influence of the curse, no amount of water, wine or sustenance can quench their aching bellies.

The bronze doors detail a series of 6 giants hauling the corpse of the great Shirimabi, bound in some form of cloth, into the shaft of the hillock that now plays host to the Howling Fortress.

Area XR10-B3. Rolling it Out (CR 17)

This chamber is trapped with a **crushing wall trap** operated by an intricate screw-and-auger system that pushes stone rollers and serrated wall blades into any intruder. A careful study (DC 25 Perception check) notices ancient stains of dried blood and bits of bone along the edges of the eastern

Common Features

Darkness: Unless the focusing crystal is installed atop the altar of the Blood God, the darkness is impenetrable to any save creatures with some form of darkvision.

Random Encounters: Roll 1d12 and consult the table:

Roll 1d12	Result
1	2d6 dire rats
2	1d6 dire bats
3	1d3 shriekers
4	Green slime patch
5	Gelatinous cube
6	1d3 Yulanupior's Children
7-12	No encounter

and western walls. If the trap is not detected, a pressure plate is triggered as soon as the 80 ft. tall bronze portal in the western wall is touched.

The bronze portal is locked with an *arcane lock* (CL 12th). The engraving on the door features a sarcophagus with the likeness of Shirimabi cast upon its face. Around the sarcophagus are the six beings that bore him to his tomb, each standing within a sarcophagus of its own with a vial in its hand as if toasting their great king. Skeletons are engraved upon these smaller sarcophagi.

CRUSHING WALLS TRAP

CR 17

XP 102,400
Type mechanical; **Perception** DC 30; **Disable Device** DC 20

Trigger touch; **Reset** manual

Effect Atk +15 melee (20d6 bludgeoning and slashing damage plus DC 20 Fort save to avoid 1d2 Con bleed); multiple targets (all targets in room)

Area XR10-B4. Tomb of Shirimabi (CR 20)

This tomb houses the unholy spirit of Shirimabi and his undead honor guard.

This cavern contains a mausoleum of giants from the ancient days of the primeval world. Six 50 ft. archways surround an 80 ft. long stone sarcophagus carved in the likeness of a cruel but clearly perfect being of immense stature.

Within 2 rounds, a massive black spirit with glowing red eyes rises from the tomb and the sound of six grinding and crashing stone lids is heard.

The black, shimmering 80 ft. tall being leans down over the PCs and demands to know who dares interfere with the workings of Shirimabi the mighty in his hellbound slumber?

Combat: This encounter could potentially be extremely deadly to the PCs. They are set upon by the **spectre of Shirimabi** and the **skeletal remains of 6 primeval giants**. Shirimabi continues to berate PCs with mad threats. He comments on their weakness and inferiority, demanding that they bow down before him and accept him as their new lord and god.

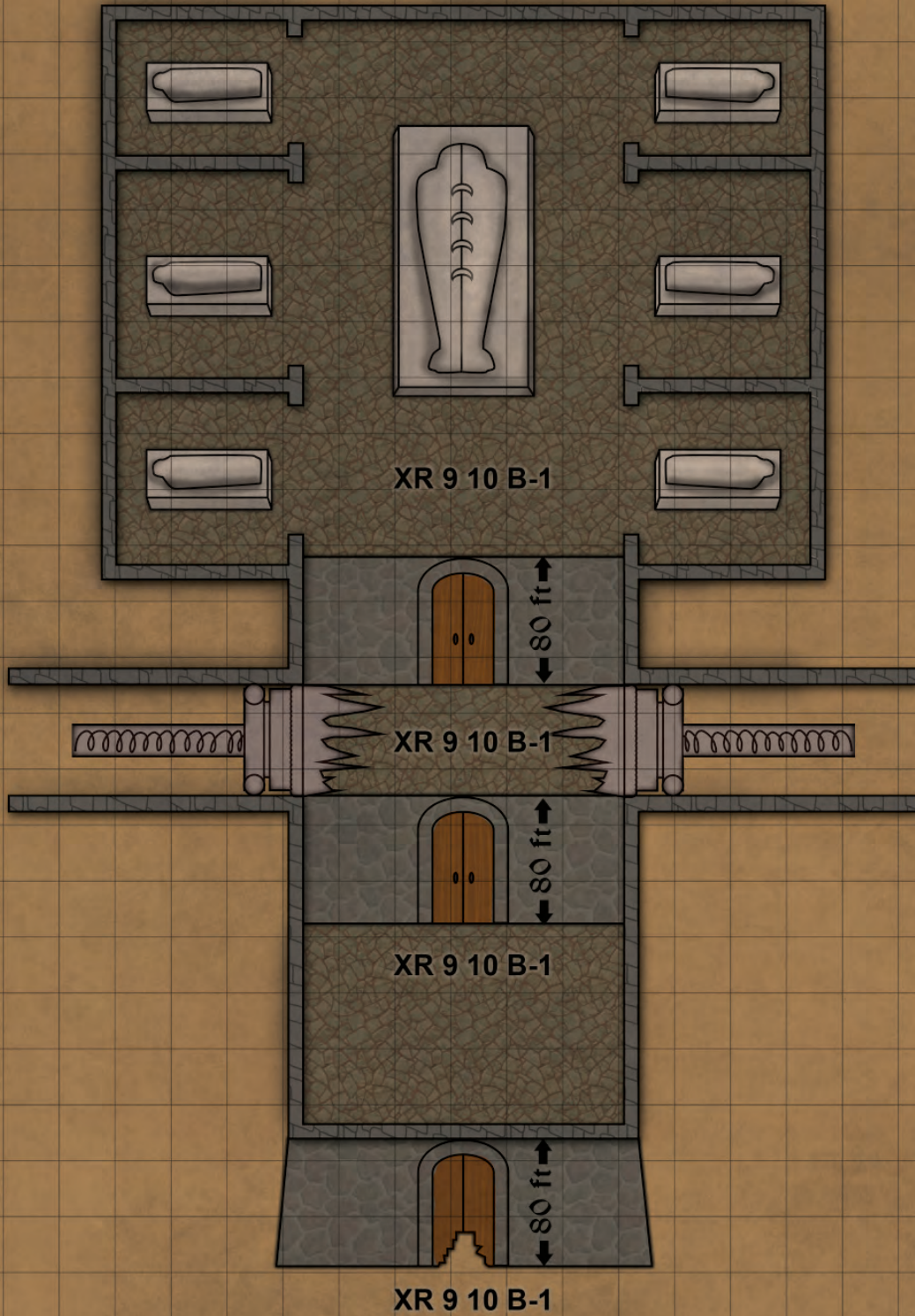
PRIMEVAL SKELETONS (6)

CR 14

XP 38,400
Giant skeleton (*Pathfinder Roleplaying Game Bestiary* "Stone Giant"; "Skeleton")
NE Large undead
Init +7; **Senses** darkvision 60 ft.; **Perception** +0

AC 14, touch 12, flat-footed 11 (+3 Dex, +2 natural, -1 size)
hp 59 (12d8)

XR-10 Tomb of Shirimabi



1 square - 40 feet

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Fort +4; **Ref** +7; **Will** +8

DR 5/bludgeoning; **Immune** cold, undead traits

Speed 40 ft.

Melee claw +16 (1d6+8) and 2 slams +16 (1d8+8)

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

Str 27, **Dex** 17, **Con** —, **Int** —, **Wis** 10, **Cha** 10

Base Atk +9; **CMB** +18; **CMD** 31

Feats Improved Initiative

SHIRIMABI

CR 16

XP 76,800

Spectre cleric 3, mystic theurge 3, sorcerer 4 (*Pathfinder Roleplaying Game Bestiary* "Spectre")

LE Medium undead (incorporeal)

Init +7; **Senses** darkvision 120 ft.; **Perception** +29

Aura Evil, unnatural aura

AC 19, touch 19, flat-footed 16 (+6 deflection, +3 Dex)

hp 182 (11d8+66 plus 7d6+42)

Fort +13; **Ref** +8; **Will** +21

Defensive Abilities channel resistance +2, incorporeal; **DR** 5/lethal; **Immune** undead traits; **Resist** cold 5

Weakness resurrection vulnerability, sunlight powerlessness

Speed fly 80 ft. (perfect)

Melee incorporeal touch +14 (1d8 plus energy drain)

Special Attacks channel negative energy 9/day (DC 17, 2d6), create spawn, energy drain (2 levels, DC 22)

Bloodline Spell-Like Abilities (CL 8th; melee touch +14): 9/day—grave touch

Domain Spell-Like Abilities (CL 6th; melee touch +14): 9/day—battle rage (+1 damage), touch of darkness (1 round)

Spells Known (CL 7th; melee touch +14, ranged touch +14):

3rd (5/day)—*dispel magic*, *spiked pit** (DC 19)

2nd (8/day)—*acid arrow*, *false life*, *mirror image*

1st (8/day)—*cause fear* (DC 17), *chill touch* (DC 17), *mage armor*, *magic missile*, *protection from good*, *ray of enfeeblement* (DC 17)

0 (at will)—*bleed* (DC 16), *mage hand*, *message*, *open/close* (DC 16), *penumbra****, *prestidigitation*, *ray of frost*

Bloodline Undead

Spells Prepared (CL 6th; melee touch +14, ranged touch +14):

3rd—*deeper darkness*^D, *dispel magic*, *invisibility purge*, *wrathful mantle** (DC 19)

2nd—*blindness/deafness* (blindness only)^D (DC 18), *death knell* (DC 18), *desecrate* (x2), *dread bolt*** (DC 18), *silence* (DC 18)

1st—*bane* (DC 17), *doom* (DC 17), *moment of greatness*[#], *obscuring mist*^D, *sanctuary* (DC 17), *shield of faith*

0 (at will)—*detect magic*, *guidance*, *resistance*, *virtue*

D Domain spell **Domains** Blood*, Darkness

Str —, **Dex** 16, **Con** —, **Int** 16, **Wis** 22, **Cha** 23

Base Atk +11; **CMB** +14; **CMD** 30

Feats Ability Focus (energy drain), Alertness, Blind-Fight, Combat Casting, Deep Sight*, Eschew Materials, Flyby Attack, Improved Initiative, Skill Focus (Perception), Weapon Focus (melee touch attack)

Skills Bluff +14, Diplomacy +15, Fly +25, Intimidate +17, Knowledge (arcana) +14, Knowledge (dungeoneering) +6, Knowledge (history) +14, Knowledge (local) +11, Knowledge (planes) +11, Knowledge (religion) +16, Perception +29, Sense Motive +17, Spellcraft +11, Stealth +14, Survival +14

Languages Common

SQ combined spells

Create Spawn (Su) Any humanoids slain by a spectre become spectres themselves in 1d4 rounds. Spawn so

created are less powerful than typical spectres, and suffer a –2 penalty on all d20 rolls and checks, receive –2 hp per HD, and only drain one level on a touch. Spawn are under the command of the spectre that created them and remain enslaved until its death, at which point they lose their spawn penalties and become full-fledged and free-willed spectres. They do not possess any of the abilities they had in life.

Resurrection Vulnerability (Su) A raise dead or similar spell cast on a spectre destroys it (Will negates). Using the spell in this way does not require a material component.

Sunlight Powerlessness (Ex) Spectres are powerless in natural sunlight (not merely a daylight spell) and flee from it. A spectre caught in sunlight cannot attack and is staggered.

Unnatural Aura (Su) Animals, whether wild or domesticated, can sense the unnatural presence of a spectre at a distance of 30 ft. They do not willingly approach nearer than that and panic if forced to do so unless a master succeeds at a DC 25 Handle Animal, Ride, or wild empathy check. A panicked animal remains so as long as it is within 30 ft. of the spectre.

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Shirimabi cannot be turned in his tomb unless the focusing crystal is repaired.

Daylight vulnerability: If the PCs managed to aim the *focusing crystals of Arden* into the dungeon, Shirimabi gains 1 negative level for each focusing crystal activated.

Area XR10-C. Prison Ward

Area XR10-C1. Altar

An altar similar to the one above sits before the broken portals. Unlike the altar of the Blood God, this altar has not been destroyed. However, no focusing crystal is here. The altar is emblazoned with symbols in this order: Sword, Sun, Hand and Tear.

If the focusing crystal from **Area XR10-C3c** is recovered, it can be affixed here. The altar needs to be turned to the "hand" position to represent the "helping hand" of Muir in her aspect as a rehabilitator of evil (*comprehend languages* or a DC 20 Linguistics check can help reveal these instructions on the altar; then a DC 20 Knowledge [religion] check is required to perform the tasks). Otherwise, PCs may simply use the trial-and-error method; however, if the PCs fail more than twice, the turning mechanism becomes irrevocably broken.

Beyond the altar is a pair of 10 ft. tall bronze doors. The doors are open about 2 ft., not quite enough for a heavily armored Medium figure to fit through, but enough for an unarmored human, elf or halfling to squeeze through. The portals could be pushed open farther with a successful DC 25 Strength check.

Area XR10-C2. Entry Hall (CR 3)

This hall leads 40 ft. to a wide cavern beyond that glows with dim reddish light. A palpable sensation of heat is sucked from the chamber toward the open entry doors. A 30 ft. deep uncovered pit 20 ft. across stands 10 ft. beyond the entry doors.

A **stun jelly** moved into the bottom of the pit. The bones of a trio of halfling "art collectors" lie at the bottom of the chasm.

STUN JELLY

CR 3

XP 800

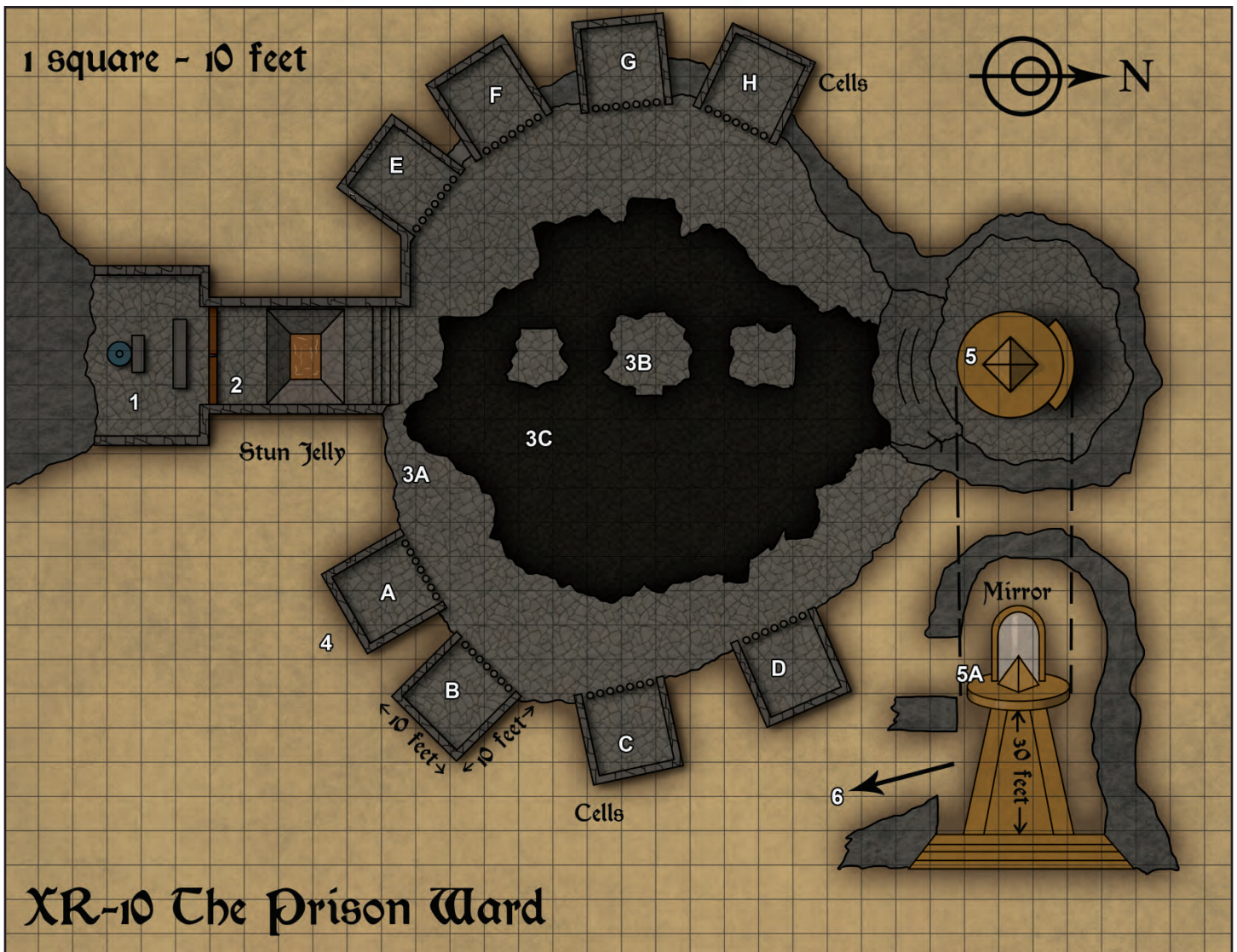
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N Large ooze

Init +0; **Senses** blindsight 60 ft.; **Perception** –5

AC 9, touch 9, flat-footed 9 (–1 size)

hp 42 (4d8+24)



XR-10 The Prison Ward

Fort +7; **Ref** +1; **Will** -4

Defensive Abilities camouflage; **Immune** ooze traits

Speed 10 ft.

Melee slam +3 (1d6+1 plus 1d6 acid plus paralysis)

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

Special Attacks corrosion, engulf (DC 13, 1d6 acid and paralysis), paralysis (3d6 rounds, DC 18)

Str 12, **Dex** 10, **Con** 22, **Int** —, **Wis** 1, **Cha** 1

Base Atk +3; **CMB** +5; **CMD** 15 (can't be tripped)

Acid (Ex) A stunjelly secretes a digestive acid that dissolves organic material quickly, but does not affect metal or stone. Any melee hit deals acid damage, and the opponent's clothing and armor (non-metal only) take the same amount of damage unless they succeed on DC 18 Reflex save. A wooden weapon that strikes a stunjelly takes 1d6 acid damage unless it succeeds on a DC 18 Reflex save. If a stunjelly remains in contact with a wooden object for 1 full round, it inflicts 18 points of damage (no save) to the object. The save DCs are Constitution-based.

Camouflage (Ex) Since a stunjelly looks like normal stone when at rest, it takes a DC 20 Perception check to notice it before it attacks. Anyone with ranks in Survival or Knowledge (dungeoneering) can use one of those skills instead of Perception to notice the stunjelly. Dwarves can use stonecunning to notice a stunjelly.

Corrosion (Ex) An opponent that is being engulfed by a stunjelly suffers a -4 penalty on Reflex saves made to resist acid damage applying to clothing and armor.

Treasure: On the halflings' bodies are 3 sets of masterwork thieves' tools, 2 +2 daggers, 3 silver daggers, 1 silver short sword, a +2 shortsword, 2 potions of gaseous form, 1 potion of cure light wounds, a golden holy symbol of Muir worth 500 gp, 1 suit of Small +1 leather armor, 30 100 gp gemstones, and a 400 gp sapphire.

Area XR10-C3. Cellblock

This cavern once held dangerous villains and criminals whom the Order of Mercy sought to rehabilitate through the holy grace of Muir. Now the floor has fallen away, leaving only a dangerous causeway and exposed support pillars where once a stone floor and guardroom stood.

Area XR10-C3a. Causeway

A causeway surrounding the edge of the cells is treacherous, with a 10% chance per round of collapsing under the feet of those who walk upon it (DC 25 Acrobatics check to grab an edge of the causeway and avoid the fall), toppling them into a massive spider's web that stretches across the causeway. Below the webs is a 50 ft. drop onto the jagged floor below.

Area XR10-C3b. Floor Supports

These three pillars spaced roughly 15 ft. apart once served to support the floor that has now fallen away.

CHAPTER 2: THE WILDERNESS OF THE GULF OF AKADOS

Area XR10-C3c. Cavern Floor (CR 8)

The cavern floor is home to a particularly dreadful creature known as a **hellwidow**.

HELLWIDOW

XP 4,800

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LE Large magical beast (extraplanar)

Init +7; **Senses** darkvision 60 ft., low-light vision, tremorsense 60 ft.; **Perception** +8

AC 22, touch 12, flat-footed 19 (+3 Dex, +10 natural, -1 size)

hp 95 (10d10+40)

Fort +13; **Ref** +12; **Will** +5

Defensive Abilities venom resistance; **DR** 10/silver;

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

Speed 40 ft., climb 30 ft.

Melee bite +17 (2d8+10 plus 1d6 fire and poison)

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

Special Attacks fiery webs, web (+12 ranged, DC 19, 10 hp)

Str 24, **Dex** 17, **Con** 18, **Int** 7, **Wis** 15, **Cha** 12

Base Atk +10; **CMB** +18; **CMD** 31 (39 vs. trip)

Feats Great Fortitude, Improved Initiative, Lightning Reflexes, Skill Focus (Stealth), Weapon Focus (bite)

Skills Climb +22, Perception +8, Stealth +8

Languages Infernal (can't speak)

Fiery Webs (Ex) The hellwidow can set any of its webs on fire as a free action at the start of its turn merely by touching the webbing. Creatures caught in the webs when they catch fire take 2d6 points of fire damage each round until they escape. After escaping, creatures continue taking this damage each round unless they succeed on a DC 15 Reflex save. A new save can be made each round to extinguish the fire.

Poison (Ex) Bite—injury; save DC 23 Fort; frequency 1/round for 6 rounds; effect 1d4 Constitution damage plus 1d6 fire damage and staggered; cure 2 saves. The save DC is Constitution-based and includes a +4 racial bonus.

Venom Resistance (Ex) Hellwidows gain a +4 racial bonus on saving throws against spider venom.

There is a 50% chance that the hellwidow is within its pit. Failing this, it may be in one of the empty cells.

The hellwidow is a very dangerous creature, almost as dangerous as Yulanupior itself. If the creature is within the pit, it is attracted to any wriggling within its webs. It rushes to attack individuals thus trapped, burning them with its toxic venom.

Little in the way of treasure can be found here. However, a successful DC 20 Perception check finds a focusing crystal in a dented frame hidden among the bones of gnolls, goblins and other fell creatures who found their way here after escaping the clutches of Yulanupior. The crystal may be used in **Area XR10-C1** or used to replace the one that was destroyed in **Area XR10-B1**.

Area XR10-C4. Cells (CR 11)

Hewn into the cavern wall are eight cells that once housed a variety of villains the Order of Mercy believed they could rehabilitate.

Most of the cells are now vacant, with the exception of **Cell B**, which houses the **Knight Gaunt Lady Mischanna**, a once-great paladin who fell to evil and served Orcus, and **Cell E**, which once housed **Yel Sayed the Heretic**, who was once a guard in the temple, but was turned to evil by Lady Mischanna.

LADY MISCHANNA

XP 9,600

Female knight gaunt antipaladin 8 (*The Tome of Horrors* 4 "Knight Gaunt"; *Pathfinder Roleplaying Game Advanced*

CR 8

Player's Guide)

CE Medium undead

Aura cowardice, despair, evil (10 ft.)

Init +1; **Senses** darkvision 60 ft.; **Perception** +12

AC 30, touch 11, flat-footed 29 (+10 armor, +1 Dex, +4 natural, +5 shield)

hp 106 (8d10+24 plus 4d8+12 plus 8)

Fort +13; **Ref** +7; **Will** +16

Immune undead traits; **Resist** cold 10; **SR** 14

Speed 20 ft.

Melee *nine lives stealer* +18/+13/+8 (1d8+6 plus bleed/17–20), 2 claws +14 (1d4+3 plus bleed)

Special Attacks bleed (1d4), channel negative energy 3/day (DC 17, 4d6), cruelties (DC 17; dazed, staggered), fiendish boon 1/day (weapon +2, 8 min./day), smite good 3/day (antipaladin; +3 to hit, +8 to damage), smite good 1/day (knight gaunt; +3 to hit, +12 to damage), touch of corruption 7/day (4d6 damage)

Spell-Like Abilities (CL 4th):

At will—*detect good*

Spells Prepared (CL 5th):

2nd—*invisibility*, *vestment of the champion**

1st—*command* (DC 14), *death knell* (DC 14)

Str 16, **Dex** 12, **Con** —, **Int** 11, **Wis** 16, **Cha** 17

Base Atk +11; **CMB** +14 (+16 to sunder); **CMD** 25 (27 vs. sunder)

Feats Cleave, Improved Critical (longsword), Improved Sunder, Power Attack, Shield Focus, Weapon Focus (longsword)

Skills Bluff +9, Diplomacy +5, Intimidate +16, Perception +12, Ride +2, Sense Motive +8, Stealth +3

Languages Common

SQ unholy resilience, weapon attunement

Gear +1 full plate, +2 heavy steel shield, *nine lives stealer*

Smite Good (Su) Once per day, a knight gaunt can smite good. As a swift action, the knight gaunt chooses one target within sight. If this target is good, the knight gaunt adds its Charisma bonus on its attack rolls and adds its Hit Dice on all damage rolls made against that target. If the target is an outsider with the good subtype or a good-aligned creature with levels of cleric or paladin, the bonus to damage on the first successful attack is doubled. Regardless of the target, smite good attacks automatically bypass any DR the creature might possess. Additionally, the knight gaunt gains a deflection bonus equal to its Charisma bonus to AC against attacks made by the target of the smite. The smite good remains in effect until the target of the smite is dead or until 24 hours have passed.

Weapon Attunement (Su) A knight gaunt gains a +1 bonus on attack rolls and damage rolls with any melee weapon it wields. Additionally, it gains the bleed special attack with any melee weapon it wields.

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YEL SAYED CR 7

XP 3,200

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Male knight gaunt fighter 5

CE Medium undead

Init +0; **Senses** darkvision 60 ft.; **Perception** +11

AC 21, touch 10, flat-footed 21 (+7 armor, +4 natural)

hp 50 (5d10+4d8 plus 5)

Fort +5; **Ref** +2; **Will** +4; +1 vs. fear

Defensive Abilities bravery +1; **Immune** undead traits; **Resist**

cold 10; SR 14

Speed 30 ft.

Melee +1 halberd +15/+10 (1d10+9 plus bleed/19–20/×3) and 2 claws +11 (1d4+3 plus bleed)

Special Attacks bleed (1d4), smite good (+9 to damage), weapon training (pole arms +1)

Str 17, **Dex** 11, **Con** —, **Int** 13, **Wis** 9, **Cha** 11

Base Atk +8; **CMB** +11 (+13 to trip); **CMD** 21 (23 vs. trip)

Feats Cleave, Combat Expertise, Furious Focus*, Improved Critical (halberd), Improved Trip, Power Attack, Weapon Focus (halberd), Weapon Specialization (halberd)

Skills Bluff +1, Diplomacy +1, Intimidate +12, Perception +11, Ride +5, Sense Motive +9, Stealth +5

Languages Common

SQ armor training 1, weapon attunement

Gear +1 breastplate, +1 halberd

Smite Good (Su) Once per day, a knight gaunt can smite good. As a swift action, the knight gaunt chooses one target within sight. If this target is good, the knight gaunt adds its Charisma bonus on its attack rolls and adds its Hit Dice on all damage rolls made against that target. If the target is an outsider with the good subtype or a good-aligned creature with levels of cleric or paladin, the bonus to damage on the first successful attack is doubled. Regardless of the target, smite good attacks automatically bypass any DR the creature might possess. Additionally, the knight gaunt gains a deflection bonus equal to its Charisma bonus to AC against attacks made by the target of the smite. The smite good remains in effect until the target of the smite is dead or until 24 hours have passed.

Weapon Attunement (Su) A knight gaunt gains a +1 bonus on attack rolls and damage rolls with any melee weapon it wields. Additionally, it gains the bleed special attack with any melee weapon it wields.

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Yel Sayed and Mischanna long ago allied themselves with the hellwidow. They exit their cells within 2 rounds of the PCs entering the cellblock and attempt to push/force/shield bash foes into the pit where the hellwidow roasts and eats them. The battle is treacherous as the flooring is likely to give way, tumbling combatants and stones onto the hellwidow's webs below.

Yel Sayed and Mischanna automatically regenerate all damage that they receive, so that when they are apparently destroyed they rise again in 1d4 rounds fully healed. Yel Sayed and Mischanna continue to battle

so long as intruders remain within the cellblock. They are not allowed to cross out of the cellblock itself as their imprisonment is permanent!

Cells A, C, D, F, G, H: Unless previously encountered, there is a 10% chance that the hellwidow is within one of these cells.

Area XR10-C5. Focusing Mirror

At the far end of the cellblock is a small cavern. In the center of the cavern stands a 30 ft. high pedestal topped with a polished concave brass mirror. Placed in front of the mirror is a large pyramid-shaped quartz crystal heavily carved with ancient sigils. A DC 30 Knowledge (engineering) or *legend lore* spell may be able to figure out the importance of the focusing mirror, the crystal and what position it should be in.

There is a 5 ft. gap between the edge of the causeway and the pillar. It requires a successful DC 15 Acrobatics check to make the gap and avoid falling 30 ft. to the floor below.

The pillar was used in conjunction with the focusing crystals by the ancient paladins to bathe the cellblock in blessed light. The light and constant prayers were thought to focus the minds of the prisoners and inhibit their powers to do evil. The mirror is currently turned three-quarters off center so that any light refracted into the chamber from above is cast away from the cellblock. The crystal upon it is marked on its four sides with a tear, sword, hand and star. To properly align the “hand” in **Area XR10-C1**, the crystal must be turned to the “Sword” position, a reminder to the prisoners that although Muir is a goddess of mercy ... she is also goddess of holy retribution for those transgressors who fall too far afield of her goodwill.

Turning the focusing mirror requires a successful DC 18 Stength check. If the focusing crystal in **Area XR10-C1** and the focusing mirror are aligned, Mischanna and Yel Sayed are immediately destroyed! If the check is failed more than twice, the mirror cannot be turned as its gears permanently jam.

Area XR10-C6. Partial Stair (CR 4)

A partial stair at the base of the pillar descends 80 ft. to the lair of Rusara below. The stair drops off before reaching the bottom. Treat this as an 80 ft. deep **pit trap**. There is a 50% chance that falling PCs land in the pool surrounding the Shrine of Thyr (**Area XR10-D1**) and take half damage. Those who miss instead land on the platform of the hidden stair (**Area XR10-D3**).

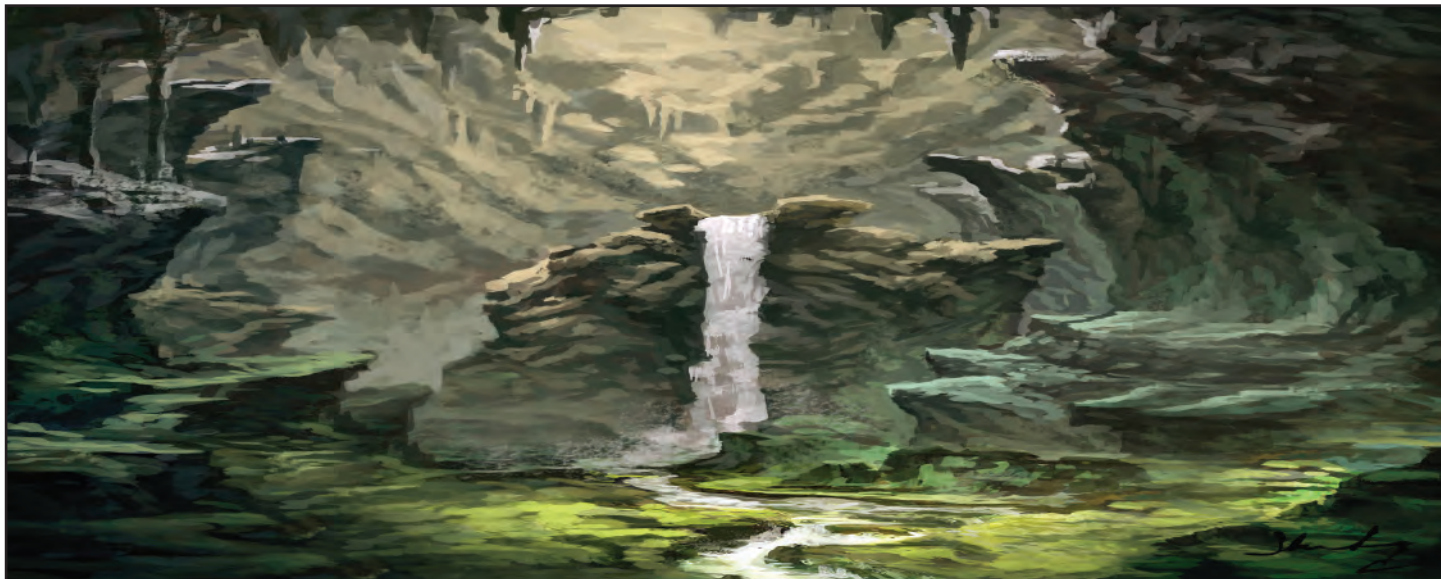
PIT TRAP

CR 4

XP 1,200

Type mechanical; **Perception** DC 22; **Disable Device** DC 20

Trigger location; **Reset** manual



Effect 80 ft. deep pit (8d6 falling damage); DC 20 Reflex avoids

XR10-D. Lair of Rusara

A cavern deep beneath the Howling Fortress is home of **Rusara**, a twisted **medusa** who was once held prisoner within a Shrine to Thyrs built upon a small cavern pool.

Area XR10-D1. Pool (CR varies)

The pool is dark and 50 ft. deep. Subterranean springs feed the pond, which is filled with lush photoluminescent fish. The fish produce a hypnotic effect on anyone who views them.

FLOATING EYE **CR 1/3**
XP 135

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N Diminutive magical beast (aquatic)

Init +2; **Senses** darkvision 60 ft., low-light vision; **Perception** +4

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

hp 5 (1d10)

Fort +2; **Ref** +4; **Will** -3

Speed swim 60 ft.

Melee bite +0 (1d2-5)

Space 1 ft.; **Reach** 0 ft.

Special Attacks hypnotic gaze (DC 10, 1d6+1 rounds)

Str 1, **Dex** 15, **Con** 11, **Int** 1, **Wis** 4, **Cha** 2

Base Atk +1; **CMB** -8; **CMD** 4

Feats Skill Focus (Perception)

Skills Perception +4, Stealth +14 (+22 to hide), Swim +10;

Racial Modifiers +8 on Stealth checks to hide

Hypnotic Gaze (Ex) Creatures meeting the gaze of a floating eye must succeed on a DC 10 Will save or stand and stare blankly at the floating eye (similar to the effects of a *hypnotism* spell) for 1d6+1 rounds. A swimming creature that fails its save does not sink, but floats on the surface of the water. The save DC is Constitution-based.

The bottom of the pool is littered with broken statues of halflings dressed in adventuring gear, goblins, orcs, kobolds, gnolls, an immature wyvern, and an unbroken statue of a troll. If *stone to flesh* is cast upon any of these creatures, they die instantly from the damage done from their fall to the bottom of the pool. The exception is **Haklak the troll**, who of course tries to kill whoever saves him!

HAKLAK THE TROLL **CR 5**
XP 1,600

hp 63 (*Pathfinder Roleplaying Game Bestiary* "Troll")

Area XR10-D2. Shrine of Thyrs (CR 7)

This classical temple stands upon a small stone island in the center of the pool. The temple stands roughly 25 ft. tall, and has a small porch that leads to a large central chamber where the shattered statue of the god Thyrs lies in repose upon the floor. A pair of blazing braziers provides warmth, and the faint smell of roasted fish and eels fills the air. Standing at the entrance is a statue of a man in archaic armor engraved with the holy symbols of Muir. A short sword stands outstretched in the man's hand as his eyes peer just over the edge of a large rectangular shield.

A unique crystalline light dances across the pillars from a disk-shaped chandelier hanging from the center of the temple ceiling. The chandelier casts a pool of light in a 20 ft. radius that shines down upon a hook in the floor, a silver collar, and a broken 15 ft. long chain.

If the PCs are loud in their explorations, **Rusara** hides within the shadows of the pillars, waiting to ambush the PCs one by one by turning



them to stone or slaying them with her deadly venom.

RUSARA **CR 7**
XP 3,200
hp 76 (*Pathfinder Roleplaying Game Bestiary* "Medusa")

Chandelier: Rusara's power to turn beings to stone is completely neutralized within the sphere of light focused on the center of the shrine.

Treasure: A locked bronze chest (DC 20 Disable device to open) in one corner of the chamber is trapped with a poison needle trap.

Hidden within the chest are 200 pp, 4 rubies worth 300 gp each, a silver sacrificial dagger worth 25 gp, an ancient ceramic idol to the goddess Hel that emanates a constant force field of *magic circle against good* worth 3,000 gp, 3 *potions of cure light wounds*, 2 *vials of antitoxin*, and a single scroll of *transmute stone to flesh*. The silver collar is worth 100 gp.

The chandelier weighs more than 100 lbs. but could be used to replace the shattered focusing crystal found in front of the tomb of Shirimabi with about an hour's worth of work and some clever engineering (a DC 20 Knowledge [engineering] check would suffice).

POISON NEEDLE TRAP **CR 5**
XP 1,600
Type mechanical; **Perception** DC 20; **Disable Device** DC 20

Trigger touch; **Reset** none

Effect Atk +10 ranged (poison needle); 1 plus Deathblade poison)

DEATHBLADE POISON

Type poison (injury); save Fort DC 20

frequency 1/round for 6 rounds; *effect* 1d3 Con damage; *cure* 2 consecutive saves

Special: If Rusara is destroyed, the shrine may be cleansed by a LG cleric with a *consecrate* spell. PCs choosing this option gain experience as if overcoming a CR 6 challenge.

XR-10 Rusara's cave

1 square - 10 feet



CHAPTER 2: THE WILDERNESS OF THE GULF OF AKADOS

Statue: The statue is of **Ardotus**, a paladin who served the Order of Mercy a thousand years ago. He has implicit understanding of the workings of the focusing crystals and a vague understanding of the evil powers possessed by Shirimabi. If restored to flesh, Ardotus explains that the crystals nullified the power of the ancient one and the holy light benefitted the rehabilitation of fallen paladins and other villains imprisoned here. Ardotus volunteered to hold his post guarding Rusara in the unique prison designed for her here in the shrine of Thyr. Unfortunately Ardotus was distracted by machinations of Shirimabi's wicked power over the dungeon and fell victim to Rusara's gaze.

ARDOTUS **CR 9**
XP 6,400
hp 84 (*Pathfinder Roleplaying Game NPC Codex* "Pious Guard")

Area XR10-D3. Hidden Stairs

A secret panel in the floor (noticeable with a DC 20 Perception check) reveals a hidden stair that descends nearly 100 ft. to a tunnel below. The tunnel leads deeper into the ancient crag where the focusing monolith and the lair of Yulanupior may be found.

Area XR10-D4. Forgotten Cave (CR 7)

The paladins of Muir who administered Muirgaard once thought to build new cells within this cavern, until they eventually abandoned the fortress for their new facilities in the Stoneheart Valley. Ancient stonemasonry and masonry tools lie scattered here and there atop unfinished carvings and half buried under years of bat droppings.

EYE KILLER **CR 4**
XP 1,200

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CE Medium magical beast

Init +2; **Senses** darkvision 120 ft., low-light vision; **Perception** +10

AC 17, touch 12, flat-footed 15 (+2 Dex, +5 natural)

hp 45 (6d10+12)

Fort +7; **Ref** +7; **Will** +2

Weaknesses sunlight vulnerability

Speed 30 ft.

Melee tail slap +10 (1d8+4 plus grab)

Ranged eye ray +9 ranged touch (death gaze)

Special Attacks constrict (1d8+4)

Str 16, **Dex** 14, **Con** 14, **Int** 2, **Wis** 10, **Cha** 12

Base Atk +6; **CMB** +9 (+13 to grapple); **CMD** 21 (can't be tripped)

Feats Improved Natural Attack (tail slap), Power Attack, Weapon Focus (tail slap)

Skills Perception +10, Stealth +8; **Racial Modifiers** +4 Perception

Death Gaze (Su): By using natural or magical light that illuminates it (meaning the eye killer must be within the radius covered by a natural or magical light source), an eye killer can amplify the light and refocus it in a line that functions as a death ray to a range of 50 feet. The eye killer must make a ranged touch attack against its target as a standard action. If successful, the creature struck must make succeed on a DC 15 Fortitude save or perish. Even if the save succeeds, the victim takes 3d6 points of damage. An eye killer can use this gaze once per day. The save DC is Constitution-based. Eye killers are immune to their own gaze attack and to the gaze attack of other eye

killers. If the eye killer's gaze attack is reflected back upon it, it amplifies the intensity and projects it at a new target as an immediate action. The save DC to resist this gaze is increased by +2.

Sunlight Vulnerability (Ex) If natural sunlight (including a *daylight* spell) is brought within 5 feet of an eye killer, it immediately releases a grappled foe and attempts to move as far away from the source of light as possible. On subsequent rounds, an eye killer is dazzled as long as it remains within 5 feet of the light source.

BAT SWARMS (3) **CR 2**
XP 800
hp 26 (*Pathfinder Roleplaying Game Bestiary* "Bat Swarm")

Area XR10-E. Crystal Cavern (CR 10)

This broad cavern has a deep floor spiked throughout by a multitude of stalactites and stalagmites, some measuring 20 to 50 ft. high. The ceiling of the cavern rises 100 ft. above the jagged floor below.

Crossing the floor (difficult terrain) reduces speed by half.

Torchlight reflects back from the walls and ceiling with the twinkling of millions of brilliant diamond-like stars. Closer examination reveals that the twinkling diamonds are in fact tiny, extremely fine quartz crystals like those seen on the interior of a geode.

Focusing the Monolith: A large 50 ft. tall stalagmite in the center of the chamber is carved ornately so that the top houses a huge disk similar in style to the focusing disk atop the altar of the Blood God. The stalagmite is difficult to climb, requiring a successful DC 15 Climb check to reach the platform carved into its top. Anyone failing the check falls and suffers an additional 2d6 points of slashing damage from the sharp stalagmites below. The disk is emblazoned with a hand, a sword, a star and a tear.

If all of the focusing disks are aligned, this larger disk illuminates and is in turn refocused by the massive amounts of quartz that line the walls of this cavern to create an almost daylight-like glow throughout the lower region of the cavern. The light is blessed by Muir and acts to inhibit the powers of evil beings in a similar manner to *consecrate* and *calm emotions*.

If activated properly, the disk reduces the power of Shirimabi, removing his ability to cast spells and completely removes the vampiric qualities Shirimabi bestowed upon his servant Yulanupior. If PCs activate all of the focusing disks, reward them as if overcoming a CR 10 encounter.

Area XR10-F. Final Stairs (CR 4)

The ceiling here is lower, only 60 ft. high, as the stair descends 60 ft. before dropping off completely. The bottom of the stair should be treated as a **pit trap** for the purpose of noticing the bottom. Any who fall drop 75 ft. to the jagged floor of Yulanupior's lair.

PIT TRAP **CR 4**
XP 1,200
Type mechanical; **Perception** DC 20; **Disable Device** DC 20

Trigger location; **Reset** manual

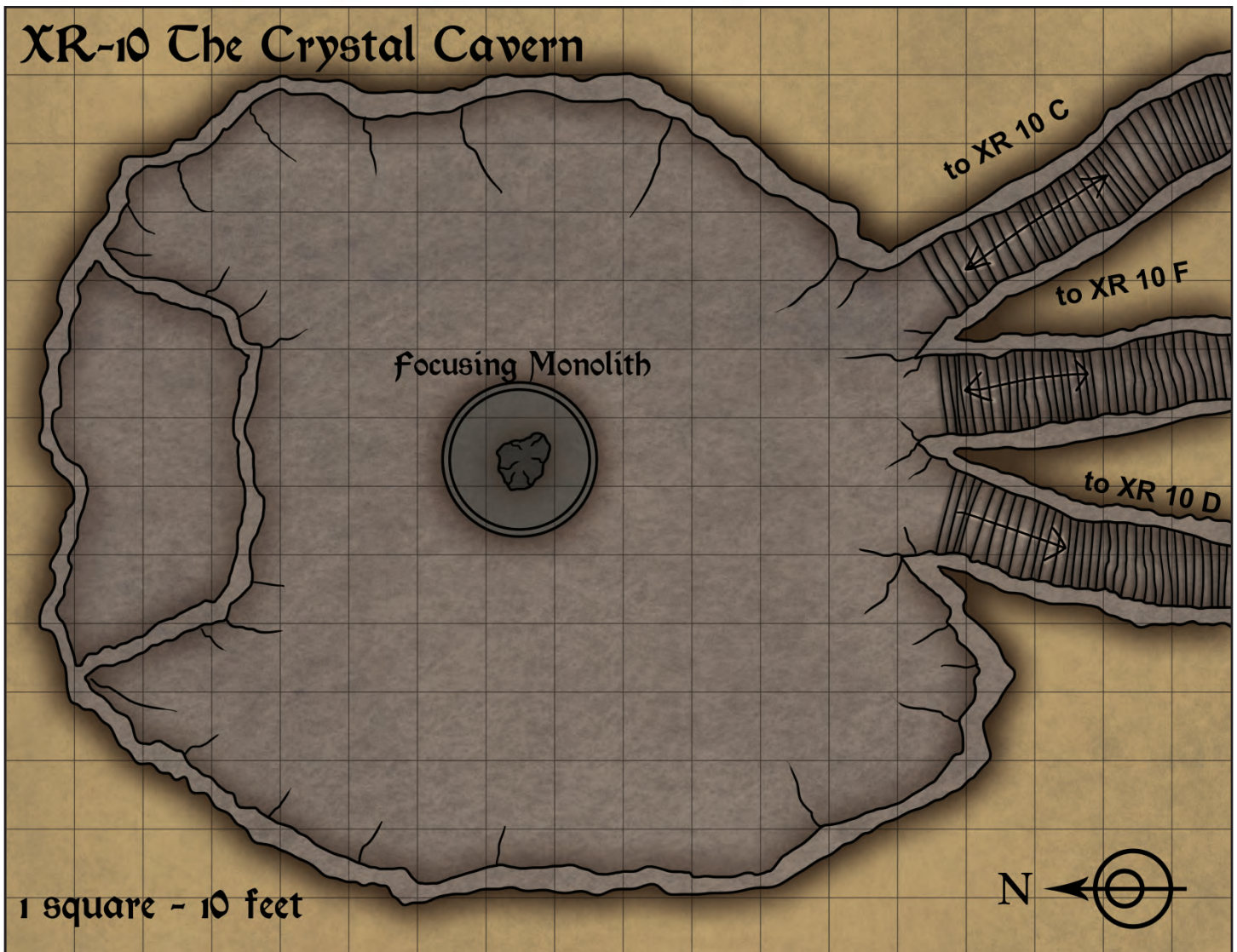
Effect 75 ft. fall (8d6 falling damage); DC 20 Reflex avoids

Area XR10-G. Yulanupior's Lair (CR 8)

A dank stench of blood and death mixed with wild untamed evil wafts up from the depths of the lair of the Blood God of the gnolls.

This cavern nearly 700 ft. below the Howling Fortress is home to

XR-10 The Crystal Cavern



Yulanupior. The cavern is 300 ft. across and has an irregular floor that is considered difficult terrain and reduces speed by half. There is a 1-in-6 chance per 30 ft. traveled of falling into a 1d6 x 10 ft. deep fissure (DC 20 Reflex save negates).

If Yulanupior has been defeated previously, the chamber is empty save for the wyvern's **tainted spawn**. These creatures, born of the corruption of sacrificial blood and the mad yammering of Shirimabi, are horrors in their own right.

YULANUPIOR'S CHILDREN

XP 1,600

Young augmented wyvern (*Pathfinder Roleplaying Game Bestiary* "Wyvern")

CE Medium dragon

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

Perception +18

CR 5

AC 20, touch 13, flat-footed 17 (+3 Dex, +7 natural)

hp 66 (7d12+21)

Fort +8; **Ref** +8; **Will** +8

Speed 20 ft., fly 60 ft. (poor)

Melee bite +10 (1d10+3 plus grab) and sting +10 (1d4+3)

and 2 wings +5 (1d4+1)

Special Attacks blood drain, poison, rake (2 claws +10, 1d4+3)

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

Base Atk +7; **CMB** +10 (+14 to grapple); **CMD** 23

Feats Flyby Attack, Improved Initiative, Iron Will, Skill Focus (Perception)

Skills Fly +9, Perception +18, Sense Motive +11, Stealth +13;

Racial Modifiers +4 Perception

Languages Draconic

Blood Drain (Su) Yulanupior's children can suck blood from a grappled opponent; if the child establishes or maintains a pin, it drains blood, dealing 1d4 points of Constitution damage. The child heals 5 hit points or gains 5 temporary hit points for 1 hour (up to a maximum number of temporary hit points equal to its full normal hit points) each round it drains blood.

Poison (Ex) Poison—injury, sting; save Fort DC 16; frequency 1/round for 6 rounds; effect 1d4 Con; cure 2 cons saves.

If the PCs successfully activated the focusing crystals at the altar of the Blood God (**Area XR9-13**) and within the Crystal Cavern (**Area XR10-E**), the light spills into the lair of Yulanupior, giving a dusklike light to the chamber and removing additional special powers and protections from Yulanupior and its spawn.

Treasure: Among the torn, dried corpses, bones and detritus of Yulanupior and its young are an unhatched wyvern egg; a solid gold pair of "brass knuckles" worth 300 gp; a diamond cravat pin worth 200 gp; an antique ruby-and-diamond-hilted masterwork bronze short sword worth 2,400 gp; a crude malachite statuette of Crocutus, the god of the gnolls, worth 200 gp to a collector; a set of 20 silver-edged, halfling-crafted shuriken; a cedar silverware case lined with purple



velvet that contains silverware place settings for 6 including a silver soup ladle, butter knife, cocktail forks, salad and dinner forks, knives, soup spoons and serving fork worth 300 gp; a set of *boots of elvenkind*; a +1 *halberd*; a *scroll of dimension door*, *fireball*, *gaseous form*, *haste*, *mage armor*, *sleep*; a set of clerical vestments of Muir that grant the user one additional 1st-level spell per day; a +2 *heavy mace*; a +2 *light steel shield*; a *staff of thunder and lightning* (20 charges); 2 *potions of cure serious wounds*; 2 *potions of neutralize poison*; a *scroll of stone to flesh*; a set of copper cups and a fine bottle of grain neutral spirits; 250 gp; 1,833 sp; and 12,345 cp. Collecting all of the treasure may take 1d4 hours, though the magical treasure may be easily located by casting a *detect magic* spell.

Concluding and Expanding the Adventure

The variety of NPCs that may be encountered in exploring the fortress and dungeon offer unlimited opportunities for further adventure. Among these are subplots including Duloth of Bard's Gate, and the PCs may have slain Yulanupior, but left Shirimabi's shade undefeated! Shirimabi may possess other agents to haunt the PCs, and the Howling Fortress may rise again with a new army occupying its walls! Alternately, the PCs may revitalize the prison fortress and turn it into a base of operations from which they may mount forays into the dungeons of Rappan Athuk! The possibilities are, as always, endless!

Encounter Area XR-11: Helcrow's Lair (CR 16)

Perhaps the worst thing in this swamp between the rivers is **Helcrow**. Local legends talk of the giant catlike beast that crawls up out of the swamp, devouring all in its path. So few are the survivors, that no one even knows this beast is a dragon. Tales simply reference a bog monster that lives here. Helcrow knows that adventurers come in force if it is known that a dragon's lair exists, and he takes great pains to kill any he encounters.

Helcrow is a large, ancient black dragon that has lived in this swamp for almost 1,000 years. His secret to longevity is his tactics. Helcrow always attacks in one of two ways: from the air or from beneath the murky waters of *his* swamp. He always starts with a blast of acid before engaging in melee. Acid attacks are focused on heavily armored foes, while physical attacks target less-armored foes. Helcrow also wears a *ring of fire resistance* and a *broach of shielding* (44 charges).

Remember, Helcrow fights like a cat. He is all business and does not foolishly speak with PCs. No silly monologing here — he tries to kill them. He hits, runs, hides and hits again. In no case should he fight a stand-up battle with a pack of armored fighters. He is extremely wise and intelligent, and eliminates threats such as wizards immediately. If his claw attacks both hit a single opponent, he flies up 400 ft. in the air and drops them (20d6 points of damage, -1 per die if over the swamp due to the soft ground). Helcrow tries to kill one opponent at a time, returning for the next one only after he is certain the first is slain. He uses his breath

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weapon liberally, usually from the air after the first attack.

HELICRAW XP 76,800

CR 16

Male ancient black dragon (*Pathfinder Roleplaying Game Bestiary* "Chromatic Dragon, Black")
CE Huge dragon (water)
Init +4; **Senses** dragon senses; **Perception** +34
Aura frightful presence (300 ft., DC 25)

AC 38, touch 8, flat-footed 38 (+30 natural, -2 size)
hp 297 (22d12+154)
Fort +20; **Ref** +13; **Will** +18
DR 15/magic; **Immune** acid, paralysis, sleep; **SR** 27

Speed 60 ft., fly 200 ft. (poor), swim 60 ft.
Melee bite +32 (2d8+16 plus 4d6 acid) and 2 claws +31 (2d6+11) and tail slap +29 (2d6+16) and 2 wings +29 (1d8+5)
Space 15 ft.; **Reach** 10 ft.
Special Attacks acid pool (50 ft. radius), acidic bite, breath weapon (100 ft. line, DC 28, 20d6 acid), corrupt water, crush
Spell-Like Abilities (CL 22nd; melee touch +29, ranged touch +20):
Constant—*speaking with animals* (reptiles only)
At will—*darkness* (100 ft. radius), *insect plague*, *plant growth*
1/day—*corrupt water*
Spells Known (CL 11th; melee touch +29, ranged touch +20):
5th (4/day)—*mirage arcana* (DC 19), *suffocation** (DC 19)
4th (7/day)—*dimension door*, *greater invisibility*, *phantasmal killer* (DC 18)
3rd (7/day)—*gaseous form*, *major image* (DC 17), *nondetection*, *vampiric touch*
2nd (7/day)—*acid arrow*, *cat's grace*, *fog cloud*, *mirror image*, *resist energy*
1st (7/day)—*affect normal fog*, *expeditious retreat*, *mage armor*, *obscuring mist*, *true strike*
0 (at will)—*acid splash*, *bleed* (DC 14), *dancing lights*, *detect magic*, *ghost sound* (DC 14), *mage hand*, *prestidigitation*, *read magic*, *resistance*

Str 33, **Dex** 10, **Con** 25, **Int** 18, **Wis** 21, **Cha** 18
Base Atk +22; **CMB** +35; **CMD** 45 (49 vs. trip)
Feats Alertness, Combat Expertise, Flyby Attack, Greater Vital Strike, Improved Initiative, Improved Vital Strike, Multiattack, Power Attack, Skill Focus (Stealth), Vital Strike, Weapon Focus (bite)
Skills Fly +17, Handle Animal +26, Intimidate +29, Knowledge (arcana) +29, Knowledge (geography) +29, Knowledge (history) +29, Perception +34, Sense Motive +7, Spellcraft +29, Stealth +23, Swim +44
Languages Common, Draconic, Giant, Goblin, Orc
SQ swamp stride, water breathing

Acid Pool (Su) An ancient or older black dragon can use its breath weapon to create an acid pool as a standard action. This acid pool has a radius of 50 feet. When an acid pool is created, anyone inside its area takes 20d6 points of acid damage (Reflex half). Any creature that starts its turn touching this pool takes damage, but can make a Reflex save for half. Each round, the total damage dice of the pool is halved (10d6 round 2, 5d6 round 3, 2d6 round 4, 1d6 round 5) until the result would be less than 1d6. The acid pool floats on water, and deals damage to anything on the surface.
Acidic Bite (Su) At old age, a black dragon's bite deals an additional 2d6 points of acid damage. An ancient dragon's damage increases to 4d6, and a great wrym's to 6d6.
Corrupt Water (Sp) Once per day an adult or older black dragon can stagnate 10 cubic feet of still water, making it foul and unable to support water-breathing life. The ability spoils liquids containing water. Liquid-based magic items (such as potions) and items in a creature's possession must

succeed on a Will save (DC 25) or become ruined. This ability is the equivalent of a 1st-level spell. Its range is 300ft.
Crush (Ex) A flying or jumping Huge or larger dragon can land on foes as a standard action, using its whole body to crush them. Crush attacks are effective only against opponents three or more size categories smaller than the dragon. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Reflex save (DC equal to that of the dragon's breath weapon) or be pinned, automatically taking bludgeoning damage during the next round unless the dragon moves off them. If the dragon chooses to maintain the pin, it must succeed at a combat maneuver check as normal. Pinned foes take damage from the crush each round if they don't escape. A crush attack deals the indicated damage plus 1-1/2 times the dragon's Strength bonus.

Speak with Reptiles (Sp) A young or older black dragon gains the constant spell-like ability to speak with reptiles. This functions as *speaking with animals*, but only with reptilian animals.

Swamp Stride (Ex) A very young or older black dragon can move through bogs and quicksand without penalty at its normal speed.

Water Breathing (Ex) A black dragon can breathe underwater indefinitely and can freely use its breath weapon, spells, and other abilities while submerged.
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Should the dragon be wounded for more than half his hit points, he flies or swims off, diving beneath the swampy waters or flying away rapidly. He only returns to his lair at night.

Helcraw's lair can be found in an underground cave. Its only access point is a long, submerged weed-and-silt-filled watery tunnel more than 400 ft. long that requires some means of *water breathing* to access. Since it is underwater, tracking him to his lair is impossible. Clever use of divination spells such as *find the path* would suffice to locate it. Inside the lair is Helcraw's vast treasure. It includes:

- A rod of lordly might.
- An *efreeti* bottle.
- A cup of idiocy (see the **Appendix**).
- A sword of magnetic iron (see the **Appendix**).
- An iron horse (see the **Appendix**).
- Ten randomly rolled potions and 10 randomly determined scrolls.
- 22,000 gp, 121,000 sp and 230,000 cp.
- 40 randomly rolled gems, plus 2 perfectly matched star sapphires worth 5,000 gp each.
- A white gold tiara encrusted with blue agates, with a hanging bauble from its top made of sapphires and platinum (such as a fishing lure that hangs to the wearer's nose) worth 12,000 gp.
- A gold necklace collar with alternating rubies and diamonds studding its gold diamond-shaped plates. Each plate is 2 in. by 3 in. per side. The whole is worth 9,000 gp.
- A dress woven of fine threads of silver and gold, painted with a red lacquer of cinnabar. The weave illustrates beautiful images of landscape scenes showing mountains across the sea. The dress is worth 7,000 gp, even in its filthy condition.
- Piles of rotten leather, wood and other bits that simply do not hold up to the swampy environment. Hidden beneath this pile of moldy detritus is a *cloak of morphing* (see the **Appendix**) that, while covered in muck, has not deteriorated. Skeletal remains are still inside it.



The Stoneheart Mountains

These hobgoblin-filled, steep-crested and cold mountains rise above the river plains below. Virtually impassable (except through noted pass areas), these cave-riddled peaks house virtual armies of goblins and hobgoblins. It was for this reason that the Wizard's Wall was constructed. Few venture into these mountains, and even fewer venture out once they enter.

The mountain peaks rise to 14,000 ft. above the plains below, with an average height of 9,000 ft. Everything is snowcapped for most of the year, with the tree line ending at the 6,000 ft. mark. Glaciers cover the tops of these peaks. The peaks are interrupted by valleys and rivers, all flowing out and away from the mountains. The mountains are often covered with the same misty haze that fills the mountains to the north, and all fear the things found in this mist.

Encounters in these mountains are not uncommon. Encounters have a 1-in-4 chance of occurring each day during daylight hours and at night (roll 1d12 to determine time, with 1 being 1 a.m. or 1 p.m., and 12 being midnight or noon).

The Stoneheart Mountains Random Encounters

Roll	Result
01–30	1d6 common animals, non-aggressive
31–40	1d6 common animals, aggressive
41–60	2d10+6 humanoids

Roll	Result
61–70	1d6 giant or dire species of a common, non-aggressive animal
71–73	1d6 giant or dire species of a common, aggressive animal
74–80	1d6 trolls or 2d10 ogres
81–88	dead-end
89–92	avalanche!
93–00	monster (GM's choice, although chimeræ and frost giants are common)

Common animal, non-aggressive: This encounter is with small furry creatures such as **deer**, **rabbits** and **squirrels**. There is a 50% chance that the animal provides 1d6 days rations and a 10% chance it provides 3d6 days rations if slain (see **Dearthwood Wilderness Encounters**).

Common animal, aggressive: This encounter is with 1d6 **bears**, **wolves**, **badgers** or other nasty critters. There is a 50% chance the animals are hunting and a further 30% chance they are in their nest. The animals are subject to standard reaction tests to determine if they attack (see **Dearthwood Wilderness Encounters**).

Humanoid: This encounter is with a group of humanoids (20% goblins, 75% hobgoblins, 5% orcs). This is a warband, numbering 2d10+6 individuals. There is a 10% chance of a larger warband (double size), including a **leader** (fighter Level 5–9 mounted on a **chimera** (40%), **manticore** (30%) or **giant lizard** (30%).

Giant or dire species of animal (both): This is the same as for regular animals, except with giant-sized versions of them (see **Dearthwood Wilderness Encounters**).

SWORD OF AIR

Trolls: This encounter is with **1d6 trolls**. There is a 5% chance of a **troll shaman**.

TROLL **CR 5**
XP 1,600
hp 63 (*Pathfinder Roleplaying Game Bestiary* "Troll")

TROLL SHAMAN **CR 11**
XP 12,800
hp 161 (see **Dearthwood Wilderness Encounters**)

Ogres: This encounter is with **2d10 ogres**. There is a 20% chance a roll of 1 on either d10 results in an **ogre mage** with the other ogres.

OGRE **CR 3**
XP 800
hp 30 (*Pathfinder Roleplaying Game Bestiary* "Ogre")

OGRE MAGE **CR 8**
XP 4,800
hp 92 (*Pathfinder Roleplaying Game Bestiary* "Oni, Ogre Mage")

Dead-end: The way is shut. No travel is possible — unless by flight — except back.

Avalanche: Avalanches are a danger, and have a 20% chance of hitting the PCs and a 50% chance of blocking either the way they came or the way they are going (GM's choice). If anyone is hit by an avalanche, they take 4d6 points of damage and must save or be trapped and immobilized in the snow and ice (death in 1d2 hours unless rescued).

Monster: The GM gets to have fun and pick some random large beastie to terrorize his players with!

Baen's Pass

Named for the famous dwarf who ruled the ruined castle at the top of the pass, this pass is only 3,000 ft. above the plains below and represents a great place to cross the mountains. Sadly, monsters of all sorts know this as well and frequent the area looking for victims. Hidden in a lake near the pass is also a source of much evil. This attracts undead to the area in numbers.

Baen's Keep is a ruined structure, really just a pile of rubble now, at the exact top of the pass (see **Encounter Area SM-10**).

Encounters have a 1-in-6 chance of occurring each day during daylight hours and at night (roll 1d12 to determine time, with 1 being 1 a.m. or 1 p.m., and 12 being midnight or noon).

Baen's Pass Random Encounters

Roll	Result
01–30	1d6 common animals, non-aggressive
31–50	1d6 common animals, aggressive
51–60	2d10+6 humanoids
61–75	4d6+20 dwarf patrol
76–80	1d6 giant or dire species of a common, non-aggressive animal
81–83	1d6 giant or dire species of a common, aggressive animal
84–85	1d3 trolls or 1d6 ogres
86–91	2d6+10 bandits
92–94	ghoul pack (2d12 ghouls and 1d6 ghosts)
95–00	monster (GM's choice, although manticores and undead are common)

creatures such as **deer**, **rabbits** and **squirrels**. There is a 50% chance that the animal provides 1d6 days rations and a 10% chance it provides 3d6 days rations if slain (see **Dearthwood Wilderness Encounters**).

Common animal, aggressive: This encounter is with **1d6 bears**, **wolves**, **badgers** or other nasty critters. There is a 50% chance the animals are hunting and a further 30% chance they are in their nest. The animals are subject to standard reaction tests to determine if they attack (see **Dearthwood Wilderness Encounters**).

Humanoid: This encounter is with a group of **humanoids** (10% goblins, 40% hobgoblins, 40% orcs, 10% gnolls). This is a warband, numbering 2d10+6 individuals.

GOBLINS **CR 1/3**
XP 135
hp 6 (*Pathfinder Roleplaying Game Bestiary* "Goblin")

HOBGOBLINS **CR 1/2**
XP 200
hp 11 (see the *Pathfinder Roleplaying Game Bestiary* "Hobgoblin")

ORCS **CR 1/3**
XP 135
hp 6 (*Pathfinder Roleplaying Game Bestiary* "Orc")

GNOLLS **CR 1**
XP 400
hp 11 (*Pathfinder Roleplaying Game Bestiary* "Gnoll")

Dwarven patrol: This encounter is with **4d6+20 heavily armed dwarves** from Win or Flan. They hunt the pass to keep it as safe as possible, but understand it's a losing effort. They typically travel with **2d4 fighters** of levels 1d4, and a **cleric** of level 1d6+1. The dwarves are not hostile unless attacked, but are unlikely to be friendly to non-dwarf or gnome PCs. This encounter occurs only during the daytime (treat as no encounter at night).

Giant or dire species of animal (both): This is the same as for regular animals, except with giant-sized versions of them (see **Dearthwood Wilderness Encounters**).

Trolls: This encounter is with **1d3 trolls**. There is a 5% chance of a **troll shaman**.

TROLL **CR 5**
XP 1,600
hp 63 (*Pathfinder Roleplaying Game Bestiary* "Troll")

TROLL SHAMAN **CR 11**
XP 12,800
hp 161 (see **Dearthwood Wilderness Encounters**)

Ogres: This encounter is with **1d6 ogres**. There is a 20% chance a roll of 1 results in a solitary **ogre mage**.

OGRE **CR 3**
XP 800
hp 30 (*Pathfinder Roleplaying Game Bestiary* "Ogre")
OGRE MAGE **CR 8**
XP 4,800
hp 92 (*Pathfinder Roleplaying Game Bestiary* "Oni, Ogre Mage")

Bandits/brigands: This encounter is with **2d6+10 bandits**, with a 50% chance of a **5th-level leader**.

BANDIT **CR 2**
XP 600
hp 16 (*Pathfinder Roleplaying Game Advanced Player's*

Common animal, non-aggressive: This encounter is with small furry

CHAPTER 2: THE WILDERNESS OF THE GULF OF AKADOS

Guide "Thug")

Gear studded leather armor, buckler, rapier, dagger, shortbow, 40 arrows, 1d4 sp, 2d4 cp.

BANDIT LEADER
XP 1,200

CR 4

hp 35 (*Pathfinder Roleplaying Game Advanced Player's Guide*, "Thug")

Combat Gear *potion of cure moderate wounds*; **Other Gear** masterwork studded leather armor, buckler, rapier, dagger, shortbow, 10 +1 arrows, 40 arrows, 1d4 gp, 2d4 sp.

Ghoul pack: Attracted to the *zombiestone* in the Dead Lake (see **Encounter Area SM-11**), these packs consist of **2d12 ghouls** and **1d6 ghastrs**. At night within 20 miles of Dead Lake, all numbers are doubled.

GHOUL
XP 400

CR 1

hp 13 (*Pathfinder Roleplaying Game Bestiary* "Ghoul")

GHASTR
XP 600

CR 2

hp 17 (*Pathfinder Roleplaying Game Bestiary* "Ghoul", with the following changes; add +2 on all rolls [including damage rolls] and special ability DCs; **AC** 18, touch 14, flat-footed 14 [+4 Dex, +4 natural]; **CMD** 18)

Monster: The GM gets to have fun and pick some random large beastie to terrorize his players with!

Toh Kristael

This area is described in detail in **Area SM-8**. The island in the center of the lake is the location of the **Hidden Tomb of Aka Bakar** and the *Sword of Air*.

Southern Pass

This pass rises 6000ft above the plains below through the Escarpment Wall, and is seldom traveled, as its endpoint is the Desolation of Tsar. The treeline and top of the pass coincide, so snow is present near the top, even in high summer.

Encounters have a 1-in-10 chance of occurring each day during daylight hours and at night.

Roll	Result
01–40	1d6 common animals, non-aggressive
41–60	1d6 common animals, aggressive
61–65	2d10+6 humanoids
61–75	something yucky from the Vast Desert
76–80	giant or dire species of a common, non-aggressive animal
81–83	giant or dire species of a common, aggressive animal
84–85	1d3 trolls or 1d6 ogres
86–91	2d6+10 bandits
92–94	4d6+10 dwarven patrol
95–00	Monster (GM's choice, although aberrations are common)

Common animal, non-aggressive: This encounter is with 1d6 small furry creatures such as **deer**, **rabbits** and **squirrels**. There is a 50% chance that the animal provides 1d6 days rations and a 10% chance it provides

3d6 days rations if slain. (see **Dearthwood Wilderness Encounters**)

Common animal, aggressive: This encounter is with 1d6 **bears**, **wolves**, **badgers** or other nasty critters. There is a 50% chance the animals are hunting and a further 30% chance they are in their nest. The animals are subject to standard reaction tests to determine if they attack. (see **Dearthwood Wilderness Encounters**)

Humanoid: This encounter is with a group of humanoids (10% goblins, 40% hobgoblins, 40% ghost face orcs, 10% gnolls). This is a warband, numbering 2d10+6 individuals.

GOBLINS
XP 135

CR 1/3

hp 6 (*Pathfinder Roleplaying Game Bestiary* "Goblin")

HOBGOBLINS
XP 200

CR 1/2

hp 11 (see the *Pathfinder Roleplaying Game Bestiary* "Hobgoblin")

GNOLLS
XP 400

CR 1

hp 11 (*Pathfinder Roleplaying Game Bestiary* "Gnoll")

Something yucky from the Vast Desert: Some mutant beast has wandered up from the south. The GM should consult Chapter XX and pick one.

Giant or dire species of animal (both): This is the same as for regular animals, except with giant-sized versions of them. (see **Dearthwood Wilderness Encounters**)

Trolls: This encounter is with **1d3 trolls**. There is a 5% chance of a **troll shaman** (level 1d6 cleric).

TROLL
XP 1,600

CR 5

hp 63 (*Pathfinder Roleplaying Game Bestiary* "Troll")

TROLL SHAMAN
XP 12,800

CR 11

hp 161 (see **Dearthwood Wilderness Encounters**)

Ogres: This encounter is with **1d6 ogres**. There is a 20% chance a roll of 1 results in a solitary **ogre mage**.

OGRE
XP 800

CR 3

hp 30 (*Pathfinder Roleplaying Game Bestiary* "Ogre")

OGRE MAGE
XP 4,800

CR 8

hp 92 (*Pathfinder Roleplaying Game Bestiary* "Oni, Ogre Mage")

Bandits/Brigands: This encounter is with **2d6+10 bandits**, with a 50% chance of a **leader**.

BANDIT
XP 600

CR 2

hp 16 (*Pathfinder Roleplaying Game Advanced Player's Guide* "Thug")

Gear studded leather armor, buckler, rapier, dagger, shortbow, 40 arrows, 1d4 sp, 2d4 cp.

BANDIT LEADER
XP 1,200

CR 4

hp 35 (*Pathfinder Roleplaying Game Advanced Player's Guide*, "Thug")

Combat Gear *potion of cure moderate wounds*; **Other Gear** masterwork studded leather armor, buckler, rapier, dagger, shortbow, 10 +1 arrows, 40 arrows, 1d4 gp, 2d4 sp.

Dwarven Patrol: This encounter is with **4d6+20 heavily armed dwarves** from Win or Flan. They hunt the pass to keep it as safe as possible, and have had success here (albeit assisted by the yucky things from the Vast Desert scaring other stuff away), and patrols are less frequent than in Baen's Pass. They typically travel with **2d4 fighters** of levels 1d4, and a cleric of level 1d6+1. The dwarves are not hostile unless attacked, but are unlikely to be friendly to non-dwarf or gnome PCs. This encounter occurs only during the daytime (treat as no encounter at night).

Monster: The GM gets to have fun and pick some random large beastie to terrorize his players with!

Exor

Similar to Bone Hollow, Exor is a large hobgoblin city. The whole place is teeming with these nasty fellows, and the caves and caverns beneath the city contain even fouler things. No encounters occur here except with hobgoblins, their pets or their leaders. The city houses more than 10,000 soldiers under the command of **Teth Khan, the hobgoblin king**. The city is at war (forever) with Bone Hollow and Smashed Skull. Borders are somewhat respected, as these lawful creatures keep mostly to their own territory. Exor and the politics of the hobgoblins will be detailed in a later **Frog God Games'** supplement.

Smashed Skull

Smashed Skull is what could best be described as the "liberal" hobgoblin city of the region. Technically at war with Teth Khan of Bone Hollow, **Gothar Khan** of Smashed Skull is known (how crude!) to ally with just about anyone or anything that helps his armies fight those of Exor. This is probably due to the fact that he has fewer than half the warriors of his neighbor. The armies of Gothar include **hill giants**, **ogres** and even **orcs** (shudder the thought, a fine creature such as a hobgoblin associating with such chaotic brutes!). Smashed Skull and the politics of the hobgoblins will be detailed in a later **Frog God Games'** supplement.

Encounter Area SM-1: Ghost Face Caves (CR varies)

Like any good cave complex, this one is inhabited. The dwellers in this case are a small band of **26 ghost face orcs**. These poor buggers are the remnants of a battle group that many years ago managed a foray across the Wizard's Wall, and later became stuck and unable to return to their mountain homeland.

So, like any good orc band, they made the best of it. Being stronger and sneakier than their conventional brethren, this band of bothers set up camp in these dark, shadowy caves, leaving only to raid at night when their superior powers of blending into shadows allows them to hit and run, choosing the time and place of their battles.

The band is led by **Karkash**, the undisputed leader of the band. He wields a magic "ghost axe" (+1 *two-handed axe*) and wears chainmail. The last remaining shaman, **Ookra Three Eyes** has a third eye in the center of his forehead that grants him +1 to hit on all attacks, and a weird tentacle growing out of his back that gives him an extra attack.

If Ookra is captured and interrogated, or if *Speak with Dead* is used on his corpse, he reveals that these mutations occurred after he spent a few days praying in the ruined city of Tsen.

The cave complex consists of four main areas. Keep in mind that ghost face orcs hide in shadows with a 100% chance of success, so barring some strange occurrence, they have a 5-in-6 chance of surprising PCs.

Area SM-1A: Cave Entrance (CR Varies)

This is the main entrance to the caves. It is 15 ft. wide and travels back 70 ft. into **Area SM-1B**. The walls and ceiling are smooth and clean, and the floor is a mix of sand and gravel with flat stones interspersed every few feet. If footprints are looked for, very large booted tracks can be noted. The front is blocked with a poorly made and easy to spot wood and branch covering. At all times, this entrance is guarded by **1d4 regular orcs**. During the day, all orcs are here. At night, **1d10+5 orcs** them will be out, with a 40% chance of either **Ookra** or **Karkash** being with them.

These orcs are armed with greatswords, clubs and axes, and two of them also have short bows and 10 arrows. They also have manufactured a large, fake boot on a stick that they intentionally use to make "bigfoot" tracks in the sand, walking carefully on the stone pavers to avoid leaving their own tracks.

A goat's horn hangs from a peg on the side wall of the entrance. The horn can be blown in the event the party attacks the entrance before one of the orcs has a chance to warn the others in **Area SM-1B**. If not discovered, all the sentries retreat to **Area SM-1B** to join the main group before attacking the PCs.

ORCS
XP 135

hp 6 (Pathfinder Roleplaying Game Bestiary "Orc")

CR 1/3

Area SM-1B: Main Living Area (CR Varies)

This is the main bed down and work area for the remaining orcs. During the day, all normal orcs not encountered in **Area SM-1A** are here. The orcs sleep on a sundry of old blankets, hides and grass, each bed area nastier than the last, most infested with fleas, ticks and lice. In each bed area is a small quantity of random items: totem symbols, stone tools, and other random junk. One bed area has an iron signet ring (really a magical +2 *ring of armor*; duplicates the effects of an *amulet of natural armor*).

Also present in the cave is a fire pit, a large pile of wood and kindling, three cooking pots and several large cooking utensils, as well as dozens of weapons and bits of armor from the orcs' victims. All items of value are kept in **Area SM-1C**. A smoke hole is present in the ceiling; however, the orcs have learned to only burn fires at night when the smoke cannot be seen easily. Several animal carcasses lie about, partially butchered and eaten.

COMMON ORCS
XP 135

hp 6 (Pathfinder Roleplaying Game Bestiary "Orc")

CR 1/3

If the orcs in **Area SM-1A** warn the main group here, two fetch the shaman and leader, while the rest hide in shadows and attack from surprise 2 rounds after the PCs enter the cave. They attack in swarms, attempting to kill off any lightly armored foes first, while surrounding any Joe Platemail IIIs to gain the advantage of numbers. They attempt to grapple and subdue heavily armored opponents rather than slug it out.

Area SM-1C: Leader's Cave (CR 6)

This cave is less nasty and cleaner than the main nest. It measures 60 ft. long and 30 ft. wide, and has had all the ceiling and floor protrusions removed. Two large piles of rocks are present near the entrance. It contains a half-broken king-sized feather bed (still lice infested) with a torn and ratty purple quilt and makeshift pillows (stolen during a raid). Skulls and weapons adorn the walls of the cave, tacked up with spikes and sticks.

The orc leader, **Karkash** resides here. Odds are he is encountered in **Area SM-1B** with the rest of the orcs unless the PCs invisibly entered the caves. The second crate covers a secret passageway to **Area SM-1D**.

KARKASH
XP 2,400

Male ghost-faced orc barbarian (Beast Totem) 6 (*The Tome of Horrors Complete* "Orc, Ghost Faced" 467; *Pathfinder Roleplaying Game Advanced Player's Guide*)
CE Medium humanoid (orc)

CR 6



SWORD OF AIR

Init +0; **Senses** darkvision 60 ft.; **Perception** +9

AC 16, touch 8, flat-footed 16 (+6 armor)

hp 74 (6d12+24 plus 6)

Fort +9; **Ref** +2; **Will** +4

Defensive Abilities ferocity, improved uncanny dodge, trap sense +2

Weakness light sensitivity

Speed 30 ft.

Melee +1 *ghost touch greataxe* +13/+8 (1d12+10/×3), 2 claws +12 (1d6+6)

Special Attacks rage (16 rounds/day), rage powers (beast totem, lesser beast totem, scent)

Str 23, **Dex** 10, **Con** 19, **Int** 6, **Wis** 10, **Cha** 4

Base Atk +6; **CMB** +12; **CMD** 20

Feats Alertness, Athletic, Endurance

Skills Climb +8, Intimidate +1, Perception +9, Sense Motive +3, Survival +7, Swim +8

Languages Common, Orc

SQ fast movement, invisible in shadows

Gear masterwork chainmail, +1 *ghost touch greataxe*

Invisible in Shadows (Ex) When a ghost-faced orc stands still or moves slowly (no more than 5 feet per round) in shadowy illumination or complete darkness, it becomes effectively invisible to all natural and extraordinary sight, including darkvision and other sight-based senses. A ghost-faced orc invisible in shadows can still be detected by hearing and smell. A *true seeing* spell (or other similar magic) reveals its

location as well.

Base statistics When not raging, Karkash's stats are: **AC** 16, touch 10, flat-footed 16; **hp** 62; **Fort** +7; **Ref** +2; **Will** +2; **Melee** +1 *ghost touch greataxe* +11/+6 (1d12+7/×3); **Str** 19, **Con** 15; **CMB** +10; **Skills** Climb +6, Swim +6

Treasure: Two large crates are present in this room. Each contains treasure as follows:

Crate 1:

- 2,200 sp.
- 468 gp.
- An ivory horn worth 200 gp.
- 33 pieces of silver flatware worth 10 sp per piece.
- A silver teapot engraved with images of flowers and princesses, dented but functional, worth 20 gp if repaired.
- 2 bronze candlesticks (heavy) worth 5 gp each.
- A solid gold drinking cup worth 80 gp.
- A locked iron box (no key; DC 20 Disable Device to open), padded inside and containing 3 *potions* (*heroism*, *flying* and *cure light wounds*). The box is worth 10 gp if a key is made. Potions have a 20% chance of being destroyed if the box is broken open.
- 6 large chunks (12 lbs. each) of fool's gold (worthless).
- 11 scratched and slightly dented copper plates depicting forest hunting scenes (worth 1 gp each if cleaned up and polished).

Crate 2:

- 2 bolts of silk cloth (weighing 20 lbs.) worth 50 gp each.
- A crystal egg-shaped snow globe with a winter scene of deer in the trees worth 2 gp (but fragile).



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- Four tanned and intact ermine skins worth 50 gp each.
- A bag full of chicken feathers (4 cubic feet).
- 10 sheets of vellum rolled within a leather case. The case is embroidered with beads and shells, and is worth 30 gp.
- A small wooden box containing four intricately carved golden fish models the size of a coin. Each has gems for eyes and filigreed scales (with platinum and silver) and is an exquisite piece of art. As a set, they are worth 1,000 gp.
- A red-dyed wool robe worth 3 gp.
- A book containing strange writing that appears to be old Elven, and in code. In reality it is just gibberish, a practice journal of a student attempting to master the Elven alphabet.

In addition, PCs find 6 spears, 3 longswords, 2 halberds, 4 shortbows, 2 longbows, 1 Small suit of full plate, 4 suits of chain mail, a suit of scale mail, 6 suits of leather armor, 2 great helms, a set of chain mail barding (with the horse's skeleton still inside), 2 backpacks containing 50 ft. of rope, 11 spikes and 6 oil flasks total, 11 waterskins, and a heavy lance stacked within the room. Three lanterns lie in one corner of the cave.

Area SM-1D. Water Supply and Shrine (CR 10)

This 40 ft. diameter cave contains a spring-fed pool of water and acts as the shrine and temple area for **Ookra**. The cave ceiling and floor are dotted with stalactites and stalagmites, and the water mutes the orc-stench here.

Ookra believes he is blessed by his deity (Orcus) because of his weird mutations. He has thus built a small shrine to the demon lord here. The shrine consists of a well-put-together pile of rocks, now covered in human blood, with a silver holy water font (not holy anymore!) into which he pours blood and water and prays to his god. This in turn creates unholy water (which he uses liberally on Good-aligned priests). The font currently contains 8 vials of unholy water, and can produce 8 more once a week. Ookra is usually here, although he is most likely encountered in **Area SM-1B** unless the PCs enter invisibly. The font is worth 100 gp for the metal (it has no value as a holy font anymore).

A trapdoor in the floor hides a tunnel leading to **Area SM-1C**.

OOKRA CR 10 XP 9,600

Male ghost-faced orc cleric of Orcus 5, sorcerer 5 (*The Tome of Horrors Complete* "Orc, Ghost Faced" 467)

CE Medium humanoid (orc)

Init +1; **Senses** darkvision 60 ft.; **Perception** +4

Aura Evil

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

hp 53 (5d8+5 plus 5d6+5)

Fort +6; **Ref** +2; **Will** +11

Defensive Abilities ferocity; **DR** 5/lethal; **Resist** cold 4

Weakness light sensitivity

Speed 30 ft.

Melee +1 *unholy heavy mace* +7 (1d8+2)

Special Attacks channel negative energy 6/day (DC 17, 3d6), destructive smite 6/day (+2)

Bloodline Spell-Like Abilities (CL 10th; melee touch +6):
6/day—*grave touch*

Domain Spell-Like Abilities (CL 5th; melee touch +6):
6/day—*touch of evil* (2 rounds)

Spells Known (CL 5th; melee touch +6, ranged touch +5):

2nd (5/day)—*false life*, *scorching ray*, *web* (DC 15)

1st (7/day)—*chill touch* (DC 14), *mage armor*, *magic missile*, *obscuring mist*, *protection from good*

0 (at will)—*acid splash*, *bleed* (DC 13), *daze* (DC 13), *mage hand*, *ray of frost*, *read magic*

Bloodline Undead

Spells Prepared (CL 5th; melee touch +6, ranged touch +5):

3rd—*cure serious wounds*, *magic circle against good*^P, *prayer*

2nd—*align weapon* (evil only)^P, *chant*, *communal*

protection from good^{*}, *cure moderate wounds*

1st—*bane* (DC 14), *bless*, *cure light wounds*, *protection from good*^P, *shield of faith*

0 (at will)—*create water*, *detect magic*, *guidance*, *resistance*

D Domain spell **Domains** Destruction, Evil

Str 13, **Dex** 10, **Con** 12, **Int** 6, **Wis** 16, **Cha** 16

Base Atk +5; **CMB** +6; **CMD** 16

Feats Combat Casting, Command Undead, Eschew Materials, Improved Channel, Selective Channeling, Warrior Priest**

Skills Climb +2, Heal +7, Intimidate +7, Knowledge (local) +0, Knowledge (religion) +6, Perception +4, Sense Motive +7, Spellcraft +2, Survival +4, Use Magic Device +7

Languages Common, Orc

SQ invisible in shadows

Combat Gear 3 vials of unholy water; **Other Gear** +1

studded leather, +1 *unholy heavy mace*, *pale lavender ellipsoid ioun stone*, silver unholy symbol of Orcus.

Invisible in Shadows (Ex) When a ghost-faced orc stands still or moves slowly (no more than 5 feet per round) in shadowy illumination or complete darkness, it becomes effectively invisible to all natural and extraordinary sight, including darkvision and other sight-based senses. A ghost-faced orc invisible in shadows can still be detected by hearing and smell. A *true seeing* spell (or other similar magic) reveals its location as well.

**Pathfinder Roleplaying Game Ultimate Combat*

***Pathfinder Roleplaying Game Ultimate Combat*

Encounter Area SM-2: The Old Temple (CR 9)

The party comes across an abandoned (well, sort of) temple dedicated to the goddess Muir. The hall is 200 ft. by 80 ft., and is still partially intact. The roof collapsed near one end, yet the 42 columns that once held it up all stand intact.

The temple columns ring a central area that features a statue of the goddess herself. The statue is flanked on four sides by large statues of creatures that appear as large horses with feathered wings and bearded, human heads. The interior is strangely clean and free of dust. Floral wreaths and offerings of food stand before the statue.

If any Chaotic or Evil PCs are present, the statues remain statues unless the area is desecrated or harmed in any way. Should a Lawful or Good PC stop and pay respects, one of the statues animates as a **shedu**.

SHEDU CR 9

XP 6,400

hp 115 (*Pathfinder Roleplaying Game Bestiary 3* "Shedu")

The shedu can be used as a source of knowledge (basically, it is a sage) by a party willing to make an effort to restore this temple. His name is **Solomon**, and he knows quite a bit about the surrounding area. His specific knowledge relevant to PCs includes:

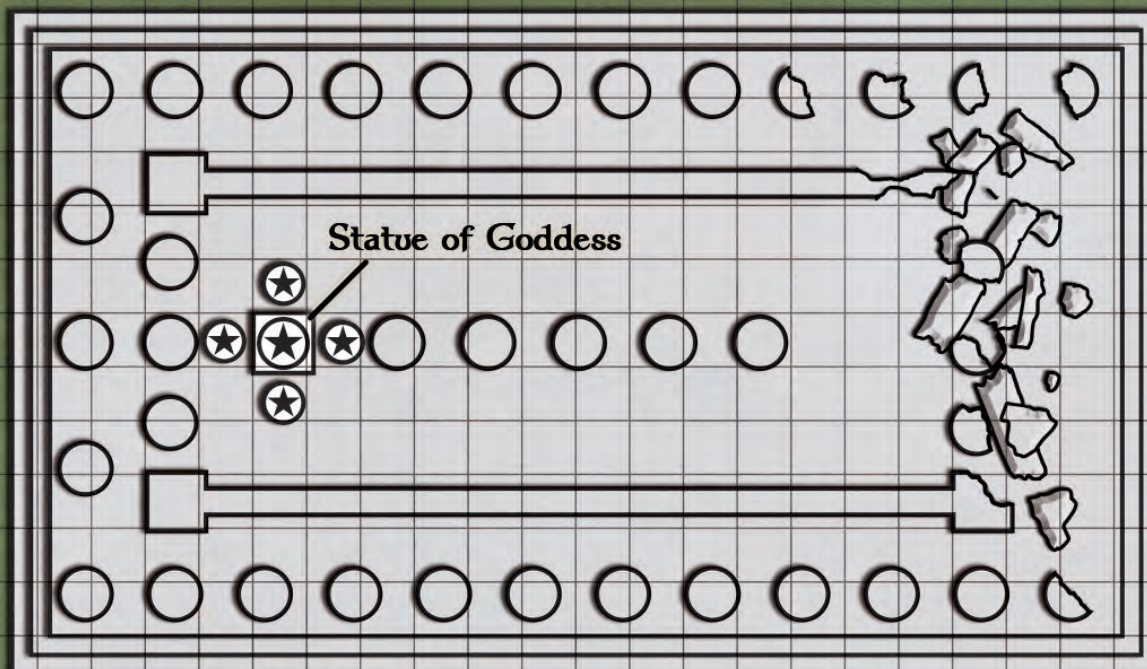
- The location of the **Hidden Tomb of Aka Bakar** (**Area SM-8**).
- The location of the **Tannesh Hot Springs** in the **Hazed Canyon** (**Area DH-7**).
- The location of **Tsar** (see *The Slumbering Tsar Saga* by Frog God Games).
- Any other tidbits the Referee wants Solomon to know.

Solomon answers PCs' questions, but demands a steep price. The PCs must submit to a *quest* spell to restore this temple and have it rebuilt (estimated cost over time, 500,000 gp). The quest requires a 20% tithe on all non-magical treasure obtained until the temple is rebuilt, as well as organizing workers and craftsmen to accomplish the feat. If the PCs refuse the quest, the shedu is friendly, but won't use his powers and knowledge



SM-2 The Old Temple

1 square - 5 feet



to aid them.

Note that this area is considered a “safe” area for the party to rest and camp. Evil creatures avoid it.

Encounter Area SM-3: The Walking Rocks (CR 11)

As the party beds down for the night, they hear a weird scraping noise. Investigation reveals nothing; however, in the light of dawn they notice that two large boulders are no longer where they were the night before. Searching around the rocks indicates that they moved or were moved the night before, with telltale scrapes and fragments dotting their path.

It is obvious that one of the boulders is resting in a hole just slightly smaller than itself.

As long as the boulders are not harmed, or the one in the hole moved, nothing happens. Should attempts be made to move or harm them, the 2 **geons** animate. They open their eyes and mouth and speak in a strange tongue (Terran) or attack if the party is aggressive. The geons animate boulders to attack, preferring to stay back from any fight themselves. They protect the hole at all costs, as it contains several small and perfectly rounded rocks (6 geon eggs).

Note that the geons are not evil, nor particularly aggressive. The GM is encouraged to act out the communication between the players and the geons. As long as their babies are safe and they themselves are not molested, the geons bear no ill will toward the party.

GEONS (2)
XP 6,400

CR 9

The Tome of Horrors Complete 312

N Large outsider (earth, elemental, extraplanar)

Init -1; **Senses** darkvision 60ft.; **Perception** +12

AC 22, touch 8, flat-footed 22 (-1 Dex, +14 natural, -1 size)
hp 92 (8d10+48)
Fort +12; **Ref** +1; **Will** +7
DR 5/—; **Immune** elemental traits; **Resist** fire 5; **SR** 20

Speed 20 ft.

Melee 2 slams +15 (2d8+7)

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

Special Attacks animate boulders

Spell-like Abilities (CL 8th):

At will—*stone shape*

1/day—*move earth*, *passwall*, *transmute rock to mud* (DC 16), *wall of stone* (DC 16)

Str 25, **Dex** 9, **Con** 22, **Int** 10, **Wis** 12, **Cha** 13

Base Atk +8; **CMB** +16 (+20 bull rush); **CMD** 25 (29 vs. bull rush)

Feats Greater Bull Rush, Improved Bull Rush, Power Attack, Weapon Focus (slam)

Skills Appraise +11, Knowledge (planes) +11, Climb +17, Perception +12, Stealth +8 (+14 in stony environs), Survival +12; **Racial Modifiers** +2 Stealth (+8 in stony environs)

Languages Common, Terran

SQ freeze

Animate Boulders (Sp) A geon can animate rocks within 180 feet at will, controlling up to two rocks at a time. Boulders move at a speed of 10 feet and fight as a geon in all respects. Animated boulders lose their ability to move if the geon that animated them is incapacitated or moves out of range. The ability is otherwise similar to *liveoak* (caster level 15th), but affects rocks rather than trees. Animated boulders have the same vulnerability to cold that a geon has.



Encounter Area SM-4: The Sage and His Cow (CR 12)

The PCs come across a small farmhouse and barn surrounded by a low picket fence. An old man in heavy clothes feeds chickens in the yard.

This is **Sage Mandrake**, a potential ally for the PCs. Mandrake wears a *medallion of ESP*, and employs it immediately to determine if the PCs are a potential threat. If for some reason the PCs are hostile to Mandrake, or if the barn doors are opened (see below), then he fetches his *wand* from the farmhouse and *teleports* a safe distance away.

SAGE MANDRAKE
XP 19,200

CR 12

Male human conjurer 13

N Medium humanoid (human)

Init +4; **Perception** +6

AC 17, touch 13, flat-footed 17 (+4 armor, +3 deflection)
hp 61 (13d6+13)
Fort +5; **Ref** +6; **Will** +9

Speed 30 ft.

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

Conjurer Spell-Like Abilities (CL 13th; ranged touch +6):

240 ft./day—*dimensional steps*

8/day—*acid dart* (1d6+6)

Spells Prepared (CL 13th; melee touch +5, ranged touch +6):

7th—*instant summons*^b, *phase door*

6th—*globe of invulnerability*, *summon monster VI*^b, *summon monster VI*

5th—*cloudkill* (DC 20), *cone of cold* (DC 20), *feeblemind*

(DC 20), *teleport*^b, *teleport*

4th—*black tentacles*^b, *black tentacles*, *dimension door*, *fire shield*, *ice storm*, *stoneskin*

3rd—*dispel magic*, *protection from energy*, *rain of frogs*^{b*}, *rain of frogs**, *slow* (DC 18, x2)

2nd—*glitterdust*^b (DC 17), *invisibility*, *rope trick*, *see invisibility*, *summon swarm*

1st—*enlarge person* (DC 16), *expeditious retreat*, *floating disk*, *mage armor*^b, *mage armor*, *magic missile*, *unseen servant*

0 (at will)—*detect magic*, *light*, *mending*, *read magic*

Arcane School Conjunction **Opposition Schools** Illusion, Necromancy

Str 9, **Dex** 10, **Con** 13, **Int** 20, **Wis** 13, **Cha** 14

SM-4 The Sage and his Cow
1 square - 20 feet



CHAPTER 2: THE WILDERNESS OF THE GULF OF AKADOS

Base Atk +6; **CMB** +5; **CMD** 18

Feats Brew Potion, Craft Magic Arms & Armor, Craft Rod, Craft Staff, Craft Wand, Craft Wondrous Item, Forge Ring, Improved Initiative, Lightning Reflexes, Magical Aptitude, Scribe Scroll

Skills Appraise +13, Bluff +7, Diplomacy +7, Fly +13, Handle Animal +7, Intimidate +7, Knowledge (arcana) +21, Knowledge (dungeoneering) +13, Knowledge (history) +20, Knowledge (local) +13, Knowledge (nature) +13, Knowledge (planes) +18, Perception +6, Profession (farmer) +10, Sense Motive +6, Spellcraft +22, Survival +2, Use Magic Device +9

Languages Common

SQ arcane bond (*medallion of thoughts*), summoner's charm (+6 rounds)

Combat Gear *ring of shooting stars*, *wand of fireball* (CL 8th; kept in farmhouse); **Other Gear** +1 *quarterstaff*, *bracers of armor* +4, *medallion of thoughts*, *ring of protection* +3, spell component pouch.

**Pathfinder Roleplaying Game Ultimate Magic*

If the PCs are unfriendly, he brusquely tells them to leave. If they are cordial, however, and tell him of their quest, he reveals the following:

- *The sword is not within the temple, but the temple holds the means to retrieve it.*
- *The entrance to the temple opens only at noon.*
- *Beware the night creatures in the lake, and stay out of the swamp after dark.*

This information given, Mandrake then asks the PCs to help him around his farm: feed livestock, repair a fence, chop wood, and, if possible, a *plant growth* spell for his vineyards. If the PCs agree to help the old man, the work takes about an hour, and they are rewarded with the following:

- A small cask (1 gallon) of exceptional wine (100 gp value).
- A silver ring (10 gp value).
- A scroll of *identify*, *continual light*, and *haste* (CL 10th).
- Informs PCs that powerful magic spells do not work in the temple, and that it is well trapped, even against the most experienced adventurers.

Mandrake knows the route through the mountains to the plateau above. He can instruct the party on how to get there using landmarks to find the pass.

Farmhouse

This is a simple, one-room abode, sparsely furnished, with a large, bubbling cauldron in the center. A wand rests on a small shelf above the fireplace, and occasionally a hand reaches out of the cauldron and then slides (or is beaten) back into it. A table in one corner is covered with papers, and a bookshelf crammed with ancient tomes stands opposite the fireplace.

The cauldron contains a zombie that does not attack; Mandrake tells characters to ignore it. The wand is **trapped** with a *magic mouth* (that loudly says, "Don't touch me there!" if anyone other than the wizard grasps it). Beneath a loose floorboard, **trapped** with a *magic mouth* ("Hey, What are you doing there!" if anyone other than Mandrake accesses the floorboard) and a fire trap are a *crystal ball*, a *helm of reading languages and magic*, 65gp, and Mandrake's spellbooks (immune to fire). If Mandrake catches the party stealing from him, he brings his entire wrath to bear on them.

FIRETRAP

XP 2,400

Type magic; **Perception** DC 29; **Disable Device** DC 29

Trigger proximity; **Reset** none

Effect spell effect (fire trap, 1d4+12 points of fire damage); multiple targets (all targets in a 5 ft. radius of the spell center); DC 16 Reflex avoids

Barn (CR 14)

This structure is sturdily built of stone and wood. The door is boarded up and no other entrances are apparent. A low mooring can be heard from inside.

If the PCs approach the barn doors, Mandrake rushes over and tells them to stay away from it. It contains his cow, he explains, which scares easily.

If Mandrake is killed or the barn doors are opened, a very large cow bursts out, its eyes glowing red. A moment later, the beast changes form into a **purple demon cow** and then disappears (*teleport without error* behind the barn). Mandrake ensnared the cow in the barn. However, this entrapment lasts only as long as the barn remains closed *and* Mandrake is alive. The next round, the demon reappears behind the PC nearest the barn and attacks. It prefers to grab one PC and *teleport* a safe distance away where it can rend its victim to bits, then return to the party and repeat the process.

THE PURPLE DEMON COW

CR 14

XP 38,400

Demon Cow, Purple (*Pathfinder Roleplaying Game Bestiary* "Demon, Nalfeshnee")

CE Large outsider (chaotic, demon, evil, extraplanar)

Init +5; **Senses** darkvision 60 ft.; **Perception** +31

Aura unholy aura (DC 22), unholy nimbus (DC 22)

AC 30, touch 14, flat-footed 29 (+4 deflection, +1 Dex, +16 natural, -1 size)

hp 203 (14d10+126)

Fort +22; **Ref** +9; **Will** +21

DR 10/good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 25

Speed 30 ft.

Melee bite +23 (3d8+11/19–20) and 2 horns +23 (2d6+11)

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

Spell-Like Abilities (CL 12th):

Constant—*true seeing*

At will—*call lightning* (DC 18), *feeblemind* (DC 20), *greater dispel magic*, *greater teleport* (self plus 50 lbs. of objects only), *slow* (DC 18)

1/day—*cloudkill* (DC 20)

Str 32, **Dex** 13, **Con** 29, **Int** 23, **Wis** 22, **Cha** 20

Base Atk +14; **CMB** +27 (+31 to bull rush); **CMD** 42 (44 vs. bull rush)

Feats Awesome Blow, Greater Bull Rush, Improved Bull Rush, Improved Critical (bite), Improved Initiative, Iron Will, Power Attack

Skills Bluff +22, Diplomacy +22, Fly +10, Intimidate +19, Knowledge (arcana) +23, Knowledge (Enter Choice) +20, Knowledge (planes) +23, Perception +31, Sense Motive +23, Spellcraft +23, Stealth +10, Use Magic Device +22; **Racial Modifiers** +8 Perception

Languages Abyssal, Celestial, Draconic; telepathy 100 ft.

Encounter Area SM-5: The Old City

The PCs wind through heavy woods for a couple of hours and eventually come upon a swamp. If they received directions from Mandrake, they locate a small path south of the road that leads them more directly out of the marsh. In either case, it is either near or somewhat after nightfall by the time the PCs reach an old village. A large, black pyramid stands in the center of the village. Forty rotting wooden structures make up the village, but it appears completely deserted.

Area SM-5-1: The Pyramid

This impressive structure appears to be made of solid black stone, its surface completely smooth. Upon closer inspection, the characters notice small engravings in the base of the four corners of the pyramid, each in the shape of a sword part: the handle, blade, tip and hand guard in the north-west, northeast, southeast and southwest corners respectively.

As the party investigates the pyramid, they likely notice a trail of blood leading to one of the buildings. This structure is detailed in **Chapter 6**.

SM-5 The Old City
1 square - 100 feet



Not so deserted
building

CHAPTER 2: THE WILDERNESS OF THE GULF OF AKADOS

Area SM-5-2. Not-so-deserted Building (CR 9)

This is a large, 20 ft. tall, windowless structure. Nothing indicates what it might have once been. The trail of blood leads directly to the double doors that serve as the only entrance to the building. The doors are unlocked.

The PCs are hit by the smell of decaying flesh as soon as they enter the building. The source of this odor is an amputated human arm atop a pile of trash in the northeast corner of the chamber (marked "A" on the map). Should they approach to investigate, the PCs notice a small, silver ring on its pinky finger. As soon as the PCs are within 10 ft. of the arm, however, the false wall in the north bursts apart and a **large owlbear** charges through and attacks.

OWLBEAR CR 4
XP 1,200
hp 57 (*Pathfinder Roleplaying Game Bestiary* "Owlbear")

Two rounds after the large owlbear attacks, another **smaller owlbear** appears from the secret door (DC 25 Perception check to notice), along with their master, a **large hill giant**. The second owlbear charges into combat immediately. The hill giant throws a rock first before joining the fray.

OWLBEAR CR 4
XP 1,200
hp 37 (*Pathfinder Roleplaying Game Bestiary* "Owlbear")

GIANT, HILL CR 7
XP 3,200
hp 105 (*Pathfinder Roleplaying Game Bestiary* "Giant, Hill")

The silver ring is non-magical and is worth 15 gp. The giant's sack, hidden beneath a loose board at the area marked "B" (DC 20 Perception check to notice) contains 1,000 gp and 300 pp.

Should the PCs not approach the hand immediately, but instead search for and find the secret door, then the smaller owlbear attacks first, bursting through the secret door before the PCs can open it. The giant quickly joins the combat and 2 rounds after the larger owlbear breaks through the false wall and attacks PCs from the rear.

The First Night

The PCs must now decide if they want to camp in the village, push on toward the lake, or camp in the wilderness outside the village. Each choice results in a different encounter.

Camping in the Village (CR 6)

Little Thieves: About an hour after PCs bed down for the night, they hear strange, faint chattering coming from somewhere in the surrounding darkness. The source of the noise is **2 mischievous leprechauns** who intend to spend the evening stealing, *polymorphing* items and just generally harassing the party.

LEPRECHAUNS (2) CR 4
XP 1,200
The Tome of Horrors Complete 405
N Small fey
Init +7; **Senses** low-light vision; **Perception** +15

AC 14, touch 14, flat-footed 11 (+3 Dex, +1 size)
hp 7 (2d6)
Fort +0; **Ref** +5; **Will** +4
DR 10/cold iron; **SR** 27

Speed 40 ft.
Melee dagger +5 (1d3-2)
Spell-like Abilities (CL 7th):
At will—*dancing lights*, *invisibility* (self only), *permanent image* (visual and auditory only, DC 19), *polymorph any object* (objects only, DC 21), *ventriloquism* (DC 14)

Str 7, **Dex** 16, **Con** 11, **Int** 16, **Wis** 15, **Cha** 16

Base Atk +1; **CMB** -1; **CMD** 12

Feats Improved Initiative, Weapon Finesse^B

Skills Acrobatics +8, Bluff +8, Craft (any one) +8, Escape Artist +8, Knowledge (local) +8, Perception +15, Perform (comedy) +8, Stealth +12, Sleight of Hand +12; **Racial**

Modifiers +4 Sleight of Hand, +8 Perception

Languages Common, Sylvan

The leprechauns attempt to steal potions or small magic items, and *polymorph* food into poison mushrooms (*save* Fort DC 15; *onset* 1 minute; *frequency* 1/round for 6 rounds; *effect* 1d6 Wis damage and hallucinations; *cure* 2 saves). If a hallucinating PC engages in combat, he must make a successful DC 20 Will Save each round or act as if *confused*. If pursued, the leprechauns cast illusions to scare the PCs away. If caught, they create an illusion of a treat that commands the PCs to release them. If this fails, the leprechauns sell back the stolen items for one-tenth gp sale cost, and hand over what appears to be their pot of gold (actually another illusion cast over more mushrooms). Finally, should the PCs disbelieve the fake gold, the leprechauns do, in fact, hand over a pot of 1,000 gp. If one of the leprechauns is killed, the other pursues the party for days, *polymorphing* valuable objects and stealing whatever it can.

If the PCs offer the leprechauns Mandrake's wine, they sell back the stolen items (again, for one-tenth gp sale value) and reward the PCs with a *scroll of improved invisibility* (CL 9th).

Strange Dreams: If the party sleeps in the village, each PC dreams of wielding the death sword to battle evil or conjure powerful servants to slay the invading forces. If a cleric is in the party, he dreams that he is in a great lava-filled cavern (possibly Hell) using the death sword to battle huge, fiery serpents. Eventually, the cleric is overwhelmed, and one of the serpents bites his arm, causing the sword and gauntlet to fall to the ground. The serpent then devours both items. As it does so, there is a great flash of light, and the cleric awakens feeling strangely refreshed.

Encounter Area SM-6: Camping in the Wilderness (CR 7)

Sometime between midnight and 4 a.m., the PCs are attacked by a **syanngg**. The syanngg uses its *slow* and *hold monster* abilities first to weaken the party, then uses its remaining eyes as it sees fit. It uses *lightning bolt* on fighter types, focusing its *dispel magic* ray or *flesh to stone* on spellcasters. Its lair is hidden deep within the swamp and cannot be found unless *find the path* is used.

SYANNGG CR 7
XP 3,200
CE Medium aberration (**Monster Appendix**)
Init +3; **Senses** darkvision 60 ft.; **Perception** +18

AC 18, touch 14, flat-footed 14 (+3 Dex, +1 dodge, +4 natural)
hp 52 (8d8+16)
Fort +4; **Ref** +5; **Will** +9
Defensive Abilities all-around vision

Speed 30 ft.
Melee 6 bites +6 (1d6)
Special Attacks heads
Spell-Like Abilities (CL 8th; ranged touch +9):
At will—*charm monster* (DC 17), *dispel magic*, *hold monster* (DC 18), *lightning bolt* (DC 16), *slow* (DC 16)
3/day—*flesh to stone* (DC 19)

Str 11, **Dex** 16, **Con** 15, **Int** 20, **Wis** 16, **Cha** 17
Base Atk +6; **CMB** +6; **CMD** 20 (28 vs. trip)
Feats Combat Casting, Dodge, Mobility, Spell Penetration
Skills Acrobatics +14, Climb +11, Escape Artist +14, Intimidate +14, Knowledge (dungeoneering) +16, Perception +18, Stealth +14, Survival +14; **Racial Modifiers** +4 Perception

SM-7 Barrow Mounds



CHAPTER 2: THE WILDERNESS OF THE GULF OF AKADOS

Languages Aklo, Syanngg, Undercommon

Heads (Su) A syanngg can bring 1d4 of its six heads to bear on any given 90-degree quarter around itself. Five heads can utilize one spell-like ability at will as a free action each round (CL 8th). Its main head can cast *flesh to stone* three times a day as a spell-like ability. The save DCs are Charisma-based.

The syanngg's lair is hidden beneath an ancient mangrove tree and contains dozens of bodies, skeletons and other leftovers of its past victims. Most of these desiccated remains are of no value, and bear little besides rusty metal and rotten leather and wood. A total of 702 gp of random coinage, 3 gems worth 5,000 gp, 250 gp and 50 gp, a steel candelabra that for some reason is not rusted with the word "flare" written on it (the command word to light up magically as a lantern), a bright, shiny suit of full plate (actually cursed *cowardly armor* [see the **Appendix**]), and a *wand of detect secret doors* (33 charges).

Encounter Area SM-7: The Barrow Mounds

Past the pond, a stone-paved path leads up a small hill, atop which are two small and one large stone-covered mounds. Upon closer inspection (DC 10 Perception check), the PCs notice that each mound has a door leaning at 30 degrees to the flat top of the mound. The doors all have keyholes, and open outward. Above each mound, written in Draconic, is the following: "*Leave ye this terrible place and save thy soul from the curse that befalls all those who disturb the noble persons that rest within.*"

If the door to the center (largest) mound is touched, a frightful apparition of a man in a long robe with thick chains draped about his neck appears. Anyone who beholds the apparition must succeed at a DC 18 Will save or flee down the hill and remain there until the apparition disappears. The apparition begs any remaining PCs to let those buried within the mounds to rest in peace, and to not disturb their treasures. The apparition disappears once the middle door is opened.

Small Mounds (CR 3)

The doors to both mounds are locked (DC 20 Disable Device to bypass). Inside is a small, 20 ft. by 20 ft. dark burial chamber. Old weapons, personal effects, husks and decayed baskets of food lay strewn about. On a stone slab in the rear of the room lie the remains of an ancient warrior wearing a suit of chain mail. A heavy steel shield is strapped to its bony arm, a longsword is on its belt, and a long spear lies nearby. Several electrum urns lay near the head of the warrior, and around his neck hangs a gleaming necklace of silver and gold inset with a gemstone.

Not surprisingly, this remains animate into a **wight** if disturbed, and attacks immediately.

WIGHT
XP 800

CR 3

hp 26 (*Pathfinder Roleplaying Game Bestiary* "Wight")

Treasure: The urns are worth 200 gp each. Nothing else of value is in the chamber. Both mounds are identical.

Large Mound (CR 11)

The door to this mound is also locked (DC 25 Disable Device). Within is a 30 ft. by 30 ft. chamber, at the far end of which stands a 4 ft. high marble platform flanked by two lower platforms and on which rest three corpses. Two of the corpses — on the lower platforms — are similar in dress and adornment to the remains found in the smaller mounds. The third skeleton, atop the tallest platform, is more than 7 ft. tall, dressed in full plate, and wearing a gleaming crown. The chamber also contains several chests, various rotted items and old weapons.

Once the door to the mound is opened, the GM should begin counting to 10 slowly and quietly. If anyone remains in the chamber by the end of his counting, both the inside and outside of the burial mound suddenly be-

comes very dark (an innate magical occurrence from the barrow). Outside, the horses panic and an icy wind blows through the mound. The 3 corpses rise from their pedestals and advance on the PCs.

The **2 smaller wights** are similar in all ways to the wights found in the other mounds, except that they cannot be turned as long as the barrow wight remains intact and unturned. The **greater barrow wight** wields a glowing greatsword.

WIGHTS (2)

CR 3

XP 800

hp 26 (*Pathfinder Roleplaying Game Bestiary* "Wight")

GREATER BARROW WIGHT

CR 11

XP 12,800

(*Tome of Horrors Complete* "Barrow Wight")

CE Large undead

Init +1; Senses darkvision 60 ft.; **Perception** +25

AC 25, touch 10, flat-footed 24 (+9 armor, +1 Dex, +6 natural, -1 size)

hp 142 (15d8+75)

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

Defensive Abilities channel resistance +2; **Immune** undead traits

Weaknesses resurrection vulnerability

Speed 30 ft.

Melee *frost brand* +16/+11/+6 (3d6+6 plus 1d6 cold) or slam +7 (2d6+2 plus energy drain)

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

Special Attacks create spawn, energy drain (1 level, DC 21)

Str 14, **Dex** 12, **Con** —, **Int** 11, **Wis** 13, **Cha** 18

Base Atk +11; **CMB** +14; **CMD** 25

Feats Blind-Fight, Combat Reflexes, Iron Will, Lightning Reflexes, Power Attack, Skill Focus (Perception), Toughness, Weapon Focus (greatsword)

Skills Intimidate +22, Knowledge (religion) +18, Perception +25, Stealth +17; Racial Modifiers +8 Stealth

Languages Common

Gear frost brand greatsword, jewel-encrusted crown (25,000 gp), full plate

Create Spawn (Su) Any humanoid creature that is slain by a barrow wight becomes a barrow wight itself in only 1d4 rounds. Spawn so created are less powerful than typical barrow wights, and suffer a -2 penalty on all d20 rolls and checks, as well as -2 hp per HD. Spawn are under the command of the barrow wight that created them and remain enslaved until its death, at which point they lose their spawn penalties and become full-fledged and freewilled barrow wights. They do not possess any of the abilities they had in life.

Insanity Gaze (Su) Anyone with 30 feet that meets a barrow wight's gaze is affected as if by an *insanity* spell. A successful DC 21 Will save negates the effect and renders the target immune to the same barrow wight's insanity gaze for 24 hours. The save DC is Charisma-based.

Radiate Darkness (Su) Once a day, the greater barrow wight can cast a special *darkness* spell with a 100-ft. radius. In this darkness, light sources are reduced to 1/4 their radius and give off only a dim (equal to moonlight) radiance. Attacks made outside the radius of a light source are considered blind attacks, and even those made within a light source's radius suffer a -2 penalty.

Resurrection Vulnerability (Su) A *raise dead* spell cast on a greater barrow wight deals 1d6 points of damage per caster level (20d6 maximum; Will save for half). Using the spell in this way does not require a material component.



CHAPTER 2: THE WILDERNESS OF THE GULF OF AKADOS

Treasure: In the chests are: 3,500 gp and 300 pp. In a secret compartment (DC 15 Perception check to notice) in the largest platform is a *scroll of resurrection* (CL 17th), and a *gem of seeing*.

Encounter Area SM-8: Toh Kristael (CR 7)

Descending the path onto the Feirgotha Plateau, the party sees a distant shining lake surrounded by a bare desert flatland. The plateau stretches for miles in all directions, and is bare except for a few rock formations and sparse vegetation in the forms of grasses, thorns and desert plants. There does appear to be a small oasis midway between the pass and the lake (Area SM-7) and a small island at the southern end of lake (Area SM-9).

Salt and gypsum formations are abundant, and the lake gleams as if it were a mirror. The southern end of the lake tapers to about a half-mile wide, and there, some 500ft offshore, is an island, 400 yards wide and 200 yards long. A lone tower rises out of the vegetation at the eastern end of the island.

The lake is deep, quite salty, and inhabited by a pack of **12 lacedons**. If the party camps by the lake at night, the lacedons creep from the water and attempt to surround the campsite, and then attack from all sides at once.

LACEDONS (12) XP 400

CR 1

hp 13 (*Pathfinder Roleplaying Game Bestiary* "Ghoul, Lacedon")

Southern End of the Lake

As the PCs search this area of the plateau for a way across the lake, they come upon what appears to be the only tree in the plateau. This 10 ft. tall tree is withered and so covered in diseases that a DC 20 Knowledge (nature) check discerns that it is some sort of hardwood.

The PCs have actually stumbled upon an offspring of the **Tree of Life**, planted here by Aka Bakar before the sword took control of him. If a *remove disease* spell is cast on the tree, a DC 25 Knowledge (nature) or DC 30 Knowledge (history) check recognizes the tree and its properties. If a *plant growth* spell is then cast, the tree bares **6 fruit** that are sweet, vaguely pear-shaped citrus. Eating a fruit gives the following benefits: total immunity to poison for 20 minutes, immunity to secondary effects of poison for an additional 20 minutes, and a +2 bonus on Fortitude saves against poison for 24 hours. If the tree is chopped down, every cleric, ranger, druid (of Good alignment) or paladin in the party immediately takes 1 point of temporary Wisdom damage that cannot be healed until the true Tree of Life is restored.

Fifty feet east of the tree is a secret path (a ford, or submerged land bridge, really), leading to the island. The path is three feet beneath the surface of the water, 60 ft. wide, and detectable only by wading 10 ft. into the water at the correct spot or by viewing the area from above (DC 20 Perception check if more than 30 ft. off the ground), either by magical means or by climbing a nearby hill.

If the lacedons have not already been slain, they automatically attack any PC attempting to swim to the island. A paralyzed PC wearing anything heavier than magical chain automatically sinks; those wearing magical chain or lighter float for 2 to 3 rounds before sinking (see the *Pathfinder Roleplaying Game Core Rulebook*, **Environment**, "Drowning", for more information).

Encounter Area SM-9: The Tower

The Cave-In (CR 6)

The tower is 60 ft. tall and most of its 70 ft. diameter base is still intact. No doors or windows are evident, although a narrow portion of the eastern wall has caved in, opening a space just wide enough to allow entrance. However, the base of the tower is surrounded in thick vegetation, and a large patch of vines grows in front of the cave-in. These vines are actually

2 witherweeds that attack anyone who approaches within range of their fronds.

WITHERWEEDS (2)

CR 4

XP 1,200

The Tome of Horrors Complete 646

N Large plant

Init +0; **Senses** blindsight 30 ft; **Perception** +1

AC 13, touch 9, flat-footed 13 (+4 natural, -1 size)

hp 37 (5d8+15)

Fort +7; **Ref** +1; **Will** +2

Defensive Abilities camouflage; **Immune** plant traits

Speed 0 ft.

Melee 5 fronds +5 (1d4+3 plus 1d4 Dex)

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

Special Attacks death smoke

Str 16, **Dex** 10, **Con** 16, **Int** —, **Wis** 13, **Cha** 9

Base Atk +3; **CMB** +7; **CMD** 17 (can't be tripped)

Camouflage (Ex) A witherweed looks like normal grass and weeds when at rest; it takes a DC 20 Perception check to notice it before it attacks. Anyone with ranks in Survival or Knowledge (nature) can use one of those skills instead of Perception to notice the plant. Dwarves can use stonecunning to notice the subterranean version.

Death Smoke (Ex) A witherweed that takes at least 1 point of damage from a fire effect releases a cloud of deadly smoke that billows forth and quickly fills a 20-foot radius surrounding it. Creatures within the area must succeed on a DC 15 Fortitude save or take 1d6 points of Constitution damage. One minute later, another Fortitude save (same DC) must be made to avoid another 2d6 points of Constitution damage. The save DCs are Constitution-based. The cloud remains for 1 round per HD of the witherweed but a strong wind (21+ mph) disperses the cloud in 1 round.

Area SM-9-1. First Floor (CR 8)

The interior of the tower is damp, musty and smells of slime. This chamber is empty except for two sets of spiral stairs, one leading up and one leading down, and some bones and broken weapons.

A few moments after the PCs enter the tower, a **shambling mound** crashes through the cave-in, attacking the nearest PC. The mound is ravenously hungry and fights until dead. Three rounds after combat begins with the first shambling mound, a second, **larger shambling mound** comes down the stairs and joins the combat. This creature is not as hungry as the first, and if the leprechauns' mushrooms are cast before it, it happily devours them and returns to the upper chamber. The first mound is far too hungry to be satisfied with mere mushrooms.

SHAMBLING MOUNDS (2)

CR 6

XP 2,400

hp 67, 90 (*Pathfinder Roleplaying Game Bestiary* "Shambling Mound")

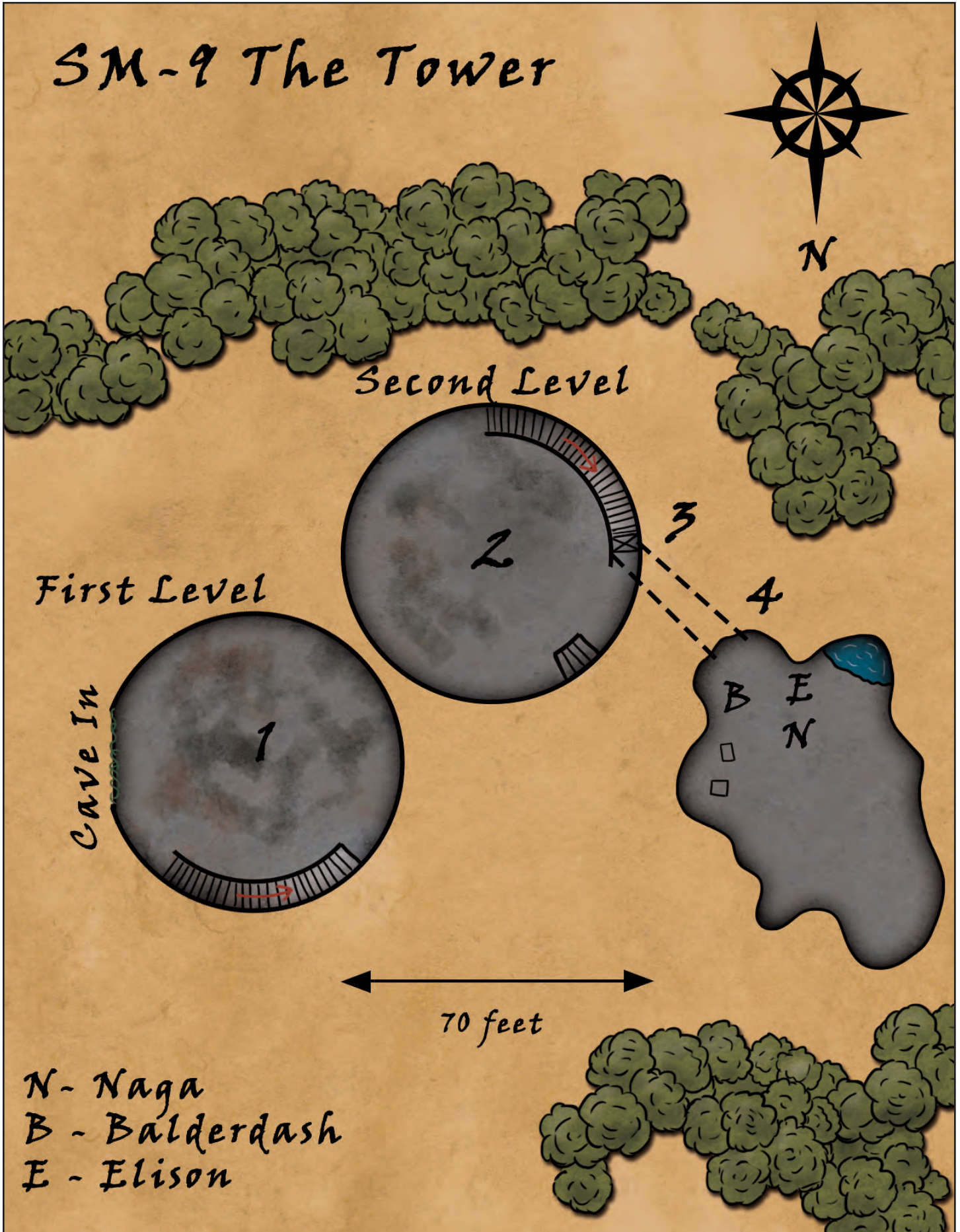
The stairs leading to the second floor are slimy, and PCs running up or down them must succeed at a DC 15 Reflex save or fall, suffering 1d6 points of falling damage. The stairs leading down are steeper than those leading up, but are not covered in slime or vegetation. These stairs descend into the darkness far beyond the radius of a light source or darkvision.

Area SM-9-2. Second Floor

The upper room is a mess and is clearly the shambling mounds' current residence. If the larger shambling mound retreated here after eating the mushrooms, he attacks the PCs as soon as they enter.

Treasure: Buried under a pile of trash (DC 12 Perception check to notice) is a locked iron coffer containing two blue diamonds (5,000 gp each)

SM-9 The Tower



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and 3 unmarked *potions of haste* (CL 7th).

Locked Coffer hardness 10, hp 5; DC 20 Disable Device

Area SM-9-3. Trapped Stairs (CR 1)

If 30 lbs. of weight is placed on the seventh (descending) step, the stairs collapse into a ramp. A creature failing a DC 18 Reflex save slides down the 80 ft. long ramp, suffering 1d6+1 points of damage. Climbing the ramp requires a successful DC 10 Climb check to negotiate safely.

Any PC who falls to the cavern floor must succeed at a DC 25 Perception check once they hit the floor of the cavern or be surprised by the naga that dwells here (see below).

SLOPING STEPS TRAP

CR 1

XP 400

Type mechanical; **Perception** DC 15; **Disable Device** DC 15

Trigger location; **Reset** manual

Effect sliding steps (1d6+1 falling damage); DC 20 Reflex avoids

Area SM-9-4. Tower Cavern (CR II)

This large, 30 ft. high cavern is home to a **spirit naga** and her 2 **charmed servants**, a dwarf (Balderdash) and a half-elf (Elison). If the PCs fought the shambling mounds in **Area SM-9-1** of the tower, then the naga is well aware of their presence and, once the PCs are on the stairs, prepares for their arrival by casting the following spells (in this order): *bull's strength* on Balderdash, *shield*, *protection from good*, *bless* and *ventriloquism* (for use against PCs averting their eyes).

Tactics: The naga first attempts to *charm* any unlucky PC who falls down the ramp. Then, while Balderdash, Elison and any charmed PCs guard her, she casts the following spells:

Round 1: *slow*

Round 2: *charm gaze*

Round 3: *charm gaze*

Round 4: *lightning bolt*

Round 5: *darkness*

Round 6: *web*

Round 7+: *lightning bolt*, *magic missile* or *bite*, as appropriate.

SPIRIT NAGA

CR 9

XP 6,400

hp 95 (*Pathfinder Roleplaying Game Bestiary* "Naga, Spirit")

BALDERDASH

CR 8

XP 4,800

Male dwarf fighter 5, rogue 4

CN Medium humanoid (dwarf)

Init +3; **Senses** darkvision 60 ft.; **Perception** +12

AC 21, touch 13, flat-footed 18 (+6 armor, +3 Dex, +2 shield)

hp 86 (5d10+15 plus 4d8+12 plus 9)

Fort +8; **Ref** +8; **Will** +2; +3 vs. fear, +2 vs. poison, spells, and spell-like abilities

Defensive Abilities bravery +1, defensive training, evasion, trap sense +1, uncanny dodge

Speed 20 ft.

Melee +1 *keen dwarven waraxe* +15/+10 (1d10+6/19–20/×3)

Ranged +1 *returning throwing axe* +13 (1d6+6)

Special Attacks hatred, rogue talents (combat trick, weapon training), sneak attack +2d6, weapon trainings (axes +1)

Str 19, **Dex** 16, **Con** 16, **Int** 14, **Wis** 10, **Cha** 9

Base Atk +8; **CMB** +12; **CMD** 25 (29 vs. bull rush, 29 vs. trip)

Feats Cleave, Point-Blank Shot, Power Attack, Precise Shot, Stealthy, Toughness, Two-Handed Thrower*, Weapon Focus (dwarven waraxe), Weapon Focus (handaxe), Weapon

Specialization (battleaxe)

Skills Acrobatics +9, Appraise +10 (+12 to determine the price of nonmagic items with precious metals or gemstones), Bluff +5, Climb +13, Disable Device +12, Escape Artist +17, Intimidate +5, Knowledge (dungeoneering) +10, Perception +12 (+14 to notice unusual stonework), Sense Motive +5, Sleight of Hand +11, Stealth +17

Languages Common, Dwarven

SQ armor training 1, trapfinding +2

Gear +3 *studded leather*, +1 *buckler*, +1 *keen dwarven waraxe*, +1 *returning throwing axe*

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ELISON

CR 6

XP 2,400

Male half-elf rogue 7

CN Medium humanoid (elf, human)

Init +8; **Senses** low-light vision; **Perception** +13

AC 21, touch 17, flat-footed 16 (+4 armor, +4 Dex, +2 deflection, +1 dodge)

hp 42 (7d8+7)

Fort +3; **Ref** +9; **Will** +3; +2 vs. enchantments

Defensive Abilities evasion, trap sense +2, uncanny dodge;

Immune sleep

Speed 30 ft.

Melee +2 *rapier* +12 (1d6+3/18–20)

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

Special Attacks rogue talents (assault leader, finesse rogue, weapon training), sneak attack +4d6

Str 12, **Dex** 18, **Con** 13, **Int** 16, **Wis** 13, **Cha** 13

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

Feats Dodge, Improved Initiative, Mobility, Skill Focus

(Stealthy), Stealthy, Weapon Finesse, Weapon Focus (rapier)

Skills Acrobatics +14, Appraise +13, Bluff +11, Climb +11,

Disable Device +19, Escape Artist +16, Intimidate +8,

Knowledge (local) +11, Perception +13, Sense Motive +9,

Sleight of Hand +14, Stealth +19, Use Magic Device +11;

Racial Modifiers +2 Perception

Languages Common, Elven

SQ elf blood, trapfinding +3

Gear +2 *leather armor*, +2 *rapier*, +1 *seeking light crossbow*, 20 bolts, *ring of protection* +2, masterwork thieves' tools.

If the PCs succeed at a DC 15 Perception check during combat, they notice that Balderdash and Elison glance at the naga for instructions. *Charmed* PCs defend the naga from Balderdash and Elison (should their charms be *dispelled*) but they do not attack other members of their party immediately. Instead, they implore them to leave the naga alone, saying she isn't as bad as they think, and so on. If this doesn't work, they take up arms against their fellow PCs, although this permits them another save vs. the *charm*.

If the *charm* on Balderdash or Elison is broken, Balderdash stands back and hurls his throwing axe. Elison attempts to flank the naga and gain a sneak attack.

Treasure: Against the western wall are the following: 420 gp, 66 pp, a 500 gp gem, a pouch with 100 pp (belonging to Balderdash), a pouch with four 300 gp diamonds (belonging to Elison), a *scroll of charm monster*, *tongues* and *dispel magic* (CL 18th) and, in an unlocked chest, a *scroll of legend lore* (CL 18th).

Note: If either or both Balderdash and Elison survive, they immediately seek to recover their treasure. If the PCs refuse to give it up, they give no information (see below), and, once they leave, follow the PCs at a discrete distance, waiting for the opportunity to steal their treasure back — plus whatever else they can get their hands on.

Development: If the party defeats the naga and both the rogues are still alive, they are grateful and — assuming the PCs are friendly — happy to



share what they know about the island. If the PCs have the +2 *handaxe of sharpness* from **Area XR9-10-6**, Balderdash asks to see it. If they show it to him, he tests it out then asks if he can have it. He is willing to offer the following information to acquire the axe:

- The *sword of Air* is an evil artifact that hungers for souls. It gradually takes over the wielder, corrupting his soul to evil. By the end of the war, Aka Bakar attacked human towns just to slay innocent victims and thereby feed the sword. No good could possibly come of such an item.

If the PCs use the *legend lore* scroll to learn about the weapon, they must ask specifically *how to destroy the sword*. To this question, they learn that the sword must be cast into the jaws of a creature of fire that dwells nearby. Merely asking about the sword is too vague a question.

If asked, Balderdash and Elison report there is a many-headed, fire-breathing dragon that lives north of the lake. The dragon ate their party's leader before they went south and explored the lake.

If the PCs offer Elison the *improved invisibility* scroll (from the leprechauns in **Area SM-5-2**), he offers the following information:

- The ancient artifacts, believed to be stolen by raiding orcs, were actually stolen by Aka Bakar, for the survivors remember it was Aka Bakar who led the forces of evil that destroyed the town after the artifacts disappeared. Before the artifacts were stolen, the city was impregnable to evil.

If *legend lore* is used to gain information about the artifacts, the PCs learn that the artifacts are indeed imprisoned in the sword.

The rogues don't want to hang around with the PCs for long; they've been out adventuring awhile and are badly in need of a bath and a decent night's rest.

Encounter Area SM-10: Baen's Keep (Tyr Baen) (CR 8)

This pile of ruined rocks seems innocuous by day, but at night, it is haunted by the **spirit** of the dwarven lord who once ruled it. The keep

itself is completely demolished, broken and torn as if by some great cataclysm. Lying unburied beneath the rubble is the skeletal remains of Baen, the dwarven lord.

Every night at midnight, the ghost of Baen rises and seeks vengeance on all living creatures within a mile of the keep. Baen's ghost can never be killed, but could be banished (really laid to rest) by recovering and burying his remains in a consecrated grave.

THE GHOST OF BAEN

CR 8

XP 3,200

hp 52 (*Pathfinder Roleplaying Game Bestiary* "Specter")

Encounter Area SM-II: The Silent Lake

The Silent Lake gained its name because of the sheer volume of undead attracted to the area. No one knows why this is the case, although spells such as *legend lore* or consultation with a sage could give some clues. It seems that a piece of the *zombiestone of Karsh* was broken off by a party of adventurers delving deep into Rappan Athuk (see **Level 13B** in *Rappan Athuk*). After weeks of wondering why they kept attracting so many monsters and, in particular, the undead, the party's cleric determined that this bit of the original was the source of their problems. The party's fighter promptly hurled the rock into this lake, ridding them of the curse.

Of course, littering is never a good idea, and now the lake attracts the walking dead, as they are drawn to the evil of the stone. Many undead frequent this area. Encounters occur once per hour at night, and 4 times per hour during the day. No encounter is specifically detailed here; however, the Referee can certainly pick any appropriate undead and toss them into the mix as frequently as desired.

Clever players will attempt to find out what the source of this problem is. The stone fragment lies in about 8 ft. of water, 60 ft. from the northern

shore of the lake. The stone detects as magic and also as evil. As a bit of an artifact, it cannot really be destroyed; however, it could be placed in a more evil place or tossed deep into an ocean or something.

While in possession of the stone, there is a 25% chance each night that something dead is attracted to the owner (determine randomly based on environment). Removing the stone thus rendering it useless (I like the bottom of the ocean trick the best — like lawyers, at least it's a good start) nets 2,000 XP to everyone involved.

Encounter Area SM-12: Duck, Duck, Goose! (CR 8)

A wagon with a broken wheel sits at the side of the road next to a small copse of trees. The wagon is covered in blood, and a severed foot lies on the ground next to it. Investigating the wagon has a 60% chance per round of attracting the critters that live here. This copse of trees has recently become a nest for a family of **8 axe beaks**. These large flightless birds are pack hunters, and while they historically have subsisted on deer, elk and the occasional bear, they recently discovered just how easy it is to eat these tasty two-legged (like them) featherless creatures.

The axe beaks, while skilled at hunting, are fairly stupid, and generally just focused on killing and eating meat. They won't typically retreat from battle, but are easily distracted by the presentation of fresh meat (like a horse or a fallen foe). They actually ignore 1 round of attacks if they have the ability to take a bite out of something that is down (so look out PCs at 0 or fewer hit points!), actually swarming and knocking each other out of the way to get a bite and run off to swallow it. If a bird gets a bite of something large, it runs off back into the trees to avoid its mates trying to steal its mouthful of food, only returning 2d4 rounds later (after it swallows the bite). There is a 30% chance that 1d3 of the other birds follow it, even if engaged in combat.

A mouthful of food is defined as any attack on anything already dead or unconscious (possibly killing the poor chap as the bird successfully takes a chunk and runs off; consider this a coup de grace attack). Missing large chunks of the body might make *resurrection* or *raising* ones comrades... complicated.

AXE BEAKS (8)
XP 600

CR 2

hp 22 (3d8+9) (*Pathfinder Roleplaying Game Bestiary 3* "Axe Beak")

Treasure: While the birds themselves have no treasure, the wagon contains six sacks of grain (two are torn open), four kegs of ale, a severed hand bearing a short sword, and a sealskin waterproof blanket. One of the axebeaks has 22 sp in its gullet.

Encounter SM-13: The White Glade (CR 3)

The forested path parts in front of the party and opens into a wondrous sight. Huge white-blossomed trees, their petals falling in the wind like snow, surround a large open glade. The trees completely ring the area, itself some 300 ft. in diameter. The trunks of the trees stand up to 200 ft. high, with trunks fully 10 ft. across at times.

Bubbling water flows from a small brook leading from the center of the place, a small pool of water, 20 ft. across and 6 ft. deep. The white leaves that land in the water float downstream like so many little white boats in a torrent of a giant river.

Nothing seems special about the glade other than the weird white leaves falling from the trees. At noon each day, however, a **pegasus** stops in to visit.

The winged horse is quite skittish and flees from any human intrusion. Careful players could capture the beast, and if they are Lawful and Good, could potentially take it as a mount. How this could be done is up to the GM. It should be noted, however, that the pegasus is quite wily, and attempts to catch it must truly be ingenious. If the PCs do manage to non-violently secure the Pegasus as a mount, award them experience as if a CR

3 encounter has been overcome. No XP should be awarded if Lawful or Good PCs harm the Pegasus in any way.

PEGASUS

XP 800

CR 3

hp 34 (*Pathfinder Roleplaying Game Bestiary* "Pegasus")

Encounter Area SM-14: The Tower of Bells (CR Varies, 5+)

This mini-dungeon is the product of a seminar I taught at PaizoCon in 2013. The idea here was to assist a number of participants in developing an old-school style adventure. We had more than 20 participants in the seminar, and I believe the results were excellent. The general premise is an old gnome mining complex taken over by kobolds. The kobolds, in turn, serve another mistress. The tower itself sits on a small hill rising a few dozen feet above the wooded hillsides. No entrances are visible on the tower itself, and the lack of windows and doors seems rather strange.

The entrance to the hillside and tower is an old mineshaft hidden inside an old, ruined mansion. The mansion itself is obscured by the trees and brush of the forest. The whole is composed of a 20,000 sq. ft. structure, all on one layer (see the **Map**). It can be discovered by careful searching (A DC 22 Perception check should do it), and anyone making a successful DC 15 Survival check notes the presence of dozens of small, reptilian tracks and a few larger bear-like tracks leading into the old, broken-down gatehouse.

The gatehouse itself consists of stone blocks, a corroded and rusted portcullis, and two shattered oak doors, each fully 3 in. thick and double-planked. The splintered oak shows signs of being battered down some time long in the past.

Inside the gatehouse is a sundry of broken and smashed mining carts, seemingly used as a last ditch barricade by long-dead defenders. Careful searching through the rubble reveals the bones of no fewer than 20 gnomes. Of note is that every one of the skulls is splintered and smashed into bits. On the top wall of the gatehouse are four perfectly formed gnome statues — almost too perfect — with surprised looks on their faces and crossbows in their hands, pointing down at the courtyard below.

Should *stone to flesh* be cast on these gnomes, they animate. They are normal gnome miners (Exp 1; hp 4). They recall being attacked by a large number of kobolds. The last thing they remember is a beautiful woman appearing next to them — then everything went black. They gladly accompany the PCs into the dungeon. However, their knowledge of the whole is limited to the upper level; the lower caverns were excavated by the kobolds, not them. They do have a perfect knowledge of the map of the upper mine and mansion, though.

Beyond the gatehouse is the great hall. This area is currently inhabited by a *charmed* (by the kobold grand shaman) and very aggressive **brown bear**. This bear attacks anyone but a kobold who enters the great hall. It fights until slain. A druid immediately notices that the bear is under a magical influence, and any PC with 5 or more ranks of Handle Animal notices something is amiss with the bear. If the *charm* is broken (by another *charm* spell, or by *dispel magic* or similar means), the bear backs off and fights only if attacked. Otherwise, it leaves the area as soon as the *charm* is broken.

BROWN BEAR

XP 1,200

CR 5

hp 60 (*Pathfinder Roleplaying Game Bestiary* "Bear, Brown")

In the center of the great hall is a large, rather weathered (and bear-scratched) rug. The rug measures 20 ft. by 20 ft. and depicts (or used to) scenes of caves and caverns, with large waterfalls and crystalline structures. Once beautiful, the whole is worth 200 gp if cleaned up, and more than 2,000 gp if thoroughly mended.

Under the rug is a large trapdoor that leads to a sloping ramp delving 40 ft. over the course of its 240 ft. span. The slope drops 1 ft. for every 6 ft. traveled. This leads to the mine entrance.

The rest of the old gnome mansion is nondescript, its rooms looted and defaced, doors taken and burned for firewood, and contains nothing

SM-14 Tower of Bells Side View



SM-14 Tower of Bells The Mansion

1 square - 10 feet



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of value. If the gnome statues are revived, they express great sadness at this and fight with great resolve while here. Should any survive, they gladly join their rescuers as hirelings as long as the PCs get revenge on the kobolds and medusa.

A few notes on the dungeon bear discussion:

- **First**, the hallways are rarely taller than 5 ft., presenting some difficulty for anyone over that height. This translates into squeezing (–4 to attack, –4 to AC) for anyone of Medium or greater size.

- **Second**, the kobolds have a series of small tunnels and hidey holes and rarely face an armed group of adventurers if they can avoid doing so.

- **Third**, the kobolds retrieve their dead when possible. Since their primary tactics include hit and run (really shoot and run) or dropping grenade-like missiles from above and then fleeing, it is possible that the party fails to understand what they are facing for some time. This is desirable.

It is imperative that the GM not reveal that the PCs are in fact facing kobolds. These little buggers frequently coat themselves with a red-stained mud, leaving them an untraditional color. They are best described as “three-foot-tall, red-colored, fanged dog men, with scaly hides and a short, pointed tail.” Only a gnome PC, or someone with a racial hatred of kobolds (such as a ranger) would immediately recognize them for what they are.

As stated earlier, this complex is older and predates the kobolds. They fear several areas and leave them alone. The main portion of the complex itself is obviously mined by creatures not only with skill, but with an artistic talent that belies its current occupants. Numerous headless and defaced bas-relief carvings of short, humanoid creatures (gnomes) are present in the hallways and rooms of this place. Since gnomes are the kobolds’ most hated race, they have taken special care to deface and destroy these carvings. Readily apparent, however, to anyone who can read or write Gnomish or Dwarvish is that this place was once occupied by the former race. While no texts of scribing remain of any significant meaning, fragmented sentences and partial names adorn several areas, as well as the base of each statue carving.

The reason the kobolds are here in the first place is that **Cash**, the quasit familiar of the grand shaman, **Nesbitt**, was commanded by a demonic force to excavate the area beneath the mines. **Helena**, a medusa, serves the same force, a nalfeshnee demon. This demon (named **Trifiska**) was *imprisoned* deep within the earth by an archmage many hundreds of years ago. The gnomes did not break it free. Their delvings, however, cut deep enough that the demon was able to communicate outward, summoning the closest demon (the quasit) to do its bidding. Nesbitt is unaware of his pet quasit’s purpose and thinks the kobolds are digging for gold and silver. Cash successfully stole a *scroll of freedom* from another wizard (he was guided by Trifiska, of course) and gave the scroll to Helena. Of course, none of these creatures understands what an *imprisonment* spell is and are being very careful not to waste their master’s scroll until they are convinced it will free him. Once freed, the demon likely just slays all the kobolds (and everything else except Cash and Helena).

The entire purpose of the kobolds attacking the gnome stronghold, as well as their continued mining within the lower caverns, is to free this creature. Trifiska cannot act, or even communicate, with anything other than another demon. Through the quasit, the kobold leader was convinced that great wealth awaits anyone who digs and mines this area. The kobold shaman, intent on great power, and with more than a small amount of delusions of grandeur, was convinced by his familiar that he could become the greatest kobold mage of all time should he uncover the “artifact” buried here. If uncovered and freed, Trifiska will, of course, just brush the kobolds aside. The only “winner” would be the quasit, who has been promised promotion to vrock level if he succeeds.

Several of the lower rooms are flooded, and most of the larger halls and pathways through the place are trapped. The random encounter chart below should be used to demonstrate the randomness of these traps.

Random encounters have a 1-in-6 chance of occurring every 10 minutes. The result is as follows:

Roll	Result
01–15	Covered pit trap , save or fall 10 ft., taking 1d6 points of damage.
16–25	Crossbow trap , three random targets.
26–29	Falling block trap , all creatures in a 10 ft. by 10 ft. area.
30–34	Deep pit trap , save or fall 60 ft. into caverns below
35–45	Pit trap with feces covered spikes , save or fall 10 ft.
46–50	Gelatinous cube
51–70	3d6 kobolds armed with light crossbows; two have oil and one has a lit torch.
71–80	2d6 kobolds armed with light crossbows and 1d2 kobold shamans , and 1d3 trained attack stirges per shaman.
81–90	2d6 kobolds with 1d6 giant weasels .
91–95	Loud bells ringing (from the tower).
96–97	A trail of silver nuggets, 2d6 x 5 ft. long, spaced 5 ft. apart. At a random interval is a trap (GM’s choice).
98–99	Cash , the quasit familiar
00	Helena the medusa

COVERED PIT TRAP

CR 1

XP 400

Type mechanical; Perception DC 24; Disable Device DC 20

Trigger location; Reset automatic (lid)

Effect 10 ft. deep pit (1d6 falling damage); DC 20 Reflex avoids

Crossbow Traps: These traps fire at a height of 5 ft. Anyone not wearing a helm is attacked as if unarmored (use touch AC).

CROSSBOW TRAP

CR 2

XP 600

Type mechanical; Perception DC 20; Disable Device DC 20

Trigger touch; Reset manual

Effect Atk +15 ranged (crossbow bolt; 1d8/x3 damage); multiple targets (3 random targets)

Falling Block Traps: These traps typically are triggered by tripwires (75%) or pressure plates (25%).

FALLING BLOCK TRAP

CR 5

XP 1,600

Type mechanical; Perception DC 20; Disable Device DC 20

Trigger location; Reset manual

Effect Atk +15 melee (10 ft. stone block; 6d6); multiple targets (all targets in a 10 ft. square)

Deep Pit Traps: These traps consist of a shaft dug completely through the floor so that they drop anyone falling into the flooded caverns below the main mine area. The water in the receiving area is typically 10 ft. to 30 ft. deep. The reduced damage reflects falling into the water. Drowning is still a possibility, however.

PIT TRAP

CR 2

XP 600

Type mechanical; Perception DC 24; Disable Device DC 20

Trigger location; Reset manual

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Effect 60 ft. deep pit (6d6–12 falling damage); DC 20 Reflex avoids

Pit Trap with Spikes: Similar to the standard pit traps, except that they are filled with a nasty set of wooden and iron spikes. Anyone “spiked” has a 25% chance of contracting a septic-related disease.

SPIKED PIT TRAP XP 600

CR 2

Type mechanical; **Perception** DC 24; **Disable Device** DC 20

Trigger location; **Reset** manual

Effect 10 ft. deep pit (1d6 falling damage); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+2 damage plus disease each); disease (Type—*injury*; save Fort DC 15; onset 1 day; frequency 1/day for 3 days; initial effect 1 Con drain; secondary effect 1d2 Con drain; cure 1 save); DC 20 Reflex avoids; multiple targets (all targets in a 10 ft. square area)

Gelatinous Cube: Two of these creatures roam the mines. Once both are slain, no more is encountered.

GELATINOUS CUBE XP 800

CR 3

hp 50 (*Pathfinder Roleplaying Game Bestiary* “Gelatinous Cube”)

Kobolds (all): Kobolds are universally armed with light crossbows and 2d4 bolts. Each also has a long, thin-bladed dagger (1d6–1 points of damage). Each has a 10% chance of carrying some weird item:

Roll	Results
01–20	Poison animal (scorpion, snake)
21–55	Oil flask
56–70	Lasso and net
71–80	Magic potion (randomly determined)
81–95	Caltrops (cover a 10 ft. by 10 ft. area)
96–99	Jug of vile feces (if hit, save or sickened for 1d3 rounds)
00	Jug of green slime (just bad, bad news).

Kobold Shaman: The shamans have trained pet **stirges**, typically 1d3 per shaman. They have similar toys as do regular kobolds 20% of the time, however each also has a 20% chance per level of having a scroll of a spell of Level 1d3 (50%) or a magic potion (50%).

TOWER OF BELL'S KOBOLD XP 135

CR 1/3

Kobold warrior 2 (*Pathfinder Roleplaying Game Bestiary* “Kobold”)

LE Small humanoid (reptilian)

Init +1; **Senses** darkvision 60 ft.; **Perception** +4

AC 15, touch 12, flat-footed 14 (+2 armor, +1 Dex, +1 natural, +1 size)

hp 12 (2d10–2 plus 3)

Fort +2; **Ref** +1; **Will** +1

Weakness light sensitivity

Speed 30 ft.

Melee short sword +2 (1d4–1/19–20)

Ranged light crossbow +4 (1d6/19–20)

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

Base Atk +2; **CMB** +0; **CMD** 11

Feats Toughness

Skills Acrobatics +2, Climb +3, Escape Artist +2, Perception

+4, Stealth +10; **Racial Modifiers** +2 Perception

Languages Draconic

Gear leather armor, short sword, light crossbow, 10 bolts.

Kobold Shaman: The shamans have trained pet **stirges**, typically 1d3 per shaman. They have similar toys as do regular kobolds 20% of the time, however each also has a 20% chance per level of having a scroll of a spell of Level 1d3 (50%) or a potion (50%).

TOWER OF BELLS KOBOLD SHAMAN XP 200

CR 1/2

Male or Female kobold adept 3 (*Pathfinder Roleplaying Game Bestiary* “Kobold”)

LE Small humanoid (reptilian)

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

AC 13, touch 12, flat-footed 12 (+1 Dex, +1 natural, +1 size)

hp 9 (3d6–3)

Fort +0; **Ref** +2; **Will** +3

Weakness light sensitivity

Speed 30 ft.

Melee dagger +0 (1d3–2/19–20)

Spells Prepared (CL 3rd; melee touch +0):

1st—*cause fear* (DC 11), *cure light wounds*

0 (at will)—*ghost sound* (DC 10), *guidance*, *touch of fatigue* (DC 10)

Str 6, **Dex** 12, **Con** 8, **Int** 14, **Wis** 11, **Cha** 12

Base Atk +1; **CMB** –2; **CMD** 9

Feats Improved Initiative, Stealthy

Skills Acrobatics +4, Escape Artist +5, Perception +5, Sense Motive +3, Stealth +13, Survival +4; **Racial Modifiers** +2 Perception

Languages Draconic

Combat Gear *potion of barkskin* +2, *potion of cure light wounds*, *potion of invisibility*; **Other Gear** dagger, 14 gp.

Giant Weasels: These beast are pets of the kobolds. They typically attack lightly armored opponents, draining blood once they latch on until an opponent stops moving (playing possum causes them to move on).

DIRE WEASEL

CR 3

XP 800

hp 32 (*Pathfinder Roleplaying Game Bestiary* 4 “Dire Weasel”)

Loud Bells Ringing: This sound is from the clock in the bell tower striking 12, 3, 6 or 9 o'clock. The sound is loud, but only deafening if it occurs within the top floor of the bell tower.

Trail of Silver Nuggets: This is a “how dumb can you be?” trail of breadcrumbs left by the kobolds. The GM should select whichever style of trap (or a new one) that he desires if anyone is so foolish as to follow it. The nuggets are worth 1d4 sp each, and the trap is not necessarily triggered at the last one (the end nugget is too obvious).

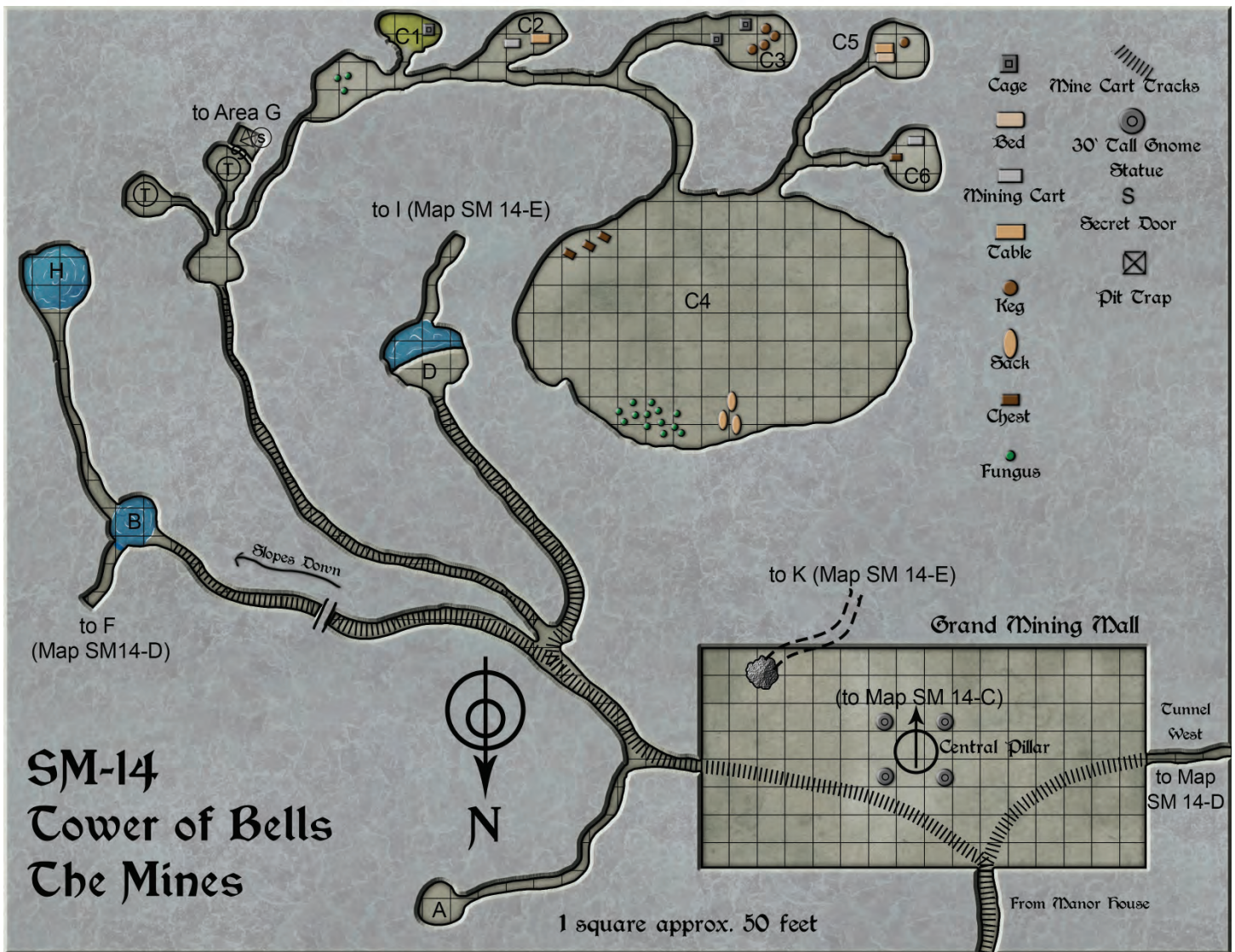
Cash, the Quasit: Cash wanders the halls of this place occasionally, usually in the form of a bat. He does not engage anyone in combat. He immediately alerts Nesbitt to the intruders' presence, however.

Helena: Helena seldom wanders from her clock tower. Should she be encountered elsewhere, she typically retreats slowly back to the tower, keeping her eyes facing intruders.

The Mines

The entrance to the mines leads down from above (see description of the mansion). The mines themselves are unlit at all times since kobolds and zombies can see in the dark. Strange echoes occasionally are heard, including the sounds of picks hitting rock, the wind blowing through the tunnels, or even a screeching metal-on-metal sound like mining carts being

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moved. The mine tunnels run for hundreds of yards and are not detailed here. In general terms, the tunnels are 5 ft. by 5 ft. by 5 ft. in dimension, with rough rails running through all of the straight sections. Every 200 yards or so, there is a 50% chance of finding a mining cart. These carts carry up to 500 lbs. of material (or two PCs), and have a pump lever to propel them along the tracks at speeds of 10 ft. per round, plus 10 ft. per additional round until a maximum speed of 40 ft. per round is reached. Slowing a cart down by use of the brake requires the same amount of time as speeding up (10 ft. per round decelerating). Specific encounter areas are described below.

The Grand Mining Hall

The grand hall is where one arrives when coming down the ramp from the mansion above. The hall itself is 200 ft. by 400 ft. long, with a central pillar filling a 40 ft. by 60 ft. area. The walls and floor are perfectly squared off, obviously cut with great skill. Piles of waste rock are lined up against the south wall, and mining cart tracks lead from this pile to the east and west of the hall. Buried under 10 ft. of waste rock is a trapdoor leading to **Cave K** below.

The mining carts have steering mechanisms (although they turn poorly at high speeds: 50% chance of derailing if moving 30 ft./round; 75% chance if moving 40 ft./round). Of course, instead of carts, PCs could choose to walk the tunnels. A favorite tactic of the kobolds is to send a loaded cart at anyone on foot in the tunnels. Being hit by a loaded cart deals 1d6 points of damage per 10 feet a cart travels (DC 20 Reflex save avoids).

The Central Pillar (CR 6)

This pillar rises 80 ft. into the air and is constructed of the granite bedrock that makes up the walls of this place. Its top connects into the

ceiling of the room. Carved statues of gnomes (with their heads removed and otherwise defaced) line the sides of the central pillar. Stone protrusions dot the walls of each side of this structure in its center (ladders that have since been destroyed). About 60 ft. up are platforms overhanging each side of the structure. Eight intact mining carts are lined up near the rubble pile. Ten intact pickaxes and 4 rock bars lie within the carts.

What is not readily apparent is that the pillar itself is partially hollow, as well as occupied. Stationed inside the pillar are **12 kobolds** with access to the area below using sets of rope ladders they constructed (the ladders are currently rolled up next to the platforms).

KOBOLD (12)

CR 1/4

XP 100

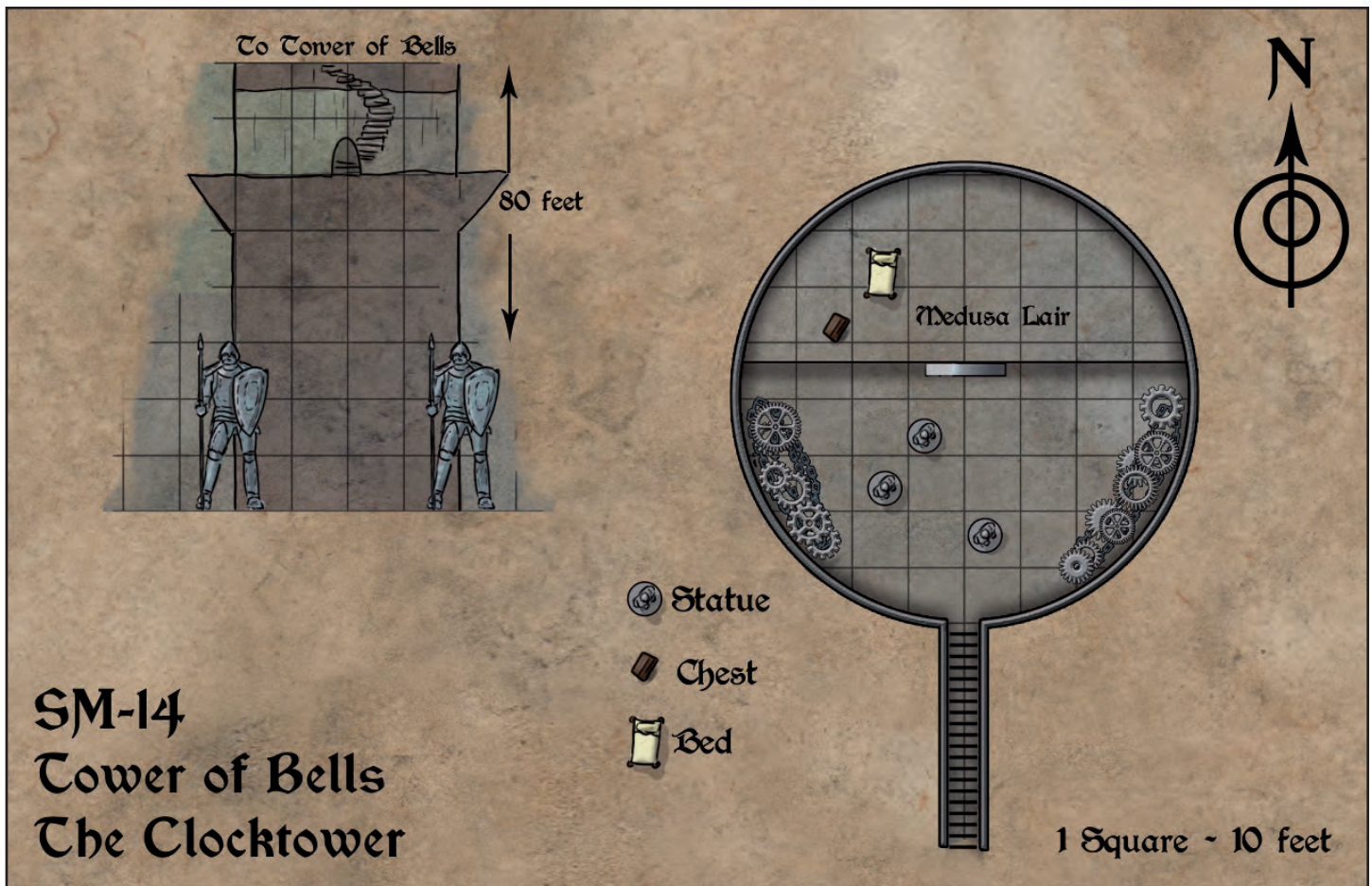
hp 5 (*Pathfinder Roleplaying Game Bestiary* "Kobold")

Ranged rock +3 (1d4-1)

The kobolds, in addition to their crossbows, are armed with a total of 40 large rocks (range 40 feet). The western platform also has a gong suspended by two chains about 10 ft. back from the platform's edge. If anyone tries to climb up the central pillar, or if anyone flies around the chamber, the kobolds immediately target all missile fire (or rocks) at that individual. Otherwise, they sit quietly and let the party pass through the room.

The kobolds have no treasure. However, six large water barrels, as well as a hanging rack containing numerous small dead animals (food), are present on the southern platform.

In the center of the hollow area is a staircase leading up to the tower interior. The staircase is 5 ft. wide and rises 80 ft. at a steep, winding slope. Should the gong be rung, the bells in the tower begin ringing in



a loud, deafening cacophony of sound. This noise causes the equivalent of a *deafness* spell on all within the tower and staircase. Under no circumstances do the kobold guards go up the stairs, even jumping off the pillar to their deaths instead.

The Tower of Bells

The top of the tower is an 80 ft. diameter circular room containing a dramatic series of chains, bells and a huge granite clock face, as well as a stone menagerie of kobolds, gnomes and adventurers, all expertly carved and lifelike. When the bells and chimes go off in this room, no verbal communication is allowed, and any glass items (yes, including mirrors) shatter 50% of the time (each round). A total of 6 kobolds (5 normal and a level 3 shaman), 4 gnomes (all Exp 2; hp 7; Knowledge [engineering] +10) and 3 humans have been turned to stone here. The humans are as follows:

- **Hoffa**, 6th-level fighter
- **Cricket**, 6th-level wizard
- **Zeebo**, 6th-level cleric

HOFFA XP 1,600

Male human fighter 6
LG Medium humanoid (human)
Init +0; Perception +5

AC 17, touch 10, flat-footed 17 (+7 armor)
hp 49 (6d10+6 plus 6)
Fort +6; Ref +2; Will +2; +2 vs. fear
Defensive Abilities bravery +2

Speed 30 ft.
Melee +1 longsword +12/+7 (1d8+7/19–20)
Ranged +1 light crossbow +7/+2 (1d8+1/19–20)
Special Attacks weapon trainings (heavy blades +1)

Str 16, Dex 11, Con 13, Int 11, Wis 10, Cha 11

CR 5

Base Atk +6; CMB +9; CMD 19

Feats Alertness, Blind-Fight, Lunge, Point-Blank Shot, Precise Shot, Rapid Reload, Weapon Focus (longsword), Weapon Specialization (longsword)

Skills Climb +6, Handle Animal +5, Intimidate +6, Perception +5, Ride +2, Sense Motive +2, Survival +6, Swim +5

Languages Common

SQ armor training 1

Gear +1 chainmail, +1 longsword, +1 light crossbow, 20 bolts, 3 bolts of splashing (Appendix).

CRICKET XP 2,400

hp 45 (Pathfinder Roleplaying Game Game Mastery Guide "Conjurist", with the following changes: add a wand of lightning bolt (CL 8th; 6 charges)

CR 6

ZEEBO XP 1,600

Male human cleric 6
LG Medium humanoid (human)
Init -1; Perception +6
Aura Good

CR 5

AC 16, touch 9, flat-footed 16 (+7 armor, -1 Dex)
hp 36 (6d8+6)
Fort +6; Ref +1; Will +8

Speed 20 ft.
Melee mwk heavy mace +7 (1d8+2)
Special Attacks channel positive energy 6/day (DC 14, 3d6)
Domain Spell-Like Abilities (CL 6th; melee touch +6):
6/day—battle rage (+3 damage), rebuke death (1d4+3)
Spells Prepared (CL 6th; melee touch +6):
3rd—create food and water, cure serious wounds^D, locate

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object, stone shape

2nd—*augury*, *cure moderate wounds*^D, *delay poison*, *find traps*, *silence* (DC 15)

1st—*bleed*, *cure light wounds*^D, *protection from evil* (x2), *shield of faith*

0 (at will)—*detect magic*, *guidance*, *light*, *resistance*

D Domain spell **Domains** Healing, War

Str 14, **Dex** 9, **Con** 12, **Int** 10, **Wis** 17, **Cha** 13

Base Atk +4; **CMB** +6; **CMD** 15

Feats Brew Potion, Extra Channel, Selective Channeling, Turn Undead

Skills Diplomacy +5, Heal +9, Knowledge (arcana) +4, Knowledge (dungeoneering) +1, Knowledge (history) +5, Knowledge (religion) +8, Perception +6, Sense Motive +8, Spellcraft +8, Survival +4

Languages Common

SQ healer's blessing

Combat Gear *scroll of cure serious wounds*, *neutralize poison*, *remove disease*, 2 vials of holy water; **Other Gear** +1 *breastplate*, masterwork heavy mace, silver holy symbol of Muir.

The kobolds are just, well, kobolds. The gnomes react at first with surprise, and then with gratitude. While normal gnomes, all three are skilled engineers, and gladly take service with any who rescue them at half normal rates (basically human engineer price for gone engineers!). The humans are grateful for being rescued as well, and are potential



henchmen or allies. Cricket lacks her spellbook and would need to create a new one to be effective, however. (It's long lost — the innkeeper she left it with sold it years ago.)

A set of stairs leads up to the huge clockwork mechanism and clock face. When gnomes lived there, this was a clock tower. Each hour it struck and played different songs. While the clock is still working, the musical sounds only sound now once every three hours. **Helena the medusa** lives here in the clock. Like a proverbial cuckoo when the clock strikes 12, 3, 6 or 9, the medusa pops out on a platform 8 ft. above the floor, uses her gaze attack for 2 rounds, and then retreats back inside the structure. Helena can manipulate the clock hands from the inside, dictating when she pops out by changing the time. Clever adventurers will note the time change and see the pattern of what she is doing.

HELENA

CR 7

XP 3,200

Female medusa (*Pathfinder Roleplaying Game Bestiary* "Medusa")

LE Medium monstrous humanoid

Init +6; **Senses** all-around vision, darkvision 60 ft.; **Perception** +16

AC 17, touch 14, flat-footed 15 (+2 deflection, +2 Dex, +3 natural)

hp 76 (8d10+32)

Fort +6; **Ref** +8; **Will** +7

Speed 30 ft.

Melee +1 *returning dagger* +11/+6 (1d4+1/19–20)

Special Attacks poison

Str 10, **Dex** 15, **Con** 18, **Int** 12, **Wis** 13, **Cha** 15

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

Feats Improved Initiative, Point-Blank Shot, Precise Shot, Weapon Finesse

Skills Bluff +10, Disguise +10, Intimidate +13, Perception +16, Stealth +13; **Racial Modifiers** +4 Perception

Languages Common

SQ petrifying gaze

Combat Gear *potion of cure serious wounds*, *scroll of freedom*; **Other Gear** +1 *returning dagger*, *ring of protection* +2

All-Around Vision (Ex) A medusa's snake-hair allows her to see in all directions. Medusas gain a +4 racial bonus to Perception checks and cannot be flanked.

Petrifying Gaze (Su) Turn to stone permanently, 30 feet, Fortitude DC 16 negates. The save DC is Charisma-based.

Poison (Ex) Bite—injury; save Fort DC 18; *frequency* 1/round for 6 rounds; *effect* 1d3 Str; *cure* 2 consecutive saves. The save DC is Constitution-based.

Until she changes the clock's hands and emerges, she is well protected by 3 ft. of solid stone and cannot be attacked. The platform can be extended by physically forcing the hands of the clock into the proper position from the outside; however, attempts to do this have a 30% chance of breaking the mechanism permanently. Again, the clever adventurer simply spikes the mechanism shut (e.g. not at the hour position), lets the medusa starve, and comes back in a few weeks to open it again.

The medusa's lair is inside the clock. Besides Helena, there is a cushy bed made of straw and feathers from some brightly colored creature (feathers worth 200 gp), a wooden chest (locked, but the key is on Helena's neck), and a series of silk blankets (worth 60 gp) and feather pillows (the pillows are covered in a black goo — the snake poison from the medusa).

The chest contains a fine set of stoneworker's tools (worth 120 gp), a *scroll of stone to flesh*, *feblemind*, and *disintegrate*, and a set of engineering drawings depicting the workings of the clock (worth 1,200 gp, but priceless to the stone gnomes).

The East Tunnel

This tunnel has four major forks that can be taken by rail or by foot off the main stem. The first spur dead ends after 200 ft. in a mining area

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(Cave A). The second runs straight for 800 yards, ending at **Cave B** after a watery splash. The third leads 200 yards to a small maze entrance created by the kobolds as a hive (**Cave C**). The final fork leads 180 yards to a 60 ft. deadfall into the water below (**Cave D**). The sides of the tunnel (anything off the rail track) are often trapped (roll on wandering monster table at -45% for each 50 yards traveled, with any result less than 0 being no trap). This roll is in addition to normal wandering monster rolls. Remember, slowing a cart down takes 1 round per 10 ft. of movement.

Cave A

This dead-end tunnel ends in a 60 ft. diameter cave. The cave is occupied by **6 gnome zombie miners** that ignore PCs unless molested (they attack only if attacked). The miners continuously cut into the rock face and load ore carts (several of which are currently overflowing with worthless rock). If told to “*stop work*,” they stand motionless. If told to “*start work*,” they resume mining. The zombies themselves have dry, shrunken features and are eyeless. Creepy, but harmless. The zombies do not even defend themselves if attacks, and are with no XP if defeated.

Cave B (CR 3)

This cave exit from the mining tracks dead-ends in **Cave B**. The last 100 yards slopes slightly downhill (adding 10 ft. to cart movement rate per 50 yards), and ends in a pool of water. The pool itself is 40 ft. in diameter but only 6 ft. deep, and it leads nowhere. Of much more concern is the **gelatinous cube** living in the pool. Anything crashing into the pool has a 30% chance of striking the cube. If no one hits it on the way in, the cube moves to engulf anyone in the water starting 1 round after the crash occurs. The pool has a small, 6 ft. diameter tunnel at the bottom. This tunnel leads to **Cave F** in the depths below. The tunnel itself has a large, rich vein of silver (200,000 sp of silver in nearly 2 million gp weight of rock). The vein can be seen if magical light is introduced into the tunnel. Good luck mining it underwater, though.

GELATINOUS CUBE

CR 3

XP 800

hp 50 (*Pathfinder Roleplaying Game Bestiary* “Gelatinous Cube”)

Cave C (CR II)

This rail line ends in a 40 ft. diameter cave with three 5 ft. diameter tunnels leading out of it. The left and center tunnels are false entrances; each leads a few dozen yards back and ends in a **trap**.

The left tunnel ends in a small, 20 ft. diameter cave filled with **11 gas spores**. Further, a pressure plate 20 ft. from the end triggers **6 crossbows** to fire in 1d3 rounds after it is stepped on, assuming that the person steps off it. Stepping onto the plate cocks the crossbows; stepping off releases the bolts. The person treading on the plate immediately knows he has done so, but no effects occur until the gas spores are hit by bolts. Each crossbow has a 33% chance of targeting a gas spore (AC 9). Should any gas spores be hit, all explode, effectively killing anyone (66d6 points of damage) within 10 ft., with an 11d6 reduction in damage per 10 ft. of distance between the end of the tunnel and the location of the poor bastards who get blown up. Sorry kids, this is one of my dungeons. The GM should note a loud series of “*clicks*” can be heard when the plate is first depressed.

The center tunnel ends in a seemingly dead-end corridor with an obvious secret door (DC 5 Perception check to notice). The door mechanism “opens” by spinning a round plug in the center of the wall to the left. This causes a seam in the floor (detectable by spilling water or other liquid on the floor) to open in the last 40 ft. of the tunnel and drop all into **Cave G** below. Anyone in this section of corridor falls 50 ft. into water (5d6-10 points of damage).

CROSSBOW TRAP

CR 2

XP 600

Type mechanical; Perception DC 20; Disable Device DC 20

Trigger touch; Reset manual

Effect Atk +15 ranged x6 (crossbow bolt; 1d8/x3 damage)

GAS SPORES (11)

CR 4

XP 1,200 (*The Tome of Horrors Complete* 265)

The right-side tunnel leads into the kobolds’ lair. The lair consists of a small cave complex of 6 individual areas. In the entry cave are **4 large shrieker fungi**. No traps are present in these caves. Remember, each adult kobold has a 10% chance of having a “toy.” Each cave entrance has a shifting wall panel (treat as a concealed door) and can be barred from the inside. The kobolds frequently like to make it appear as if this is just another dead-end tunnel complex.

SHRIEKER

CR —

XP — (*Pathfinder Roleplaying Game Bestiary* “Hazards”)

In these small caves are the following:

Cave C-1:

10 kobolds and 6 kobold young (non-combative). The kobolds are armed as described above and have no treasure. The kobolds nest in piles of old grass and plants brought in from the surface. Ten kobold eggs are in one nest. The kobolds all have mining tools in addition to their weapons. Thirty-six large bags of rice and a large cage full of rats (treat as a **rat swarm** if released) are stacked in the room.

TOWER OF BELL’S KOBOLD

CR 1/3

XP 135

hp 12 (*Tower of Bells Random Encounters*)

RAT SWARM

CR 2

XP 600

hp 16 (*Pathfinder Roleplaying Game Bestiary* “Rat, Swarm”)

Cave C-2:

6 kobold elite guards. Each wears a bone necklace to symbolize his rank (weird, but still worth 1 sp). These kobolds have a crate of sharp stakes and mining tools. In the corner of the cave is a wheel-less mining cart containing silver ore worth 12,000 sp (weighs 4 times as much). Each has **2 pet giant weasels** that are bonded to the guards. On a table in this room is a *helm of gills* (see the **Appendix**).

KOBOLD ELITE (6)

CR 1/3

XP 135

hp 21 (*Tower of Bells Random Encounters*)

GIANT WEASELS (12)

CR 1

XP 400

hp 11 (*Pathfinder Roleplaying Game Bestiary* 4 “Giant Weasel”)

Cave C-3:

3 kobold under-shamans. They wear extensive arrays of weird bone and rock jewelry, with shiny crystals. One has a 4-ounce chunk of quartz with a *continual light* spell cast on it. If encountered, this gentleman raises it above his head and threatens any who “don’t run away” with “lightning bolts from his god!” One of the other shamans has a box of poisonous scorpions (treat as a **scorpion swarm**) that he throws into combat the first round (the swarm moves and attacks randomly — kobolds and players can both be targeted). A large box of (normal) rats in the back of the room (treat as **rat swarm** if released) is used to feed the scorpions. The shamans also have a small cask of *mushroom ale* (creates the effect of *hallucinatory terrain* on drinkers for 8 hours, as well as a *legend lore* spell). There are 5 uses of the draught in the cask.

TOWER OF BELLS KOBOLD UNDERSHAMAN

CR 1/3

XP 135

Male or female kobold adept 2

LE Small humanoid (reptilian)

Init +1; Senses darkvision 60 ft.; Perception +3

AC 13, touch 12, flat-footed 12 (+1 Dex, +1 natural, +1 size)

hp 6 (2d6-2)

Fort -1; Ref +1; Will +3

Weakness light sensitivity

Speed 30 ft.

Melee dagger +0 (1d3–2/19–20)

Spells Prepared (CL 2nd):

1st—*cause fear* (DC 11)

0 (at will)—*ghost sound* (DC 10), *guidance*, *touch of fatigue* (DC 10)

Str 6, **Dex** 12, **Con** 8, **Int** 14, **Wis** 11, **Cha** 12

Base Atk +1; **CMB** –2; **CMD** 9

Feats Stealthy

Skills Acrobatics +3, Escape Artist +5, Perception +3, Sense

Motive +2, Stealth +12, Survival +4; **Racial Modifiers** +2

Perception

Languages Draconic

Combat Gear *potion of cure light wounds*; **Other Gear** dagger, 8 gp.

SCORPION SWARM

CR 1

XP 400

hp 9 (*Pathfinder Roleplaying Game Bestiary* "Spider Swarm")

RAT SWARM

CR 2

XP 600

hp 16 (*Pathfinder Roleplaying Game Bestiary* "Rat Swarm")

Cave C-4:

Main kobold lair, containing **64 adult kobolds** and the kobold leader, **Charlie**. The kobolds are armed as described above, and have no treasure. The kobolds all have mining tools in addition to their weapons. Edible fungus grows in well-tended gardens, and 100 sacks of rice are stacked against the back wall. The kobolds typically dine on cold rice and a little rat meat. Charlie does not surf.

KOBOLDS

CR 1

XP 400

hp 12 (*Tower of Bells Random Encounters*)

Cave C-5:

The lair of the grand shaman **Nesbitt**. In this chamber, Nesbitt, his familiar **Cash**, the quasit and his pet **giant scorpion** sleep. Nesbitt is a 7th-level druid and 3rd-level wizard, quite an accomplishment for a kobold. Nesbitt has no intentions of directly confronting a well-armed party of humans. His initial reaction to any intrusion into the lair itself is to become *invisible* and flee to warn/fetch Helena. He knows how to summon her from the clock tower without using his eyes, and frequently does so. In a pinch, he sends Cash to get her, using his *projected images* to frighten and hopefully chase off the PCs.

NESBITT

CR 8

XP 4,800

Male kobold druid 7, sorcerer 3 (*Pathfinder Roleplaying Game Bestiary* "Kobold")

NE Small humanoid (reptilian)

Init +5; **Senses** darkvision 120 ft.; **Perception** +17

AC 13, touch 12, flat-footed 12 (+1 Dex, +1 natural, +1 size)

hp 35 (7d8–7 plus 3d6–3)

Fort +5; **Ref** +4; **Will** +13; +4 vs. fey and plant-targeted effects

Weakness light sensitivity

Speed 30 ft.

Melee unarmed strike +5/+0 (1d2–2 nonlethal)

Special Attacks tremor, wild shape 2/day

Domain Spell-Like Abilities (CL 7th; ranged touch +7):

6/day—*acid dart* (1d6+1 acid)

Spells Known (CL 3rd; melee touch +4, ranged touch +7):

1st (6/day)—*expeditious excavation**, *expeditious retreat*, *mage armor*, *magic weapon*

0 (at will)—*bleed* (DC 13), *detect magic*, *mage hand*, *ray of frost*, *resistance*

Staff of Projection

Aura moderate illusion; **CL** 7th

Slot none; **Price** 71,000 gp; **Weight** 5 lb.

DESCRIPTION

The *staff of projection* has several powers that a wizard can use. The staff is made of bamboo with a core of willow wood. On the top of the staff is a large pearl (2,000 gp). The staff is only 4 feet long and is virtually worthless as a weapon. Its powers include:

- *invisibility* (1 charge)
- *light* (1 charge)
- *lesser project image* (1 charge)
- *greater invisibility* (3 charges)

CONSTRUCTION

Requirements Craft Staff, *greater invisibility*, *invisibility*, *lesser project image*, *light*; **Cost** 35,500 gp

LESSER PROJECT IMAGE

School illusion (shadow); **Level** sorcerer/wizard 3

Lesser project image is similar to the 6th level wizard spell *project image*, however no spells or powers may be cast through the projected image.

Locket of Soul Keeping

Aura faint necromancy; **CL** 15th

Slot neck; **Price** 141,500 gp; **Weight** —.

DESCRIPTION

This red coral locket contains a small black pearl that glows with an eerie greenish light when it is opened. The locket takes the soul (no *raise dead* is possible) of one creature killed and is activated by placing the open locket to the mouth of the creature as it draws its last breath. The locket allows the user to *speak with dead* with the creature thus possessed. Once per creature, the user can re-animate the creature killed for 24 hours by restoring the soul to the body. The creature can now be raised (assuming the body is still intact, and not too much time has expired). The creature raised serves the user of the amulet and does his bidding (stats as in life, with –2 on all rolls, and immune to mind-influencing spells). After 24 hours, the body crumbles into dust (unless raised) and the soul is freed to go to whatever god he serves (PCs should roll 3d6 six times at this point).

CONSTRUCTION

Requirements Craft Wondrous Item, *animate dead*, *speak with dead*, *trap the soul*; **Cost** 70,750 gp

Bloodline Deep Earth

Spells Prepared (CL 7th; melee touch +4, ranged touch +7):

4th—*rusting grasp*, *spike stones*^D (DC 17)

3rd—*cure moderate wounds*, *meld into stone*, *spike growth* (DC 16), *spiked pit*^{D*} (DC 16)

2nd—*accelerate poison** (DC 15), *barkskin*, *create pit*^{D*} (DC 15), *heat metal* (DC 15), *spider climb*

1st—*cure light wounds*, *longstrider*, *magic stone*^D, *obscuring mist*, *ray of sickening*** (DC 14), *stone fist**

0 (at will)—*create water*, *detect magic*, *know direction*, *virtue*

CHAPTER 2: THE WILDERNESS OF THE GULF OF AKADOS

D Domain spell **Domains** Caves, Earth

Str 6, **Dex** 12, **Con** 8, **Int** 10, **Wis** 17, **Cha** 16

Base Atk +6; **CMB** +3; **CMD** 14

Feats Alertness, Combat Casting, Deep Sight*, Eschew Materials, Improved Initiative, Iron Will

Skills Bluff +9, Handle Animal +11, Intimidate +8, Knowledge (arcana) +4, Knowledge (dungeoneering) +8, Knowledge (nature) +8, Perception +17 (+19 to notice unusual stonework), Sense Motive +5, Spellcraft +8, Survival +13, Use Magic Device +11; **Racial Modifiers** +2 Perception

Languages Draconic, Druidic

SQ trackless step, wild empathy +10, woodland stride

Combat Gear *potion of cure moderate wounds*, *potion of invisibility*, *wand of animate dead* (6 charges), *staff of projection* (**Appendix**), *locket of soul keeping* (**Appendix**).

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***Pathfinder Roleplaying Game Ultimate Magic*

CASH

XP 600

hp 16 (*Pathfinder Roleplaying Game Bestiary* "Demon, Quasit")

CAVE SCORPION

XP 400

hp 16 (*Pathfinder Roleplaying Game Bestiary 2* "Cave Scorpion")

Cave C-6:

6 **kobold elite guards** each wears a bone necklace to symbolize his rank (weird, but still worth 1 sp). These kobolds have a crate of sharp stakes and mining tools. In the corner of the cave is a wheel-less mining cart containing silver ore worth 12,000 sp (weighs 4 times as much). Each has 2 **giant weasel pets** that are bonded to

the guards.

KOBOLD ELITE (6)

XP 400

hp 21 (**Tower of Bells Random Encounters**)

CR 1

Cave D

This is "the end of the line" for this railroad. Anyone riding is a cart must make a DC 25 Perception check at the 60 ft. mark to notice that the rail line ends. An additional DC 20 check can be made at the 40 ft. mark. After that, the twisted metal of the rail ends becomes obvious. At some point, anyone within a cart needs to either bail out (taking 1d6 points of damage per 10 ft. of cart movement greater than 10 ft./round) or ride it to the end, falling 60 ft. into the water below. Damage from the fall is 6d6–6 points of damage.

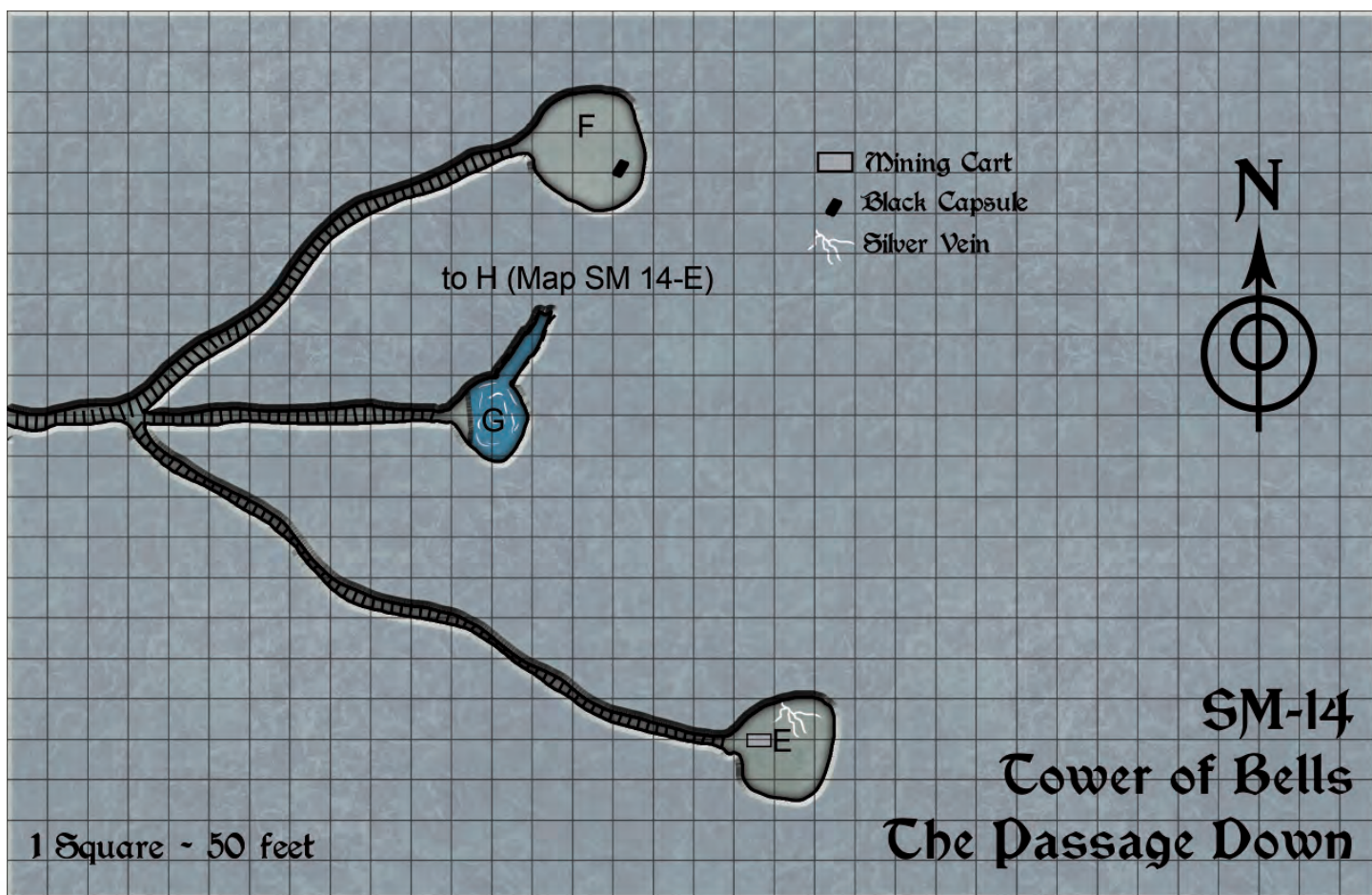
The water below is deep (12 ft. or so), and no dry land can be seen. Watery tunnels lead to **Caves H** and **I**. Great evil can be detected down the tunnel to **Cave I**.

CR 2

West Tunnel

This tunnel leads deep into the mines, as well as to the lower mine level, and has three major forks that can be taken by rail or by foot off the main stem. The first spur dead-ends after 800 ft. in a mining area (**Cave E**). The second runs straight for 400 yards, ending in a large cave (**Cave F**) with an exit leading down to the lower level. The final fork leads 80 yards to a 60 ft. deadfall into the water below (**Cave G**).

The sides of the tunnel (anything off the rail track) are often **trapped** (roll on wandering monster table at –45% for each 50 yards traveled, with any result less than 0 being no trap. This roll is in addition to normal wandering monster rolls. Remember, slowing a cart down takes 1 round per 10 ft. of movement. If kobold miners notice anyone in the tunnels, there is a 50% chance that they run at them with a mining cart, attempting to squash those on the tracks, or force any jumping out of the way into the traps.



KOBOLD (22)
XP 100
hp 5 (*Pathfinder Roleplaying Game Bestiary* "Zombie")

CR 1/4

Cave E (CR 4)

This cave contains the broken and wiggling remains of 6 gnome zombies, all smashed to bits, with their mining picks lying next to them on the ground. The bodies are battered and ripped to shreds. None is still functional in any way, yet their unlife continues. A very nice-looking mining cart lies at the end of the track here, with fine grade ore lying next to it in a pile. It is by far in the best shape of any of the mining carts seen so far. That is because the mining cart is a **mimic**. Its best tactic is to allow victims to get inside and start "riding," giving it complete surprise and a nearly automatic engulf attack. The mimic has no treasure, but the spilled ore on the ground is worth 300 gp (but weighs as much as 1,200 gp). Ore in the walls contains a vein of silver worth 30,000 sp (mixed with 600,000 sp weight of rock).

MIMIC **CR 4**
XP 1,200
hp 52 (see the *Pathfinder Roleplaying Game Bestiary* "Mimic")

Cave F (CR 8)

The mine tunnel to this area slopes gently down, ending on a low beach. Currently mining the far west wall are **6 gnome zombies** and **22 kobolds** that have exposed some weird black stone (an *imprisonment* capsule) that they are not even denting with their picks. Nothing mundane can free a creature from this capsule. It requires a *freedom* spell to open it. Once Helena the medusa realizes that this is the "magic area" that Cash the quasit has been looking for, everyone is in for a nasty surprise. The quasit figures this out 3 weeks after the PCs first enter the mines. **Cave I** is directly below this cave and contains the entrance portal to the *imprisonment* vault. **Cave I** cannot be accessed from here, however, without extensive digging. In order to successfully free the demon Trifeska, this entrance portal must be cleared.

ZOMBIES (6) **CR 1/2**
XP 200
hp 12 (*Pathfinder Roleplaying Game Bestiary* "Zombie")

Cave G

Very similar to **Cave D**, the rail ends here. Anyone riding a cart must make a DC 25 Perception check at the 60 ft. mark to notice that the rail line ends. An additional DC 20 check can be made at the 40 ft. mark. After that, the twisted metal of the rail ends becomes obvious. At some point, anyone within a cart needs to either bail out (taking 1d6 points of damage per 10 ft. of cart movement greater than 10 ft./round) or ride it to the end, falling 60 ft. into the water below. Damage from the fall is 6d6-6 points of damage.

The water below is deep (12 ft. or so), and no dry land can be seen. A water tunnel leads to **Cave H**.

The Lower Mines

Kobolds excavated the lower mines at the direction of the grand shaman, Nesbitt, with the carefully guided urging of Cash, his familiar. The lower mines radiate a slight taint of evil universally, so *detect evil* spells are relatively worthless here, as the whole place radiates it. The area is flooded, with main rooms filled with 2 to 8 ft. of water. Even the tunnels contain 1 to 3 ft. This creates noisy movement, and any water over 2 ft. deep is considered difficult terrain and decreases movement by half. Any water deeper than 80% of a creature's height forces them to use a DC 10 Swim check to proceed normally. Assume anyone dropped in from a deep pit trap lands in a tunnel section. Caves from above drop into the area noted.

Cave H (CR 7)

This cave is the end point of the left tunnel from the water-filled room in **Cave D**, and is a direct drop from **Cave G**. The room is filled with approximately 12 ft. of water. Wooden debris floats in the water, and a



CHAPTER 2: THE WILDERNESS OF THE GULF OF AKADOS

large wooden raft (10 ft. by 10 ft.) is tied to one wall. The walls are ringed with piled up rubble and debris, with obvious signs of mining and small holes and dead-end tunnels branching off in a dozen areas. Warnings and signs in primitive kobold script are scribbled all over the walls to the northern side of the cave.

Living under the water on the north side of the cave is a **black pudding**. This creature moves toward anyone swimming or crashing into the water as soon as it notices them. Its main tactic is to move toward the shallow water near the exit to **Cave K**, as it is not buoyant (it cannot swim, and must crawl along the bottom), and has found that the best way to get a meal is to head to the shallow water at the cave's exit — it knows that the "food" usually heads that way. The pudding cannot attack anything it is separated from by more than 5 ft. of water.

BLACK PUDDING **XP 3,200**

hp 105 (see the *Pathfinder Roleplaying Game Bestiary* "Black Pudding")

The exit tunnel to **Cave K** is filled with 2 ft. of water. If the raft is used to traverse the pool of water, there is a 50% chance the pudding ignores intruders (no vibrations to sense). If the party makes noise (splashing, falling, etc.), it is here waiting for them. The pudding moves slowly, so time to reach the tunnel is also a factor in whether it attacks. It moves to the mouth of the tunnel, but does not pursue more than 50 ft. down the tunnel (it fears what lives in **Cave K**).

Cave I (CR 14)

This cave is accessed from either **Cave D** through an underwater tunnel (see below), or from **Cave K** through a dry tunnel. This is the "endgame" cave, so to speak.

The tunnel from **Cave D** runs 200 ft., gradually sloping down until no air space is left, and requires an underwater swim of 40 ft. after the air space runs out. It then slopes back up and after 30 ft. reaches this cave. Creepy.

The tunnel from **Cave K** is relatively dry (water is 1 ft. deep) and leads directly here after a 200 ft. twisting walk.

This cave is composed of the same granite as the rest of the complex. It is only 30 ft. in diameter, and has a wet floor, but is not water-filled. The ceiling looms 20 ft. above and contains what looks like a black, stone cylinder, roughly 40 ft. long (it passes into both side walls) and 10 ft. in diameter. Roughly half the cylinder is exposed in the roof of the cave. In the center of the cylinder is a strange, black, round 3 ft. hatch-like protrusion with a series of arcane symbols inscribed on it. A *read magic* spell is required to decipher the script, and reveals the following:

Curse be on you to be bound to the earth for all time. Suffer in solitude and may no man release you, lest he be damned as you are.

This is the entrance portal that can be used to release **Trifeska the demon** from his prison. The portal can be opened by two means. First, a *freedom* spell can be cast upon it. Lacking that, the portal can be opened by a Lawful Good priest or paladin by simply breaking the wax-and-silver gasket seal and turning (unscrewing, basically) the plug from the prison.

In any case, once released, the fully operational battle nalfeshnee hops out and attacks any not in cahoots with Cash the quasit. Trifeska always begins combat with a *gate* spell, summoning a **glabrezu** to assist it. This is typically followed by a *symbol*. Trifeska is not keen on engaging in hand-to-hand combat unless he has a clear advantage, *teleporting* around and using his spell abilities instead. If outmatched, he leaves, coming back again and again to torment his rescuers.

CR 7

NALFESHNEE **XP 38,400**

hp 203 (*Pathfinder Roleplaying Game Bestiary* "Demon, Nalfeshnee")

CR 14

Cave K (CR 11)

This cave has two tunnels leading into (out) of it. One tunnel leads to **Cave I** and one to **Cave H**. This room is elevated, dry and even a bit warm. Both exits from it lead to watery tunnels. A ladder on the wall leads to the hidden trapdoor in the ceiling (obvious from this side) to the grand mining hall above. This door cannot be opened from this side unless the blocking debris above is cleared.

This cave was the foundry used by the gnomes to refine ore. The cave (room, really) is octagonal shaped and shows fine workmanship. It is 40 ft. per octagon side, and in its center is a large, magical forge. Well, it used to be magical. That was before the kobolds stole the six rubies from the front of it.

Two kobold skeletons lie in front of the forge, charred beyond all recognition. Six large gems (rubies, 1,000 gp each) sit on the floor next to the bones. Anyone approaching within 10 ft. of the forge draws forth its guardian (formerly its bound magic) in the form of a **fire elemental**.

HUGE FIRE ELEMENTAL **XP 12,800**

hp 172 (*Pathfinder Roleplaying Game Bestiary* "Elemental, Fire, Elder")

CR 11

The elemental was bound to the forge, but the binding magic was destroyed by removing the gems. Now it is free and angry at its long captivity. It attacks anyone in the room until slain, but does not enter any of the water-filled areas. The black pudding in **Cave H** knows of it and fears it, and hence does not come near this room. The elemental has no treasure. The capture traps on the smelter, however, contain 50 large silver ingots (worth 1,000 sp each) of refined ore.

Chapter 3: Kayden's Swamp

Kayden's Swamp is located some 80 miles south of Bard's Gate in a swampy part of the Stoneheart Forest and encompasses more than 24 square miles of bog land, crocodile-infested backwaters and soggy islands. It is within this mosquito-filled bayou along the Stoneheart River that Kayden makes his secret lair away from the prying eyes of the Lyreguard and the meddling politics of Bard's Gate.

Should the party find itself alone in Kayden's Swamp, they soon find that the necromancer's control over the area is indeed awesome. The map shows the extent of power that Kayden exerts over the morass. Most riverfolk and travelers from Bard's Gate avoid the area at all costs, correctly believing it to be inhospitable and largely haunted.

Kayden regularly employs illusions, conjured mists, traps and other deceptions to hide the location of his island from those who seek to find it, most notably the agents of his archrival, Sorten. For the most part, Kayden tries only to scare away those who enter the swamp as he doesn't want to attract a lot of attention to his schemes. Persistent parties attract his attention and are dealt with in a progressively more serious manner as they get closer to his secret island base. Once he becomes aware of intruders, Kayden tracks the party via the *crystal ball* in his study. If Kayden is actively seeking to ensnare the characters in his plot against Sorten, he sets a series of ambushes designed to capture them. The ambushes are similar to the ambush designed for the City of Ashes. If the ambush fails, Kayden resorts to using more challenging foes such as the tribe of croc folk or summoned creatures.

If the characters joined forces with Sorten, they may be sent in as a strike squad to assault Kayden's fortress. If Sorten instead captures the characters, an escape attempt could lead them into the swamp.

Means of Interference: If characters come as foes of Kayden or if they escaped his clutches, he searches for the party using his *crystal ball*. Characters have a 5% cumulative chance per half mile they travel in the swamp of Kayden discovering their location. Once discovered, he uses his scrying connection to direct ambushes, cast illusions or otherwise impede and entrap the party within his domain.

River Travel: The current is 2–3 mph and may be doubled when rowing downstream, or halved when rowing upstream. A character with above-average strength (13+) is only capable of rowing with or against a current for 8 hours before suffering exhaustion.

Backwater Travel: Travel over the backwater is at a canoe speed of up to 3 miles per hour.

Overland Travel: Travel overland is reduced by one-fourth. Travel across pure mud and bog (as found near the shore or in reedy areas) is one-half at best.

Stoneheart River: The Stoneheart River flows through the Necromancer's Swamp on its way to the sea. At this point, the river itself is nearly a mile wide with a current that flows at a steady 2 miles per hour. Keelboats, flatboats and barges sailing through this stretch tend to hug the eastern banks of the river, avoiding the western stretch of swampland altogether. The water here is 120 feet deep near the center of the flow with the drop-off beginning some 20 feet from the edge of the banks. Along the banks of the swamp island, the water is 3 feet to 7 feet deep.

The Backwater: The true swamp is composed of muddy islands formed by silt that accumulated on the roots of tupelo, knotty pine, cypress, live oak and other swamp trees. The shallows of the backwater are filled with various reed and cattail marsh grasses. The depth of water in the backwater area is 3 feet to 10 feet, and the banks of the various swamp islands are very muddy up to 20 feet inland. Even inland, pools of standing water and deceptive quicksand pits are a common hazard. Below the water lies



a clutching, grasping layer of rich, dark brown silt. Armored beings who fall into the water and sink to the bottom quickly become ensnared in the sticky silt and drown.

Mosquito swarms are oppressive, with a 1% cumulative chance per hour exploring the swamp of contracting malaria. Kayden's Cauldron wards these creatures off, and the chikes native to the swamp are immune to the disease.

Backwater Random Encounters:

Roll 1d20 for every hour spent on the backwaters:

1	1d4 crocodiles
2	1 giant electric catfish
3	1 giant crocodile
4	1 poisonous frog swarm
5	1 giant frog
6	1d2 croc folk (chikes)
7	1d8+2 giant mosquitoes
8–20	No encounter





GIANT ELECTRIC CATFISH

XP 2,400
hp 75 (*The Tome of Horrors Complete* 663)

CHIKE (CROC FOLK)

XP 600
hp 30 (*The Tome of Horrors* 4 38)
AC 12, flat-footed 12 (+2 natural, +1 shield [small bronze shield], -1 size)

CROCODILE

XP 600
hp 22 (*Pathfinder Roleplaying Game Bestiary*)

DIRE CROCODILE

XP 6,400
hp 138 (*Pathfinder Roleplaying Game Bestiary*)

GIANT FROG

XP 400
hp 15 (*Pathfinder Roleplaying Game Bestiary*)

GIANT MOSQUITO

XP 200
hp 4 (*The Tome of Horrors Complete* 435)

POISONOUS FROG SWARM

XP 600
hp 18 (*The Tome of Horrors Complete* 583)

CR 6

Swamp Islands

CR 2

Swamp islands range in size from very small copses of trees a few dozen yards across to larger wooded areas taking up several square miles. The islands are inhabited by all manner of strange creature that Kayden allows to dwell within his domain, including croc folk, hobgoblins, goblins, shambling mounds, ogres, trolls and, of course, his own undead creations let loose upon the inner isles to further dissuade thieves and would-be troublemakers.

CR 2

False Lookout Isle

CR 9

False Lookout Isle is an island in the center of the Stoneheart River at the entrance to the 7-mile stretch of swampland that occupies the western banks of the river. A 100 foot peak rises 50 feet above the ash tree copse of the quarter-mile-wide island. From the water, a greenish glint can be seen near the top of the peak. The glint has all the earmarks of a spyglass or some form of enchantment.

CR 1

CR 1/2

The island is thick with vegetation, and the cliff is a difficult climb (-6 to Climb checks). Achieving the summit reveals an empty crate of wine bottles that were set upon their side so that the glass from their bottoms appears to flicker when the light of the sun or moon hits them at exactly the right angle. The summit grants a view of several swamp islands to the west, and a mixed pine and hardwood forest to the east. A dense fog can be seen far to the southwest.

CR 2

Croc Folk Islands

Croc folk settlements comprise the outer isles of the swampland. The chikes swore allegiance to the necromancer and are rewarded with weapons and shields of bronze. No more than a total of **24 croc folk** are in the entire swamp.

CHIKE (CROC FOLK) (24)
XP 600

hp 30 (*The Tome of Horrors* 4 38)
AC 12, flat-footed 12 (+2 natural, +1 shield [small bronze shield], -1 size)

Random Encounters (1d20):

1	1d4 crocodiles
2	Giant crocodile
3	2d6 muckdwellers
4	1d4+2 croc folk (chikes)
5	1d8+2 giant mosquitoes
6	Quicksand
7	Jaguar
8	Mudbog
9-20	No encounter

CHIKE (CROC FOLK)
XP 600

hp 30 (*The Tome of Horrors* 4 38)
AC 12, flat-footed 12 (+2 natural, +1 shield [small bronze shield], -1 size)

CROCODILE CR 2
XP 600
hp 22 (*Pathfinder Roleplaying Game Bestiary*)

DIRE CROCODILE CR 9
XP 6,400
hp 138 (*Pathfinder Roleplaying Game Bestiary*)

JAGUAR CR 3
XP 800
hp 26 (*The Tome of Horrors Complete* 674)

GIANT MOSQUITO CR 1/2
XP 200
hp 4 (*The Tome of Horrors Complete* 435)

MUCKDWELLER CR 1/4
XP 100
hp 5 (*The Tome of Horrors Complete* 436)

MUDBOG CR 3
XP 800
hp 31 (*The Tome of Horrors Complete* 437)

Quicksand: This thick, sucking mud covers a bubble of swamp gas that slowly escapes when weight is placed upon it. Noticing quicksand requires a DC 8 Survival check; characters who are running or charging do not have an opportunity to make a check. Characters in quicksand must make a DC 10 Swim check every round to simply tread water in place, or a DC 15 Swim check to move 5 feet in whatever direction is desired. If a trapped character fails this check by 5 or more, he sinks below the surface and begins to drown whenever he can no longer hold his breath (see the Swim skill description in *Using Skills*). Characters below the surface of quicksand may swim back to the surface with a

CR 2



SWORD OF AIR

successful Swim check (DC 15, +1 per consecutive round of being under the surface).

Pulling out a character trapped in quicksand can be difficult. A rescuer needs a branch, spear haft, rope, or similar tool that enables him to reach the victim with one end of it. Then he must make a DC 15 Strength check to successfully pull the victim, and the victim must make a DC 10 Strength check to hold onto the branch, pole, or rope. If both checks succeed, the victim is pulled 5 feet closer to safety. If the victim fails to hold on, he must make a DC 15 Swim check immediately to stay above the surface.

The croc folk have orders to apprehend beings who may have escaped the necromancer's clutches and to kill any intruders in the swamp not specifically "marked" by the necromancer himself. They grant safe passage to Kayden's emissaries, including Syn Mallow, Romar Sourwine and his hobgoblin henchmen.

A croc folk settlement is typically 1d4 mud-and-wattle huts. The huts are difficult to make out among the local vegetation (Perception DC 15). Each hut is home to **1d4–1 chikes**. There is a 20% chance of a clutch of eggs within the hut, guarded by a **female chike** who fights to the death.

CHIKE (CROC FOLK)

XP 600

hp 30 (*The Tome of Horrors* 4 38)

AC 12, flat-footed 12 (+2 natural, +1 shield [small bronze shield], -1 size)

Typical Treasure: Typically, croc folk are uninterested in treasure, save for magical weapons (which they carry) and magical potions (which they drink), which they are given by Kayden. Most other items of value tend to rot quickly in the swamp. The swamp provides them with everything they need to survive, and shiny coins are about as much worth to them as a jar of putrid cabbage. One in four chikes has a magical potion, weapon or shield enchanted to a maximum of +1.

Saw Jaw's Island

Random Encounters (1d10):

1	Giant crocodile
2	1d4 crocodiles
3	1d2 croc folk (chikes)
4	Saw-Jaw
5–10	No encounter

CHIKE (CROC FOLK)

XP 600

hp 30 (*The Tome of Horrors* 4 38)

AC 12, flat-footed 12 (+2 natural, +1 shield [small bronze shield], -1 size)

CROCODILE

XP 600

hp 22 (*Pathfinder Roleplaying Game Bestiary*)

DIRE CROCODILE

XP 6,400

hp 138 (*Pathfinder Roleplaying Game Bestiary*)

Saw-Jaw: The croc folk are led by a massive croc folk chieftain known as **Saw-Jaw**. Kayden gave Saw-Jaw several magical gifts to maintain his loyalty. Saw-Jaw's island is the northernmost and largest island of the outer banks, and is covered in marsh grass, knotty pine, cottonwood, ash and tupelo trees. High grass is pierced here and there by trails leading from the three settlements on the island.

Saw-Jaw's settlement is near the southern end of the island and overlooks the flow of the Stoneheart River. The settlement contains

three huts with **6 chikes** in his family group, which is composed of 4 females and 2 males. Saw-Jaw keeps a **giant crocodile** at his campsite and has been known to hunt with the creature whom he considers part of the tribe.

Saw-Jaw is 10 feet tall with a broad, spined back. His body is covered with a crisscross of scars and bite marks earned defending his chieftainship from other chikes. He is always accompanied by at least **2 chikes** with maximum hit points.

SAW-JAW

CR 5

XP 1,600

Male chike fighter 3 (*The Tome of Horrors* 4 38)

CE Large humanoid (reptilian)

Init +4; **Senses** low-light vision; **Perception** +8

AC 13, touch 9, flat-footed 13 (+2 natural, +2 shield, -1 size)

hp 58 (4d8+12 plus 3d10+9 plus 3)

Fort +10; **Ref** +2; **Will** +4 (+1 vs. fear)

Defensive Abilities bravery +1

Speed 30 ft., swim 30 ft.

Melee 2 claws +9 (1d6+4), bite +9 (1d8+4) or +2 bronze

battleaxe +11/+6 (2d6+6/x3), bite +4 (1d8+2)

Ranged +1 bronze spear +6 (2d6+5/x3)

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

Str 18, **Dex 11**, **Con 16**, **Int 7**, **Wis 10**, **Cha 11**

Base Atk +6; **CMB** +11 (+13 bull rush); **CMD** 21 (23 vs. bull rush)

Feats Cleave, Improved Bull Rush, Improved Initiative, Iron Will, Power Attack, Skill Focus (Perception)

Skills Intimidate +6, Perception +8, Stealth -2 (+6 in water),

Swim +16; **Racial Modifiers** +4 Perception, +8 Stealth in water

Languages Chike

SQ armor training 1, crocodile empathy, hold breath

Combat Gear *potion of cure light wounds* (2), *potion of heroism*; **Other Gear** +1 brone light steel shield, +2 bronze *battleaxe*, +1 bronze spear

Crocodile Empathy (Ex) A chike can communicate and empathize with crocodiles and dire crocodiles. They can use Diplomacy to alter such an animal's attitude, and when doing so gain a +4 racial bonus on the check.

Hold Breath (Ex) A chike can hold its breath for a number of rounds equal to 4 times its Constitution score before it risks drowning.

CR 2 CHIKE BODYGUARD (2)

CR 2

XP 600

hp 30 (*The Tome of Horrors* 4 38)

AC 12, flat-footed 12 (+2 natural, +1 shield [small bronze shield], -1 size)

CR 2 CHIKE FEMALE (4)

CR 2

XP 600

hp 30 (*The Tome of Horrors* 4 38)

CR 9 DIRE CROCODILE

CR 9

XP 6,400

hp 138 (*Pathfinder Roleplaying Game Bestiary*)

Saw-Jaw hates the goblins and hobgoblins in his swamp, but has the appropriate amount of fear of Kayden to avoid murdering the creatures and pickling them under a submerged log.

Treasure: Hidden in a hollowed log within one of the huts is a trove containing a dozen pearls worth 50 gp each, 10 gold rings worth 10 gp each, a corroded silver coffer worth 25 gp containing a gold-and-agate necklace worth 100 gp, and 3 *potions of cure light wounds*, a *potion of gaseous form*, and a *potion of water walk*.

Isles of the Hungry Ones

HUNGRY ZOMBIE

XP 200

hp 12 (*The Tome of Horrors* 4 280)

CR 1

Random Encounters (1d20):

1	1d4 giant mosquitoes
2	Memory moss
3	Jupiter bloodsucker
4	Forester's bane
5	Giant dragonfly
6-10	2d4 hungry zombies
11	Quicksand
12-20	No encounter

GIANT DRAGONFLY

XP 1,200

hp 45 (*The Tome of Horrors Complete* 236)

CR 4

FORESTER'S BANE (SNAPPER SAW)

XP 1,600

hp 52 (*The Tome of Horrors Complete* 292)

CR 5

GIANT MOSQUITO

XP 200

hp 4 (*The Tome of Horrors Complete* 435)

CR 1/2

HUNGRY ZOMBIE

XP 200

hp 12 (*The Tome of Horrors* 4 280)

CR 1

JUPITER BLOODSUCKER

XP 800

hp 30 (*The Tome of Horrors Complete* 389)

CR 3

MEMORY MOSS

(The Tome of Horrors Complete 758)

CR 5

Quicksand: This thick, sucking mud covers a bubble of swamp gas that slowly escapes when weight is placed upon it. Noticing quicksand requires a DC 8 Survival check; characters who are running or charging do not have an opportunity to make a check. Characters in quicksand must make a DC 10 Swim check every round to simply tread water in place, or a DC 15 Swim check to move 5 feet in whatever direction is desired. If a trapped character fails this check by 5 or more, he sinks below the surface and begins to drown whenever he can no longer hold his breath (see the Swim skill description in *Using Skills*). Characters below the surface of quicksand may swim back to the surface with a successful Swim check (DC 15, +1 per consecutive round of being under the surface).

Pulling out a character trapped in quicksand can be difficult. A rescuer needs a branch, spear haft, rope, or similar tool that enables him to reach the victim with one end of it. Then he must make a DC 15 Strength check to successfully pull the victim, and the victim must make a DC 10 Strength check to hold onto the branch, pole, or rope. If both checks succeed, the victim is pulled 5 feet closer to safety. If the victim fails to hold on, he must make a DC 15 Swim check immediately to stay above the surface.

These southern isles in the swamp chain are occupied by hungry zombies. Kayden released these foul creatures into the swamp after a series of mass sacrifices that depopulated a number of southern fishing villages in recent months. The hungry ones occasionally run afoul of the chikes, who destroy those wandering off the island out of hand.

There are **24 hungry zombies** occupying these isles, with perhaps no more than 1d6+2 of the creatures on any single isle. The hungry ones chased away most of the natural fauna and now subsist on frogs, slugs and worms that they dig from the muck. The zombies are even more voracious than normal and stop to feed on any downed opponents, ignoring combat going on around them.

Isle of the Hanged Ones

This island is the farthest southern island in the swamp. A tree in the swamp holds the swinging corpses of a dozen river pirates who once attempted to raid Kayden's home. To punish the would-be thieves, Kayden had the band hung from the branches of an ancient willow, then animated them so that they could do naught but grunt and kick their heels at any passer-by who floats down the Stoneheart River from the north.

The pirate Captain Puvier was transformed into a **hanged man**, and his crew into **11 gallows tree zombies**. Should any living being not bearing the mark of Kayden set foot upon the soil of this island, the ropes give up their dead and the zombies and Captain Puvier attack! Those slain by the pack rise the next night, tie a rope about their own necks, and join their new brethren upon the branches of the ancient tree.

CAPTAIN PUVIER, HANGED MAN

XP 800

hp 22 (*The Tome of Horrors Complete* 362)

CR 3

GALLOWS TREE

XP 25,600

hp 218 (*The Tome of Horrors Complete* 301)

CR 13

GALLOWS TREE ZOMBIE

XP 1,200

hp 33 (*The Tome of Horrors Complete* 302)

CR 4

Treasure: Captain Puvier has a treasure map in his possession. The map reveals the correct path to the House of Kayden. Unfortunately for Puvier, his band was far too large and his greed far too great to make any difference once Kayden realized unwanted guests were invading his home.

Crypt of Bal Salam

This island holds the crypt of Bal Salam, a former apprentice of Kayden who was sacrificed to increase the power of his master.

Tall trees cast deep shadows across a small, circular clearing. A large stone lid lies cast off of a concrete cistern clogged with thick mud. A chill fills the air surrounding this place. The lid is inscribed with moss-covered writing. A closer examination of the writing reveals the following words: "Here entombed but not forgotten is the immortal flesh of Bal Salam, beloved apprentice of Mighty Kayden. May your slumber be brief and your service eternal."

Once the words are read, all who hear the utterance must make a Will save (DC 20) or have their minds filled with a vision of a young handsome, muscular man held paralyzed by magic as a dozen silver daggers are thrust into his back and a hempen cord crushes his throat. The man is then drained of blood and his fluids replaced with wood alcohol, before his body is wrapped in linen bandages and stuffed into a mud pit that is then capped with a stone lid.

Characters suffering this vision are paralyzed with horror for 1d4 rounds. During this time, **Bal Salam** rises from his cistern.

BAL SALAM, BOG MUMMY

XP 2,400

hp 60 (*The Tome of Horrors Complete* 75)

CR 6

Treasure: Bal Salam was buried with little except the golden amulets required

SWORD OF AIR

for his transformation. Buried in the muck with his body and wrappings are 20 golden amulets. The amulets are in the shape of various necromantic charms and are worth a total of 450 gp. A dozen silver daggers are in his back. They are heavily corroded but have jeweled handles and are thus worth 50 gp each.

Garden of the Boalisk

Random Encounters (1d2):

1	1d4 giant mosquitoes
2	1d4 crocodile
3-6	1 boalisk
7	Quicksand
8-12	No encounter

BOALISK

XP 1,200

hp 47 (*The Tome of Horrors Complete* 72)

CROCODILE

XP 600

hp 22 (*Pathfinder Roleplaying Game Bestiary*)

GIANT MOSQUITO

XP 200

hp 4 (*The Tome of Horrors Complete* 435)

Quicksand: This thick, sucking mud covers a bubble of swamp gas that slowly escapes when weight is placed upon it. Noticing quicksand requires a DC 8 Survival check; characters who are running or charging do not have an opportunity to make a check. Characters in quicksand must make a DC 10 Swim check every round to simply tread water in place, or a DC 15 Swim check to move 5 feet in whatever direction is desired. If a trapped character fails this check by 5 or more, he sinks below the surface and begins to drown whenever he can no longer hold his breath (see the Swim skill description in Using Skills). Characters below the surface of quicksand may swim back to the surface with a successful Swim check (DC 15, +1 per consecutive round of being under the surface).

Pulling out a character trapped in quicksand can be difficult. A rescuer needs a branch, spear haft, rope, or similar tool that enables him to reach the victim with one end of it. Then he must make a DC 15 Strength check to successfully pull the victim, and the victim must make a DC 10 Strength check to hold onto the branch, pole, or rope. If both checks succeed, the victim is pulled 5 feet closer to safety. If the victim fails to hold on, he must make a DC 15 Swim check immediately to stay above the surface.

This northern island is largely devoid of swamp life, save for swarms of biting insects and the occasional crocodile.

The island is lair to a large **boalisk** that feasts on trespassers. Kayden is aware of the creature and leaves it to its devices, forbidding his hobgoblins from traveling here. If necessary, Kayden charms the creature via his *crystal ball* and uses it to harass escaped prisoners or scare off unwanted visitors.

Lair of the Bog Beasts

Random Encounters (1d20):

1-6	1d4 bog beasts
7	1d4 crocodile
8	1d4 giant wasps
9	1 giant horsefly
10	1 cobra flower
11	Quicksand
12-20	No encounter

BOG BEAST

XP 1,600

hp 52 (*The Tome of Horrors Complete* 73)

CR 5

COBRA FLOWER

XP 1,600

hp 45 (*The Tome of Horrors Complete* 116)

CR 4

CROCODILE

XP 600

hp 22 (*Pathfinder Roleplaying Game Bestiary*)

CR 2

GIANT HORSEFLY

XP 800

hp 26 (*The Tome of Horrors Complete* 372)

CR 3

CR 4

GIANT WASP

XP 800

hp 34 (*Pathfinder Roleplaying Game Bestiary*)

CR 3

CR 2

Quicksand: This thick, sucking mud covers a bubble of swamp gas that slowly escapes when weight is placed upon it. Noticing quicksand requires a DC 8 Survival check; characters who are running or charging do not have an opportunity to make a check. Characters in quicksand must make a DC 10 Swim check every round to simply tread water in place, or a DC 15 Swim check to move 5 feet in whatever direction is desired. If a trapped character fails this check by 5 or more, he sinks below the surface and begins to drown whenever he can no longer hold his breath (see the Swim skill description in Using Skills). Characters below the surface of quicksand may swim back to the surface with a successful Swim check (DC 15, +1 per consecutive round of being under the surface).

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The bog beasts are mortal enemies of the chikes, though both tribes tend to avoid one another and steer clear of one another's islands. Bog beasts feast on crocodiles, fish, birds and travelers unlucky enough to cross through their territory. Kayden has attempted to contact the elusive creatures but has had no luck communicating with them. He doesn't fear the bog beasts as they cannot harm him, and for their part, the beasts tend to avoid his large, well-armed war parties and steer clear of his home island.

No more than 6 **bog beasts** exist in the entire swamp, though an exceptionally large member of their species leads them. The beasts lair in a cavern formed by the roots of a giant cypress tree. A thick stench of decay and musk fills the air near their tree. Clouds of flies swarm over bits of rotting skin and half-eaten flesh.

BOG BEAST (5)

XP 1,600

hp 52 (*The Tome of Horrors Complete* 73)

CR 5

BOG BEAST CHIEFTAN

XP 4,800

Male advanced bog beast (*The Tome of Horrors Complete* 73, *Pathfinder Roleplaying Game Bestiary*)

N Large monstrous humanoid

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

CR 8

AC 21, touch 11, flat-footed 19 (+2 Dex, +10 natural, -1 size)
hp 92 (8d10+48)

CHAPTER 3: KAYDEN'S SWAMP

Fort +8; **Ref** +8; **Will** +9

Speed 30 ft.

Melee 2 claws +15 (1d6+7 plus disease)

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

Special Attacks rend (2 claws, 1d6+10)

Str 24, **Dex** 15, **Con** 22, **Int** 9, **Wis** 16, **Cha** 13

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

Feats Improved Initiative, Intimidating Prowess, Skill Focus (Perception), Weapon Focus (claws)

Skills Intimidate +19, Perception +17, Survival +15, Swim +13;

Racial Modifiers +4 Survival

Disease (Ex) Filth fever: Claw—injury; save Fortitude DC 20; onset 1d3 days; frequency 1/day; effect 1d3 Dex and 1d3 Con damage; cure 2 consecutive saves. The save DC is Constitution-based.

Treasure: A pile of cracked bones, smashed skulls and broken equipment lies near the entrance to their lair. Among the detritus of the bog beasts' leavings are the collected valuables from their kills. Among the items are several weapons from slain chikes that include a +1 bronze bastard sword, 3 bronze-tipped spears, a bronze shield and a gold necklace worth 240gp, the carcasses of 3 hobgoblins wearing man-sized suits of rusted chainmail, three rusty longswords and 30 arrows. The beasts otherwise have nothing of value as treasure means little to them.

Isle of the Gnarlwood

Random Encounters (1d20):

1	Stirge swarm
2	Troll
3	Bog beast
4	Memory moss
5	Forester's bane
6	Bog creeper
7	Slime mold
8	Quicksand
9–12	Ilvess the Gnarlwood Tree
13–20	No encounter

BOG BEAST

XP 1,600

hp 52 (*The Tome of Horrors Complete* 73)

BOG CREEPER

XP 4,800

hp 95 (*The Tome of Horrors Complete* 74)

FORESTER'S BANE (SNAPPER SAW)

XP 1,600

hp 52 (*The Tome of Horrors Complete* 292)

ILVESS THE GNARLWOOD TREE

XP 12,800

hp 147 (*The Tome of Horrors Complete* 328)

MEMORY MOSS

(*The Tome of Horrors Complete* 758)

Quicksand: This thick, sucking mud covers a bubble of swamp gas that slowly escapes when weight is placed upon it. Noticing quicksand requires a DC 8 Survival check; characters who are running or charging do not have an opportunity to make a check. Characters in quicksand must make a DC 10 Swim check every round to simply tread water in place, or a DC 15 Swim check to move 5 feet in whatever direction is desired. If a trapped character fails this check by 5 or more, he sinks below the surface and begins to drown whenever he can no longer hold his breath (see the Swim skill description in Using Skills). Characters below the surface of quicksand may swim back to the surface with a successful Swim check (DC 15, +1 per consecutive round of being under the surface).

Pulling out a character trapped in quicksand can be difficult. A rescuer needs a branch, spear haft, rope, or similar tool that enables him to reach the victim with one end of it. Then he must make a DC 15 Strength check to successfully pull the victim, and the victim must make a DC 10 Strength check to hold onto the branch, pole, or rope. If both checks succeed, the victim is pulled 5 feet closer to safety. If the victim fails to hold on, he must make a DC 15 Swim check immediately to stay above the surface.

SLIME MOLD

XP 800

hp 38 (*The Tome of Horrors Complete* 557)

CR 3

STIRGE SWARM

XP 2,400

hp 78 (*The Tome of Horrors* 4 228)

CR 6

TROLL

XP 1,600

hp 63 (*Pathfinder Roleplaying Game Bestiary*)

CR 5

The heavily wooded northern isle is the lair of **Ilvess the Gnarlwood Tree**. The creature is on good terms with Kayden, who occasionally releases prisoners on the gnarlwood's isle for the beast's sport. From a distance, Ilvess is indistinguishable from a huge swamp tupelo.

The ground around the gnarlwood is littered with bones of his kills. A careful search of the area reveals three gold hoop earrings and a dozen gold teeth worth 1gp each.

Isle of the Ruined Mage

You hear a spine-tingling, bestial wolf's howl, though no known wolves hunt within miles of the swamp. A mist rises and forms the shape of a huge hound whose eyes burn like the embers of Hell's own furnaces. The burning hound regards you for a second, then bounds off into the brush with a withering howl.

A short time later, a solitary figure walks out of the mists. It is the disheveled shape of a broken man dressed in rags that once were a fine white cloak and well-woven garments. The man's face appears normal save for the absence of eyes: Blank patches of skin grow over sockets where eyes should be. The man approaches as if he can see you, but he stumbles on a clump of peat, then rights himself.

"My name is Cerannan, formerly a student of the Archmage Sorten, but now powerless and alone. I have been geased to wander the shadow plane for the duration. My power is broken upon the floor of the Necromancer's Tower, my eyes taken and my talents withered, for I have dared the thing that you dare now. Return and do not attempt this quest any further."

The man then wanders off into the mists.

If a character touches him or makes any attempt to stop him, he says sadly, "Do not follow unless you wish to receive a curse such as mine."

If the party persists, their efforts to hold or control or attack Cerannan fail as the magic-user turns into an insubstantial mist and floats off into the murk of the swamp.



Bridge of the Black Knight

This bridge and the tree beyond are the domain of Kayden's black knight.

A large live oak tree, long dead, is rooted on the near side of a bridge. The tree has a dozen bodies in various stages of decomposition hanging from it. A seven-foot-tall knight in a full suit of jet black armor stands perfectly still at the foot of the bridge. A thick mist hides the far end of the bridge.

Characters see the **black knight** at a distance of 30 feet. The knight holds a glittering pike with a long black pennant dangling from it. The pike has a gleaming black tip.

The knight neither speaks nor offers any challenge other than to step toward the characters and block passage across the plank bridge leading to the island beyond.

Characters making any move toward the shore are approached by the black knight who does everything in his power to stop them from entering the water, including attacking them with pike and sword.

The black knight fights any who attempt to cross the bridge, first with pike and then with sword. The black knight is exceptionally strong and agile, able to leap about the battlefield as if he were unarmored.

The knight takes no damage unless *dispel magic* or a similar spell is first cast upon him. Once this is done, the knight takes damage normally. Once the armor is dispelled and suffers 20 points of damage, it falls to pieces. A sickly green vapor oozes from its cracks and joints. If defeated in this manner, the armor is destroyed, losing its enchanted qualities.

THE BLACK KNIGHT
XP 9,600
 N Medium construct

CR 10

Init +2; **Senses** darkvision 60 ft., low-light vision; **Perception** +1

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

hp 97 (14d10 plus 20)

Fort +4; **Ref** +6; **Will** +5

Defensive Abilities invulnerable; **Immune** construct traits

Weaknesses vulnerable to dispel magic

Speed 30 ft.

Melee +2 *greatsword* +20/+15/+10 (2d6+8/19–20) or +1 *ranseur* +19/+14/+9 (2d4+7/x3)

Str 18, **Dex** 15, **Con** —, **Int** —, **Wis** 13, **Cha** 7

Base Atk +14; **CMB** +18; **CMD** 30

Unbeknownst to the party, the easiest way to make their way past the black knight is to simply utter Kayden's name!

Kayden's Island

This island is warded and trapped by Kayden and his minions. A total of **75 hobgoblins**, **22 hell hounds** and **8 trolls** live in the swamp and serve the wizard. Fouler things also live here. Kayden enchanted the area with a series of magic mists, areas of darkness, and high-level illusion spells known as *phantom mists* (**Appendix**) that permanently hide the area from scrying while giving the whole a terrifying aura to prevent pain-in-the-butt adventurers from bothering him.

HOBGOBLIN

XP 200

hp 17 (*Pathfinder Roleplaying Game Bestiary*)

CR 1/2

HELL HOUND

XP 800

hp 30 (*Pathfinder Roleplaying Game Bestiary*)

CR 3



TROLL CR 5
XP 1,600
hp 63 (*Pathfinder Roleplaying Game Bestiary*)

Special Features

Getting Lost

Kayden's Island is very confusing, as it is a bog covered with *phantom mists* and illusions.

Every 10 rounds, roll d%. If the number is less than the base number with modifications, the party moves in a random direction. The base chance of being lost is 30%.

Modifiers:

Base 30% chance of being lost.

Per ranger per level	+15%
Per Druid per level	+12%
Compass or direction guide	+30%
Not on any path	-50%
Night	-20%

Encounters:

Roll d% once every turn while on the island.

01–50	Nothing
51–55	1d8 ghouls
55–60	2d6x3 giant rats
61–63	1d10 skeletons

64–66	1d4 wights
67–70	Shrieker that has a 30% chance of attracting Kayden's attention and an attack by a scout party (2d6 hobgoblins and 1d4 hell hounds).
71–73	Giant crocodile with a +20 circumstance bonus to Stealth.
74–77	Bog beast
78–80	Giant constrictor snake
81–83	Grey ooze (01–20) or green slime (21–00) that is difficult to detect (+20 Stealth)
84	Frogemoth
85	5 giant crocodiles with a +20 circumstance bonus to Stealth.
86	Immature black dragon . These dragons are pretty intelligent, can speak and can use one randomly rolled 1st-level spell. Generally, they attempt to extort the party and flee if badly hurt. If 3 are slain, treat as no encounter.
87	6 trolls . This party of beasts is coming home from looting local villages.
88	Will-o'-the-wisp . Night only. If day, roll again.
89	Adult ettin .
90–00	Kampfult grove containing 1d12+2 creatures. If the party ends up trapped, they are visited by one of Kayden's vassals and brought to Kayden's house.

BOG BEAST
XP 1,600
hp 52 (*The Tome of Horrors Complete* 73)

CR 5

Kayden's Island

1 hex = 500 ft



CHAPTER 3: KAYDEN'S SWAMP

DIRE CROCODILE

XP 6,400

hp 138 (*Pathfinder Roleplaying Game Bestiary*)

YOUNG BLACK DRAGON

XP 3,200

hp 76 (*Pathfinder Roleplaying Game Bestiary*)

ETTIN

XP 2,400

hp 65 (*Pathfinder Roleplaying Game Bestiary*)

FROGHEMOTH

XP 25,600

hp 184 (*The Tome of Horrors Complete* 296)

GHOUL

XP 400

hp 13 (*Pathfinder Roleplaying Game Bestiary*)

GRAY OOZE

XP 1,200

hp 50 (*Pathfinder Roleplaying Game Bestiary*)

HOBGOBLIN

CR 1/2

XP 200

hp 17 (*Pathfinder Roleplaying Game Bestiary*)

HELL HOUND

CR 3

XP 800

hp 30 (*Pathfinder Roleplaying Game Bestiary*)

KAMPFULT

CR 2

XP 600

hp 19 (*The Tome of Horrors Complete* 391)

DIRE RAT

CR 1/3

XP 135

hp 5 (*Pathfinder Roleplaying Game Bestiary*)

Shrieker: This human-sized purple mushroom emits a piercing sound that lasts for 1d3 rounds whenever there is movement or a light source within 10 feet. This shriek makes it impossible to hear any other sound within 50 feet. The sound attracts nearby creatures that are disposed to investigate it. Some creatures that live near shriekers learn that this noise means there is food or an intruder nearby.

SKELETON

CR 1/3

XP 135

hp 4 (*Pathfinder Roleplaying Game Bestiary*)

DIRE RAT

CR 1/3

XP 135

hp 5 (*Pathfinder Roleplaying Game Bestiary*)

GIANT CONSTRICTOR SNAKE

CR 5

XP 1,600

N Large animal

Init +6; Senses scent; Perception +12

AC 15, touch 11, flat-footed 13 (+2 Dex, +4 natural, -1 size)

hp 59 (7d8+21 plus 7)

CR 9 Fort +8; Ref +7; Will +3

Speed 20 ft., climb 20 ft., swim 20 ft.

Melee bite +12 (1d6+10 plus grab)

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

Special Attacks constrict (1d6+10)

CR 6

Str 25, **Dex** 15, **Con** 16, **Int** 1, **Wis** 12, **Cha** 2

Base Atk +5; **CMB** +13 (+17 grapple); **CMD** 25 (29 vs. grapple)

Feats Improved Initiative, Skill Focus (Perception), Toughness, Weapon Focus (bite)

CR 13

Skills Acrobatics +14 (+10 when jumping), Climb +15,

Perception +12, Stealth +10, Swim +15; **Racial Modifiers** +8

Acrobatics, +4 Perception, +4 Stealth

CR 1

TROLL CR 5

XP 1,600

CR 4

hp 63 (*Pathfinder Roleplaying Game Bestiary*)

WIGHT CR 3

XP 800

hp 26 (*Pathfinder Roleplaying Game Bestiary*)

WILL-O'-WISP CR 6

XP 2,400

hp 40 (*Pathfinder Roleplaying Game Bestiary*)



Mists

Kayden employs a number of illusions and spells in the vicinity of his house. Referring to the map, the “mists” region is a permanent fogbank where visibility is cut to 120 feet. Footing is uncertain. For every other hex traveled on the island, check for traps on the following table:

Mist Region Traps

Roll 1d12 per every other hex traveled

1	Nothing
2	<p>Quicksand: This thick, sucking mud covers a bubble of swamp gas that slowly escapes when weight is placed upon it. Noticing quicksand requires a DC 8 Survival check; characters who are running or charging do not have an opportunity to make a check. Characters in quicksand must make a DC 10 Swim check every round to simply tread water in place, or a DC 15 Swim check to move 5 feet in whatever direction is desired. If a trapped character fails this check by 5 or more, he sinks below the surface and begins to drown whenever he can no longer hold his breath (see the Swim skill description in Using Skills). Characters below the surface of quicksand may swim back to the surface with a successful Swim check (DC 15, +1 per consecutive round of being under the surface). Pulling out a character trapped in quicksand can be difficult. A rescuer needs a branch, spear haft, rope, or similar tool that enables him to reach the victim with one end of it. Then he must make a DC 15 Strength check to successfully pull the victim, and the victim must make a DC 10 Strength check to hold onto the branch, pole, or rope. If both checks succeed, the victim is pulled 5 feet closer to safety. If the victim fails to hold on, he must make a DC 15 Swim check immediately to stay above the surface.</p>
3	Nothing

SWORD OF AIR

4	<p>10-foot-deep pit with 5 feet of water in bottom.</p> <p>PIT TRAP CR 1 XP 400 Type mechanical; Perception DC 20; Disable Device DC 20</p> <hr/> <p>Trigger location; Reset manual Effect 10-foot deep pit with 5 feet of water at bottom (no damage); multiple targets (all targets in 10-foot square area)</p>
5	<p>10-foot-deep pit with 5 feet of water in bottom plus 1d4 crocodiles.</p> <p>PIT TRAP CR 1 XP 400 Type mechanical; Perception DC 20; Disable Device DC 20</p> <hr/> <p>Trigger location; Reset manual Effect 10-foot deep pit with 5 feet of water at bottom (no damage); DC 20 Reflex avoids; multiple targets (all targets in 10-foot square area)</p> <p>CROCODILE CR 2 XP 600 hp 22 (<i>Pathfinder Roleplaying Game Bestiary</i>)</p>
6	Nothing
7	<p>10 foot deep pit with 5 feet of water in bottom.</p> <p>SPIKED PIT TRAP CR 2 XP 600 Type mechanical; Perception DC 20; Disable Device DC 20</p> <hr/> <p>Trigger location; Reset manual Effect 10-foot deep pit with 5 feet of water at bottom (no damage); pit spikes (Atk +10 melee, 1d6 spikes per target for 1d4 damage each) DC 20 Reflex avoids; multiple targets (all targets in 10-foot square area)</p>
8	<p>Loop trap.</p> <p>LOOP TRAP CR 1 XP 400 Type mechanical; Perception DC 22; Disable Device DC 18</p> <hr/> <p>Trigger location; Reset manual Effect character is snared and flung into the trees (1d8 damage); DC 22 Reflex avoids</p>
9	<p>Loop trap.</p> <p>LOOP TRAP CR 1 XP 400 Type mechanical; Perception DC 22; Disable Device DC 18</p> <hr/> <p>Trigger location; Reset manual Effect character is snared and flung into the briars (1d4 damage), requires 20 minutes to extricate trapped character. Roll on the random encounter table, ignoring results of 01–50; DC 22 Reflex avoids</p>
10	Nothing
11	Nothing

12	<p>Pungi sticks.</p> <p>PUNGI STICKS CR 1 XP 400 Type mechanical; Perception DC 20; Disable Device DC 20</p> <hr/> <p>Trigger location; Reset manual Effect Atk +15 melee, 1d6 spikes per target for 1d4 damage each; Reflex DC 22 avoids</p>
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Shadows

In the shadows region, Kayden planted spells in addition to mundane traps. Undergrowth is thick where solid ground exists, and wading is required in some spots. Some areas are covered by *continual darkness* where visibility is cut to 20 feet. Otherwise, the party is unable to see out to 60 feet. The GM should roll for random traps as characters move through this region.

Shadow Region Traps

Roll 1d8 per every other hex traveled:

1	Nothing
2	Nothing but a frightening shadow in the mist.
3	<p>The party walks into a region of <i>continual darkness</i> that <i>dispel magic</i> or <i>light</i> dispels. The party is attacked by 1d8 shadows. The shadows attack with a +2 bonus in darkness.</p> <p>SHADOW CR 3 XP 800 hp 19 (<i>Pathfinder Roleplaying Game Bestiary</i>)</p>
4	<p>The party is wading in waist-deep water when it suddenly seems that the water is on fire all about them. The fire is illusory, but a Will save (DC 22) is required to disbelieve. Those who fail take 2d8 points of damage.</p>
5	<p>The party is walking on a small hillock. Characters must save or fall into a pit containing 12 poisonous snakes.</p> <p>PIT TRAP CR 1 XP 400 Type mechanical; Perception DC 20; Disable Device DC 20</p> <hr/> <p>Trigger location; Reset manual Effect 10-foot deep pit (1d6 falling damage); DC 20 Reflex avoids; multiple targets (all targets in 10-foot square area)</p> <p>VENOMOUS SNAKE CR 1 XP 400 hp 13 (<i>Pathfinder Roleplaying Game Bestiary</i>)</p>
6	Quicksand: See "Mist Region Traps"
7	Nothing
8	<p>A concealed arrow launcher trap</p> <p>SPRINGBOARD ARROW LAUNCHER CR 9 XP 6,400 Type mechanical; Perception DC 25; Disable Device DC 25</p> <hr/> <p>Trigger location; Reset repair Effect Atk +20 ranged (1d6 damage); multiple targets (all targets within 30 feet of the character who triggered the trap; 10 total attacks.)</p>

Phantom Mists

In the *phantom mists* region, visibility is cut to 30 feet. An area of *continual darkness* cuts vision to 10 feet. The party finds itself attacked continuously by various creatures. This area is highly trapped. Roll 1d8 per hex traveled.

1	Phantom Mist* : A demon rises from the swamp as the area suddenly gets dark as if <i>darkness</i> has been cast. The demon raises its claws and casts <i>fireball</i> into the midst of the party. Disbelieving this requires a save at -2. If the entire party fails, they fall asleep and wake up in Kayden's dungeon. Those who save must wait for their friends to wake up. While doing so, 10 hobgoblins led by a troll attack.
2	Phantom Mist* : A cloaked figure steps out of the mist and displays a glowing blue crystal in one hand. Each character may save at -2 or fall asleep. If the entire party fails, they fall asleep and wake up in Kayden's dungeon. Those who save must wait for their friends to wake up. While doing so, 10 hobgoblins led by a troll attack.
3	Phantom Mist* : The party is surrounded by dimly seen shapes moving about in the mist. Each character is attacked by a creature of 6 HD, unless he saves at -2 to disbelieve. These creatures do 1d10 points of damage with each attack. Any hit that does more than 8 points of damage causes a character to fall asleep. If the entire party falls asleep, they wake up in Kayden's dungeon. Those who save must wait for their friends to wake up. While doing so, 10 hobgoblins led by a troll attack.
4	Spell: <i>sleep</i> .
5	Spell: <i>fireball</i> , 6d6 points of damage, save vs. spell saving throw for half damage.
6	Nothing.

HOBGOBLIN
XP 200

CR 1/2

hp 17 (*Pathfinder Roleplaying Game Bestiary*)

TROLL
XP 1,600

CR 5

hp 63 (*Pathfinder Roleplaying Game Bestiary*)

Kayden's Observation

Moreover, if Kayden's attention is on the party for any period of time, he throws spells through his scrying device if the party gets too close to his home, drawing on spells he has memorized as noted in his description.

Safe Path

The one "safe" path is free of spells and their effects for a 25 foot-wide corridor down its length. If the party follows the path, they happen upon the following encounters:

A. Goblin Squad

A squad of **10 goblins** led by a **hobgoblin** patrols the safe path. If they see an overwhelming force of characters, they fire at the party from the maximum range of their bows, then melt into the woods. They then move their travel distance and repeat this harassment. If pursued into the forest, they regroup at Kayden's Manor, where they warn the gathered hosts of the intruders and ready the manor's defenses.

HOBGOBLIN
XP 200

CR 1/2

hp 17 (*Pathfinder Roleplaying Game Bestiary*)

GOBLIN (10) CR 1/3

XP 135

hp 6 (*Pathfinder Roleplaying Game Bestiary*)

B. Ravens

A flock of ravens follows in the trees above the party. The ravens seem to squawk and squawk, making it difficult for anyone coming along the path to approach unheard. The birds stay just out of bowshot.

Traps also abound on the true path. These are well known to the minions of Kayden.

Grinning Skeleton

This grinning skeleton wired to a pole contemplates the party as they pass. As the characters walk under its hollow gaze, the skull begins to laugh, softly at first, but then louder and louder until the skeleton is literally screaming in maniacal laughter. Smashing the skull for 6 points of damage shuts it up. If this is not done within 2 rounds, the laughter alerts the inhabitants of the house beyond to the presence of the party.

Perimeter Gate

Just beyond the skeleton is a rusty iron gate in a fence that is in poor repair. A pair of skulls is placed on two fence posts off to the right, where a portion of the fence has fallen down.

Passing through the iron gate releases 5 concealed crossbow bolts hidden in the trees beyond.

CROSSBOW TRAP

CR 4

XP 1,200

Type mechanical; Perception DC 24; Disable Device DC 20

Trigger location; Reset manual

Effect Atk +14 ranged vs 5 random targets within 30 feet of the trigger location (1d8 damage)

The path, if anyone cares to look, is not used where the gate is located. Instead, the path continues where the fence has fallen; characters can notice this with a DC 20 Survival check or DC 25 Perception check.

Haunted Wood

Once through the gate, the party find themselves in a dark grove of half-dead trees, partially obscured by sinister mists. The visibility here is less than 30 feet. Evil-looking birds roost in the trees, and the underbrush is interspersed with noisome pools and thick briars.

At this point, **3 hell hounds** attack the party. If two are killed, the third runs away.

HELL HOUND (3)

CR 3

XP 800

hp 30 (*Pathfinder Roleplaying Game Bestiary*)

Kayden's Cauldron

The mist once again thickens as you approach Kayden's house. To one side of the path, you hear noises, cursing and other harsh conversations in Goblin. One voice, a deep one, says "Mind that thrice-cursed pot, you dogs! Keep that fire hot and add more water!"

More cursing comes in response to the commands. In a clearing are a large **troll**, **12 goblins** and **4 hobgoblins** who do nothing but curse and

HELL HOUND

XP 800

hp 30 (*Pathfinder Roleplaying Game Bestiary*)

CR 3

The Arachnidan Ally

This path passes into a grove of bent and evil-looking trees. Visibility drops to 10 feet and it suddenly gets very dark. All at once, eight yellow lights about the size of baseballs pierce the gloom with a hulking form following behind. A clicking and buzzing sound emanates from this thing that is apparently some sort of creature.

The form is an **aranaea**. This creature is Kayden's longtime ally and serves as a watchdog on this hillock in the swamp. It can see perfectly well in the darkness. Following their mother are **4 young aranea**.

The creature's webs are very sticky and are spun all about the area. Characters must make a DC 14 Dexterity check each round to avoid getting stuck in the webbing. A stuck party member must make a successful Strength check (DC 14) to pull himself free.

ARANEA

XP 1,200

hp 37 (*Pathfinder Roleplaying Game Bestiary 2*)

CR 4

YOUNG ARANEA (4)

XP 1,200

(*Pathfinder Roleplaying Game Bestiary 2*)

NE Small magical beast (shapechanger)

Init +9; **Senses** darkvision 60 ft., low-light vision; **Perception** +9

CR 4

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

hp 27 each (5d10)

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

Speed 50 ft., climb 30 ft.

Melee bite +11 (1d4–2 plus poison)

Special Attacks poison, web (+11 ranged, DC 12, 5 hp)

Spells Known (CL 5th)

2nd (5)—*invisibility*, *mirror image*

1st (7)—*charm person* (DC 14), *mage armor* (1 already cast), *silent image* (DC 14), *sleep* (DC 14)

0 (at will)—*daze* (DC 13), *detect magic*, *ghost sound* (DC 13), *light*, *mage hand*, *resistance*

Str 7, **Dex** 21, **Con** 10, **Int** 14, **Wis** 13, **Cha** 16

Base Atk +5; **CMB** +2; **CMD** 17 (29 vs. trip)

Feats Eschew Materials[®], Improved Initiative, Iron Will, Weapon Finesse

Skills Acrobatics +11 (+19 when jumping), Climb +12, Escape Artist +10, Knowledge (arcana) +7, Perception +9, Stealth +15; **Racial Modifiers** +2 Acrobatics, +2 Perception

Languages Common, Sylvan

SQ change shape (humanoid; alter self)

Change Shape (Su) An aranea can take the form of a

Small or Medium humanoid or spider-humanoid hybrid.

In humanoid form, an aranea cannot use its bite, web, or poison. In spider-humanoid hybrid form, an aranea looks

like a humanoid with spidery fangs and spinnerets, with the latter typically located at the small of its back. The aranea

retains its bite attack, webs, and poison in this form, and

can wield weapons and wear armor. When in humanoid or hybrid form, an aranea's speed is 30 feet and it has no climb

speed.

Poison (Ex) Bite-injury; save Fort DC 12; frequency 1/round for 6 rounds; effect 1d3 Strength; cure 1 save.

Spells An aranea casts spells as a 5th-level sorcerer, but does not gain any additional abilities, such as a sorcerous bloodline.



play dice. The head hobgoblin is shouting at the goblins. The troll is consoling a wounded **hell hound** that is nearly as big as he is. The party has surprise if they decide to attack.

The goblins attend a large cauldron they can barely reach into. Three standing-stones with runic writing upon them surround the clearing. A voluminous amount of smoke and steam pour out of the cauldron and into the air. The cauldron is the source of the impenetrable mists that Kayden lays upon the area. Tipping over the cauldron causes the mist to clear within a day. Clearing the mists increases the visibility within the swamp to more than 100 feet. The cauldron is burning hot and requires a combined DC 30 Strength check to tip it.

Beyond the clearing, the characters see a house that is three-stories high, with wings that extend to each side. The first two floors have only arrow slits for illumination.

Every 4 rounds, characters are shot at from four of the arrow slits. A character must roll a 20 to hit someone hidden behind a slit. The archers are goblins that live within the walls of Kayden's house.

The door is a compound affair, with a portcullis in front of a stout wooden door. The door is recessed within the entry so that arrow fire can be directed at the party if they attempt entry.

GOBLIN

XP 135

hp 6 (*Pathfinder Roleplaying Game Bestiary*)

CR 1/3

HOBGOBLIN

XP 200

hp 17 (*Pathfinder Roleplaying Game Bestiary*)

CR 1/2

TROLL

XP 1,600

hp 63 (*Pathfinder Roleplaying Game Bestiary*)

CR 5

Kayden's Manor

Manor Grounds

The grounds of the manor house are surrounded by a thick bramble of vines and overgrowth that form a virtual wall around the land. This wall affords a layer of protection from invaders foolish enough to press their luck against the dread necromancer of the swamps.

A company of hobgoblins leading a hell hound patrol the grounds. The hobgoblins are dressed in fine equipment and wear the tabard and mark of the house of Kayden. At this point, it's important for the GM to play "Find the Wizard" with each of the major NPCs. Obviously, if the manor house is under siege or attacked, the NPCs (if present) are wherever you want them to be to best defend the place.

Patrol

The patrol consists of **5 hobgoblins** armed with halberds and longswords and a **hell hound**. One of their number is armed with a longbow, 20 arrows and a vial of *sleep draught* (Appendix).

HOBGOBLIN LEADER

CR 1/2

XP 200

hp 17 (*Pathfinder Roleplaying Game Bestiary*)

Melee halberd +4 (1d10+3/x3) or longsword +4 (1d8+2/19–20)

Combat Gear *sleep draught*

HOBGOBLIN (4)

CR 1/2

XP 200

hp 17 (*Pathfinder Roleplaying Game Bestiary*)

Melee halberd +4 (1d10+3/x3) or longsword +4 (1d8+2/19–20)

HELL HOUND

CR 3

XP 800

hp 30 (*Pathfinder Roleplaying Game Bestiary*)

Guard Hut

This guard hut is located on the outer edge of Kayden's grounds. An iron chain is nailed into the ground outside the hut, and charred and gnawed bones of various swamp critters are strewn in an 8 foot-diameter circle. It contains bunks for 6 hobgoblins. Six footlockers contain a leather jerkin, 1d20 sp, a dagger and a spare pair of boots.

Ground Floor

Area 1: Front Door

A grand ironbound doorway stands before you. The door is carved with the likeness of a hydra, a wizard, a heart and a wavy-bladed sword. As you approach the door, it splinters and explodes into hundreds of tiny pieces to reveal a deep cavernous mouth filled with the face of a huge dragon with lightning crackling from its maw.

Two narrow towers that extend to turrets some 60 feet above flank the door. Each tower is set with a series of six stained glass windows 1 foot wide and 3 feet tall arranged along the length of the tower from the ground floor to the second floor. These afford defenders a wide view of the outer courtyard.

Uninvited guests who approach the tower are warned away by a *magic*

mouth that demands they withdraw from the lands of the necromancer or face unspeakable suffering.

If visitors do not withdraw, the door starts to quiver and shake and next shatters into a thousand pieces. A great roar emanates from within the hall beyond and the visage of a huge blue dragon forces itself from within. The dragon squeezes itself forth from the doorway, its slathering jaws snapping and lightning crackling from its nostrils and tongue.

The dragon is, of course, a *persistent image* illusion programmed by Kayden. The illusion attacks as if it is an old blue dragon with a full array of attacks and damage-dealing power. Characters who "succumb" to the dragon's attacks appear to their allies to be killed, but in truth they fall into a comatose slumber. If the illusion wins the battle, the goblins and hobgoblins from within the manor house simply come out, bind the unconscious victims, and deposit them in Kayden's dungeon.

The party has a chance per round to discover the truth of the illusion as they realize their attacks are dealing no damage whatsoever to the dragon.

Following the "dragon" attack, if the party persists in gaining entrance to the manor house, a *wall of force* drops over the wooden doorframe to fill the archway completely. The wooden door itself locks with a *wizard lock*, and goblins bar it from the opposite side. They then crank the stained glass windows open over the arrow slits. The following round, the goblins begin raining arrows upon characters from the cover of the guardrooms. Characters trying to hit a goblin through an arrow slit suffer a –4 penalty to their attack roll. The goblins may only be attacked with spears, arrows or magical spells, as swords and axes do not have the reach to effectively get beyond the 5 foot-thick stone walls.

Area 2: Entrance Hall

Anyone who survives the onslaught at the front door and manages to penetrate the tower's front defenses is greeted by **Carson the Butler** in full armor and equipped with his sword, and a squad of **10 goblins** and **5 hobgoblins** in the entrance chamber.

CARSON THE BUTLER (OGRE MAGE)

CR 8

XP 4,800

hp 92 (*Pathfinder Roleplaying Game Bestiary*)

GOBLIN (10)

CR 1/3

XP 135

hp 6 (*Pathfinder Roleplaying Game Bestiary*)

HOBGOBLIN

CR 1/2

XP 200

hp 17 (*Pathfinder Roleplaying Game Bestiary*)

If Carson faces defeat, he retreats to the **Great Hall (Area 4)** and orders hobgoblins above to pour boiling oil upon his attackers. Anyone caught in the splash of oil suffers 6d6 points of fire damage unless they save for half damage (Reflex, DC 17). Carson proceeds up the stairway, animating the sculpture on the stairwell along the way. He gathers **Melthis** and **Vorg** (and **Syn** and **Romar**, if they are present) and as many hobgoblins as remain in order to fend off the attackers. They then set ambushes throughout the house.



Kayden's Mansion, Ground Floor

1 square = 10 feet



Should the party defeat Kayden's allies, it is at the GM's discretion if Kayden himself makes an appearance at this point. Kayden — being Kayden — is likely to incapacitate the players, deposit them in his dungeon and let his beasts devour them.

Anyone invited to the manor gets a different reception. Carson the Butler simply greets invited guests and leads them to one of the many waiting rooms the manor has to offer.

Treasure: A pair of tapestries flanks the entryway to Kayden's manor. Each is worth 1,000 gp. One tapestry features a shirtless and muscular man with close-cropped black hair, cut so short as to be almost bald. He wears a purple cloak and has his arms wrapped around a nearly nude woman with inky black hair. They are aboard a boat floating among cypress trees, surrounded by orchids and dragonflies. The second tapestry features an older version of the man, now drawn and withered, with his arms wrapped around the door, a look of pure anguish in his eyes. The figure is surrounded by swirling spirits of shadow and death, who prod him from all sides.

The tapestries conceal doors that lead to the east and west guardrooms. The doors are locked and barred from the guardroom side.

Area 3: East and West Guard Rooms

The bottom floor guardrooms house 6 goblins per barracks house. The rooms are adorned with shield, sword, bows and arrows, suits of armor, and well-cared-for materials. The goblins sleep in triple bunk beds of narrow militaristic nature with 2 goblins sleeping per bed.

If the *magic mouth* at the entryway is triggered, the goblins suit up in exquisitely designed full plate armor engraved with the coat-of-arms of the House of Kayden.

Each guard tower has a left-turning spiral stairway that leads to the second-floor barracks above.

Among the items in the guardroom are spears, shortbows, 300 arrows, short swords and armor-repairing tools.

A footlocker contains six sacks of gold, with each sack holding 2d20 gp. The locker also contains 8 *potions of cure light wounds*, 3 *potions of invisibility*, 1 flask of *Kayden's sleep draught* (used by the goblins after a tough day guarding the walls) and 3 bottles of brandy worth 10 gp each.

GOBLIN (6)

CR 1/3

XP 135

hp 6 (*Pathfinder Roleplaying Game Bestiary*)

AC 23, touch 13, flat-footed 21 (+9 armor, +2 Dex, +1 shield, +1 size)

Gear: plate mail, shield, short sword, shortbow, 20 arrows.

Area 4: Great Hall

This massive hall is the central hub of the manor house. Twenty-foot-high ceilings create a dynamic spectacle to first-time visitors to the House of Kayden. Central to the hall and immediately facing the entryway is the polished white marble and walnut tower stair, which frames an incredible sculpture depicting a powerfully muscled wizard bearing a scepter and wand as he crows a blue marble dragon, a pink marble hydra, a green marble demon and a black marble chimera.

The sculptures are incredibly lifelike considering the hardness of the stone and indicate craftsmanship akin to dwarven work, but definitely stone shaped by the forces of magic. Paintings featuring a muscular wizard of youthful to middle age engaged in feats of combined magical

CHAPTER 3: KAYDEN'S SWAMP

daring and physical excellence line the eastern and western wings of the hall. The paintings always reveal the wizard in a manner where his cloak is opened enough to reveal rippling muscles or bulging biceps. Typically, the subject matter is the wizard defeating armies of orcs, subduing dragons and uncovering relics of power such as glowing crystals the size of a pumpkin or gathering fragments of strange mechanical parts from unholy crypts. The paintings, in general, are bright, vibrant and of a positive if not dynamic nature, despite the tension and in some cases bloodthirstiness of the subject matter. The paintings have obviously been commissioned by well-known artists such as Umberto, extremely rare early works by Fusini, Gin Wa, and their contemporaries from across the lost lands.

Doorways in the Western Wing lead to various salons and waiting rooms. The doorways to the eastern wing lead to Kayden's dining hall.

Area 4a: The Sculptures

Unless a visitor bears the mark of Kayden or Carson the butler accompanies them, the **4 sculptures** animate (as **stone golems**) and attack intruders. The statues are in the form of a chimera, a non-descript demon, a dragon, and a hydra.

STONE GOLEM (4)

XP 12,800

hp 107 (*Pathfinder Roleplaying Game Bestiary*)

CR 11

Area 4b: The Stair

The stairs are composed of polished white and black marble with a finely carved oak bannister that leads up to the grand tower section of the manor house.

Area 4c: Secret Passage

This **secret door** requires a successful DC 20 Perception check to discover. Behind the upward leading stair are stairs that lead to the dungeons. These stairs are hidden behind great velvet draperies that frame the sculpture in the center of the stair. The doors to the dungeon are locked with a magical key, copies of which are in the possession of Kayden, Carson the Butler, the captain of the guard, Syn Mallow and Romar Sourwine. The doors otherwise open only by means of a *knock* spell, *dispel magic* or some other magical means.

Area 5: Waiting Room

This waiting room is where Carson the Butler brings characters if they have come via an invitation or have other professional business with Kayden. The waiting room is decorated with a portrait of Kayden performing a magic ritual where he is summoning an enchanted gate upon a wall of shadow. The gate reveals a chamber whose window affords a view looking down on a wealthy neighborhood from a hill where other mansions also overlook a bustling city of canals and rivers below. Anyone looking at it recognizes it as an upper-story view of the Hill District of Bard's Gate and the river beyond.

The painting is 4 feet tall and 6 feet wide. It is painted oil on panel. Along with its frame, it weighs 50 lbs. and is worth 2,000 gp.

Artwork Trap: Removing the painting from the wall triggers a *magic mouth* spell that screams "thief" loudly enough that it can be heard in a 50 foot radius and detonates a *web* spell that fills the chamber.

MAGIC MOUTH AND WEB TRAP

XP 400

Type magical; Perception DC 27; Disable Device DC 27

CR 5

Trigger touch; **Reset** none

Effect spell effect (*magic mouth*, loudly shouts "thief" and be heard in a 50-foot radius; *web*, DC 14 Reflex avoids, otherwise stuck); multiple targets (all creatures in room)

The cupboards within this chamber are made of rich mahogany and inlaid with cut leaded crystal windows that reveal goblets of silver, crystal, gold and copper. Various bottles of fine liquor such as brandy, whisky, rum, schnapps, vodkas as well as various aperitifs and cordials

are also found here. More than three dozen bottles are at least half full and valued at more than 20 gp each. The cups and mugs equal another three dozen in number and are worth approximately 5 gp each. Unique among them are a 500-year-old bottle of elven brandy whose bottle is extremely fragile. The liquor is worth 500 gp and enhances Charisma by 3 points for 1d4 hours. Another is a bottle of hardcore dwarven mushroom wine made from the distilled brain juices of a sentient fungoid. The "wine" increases Intelligence by 1d4 points for 2d4 hours but requires a Fortitude save (DC 18), less the imbiber finds himself in a euphoric hypnotic state likened to the *feblemind* spell that lasts for 2d4 hours. Despite its danger, the liquor is worth 400 gp.

Area 6: Drawing Room

The drawing room, in its inception, was a room for drawing in special guests for private discourse and relaxation. Kayden's drawing room has a literal intent and is set up after the fashion of a professional studio frozen in the moment of creation. An easel facing the high-set east and southeast windows captures the optimum sunrise. The room is otherwise appointed with overstuffed couches, divans and comfortable chairs. A silver-and-crystal liquor service holds a bottle of rare, hundred-year-old whisky worth more than 400 gp from the Apothsalos region.

Framed upon the walls are detailed etchings of heroes, including a barbarian warrior strangling an opponent, a pen-and-ink likeness of Romar Sourwine, a charcoal drawing of a black fortress topped with a wavering blade, and a series of portraits of goblins dressed in highly fashionable attire.

Cabinets hold a variety of drawing materials, including inks, pencils, leads, erasers, sandpaper and sharpening instruments. Other drawers hold reams of finely pressed paper, hand-cut vellum, lightweight primed wooden planks and so on.

Trapped Drawing: A drawing of a foul-looking man in archaic armor bears a sword whose cross-guard features the visage of Tsathogga. Any lawful being who glances upon this painting is hypnotized (save at -2). Those who are hypnotized feel the urge to travel forth to the Devil's Tower and seek out Duncan, the man depicted in the painting. The hypnotized person unerringly knows the direction to Duncan's Lair and allows nothing to interfere with his quest to destroy the wicked man featured in the drawing (treat as *lesser geas* spell).

LESSER GEAS TRAP

XP 1,600

Type magical; Perception DC 29; Disable Device DC 29

CR 5

Trigger proximity (*alarm*, viewed by a lawful-aligned creature); **Reset** automatic

Effect spell effect (*lesser geas*, DC 16 Will negates)

Treasure: A huge eastern-style rug covers the floor. The rug weighs 300 lbs. and is worth 3,000 gp. The various drawings on the wall are worth 200 gp each. The collection of art supplies weighs around 20 lbs. and is worth 200 gp. The crystal whisky service is worth 125 gp.

Area 7: The Salon

Sculptures and carvings from throughout the Lost Lands fill this chamber. Some of the sculptures may be easily recognizable as works by Utello, Phidian and the dwarf, Stonegrin Diamondchisel. The room has luxurious seating.

Among the statues are a gold-and-ivory rendering of Hecate that stands 15 feet tall, a carved 10 foot tall hardwood idol of a large horned and tusked ape, and a 7 foot tall lead statue of a reaper, known to be an aspect of Orcus. Characters recognize the wooden sculpture as a depiction of the demonic entity Bonjo Tombo. Other statuary is of common items such as cherubim and realistically rendered marble nudes depicting heroes of antiquity.

Most curious among the sculptures found here is a long marble table along the western wall. The table is laid out with a sumptuous feast of lamb, beef, turkey and all the fixings. Realistically rendered wine cups and dinner service are laid out for six diners, though only three figures sit at the table.

Characters who make a successful Perception check (DC 17) note a large amphora painted with a black wavy-bladed sword on one side. The sword is affixed within the center of a black-and-white heart that is in turn affixed within the skyline of a magnificent city. On the other side is the image of a writhing tangle of serpents. The cup is filled with a sour-smelling and highly acidic wine.

Sitting next to the amphora is the realistically rendered head of a man with a long beard wearing a pointed cap. The cap is in turn inscribed with moon phases, stars, suns and magical inscriptions of protection. The stone head is somewhat charred and its nose is broken off. The neck and irregularly broken beard give the impression that it was violently removed from a statue at some point in the past. The sculptures sitting at the table are so lifelike that they may fool the viewer on first glance into believing a trio of figures is actually seated for a meal. The first figure is a wizard sitting at the northern end of the table. The wizard is perfectly detailed, with close-cropped hair, a short forked beard. He holds a cup of wine in his hand. Before him is a plate full of lamb cutlets, rice, tomatoes and beans. An actual velvet hat lies across the back of the wizard's chair.

To the wizard's left is a man adorned in the attire of a Northlander. He raises a massive goblet to his lips with his equally massive fist. Across from the barbarian sits a man adorned as a paladin of Muir. Sharp-eyed viewers recognize this figure as the horrid man from the trapped drawing found in the drawing room (**Area 6**). The last three chairs at the table are empty, although it appears at one point in time that other figures sat there but were crudely removed. Blast marks and bits of crumbled marble occupy the seats where figures would have sat.

A further search (DC 22 Perception check) reveals a button hidden within a bunch of grapes on one of the table's many platters. If the button is depressed, a secret panel opens in the floor and leads to a staircase and tunnel. The tunnel leads across the manor and ends in a storage room (**Area 15**) off the kitchen.

Treasure: The wizard's hat (**Appendix**) that rests upon the back of "Kayden's" chair is enchanted. The amphora of Tsen (**Appendix**) is also enchanted.

The sculpture of Orcus is worth 5,000 gp to a worshipper of the demon-god of death, based purely on the quality of the work. Carved in lead, it is worth only 100 gp otherwise. The statue is hollow, but still weighs in excess of 1,000 lbs. This sculpture holds the curse of Orcus, and any lawful being who touches it must make a Will save (DC 22) or suffer a -2 penalty to all saves, attack rolls and damage until the curse is removed or until a sacrifice to the demon god of death is made.

The sculpture of Hecate is worth 10,000 gp and would have to be completely dismantled in order to transport it anywhere. It weighs 2,400 lbs. The sculpture also bears a curse so that any non-wizard who places his hands upon it must make a successful Will save (DC 24) or be unable to receive any benefits from the casting of helpful spells until the curse is removed or a sacrifice of a magical item worth at least 10,000 gp is made in the name of Hecate.

Area 8: The Smoking Room

The Smoking Room is reserved for guests who wish to enjoy a pipe with their host. A cherry wood wardrobe next to the entryway is filled with smoking jackets of all sizes. The western wall is built in the manner of a huge bookshelf with compartments filled floor to ceiling with smoking pipes from around the world. Pipes are carved from pipestone, glass, pear root, calabash and most commonly clay with a reed stem. A standing humidor with a glass door is in the corner of the northeast wall.

The humidor contains a wide variety of tobacco, herbs and the like that have been smoked since the dawn of time for their various side effects. With the exception of enchanted items, the type and sort of real-world tobacco or herbs is best left to the GM's imagination.

Treasure: The humidor contains 10 ounces of Dwarven Coal, 4 ounces of Zalorog's Blood, 24 ounces of Horum's Greenleaf, and 16 ounces of Ferduin's Traveler. The smoking jackets are made of fine velvet and worth 25 gp each. They are embroidered with the Kayden's seal.

Area 9: The Conservatory

A variety of musical instruments decorate the sitting room. Bookshelves are lined with a complete library of sheet music for contemporary and ancient songs, including elven operas, dwarven choirs and halfling concertos.

A wine service on a silver cart stands in the corner of the room, and includes 6 crystal wine glasses, 6 champagne flutes and 6 brandy snifters. The wine service holds 3 bottles of elven wine worth 100 gp per bottle, a bottle of 300-year-old dark elf brandy worth 500 gp, and a silver-and-ivory corkscrew worth 50 gp.

Overstuffed high-back chairs sit in a traditional concerto style arrangement. Before them on stands or standing on their own are the following instruments: a violin, a viola, a cello, a bass, a flute, a harp, a trumpet, an oboe, and a kettle drum.

The instruments are enchanted to play any song within the library by simply reading the name of the song and commanding the instruments to play. A music stand before the instruments includes a set list for a society ball, which was to be held nearly a decade ago. A dwarf or musician can note that the acoustics of the room are perfect, and that channels are cut in the ceiling to allow music played within the conservatory to fill a room somewhere on the second floor with naturally amplified, high-fidelity sounds.

The instruments are valued at 1,000 gp each. A studious-minded individual who spends at least a month studying the music found here can learn to perform a specific instrument nearly flawlessly (90% chance) in public due to the great knowledge included in the conservatory. Such a character gains a +5 circumstance bonus on the appropriate Perform skill.

A careful search of the room notes that the harp holds an extra string that plays a very curious octave if plucked. If the chord is plucked, the character is teleported to the ballroom (**Area 20**) in a grand puff of violet smoke.

Area 10: Kayden's Secret Library

Kayden's secret library is accessed only from Kayden's "throne" in his bedchamber (**Area 28**) and the trapped passageway (**Area 19**) from the common library on the second floor. The library contains a vast collection of arcane tomes and various non-magical treatises on magic, its nature and its fundamental importance to the existence of the cosmos. Bookshelves line the walls from floor to ceiling and are accessed by rolling ladders. Among the books are other items of arcane interest such as potion bottles, skulls, candles, blocks of sealing wax, ink pots, quill pens and other tools of the scribe.

A desk sits beneath the eastern wall where it can catch the morning light through a massive stained-glass window. Upon the desk are a series of unbound scrolls and a half-empty bottle of fine, slightly peaty whisky. One scroll in particular reads "*I had walled the beast up within the tomb ...*"

The stained-glass window depicts two wizards in battle, a rosette of a many-headed beast, and another featuring a globe of amber beneath. A sun and moon hang over the shoulders of the wizards who alternately appear light and dark depending on the angle that the window is viewed.

The library is filled with a vast collection of magical works. A quick perusal locates a set of spellbooks (1st x10, 2nd x10, 3rd x8, 4th x6, 5th x5, 6th x4, 7th x4, 8th x3, 9th x2). These are not actually Kayden's books, but are instead books he seized from other spellcasters over the years.

Among the private collection are the following tomes of unbelievable power and danger: *Psalms of the Frog* and *Tome of the Shadowlands*. Both are detailed in the **Appendix**.

Also found upon the bookshelves are a *tome of understanding +1*, a *manual of gainful exercise +1*, 2 *potions of cure moderate wounds*, 2 *scrolls of protection from evil* and a *scroll of protection from shadowstuff* (**Appendix**).

A jeweled skull upon the wall is the peeled skull of Garland Skerr, a onetime apprentice of Kayden whom Kayden sacrificed for greater power and understanding. The skull is inscribed with magical runes so that Kayden may see through the gemstones inlaid within its eye sockets. Kayden may speak through the skull and cast spells through it, though he is loath to cast any overly destructive spells within the library for fear of

CHAPTER 3: KAYDEN'S SWAMP

damaging his precious artifacts.

If the skull is spoken to via *Speak with Dead* or some similar magic, it reveals its name and speaks of the torments lodged upon his living body in the name of Kayden's research. Kayden, of course, cuts the conversation short, unless the wizard himself is dead or is in some other way incapacitated.

Area 11: Dining Hall

A large formal dining hall stands off the main entry hall. The dining hall features a massive black walnut table with seating for 20. The table and its matching chairs are covered in white linen dust cloths. A trio of similarly covered lead-crystal chandeliers hangs from the ceiling like the fastidiously wrapped prey of a mammoth spider. One wall features a huge silver mirror that runs the length of the wall. The mirror is also covered and shows signs of tarnish along its edges.

The opposite side of the table features a series of portraits of men dressed in wizardly attire, wearing some version of Kayden's coat-of-arms upon their breast. Several of the paintings are quite old, showing a line of lineage going back 800 years or more. Most of the men in the painting look similar to images of Kayden found in other parts of the home. A large empty frame stands behind the head of the table.

Sideboards are filled with fine china for 20, including serving trays, gravy boats, teacups, saucers, bowls, tureens and velvet-lined cases filled with pure silver utensils.

The dining set is worth approximately 1,000 gp, and the fine silverware is worth 300 gp due to its exquisite craftsmanship.

Area 12: Butler's Quarters

The luxurious adornment of this chamber is reminiscent of the apartments of the efreeti in the City of Brass. Pillows of silk and satin are piled everywhere amid sumptuous furs and comforters. The atmosphere is more reminiscent of the dwelling of a pasha than the chamber of an agrarian butler. Three walls are decorated with lurid paintings combining

images of intimacy and torture. Weapons racks line the southern wall and are hung with items such as two-handed swords, glaives, halberds, falchions and the like, as well as a large suit of laminated armor complete with a horrific lionlike facemask. A stained-glass window in the western wall depicts a large black cat with glowing golden eyes. The cat is surrounded by nine conjoined rings, each drawn with a sigil. The room is bathed with an evil aura that negates *protection from evil* and other similar effects unless it is somehow dispelled. Dispelling the aura works for 3d10 rounds.

These quarters are the home of **Carson the Butler**, an **ogre mage** (see **Area 2** above) confidant and major domo of house affairs.

The entire chamber is under a *protection from good* spell emanating from the stained-glass window. The symbols within the circle are of a demonic origin, giving seven letters that, when arranged correctly, spell the unholy true name of Steve the Cat (the name is *Cassius*).

A treasure chest sitting in the far corner of the chamber contains Carson's valuables. The chest is locked with a difficult lock (DC 30 Disable Device). The chest is also **trapped** and summons a **cockatrice** if anyone meddles with it.

SUMMON MONSTER TRAP

CR 5

XP 1,600

Type magical; Perception DC 29; Disable Device DC 29

Trigger touch; Reset none

Effect spell effect (*Summon Monster IV*, summons a cockatrice)

COCKATRICE

CR 3

XP 800

hp 27 (*Pathfinder Roleplaying Game Bestiary*)

Treasure: +1 quarterstaff, a suit of +1 lamellar armor (see *Pathfinder*



SWORD OF AIR

Roleplaying Game Ultimate Combat), a locked treasure chest containing 3 potions of cure moderate wounds, a scroll of phase door, a scroll called “walls” featuring wall of fire, wall of ice, wall of iron and wall of stone. A potion of stone to flesh, a bag of holding containing a 2,400 gp diamond, a rare pearl worth 400 gp, 36 50 gp gemstones, and a wand of magic missile (10 charges).

Area 13: Kitchen

This large kitchen features an enchanted oven, a wood/charcoal oven, an enchanted griddle, a wood/charcoal griddle and an open hearth before the chimney. A variety of cast-iron pots and pans, as well as copper heavy-bottom saucepans and all manner of cooking utensils and instrument are here. The cupboards are filled with nonperishable foodstuffs such as tubers, roots, potatoes, turnips and carrots stored in crates of sand. Canisters and urns of olives and olive oil and sacks of flour, cornmeal and canisters of seasonings line racks upon the wall.

If meals are prepared, the cooks are found here working the various ovens and pantries. During mealtimes, there is an 80% chance **Chef Golak**

and his assistants **Grimple**, **Pimple** and **Splotchy** are here preparing the house meals. If encountered, Golak, Grimple and Splotchy fight off invaders while Pimple runs to get help.

CHEF GOLAK (SKIN STITCHER)
XP 1,600

CR 5

hp 45 (*The Tome of Horrors Complete* 548)

Gear silver tasting fork (2 sp), salt and pepper grinders tied on a leather thong

GRIMPLE, PIMPLE, AND SPLOTCHY (GOBLINS)
XP 135

CR 1/3

hp 6 (*Pathfinder Roleplaying Game Bestiary*)

Area 14: Cold Storage

This walk-in cooler is magically chilled to 28 degrees Fahrenheit. Hanging from meat hooks are 20 legs of lamb, 15 rib roasts, 12 turkeys, 24 pork roasts, 30 10-lb. bags of ground beef, and 3 gutted, frozen solid corpses of a human, an elf and a halfling.

The remains are Jactor, Wenni and Tonidan, a trio of adventurers sent by Sorten to rescue Cerannan. Finding Kayden to be such a jovial host surprised them, but they were more surprised when Carson the Butler murdered them and hung them here as a “special dish” for the hobgoblin guards of the manor.

Area 15: Dry Storage

This chamber contains sacks of barley, wheat, flour, dried beans, coffee beans, tea, barrels of pickled meat and cucumbers. Cheese wheels lie under cheesecloth and include some pails of rare dwarven blue cheeses. A number of packages of dried meats such as jerky, cured ham and hard sausage are present.

Area 16: Chef Golak’s Quarters

This room houses **Chef Golak** when he is not preparing meals for the master and his staff of retainers. Golak is a **skin stitcher** who excels at taxidermy and leatherwork when not practicing his culinary arts.

Evidence of his secondary passion hangs on mannequins within his room. At first glance in low light, the mannequins appear to be a trio of figures standing along the wall in grotesque armor. A strong smell of leather, salt, musk and another deep stench that is hard to place fills the room.

A closer examination reveals a worktable with leatherworking tools along one wall. The table has various pots of ink, dye, paintbrushes and coarse salt. A large vat sits next to the table. Drawers are filled with needles, sinew, thread, metal studs, buttons, buckles, leather-embossing tools, knives, scissors and a tombstone taken from the graveyard next to Kayden’s mausoleum. Putrid-smelling, pinkish-gray brine fills the vat. This container in fact holds the mashed and liquefied brains of various creatures frequently used in the tanning process, mixed with saltwater to avoid spoiling. The vat contains the skins of several creatures, possibly human, as well as those of cattle, deer and other creatures.

The skins of 2 goblins, a human and a chike gathered from the swamp are stretched on the opposite wall. A bed is made from the hides of a variety of creatures ranging from giant skunk to skunk ape.

Treasure: There are three suits of armor are magical: *croc folk armor*, *hair suit*, and *The Stitcher’s Armor*. The properties of each are detailed in the **Appendix**.

Bookshelf: A bookshelf contains a variety of rare cookbooks that could be sold to various chefs in Bard’s Gate or the Library of Elise:

- “*How to Serve your Man and Other Recipes*” by Fatavdra, 1,500 gp.

This book is a treatise on how to best dismember and prepare every part of a human, elf or halfling for culinary enjoyment. The book is considered a *tour de force* of fine dining among the dark elves of the deep. Many of its recipes are believed to be demonically inspired.



CHAPTER 3: KAYDEN'S SWAMP

Particularly popular is the "travelers' soufflé."

- "Jerk your Chicken" by Watenga, 50 gp.

This book contains a variety of recipes shared by seafarers from as far off as the Razor Coast and the Archipelago of Bonjo Tombo. The foods are spicy, and often served with fish, chicken, rice, eggs, beans and fresh fruits.

- "Roadhouse Recipes" by Bul Northman, 99 gp.

This cookbook offers a variety of manly man food ranging from roasted wings, smoked meat, seafood, stew and fried potatoes topped with cheese, meat and homemade hot sauces.

Other Treasure: The various skivers, tooling dies, rawhide hammers, oils, inks, and dyes are worth 1,200 gp, which is enough to literally set up a tannery of one's own. An enchanted flenser acts as a +2 *dagger of wounding* that causes the victim to bleed 1 hp per round until magically healed.

Area 17: Servants Quarters

This is the room shared by the **goblins Grimple, Pimple and Splotchy**. The room is little more than a disorganized pigsty with one exception: A wardrobe of perfectly clean goblin-sized chef's attire embroidered with the monogram of Kayden stands in one corner. Mattresses are tossed on the floor, and once-fine feather pillows are ruptured and torn at the seams. An ironbound wooden lockbox is stuffed into another corner. It is unlocked and filled with silver and copper coins. The box holds 823 sp and 1,004 cp.

Second Story

The second story of the manor house holds the guest bedrooms, master bedroom, ballroom and the rooms of Kayden's most-trusted servants.

Area 18: Elevator

A large painting of an animal-like heart crafted from strange metals and covered in rivets and exposed gears, yet dripping with thick realistic-looking blood, hangs on the wall. The painting, rendered by Gin Wa, is 7 feet tall by 4 feet wide and worth 1,500 gp. The painting conceals a secret doorway that is difficult to locate (DC 26 Perception).

The secret door is trapped with a **trap** that *teleports* anyone who attempts to jimmy the lock without a key into a holding cell in Kayden's dungeon (**Lower Dungeon Area 4**). Carson has an elevator key, as does Melthis and Kayden.

TELEPORT TRAP

XP 2,400

CR 6

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

Trigger touch; **Reset** automatic

Effect spell effect (*teleport*)

The secret door opens to reveal a mechanical elevator capable of holding 1,200 pounds, or 3 human-sized creatures, or whatever combination of those is possible. The elevator has the following settings: **D**, **L** and **O**.

- "**D**" is for dungeon and causes the elevator to descend to Kayden's secret dungeon (see bonus module *Bill Webb's Character Killing Session*).
- "**L**" stands for laboratory and is used by Kayden's apprentices to access the laboratory (**Area 30**).
- "**O**" stands for observatory and leads directly to the observation deck (**Area 35**) at the top of the central tower of the Manor house.

Area 19: Library.

This is the common library that was used to awe and impress visitors in the days before madness crept over Kayden. The walls are filled with leather-bound volumes of books divided into sections on history, comedy, tragedy, theory of war, theory of magic, theory of economics, and a vast collection of poetry.

The collection is vast and would take characters months to study each section. Upon completion, however, the reader gains insightful knowledge pertaining to the listed sections.

Treasure: Among the valuable books in the library are the following books of poetry that can be sold at the Bard's College in Bard's Gate or at the Library of Elise.

- *Tanian Queth Kea, "The Songs of Love,"* by Yelsnia, 1,500 gp.
- *Drobach Khoth Dalgush, "The Songs of Love,"* translated to Orc by Gaylon, 200 gp

Other books of value include the following:

- "*The Tome of Horrors,*" by the Eneerg the Keeper, 300 gp. This is an original printing, and there is a 50% chance the binding breaks upon opening.
- "*City of Brass,*" by Yesac and the Eneerg the Keeper, 79 gp.

The remainder of the thousand books in the collection range in value from 1–10 gp and weigh roughly 2 lbs. each.

A book titled "*Secret of the Universe*" opens a panel behind one of the bookshelves to reveal a dumbwaiter. The dumbwaiter leads to Kayden's secret library (**Area 10**). The dumbwaiter is only large enough to hold one person and is trapped with a **crushing wall trap** that affects anyone who rides the dumbwaiter down to the secret library without first depressing a hidden switch.

The switch requires a Perception check to find (DC 24). Once found, it is easily disarmed. If the button is not depressed, the walls of the dumbwaiter close in on the victim as it descends past the first floor to the dungeon level below, killing them on Round 3. The doors open in the dungeon level and dump the pulpy remains onto a **black pudding**.

CRUSHING WALL TRAP

XP 19,200

CR 12

Type mechanical; **Perception** DC 30; **Disable Device** see above

Trigger location; **Reset** none

Effect walls crush elevator occupant (10d6 damage per round for three rounds, DC 24 Reflex save for half)

BLACK PUDDING

XP 3,200

CR 7

hp 105 (*Pathfinder Roleplaying Game Bestiary*)

Area 20: Ballroom

The ballroom is a grand chamber spanning almost the equivalent space of the grand hall. The floors of the hall are a rich hardwood with a near mirror finish. Crystal chandeliers hang from the ceiling but are currently covered to avoid collecting dust. The chandeliers are enchanted to illumine in whichever shade of color Kayden desires and are set to change colors based on certain pieces of music played in the conservatory below.

The southern wall of the ballroom is completely mirrored and gives the impression of a much larger space. The three sections of mirror are actually one-way mirrors that conceal secret doors into the armory and guardrooms of the guard towers (Perception DC 15 to notice). The guards instantly notice anyone entering the ballroom.

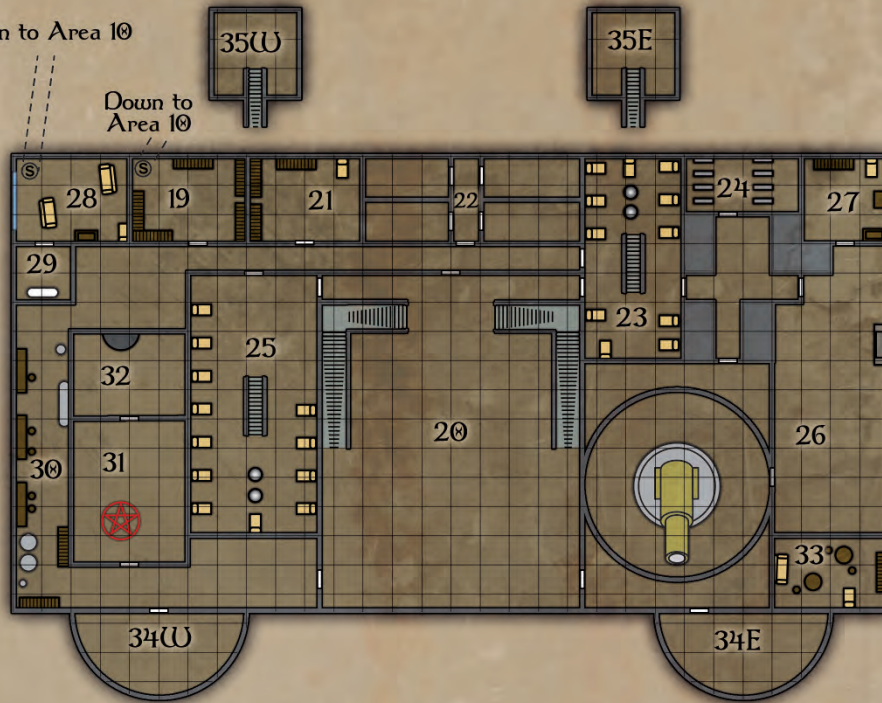
A large painting along the north wall depicts a handsome muscular man with a close-cropped, almost-shaved head and a forked black beard in the pose of dancing with a partner, yet no partner is painted onto the canvas. To the sides of the wizard, lining the brightly lit room, are a host of handsome courtiers in high finery that have apparently drawn off to allow the wizard his space upon the dance floor. Tables drawn in the painting's background and a large mirror reflect the scene, giving the painting an amazing sense of depth and subtlety. A cat curls itself lazily in the foreground.

If anyone looks into the mirror from the center of the room while facing directly opposite the painting, they see a beautiful maiden dancing with the wizard. The maiden is dressed in a wedding gown more finely tailored than any sold in the most expensive shops in Bard's Gate. Anyone gazing at the painting through the opposite mirror notes that his reflection vanishes and is lost from view. They are instead replaced by a large barbarian and a man dressed in priestly garb standing by the tables in the back that are laden with a wedding cake and gifts. Another figure is a wizard dressed in gold and blue who appears to be in his mid-thirties, though his beard is long and voluminous, giving him the aspect of a much older and wiser man. The couple dances beautifully around the room to the awe and applause of the folk in attendance, after which the cat in the foreground rouses and opens its eyes. The cat

Kayden's Mansion Upstairs

1 square = 10 feet

Down to Area 10



Protection Circle

Secret Tunnel

Shadow Gate

Couch

Wardrobe

Bed

Fireplace

Table/Desk

Cauldron

Door

Chair



turns its gaze to the characters and its expression changes from one of peaceful laziness to that of mischief. The cat then flees out the widow, disappearing from sight.

A patron of the arts or a spellcaster using *legend lore* recognizes the maiden in the image as the actress **Fiona D'annau**, a distant cousin of the Duke of Waymarch who was popular on the stage some decades ago. She abruptly retired at the height of her fame after a whirlwind romance with a largely unknown though extremely wealthy adventurer.

Guardroom Ambush: The guards in the guardroom wait to spring their attack, hoping for characters to approach one of their one-way mirrors before depressing the button on their side and swinging the victim into the guardroom to be dealt with swiftly and silently. See the guardroom (**Area 23**) for details on the number of guards and their armaments.

If the ambush fails, hobgoblins from both guardrooms rush into the chamber and use *sleep draughts* to subdue the intruders so they may be turned over to Kayden to interrogate or torture for whatever wicked plot the wizard has in store.

Area 21: Apprentice Bedroom

This is the bedchamber of **Melthis**, Kayden's current apprentice. Melthis has a 10% chance of being in his chamber as he spends the majority of his time in the laboratory (**Area 30**) or summoning chambers (**Area 31**) overseeing his master's experiments. Melthis was a drow freed by Kayden before what would have been his transformation into a drider for displeasing the mistress of his subterranean citadel. Melthis does in fact have an extra pair of appendages, which he keeps hidden beneath his voluminous black robes.

The door to Melthis' room is locked with a *wizard lock* that requires the password or a *knock* spell to open. The chamber itself features décor popular among the dark elves, with demonic carvings, stylized dragons and, of course, spider webs inscribed upon everything. An invisible bookshelf holds Melthis' spellbooks, which contain the following spells:

1st—*charm person, hold portal, magic missile, protection from good, shield, sleep*

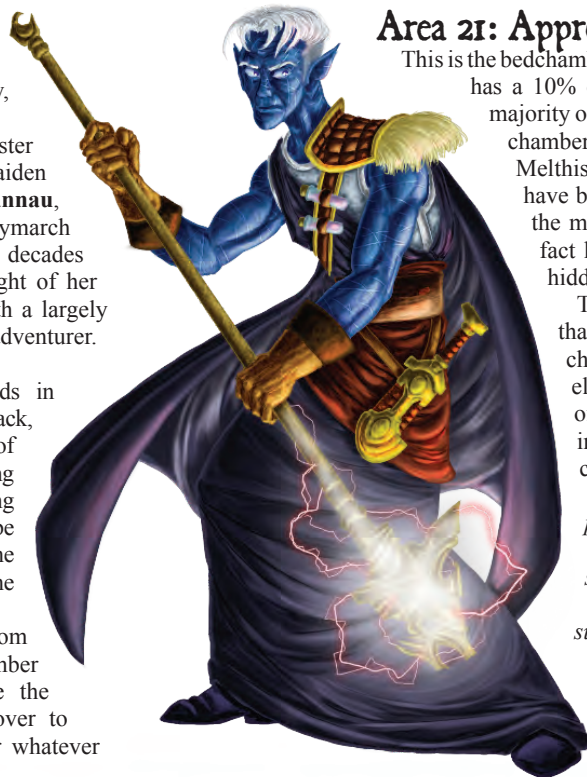
2nd—*detect good, invisibility, mirror image, shadow blades (see Area 10), web*

3rd—*dispel magic, fly, lightning bolt, slow, suggestion*

4th—*confusion, dimension door, fear, hallucinatory terrain, polymorph self*

5th—*animate dead, feeblemind, passwall, wall of shadow (see Area 10)*

A locked silver coffer sits on an ornate ebony



Steve the Cat

Long ago, when the world was young, great gods and demons roamed the world now inherited by man. One of these demons was the great frog king, Tsathogga. Serving the demon frog were many lesser demons and other creatures. One of these is the Herald of Tsathogga, long since trapped away under the earth. The others were the hezrou demons, created in the image of their master, that still trouble the world of men to this day. While these creatures were large, strong and brutish, the most intelligent and cunning of Tsathogga's servants was named Cassius.

Eons passed, and Cassius was forced to hide as the servants of his master were slain by the followers and archons of his rival, Arden. Arden's minions, bolstered by those of Thyr and Muir, finally trapped most of the frog demon's minions below the earth, sealed in by the living heart of Arden himself.

Cassius was too wily and too secretive to be trapped, however. Taking the name of Steve and the form of a cat, Cassius wandered the world for many years, seeking a way to destroy the heart of Arden and free his master's minions. Twenty years ago, Cassius slew and devoured the soul of the cat familiar of the wizard Kayden. Cassius (Steve) consumed the familiar's powers by taking the cat's soul into his own. Whereas the cat could regenerate itself nine times upon death — its soul had no such advantage. Gaining this newfound power, Steve manipulated and eventually dominated his "master," causing the wizard to quest for some means to destroy Arden's heart.

Steve knows that only the *Sword of Air*, the long-lost sword of Tsathogga's champion, can destroy the heart and free the army of the frog demon from its prison. He knows that the heart resides in the devastated city of Tsen and imparted this knowledge to Kayden. What Steve does not know is the resting place of the *Sword of Air*.

By manipulating Kayden and his former ally Sorten, Cassius knows that the location of the sword has been found — sadly, by Sorten, and not Kayden. Both wizards were once lawful, but now Kayden is evil (due to Steve's influence). Sorten has since parted with Kayden, believing him corrupt. Unwilling to confront Sorten himself, Steve convinced Kayden (and Kayden believes it is his own idea) to seek out adventurers to steal the secret from Sorten's Tower.

Thus, the cat demon Steve is controlling the wizard Kayden. Steve desires that the sword be found, and that has now become Kayden's life goal. Steve does not want Kayden killed to gain this knowledge (he is too valuable to lose). Thus, Kayden seeks adventurers to do the deed for him.

One final note: Steve the Cat does not engage in combat unless he absolutely must, or unless he can clearly win easily. While a formidable foe, his godlike intellect and magical abilities are his preferred weapons. His only goal is to gain the sword. He knows full well if he is killed, no one else is wise enough to take up his demon lord's cause.

Steve wants the characters to locate and fetch the sword, and then head to Tsen and destroy the *Heart of Arden*. Simply put, nothing else matters.

STEVE THE CAT, NALFESHNEE DEMON **CR 14**
 XP 38,400
 hp 203 (*Pathfinder Roleplaying Game Bestiary*)

Steve the Cat absorbed the soul of Kayden's guardian feline, and gained the abilities of the animal. Every time he is slain, Steve reforms at full strength in 1d2 rounds. He must be slain 9 times to send him back to his home plane. If his true name — Cassius — is known, he cannot reform when slain, hence only one life.

dresser. The coffer is locked with a *wizard lock*, and is trapped with a **poison gas trap**. The trap unleashes a vapor that rapidly erodes the lung tissue of anyone within the confines of the room. The venom capsule can be recovered safely if the Disable Device roll exceeds the DC by more than 5.

The silver coffer contains the withered heart of Melthis' former mistress, 4 large black rubies worth 1,000 gp each, and a scroll containing a spell for summoning **Gahorta, a glabrezu demon**. If the demon is called and a heart is given as a prize, the demon serves the summoner for 1 year and 1 day before demanding a fresh heart from among the summoner's companions.

An ebony and teak chest next to the bed contains a sack with 1,000 gp, a *scroll of enlarge*, a *scroll of spider climb*, 3 *potions of cure moderate wounds*, and a *hat of disguise*.

BURNT OTHUR FUMES TRAP **CR 8**
 XP 4,800
 Type mechanical; **Perception** DC 25; **Disable Device** DC 20

Trigger touch; **Reset** repair
Effect poison gas (burnt othur fumes—inhaled; save Fort DC 18; frequency 1/round for 6 rounds; *initial effect* 1 Con drain; *secondary effect* 1d3 Con damage; *cure* 2 consecutive saves); never miss; onset delay (1 round); multiple targets (all targets in room)

MELTHIS, APPRENTICE OF KAYDEN **CR 9**
 XP 6,400
 Male drow wizard 10 (*Pathfinder Roleplaying Game Bestiary*)
 CE Medium humanoid (elf)
Init +6; **Senses** darkvision 120 ft.; **Perception** +3

AC 15, touch 13, flat-footed 12 (+2 armor, +2 Dex, +1 dodge)
hp 67 (10d6+10 plus 20)
Fort +6; **Ref** +7; **Will** +10; +2 vs. enchantment
Immune sleep; **Resist** fire 10; **SR** 16
Weaknesses light blindness

Speed 30 ft.
Melee silver dagger +7 (1d4–1/19–20)
Special Attacks hand of the apprentice (6/day), metamagic mastery (2/day)
Spell-Like Abilities (CL 10th)
 1/day—*dancing lights*, *darkness*, *faerie fire*
Spells Prepared (CL 10th, touch +7, ranged touch +7)
 5th—*feblemind* (DC 19), *passwall*
 4th—*confusion* (DC 18), *fear* (DC 17), *shout* (DC 17)
 3rd—*dispel magic*, *fly*, *hold person* (DC 17), *lightning bolt* (DC 16)
 2nd—*hideous laughter* (DC 16), *invisibility*, *shadow blades*, *touch of idiocy*, *web* (DC 15)
 1st—*charm person* (DC 15), *magic missile* (x2), *shield*, *sleep* (DC 15)
 0 (at will)—*daze* (DC 14), *detect magic*, *mage hand*, *read magic*

Str 8, **Dex** 14, **Con** 12, **Int** 17, **Wis** 13, **Cha** 12
Base Atk +5; **CMB** +4; **CMD** 17
Feats Brew Potion, Craft Wondrous Item, Dodge, Improved Initiative, Scribe Scroll, Spell Focus (enchantment), Toughness, Weapon Finesse
Skills Knowledge (arcana) +16, Knowledge (dungeoneering) +10, Knowledge (engineering) +8, Knowledge (geography) +10, Knowledge (history) +8, Knowledge (planes) +16, Knowledge (religion) +12, Linguistics +8, Perception +3, Spellcraft +16; **Racial Modifiers** +2 Perception
Languages Abyssal, Aklo, Common, Draconic, Elven, Orc, Undercommon
SQ arcane bond (silver dagger)

SWORD OF AIR

Other Gear silver dagger, *bracers of armor +2*, *cloak of resistance +2*, *ring of fire resistance (minor)*

Poison Use (Ex) Drow are skilled in the use of poison and never risk accidentally poisoning themselves. Drow favor an insidious toxin that causes its victims to lapse into unconsciousness—this poison allows drow to capture slaves with great ease. Drow Poison—injury; save Fort DC 13; frequency 1/minute for 2 minutes; *initial effect* unconsciousness for 1 minute; *secondary effect* unconsciousness for 2d4 hours; *cure* 1 save.

GAHORTA, GLABREZU DEMON CR 13

XP 25,600

hp 186 (*Pathfinder Roleplaying Game Bestiary*)

Area 22: Guest Bedrooms

These three rooms are reserved for special guests of Kayden. They have not been used in many years and are sealed and locked with a *wizard lock* and keys kept by Kayden and Carson.

These rooms contain sumptuous king-sized beds, a bedpan, a large armoire, a chest of drawers stuffed with additional pillows and bedding, a writing table, and candelabras. However, dust sheets drape over everything to protect the varnish and furniture fabric.

Area 23: East Guardrooms

The guardrooms are the barracks for the hobgoblins that serve Kayden. The guardrooms are identical in every aspect.

Guard Room 1: This guardroom houses **12 hobgoblins** who wear chainmail suits and are armed with longswords or battleaxes, shield and longbow. They take turns watching through the second-story windows or sleeping so that 4 hobgoblins are on tower duty, 4 are on patrol, and 4 are sleeping at any given time.

A large cast-iron cauldron hanging from chains sits over a stone brazier. The chains are supported by a pulley contraption that allows it to be lifted and poured out the central arrow slit if the manor is attacked. A rune of fire is drawn upon the brazier, and when a command word (known by Kayden, Vorg and Syn Mallow) is uttered, the brazier goes from cold to the touch to red hot instantly. Theoretically, the cauldron would be filled with oil or pitch; however, the contraption has never actually been put into play.

A trapdoor in the northeastern corner of the room is accessed by a pull rope. Tugging on the rope opens the trapdoor and reveals a hinged ladder that affords access to the lookout tower above.

A. Guardroom Cauldrons: Victims attempting to batter down Kayden's door suffer 4d6 points of fire damage if they are doused with the boiling oil and an additional 1d6 points of damage per round for 1d4 rounds unless the fire is extinguished with dirt, powder or magic.

HOBGOBLIN

XP 200

hp 17 (*Pathfinder Roleplaying Game Bestiary*)

Combat Gear *sleep draught*

CR 1/2

Treasure: Aside from the hobgoblins' weapons and gear, characters find 4 *potions of cure light wounds* and 1d8 gp worth of coins per hobgoblin.

Area 24: Armory

The armory holds enough supplies to withstand a small siege against the manor house. There are four barrels of arrows, with each barrel holding 200 arrows, two barrels of javelins, each containing 24 javelins, 12 suits of studded leather armor, 12 suits of chainmail armor, 12 yew longbows, 12 longswords, 12 short swords and 12 daggers. There are four barrels of pitch and four barrels of oil. All of the weapons and armor are emblazoned with the sigil of Kayden and are in the colors and livery of his household. A broad space is chalked off in the center of the armory where **Vorg** is known to oversee the training of hobgoblin soldiers under his command. Various dried bloodstains

splatter the area within and around the chalk box, a testament to the brutality of his training methods.

Murder Holes: Two murder holes covered by trapdoors are found on the floor near the center of the room not far from the southern wall. These murder holes are directly above the entry hall (**Area 2**).

Area 25: West Guardroom

This guard tower is identical in every aspect to the east guardroom (**Area 23**), having a cauldron for boiling oil or hot pitch, and **12 hobgoblins** working in shifts, and a trapdoor and ladder leading to the watch towers above.

HOBGOBLIN

XP 200

hp 17 (*Pathfinder Roleplaying Game Bestiary*)

Combat Gear *sleep draught*

CR 1/2

Area 26: Romar Sourwine's Room

Romar Sourwine stays in this sumptuous chamber in the southwestern wing of the manor house whenever he is not out on business for Kayden. The room is plush and comfortable with an overstuffed sofa, chairs and a broad bed that sits under a rose stained-glass window. All of the furniture is cut to halfling size, so everything is quite low to the floor, which is littered with clothing items that have been worn once and discarded.

There is a 20% chance that Romar is in the chamber. In the event that the manor house is on high alert, he is likely in charge of a squadron of goblins setting an ambush wherever the GM deems to place it!

A series of large wardrobes occupy the eastern wall of the chamber. A large dressing mirror is next to the wardrobes. The wardrobes are filled with cloaks, shawls, pants and waistcoats, and shirts of silk, velvet, leather and lace. An entire drawer is filled with lace cravats. A tiny locked box (Disable Device DC 22) contains six jeweled cravat pins worth 1,000 gp, 699 gp, 500 gp, 100 gp, 50 gp and 25 gp. Another wardrobe cupboard is filled with hats made from beaver, fur and velvet. Twelve of the hats have a value of 1d4x25gp each.

Hidden in the floor beneath the bed is a safe. Rub marks mar the hardwood floor where the bed is pushed back to reveal the safe.

Safe: The safe is a trapped; the trap releases a **velvet ant swarm** from a canister that keeps the ants in a state of suspended animation. The ants fill the room, biting victims over and over. Romar keeps a flask of poison gas specifically designed to incapacitate the velvet ants. The lock to the safe is a combination that requires 5 minutes and a DC 30 Disable Device check to disarm.

Within the safe are floor plans to a variety of palaces, churches and businesses in Reme, Bard's Gate, Dun Eamon, and a map offering the location of the lost city of Barakus. If the maps are rubbed with lemon juice and lighted, they reveal a hidden "X". This "X" indicates Romar's hidden treasure. He decided to hide his loot among the treasures of those whom he ripped off over the years.

Other documents include a dozen false identities, a letter of credit of 5,000 gp for each of the casinos in Bard's Gate, and the title and deed to a small estate called Stormshield near Eastwych. Also found here are a bag of gems worth 5,000 gp and a magical sack that holds 500 coins. The owner names the amount of coins desired, and they fall into his hand. Currently, the bag holds 300 gp, 100 sp and 100 cp.

ANT SWARM TRAP

XP 1,600

Type mechanical; **Perception** DC 25; **Disable Device** DC 20

CR 5

Trigger touch; **Reset** repair

Effect releases velvet ant swarm

ROMAR SOURWINE

XP 2,400

Male halfling rogue 7

CN Small humanoid (halfling)

Init +8; **Perception** +12

CR 6

AC 19, touch 16, flat-footed 15 (+3 armor, +1 deflection, +4

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Dex, +1 size) (+2 dodge vs. traps)
hp 56 (7d8+14 plus 7)
Fort +5; **Ref** +10 (+2 vs. traps); **Will** +3; +2 vs. fear
Defensive Abilities evasion, uncanny dodge

Speed 20 ft.

Melee +1 short sword +11 (1d4+1/19–20), or +1 dagger +11 (1d3+1/19–20)

Ranged +1 sling +11 (1d3+1)

Special Attacks sneak attack +4d6

Str 10, **Dex** 18, **Con** 14, **Int** 13, **Wis** 10, **Cha** 10

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

Feats Deceitful, Improved Initiative, Stealthy, Weapon Finesse

Skills Acrobatics +16 (+12 when jumping), Bluff +12, Climb +2, Disable Device +16, Disguise +12, Escape Artist +6, Knowledge (local) +11, Perception +12, Sense Motive +10, Sleight of Hand +14, Stealth +20; **Racial Modifiers** +2 Acrobatics, +2 Climb, +2 Perception

Languages Common, Elven, Halfling

SQ rogue talents (fast stealth, ledge walker, quick disable), trap sense +2, trapfinding +3

Combat Gear *potions of cure light wounds* (3), *potion of invisibility*, *potion of alter self*; **Other Gear** +1 leather armor, +1 short sword, +1 dagger, +1 sling, with 20 stones, *ring of protection* +1, masterwork thieves' tools

VELVET ANT SWARM

XP 800

hp 27 (*The Tome of Horrors Complete* 587)

Area 27: Syn Mallow's Room

This room is set aside for **Syn Mallow** for when he is called to service by Kayden. There is a 10% chance Syn is in his room if the party arrived at the manor through surreptitious means or managed to escape the dungeon.

The room's furnishings are decadent, featuring an ebony four-poster bed with silk and velvet curtains of black and white. A marble-and-ebony vanity with drawers contains various prosthetics and makeup pots, a roll-top writing desk and a bas relief, jackal-headed sculpture of Set, the Khemitian god of assassins, blessing his minions to go forth and murder in his name.

A long ebony shelf is bolted to the north wall. The shelf is lined with more than two dozen shoes. A close examination reveals that all of the shoes belong to a left foot. Nearly all of the shoes are of different sizes. The shoes variously belong to dwarves, men, women, children, halflings, gnomes and elves. They range from very fine shoes worn by courtiers and members of the nobility, to common work boots worn by laborers.

Beside the bed is a locked night table, which is also carved from the same ebony wood and topped with white marble. The lock is difficult, and requires a DC 30 Disable Device to open. The drawer is also trapped with a **poison ray trap** that strikes anyone attempting to open.

The Dossiers: Within the night table are file dossiers on each of the characters, including illusory likenesses of them, their known aliases, their chosen weapons, their known associates, and places they are known to frequent. The dossier outlines Syn's

instructions for abducting them and the fortune in loot he is being paid for participating in their capture. The sum value of the treasure is equal to 1,000 gp times the level of the character in question. Allow the difference in their actual value dead or alive to percolate among the players.

Syn Mallow's Safe: The safe has a complex combination and requires a successful DC 35 Disable Device check to work all the tumblers, and takes a minimum of 5 minutes to pick. The safe itself is not trapped but within the safe are **4 shadows**. Syn personally unlocks his safe while holding his *dagger of the Shadowlands* (**Appendix**), or after drinking a *potion of protection from shadowstuff* (**Appendix**) to avoid their assault. Kayden gave Syn a command word that forces the creatures back into the safe. He only reveals this command word under dire torture or through the use of *detect thoughts* or some other magic.

The safe contains a *cloak of arachnida* and 10 *darts of acid* (**Appendix**).

A small bag contains 3,000 gp worth of various gems, rings, earrings and other jewelry, 1,000 gp, 1,000 cp and 50 pp, plus various passports and documents under a dozen identities.

Wardrobe: Syn's wardrobe contains a variety of costumes and finery, ranging from rough clothes for outdoor adventure, black suits for nighttime excursions, as well as velvet and silk doublets and hosiery popular in the courts of several kingdoms. In total, there are 9 suits worth roughly 300 gp each. Hidden among the clothes are 3 vials of poison (save or take 3d6 points of damage), hidden knives and daggers, and darts.

GREEN PRISMATIC POISON TRAP

CR 9

XP 6,400

Type magical; **Perception** DC 32; **Disable Device** DC 32

CR 3

Trigger touch; **Reset** repair

Effect spell effect (*prismatic spray* [green beam only], save Fort DC 22; frequency 1/round for 6 rounds; initial effect death; secondary effect 1 Con damage; cure 2 consecutive saves)

SYN MALLOW

XP 6,400

Male human rogue 5/assassin 5
 CE Medium humanoid (human)

Init +8; **Perception** +13

CR 9

AC 20, touch 16, flat-footed 15 (+4 armor, +1 deflection, +4 Dex, +1 dodge) (+1 dodge vs. traps)

hp 83 (5d8+10 plus 5d8+10 plus 15)

Fort +7; **Ref** +13 (+1 vs. traps); **Will** +7; +2 vs. poison

Defensive Abilities evasion, improved uncanny dodge, +2 vs. poison

Speed 30 ft.

Melee +2 dagger of the shadowlands +12/+7 (1d4+1/19–20 plus 1d4 Con drain)

Ranged *darts of acid* (x3) +10 (1d4–1 plus 1d4 acid)

Special Attacks death attack (DC 16), rogue talent (bleeding attack +6), sneak attack +6d6, true death (DC 20)

Str 8, **Dex** 19, **Con** 14, **Int** 12, **Wis** 10, **Cha** 13

Base Atk +6; **CMB** +5; **CMD** 21

Feats Dodge, Improved Initiative, Iron Will, Stealthy, Toughness, Weapon Finesse

Skills Acrobatics +17, Bluff +14, Climb +12, Diplomacy



SWORD OF AIR

+9, Disable Device +19, Disguise +9, Escape Artist +14, Knowledge (local) +9, Perception +13, Stealth +21

Languages Common, Halfling

SQ hidden weapons, poison use, rogue talent (fast stealth), trap sense +1, trapfinding +2

Combat Gear *potion of cure light wounds*; **Other Gear** +2 leather armor, +2 dagger of the shadowlands, darts of acid, cloak of resistance +2, ring of protection +1, masterwork thieves' tools

SHADOW (4)

XP 800

hp 19 (*Pathfinder Roleplaying Game Bestiary*)

CR 3

Area 28: Kayden's Bedchamber

The door to this room is locked with a *wizard lock* as well as a mechanical lock. Only Kayden has a key. A *magic mouth* informs anyone attempting to enter the master bedroom to bugged off lest Kayden order their disintegration.

To this end, the door is actually trapped with a *disintegrate* trap that triggers if a *knock* spell is cast upon the door. Tampering with the door also triggers a magical alarm that brings any allies of Kayden to the portal within 1d4 rounds.

Kayden rarely sleeps, although when he does, it is often in the comfort of his finely adorned master suite. The highly polished hardwood floors are laid out with fine rugs woven in Khartous. The room contains two sofas, a large four-poster bed surrounded by purple velvet curtains. The bed looks seldom slept in, but is covered with a silver satin duvet and is made up with silk sheets worth 500 gp.

An *unseen servant* watches the room. The servant is trained to find Kayden if his private chambers are breached.

A small safe is hidden behind a small recessed panel (DC 22 Perception). It contains some unimportant notes to officials in Bard's Gate, a ledger of expenses, and a single sheet of music for a simple tune. The notes and

ledger or important only to Kayden, but the melody can be used to pacify the flesh golem (**Kayden's Upper Dungeon Area 3**) if the tune is blown on the silver whistle hanging in the room.

DISINTEGRATE TRAP

XP 4,800

Type magical; Perception DC 31; Disable Device DC 31

CR 8

Trigger proximity (use of *knock* spell); **Reset** automatic
Effect spell effect (*disintegrate*, ranged touch +12, 40d6 damage, DC 19 Fort save reduces damage to 5d6)

KAYDEN

XP 204,800

Human wizard 20

CE Medium humanoid (human)

Init +5; Perception +14

CR 19

AC 19, touch 14, flat-footed 17 (+5 armor, +1 Dex, +1 dodge, +2 luck)

hp 112 (20d6+40)

Fort +16; Ref +15; Will +18

SR 18

Speed 30 ft.

Melee *staff of power* +11/+6 (1d6+1)

Special Attacks hand of the apprentice (12/day), metamagic mastery (7/day)

Spells Prepared (CL 20th, touch +9, ranged touch +11)
9th—*dominate monster* (DC 30), *energy drain* (DC 28), *imprisonment* (DC 28), *summon monster IX*, *weird* (DC 28)
8th—*clone*, *irresistible dance* (DC 29), *mind blank*, *power word stun*, *screen*
7th—*limited wish*, *power word blind*, *prismatic spray*, *spell turning*, *summon monster VII*



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6th—*cone of slime* (see appendix), *disintegrate* (DC 25), *geas/quest*, *greater dispel magic*, *repulsion* (DC 25)
5th—*contact other plane*, *feeblemind* (DC 26), *hold monster* (DC 26), *passwall*, *telekinesis*, *wall of shadow* (see appendix)
4th—*beast shape II*, *charm monster* (DC 25), *confusion* (DC 25), *fear* (DC 23), *hallucinatory terrain* (DC 23), *wall of fire*
3rd—*darkvision*, *fly*, *haste*, *hold person* (DC 24), *lightning bolt* (DC 22), *slow* (DC 22)
2nd—*darkness*, *mirror image*, *see invisibility*, *shadow blades* (see appendix), *spectral hand*, *touch of idiocy*
1st—*charm person* (DC 22), *grease*, *hold portal*, *magic missile* (x2), *shield*, *sleep* (DC 22)
0 (at will)—*detect magic*, *light*, *mage hand*, *read magic*

Str 8, Dex 13, Con 14, Int 28, Wis 10, Cha 12

Base Atk +10; CMB +9; CMD 21

Feats Alertness, Brew Potion, Craft Wondrous Item, Dodge, Extend Spell, Great Fortitude, Greater Spell Focus (enchantment), Greater Spell Penetration, Improved Initiative, Lightning Reflexes, Magical Aptitude, Point-Blank Shot, Quicken Spell, Scribe Scroll, Spell Focus (enchantment), Spell Penetration

Skills Appraise +32, Bluff +6, Diplomacy +11, Fly +24, Intimidate +14, Knowledge (arcana) +32, Knowledge (dungeoneering) +22, Knowledge (engineering) +27, Knowledge (geography) +27, Knowledge (history) +27, Knowledge (local) +27, Knowledge (nature) +17, Knowledge (nobility) +17, Knowledge (planes) +32, Knowledge (religion) +32, Linguistics +17, Perception +14, Sense Motive +14, Spellcraft +36, Use Magic Device +15

Languages Abyssal, Aklo, Common, Draconic, Dwarven, Elven, Giant, Goblin, Halfling, Orc, Undercommon

SQ arcane bond (familiar)

Other Gear *staff of power*, *headband of vast intelligence* +6, *crystal ball*, *ring of spell turning* (*dispel magic*), *robe of the archmagi*

A gold, jewel-encrusted bedpan is slid under the bed. The bedpan is worth 2,400 gp. Next to the bed is a nightstand with a crystal oil lamp. A book on the nightstand appears to be a blank journal.

Next to the journal is an ivory fountain pen that detects as magical (*Kayden's Pen*, Appendix)

Kayden's Journal: The journal is written by Kayden in a code that is a mixture of Draconic and Dwarven. Thus, reading the journal is difficult for any save Kayden himself. Casting *comprehend languages* or using the Linguistics skill (DC 30) to decipher the script gleans some information about Kayden's recent plans.

That which can be deciphered reads:

"The master is insistent that we send dupes forth into the Shadowlands to locate that which the fool Cerannan stole and find the key that will gain us access to the tomb of Aka Bakar and get us that much closer to the Sword and ultimately the salvation of us all!"

"The dupes have been located, as I have observed Syn's interactions with them. With luck their avarice will lead them to make the correct deduction. Sorten has his agents, and I shall have mine! Hopefully none of these new prospects has an adverse allergic reaction to the sleep draughts ..."

"The time is now! If the heart may be slain, Steve suggests that I may have transcended my sins, and the very gods in their gratitude shall return my dearly beloved to me once again! Ah, Fiona, if thy spirit watches from the darkened paths, know that all of these horrors I have faced have been only to see you justly returned to my side."

Curtains of rich red velvet cover a large stained-glass window on the western wall. When revealed, the window features a giant wizard wearing robes of flowing violet. The wizard has close-cropped hair beneath his peaked cap, and a forked black beard. He carries a gnarled staff in one hand and tucked under his left arm is a black book. A rosette surrounding the wizard features the sun, moon and stars. The background features a black mountain with a sunset casting a long shadow that ends at the feet

of the wizard.

The runes around the stained-glass window actually give the location, time of day, week and month where the *shadow gate* opens. This can be deciphered with *comprehend languages* or *read magic*. Once the runes are unlocked, however, the **stained-glass golem** of the wizard animates, steps free from the window, and attacks.

GLASS GOLEM

XP 4,800

hp 96 (*Pathfinder Roleplaying Game Bestiary 2*)

CR 8

A wardrobe contains a variety of wizardly wear. Most of the clothes are cut for a man with an exceptionally broad build through the neck and shoulders, though of a shorter stature, possibly 5 feet 7 inches. or 5 feet 8 inches tall.

The robes range in shades from scarlet through purple to deep black, and are made of everything from velvet to silk. Some robes are even finely spun cotton fabric. A vanity set in the corner contains a silver mirror. A silver washbasin and shaving materials sit to one side of the vanity, including an enchanted razor that affords the user an excellent shave when a command word is given (*Kayden's Dancing Razor*, Appendix).

A mummified hand stands opposite the shaving kit. The hand stands upright with its middle finger extended. A red ruby ring is affixed to the finger. A cord wraps around the hand's wrist. The hand is a *hand of glory*, and the ring is a *ring of shooting stars*.

On the wall opposite the bed hangs a full-length painting showing a gorgeous young lady in diaphanous gown reclining against a cypress tree with an orchid in her long-fingered hands. A black cat peers out from behind the tree with a curious glint in its golden eyes. The painting is of **Fiona D'annau**, the beloved wife of Kayden. Fiona is related to Waymarch nobility. She was married in a private ceremony to Kayden many years ago when he was revered as a heroic adventuring wizard of great wealth and prestige. The painting is worth 2,000 gp.

Area 29: Kayden's Bathroom

This sumptuous room is occupied by a large, enchanted white marble tub featuring running water and a thronelike commode carved from the same stone. A full-length mirror stands opposite the tub. Once filled with water, the user need simply describe the desired temperature and the water warms instantly to the exact comfort level of the user.

The commode is very thronelike in its regal shape and high armrests. A golden flush handle extends from the right side and is worth 50 gp if pried from the complex plumbing works. The commode serves a separate, secret purpose, however, as it is a teleportation device that allows Kayden to instantly travel to any room within his manor. This same privilege is also extended to any other individual thus seated upon the throne. Typically, Kayden uses this means of transportation in the event he has an idea in the middle of the night and does not wish to get dressed and go out in the hall.

Third Story

The third floor comprises Kayden's observatory, his laboratory, his summoning chamber and the guard parapets of the manor below.

Area 30: Kayden's Laboratory

Kayden's laboratory is a large workroom flanked on the left and right by doors and in the center by an elevator that leads to the second floor below and the observation deck of the observatory above (Area 35). A door in the southern wall next to the elevator leads to the gear works of the observatory (Area 33). The laboratory is a broad chamber lined with tables and shelves. Beakers, flasks, graduated cylinders, funnels, burners and distilling equipment cover the tables. Growing in a 6 foot-tall clear glass barrel is a *clone* of Kayden.

Hanging from the ceiling are cages containing a variety of creatures ranging from crows to lab rats to bats. Jars are filled with live frogs, turtles and newts as well as other creatures soaked in brine, alcohol or other substances. Drawers and shelves are lined with a supply of material spell components to cast every wizard spell of 5th level or lower at least five



times, and 6th- to 9th-level spells at least twice.

There is a 50% chance that **Melthis** is in the laboratory working on potions or preparing quick-casting packages of spell components for himself and his master.

Brandy Still: Among other concoctions, Kayden perfected a distillation process for making brandy. A 50-gallon barrel of fine wine is attached by a series of pipes, boilers and orbs to a distiller that in turn drips the finished brandy into a 10-gallon oak cask. When a cask is filled, it is hauled down the elevator and off to a storage area beneath the manor.

A 10-gallon cask of Kayden's Brandy, which is marketed as "Fiona's Orchid VSOP," sells for 500 gp.

The wine is made from grapes grown from an assassin vine and is quite delicious in its own right. Approximately 23 gallons of wine are left in the wine cask. Six gallons of raw brandy also found in the laboratory has not yet been aged and is quite strong and extremely flammable.

Potions: Among the various bottles and vials are 10 *sleep draughts* and the raw materials to make 20 more. Also found here are a *potion of invisibility*, 2 *potions of haste*, a *potion of heroism*, a *potion of bull's strength*, a *potion of resist energy (fire)*, a *potion of resist energy (cold)*, a *potion of flesh to stone*, a *potion of stone to flesh*, a *potion of see invisibility*, a *potion of water breathing*, and 3 *potions of shadowstuff protection* (**Appendix**).

If Melthis is within the chamber when characters arrive, he turns *invisible* as soon as possible and moves to the summoning chamber (**Area 31**) where he begins summoning allies to apprehend or kill the party.

Area 31: Summoning Chamber

The summoning chamber is located to the west of the laboratory. The chamber floor is crisscrossed with a variety of permanent protection circles made of pure silver and inlaid in the stone floor. The summoner and his apprentice typically stand in the circles nearest the doorway and summon

beings into the large circle of protection upon the dais that occupies the majority of the room.

Monster summoning spells are boosted one step when cast within the chamber. Thus, *summon monster I* becomes *summon monster II*, and so on. If *summon monster IX* is cast in the chamber, the summoned creatures instead arrive on the material plane with full hit points.

Area 32: Portal Chamber

The portal chamber is east of the laboratory. It is behind a cold wrought-iron door and is locked with a *wizard lock*. Melthis and Kayden possess the only keys. The portal is currently sealed, requiring a *shadow key* — currently in Cerannan's possession — to open. When opened, the portal offers a direct conduit to the Plane of Shadow.

Kayden has scoured the known worlds seeking the key that Cerannan stole and then used in his ill-fated excursion into the shadow realm.

Area 33: Gear Works

This chamber beneath the observatory is filled with a complicated array of cogs, pendulums, pulleys, ropes, chains and other mechanical works designed to allow Kayden effortless aim of his multi-planar optic device (located in **Area 35**). The entire works is actually a huge **clockwork golem** known as **Altaz**. The golem only follows orders from its master Kayden or his apprentice, and attempts to slay anyone who enters the gear works without permission.

Doors from the chamber exit to the eastern and western roof deck. A ladder in the southern side of the gear works leads to a trapdoor that opens into the observatory (**Area 35**).

CLOCKWORK GOLEM

XP 19,200

hp 118 (*Pathfinder Roleplaying Game Bestiary 2*)

Speed 0 ft.

CR 12



18/20
3/14

Area 34: Roof Decks, East and West

Each roof deck is home to **3 gargoyles** who stare down at the courtyard. Strangers who find their way onto the roof deck are fair game for the gargoyles, who otherwise leave the hobgoblin lookouts in the watch towers alone.

GARGOYLE (3 PER ROOF DECK)

XP 1,200

hp 42 (*Pathfinder Roleplaying Game Bestiary*)

CR 4

Area 35: Upper Watch Towers, East and West

Each tower is guarded by **2 hobgoblin sentries** armed with longbows, 20 arrows and a *sleep draught* vial.

HOBGOBLIN (2)

XP 200

hp 17 (*Pathfinder Roleplaying Game Bestiary*)

Combat Gear *sleep draught*

CR 1/2

Observatory of Kayden: A copper dome built with a slit aperture opening stands atop the manor house and is in many ways the nucleus of Kayden's Tower. It is through this enchanted observatory that Kayden searches the cosmos and the varied dimensions of space and time for answers concerning the loss of his great love Fiona and the map that leads to Toh Kristael. A massive telescope stands here braced by a pair of rocker arms that are in turn connected to a raised podium set with various buttons and focusing dials. The lens output is focused through Kayden's gazing ball, and the images are reflected onto the polished interior of the dome to produce the sensation of not only "seeing" the object in view but actually "being" within the scene reflected through the complex camera obscura.

Camera Obscura: Attached to the top of the telescope barrel is a special double-focusing lens crafted by Kayden. The lens reflects and projects anything observed by the telescope upon the dome of the observatory. The lens is threaded so various filters can be affixed to it. The marked filters are kept in a velvet-lined box found near the control panel.

Podium: A stair leads to a podium sitting above and behind the telescope. The podium affords a complete view of the dome above. Upon the podium is a panel of buttons adorned with arcane symbols. A velvet-lined black box sits to the left of the control panel. The box has space for three lenses but contains only two. The lenses that remain are threaded. One is inscribed on its side with the arcane symbol for the moon, while the other is inscribed with the symbol for the sun.

The buttons on the panel consist of the following:

- **Constellations:** Buttons depicting the constellations favoring the various gods are affixed to the panel. Depressing one of these buttons automatically aims the telescope and projects the chosen constellation upon the ceiling. Pointing at an individual star in that constellation zooms the telescope in on the star, giving a relative example of the star system and any planets surrounding it.

- **Moons:** The moons are indicated by their own buttons. Depressing a moon button during daylight hours may aim the telescope toward the ground. The power of the Eye of Kayden (see below) allows viewing of a moon even during daytime. A moon filter should be placed over the lens of the camera obscura, however, or the light reflected into the dome may be bright enough to temporarily blind all within the chamber for 1d6 rounds unless a successful saving throw is made.

- **Sun:** Depressing this button aims the telescope at the sun. If the sun filter is not placed upon the camera obscura's focusing lens, everyone within the chamber is instantly blinded (Fortitude save DC 22 negates) and suffers 1d6 points of fire damage per round until the telescope is aimed away from the sun.

- **Planets:** Depressing one of these buttons aims the telescope at the various planets that can be found in the heavens above Lloegy.

- **Tower 1:** This button points to Kayden's nearly abandoned tower in Bard's Gate, where it is aimed directly at a much-smaller telescope poking from one of the windows there.

- **Tower 2:** This button points to Sorten's Tower. The image is blurry, as Sorten obscures the reflection through anti-scrying magic. What is known

of the image is that the tower is near a rocky seashore.

- **Black:** This button points the telescope toward a shadow at an unknown space in the distance but it cannot pierce the veil of darkness. If the black filter is affixed to the lens, it reveals whatever known location in the shadow realm that the viewer asks to see. Cerannan stole the lens after discovering what he sought in the Plane of Shadows. The lens has been missing ever since.

Eye of Kayden: This *crystal ball* is filled with multi-colored smoke and crackling energy. The Eye functions as a standard *crystal ball*, with the exception that it works for double the standard time and is double the standard strength. The Eye has a powerful intellect imbued within it, and requires a user to make a saving throw with a -2 penalty lest he become charmed by the orb and wield it until he is driven insane. Once mastered, the caster is able to cast spells and illusions through the orb against any targets that can be seen with the Eye. When affixed to Kayden's telescope, the power is extended to a distance of 500 miles in all directions. Observable distances that reveal at least basic continental features of the moons or near planets are also observable.

Kayden's Mausoleum

Kayden's mausoleum bears Hecate's symbol of sorcery, and is locked. About the gables are a clutch of **6 gargoyles** that stare malevolently down upon any who approach.

The gargoyles, as is their way, are completely still, with actual stone statuary interspersed among the living fiends. The gargoyles look for the mark of Kayden upon visitors, and leave goblins, hobgoblins, trolls and other creatures bearing the crest of the necromancer alone. Thus, if the party happens to use hobgoblin uniforms, the gargoyles may ignore them.

If the party is not somehow hidden, invisible or disguised, the gargoyles attack.

GARGOYLE (6)

XP 1,200

hp 42 (*Pathfinder Roleplaying Game Bestiary*)

CR 4

Mausoleum Door

The door of the mausoleum is locked with a large padlock and a heavy chain. The lock is easy to pick, requiring an open locks check, but as it opens, poisoned burrs on the lock shaft are exposed. The trap may be detected with a traps check. Failure to discover and disarm the trap forces the lock picker to make a saving throw vs. poison or take 10 points of damage and fall asleep for 2d10 minutes.

Crypt Chamber

Behind the door is an iron gate barred with an iron rod across the gateway. A blue glow cuts through the gloom and obscures the ends of the bar. *Detect magic* reveals a *wizard lock* spell that disappears if *knock* or *dispel magic* is cast upon it.

Within the mausoleum are eight crypts and a symbol of Hecate set with a large red gem. The gem is lit with light filtering in through three narrow windows behind the symbol. Dust is everywhere, and tracks can be readily observed.

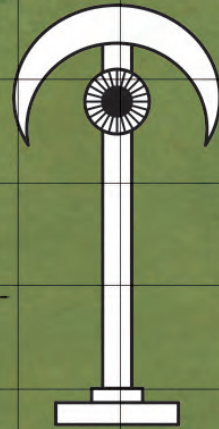
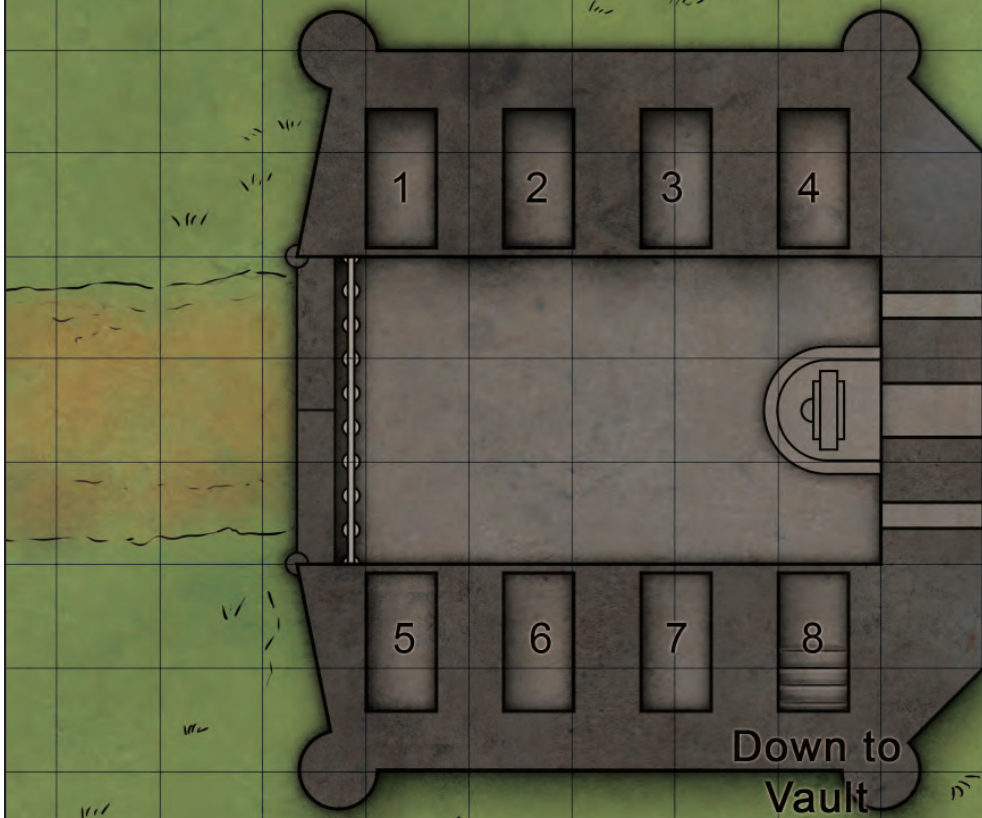
A successful DC 8 Survival check notes that four sets of tracks lead out from the unholy symbol, but only one set actually enters the area. Others simply meander about.

Unholy symbol: Pushing the symbol locks the trapdoor over which the stone symbol sits. Pulling the symbol causes the trapdoor to sink 4 feet into the floor, revealing a hidden staircase that leads into the dungeons below. Only two crypts (**Crypts 1 and 4** below) contain anything of interest. The rest are empty except for moldering bones and rotting clothing.

Crypt 1: When opened, this crypt blows a large cloud of charnel dust and musty pieces of clothing about. The cloud of debris assembles into the **spectre of Dardanan Parth**, a cleric who once adventured with Kayden and Sorten. Dardanan casts spells as a 6th-level cleric (except he cannot prepare domain spells, nor does he gain any benefits from domains), and can cast a *fear* spell once per day.

A Kayden's Mausoleum

Map Four



Symbol of Hecate

B The Vault



1 square - 5 feet

SWORD OF AIR

DARDANAN PARTH, SPECTRE

XP 1,200

hp 42 (*Pathfinder Roleplaying Game Bestiary*)

Spell-Like Ability (CL 6th)

1/day—fear (DC 16)

Spells Prepared (CL 6th)

3rd—*contagion* (DC 16), *dispel magic*, *invisibility purge*

2nd—*aid*, *hold person* (DC 15), *shatter* (DC 15), *silence*

1st—*bane* (DC 14), *deathwatch*, *inflict light wounds* (DC 14), *protection from good*

0 (At Will)—*bleed* (DC 13), *detect magic*, *resistance*, *virtue*

* **Note:** Due to the addition of his spellcasting ability, Dardanan's CR is increased by +1.

Crypt 4: This crypt is inlaid with silver that has long since turned black. If cleared, it appears to show the image of a Northlander with an axe and sword.

When the crypt is one-eighth of the way open, a bony hand shoots out and grabs at the throat of the nearest character. The hand attacks as an 8th-level fighter and gets +12 to hit. It does 1d10 points of crushing damage per round. Attached to the hand are the remains of **Karl Gurdenund**, another associate of Kayden and Sorten. The corpse, which appears to have been decaying for several years, shows signs of having recently been blasted, and its torso is missing. A golden armband on the corpse features a golden ouroboros (*cursed ouroboros of Gurdenund*, **Appendix**). Decades of filth cover a finely crafted battle axe.

A character can attempt to pull the bony hand away by making a Strength check (DC 19). The hand persists in its grip until it is pulled from the body or a *dispel magic* is cast upon the ouroboros armband. The corpse itself has AC 12 and 80 hp. The corpse of Karl can never actually “die,” however, and regenerates around his sacred uroboros within 24 hours. Blasting the body to smithereens has no effect, as eventually the parts seek to be one with the cursed armband.

Within the crypt are 200 gp, and 3 gems: a 1,500 gp diamond, a 700 gp ruby and a 500 gp sapphire, and Karl's +2 *anarchic battleaxe*. A secret door in the floor (Perception DC 20) leads to the vault underneath the mausoleum.

Under the Mausoleum

Hallway and Stairs: A relief of a jackal-headed figure delivers the following message by *magic mouth*:

“Disturb not this place of sacrifice, nor walk upon the ground prepared for the vassals of Hecate, creator of spells. Turn away creature of light, lest you be snatched into the oblivion.”

Hallowed Ground: The rather large room has two gold symbols of Hecate on its walls, a sarcophagus, two jewel-encrusted candlesticks holding half-burnt candles, and a prominent pentagram with the symbol of Hecate within it. Dozens of tracks and very little dust are in this room.

If the characters plunder the room, one of Hecate's trusted lieutenants, a **visitor**, appears within the pentagram.

VISITATOR

XP 38,400

Advanced invisible stalker sorcerer 12 (*Pathfinder Roleplaying Game Bestiary*)

NE Medium outsider (air, elemental, extraplanar)

Init +11; **Senses** darkvision 60 ft.; **Perception** +27

AC 26, touch 18, flat-footed 18 (+7 Dex, +1 dodge, +8 natural)

hp 270 (7d10+70 plus 12d6+120)

Fort +19; **Ref** +18; **Will** +14

Defensive Abilities natural invisibility; **Immune** elemental traits; **Resist** electricity 20

Speed 30 ft., fly 30 ft. (perfect)

CR 8*

Melee 2 slam +19 (2d6+5)

Bloodline Spell-Like Abilities (CL 12th, ranged touch +20)
9/day—*elemental ray* (1d6+6 electricity)

1/day—*elemental blast* (12d6 electricity, DC 22)

Spells Known (CL 12th, ranged touch +20, melee touch +18)
6th (4/day)—*chain lightning* (DC 24)

5th (6/day)—*elemental body II*, *telekinesis* (DC 21), *wall of force*

4th (7/day)—*charm monster* (DC 20), *elemental body I*, *hallucinatory terrain* (DC 20), *shout* (DC 22)

3rd (7/day)—*dispel magic*, *haste*, *lightning bolt* (DC 21), *protection from energy*, *wind wall*

2nd (8/day)—*detect thoughts* (DC 18), *eagle's splendor*, *false life*, *glitterdust* (DC 18), *hideous laughter* (DC 18), *scorching ray* (electricity)

1st (8/day)—*burning hands* (electricity) (DC 19), *chill touch* (DC 17), *expeditious retreat*, *grease* (DC 17), *mage armor*, *shield*

0 (at will)—*dancing lights*, *daze* (DC 16), *detect magic*, *flare* (DC 18), *ghost sound* (DC 16), *mage hand*, *prestidigitation* (DC 16), *read magic*, *touch of fatigue* (DC 16)

Bloodline elemental (air)

Str 20, **Dex** 25, **Con** 30, **Int** 20, **Wis** 19, **Cha** 22

Base Atk +13; **CMB** +18; **CMD** 36

Feats Combat Casting, Combat Reflexes, Dodge, Eschew Materials, Extend Spell, Greater Spell Focus (evocation), Improved Initiative, Lightning Reflexes, Skill Focus (Perception), Spell Focus (evocation), Stealthy, Weapon Focus (slam)

Skills Acrobatics +20, Bluff +28, Diplomacy +19, Escape Artist +24, Fly +37, Intimidate +19, Knowledge (arcana) +18, Knowledge (planes) +27, Perception +27, Sense Motive +14, Spellcraft +23, Stealth +29, Survival +22

Languages Auran, Common

SQ bloodline arcana (change energy damage spells to match bloodline energy), improved tracking

The candlesticks are worth 600 gp each intact, but encumber anyone who attempts to carry one as they weigh more than 60 lbs. each. The gold symbols are really gold leaf over wood and are worth only 100 gp.

The sarcophagus is made of stone and is cemented shut and bound with iron bands, hinges and bolts. If the party manages to open the sarcophagus, they find a rotting corpse with a gold-and-jeweled crown. A wooden stake is driven through the heart of the corpse. The crown is worth 2,000 gp.

The secret door leads to Kayden's dungeons, into a cell containing two goblins (**Area 4**, cell C).

Kayden's Upper Dungeon

Random Encounters

1	1d4 goblins: Goblins in Kayden's livery on some errand or another for one of the more important denizens of the household.
2	1d6+1 hobgoblin jailors: The hobgoblins make a round of the dungeon hallways every several minutes. They wear chainmail and are armed with longswords and spears.
3	1d2 ogres
4	1d6 zombies
5	1d8 skeletons
6–12	No encounter.

GOBLIN

XP 135

hp 6 (*Pathfinder Roleplaying Game Bestiary*)

CR 1/3

Kayden's Dungeon

1 square - 10 feet

N



Up to Mansion Area

Down to Lower Level

From Upper Area

Flesh Golem



- Fire Pit
- Iron Maiden
- Rack
- Chairs
- Bed

SWORD OF AIR

HOBGOBLIN

XP 200

hp 17 (*Pathfinder Roleplaying Game Bestiary*)

OGRE

XP 800

hp 30 (*Pathfinder Roleplaying Game Bestiary*)

SKELETON

XP 135

hp 4 (*Pathfinder Roleplaying Game Bestiary*)

ZOMBIE

XP 200

hp 12 (*Pathfinder Roleplaying Game Bestiary*)

Area 1: Putrification Room

In this room, Kayden stores two dozen bodies for preparation to become zombies through a process called putrification. Although the reason is unclear, several of the bodies have already transformed into zombies.

In one corner is a vat of black oily, odorless liquid. This is a deadly poison obtained as a byproduct of the putrification process. A chest contains a *scroll of bestow curse* and a cursed *scroll of contagion*. They are, of course, mismarked. When read, the cursed scroll inflicts a virulent disease that slowly shuts down the reader's bodily systems (dealing 1d2 points of constitution drain to the victim over the next 12 months).

ZOMBIE

XP 200

hp 12 (*Pathfinder Roleplaying Game Bestiary*)

Area 2: Treasure Room Hallway

A lone hobgoblin sits in a chair at the spot marked "X" on the map. A signal horn rests on his lap. He is asleep 50% of the time. If attacked, he attempts to blow the horn to summon allies to his aid. The hobgoblin can be bribed to ignore the party:

0–500 gp	Won't accept bribe.
501–1,000 gp	Accepts bribe, but betrays characters.
1,001–5,000 gp	Accepts, with 25% chance of betrayal.
5,001 gp–up	Accepts and offers to assist the party.

If the hobgoblin is killed, a patrol discovers his body in 1d10+2 rounds.

HOBGOBLIN JAILER

XP 200

hp 17 (*Pathfinder Roleplaying Game Bestiary*)

Area 3: Laboratory

This room is a laboratory where Kayden recently completed a **flesh golem** that is cloaked beneath a filthy sheet. A silver whistle hangs from the ceiling by a bit of silken cord. The song locked within Kayden's safe (**Area 28**) pacifies the golem.

Otherwise, anyone attempting to move within 5ft of the far door activates the golem, which rises to slay anyone attempting to enter the chamber beyond.

FLESH GOLEM

XP 3,200

hp 79 (*Pathfinder Roleplaying Game Bestiary*)

Area 4: Treasure Room

In this room are four urns and a very large chest made of alabaster bound with iron and inlaid with silver filigree. Three of the urns are 5 feet 5 inches tall and are colored blue, with large lids and wide mouths. One bears the inscription "water." The last is made of red, pink and white

CR 1/2

marble and is 6 feet tall. It is inscribed with the word "fire."

The two unmarked urns contain a mixture of copper and silver coins amounting to about 15,000 cp and 1,000 sp.

Water Urn: The urn marked water has a lid sealed with wax. The lid is locked to the urn by a silver-plated padlock that is easy to pick (Disable Device DC 13). Over the unsealed top is a parchment that must be broken to access the urn's contents. The parchment is inscribed with Kayden's monogram. If the seal is broken, an **aquatic wraith** formed from a murdered merman rises.

CR 1/3

WRAITH

XP 1,600

hp 47 (*Pathfinder Roleplaying Game Bestiary*)

CR 5

Within the urn are 500 gp, a ring worth 50 gp and 3 small opals each worth 100 gp. A scroll in a watertight case is titled "water works." On it is the spell *control water*. Also inside the urn are a *potion of cure light wounds* and a 3,000 gp diamond.

Fire Urn: The urn marked "fire" is hot to the touch, doing 1d4 points of damage to anyone who touches it and fails a Fortitude saving throw (DC 17). It is hot enough to ignite a hemp rope in 1 round and leather in 2 rounds. The urn is very heavy and requires a DC 18 Strength check to tip it.

An iron lock seals the urn and can be picked (Disable Device DC 20). However, due to the heat, the lock picker takes 1d6 points of damage during his attempt. The lock unclasp an iron crossbar hasp that must also be lifted from the urn to break the seal, which requires another round and deals an additional 1d6 points of damage.

As soon as the bar is removed, the lid flies off and a burst of flame issues from the urn, dealing 1d6 points of damage to all within a 10-foot radius. A salamander appears from within the urn and, angered at its imprisonment, attacks all creatures around it.

SALAMANDER

XP 2,400

hp 76 (*Pathfinder Roleplaying Game Bestiary*)

CR 6

Inside the urn are 20 gems: two 2,000 gp diamonds, two 1,000 gp rubies, three 500 gp star sapphires, six 100 gp aquamarines, three 100 gp rubies and four 50 gp garnets. Also inside are three unbreakable iron bars that act as *+1 maces*.

The final chest is 7 feet tall and 5 feet across and extremely rigid. The lid opens 2 feet below the top and is locked with a *wizard lock*. The lid is so heavy that it requires a DC 30 Strength check to lift. Inside the chest are bales of silk, forty 10-lb. bars of gold worth 1,000 gp each, ten bars of platinum worth 5,000 gp each, and 500 gems worth 50,000 gp total. Two ebony coffins sealed with a silver hasp lie side by side. Each coffin holds a somewhat-dried corpse dressed in silk burial gowns.

VAMPIRE (2)

XP 6,400

hp 102 (*Pathfinder Roleplaying Game Bestiary*)

CR 9

Kayden's Lower Dungeon

This level is where Kayden's hobgoblin army is billeted, as well as where he keeps his prisoners. Due to the extremely organized demeanor of the hobgoblins, the area is spotless and clean. All here answer to Vorg, the captain of the guard.

Area 1: Dungeon Hallway

This hallway is unadorned and empty. The first door to the south has a barred window. Loud screams escape from the window and laughter can occasionally be heard.

The door is barred from the opposite side. The bar could be lifted, for example, using *telekinesis*, by a thief using a hook and cord through the window, or by smashing the door using great strength.

Peering through the door gives a view of the prison beyond, allowing characters a 40% chance to notice hobgoblin guards patrolling within. Doing so also affords the hobgoblins a chance of noticing the party.

Area 2: Trapped Hallway

The entire hallway 30 feet out from the northern wall is covered in slippery, gooey slime that is not harmful and nonflammable due to the humidity in the air. The trap can be disarmed by depressing a small protruding stone located in the floor.

Any character weighing more than 60 lbs. who reaches the far end of the hall without first disarming the trap causes the entire 30 foot section of the floor to tilt at a 60-degree angle and spill the victim into a **black pudding** hidden beneath the floor. The pudding lies atop a 5 foot-deep pool of scummy water. Anyone falling into the pool is automatically "hit" by the pudding during the first round. The pudding gains an additional "free" attack before initiative is rolled.

BLACK PUDDING
XP 3,200

CR 7

hp 105 (*Pathfinder Roleplaying Game Bestiary*)

Area 3: Torture Chamber

A large, extremely thin 8 foot-tall humanoid occupies this room. Red eyes glowing like embers smolder beneath the lip of the hood it wears. The figure holds a red-hot branding iron in its right hand. A silver, engraved magic circle surrounds the figure and touches the corners of the room. A quivering human male figure is chained to a table in the center of the room. Smoke rises from charred patches on his tortured flesh.

The torturer is actually a mutated and weakened **vrock** demon bound within the magic circle. The seal prevents the demon from leaving the chamber and returning to the dark pit from which Kayden summoned him. He also cannot summon other demons to his aid. The demon's specialty is torture, though he is a poor fighter.

MUTATED VROCK
XP 6,400

CR 9

hp 112 (*Pathfinder Roleplaying Game Bestiary*)

The other occupant of this room is a young man suffering from the tortures inflicted upon him. He is an agent of the Duke of Waymarch and was sent to investigate the Necromancer's Swamp. His name is **Allen Brenwyr**. Allen is overjoyed when he makes eye contact with the party. Allen is a henchman of the wizard Sorten. Rescuing him certainly allows a party entrance into Sorten's Tower, and possibly an audience with the wizard himself.

ALLEN BRENWYR
XP 1,200

CR 4

Male human fighter 5
LG Medium humanoid (human)
Init +5; **Perception** +2

AC 11, touch 11, flat-footed 10 (+1 Dex)
hp 47 (currently 2) (5d10+10 plus 5)
Fort +6; **Ref** +2; **Will** +2 (+1 vs. fear)
Defensive Abilities bravery +1

Speed 30 ft.
Melee unarmed strike +9 (1d3+4)
Special Attacks weapon training (heavy blades +1)

Str 18, **Dex** 12, **Con** 14, **Int** 13, **Wis** 8, **Cha** 10
Base Atk +5; **CMB** +9 (+11 disarm); **CMD** 20 (22 vs. disarm)
Feats Combat Expertise, Improved Disarm, Improved Initiative, Iron Will, Self-Sufficient, Skill Focus (Perception), Weapon Focus ((longsword))
Skills Climb +12, Heal +4, Knowledge (local) +3, Perception +2, Ride +9, Survival +9
Languages Common, Elven
SQ armor training 1

The demon instantly attacks anyone other than Kayden's agents, though



he fights in a cowardly manner, using Allen as cover, granting him a +4 cover bonus as he spins the table to keep it between himself and his attackers.

Noise from here is common. However, on the second round of any battle with the demon, **3 hobgoblins** armed with short swords attack from **Area 8**. If the battle doesn't end by the 7th round, **4 more hobgoblin elites** enter the torture chamber from **Area 5**.

A *crystal ball* in this room can communicate with its twin found in **Kayden's Observatory (Area 35)**. The wizard may cast any conjuration spell through the globe.

HOBGOBLIN (3)
XP 200

CR 1/2

hp 17 (*Pathfinder Roleplaying Game Bestiary*)

HOBGOBLIN ELITE (4)
XP 600 each

CR 2

Male hobgoblin fighter 3 (*Pathfinder Roleplaying Game Bestiary*)

LE Medium humanoid (goblinoid)
Init +2; **Senses** darkvision 60 ft.; **Perception** +6

AC 20, touch 13, flat-footed 17 (+6 armor, +2 Dex, +1 dodge,

SWORD OF AIR



Cell A. This cell is locked and appears to be empty save for a bundle of clothing in the corner. Gnawed bones litter the floor. Inside is a **minotaur** rendered *invisible* with a *silence* spell placed over him. He is aware of this and uses this knowledge to his advantage if the cell is unlocked. The lock can be picked (DC 24), while the bars require a DC 22 Strength check to bend.

MINOTAUR **CR 4**
XP 1,200
hp 45 (*Pathfinder Roleplaying Game Bestiary*)

Cell B. This cell is empty except for 2 non-animated skeletons lying against the cell partition to **Cell A**.

Cell C. Occupying this cell are **2 goblins** caught sneaking around upstairs where they were not supposed to be. Any character who speaks goblin can ask them questions about the upper levels, but the goblins have little information, all of it of no value. A **difficult secret door** (DC 32 Perception) leads to a vault underneath Kayden's Mausoleum.

GOBLIN (10) **CR 1/3**
XP 135
hp 6 (*Pathfinder Roleplaying Game Bestiary*)

Cell D. Only a suit of plate armor is in this cell.

Cell E. The cell is empty.

Cell F. This cell contains a **hobgoblin** afflicted with a manic-depressive disorder, and is a pathological liar. Considering this is the opinion of Kayden and his fellow hobgoblins that is indeed saying something.

BURBLE NOSE THE LIAR **CR 2**
XP 600
 Male hobgoblin rogue 3 (*Pathfinder Roleplaying Game Bestiary*)
 NE Medium humanoid (goblinoid)
Init +7; **Senses** darkvision 60 ft.; **Perception** +6

AC 15, touch 13, flat-footed 12 (+2 armor, +3 Dex, +1 dodge vs. traps)

hp 23 (3d8+6)

Fort +3; **Ref** +6 (+1 vs. traps); **Will** +1

Defensive Abilities evasion

Speed 30 ft.

Melee short sword +5 (1d6-1/19-20)

Special Attacks sneak attack +2d6

Str 8, **Dex** 17, **Con** 15, **Int** 14, **Wis** 10, **Cha** 12

Base Atk +2; **CMB** +5; **CMD** 18

Feats Agile Maneuvers, Improved Initiative, Weapon Finesse
Skills Acrobatics +9, Appraise +8, Bluff +7, Climb +5, Disable Device +9, Intimidate +7, Knowledge (dungeoneering) +6, Knowledge (local) +6, Linguistics +6, Perception +6, Sense Motive +6, Stealth +13, Survival +3; **Racial Modifiers** +4 Stealth

Languages Common, Goblin, Halfling, Orc, Sylvan

SQ rogue talents (finesse rogue), trap sense +1, trapfinding +1

Gear leather armor, short sword

Solitary Cells: This area is bolted and locked with a complicated locking mechanism that is also trapped. Anyone attempting to insert a key or pick the lock must put his hand wrist-deep into a hole in the stone door. Three buttons are near the top of the door.

One button defuses the trap. However, if the correct button is not pushed, any attempt to pick or unlock the door chops off the thief's hand. Only one of the three buttons can be pushed at a time, with the right-hand button disarming the trap. Kayden, Vorg, Romar, Syn Mallow and Carson know the correct button to push.

Failure to figure out the trap costs the treasure collector his hand (-2 to dexterity, and other deleterious effects that the GM sees fit to impose).

+1 shield)

hp 33 each (3d10+12)

Fort +6; **Ref** +3; **Will** +2 (+1 vs. fear)

Defensive Abilities bravery +1

Speed 30 ft.

Melee mwk longsword +7 (1d8+2/19-20)

Ranged longbow +5 (1d8/x3)

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

Base Atk +3; **CMB** +5; **CMD** 18

Feats Dodge, Point-Blank Shot, Skill Focus (Perception), Weapon Focus (longsword)

Skills Climb +3, Perception +6, Sense Motive +2, Stealth +3;

Racial Modifiers +4 Stealth

Languages Common, Goblin

SQ armor training 1

Gear mwk chainmail, light steel shield, mwk longsword, longbow, with 20 arrows

Area 4: Jail

This dimly lit area is separated into cells. The cells are separated by iron grillwork.

CHAPTER 3: KAYDEN'S SWAMP

Obviously, success in the check also opens the door!

A sign on the door warns against attempts to enter: "On pain of losing one's hand."

Cell A. This cell contains a starving **lizardman**. He is in no condition to resist if the party wishes to kill him.

SLICING BLADE TRAP

XP 400

Type mechanical; Perception DC 27; Disable Device DC 22

CR 8

Trigger touch; **Reset** manual; **Bypass** hidden switch

Effect Atk +20 melee (2d8+10/15–20/x3; on a confirmed critical, the target loses his hand.)

LIZARDFOLK

XP 400

hp 11 (*Pathfinder Roleplaying Game Bestiary*)

CR 1

Cell B. Empty.

Cell C. This cell contains a corpse gripping a bloodstained piece of decaying paper. The paper is a crude map of the shadow realm and is inscribed with the name "Cerannan," the one-time owner of the map (see the **Chapter 4** on **Sorten's Tower** for more).

Area 5: Vorg's Headquarters

Vorg is Kayden's captain of the guard. His quarters, along with his best men (**22 hobgoblin elites**) are billeted here. The room itself is 60 feet by 100 feet, and is impeccably well kept and neat. No dust or debris is present, and all gear is stacked meticulously at each bunk. The beds are made with military precision, and all brass, iron and steel are polished and bright.

A locked pay chest is against the far wall. It contains 400 gp and 2,000 sp. A total of 24 halberds, 24 longbows, and 24 quivers of 20 arrows are stacked on racks on the walls. The hobgoblins themselves wear chainmail and carry a shield. Any hobgoblins found here are 50% likely to be unarmed and off duty.

A total of **2d6 hobgoblin elites** are present here at any time. Vorg's location is randomly determined as described above.

VORG, CAPTAIN OF THE GUARD CR 6

XP 2,400

Male hobgoblin fighter 7 (*Pathfinder Roleplaying Game Bestiary*)

LE Medium humanoid (goblinoid)

Init +4; **Senses** darkvision 60 ft.; **Perception** +5

AC 21, touch 10, flat-footed 21 (+7 armor, +4 shield)

hp 78 (7d10+21 plus 14)

Fort +8; **Ref** +2; **Will** +4 (+2 vs. fear)

Defensive Abilities bravery +2

Speed 30 ft.

Melee +1 longsword +13/+8 (1d8+7/19–20)

Ranged mwk longbow +8/+3 (1d8/x3)

Special Attacks weapon training (heavy blades +1)

Str 16, **Dex** 10, **Con** 16, **Int** 12,

Wis 10, **Cha** 13

Base Atk +7; **CMB** +10; **CMD** 20

Feats Improved Initiative, Iron Will, Shield Focus, Skill Focus (Perception), Step Up, Toughness, Weapon Focus (longsword), Weapon Specialization (longsword)

Skills Acrobatics –1, Bluff +3, Climb +4, Diplomacy +3, Intimidate +11, Perception +5, Sense Motive +3, Stealth +1, Survival +5; **Racial Modifiers** +4 Stealth

Languages Common, Goblin, Orc

SQ armor training 2

Combat Gear *potion of cure light wounds*, *potion of invisibility*; **Other Gear** +1 chainmail, +1 heavy steel shield, +1 longsword, mwk longbow. With 20 arrows

HOBGOBLIN ELITE

XP 600

hp 33 (*Area 3*)

CR 2

Area 6: Mess Hall

This 80 foot-by-50 foot room is the dining and gambling area for the hobgoblins. There are **3d6 normal** and **1d6 elite hobgoblins** here at all times. Plates and dishes, as well as silverware are neatly stacked on shelves on the wall. Rules of conduct are written on the wall in Goblin, denoting a long list of "do nots" along with punishment for each. A cat-o'-nine-tails hangs from a peg next to the rules sign.

HOBGOBLIN (3) CR 1/2

XP 200

hp 17 (*Pathfinder Roleplaying Game Bestiary*)

HOBGOBLIN ELITE

XP 600

hp 33 (*Area 3*)

CR 2

Area 7: Latrine

Self explanatory, really. This is where the hobgoblins ... well, you know. It is strangely clean and well-tended. It looks as if it was cleaned with a toothbrush (it was).

Area 8: Hobgoblin Barracks

This area is 120 feet by 20 feet, and is lined with bunk beds and footlockers. It acts as the barracks for the common hobgoblins in Kayden's army. At any given time, **4d6 hobgoblins** are present. Weapons and armor (crossbows, spears, longswords, chainmail and shields) are arranged in orderly fashion along the walls. Each footlocker has 2d6 gp and 6d6 sp in it, as well as random clothing and other mundane items. One has a long lost *ring of three wishes* hidden in a lead-lined secret compartment (DC 28 Perception to locate). Not even the hobgoblin whose locker this is knows about it.

HOBGOBLIN (3)

XP 200

hp 17 (*Pathfinder Roleplaying Game Bestiary*)

CR 1/2



Chapter 4: Sorten's Tower

Sorten's Tower is located along the southern coast of the Gulf of Akaidos, on the far tip of land just to the east of Freegate and the delta of the Talmerin River, about 30 miles from the Trireme Tavern. The tower overlooks the ocean here, and the rocky cliffs of the seacoast hide its dungeon entrance of view.

Where there is a bad wizard, often there is also a good wizard. While Kayden would feed you your own children for breakfast, Sorten would likely risk his own life to save them. Unfortunately for the characters, Sorten, at least at first, has no mind for questing to locate the *Sword of Air*. He discovered the location of Aka Bakar's tomb and strongly (and one could say rightly) suspects that the sword is hidden within it. Entrusting this knowledge only to his best apprentice, Cerannan, Sorten had the aspiring mage hide the location of the tomb, concealed with a book of lost lore known as the *Shaghaspondium*, on the Plane of Shadow. Sorten then promptly cast a spell causing him to forget the location upon himself in an attempt to permanently hide the location of the weapon.

The Plane of Shadow is vast, but the near exact location of the *Shaghaspondium* can be accessed from Sorten's dungeon. How the characters access the gate to this plane is up to the Referee. They probably were *geased* or hired by Kayden to do so in any case. This description of Sorten's tower is fairly complete, just in case the party has to take it by force or guile. Note that outright slaughter and destruction of the inhabitants of this place is an evil act. Locating the book without Sorten's cooperation could be difficult for a lawful group.

Sorten has no idea how to destroy the sword or anything else about it, other than what he read in the *Shaghaspondium*, which indicated that it was an evil, cursed weapon. He does know that Kayden seeks the book. If convinced the characters are intent on destroying the sword, it is possible (see "The Monkey and the Engineer" section, **Chapter 1**) that he allows them to retrieve the book.

The tower description follows, but before we go there, we need to play "Where is the wizard?" one more time. Note that several of the major



CHAPTER 4: SORTEN'S TOWER

NPCs are up more at night. For instance, **Big Bill (Area 13)** typically guards the gate at night (since he sees in the dark). Also, **10 halfling archers** and **25 human men-at-arms** live here. The tower exterior is protected by **16 gargoyles** (all *charmed* into service by Sorten). They attack only at night or if commanded by a wizard or **Captain Mark**. They are usually in the gatehouse by day and in the barracks at night. All of Sorten's men are very, very loyal to their good and kind master. No one is admitted to the tower without the permission of one of the wizards (**Sorten, Arren, Weezen, Lofello, Denmar** or **Lane**)

SORTEN XP 102,400

Male human universalist 18
LG Medium humanoid (human)
Init +1; **Perception** +15

AC 19, touch 11, flat-footed 18 (+8 armor, +1 Dex)
hp 83 (18d6+18)
Fort +12; **Ref** +12; **Will** +21
SR 18

Speed 30 ft.

Melee unarmed strike +9/+4 (1d3 nonlethal)

Special Attacks hand of the apprentice (12/day), metamagic mastery (6/day)

Spells Prepared (CL 18th; melee touch +9, ranged touch +10):

9th—*etherealness, shapechange, time stop*

8th—*maze, moment of prescience, power word stun, summon monster VIII*

7th—*forcecage* (DC 26), *greater arcane sight, greater teleport, spell turning*

6th—*forceful hand, globe of invulnerability, greater dispel magic, repulsion* (DC 25), *summon monster VI*

5th—*break enchantment, dominate person* (DC 24), *hold monster* (DC 24), *interposing hand, teleport, wall of force*

4th—*dimension door, greater invisibility, phantasmal killer* (DC 23), *screaming* (DC 23), *stoneskin, vitriolic mist***

3rd—*clairaudience/clairvoyance, dispel magic* (x2), *fly, gaseous form, slow* (DC 22)

2nd—*alter self, blindness/deafness* (DC 21), *darkvision, knock, mirror image, rope trick*

1st—*charm person* (DC 20), *comprehend languages, mage armor, magic missile* (x2), *protection from evil, unseen servant*

0 (at will)—*dancing lights, detect magic, mage hand, open/close* (DC 19)

Str 10, **Dex** 12, **Con** 12, **Int** 28, **Wis** 20, **Cha** 22

Base Atk +9; **CMB** +9; **CMD** 20

Feats Bouncing Spell*, Combat Casting, Cooperative Crafting*, Craft Staff, Craft Wondrous Item, Destructive Dispel#, Dimensional Agility#, Eschew Materials, Improved Counterspell, Magical Aptitude, Quicken Spell, Scribe Scroll, Spell Penetration, Still Spell

Skills Appraise +14, Bluff +9, Craft (alchemy) +22, Diplomacy +12, Escape Artist +2, Fly +10, Intimidate +7, Knowledge (arcana) +30, Knowledge (dungeoneering) +17, Knowledge (engineering) +17, Knowledge (geography) +20, Knowledge (history) +23, Knowledge (local) +22, Knowledge (nature) +27, Knowledge (nobility) +16, Knowledge (planes) +29, Knowledge (religion) +17, Linguistics +17, Perception +15, Perform (oratory) +11, Ride +6, Sense Motive +15, Sleight of Hand +2, Spellcraft +34, Survival +6, Use Magic Device +28

Languages Abyssal, Aquan, Auran, Celestial, Common, Dark Folk, Draconic, Dwarven, Elven, Goblin, Ignan, Infernal, Orc, Terran, Undercommon

SQ arcane bond (*ring of delayed doom*)

Combat Gear *greater extend metamagic rod, hand of glory, potion of barkskin* +5, *potion of cure serious wounds, potion of delay poison, potion of fly, potion of invisibility, ring*

CR 17

GARGOYLES (16)

XP 1,200

hp 42 (*Pathfinder Roleplaying Game Bestiary* "Gargoyle")

HALFLING ARCHERS (10)

XP 200

Male and Female halfling fighter 1

LN Small humanoid (halfling)

Init +3; **Perception** +4

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

hp 11 (1d10+1)

Fort +4; **Ref** +4; **Will** +2; +2 vs. fear

Speed 20 ft.

Melee light mace +1 (1d4-1)

Ranged shortbow +5 (1d4-1/x3)

Str 8, **Dex** 17, **Con** 12, **Int** 10, **Wis** 12, **Cha** 12

Base Atk +1; **CMB** -1; **CMD** 12

Feats Point-Blank Shot, Precise Shot

Skills Acrobatics +5, Climb +5, Perception +4, Stealth +8;

Racial Modifiers +2 Acrobatics, +2 Climb, +2 Perception

Languages Common, Halfling

Gear leather armor, light mace, shortbow, 20 arrows, 1d3 sp

MEN-AT-ARMS (25)

XP 400

hp 22 (*Pathfinder Roleplaying Game NPC Codex* "Guard")

CR 4

CR 1/2

CR 1

Drawbridge

Bridge-Level Guardhouse

Area 1A: Guardhouse Stables (CR Varies, 4 or 5)

The entry consists of stout oak doors with iron fittings, well-greased to prevent rust. It can be barred from within with a large oak plank. A barred window is provided for inspection of outsiders from within the guardhouse.

On either side of the guardhouse's interior are piles of hay and a pair of stables with four stalls that are used for messenger horses. A trapdoor in the ceiling is accessed by a folding wooden ladder that can be pulled up at a moment's notice by guardsmen in the chamber above. One stall contains a straw bed where the groom sleeps. An overturned crate serves as a nightstand. A shuttered lantern sits upon it (Sorten took away all of the forgetful Griswold's candles because of the fire hazard). Grooming combs, leatherworking tools and brushes are stashed beneath the crate. **Griswold** the groom is always present somewhere in the stables. Griswold keeps 1 pp, 10 sp and 20 cp in a bag under some straw in the feed hampers.

GRISWOLD

XP 1,200

Male human expert 2, fighter 4

NG Medium humanoid (human)

Init +1; **Perception** +2

AC 19, touch 13, flat-footed 18 (+6 armor, +2 deflection, +1 Dex)



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Castle Defense NPC Locations (Day)

NPC	Guardhouse	Kitchens	Observatory	Bedroom	Barracks	Smithy	Golem Lab
Sorten	01-03	04-05	06-22	23-30	31-32	33-34	35-45
Arren Pendar	01-03	04-06	07-30	31-40	41	42	43-50
Weezen	01	02	03	04-15	16-17	18-19	20-35
Lofello	01-03	04-75		76-80	81	82	83-85
Denmar	01-04	05-11	12	13-30	31-37	38-42	43-55
Lane Phelan	01-03	04-07	08-11	12-35	36-40	41-50	51-60
Skipper Haskell	01-03	04-07		08-12	13-30	31-35	
Captain Mark	01-40	41-50		51-55	56-75	76-84	
Griswold	01-60	61-70			71-80	81-90	
Pal the Ogre	01-70	71-85		86-95	96-99		
Big Bill	01-50	51-65		66-90	91-99		
Bogo	01-30	31-50			51-70	71-80	
Pop	01-30	31-50			51-70	71-80	
Jinx	01-20	21-30		31-40	41-50	51-99	

NPC	Colonnade	Loft	Dungeon	Dragon's Lair	Shadow Plane	Yacht landing	Offsite (traveling)
Sorten	46-50	51-55	56-58	59-60	61	61-65	66-00
Arren Pendar	51-52	53-60	61-62			63-64	65-00
Weezen	36-50	51-60	61-65		66-67	68-69	70-00
Lofello	86	87-89	90	91-97			98-00
Denmar	56-57	58-60	61-64		65	66-68	69-00
Lane Phelan	61-64	65-68	69-72		73-74	75	76-00
Skipper Haskell						36-85	86-00
Captain Mark						85-88	89-00
Griswold						91-92	93-00
Pal the Ogre							00
Big Bill							00
Bogo							81-00
Pop							81-00
Jinx							00

hp 45 (4d10+2d8+10)
Fort +7; **Ref** +2; **Will** +7; +1 vs. fear
Defensive Abilities bravery +1

Speed 30 ft.
Melee +1 *axiomatic short sword* +10 (1d6+6/19-20),
 unarmed strike +8 (1d3+3)

Str 16, **Dex** 13, **Con** 13, **Int** 11, **Wis** 12, **Cha** 14
Base Atk +5; **CMB** +8; **CMD** 21
Feats Catch Off-Guard, Great Fortitude, Improved Unarmed Strike, Iron Will, Throw Anything, Weapon Focus (shortsword), Weapon Specialization (shortsword)
Skills Appraise +1, Bluff +3, Craft (blacksmith) +2, Handle Animal +10, Knowledge (dungeoneering) +5, Knowledge (geography) +2, Knowledge (local) +2, Knowledge (nature) +1, Perception +2, Profession (soldier) +5, Profession (stable master) +6, Ride +8, Sense Motive +2, Survival +6
Languages Common

SQ armor training 1
Gear +2 *mithral chain shirt*, +1 *axiomatic short sword*, boots of speed, ring of protection +2, belt pouch, whetstone

Griswold is a retired fighter who turned to training horses as an occupation. He wears a short sword and is handy with it.

A large horse named **Silverstorm** is kept in one of the stalls and is the steed Sorten uses when he is unwilling or unable to travel using other means. Silverstorm fights as a heavy warhorse but moves as a light horse. Silverstorm is an animal of superior intelligence and knows several tricks. He is shod with *shoes of striding and springing* that work exactly like boots of the same name. These allow him to leap a 50-foot span if given 50 feet of running room. Silverstorm allows only Griswold, Sorten and Captain Mark to touch it. Silverstorm kicks or bites anyone else. Griswold can command Silverstorm to attack.

Other items of interest in the area are tack and harness, and leather tools all hang neatly about. All are in good repair. Silverstorm has a suit of +2 *mithral chain mail barding* that hangs on a peg next to his stall.

Castle Defense NPC Locations (Night)

NPC	Guardhouse	Kitchens	Observatory	Bedroom	Barracks	Smithy	Golem Lab
Sorten	01	02	03-30	31-60			61-66
Arren Pendar	01	02	03-40	41-70			71-75
Weezen	01	02	03-12	13-55			56-70
Lofello	01	02-35	36	37-80	81-88		89
Denmar	01	02	03-12	13-55	56-58		59-85
Lane Phelan	01-03	04	05	06-65	66-70		71-79
Skipper Haskell	01	02-04		05-55	56-60		
Captain Mark	01-40	41-43		44-88	89-95	96-97	
Griswold	01-25	26-30		31-65	66-99		
Pal the Ogre	01-50	51-65		66-90	91-99		
Big Bill	01-65	66-75		76-90	91-99		
Bogo	01-12	13-25		26-75	76-99		
Pop	01-12	13-25		26-75	76-99		
Jinx	01	01-12		13-75	76-85	86-99	

NPC	Colonnade	Loff	Dungeon	Dragon's Lair	Shadow Plane	Yacht Landing	Offsite (traveling)
Sorten		67-70			71-73		74-00
Arren Pendar		76-83					84-00
Weezen	71-75	76-80					81-00
Lofello	90	91	92	93-99			00
Denmar	86-88	89-94	95		96-97		98-00
Lane Phelan	80	81-85	86		87		88-00
Skipper Haskell						61-95	96-00
Captain Mark						98	99-00
Griswold						99	00
Pal the Ogre							00
Big Bill							00
Bogo							00
Pop							00
Jinx							00

SILVERSTORM

XP 600

Male heavy horse (*Pathfinder Roleplaying Game Bestiary* "Horse, Heavy")

N Large animal

Init +4; **Senses** low-light vision, scent; **Perception** +8

AC 23, touch 13, flat-footed 19 (+8 armor, +4 Dex, +2 natural, -1 size)

hp 26 (2d8+10)

Fort +8; **Ref** +7; **Will** +3

Speed 60 ft.

Melee bite +4 (1d4+6) and 2 hooves +6 (1d4+6)

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

Str 22, **Dex** 18, **Con** 21, **Int** 3, **Wis** 17, **Cha** 11

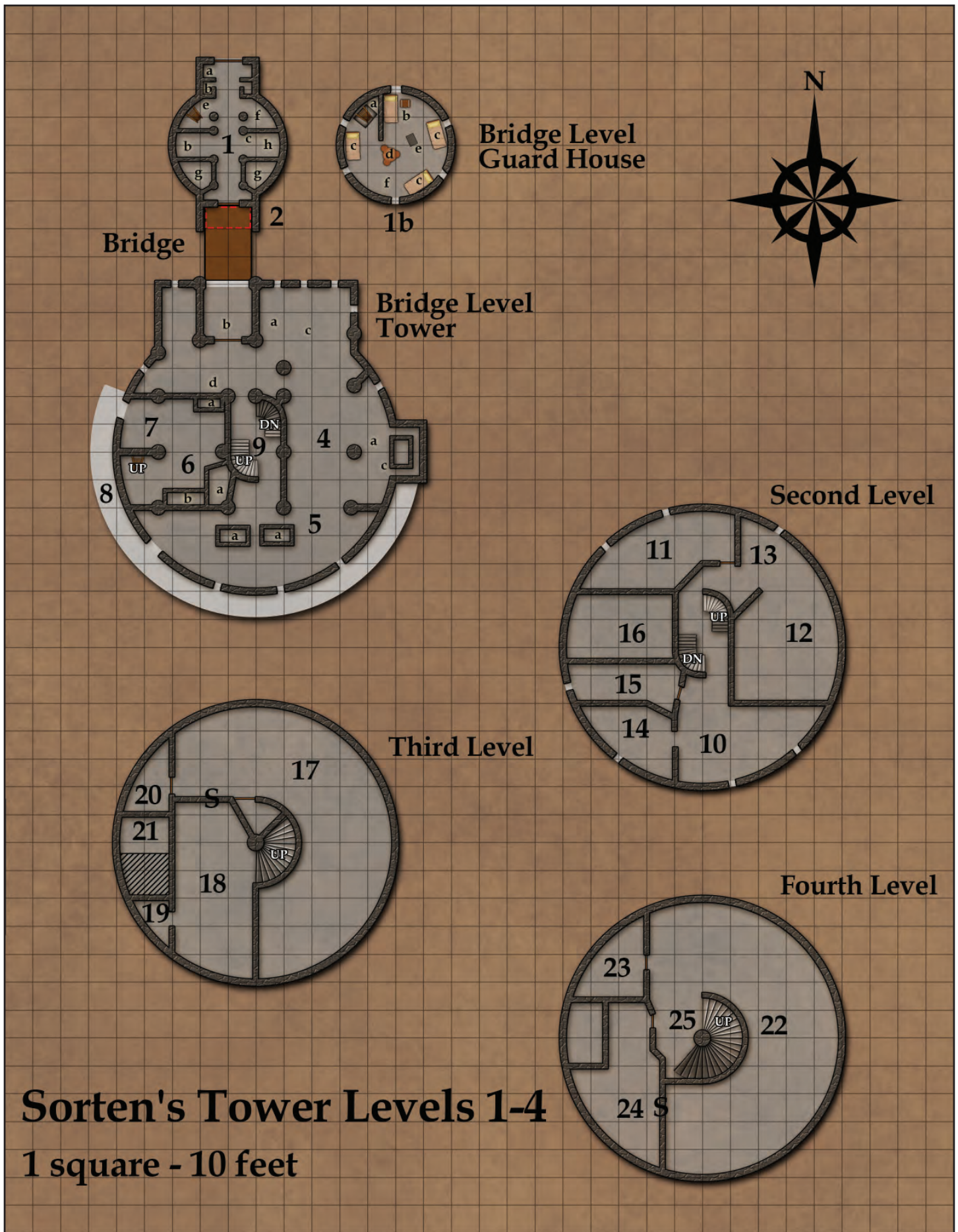
Base Atk +1; **CMB** +8; **CMD** 22 (26 vs. trip)

Feats Endurance, Run

CR 2 **Tricks** Attack, Come, Count (to 10), Guard, Heel, Perform **Skills** Acrobatics +2 (+7 to jump, +6 to jump with a running start), Perception +8, Ride +2 (+4 to stay in the saddle) **Gear** +2 mithral chain mail barding, shoes of striding and springing, bit and bridle, military saddle, saddlebags

Area 1B: Guardhouse Stables, Second Story (CR Varies)

The second floor is the guardroom and bunkhouse for the guardsmen who watch over Sorten's outer property. The guardroom is accessed by the folding ladder and trapdoor from the stable below. The trapdoor may be barred against intruders with a stout oak plank, which is typically found leaning in a corner of the chamber (harness 5, hp 20). The guardroom has six double bunk-beds, a single bed with a chest serving as a nightstand next to it, and a small round table covered with utensils. A brick chimney and open hearth with iron hooks hung with pots and pans fill out the room. Sturdy wooden posts support the roof. Captain Mark's private bedroom is adjacent.





There are always **1d6+1 men-at-arms** wearing the livery of Sorten here (at night, **2d6-1**). **Captain Mark** may also be present (50% chance). Captain Mark is a trusted aide to Sorten and a mortal messenger when magic is unnecessary or would complicate matters with unsophisticated rubes.

CAPTAIN MARK
XP 4,800

Male human fighter (Tactician) 9 (*Pathfinder Roleplaying Game Ultimate Combat "Tactician"*)
LG Medium humanoid (human)
Init +2; **Perception** +7

CR 8

AC 24, touch 10, flat-footed 24 (+10 armor, +4 shield)
hp 81 (9d10+18 plus 9)
Fort +8; **Ref** +3; **Will** +3

Speed 30 ft.
Melee +2 icy burst keen longsword +18/+13 (1d8+9/17-20)
Ranged +1 seeking light crossbow +10 (1d8+1/19-20)
Special Attacks weapon trainings (heavy blades +1)

Str 18, **Dex** 11, **Con** 14, **Int** 15, **Wis** 10, **Cha** 16

Base Atk +9; **CMB** +13; **CMD** 23

Feats Alertness, Armor Proficiency (Heavy), Cosmopolitan*, Critical Focus, Defensive Weapon Training**, Greater Weapon Focus (longsword), Leadership, Power Attack, Weapon Focus (longsword), Weapon Specialization (longsword)

Skills Acrobatics -1, Bluff +6, Climb +8, Diplomacy +9, Handle Animal +9, Intimidate +10, Knowledge (geography) +8, Knowledge (history) +5, Knowledge (local) +7, Perception +7, Profession (soldier) +12, Ride +6, Sense Motive +10, Survival +8, Swim +9

Languages Common, Draconic, Elven
SQ armor training 2, tactician

Combat Gear 2 potions of cure moderate wounds;

Other Gear +1 light fortification mithral full plate, +2 heavy steel shield, +2 icy burst keen longsword, +1 seeking light crossbow, 20 +1 flaming crossbow bolts, belt of giant strength +2 (included above), ring of keys.

**Pathfinder Roleplaying Game Advanced Player's Guide*

***Pathfinder Roleplaying Game Ultimate Combat*

CHAPTER 4: SORTEN'S TOWER

MEN-AT-ARMS XP 400

hp 22 (*Pathfinder Roleplaying Game NPC Codex* "Guard")

CR 1

Locker-style racks hold 10 suits of studded leather armor. There are also 10 short swords, 15 shortbows, and 15 quivers with 24 arrows each. Each locker rack has an initial over it. One quiver hanging near the stairwell has the initial "B" on it. This quiver contains five +2 *arrows* with red fletching.

Captain Mark's Chest: The chest is locked with a complex lock (DC 30 Disable Device to open) and only Captain Mark has the key. The chest can be smashed open (hardness 5, 10 hp), but that destroys all the valuable flasks contained within.

Within the chest are a flask of burnt other fumes, 2 *potions of cure light wounds* and a *potion of neutralize poison*. Also in the chest are a scroll titled "*The Foul Wind*" containing *gust of wind* and *stinking cloud* (x2), 3d10 pp, 2d20 gp, 5d10 sp, 10d20 cp and 3 gems worth 200 gp, 60 gp, and 20 gp.

Hanging on one wall is an engraved signal horn worth 200 gp that is used to warn the tower. Searching the bunks uncovers 20 cp, a throwing knife, a deck of cards, a honing stone and various utensils.

Area 2: Drawbridge (CR 2)

A drawbridge crosses a moat that separates the outer gatehouse stables from the inner gatehouse and bailey.

Entry Bridge Trap: The trap is simply a disguised trapdoor sprung either by pulling a lever or by raising the drawbridge. Any rogue actively searching for traps detects it. Any other PC notice it on a DC 10 Perception check. Anyone falling through the trapdoor plunges down the steep bank, taking 4d6 points of damage as he batters against the sharp rocks. Characters who fall are deposited in a ravine of jagged rocks leading to the moat below.

BRIDGE TRAP XP 600

CR 2

Type mechanical; **Perception** DC 10 (see above); **Disable Device** DC 10

Trigger location; **Reset** manual
Effect 40 ft. fall (4d6 falling damage);
DC 20 Reflex avoids

Area 3: Moat

The moat is 30 feet deep and difficult to climb (DC 18 Climb check), with lots of exposed jagged rock. Due to the sharp, almost volcanic nature of the exposed flint and chert, PCs who fall take an additional 1d6 points of damage.

Area 4: Inner Gatehouse

The gatehouse occupying the far side of the moat is accessible via the drawbridge.

Area 4A: Winch Room

This chamber is faced by a stout oak door barred from the inside. To either side are arrow slits through which the winch machinery can be glimpsed. The floor slopes downward from the door into chutes that spill liquid to either side of the bridge. The ceiling has a Medium-sized hole and two murder holes cut in it.

Winches: The winches consist of a pair of barrel-shaped wheels with handles set 10 feet apart on either side of the gate. The barrels each hold great lengths of heavy chain that pass through holes in the ceiling, run over rollers, and attach to eyelets bolted through the drawbridge itself. A bucket of lubricating oil sits next to each winch and chain. The chains themselves are heavily oiled to keep them from rusting. Careful inspection notes a pair of huge footprints about 6 feet apart exactly between the gate winches.

Area 4B: Armory

This portion of the winch room serves as the armory for the gatehouse.

Area 4C: Palpurgis' Quarters (CR 3)

A large pile of hay sits in this large cubby of the winch room. The cubby is home to **Palpurgis**, a large, dimwitted ogre who has been magically manipulated and *geased* by Sorten so many times as to be relatively tame, especially around Sorten's guardsmen and friends. The guards refer to him as "Pal."



SWORD OF AIR

PALPURGIS

CR 3

XP 800

Male ogre warrior 2 (*Pathfinder Roleplaying Game Bestiary* "Ogre")

N Large humanoid (giant)

Init -1; **Senses** darkvision 60 ft., low-light vision; **Perception** +5

Immune charm or mental control

AC 13, touch 8, flat-footed 13 (-1 Dex, +5 natural, -1 size)

hp 49 (2d10+4 plus 4d8+8 plus 8)

Fort +9; **Ref** +0; **Will** +3

Speed 40 ft.

Melee +2 *darkwood greatclub* +12 (2d8+11)

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

Str 22, **Dex** 8, **Con** 15, **Int** 4, **Wis** 10, **Cha** 7

Base Atk +5; **CMB** +12; **CMD** 21

Feats Intimidating Prowess, Iron Will, Toughness

Skills Climb +11, Intimidate +9, Perception +5

Languages Giant

Gear +2 *darkwood greatclub*

Pal is *geased* to perform as a winch man and is big enough to operate both barrels of the winch at the same time. He has no possessions save a huge club and pewter cup worth 2 sp.

Food Storage: This section of the winch floor is filled with dried meats, cured ham, barrels of pickles and pickled sausages, hard tack, barley, oats and other goods that Lofello the cook has preserved with an enchantment to keep from spoiling or attracting vermin.

Area 4D: Kitchen (CR 5)

Lofello, a lesser apprentice of Sorten who washed out before achieving true mastery, runs the kitchen. Lofello is still a passable wizard and respected by Sorten as a de-facto first line of defense against common miscreants.

LOFELLO

CR 5

XP 1,600

Male human universalist 6

NG Medium humanoid (human)

Init +5; **Perception** +5

AC 12, touch 12, flat-footed 11 (+1 deflection, +1 Dex)

hp 23 (6d6)

Fort +2; **Ref** +3; **Will** +8

Speed 30 ft.

Melee dagger +3 (1d4/19-20)

Special Attacks hand of the apprentice (6/day)

Spells Prepared (CL 6th; melee touch +3, ranged touch +4):

3rd—*blink*, *dispel magic*, *fly*

2nd—*acid arrow*, *blur*, *invisibility*, *scorching ray*

1st—*comprehend languages*, *expeditious retreat*, *magic missile*, *shocking grasp*

0 (at will)—*arcane mark*, *dancing lights*, *mage hand*, *open/close*

Str 10, **Dex** 12, **Con** 11, **Int** 17, **Wis** 12, **Cha** 11

Base Atk +3; **CMB** +3; **CMD** 15

Feats Brew Potion, Combat Casting, Cooperative Crafting*, Improved Initiative, Iron Will, Scribe Scroll

Skills Appraise +10, Craft (alchemy) +7, Fly +7, Knowledge (arcana) +12, Knowledge (local) +9, Knowledge (planes) +9, Linguistics +8, Perception +5, Profession (cook) +9, Sense Motive +3, Spellcraft +12, Use Magic Device +3

Languages Celestial, Common, Dark Folk, Draconic, Elven, Undercommon

SQ arcane bonds (*ring of protection* +1)

Combat Gear *potion of barkskin* +2, *potion of mage armor*;



Other Gear dagger, *ring of protection* +1, spell component pouch, spellbook

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A potbelly iron oven and stove are connected by a flue to the chimney. Racks hanging overhead in the cooking area hold spoons, ladles, forks, knives and other utensils. A locked metal box contains 200 gp worth of saffron as well as other spices such as cumin, pepper, cinnamon, star anise and allspice.

Area 5: Mess Hall

The tables are for guards and nonessential servants and retainers brought along by Sorten's guests. The tables are surrounded by stout stools and are kept wiped clean when not in use. Some stools are marked with an initial. Shelves surrounding the mess store plates, knives, forks, spoons and mugs. Ten sets of these are marked with matching initials, while others are blank and show signs of disuse.

Area 6: Tower Observatory

Like his rival Kayden, Sorten is a student of the cosmos. As such, his tower has its own unique observatory he and his apprentices use to track cosmic incidences, comets and astrological conjunctions.

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Area 6A: Observatory Storeroom (CR 10)

This room holds a jumble of mechanical and optical devices. The shelves stretch from floor to ceiling and are stuffed with various papers featuring sky maps, calculations and the locations of various heavenly bodies. Other shelves contain bits and pieces of mechanical devices and optical equipment. A ladder in the center of the room goes up to a manhole in the ceiling that leads to a web-filled shaft 40 feet high leading to **Area 16**. A rusty (but strong and intact) ladder leads up the shaft. One shelf holds four books on the known cosmos worth at least 50 gp each if sold to the library in Elise.

Listening carefully (DC 20 Perception Check) detects movement from a nearby room. The sounds are being made by **Arren Pendar**, one of Sorten's assistants. If the PCs make it into this room, they have done so without the permission of Sorten. Just as the PCs have a chance to notice Arren, he has an equal chance of discovering their intrusion as well. In this event, he moves to a guarded spyhole and prepares to destroy the invaders with a *fireball*.

Treasure: In the room are an astrolabe (200 gp), a 5-inch telescope (400 gp, weighs 25 lbs.), a 10-inch telescope (1,000 gp, weighs 60 lbs.), and a skeleton globe with plotted star positions in ornate gemstones (300 gp). A locked box (hardness 5, hp 10, DC 25 Disable Device) contains a

finely made sextant worth 500 gp that grants its user a +2 circumstance bonus on Knowledge (nature) or Survival checks to determine direction. Arren Pendar and Sorten are the only ones with keys to this box.

ARREN PENDAR XP 9,600

CR 10

Male human universalist 11
NG Medium humanoid (human)
Init +4; **Perception** +12

AC 10, touch 10, flat-footed 10
hp 41 (11d6)

Fort +3; **Ref** +3; **Will** +12

Speed 30 ft.

Melee dagger +4 (1d4–1/19–20)

Special Attacks hand of the apprentice (8/day),
metamagic mastery (2/day)

Spells Prepared (CL 11th; melee touch +4, ranged touch +5):

6th—*greater dispel magic*

5th—*baleful polymorph* (DC 20), *break enchantment*,
dismissal (DC 20)

4th—*ball lightning** (DC 19), *confusion* (DC 19), *dimension door*, *screaming* (DC 19)

3rd—*clairaudience/clairvoyance*, *dispel magic*, *fly*, *hostile levitation*** (DC 18), *seek thoughts** (DC 18)

2nd—*acid arrow*, *darkvision*, *detect thoughts* (DC 17),
invisibility, *scorching ray*

1st—*alter winds** (DC 16), *comprehend languages*,
expeditious retreat, *identify*, *mage armor*, *magic missile*
0 (at will)—*dancing lights*, *mage hand*, *message*, *open/close*

Str 9, **Dex** 10, **Con** 10, **Int** 20, **Wis** 16, **Cha** 11

Base Atk +5; **CMB** +4; **CMD** 14

Feats Combat Casting, Cooperative Crafting*, Craft Magic Arms & Armor, Craft Wand, Craft Wondrous Item, Improved Initiative, Iron Will, Quicken Spell, Scribe Scroll, Spell Mastery
Skills Appraise +13, Craft (alchemy) +13, Diplomacy +5, Fly +10, Knowledge (arcana) +19, Knowledge (geography) +13, Knowledge (history) +15, Knowledge (local) +11, Knowledge (planes) +19, Linguistics +10, Perception +12, Sense Motive +10, Spellcraft +19, Use Magic Device +11

Languages Abyssal, Celestial, Common, Dark Folk, Draconic, Elven, Sylvan, Undercommon

SQ arcane bonds (*ring of forcefangs*)

Combat Gear *potion of mage armor*, *ring of forcefangs**,
wand of charm monster; **Other Gear** *dagger*, *robe of useful items*, *winged boots*, *spell component pouch*, *spellbook*, *ring of keys*.

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Area 7: Observatory Scriptoria

Several large charts on the walls show the various known constellations and several that are known only to those who have traveled extensively to the far northern and far southern reaches of the Lost Lands. Next to the door, a peg on the wall holds a heavy velvet cloak with a gold braid. The interior of the cloak is lined with the fur of a winter wolf (worth 1,200 gp). Sitting on a broad writing desk is a small silver candelabrum (40 gp) holding four black candles. Also on the desk is an almanac, an inkwell and some loose-leaf notes. The shelves contain notebooks and records of recent astronomical data. The desk has 4 drawers.

The top right-hand drawer is locked and contains 12 pp, 24 gp, 50 sp, 16 cp and a potion vial labeled "*brightsee*." The potion gives the imbibor the temporary ability to observe stars with more clarity when viewed with a telescope or the naked eye, and grants temporary low-light vision, both for up to 1 hour. Unfortunately, the imbibor is blinded by bright light such as a *light* spell, the sun or by directly viewing the full moon.

The lower right-hand drawer is not locked. The drawer contains steel





and copper pen quills as well as inks, vellum and paper.

The upper left-hand drawer is also not locked. It contains specialized eyepieces for one of the telescopes, including filters to protect the viewer when aiming the telescope directly at the sun.

The lower left-hand drawer is locked with an *arcane lock* (CL 10th) and contains two scrolls and a book. The scrolls are both in cases, and the book is in a leather binder that can be locked. The first scroll has four *arcane lock* spells written on it (all CL 10th). Its case is monogrammed with an “A.” The second case is not marked and contains a scroll titled “*nightlight*” with two *continual flame*, two *dancing lights* and three *pyrotechnics* spells on it (CL 20th). The book is titled “*The Movements and Mysticisms of Heavenly Spheres*” by Sorten.

A second book is an unfinished work that weighs about 20 lbs. and contains the spell *minor globe of invulnerability* and an unfinished *prismatic sphere* spell. Anyone attempting to cast the unfinished spell instead detonates a *fire trap* upon himself (CL 20th).

Area 8. Balcony (CR Varies, 4 to 9)

Some of Sorten’s gargoyles occasionally roost on this balcony (60% chance **1d6 gargoyles** are present). An ironwork globe has fittings that can accommodate one of the telescopes in one of the previous chambers. Characters spending 1d4 x 10 minutes examining the notes and equipment in the storage chamber are able to use a telescope mounted to the ironworks globe to detect certain planets important to the wizards’ studies.

GARGOYLES

XP 1,200

hp 42 (*Pathfinder Roleplaying Game Bestiary* “Gargoyle”)

CR 4

Area 9: Stairwell

Stairs go up to the second level of the tower or down to Sorten’s

Dungeon (Area 32). Upstairs, PCs see light, but downstairs is cloaked in darkness.

Area 10: Large Barracks (Men) (CR Varies)

In the room are 10 double bunks with various red clothes spread about atop them. On the table is a half-empty bottle of wine, some well-used kitchen cutlery and a half-finished game of draughts. At any given time, **2d6-1 guardsmen** can be found here.

A detailed examination of the bunks reveals 5d10 gp worth of hidden coins stuffed into pillowcases or into the straw-stuffed mattresses themselves. The bunks may have small objects hidden in the mattresses. The bunks are also marked with initials similar to those on benches, tables and cloaks found throughout the tower.

One mattress hides a magical +2 *throwing dagger of returning* wrapped in a dirty cloth. It has red runes on it that say “*Arthaer*,” which has no exact meaning but roughly translates to “swift slayer” in Elven. Sitting on the table is a magic bottle that is always half full of wine. The cup is inscribed with the word “Optimist”.

MEN-AT-ARMS

XP 400

hp 22 (*Pathfinder Roleplaying Game NPC Codex* “Guard”)

CR 1

Area 11: Halfling Barracks (CR Varies)

A screen stands directly in front of this door. To the left are five double bunks and a table with three stools around it. The shelves all have an initial carved into them, and contain belts, clothing and assorted utensils of Small size. Ten halflings populate this room, doing various chores or preparing for a meal.

The table is cleared. Behind the screen is a bed with a rectangular chest beside it that looks as if it has not been opened in some time due to a

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candleholder overflowing candle wax atop its lid and the stack of books upon it.

No money is hidden in any of the mattresses, but hidden under one of the bunk's slats (**Pop's**, the second-in-command) is a *greater arrow of human slaying*. The bed and chest behind the screen belong to **Bogo**, the halfling captain.

Bogo's chest: This chest contains 5 pp, 30 gp, 10 sp, a star sapphire worth 250 gp, and a *potion of heroism*.

BOGO

XP 1,200

CR 4

Male halfling fighter (Archer) 5 (*Pathfinder Roleplaying Game Advanced Player's Guide* Advanced Player's Guide "Archer")

LN Small humanoid (halfling)

Init +4; Perception +8

AC 21, touch 16, flat-footed 16 (+5 armor, +4 Dex, +1 dodge, +1 size)

hp 41 (5d10+5 plus 4)

Fort +6; Ref +6; Will +2; +2 vs. fear

Speed 20 ft.

Melee unarmed strike +7 (1d2+1 nonlethal)

Ranged +1 composite shortbow +13 (1d4+3/x3)

Str 12, Dex 18, Con 12, Int 14, Wis 11, Cha 15

Base Atk +5; CMB +5; CMD 20



Feats Dodge, Mobility, Point-Blank Shot, Precise Shot, Shot On The Run, Weapon Focus (shortbow)

Skills Acrobatics +5, Climb +8, Escape Artist +5, Intimidate +6, Perception +8, Sense Motive +5, Stealth +12; **Racial**

Modifiers +2 Acrobatics, +2 Climb, +2 Perception

Languages Common, Draconic, Elven, Halfling

SQ trick shots (disarm)

Combat Gear *potion of cat's grace*, *potion of cure moderate wounds*; **Other Gear** +1 chain shirt, +1 composite shortbow, 20 masterwork flight arrows, signal whistle

POPS

XP 800

CR 3

Male halfling fighter (Free Hand Fighter) 4 (*Pathfinder Roleplaying Game Advanced Player's Guide* "Free Hand Fighter")

LN Small humanoid (halfling)

Init +4; Perception +3

AC 20, touch 17, flat-footed 14 (+3 armor, +4 Dex, +2 dodge, +1 size)

hp 34 (4d10+4 plus 4)

Fort +6; Ref +6; Will +2; +2 vs. fear

Speed 20 ft.

Melee +1 wounding rapier +11 (1d4+2/18–20)

Str 12, Dex 18, Con 12, Int 10, Wis 11, Cha 13

Base Atk +4; CMB +4 (+5 to disarm); CMD 20 (21 vs. disarm)



SWORD OF AIR

Feats Dodge, Mobility, Spring Attack, Weapon Finesse, Weapon Focus (rapier)

Skills Acrobatics +6, Bluff +1 (+2 to feint or create a diversion to hide), Climb +7, Intimidate +5, Perception +3, Sleight of Hand +5, Stealth +12; **Racial Modifiers** +2 Acrobatics, +2 Climb, +2 Perception

Languages Common, Halfling

SQ deceptive strike, elusive

Combat Gear *potion of cat's grace*, *potion of cure moderate wounds*; **Other Gear** +1 leather armor, +1 wounding rapier

HALFLING MEN-AT-ARMS (8)

XP 200

Male halfling fighter 1
LN Small humanoid (halfling)

Init +2; **Perception** +4

AC 15, touch 13, flat-footed 13 (+2 armor, +2 Dex, +1 size)

hp 11 (1d10+1)

Fort +4; **Ref** +3; **Will** +2; +2 vs. fear

Speed 20 ft.

Melee light mace +4 (1d4+2), spear +5 (1d6+3/×3)

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

Base Atk +1; **CMB** +2; **CMD** 14

Feats Pack Attack*, **Weapon Focus** (spear)

CR 1/2

Skills Acrobatics +4, Climb +8, Intimidate +4, Perception +4;

Racial Modifiers +2 Acrobatics, +2 Climb, +2 Perception

Languages Common, Halfling

Gear leather armor, light mace, spear, 1d4 gp

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Area 12: Smithy (CR Varies)

The smithy appears to be normal with an open hearth, a stone-and-clay hut furnace, and a vent hood supported by thick stone columns.

The hearth is blackened by soot, which makes it difficult to see the adamantine runes inlaid into it. The walls are reinforced with iron bands, which are also inlaid with silver runes. An adamantine grate covers the hearth. Beneath the grate is a *brazier of conjuring fire elementals* (*Pathfinder Roleplaying Game Ultimate Equipment*). The brazier is an integral part of the hearth and furnace, and removing it from its place destroys the smithy completely. A bellows sits to one side of the hearth, and a pile of exotic wood is on the other. A magic circle of inlaid silver surrounds the hearth (a permanent *magic circle against evil* spell).

A tall locked (DC 20 Disable Device) cabinet contains alchemical and metal stock, including a 5-pound bar of gold (500 gp), a 25-pound silver ingot (2,000 sp), an adamantine rod (5,000 gp), some powdered gems, and rough, enchanted bars of iron and steel that detect as magical. An anvil sitting on the floor has an intricate design upon it, and the work cabinet contains an assortment of hammers of differing metals and weights. One hammer is very large. When it is struck upon the anvil, a *fireball* (8d6 points of damage) erupts, striking the wielder for full effect and any observers for half unless a successful DC 18 Reflex save is made. The same hammer is used to “light” the hearth by striking the grate. The smith begins any work upon the forge by first casting a *protection from energy* (fire) spell upon himself, and donning his armor.

Cisterns next to the forge contain the following quenching substances:

- (1) A vat of melted snow (water)
- (2) A vat of molten salt
- (3) A vat of crude oil
- (4) A vat of molten lead
- (5) A vat of human blood
- (6) A vat of demon blood

The cabinets are locked with an *arcane lock* and further locked with keys found in the possession of **Jinx** the master smith, Lane, Sorten and Weezen. **Lark**, a 12-year-old boy, is Jinx's apprentice (Com1, hp 4).

JINX

XP 1,200

Male human ranger (Warden) 5 (*Pathfinder Roleplaying Game Ultimate Combat* “Warden”)

CG Medium humanoid (human)

Init +2; **Perception** +7

CR 4

AC 17, touch 12, flat-footed 15 (+5 armor, +2 Dex)

hp 47 (5d10+10 plus 5)

Fort +6; **Ref** +6; **Will** +3

Speed 30 ft.

Melee +2 warhammer +11 (1d8+5/×3)

Spells Prepared (CL 2nd):

1st—*endure elements*, *summon nature's ally I*

Str 16, **Dex** 15, **Con** 15, **Int** 13, **Wis** 15, **Cha** 13

Base Atk +5; **CMB** +8; **CMD** 20

Feats Endurance, Skill Focus (Knowledge [nature]), Skill Focus (Survival), Toughness, Weapon Focus (warhammer)

Skills Climb +7, Craft (armor) +5, Craft (blacksmith) +5,

Craft (weapons) +5, Handle Animal +8, Knowledge

(dungeoneering) +7, Knowledge (engineering) +3,

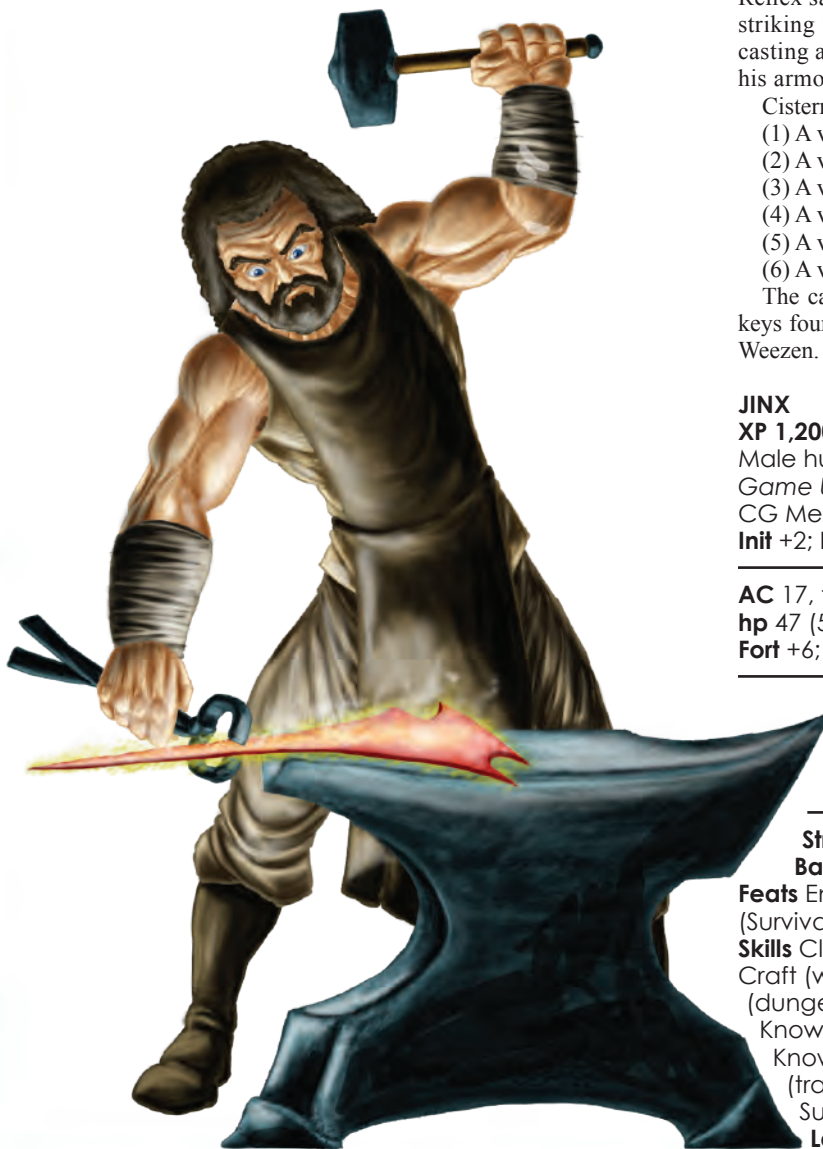
Knowledge (geography) +7, Knowledge (local) +6,

Knowledge (nature) +12, Perception +7, Profession

(trapper) +7, Profession (woodcutter) +7, Stealth +6,

Survival +13, Swim +7

Languages Common, Sylvan



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SQ able explorer, favored terrains (plains +2, underground +2), live in comfort, master of terrain, terrain bond, track +2, wild empathy +6

Gear +3 greater fire resistance leather armor, +2 warhammer, masterwork artisan's tools (for blacksmithing, armorcrafting, and weaponsmithing), keyring.

Area 13: Storeroom (CR 5)

This area contains piles of coal, wood and rough materials. The door is locked (DC 20 Disable Device). A *charmed* fire troll called **Big Bill** sleeps and works here to lend a hand to Jinx, the master smith. At night, he guards the gate. He obeys only Jinx, Lark the apprentice, Captain Mark, Sorten and the other wizards. He otherwise guards the smithy (Area 12).

BIG BILL THE FIRE TROLL

XP 1,600

CE Large humanoid (giant) (*Pathfinder Roleplaying Game Bestiary* "Troll")

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

Perception +8

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

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

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

Immune fire

CR 5

Weaknesses cold

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)

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

SQ *charmed*

Big Bill's enchantment can only be broken through a *remove curse* spell. Once broken, he remembers his rage against Sorten and his conclave.

Area 14: Denmar Altamon's Quarters (CR 11)

A bed is in this room, with a candleholder sunk into the wall beside it. A very vicious-looking dog sits beside a chest. The creature is chained to the wall, but freely roams the breadth of the room. The beast is a *charmed* **hell hound** that attacks anyone who enters the room without knocking on the door with five steady raps. The chest contains Denmar's spending money, which amounts to roughly 500 gp in random coinage. It also contains a *potion of cure serious wounds*.



SWORD OF AIR

HELL HOUND
XP 800

hp 30 (*Pathfinder Roleplaying Game Bestiary* "Hell Hound")

DENMAR
XP 12,800

Male elf eldritch knight 6, evoker 5, fighter (Shielded Fighter) 1 (*Pathfinder Roleplaying Game Advanced Player's Guide* "Shielded Fighter")

LG Medium humanoid (elf)

Init +3; **Senses** low-light vision; **Perception** +10

AC 26, touch 13, flat-footed 23 (+9 armor, +3 Dex, +4 shield)
hp 60 (6d10+5d6+1d10)

Fort +6; **Ref** +6; **Will** +7; +2 vs. enchantments

Immune sleep

Speed 30 ft.

Melee +1 keen battleaxe +14/+9 (1d8+4/19–20/x3)

Evoker Spell-Like Abilities (CL 10th; ranged touch +12):

8/day—*force missiles* (1d4+2)

Spells Prepared (CL 10th; melee touch +12, ranged touch +12):

5th—*break enchantment, dominate person* (DC 20),

passwall, wall of force^B

4th—*black tentacles, dimension door, dimensional anchor, summon monster IV, vitriolic mist*^{B**}

3rd—*clairaudience/clairvoyance, dispel magic,*

displacement, fireball^B (DC 18), *fly*

2nd—*bear's endurance, blindness/deafness* (DC 17), *create*

pit^{*} (DC 17), *scorching ray*^B, *see invisibility*

1st—*break*^{*} (DC 16), *comprehend languages, magic*

missile^B, *magic missile, protection from evil, shield, true strike*

0 (at will)—*acid splash, detect magic, mage hand, message*

Arcane School Evocation **Opposition Schools** Illusion,

Necromancy

Str 17, **Dex** 17, **Con** 10, **Int** 21, **Wis** 13, **Cha** 16

Base Atk +9; **CMB** +12; **CMD** 28

Feats Alertness, Arcane Armor Training, Combat Expertise, Combat Reflexes, Cooperative Crafting*, Craft Magic Arms & Armor, Scribe Scroll, Shield Focus, Shield Specialization*, Throw Anything, Weapon Focus (battleaxe)

Skills Appraise +12, Bluff +4, Craft (armor) +10, Diplomacy +4,

Fly +9, Knowledge (arcana) +18, Knowledge (engineering)

+15, Knowledge (history) +11, Knowledge (local) +14,

Knowledge (nature) +12, Knowledge (planes) +10,

Perception +10, Profession (siege engineer) +14, Ride +8,

Sense Motive +10, Spellcraft +20 (+22 to determine the

properties of a magic item), Stealth +6, Use Magic Device

+8; **Racial Modifiers** +2 Perception

Languages Celestial, Common, Draconic, Elven, Goblin, Orc, Sylvan

SQ arcane bonds (), elven magic, weapon familiarity, force missile, intense spells

Gear +3 elven chain, *absorbing shield*, +1 keen battleaxe, 500 gp pendant, spell component pouch

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Area 15: Lane Phelan's Quarters (CR 7)

Lane Phelan keeps a bed, a table, two chairs, a large chest and a cabinet in his room. The table is littered with papers and books, with a large volume sitting in a candleholder. Extra candles are kept in a box atop the cabinet. There is a 75% chance that Lane is within his chamber. If interrupted, he immediately attempts to put the party to sleep with a *sleep* spell, or uses *pyrotechnics* to fill the room with smoke to give him an opportunity to cast *invisibility* and escape.

Lane's chest is **trapped** with a mechanical trap that fires 14 poisonous razor-sharp shuriken in a 45-degree arc across the room.

CR 3

PIT TRAP
XP 400

Type mechanical; **Perception** DC 20; **Disable Device** DC 20

CR 1

Trigger touch; **Reset** manual

Effect Atk +12 ranged (shuriken; 1d2 plus drow poison)

DROW SLEEP POISON

Type—injury; save Fort DC 13

frequency 1/minute for 2 minutes; *initial effect* unconsciousness for 1 minute; *secondary effect* unconsciousness for 2d4 hours; *cure* 1 save

Inside the chest are Lane's spellbook, a set of 33 keys, two scroll cases, a *potion of flying* and treasure consisting of 50 pp, 200 gp, 500 sp and 600 cp, and a set of 3 gems (500 gp, 200 gp and 100 gp). The ring for the keys is made of gold inlaid with mithral and platinum (worth 3,000 gp), and lacks a break that



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would allow the keys to be removed.

The scroll cases are a white ceramic case labeled “*tricky tongues*” that has *charm person*, *glibness*, *ventriloquism*, *hideous laughter*, *scare* (x2) and *minor image*, and an iron case with a lock (DC 20 Disable Device); Phelan carries a key. The scroll contains the spells *shocking grasp*, *darkness* and *fireball*.

LANE PHELAN

XP 3,200

Male half-elf fighter 3, universalist 5

LG Medium humanoid (elf, human)

Init +3; **Senses** low-light vision; **Perception** +8

AC 14, touch 14, flat-footed 10 (+3 Dex, +1 dodge)

hp 36 (3d10+5d6)

Fort +4; **Ref** +5; **Will** +6; +1 vs. fear, +2 vs. enchantments

Defensive Abilities bravery +1; **Immune** sleep

Speed 30 ft.

Melee +1 *dueling rapier* +10 (1d6+1/18–20)

Special Attacks hand of the apprentice (7/day)

Spells Prepared (CL 5th; melee touch +5, ranged touch +8):

3rd—*dispel magic* (x2)

2nd—*cat's grace* (x2), *mirror image*

1st—*mage armor* (x2), *protection from evil*, *ray of enfeeblement* (DC 15)

0 (at will)—*bleed* (DC 14), *mage hand*, *message*, *open/close* (DC 14)

Str 10, **Dex** 17, **Con** 11, **Int** 18, **Wis** 12, **Cha** 13

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

Feats Craft Wondrous Item, Dodge, Mobility, Scribe Scroll, Sidestep*, Skill Focus (Knowledge [arcana]), Spring Attack, Weapon Finesse, Weapon Focus (rapier)

Skills Acrobatics +11, Bluff +9, Climb +4, Diplomacy +2, Fly +9, Knowledge (arcana) +18, Linguistics +8, Perception +8, Sense Motive +4, Spellcraft +14, Stealth +11; **Racial Modifiers** +2 Perception

Languages Common, Draconic, Elven, Elven, Goblin, Orc

SQ armor training 1, elf blood

Combat Gear *shadow vial*; **Gear** +1 *dueling rapier*, spell component pouch, spellbook, 5 gp, two keys (one for the chest, and one for the scroll)

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Area 16: Ladder Guardian (CR 4)

Webs cover the landing, the top and the bottom of the ladder. A **giant wolf spider** jumps the first person through the trapdoor unless it is one of the tower's wizards. The heavy brute attempts to knock the PC down the shaft and onto its web below (DC 18 Reflex save to avoid). Falling characters are buffeted as they strike the edges of the shaft and take 4d6 points of damage before becoming stuck in the wolf spider's web below.

GIANT WOLF SPIDER

XP 1,200

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NE Large magical beast

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

Perception +11

AC 15, touch 12, flat-footed 12 (+3 Dex, +3 natural, –1 size)

hp 72 (6d10+12)

Fort +7; **Ref** +8; **Will** +2

Speed 40 ft., climb 20 ft.

Melee bite +8 (1d8+3 plus poison plus trip)

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

Special Attacks web (+9 ranged, DC 15, 6 hp)

Str 15, **Dex** 17, **Con** 14, **Int** 8, **Wis** 10, **Cha** 2

CR 7

Base Atk +6; **CMB** +9; **CMD** 22 (34 vs. trip)

Feats Alertness, Improved Initiative, Weapon Finesse

Skills Acrobatics +3, Climb +10, Perception +11, Sense

Motive +2, Stealth +8 (+16 in its webs), Survival +2 (+6

tracking by scent); **Racial Modifiers** +4 Perception, +4

Stealth, +4 Survival when tracking by scent

Languages Common, Goblin

Poison (Ex) Bite—Injury; save Fort DC 15; frequency 1/round for 6 rounds; effect 1d4 Str; cure 2 consecutive saves. The save DC is Constitution-based.

Third Level: The Golem's Walk

Area 17: Golem's Walk

The door from the stairway has bells upon the backside so it chimes when opened. A rogue can open it silently with a DC 20 Disable Device check and a simultaneous DC 22 Stealth check.

The walk is 200 feet high and is unadorned except for the columns and the secret door at **Area 17A**. At **Area 17B**, a glass golem starts moving around the walkway as soon as the chimes ring. The golem comes within sight of the PCs in 4 rounds.

Area 17A: Secret Door (CR 8)

This secret door (DC 20 Perception check to notice) is opened using one of the keys on the ring from **Area 15**. The lock may be disabled with a DC 20 Disable Device check, but it is **trapped**. The trap is also discharged if the wrong key is placed in the lock. Each key on the ring takes one round to try. The GM should assign a 3% cumulative percentage chance to make the correct choice before PCs attempt any keys!

SHOCKING LOCK TRAP

XP 600

Type magical; **Perception** DC 22; **Disable Device** DC 22

Trigger touch; **Reset** none

Effect spell effect (shocking grasp, 3d6 points of electricity damage, DC 12 Reflex save for half)

GLASS GOLEM

XP 4,800

hp 96 (*Pathfinder Roleplaying Game Bestiary 2* “Golem, Glass”)

The golem attacks anyone other than Sorten and his apprentices.

Area 17B: Golem Glass (CR 8)

A pane of stained glass along this hall contains a **golem** that steps out of the glass if the chimes at **Area 17A** sound. The glass golem attacks anyone other than Sorten and his apprentices.

GLASS GOLEM

XP 4,800

hp 96 (*Pathfinder Roleplaying Game Bestiary 2* “Golem, Glass”)

Area 18: Golem Lab

Two tables, three cabinets and a stool by a corner table are in this laboratory. A half-completed flesh golem lies on one table. One of the cabinets is a bookcase with two books of note. One of the books is a *manual of glass golems* (as a standard *manual of golems*, but specific to glass golems). The other is titled “*Fragile Incantations*.” This book contains the necessary incantation for the spell *glass shape* (**Appendix**).

Many jars and bottles fill the other shelves. Among the items is a crystal statue draped with a blanket. The table is littered with papers detailing the construction of a crystal golem. A hard to locate secret door (DC 25) leads to Area 21.



Area 19: Supply Closet

The supply closet contains various shards of glass, pots of colored sand, steel rods, powdered lead and other materials for producing up to 500 pounds of leaded and colored glass.

Area 20: Storage Room

This room contains cleaning supplies of all kinds.

Area 21: Tower Shaft

This inner stairwell leads upward into the tower to Area 24. This secret staircase known only to the tower wizards acts as an escape hatch should they require one. The stairwell is trapped by a *magic mouth* spell that shouts loud alarms if anyone not escorted by one of them uses the stairs.

Fourth Level: Weezen's First Colonnade

Area 22: The Colonnade (The Illusory Forest) (CR 10)

The colonnade was contrived in the devious mind of **Weezen**, one of Sorten's first apprentices. It is built so that only one person at a time may pass between its pillars on this side of the tower.

WEEZEN
XP 9,600

Male human illusionist 11
CG Medium humanoid (human)

Init +1; Perception +11

AC 17, touch 13, flat-footed 16 (+4 armor, +2 deflection, +1 Dex)

hp 30 (11d6–11)

Fort +2; **Ref** +4; **Will** +9

Speed 30 ft.

Melee unarmed strike +3 (1d3–2 nonlethal)

Ranged +1 distance blowgun +7 (1d2+1 plus poison)

Illusionist Spell-Like Abilities (CL 11th; ranged touch +6):

11 rounds/day—*invisibility field*

8/day—*blinding ray*

Spells Prepared (CL 11th; melee touch +3, ranged touch +6):

6th—*permanent image*^B (DC 21), *programmed image* (DC 21)

5th—*baleful polymorph* (DC 20), *hold monster* (DC 20),

mirage arcana^B (DC 20), *persistent image* (DC 20)

4th—*charm monster* (DC 19), *dimension door*, *hallucinatory terrain* (DC 19), *phantasmal killer*^B (DC 19)

3rd—*arcane sight*, *dispel magic*, *displacement*^B, *hold person* (3, DC 18)

2nd—*create pit*^{*} (DC 17), *daze monster* (DC 17), *hideous laughter* (DC 17), *invisibility*^B, *mirror image*

1st—*bungle*^{**} (DC 16), *grease*, *mage armor*, *reduce person* (DC 16), *silent image*^B (DC 16)

0 (at will)—*arcane mark*, *detect magic*, *message*, *prestidigitation*

Arcane School Illusion **Opposition Schools** Conjuraton, Evocation

CR 10 **Str** 7, **Dex** 13, **Con** 9, **Int** 20, **Wis** 14, **Cha** 10

Base Atk +5; **CMB** +3; **CMD** 16

Feats Craft Magic Arms & Armor, Craft Rod, Craft Staff, Craft Wand, Craft Wondrous Item, Extend Spell, Forge Ring, Scribe

CHAPTER 4: SORTEN'S TOWER



Weezen loves to use the power of illusion and mixes it into his magic whenever the opportunity presents itself. Weezen only uses his offensive spells when placed in immediate danger. His goal is to trap intruders so they may be collected and questioned by his master, or to walk dangerous enemies off the walls of the tower to plummet to their deaths on the cliffs below (120 feet, 12d6 points of damage). Weezen's main tactic is to cast *hallucinatory terrain* over the narrow walkway (80% chance of falling off if crossed).

Area 23: Weezen's Storeroom

Weezen keeps many of his spell components and supplies here. These include a gallon jar of phosphorus, a box of wrychwood, a terrarium of glowworms, inks usable for writing spells (black, red and green), a dozen candles, wool in a box, a vial of bat fur, some coal, powdered topaz and amber, giant squid ink, giants' eyelashes, gum arabic, iron pyrite, honeycomb, fleece, nutshells, caterpillar cocoons and silk, various herbs, a jar of fine needles, flour and distilled water. One jar is made of ceramic with a brown glaze with white runes around the top. The runes may be read using *read magic* and reveal the magic word to open the jar. Without it, the jar cannot be opened. The jar contains 6 applications of *oil of etherealness*. The non-magical items are worth more than 12,000 gp.

Area 24: Weezen's Study (CR 8)

This dirty, dark room is lit by a collection of sooty tapers. Two stools flank a large table that is littered with open books and scraps of paper, parchment and vellum.

A magic circle is inscribed on the floor, and a black curtain is stretched across the far corner of the room. A shelf holds some vials. A ladder is on the wall by the table. The papers on the desk are written in a variety of languages that include Common, Elven, Dwarven and some scraps in the tongues of Abyssal, Infernal and Draconic.

If PCs examine the notes, they feel a strange sensation followed by a shadowy vision entering their minds of horrid, little, shadowy and ghoulish creatures dragging them off into dark caves.

Their senses are then bombarded with random noises such as scratching on the floor, random floorboards popping, and voices that seem to come from windows or from behind doors. All in the room must make a DC 15 Will save or be shaken with a sudden fear that results in a -2 penalty to

Scroll, Simple Weapon Proficiency, Still Spell

Skills Appraise +13, Bluff +11, Climb +3, Disguise +7, Escape Artist +3, Knowledge (arcana) +18, Knowledge (local) +17, Knowledge (planes) +18, Perception +11, Sense Motive +12, Spellcraft +19, Use Magic Device +10

Languages Abyssal, Celestial, Common, Draconic, Dwarven, Elven

SQ arcane bond (*staff of illusion*), blinding ray, extended illusions, invisibility field, opposition schools (conjuration, evocation), specialized schools (illusion)

Combat Gear *staff of illusion*, *wand of major image*, 6 doses of drow sleep poison; **Other Gear** +1 distance blowgun, 10 masterwork blowgun darts, *bracers of armor* +4, *ring of protection* +2, 12 gp, spell component pouch, spellbook, keyring.

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The room has the appearance of a heavily columned hall, with spaces only a couple of feet apart between columns, forming a maze-like "pegboard" room. In addition, there are three open-air exits that lead to a rail-less balcony ledge, only 2 feet wide on the outside of the tower. These exits appear (when under illusion) as long hallways with doors 60 feet ahead. Anyone walking down the hallway falls (DC 30 Reflex save avoids). Weezen's goal is to trap intruders so they may be collected and questioned by his master, or to walk dangerous enemies off the walls of the tower to plummet to their deaths on the cliffs below (120 feet, 12d6 points of damage, DC 30 Reflex save avoids). Weezen's main tactic is to cast *hallucinatory terrain*, creating the maze and the deadfall "hallways".

Weezen's tactics: Weezen is a dwarf-sized human who typically dresses in loose wool robes and wears a floppy hat. He has a long white beard and dark, curious eyes. Weezen turns himself *invisible* then moves through the colonnade casting spells to confound and confuse the party.

Sleep Potion Recipe

The sleep potion recipe is written in ancient dwarven and takes a dwarf twice as long to read and a dwarf speaker four times as long to decipher.

The recipe reads as follows:

2 bushels wolfsbane, picked on the night of a new moon

1 cup belladonna

1 cup pine pitch

2 drops blood from a sleeping man

Essence of wight and will-o'-the-wisp

Combine ingredients in distilled water and ferment for a month. Then skim the top and combine it with the grease from a vampire heart that is not more than a week old and has been turned on a fire of green maple and wolfsbane. Drain admixture into vials and store in a cool, dark place until ready for use.

In game terms, the potion is a powerful sleep-inducer. Anyone drinking the potion must make a save or fall asleep for 1d6 hours within 1d4 rounds. A vial of the potion may also be used to three arrows, two daggers or one full-sized blade. A character may also drink the sleep draught as a potion, which allows no save. The magic-user Kayden used this recipe as a base to create the sleep draughts found in **Chapter 3**.



attacks, damage and saves for the next 10 minutes. PCs are also filled with discomfort for the duration of their stay in the chamber.

Careful inspection notes a slight movement beyond the black curtain, as if something behind it is watching them.

Three items of note can be found among the papers:

Weezen's spellbook (all spells listed in Weezen's statblock, plus GM discretion)

Weezen's secret journal: This appears to be a 100-page notebook with blank pages throughout and a fine leather cover. It is nonmagical. If closely examined, it smells slightly of lemons because it contains secret writings in lemon juice on 3 pages. If exposed to heat or fire and scorched, it reveals the following:

- **Page 41:** "Swords"
- **Page 63:** "Stop Swords"
- **Page 88:** "Hold Swords"

A recipe book: The book contains a recipe for a sleep potion and an unfinished article about intellect devourers with a drawing of the creature on the frontispiece. The article concerns itself with the body-snatching powers of the creature.

Behind the curtain is an **intellect devourer** tethered to an adamantine chain worth 2,000 gp. Although it looks ordinary, the chain radiates magic because it suppresses spellcasting and spell-like abilities. Weezen keeps this pet in his study for observations. Weezen keeps it fed so it is tame; well, sort of tame. The vials are 8 vials of drow sleep poison, a *potion of invisibility* and a *potion of gaseous form*. None are labeled.

INTELLECT DEVOURER

XP 4,800

hp 84 (*Pathfinder Roleplaying Game Bestiary* "Intellect Devourer")

CR 8

Fifth Level: Sorten's Chambers

Area 25: Landing

The landing appears to be a dead-end. However, the **secret door** is easy to detect (DC 15 Perception check). An illusion opposite the door triggers when someone faces the secret door. The illusion is of a vampire stepping forth from a secret crypt to attack, declaring in a thick accent "I want to suck your blood!" The illusion is coupled with a *fear* spell so it appears to be an actual vampiric assault with all the bells and whistles. The *fear* spell requires a DC 15 Will save to negate. The intent of the illusion is to frighten folk away from the landing so they steer clear of the secret door.

Area 26: Hall (CR 3)

Beyond the secret door is a nondescript hall with a net of chains covering its right side. The chains are spaced so that only a Small creature can pass through it without making a DC 25 Stealth check to avoid making noise. The chains block a doorway that leads into a darkened chamber. A large padlock holds the chains together in the center of the net (DC 25 Disable Device to open). The padlock is trapped with a **magical trap** that must be dispelled in order to disable the lock. Attempting to disable the lock discharges 2d6 points of electrical damage and causes the lock to glow white hot, eventually fusing into a lump of metal and otherwise ruining it. The chain is made of thick iron links and requires a steel saw and 10 minutes of hard, loud sawing to cut through (hardness 8, hp 60, Break DC 30). Meanwhile, the electricity continues to discharge from the lock each round, doing 1d6 points of damage (DC 15 Reflex save for half) to all within 5 feet.

Sorten's Tower Levels 5-6

1 square - 10 feet



Fifth Level



Sixth Level



Loft



FUSING ELECTRICAL LOCK TRAP
XP 800

Type mechanical and magical; **Perception** DC 20; **Disable Device** DC 20

CR 3

VROCK
XP 6,400

hp 112 (*Pathfinder Roleplaying Game Bestiary* "Demon, Vrock")

CR 9

Trigger touch; **Reset** none

Effect shocking padlock (2d6 points of electrical damage); multiple targets (1d6 points of electrical damage to all within 5 feet, every round after the first round); DC 15 Reflex avoids

Area 27: Shadow Portal Study

A strange circle can be viewed upon the wall beyond the chains. As the party observes the circle, they see a piece of paper blown by the wind waft through an arrow slit. The paper hits the center of the circle and vanishes. The circle itself appears to be formed by dried leaves and debris. Bits of paper with unintelligible bits of writing and pieces of broken furniture that may have been desks or bookshelves are also included. The circle detects as highly magical.

The circle is a one-way portal to Area 2 on the **Plane of Shadow** (see **Chapter 5**). Anyone stepping over the boundary vanishes to the plane and is automatically lost in the shadow realm. Returning to the Lost Lands is impossible through this portal, and only a powerful spellcaster with means of dimensional travel (such as *plane shift* or like magic) would be able to find a place within the Plane of Shadow that would allow him to return.

Area 28: Flotsam and Jetsam (CR varies)

This area was once a reading room just off the study but now serves as a storage area for some of Sorten's effects. A ladder opposite the door leads to a **locked trapdoor** (harness 5, hp 15, DC 20 Disable Device, Break DC 25).

Boxes, barrels and chests are scattered in disarray about this area. Many of the items look quite mundane, while others are striking. As PCs explore the chamber, they occasionally hear a strange gurgling sound and have a 1-in-10 chance of noticing an eyestalk or odd shadow rise up from among the boxes before it quickly darts away.

Box A: This box is fashioned of cedar with iron hardware. The chest appears fairly old and is locked (DC 12 Disable Device). The lock is not hard to pick. Within are some fine wool garments and furs, all in good condition. One pocket holds two ceramic spheres. The spheres contain *potions of stinking cloud* that detonate when the ceramic orbs break.

Box B: This chest of oak and other hardwoods with iron bindings appears to be of dwarven origin. The lock on the chest is complex (DC 25 Disable Device). Smashing the chest open (hardness 5, hp 20) has a 70% chance of destroying the jar within. Within a surprisingly small space is a cat-headed jar that contains an unguent that when anointed upon the eyes of an individual allows them to look into the Plane of Shadow (30 uses). The chest also contains 50 pp and 200 gp.

Box C: A plain wooden crate with a word written in Semuric, a desert nomad language, is filled with elemental sulfur.

Box D: A large rune upon this well-made riveted iron box is inscribed in Undercommon. The rune includes a symbol used by the drow of the Under Realms. The case is deathly cold to the touch, and frost collects upon it.

When translated, the runes read as follows: "*Without the bones sustain. Until exposed shan't reclaim.*"

Shaking the box gives the impression that it is filled with some sort of liquid and makes a squishy noise. Within the box is a large glass jar filled with a reddish liquid and what looks like meat or some other fleshy tissue. The jar contains the still-living liver of an ancient fiendish lord. It sits here forgotten, waiting to be reunited with its owner. If removed from this tower, possessing the jar doubles the number of encounters that occur with Chaotic Evil entities as they are drawn to the jar in hopes of reuniting it with its master and claiming whatever boon the dark lord offers to be whole again. There is a 10% chance per day that a **vrock servant of the dark lord** appears and demands his master's liver.

Box E: This small box has a simple latch and is filled with Zalorog's Blood Tobacco.

Box F: This large, well-constructed crate is broken out of from the inside. A triangular stamp is marked on the outside of the box. Within the box are the remains of a pupa of some sort, like a mass of spun silk. It is quite dusty. This pupa is what remains of an unmetamorphosed horror that now lives in the putrid contents of **Cask M**. The triangular stamp is a symbol of the Sultan of Kullar in the Ammyad Caliphate, a good friend of Sorten's. Writing beneath the stamp says "*Store securely and expeditiously.*"

Box G: This locked box is filled with moldy old books. Some of the books contain ancient histories that would be prized by the ages. The collection weighs 50 pounds, but would fetch 5,000 gp if sold as a collection to a library in Bard's Gate or the library of Elise.

Box H: This is another well-made chest of hardwood and steel bindings, with an unusually large keyhole. The chest is actually not locked, but requires a twig or similar instrument to be pushed into the hole above the slot. Any attempt to bypass the **trap** must make a successful DC 20 Reflex save or be struck by the blades for 2d6 points of damage. Roll 1d20 when the blades spring forth. On a natural 20, the PC loses 1d4 points of Dexterity as 1d4 of his fingers are sliced from his hand. The chest is empty except for the trap mechanism. A false bottom hides 200 gp, a partial spellbook, a bag of spell components, and a *scroll of magic missile*. The spells in the book are *detect thoughts*, *see invisible*, *stinking cloud* and *ventriloquism*.

FINGER-CUTTER TRAP
XP 1,200

Type mechanical; **Perception** DC 24; **Disable Device** DC 20

CR 4

Trigger touch; **Reset** manual; **Bypass** hidden button (DC 25 Perception)

Effect Atk +15 melee (2d6 slashing damage; on a natural 20, the PC must make a DC 20 Fortitude save or suffer 1d4 points of Dex damage from loss of 1d4 fingers)

Box I: This is a tall, heavily constructed urn of granite with writing about the top that requires *read magic* to decipher. The runes contain portions of the *binding* spell, and the urn is sealed with a black wax that smells of garlic and roses. Paladins or other PCs with the ability to *detect evil* note an overwhelming sense of nausea and evil emanating from the urn.

If the urn is unhinged during daylight, the PCs discover only a severed, shriveled female head. The head is awake and curses at the party in an angry voice using arcane and unholy languages as it casts *unholy aura*. The head then transforms into a **marilith demon** within 2 rounds, in the form of a six-armed, lion-headed, goat-horned horror with full abilities!

MARILITH
XP 102,400

hp 264 (*Pathfinder Roleplaying Game Bestiary* "Demon, Marilith")

CR 17

Cask J: This 10-gallon cask contains average drinkable red wine.

Cask K: This 20-gallon cask contains a hoppy pale ale.

Cask L: This large cask spills over with a putrid liquid that smells of wine and fecal matter. Mold and slime grow where the liquid is undisturbed. The cask itself contains more of the same substance. Occasionally, bubbles rise to the top of the fell-looking mixture.

The foul fluid is the home of the beast that escaped from **Crate F**. It has converted the wine into a poisonous, evil mixture of feces and other extrusive matter.

The **cask creature** has a voracious appetite. Anyone putting a pole or similar item (sword, club, torch, etc.) into the vat has it jerked out of his hand or snapped in two. Metal objects are spit out in a badly corroded



state. Breaking the cask covers the floor with a reeking acidic mixture that does 1d6 points of acid damage in a 20-foot radius. Objects continue to take damage until removed from the area or dilute the mixture with two kegs of some other liquid. If the keg is broken, the creature screeches and moves very rapidly to another cask, jumps up on it, breaks the top, and dives in within 3 rounds. If attacked, it lashes out with its poisonous slam.

If the cask is left alone, the little monster may attempt to poison any party member within 5 feet.

CASK CREATURE

XP 800

The Tome of Horrors IV 201 (Appendix)

N Medium ooze (aquatic)

Init +0; **Senses** blindsight 30 ft.; **Perception** -5

Aura stench (10 ft., DC 17)

CR 3

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

hp 38 (4d8+20)

Fort +6; **Ref** +1; **Will** -4

Immune cold, electricity, ooze traits

Speed 20 ft., climb 20 ft., swim 20 ft.

Melee slam +6 (1d8+4 plus poison and grab)

Special Attacks constrict (1d8+4)

Str 16, **Dex** 10, **Con** 20, **Int** —, **Wis** 1, **Cha** 1

Base Atk +3; **CMB** +6 (+10 grapple); **CMD** 16 (can't be tripped)

Skills Climb +11, Swim +11

SQ amphibious, camouflage

Camouflage (Ex) Since a cask creature looks like normal sludge when at rest, a DC 20 Perception check is required to notice it before it attacks for the first time. Anyone with ranks

in Survival or Knowledge (dungeoneering) can use either of those skills instead of Perception to notice the ooze.

Cold Immunity (Ex) A cask creature hit by a cold-based attack takes no damage. However, if the amount of damage it would have otherwise taken exceeds its Constitution score, the cask creature is slowed (as the slow spell) for 1d6 rounds.

Poison (Ex) contact; save DC 17 Fort; frequency 1/round for 6 rounds; effect 1d3 Dex damage and 1d3 Con damage; cure 2 consecutive saves. The save DC is Constitution-based.

Stench Aura (Ex) Creatures entering the area must succeed on a DC 17 Fortitude save or be sickened for as long as they remain in the area and for 1d4 rounds after leaving it. The save DC is Constitution-based.

Cask M: This cask is similar to **Cask L** except that a **small black pudding** dwells just beneath the putrid surface in the sealed container.

BLACK PUDDING

XP 3,200

hp 75 (*Pathfinder Roleplaying Game Bestiary* "Pudding, Black")

CR 7

Cask O: This well-made cask has a spigot attached. A placard above the spigot reads "*Zink Deszraums*" in Dwarven. The cask contains strong, magically intoxicating liquor prized by man, elf and dwarf alike. Any elf, human or dwarf who drinks a cup of the liquor begins experiencing vivid hallucinations. Elves and humans must make a DC 18 Fortitude save to avoid drinking too much. Dwarves may drink as much as desired (no save required).

The liquor causes one's eyesight to grow dim, and the drinker suffers hallucinations for 4 hours. Between dreams, the imbibor fights at +1 to hit and +2 to damage, but suffers a -2 AC penalty.

Sixth Level

For the sorts of hallucinations and dreams experienced, treat as a *confusion* spell, rolling anew every 10 minutes. Dreams last 5 minutes out of every 10.

Cauldron P: This heavy iron cauldron is blackened about the bottom. The cauldron belongs to the innkeeper at the Trireme Tavern, which is located just north of the tower along the coast. His initials are engraved on the bottom and match those on the lid, which can be found at the inn. He pays 10 sp to get his cauldron back. The cauldron weighs 80 pounds.

Area 29: Cerannan's Room

If Sorten has been convinced that the party should find the sword, he allows them access to this room (supervised of course). Hence there are ways that they can gain this information by less than nefarious means. If the characters ask, they can even gain the assistance of Cerannan's familiar to aid in locating him. The furniture in the room was once fine but is now moth-eaten and grimy with dust. Papers rustle as they are blown about by winds coming through the open windows. A chair next to a dust-covered reading table awaits its owner. An impression upon the cushion indicates someone has spent many long hours sitting upon it. After investigating the papers, PCs can determine that Cerannan created the one-way portal to the Plane of Shadow. He left some notes that may prove helpful:

- "On nights with full moons, the shadows cast by the large mountains cause the area within the darkest part of the shadow to be close to the shadow plane. A dimension door aimed upon this spot should do the same trick."
- "I figured the right geometry, but my analysis seems flawed."
- "Rolled some stones into the door and they disappeared!"
- "I am preparing an expedition for my gate. I must be the first to cross over into the dark world. I have seen it with the ointment that I developed with master Sorten."
- "Sorten cautioned me not to cross over until the flaw is fixed. I feel that it is not critical. He still won't let me see his journal and he won't let me do the spells."
- "The one who is silent and learns will be the favored of power's says he. For now I will watch and learn."

The chests and drawers contain mostly clothing. One chest holds a mirror that reflects only the visage of good-aligned PCs or monsters. Another drawer holds a purse with 10 pp, 7 gp and 2 sp in addition to a 500 gp gem.

A raven named **Chaphare** (Cerannan's familiar) sits in the window regarding the party with curiosity. The raven can find Cerannan on the Plane of Shadow if PCs choose to take this tactic. The raven is also familiar with where the other gate manifests itself, though the manifestation of the true gate depends largely on the exact time of conjunction.

CHAPHARE
XP—

CR —

Male raven familiar (*Pathfinder Roleplaying Game Bestiary* "Familiar, Raven")

N Tiny magical beast (animal)

Init +2; Senses low-light vision; **Perception** +13

AC 21, touch 14, flat-footed 19 (+2 Dex, +7 natural, +2 size)

hp 33 (1d8-1)

Fort +3; **Ref** +6; **Will** +10

SR 18

Speed 10 ft., fly 40 ft. (average)

Melee bite +10 (1d3-4)

Space 2 ft.; **Reach** 0 ft.

Str 2, **Dex** 15, **Con** 8, **Int** 12, **Wis** 15, **Cha** 7

Base Atk +6; **CMB** +6; **CMD** 12

Feats Skill Focus (Perception), Weapon Finesse^B

Skills Acrobatics +2 (-6 to jump), Appraise +7, Bluff +1, Diplomacy +0, Fly +19, Linguistics +6, Perception +13, Sense Motive +7, Spellcraft +14, Stealth +14, Survival +7, Use Magic Device +8

Languages Common, Draconic

SQ improved evasion

Trapdoor (CR 2)

Opening the trapdoor without knocking five times causes a large urn filled with gold to fall upon the first PC through. The underside of the trapdoor is inscribed with a *magic mouth* that says, "You, trespasser, have gotten what you want. Now be off before you make a bad situation worse!"

TRAPDOOR TRAP

CR 2

XP 600

Type mechanical; **Perception** DC 16; **Disable Device** DC 16

Trigger location; **Reset** manual

Effect Atk +10 melee (3d6 bludgeoning damage, plus special); special (if a target is hit with the urn, they must succeed on a DC 20 Reflex save, or be knocked off the ladder, suffering 3d6 points of falling damage).



Area 30: Entry Chamber (CR Varies)

The lower part of this room is sparsely furnished. A thin cabinet (**B**) holds three wooden staves. A cluttered desk (**C**) occupies one part of the wall while a stair leads up to the loft. Chalk marks on the floor resemble runes and diagrams, but most are smeared out. While the room appears to be empty, many things float above the PCs' heads if they look up. Some of the objects are *invisible*.

These items are listed below, with a percentage chance to run into them (0% indicates they float higher than one's head). Chalk marks are conspicuously absent on the floor for items **E**, **F** and **G**.

CHAPTER 4: SORTEN'S TOWER

Location	Item	Chance to Hit
D	Chair	50%
E	Chest	60%
F	Cupboard	70%
G	Urn	65%
H	Stuffed owlbear	85%
I	Large chest	0%
J	Cup	0%
K	Wooden chair	0%
L	Helmet	0%
M	Blanket	0%

In addition to the above objects, about a dozen visible swords rhythmically swirl and scythe through the air. The pattern they follow is complex and hard to follow, so that anyone failing a DC 22 Intelligence check is unable to comprehend the pattern and rhythm, and cannot cross the room without being attacked. Those who recognize the pattern are safe and can cross the room without being attacked.

Anyone failing the check is attacked 1d4 times by 1d6 swords. Certain spells lend some protection against the darting swords:

Defense Against Floating Swords

<i>Dispel magic</i>	Protects spellcaster and everyone in a 5-foot radius for 1 round.
<i>Protection from arrows</i>	Grants the protected PC a +4 AC bonus.
<i>Shield</i>	+4 AC bonus.
<i>Shatter</i>	Destroys one sword.
<i>Gust of wind</i>	Disrupts sword pattern for 1d4 rounds. No attacks are made during those rounds.
<i>Slow</i>	Attacks are reduced to 1 strike every 4 rounds.
<i>Anti-magic shell</i>	No attacks occur within the area of effect.

Besides the spells listed above, a sword may also be broken by a PC that uses a sundering attack action.

WEAVING SWORDS TRAP

XP 2,400

Type mechanical and magical; Perception DC 10; Disable Device — (see table)

CR 6

Trigger location; Reset none

Effect Atk +12 melee (1d6 swords attack 1d4 times each, 1d8 slashing damage); multiple targets (all creatures walking through room that fail the Int check)

The floating items are either very important to Sorten personally or are very magical. Each item has a word that brings it to the heavy desk at one of the safe areas. The chest, however, moves in such a way that sword attacks are doubled in its vicinity. It lands not at the desk but in the center of the room and the swords surround it like a *blade barrier*, subject to the

above spells.

Words written in *Weezen's Secret Journal* (Area 24) control the blades:

- “*Stop the swords*” causes the swords to point menacingly at the person closest to the chest. This should be played for fear impact, even though the blades do not move anymore. “*Stop the swords*” halts the weapons only for 5 rounds. If anyone takes this chance to fool around with the chest, he finds himself caught inside the *blade barrier*-like area around the chest until the words are uttered again. A second uttering while the blades are stopped causes the swords to again form a lethal *blade barrier* cage around the chest.

- “*Hold swords*” causes all the blades to hold their positions indefinitely.
- “*Swords*” causes all the blades to resume their frenetic activity.

Upon the desk (C) is a list of the tower payrolls, accounts, inventories, etc., in Weezen’s handwriting. Most of the drawers hold writing items or notes. The chair (D) is mundane, made *permanently invisible*. Weezen uses it to play tricks on Phelan. The chest (E) holds Sorten’s clothing, worth 3,000 gp total and made of the finest material.

Within the cupboard (F) are mundane plates, utensils, odd-looking tools, candles made of red wax with curious icons on them, other candles, a small cauldron, and random spell components. The beautiful dishes and cups are almost unbreakable (worth 3,000 gp). Also inside are 2 *potions of cure serious wounds*.

The urn (G) contains 10,000 pp and is made of pure brass, sealed with red wax. The owlbear (H) is just a stuffed owlbear.

Sorten’s chest (I), however, is something different. It is made of a very hard stone and is filigreed with silver symbols that seem to be some sort of warning. The lock is made of a very hard metal, and the whole construction seems to be impregnable. The chest is made of adamantite and carbon-alloy steel. The top writing reads: “**THIS CHEST IS MINE! TO OPEN IT IS DEATH. THIS IS YOUR ONLY WARNING.**”



The keyhole is a dummy. Any key fits and apparently turns the lock, but the chest does not open. The placard below the keyhole reads:

“*Beware of the obvious trick,
For often, one ’tis a subtle truth,
And Truth is oft a lie revealed from whence no being is proof.*”

A rogue can detect the false keyhole and is likely to find the hidden lock with a DC 25 Perception check. The hidden lock is a disc with the words “*Open Muzek*” repeated three times. Muzek is a word in Abyssal that is not often used;

SWORD OF AIR

it means “truth.” Sheg as a suffix means “slayer”. If the words are spoken thrice, a dark gathering of clouds appears at the door. This cloud builds for 4 rounds. Then, with a clap of thunder, a hideous demon appears in the center of the room. The demon’s name is **Muzeksheg**, the Demon Prince of the Droning Horde. It is the same demon whose organs are kept in the glass jar. It does not appear if the demon’s dark servants have already reclaimed his organs!

The beast exclaims “None of you is my keeper! Now I may earn my freedom and a meal at the same time! Muhahaha!” The beast then attacks.

MUZEKSHEG XP 307,200

CR 20

The Tome of Horrors Complete 157

Chaaor Demon (Beast Demon) antipaladin 3 (*Pathfinder Roleplaying Game Advanced Player’s Guide* “Antipaladin”) CE Large outsider (chaotic, demon, evil, extraplanar)

Init +3; **Senses** darkvision 60 ft.; **Perception** +28

Aura cowardice, evil

AC 24, touch 14, flat-footed 21 (+3 Dex, +10 natural, +2 profane, –1 size)

hp 304 (18d10+126 plus 3d10+21 plus 3)

Fort +27; **Ref** +19; **Will** +15

Defensive Abilities unholy resilience; **DR** 10/good; **Immune** disease, electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 32

Speed 30 ft.

Melee +3 *unholy wounding adamantine greatsword* +32/+27/+22/+17 (3d6+16/17–20), bite +29 (2d6+9) and 2 claws +29 (1d8+9)

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

Special Attacks cruelty (shaken), rend (2 claws, 1d8+13), roar, smite good (+4 to hit, +3 to damage, +4 deflection bonus to AC), touch of corruption 5/day (1d6 damage)

Spell-Like Abilities (CL 11th):

At will—darkness, detect good, greater teleport (self plus 50

pounds of objects only), see *invisibility*
1/day—chaos hammer (DC 18)

Str 28, **Dex** 17, **Con** 25, **Int** 11, **Wis** 15, **Cha** 18

Base Atk +21; **CMB** +31 (+35 to grapple); **CMD** 46

Feats Awesome Blow, Blind-Fight, Cleave, Great Cleave, Great Fortitude, Greater Vital Strike, Improved Critical (greatsword), Improved Vital Strike, Intimidating Prowess, Power Attack, Vital Strike

Skills Bluff +20, Climb +23, Diplomacy +5, Intimidate +36, Knowledge (planes) +24, Knowledge (religion) +10, Perception +28, Sense Motive +20, Stealth +13

Languages Abyssal, Common; telepathy 100 ft.

Gear +3 *unholy wounding adamantine greatsword*

If the demon is freed, the chest still remains closed. The only way to open it is by casting a *knock* spell. It contains 250 pp, 500 gp, 1,550 sp, 2,000 cp, seven gems (a 3,000 gp cut diamond, a 2,500 gp ruby, a 2,000 gp fine sapphire, two 1,500 gp matched marquise-cut emeralds, a 1000 gp pearl, and a 500 gp large round topaz.), a map to a dragon’s hoard (it reads “*Dragon Hoard*”, and leads to the Hazed Canyon, even showing the secret path that enters the place), a gold-and-jeweled scepter worth 4,000 gp, a ring worth 500 gp, two scrolls titled “*Burdens*” (*cursed*; causes encumbrance) and a *spell scroll* (*message*, *ventriloquism*, *audible glamor* (x2), *clairaudience* and *tongues*).

In a false bottom is Sorten’s spellbook (written in a code; both read magic and a DC 30 Linguistics check are required to decipher) and two other books: “*Passage to the Everdark: The Shadow Plane*” by Sorten, and “*Theory and Practice of Mass Suspension*,” also by Sorten, which contains the spell *Sorten’s bag* (**Appendix**) and a map of the known Plane of Shadows.

Finally, a note in Sorten’s handwriting reads:

“Please, friend, help yourself to the treasure, for you have doubtlessly earned it. I only ask that you spare me these documents that are my life’s



work, as there are no other copies, and it will spare you some grief. A symbol of insanity is placed somewhere in one of these documents so read at your risk."

Symbols of insanity are placed on the title pages of each book. The map is folded and sealed, but safe.

Sorten's cup (J), chair (K), helmet (L) and blanket (M) are all magical (Appendix).

Area 31: Loft

Upstairs is a semi-circular area with a bed, a wardrobe, a huge wooden closet and a table.

Sorten's Dungeon — The Shadow Plane Gate

Area 32: Torch Exchange

The stairs down from Area 9 lead to a series of 6 unlit torches that rest in wooden holders. White powder covers the heads of the torches. Standard torches must be exchanged for these special torches, which emit an alchemical red flame, in order to pass through the landing (Area 33) without exciting the shadow plane creature stationed there.

Area 33: Landing (CR 5)

Roughhewn rock walls on either side flank this flat landing. The walls are illusory. A casual touch reveals that the PC's hand passes directly through the wall. A shadow mastiff protects the landing. It attacks anyone bearing any natural flame (a torch or lantern) or using some spell that produces illumination. Special torches found in Area 32 do not cause the dog to attack.



SHADOW MASTIFF

XP 1,600

hp 51 (Pathfinder Roleplaying Game Bestiary 3 "Shadow Mastiff")

CR 5

Area 34: Difficult Door (CR 13)

Before the party is a massively built oak door reinforced with bronze fittings and barred from this side by an 8-inch-by-8-inch-by-10-foot oak bar. The bar is further locked in two places with locks and chains. One lock looks like a brilliant white light, while the other has five slots numbered 1 through 5.

The door is, for all purposes, unbreakable by physical means. The white light is a *continual flame* spell cast upon a padlock that requires the keys to open. Opening the lock by key or by picking it does not break the *continual flame* spell, but damaging the lock does. The *continual flame* causes harm and pain to the shadow mastiff (Area 33), which does not enter the area illuminated by the powerful radiance of the *continual flame*.

First Lock: This lock can be disabled normally (DC 25 Disable Device).

Second Lock: This lock is easily disabled if one knows the right slot to try. A successful DC 25 Disable Device check discovers the correct slot, and also reveals and circumvents the **trap**. Within the lock is a bladder of poison gas inside the lock. The gas is deadly, red colored and smells like sour milk.

POISON GAS TRAP

XP 25,600

Type mechanical; Perception DC 25; Disable Device DC 25

CR 13

Trigger location; Reset manual

Effect poison cloud (Death's Kiss poison, DC 20 Fort save); never miss; multiple targets (all targets in a 10-foot radius)

DEATH'S KISS

Type—inhaled; save Fort DC 20

onset 2 rounds; frequency 1/round for 6 rounds; effect 1d6 Con damage; cure 2 consecutive saves

Area 35: Supply Room

Beyond the unlocked door is a shelf with rather large upright candles. The wax is red and each has a rune or icon engraved upon it. The candles are grouped into three sets for each icon. The wicks are infused with a yellow-white powder (sulfur). Above them on the top shelf are some torches that are treated for use on the Shadow Plane (see Area 32).

The smaller set of shelves contains three candle molds, a box of wicks and a tinder box. On the floor beneath the shelves are blocks of red wax and a bucket lined with the wax. A closet is next to these shelves.

The closet is easily unlocked (DC 10 Disable Device). Inside is a collection of blue and red staves. A book on the floor serves as a book of occurrences on the Shadow Plane. Useful information can be gained by reading it, but it is written in Sorten's code. *Comprehend languages* or a DC 22 Linguistics check can help decipher the manuscript. The manuscript (if deciphered) includes the gate activation procedure (Area 36). Some items that can be gleaned are:

- **Journal Entry, Weezen:** "... I tried continual light and it works well at keeping those damnable beasts away."

- **Journal Entry, Weezen:** "Found the other gate beyond the mountain that we call Black Peak. It, too, is manifested, but not as this gate. It is hard to spot and I did so only by most fortunate chance."

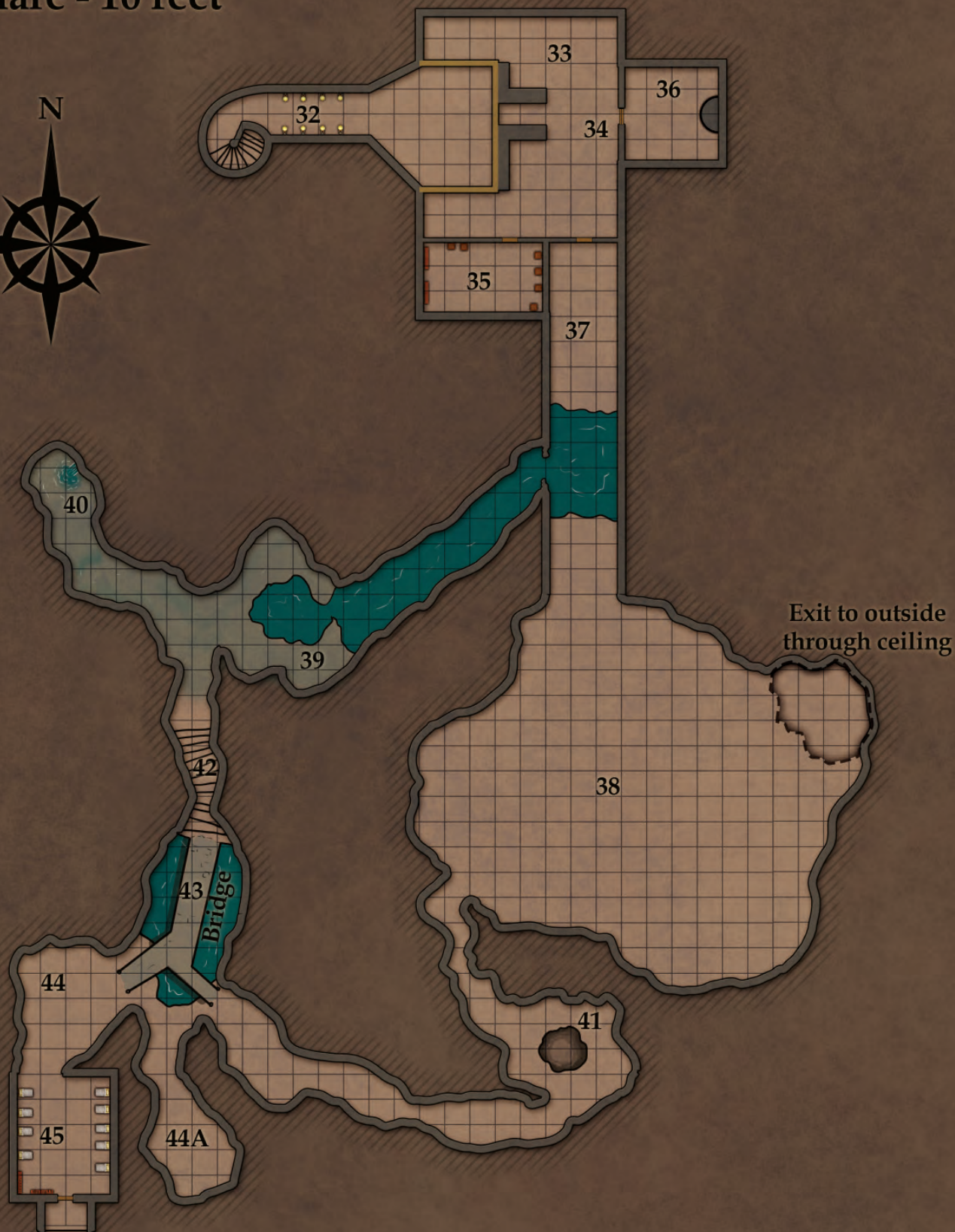
- **Journal Entry, Arren Pendar:** "There was evidence of Cerannan's party, but the track was old and I could not follow it ..."

- **Journal Entry, Arren Pendar:** "Found Cerannan's precious pendant amongst the bones of his party. What a fool he was to think he could find the secret of this place that would allow him to return! Many of the bones were splintered. I counted seven skulls, which leaves two unaccounted for, two of the skulls were crushed, and one was even missing a jawbone."

- **Journal Entry, Lane Phelan:** "Find familiar works and causes

Sorten's Dungeon (Part 1)

1 square - 10 feet



Exit to outside through ceiling

to Part 2



alliance with a creature.

- *I brought it through and bound it to the opposite alcove. What an efficient watchdog it makes!! It is even more frightening in its manifestation on its own plane.*

- **Journal Entry, Cerannan:** "Fireball does terrible damage over there, but its use also seems to attract them."

- **Journal Entry, Arren Pendar:** "Captain Mark and I found a skeleton. It was Polenar's. Poor devil."

- **Journal Entry, Cerannan:** "Mark climbed Black Peak and spotted in the distance, somewhat left to the line drawn from the gate to this peak, a bright light that moved towards my right as I faced away from our gate. I asked Mark if he could see it any better, but he only mumbled about the 'Deadly Chain,' and that it was long and thin. I left him alone and watched as it moved over what I believed was the horizon. Mark doesn't like this plane, worse than anyone else, but what does he know about anything?"

- **Journal Entry, Lane Phelan:** "It may have been Cerannan. I, too, saw the light. I believe that Cerannan is alive, but is lost off in the distance."

- **Journal Entry, Weezen:** "Lengths and time are deceiving here; I believe it has to do with the shift that causes one to fall out of our gate."

Area 36: Plane Gate

The operator must make a successful DC 25 Knowledge (arcana) or Use Magic Device check to make this gate function. Entry is gained by lighting the three candles and laying the three red staves across the middle of the rune to which they correspond. The staves then burn with a red fire.

The operator then takes the blue staff and recites the incantation at each station. Each entrant must follow in single file, hands upon the shoulders of the person in front of them. The operator stands over the circle, straddling the "eye" rune staff into the triangle. The triangle is actually in the Shadow Plane, manifesting itself as a triangular doorway. A person crossing over almost always falls (DC 20 Reflex save to avoid) because

the home plane of the Lost Lands is 30 degrees out of phase with the Plane of Shadow.

Area 37: Handcarved Hall (CR 2)

Water flows from a fissure into this hall. Anyone attempting to drink from this fissure risks a **cave crab** in **Area 39** attacking their hand.

CAVE CRAB

XP 600

hp 19 (*Pathfinder Roleplaying Game Bestiary* "Crab, Giant")

CR 2

Area 38: Brass Dragon Lair (CR Varies, 0 or 11)

This adult **brass dragon** is allied with Sorten and tolerates his retinue as long as no one enters its cave except Sorten or the cook, Lofello. Toward this end, Sorten secured the entrances using various means. The dragon hunts often and is at home only 60% of the time. Mixed among the modest treasure listed below are the bones of large fish, buccaneers and the occasional trespasser.

ADULT BRASS DRAGON

XP 12,800

hp 161 (*Pathfinder Roleplaying Game Bestiary* "Dragon, Metallic, Brass")

CR 11

Treasure: The dragon's hoard consists of 16,000 gp, 31,000 sp, six matching silver cups set with rubies (worth 300 gp each or 2,500 gp as a set), various mundane articles worth 5,000 gp, 16 large gems (a malachite worth 200 gp, 2 pearls worth 500 gp and 300 gp, 3 azurites worth 5,000 gp (this one is really large, nearly football-sized), 75 gp and 50 gp, a small diamond worth 200 gp, 2 opals worth 400 gp and 200 gp, 3 emeralds worth 11,000 gp (golf ball-sized and uncut!), 4,000 gp and 2,000 gp, 2

SWORD OF AIR

bloodstones worth 75 gp and 50 gp, a huge rose quartz crystal weighing 40 pounds worth 80 gp, and an extremely perfect gypsum flower worth 30 gp. A suit of +2 *full plate*, a +1 *ranseur*, a +1 *flaming club* and a *folding boat* are mixed with the coins and jewels.

Area 39: Skeleton Pool (CR 11)

A skeleton limed over with age sits inside this pool. It is turned onto one side and is missing an arm. One of its legs is broken. Shiny objects can be seen in the pool. The pool drains into a fissure (Area 37). On one shelf is a worthless, rusted dagger. Deeper down is a **giant cave crab**, grown huge by feeding upon the effluent flowing down the stair. It is a very substantial beast, but is unused to its food resisting being eaten. The beast has cover (+4 to AC) due to its location in the rocks.

GIANT CAVE CRAB

CR 11

XP 12,800

Advanced rock crab (*Pathfinder Roleplaying Game Bestiary* "Crab, Rock", "Advanced" template)

N Large vermin (aquatic)

Init +2; **Senses** darkvision 60 ft.; **Perception** +6

AC 20, touch 11, flat-footed 18 (+2 Dex, +9 natural, -1 size)

hp 142 (11d8+66)

Fort +13; **Ref** +5; **Will** +5

Immune mind-affecting effects

Weakness water dependency

Speed 30 ft., swim 20 ft.

Melee 2 claws +16 (1d3+9 plus grab)

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

Special Attacks constrict (1d3+9)

Str 28, **Dex** 15, **Con** 22, **Int** —, **Wis** 14, **Cha** 6

Base Atk +8; **CMB** +18 (+22 to grapple); **CMD** 30

Skills Perception +6, Swim +17; **Racial Modifiers** +4

Perception

Water Dependency (Ex) Rock crabs can survive out of the water for 1 hour per point of Constitution. Beyond this limit, a rock crab runs the risk of suffocation, as if it were drowning.

Area 40: Sewer (CR Varies)

This wide section of hallway is rank with human effluent, garbage and trash. Flowing water 3 inches deep carries this waste down to Area 39. The northern pool is more stagnant, and **green slime** covers the surface, while more of it hangs from the ceiling. The northern pool contains a small **black pudding** that lies just below the surface.

GREEN SLIME

CR 4

XP 1,200

(*Pathfinder Roleplaying Game Core Rulebook* "Hazard")

BLACK PUDDING

CR 7

XP 3,200

hp 105 (*Pathfinder Roleplaying Game Bestiary* "Pudding, Black")

Area 41: Pit (CR 10)

This pit empties from Area 42. It is filled with webs. A **gigantic wolf spider** (the sire of the spider in the tower at Area 16) lies here, emerging when the dragon is out to poach on his leftovers. The dragon is aware of this, but leaves the beast alone to secure his back door.

GIGANTIC WOLF SPIDER

CR 10

XP 9,600

Advanced wolf-spider (*The Tome of Horrors Complete* 652; *Pathfinder Roleplaying Game Bestiary* "Advanced" template)

NE Large magical beast

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

Perception +23

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

hp 142 (11d10+55)

Fort +11; **Ref** +13; **Will** +5

Speed 40 ft., climb 20 ft.

Melee bite +16 (1d8+5)

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

Special Attacks poison, web 8/day (+16 ranged, DC 19, 11 hp)

Str 20, **Dex** 22, **Con** 18, **Int** 12, **Wis** 14, **Cha** 10

Base Atk +11; **CMB** +17; **CMD** 33 (41 vs. trip)

Feats Alertness, Improved Initiative, Skill Focus (Perception), Toughness, Virulent Poison, Weapon Finesse

Skills Climb +17, Intimidate +10, Perception +23, Sense Motive +4, Stealth +20 (+28 in webs), Survival +4; **Racial**

Modifiers +8 Stealth in webs

Languages Aklo, Common, Goblin

Poison (Ex) Bite—Injury; save Fort DC 19; frequency 1/round for 6 rounds; effect 1d4 Str; cure 3 consecutive saves. The save DC is Constitution-based.

Area 42: Steep stair

This slippery stair is extremely steep and is cramped for a normal human. The climb requires a DC 12 Climb check to avoid tumbling 3d10 feet down the stair and suffering 1d3 hp damage per 10 feet fallen. A falling PC attracts the attention of the dragon if he is home.

Area 43: Bridge and Landing

A bridge crosses a 40-foot-deep chasm that is open to the sky at one end. The other end of the chasm floor slopes downward to where the path crosses again. At this point, it becomes a shaft that reaches to the caves below.

A thick mist of sea spray and cloud vapor is trapped within, encrusting the walls with salt and making the stairs wet. A DC 15 Acrobatics check is required to avoid slipping and plummeting off the bridge to the grotto below. A rivulet formed of this mist and seepage from Area 39 flows toward the aforementioned caves, coming out at Area 45.

Area 44: Bridge and Grotto (CR 5)

The bridge crosses over a grotto filled with water from the nearby sea. The water spills into a shaft to Area 45 on the other side. Guarding the bridge are 2 **charmed ogres**. They challenge the party on the bridge, demanding the password to cross. The password is "hedgehog." They attack any who do not know the password. The sea monster (Area 44A) attacks anyone who falls in.

CHARMED OGRES (2)

CR 3

XP 800

hp 30 (*Pathfinder Roleplaying Game Bestiary* "Ogre")

Note the tide pool at Area 44A. PCs may swim underwater to this pool.

Area 44A:

The Lost Daughter (CR 18, see below)

This area has never been explored by any of Sorten's people because they fear the creature that occasionally attempts to pluck someone off the bridge. Indeed, no one, not even Sorten, is aware of the situation within the grotto.

A dark pool is fed by four gushing streams that are in turn fed by water trapped by high tide. Upon the sloping shelf is a statue of **Nerriad**, a daughter of Hecate, which glows green as if sunlight was shining upon a burnished verdant shield.

The statue's eyes are made of rubies that glow with a metallic brightness

CHAPTER 4: SORTEN'S TOWER

and the fangs are of the purest mother-of-pearl, giving them a luminescent opalescence. The statue's reflection upon the still black surface of the pool is broken by ripples from the splashing streams. Blind shrimp and crabs swim or crawl in the pool, busily feasting upon the remains cast into the water by the sea monster (see below). If the rubies are popped out of the statue's eyes and doused with water, they turn into cursed *gems of ill fortune* (Appendix). The only way to be rid of the gems and their curse is to replace them into the sockets of the statue. A *legend lore* spell cast on the statue or some other similar power or ability reveals that Hecate felt ill favor toward her daughter and transformed her into this statue. It is made from a rare metal the dwarves call *living rock*, which is mined from the bottom of the sea. The spell also reveals a dalliance of the daughter with the famed wizard Aka Bakar — as well as a vision of the location of his tomb!

PCs may notice that the statue is dusty, while the area around it is very dirty and dry. If the statue is dragged into the water, the curse is lifted and Neriad can share the location of Hel's Temple — which is also the tomb of her former lover and the resting place of the *Sword of Air*.

Neriad is rumored to be the first true nereid, and the one for whom the fey are named, and possesses many of their abilities.

NERIAD, DAUGHTER OF HECATE XP 51,200

CR 15

Advanced nereid (*The Tome of Horrors Complete* 444; *Pathfinder Roleplaying Game Bestiary* "Advanced" template)

CN Medium fey (water)

Init +11; **Senses** low-light vision; **Perception** +23

Aura beguiling aura (DC 28)

AC 34, touch 32, flat-footed 22 (+10 deflection, +11 Dex, +1 dodge, +2 natural)

hp 214 (12d6+144)

Fort +14; **Ref** +21; **Will** +18

Defensive Abilities transparency; **DR** 10/cold iron; **Immune** cold, poison; **SR** 21

Weaknesses shawl

Speed 30 ft., swim 60 ft.

Melee touch +19 (poison)

Ranged spray +19 (poison)

Special Attacks drowning kiss (DC 29), poison

Spell-Like Abilities (CL 12th):

At will—*control water*, *suggestion* (only against creatures that are currently fascinated by her beguiling aura) (DC 24)
1/day—*summon monster VI* (water elementals only)

Str 15, **Dex** 33, **Con** 28, **Int** 18, **Wis** 26, **Cha** 30

Base Atk +8; **CMB** +19; **CMD** 50 (42 vs. special maneuvers)

Feats Ability Focus (drowning kiss), Ability Focus (*suggestion*), Agile Maneuvers, Defensive Combat Training, Dodge, Fast Swim, Mobility, Weapon Finesse

Skills Bluff +29, Escape Artist +30, Intimidate +15, Knowledge (geography) +12, Knowledge (local) +19, Knowledge (nature) +19, Knowledge (planes) +20, Knowledge (religion) +20, Perception +23, Sense Motive +23, Stealth +26, Survival +18, Swim +29

Languages Aboleth, Aquan, Common, Kuaht-lij, Sylvan
SQ change shape (Medium water elemental, *elemental body II*), unearthly grace

Beguiling Aura (Su) Any creature sexually attracted to women runs the risk of being beguiled by Neriad if it looks upon her beauty from a distance of 30 feet or less. If the creature fails a DC 28 Will save, it is immediately fascinated. Neriad may use her *suggestion* spell-like ability at will against creatures that are fascinated by her beguiling aura. This is a mind-affecting compulsion effect. The save DC is Charisma-based.

Drowning Kiss (Su) Neriad can flood the lungs of a willing, helpless, or fascinated creature by touching it (traditionally by kissing the creature on the lips). If the target cannot breathe water, it cannot hold its breath and immediately begins to drown. On its turn, the target can attempt a DC 29 Fortitude save to cough up this water; otherwise it falls unconscious at 0 hp. On the next round, the target must save again or drop to -1 hit points and be dying; on the third round it must save again or die (see the *Pathfinder Core Rulebook*, "Drowning"). The save DC is Constitution based.

Poison (Ex) Touch or spray—contact; save Fort DC 27; frequency 1/round for 6 rounds; effect 1d2 Con plus blindness; cure 2 consecutive saves.

Shawl (Ex) Like other nereids, Neriad's shawl (hardness 2, hp 12) contains a portion of her life force. If the shawl is ever destroyed, Neriad takes 1d8 points of Constitution drain per hour until she dies. Neriad can craft a new shawl from water by making a DC 20 Will save, but each attempt takes 1d4 hours to complete. Attempts to destroy or steal Neriad's shawl require the sunder or disarm attempts.

Transparency (Su) When underwater, Neriad's body becomes transparent, effectively rendering her invisible. She can become visible or transparent at will as a free action.

Unearthly Grace (Su) Neriad adds her Charisma bonus as a deflection bonus to her Armor Class and CMD if she wears no armor.

Unfortunately, any splashing or noise made in this area attracts a foul sea monster that lives here. The murky water and wave action prevent anyone from seeing the beast (it is in a cave beneath the beach area) unless it comes out to play. Any contact with the water draws the creature in 1d6 rounds. It attacks until it is reduced to half its hit points, then retreats back into its lair. The lair contains no treasure.

SEA MONSTER XP 153,600

CR 18

hp 290 (*Pathfinder Roleplaying Game Bestiary* "Kraken")

Area 45: Common Room (CR Varies, up to 7)

Weapons racks and equipment lockers line the walls of this chamber. Piles of rags, greasy furs and straw woven mats serve as beds. This chamber serves as a subterranean barracks where Sorten's minions are kept, except for those that reside within the tower. In the chamber are 10 orcs, 2 ogres and 6 goblins, all under Sorten's charm and tasked with his protection (or the protection of his property). As the creatures are charmed, they have not a speck of treasure among them.

CHARMED GOBLINS (6) XP 135

CR 1/3

hp 6 (*Pathfinder Roleplaying Game Bestiary* "Goblin")

CHARMED OGRES (2) XP 800

CR 3

hp 30 (*Pathfinder Roleplaying Game Bestiary* "Ogre")

CHARMED ORCS (10) XP 800

CR 1/3

hp 6 (*Pathfinder Roleplaying Game Bestiary* "Orc")

Area 46: Water Room

Run-off from the chasm collects here. It is quite brackish as it has been contaminated by sea water, but it is otherwise drinkable.

Area 47: Boat Room (CR 8)

Within this room are three boats: a 30-foot sailing yacht, a 25-foot whaler and a 10-foot dinghy. Oars are arranged neatly along with ropes and other sailing tools. **Skipper Haskell**, a fat cowardly drunkard of a man but an excellent sailor, pilots the yacht. Without him, passage by



boat to any coastal town from the rocky shores of Sorten's tower likely ends in disaster. PCs skilled in the sailing arts need not worry about this; however, escape via ship is still a challenge to any sailor or aspiring sea captain. Haskell sleeps in the yacht. There is a 50% chance any time Haskell is encountered, he is drunk, suffering a -2 penalty to all rolls (and having a 75% chance to stop a melee, mid fight, to throw up).

SKIPPER HASKELL
XP 4,800

CR 8

Hp 63 (*Pathfinder Roleplaying Game Game Mastery Guide* "First Mate")

Sorten's Yacht

This 30-foot sailing ship can be operated by one crewman at a -4 penalty. It is otherwise fully seaworthy and accommodates up to 12 passengers and 3 crewmen. It is fully stocked with dry rations that support a month at sea for 6 passengers and fishing tackle. No liquor is onboard the ship.

The bow and rudder of the ship are enchanted to allow twice the normal agility on the waves and twice normal speed if the magical phrase "wave slicer" is uttered at the helm. With its enchantments, the yacht is worth three times its normal value. Sorten, however, loves his boat, and if it goes missing, rest assured he turns over every stone in Hell and the Lost Lands to locate it.

Area 48: Wine Room

All of the wine and beer is kept here under lock and key or else Haskell would drink it all. The door is locked with an *arcane lock*, as well as a complex lock requiring a DC 20 Disable Device check.

In the room are 20 30-gallon kegs of average ale worth 30 gp per keg, 5 kegs of fine ale containing 30 gallons worth 300 gp, 10 10-gallon casks of average wine worth 100 gp a cask, 50 bottles of fine wine worth $1d12 \times 100$ gp each, and 20 bottles of spirits, including brandy, schnapps, absinthe and whisky, that average $1d6 \times 10$ gp in value each.

Area 49: Beacon Light

This glowing stone is simply a rock with quite a few *continual flame* spells cast upon it. Weezen is responsible for maintaining the light and becomes very upset if someone casts



Sorten's Dungeon (Part 2)

to Part 1

1 square - 10 feet



SWORD OF AIR

dispel magic upon it. It takes Weezen a day to prepare the magic that makes the light. Without the light, navigation to and from the tower is considerably more hazardous.

Area 50: Stores

Perishable and semi-perishable supplies are kept here, along with some other finds: a fine suit of chain mail armor for a large man, a good supply of paper and ink, some rough iron ingots, a chunk of adamantite (5 gp weight, but worth 5,000 gp; the party may think it's a rock), a case containing 560 of arrows of elven make, all manner of bookbinding supplies, leather skins and other sundries. One case is labeled "star lens" and contains a new telescope. It is very expensive and somewhat magical, weighing only 10 pounds but having the same acuity and power of a 10-inch lens. The telescope is worth 2,500 gp.

Area 51: Backroom

This area is not used, but PCs notice tiny footprints, dropped grain and straw leading to some (normal) rat warrens.

Area 52: North Beach (CR Varies)

This rocky beach offers a vista of various pillars of ancient volcanic rock, long withered by time. Giant **beach crabs** roughly the size of large dogs crawl ashore in the early evening. The crabs are aggressive and think nothing of attempting to snip off a bite to eat from various terrestrial inhabitants strolling along the beach. Weezen is known to stun a few from time to time and boil them up for the denizens of the tower.

GIANT CRAB

CR 2

XP 600

hp 19 (*Pathfinder Roleplaying Game Bestiary* "Crab, Giant")

Area 53: South Beach (CR 11)

The south beach features a large aboriginal statue of some unknown craftsmanship from a forgotten era. Potbellied and grotesque, the statue looks out across the beach at the breakers and rocky prominences jutting from the swirling waters.

Jutting partly onto shore from the waves are the bones of a shipwreck that appears to have washed up here sometime in the last decade. PCs taking the time to thoroughly search the area find the remains of a dozen or so humanoids, their ribcages and skulls shattered by massive crushing blows.

The statue is in fact a **stone golem** crafted by Sorten. The golem's sole purpose is to ward off landing parties of would-be robbers or pirates that approach from the sea.

Any party approaching by sea or attempting to leave by sea without first receiving a ward from Sorten or one of his apprentices is set upon by the golem. The golem attacks until its targets are killed or they leave the beach.

STONE GOLEM

CR 11

XP 12,800

hp 107 (*Pathfinder Roleplaying Game Bestiary* "Crab, Giant")

Chapter 5: Into the Plane of Shadow

If the party lands here, odds are that it was via the dungeon entrance in Sorten's Tower. This place figures prominently in the overall adventure arc, as it contains the means of locating the tomb of Aka Bakar and the sword key needed to obtain the *Sword of Air*. The characters also could have landed here through various other means. Perhaps they raided the tower and found the location by mistake, or perhaps a *geas* cast by Kayden led them here, or maybe they convinced Sorten of the need to locate the sword to defeat Kayden and his evil plans. In any case, if you are reading this section, odds are you divined a way of getting your players here.

The Plane of Shadow is a dark reflection of the various material realms and serves as a conduit to the Elemental Planes, the realms of chaos, and the very Hells themselves.

Due to these varied characteristics, the plane possesses landmasses, air and other matter familiar to travelers from the Material Plane. That said, the Plane of Shadow is itself a realm of nightmare, where the astral body may sometimes become lost as it strays forth during hours of sleep.

The Plane of Shadow differs from the Ethereal in the fact that it holds a greater degree of actual substance, though that substance itself may be morphed by actions or activities on the prime planes, in dreams, by beings that cross into the plane, and, of course, by magic.

The Shadow Plane is a dimly lit dimension that is both coterminous to and coexistent with the Material Plane. It overlaps the Material Plane much as the Ethereal Plane does, so a planar traveler can use the Shadow Plane to cover great distances quickly. The Shadow Plane is also coterminous to other planes. With the right spell, a character can use the Shadow Plane to visit other realities. The Shadow Plane is a world of black and white; color itself has been bleached from the environment. It otherwise appears similar to the Material Plane. Despite the lack of light sources, various plants, animals, and humanoids call the Shadow Plane home.

Time and Space

One day in the Plane of Shadow equals a week on the Material Plane. Time may further seem to warp or alter when approaching a Material Plane projection, or a projection from one of the Upper or Lower Planes. This is why the maps of the plane have no scale or direction. Time and distance are strange here, but assume an hour of travel is required between any two points.

Landscape of Shadow

No color exists on the Plane of Shadow, which renders everything in shades of grainy blacks and whites. An ever-present murk prevails. The sky is an endless pool of black, lacking any stars, moon or any other heavenly bodies across the great vastness of the eternal dark.

When lit by magic or torchlight, the ground reflects only shades of gray. Any apparent plant life is a reflection of plants found in the Material Plane; however, they are composed of tendrils of semi-sticky shadowstuff that recoil from a light source like the tentacles of an anemone.

Among the landforms are mountains, deep ravines, stygian caverns, pools and rivers of oily liquid shadow and gnarled forests. Dotting the landscape are various houses and citadels. Some of these are home to shades and other denizens of the Realm of Shadow. Others are projections of haunted places from the Material Plane.

Shadowstuff

Anything not made from bits of matter absorbed from the Material Plane and the Elemental Planes is composed of shadowstuff. Shadowstuff is cold to the touch, and absorbs light and warmth. It has a consistency that is at times oily and at times vaporous, and can stretch or shrink to almost any length. It is highly malleable by magic, and is specifically malleable by illusions. If an illusion is cast within the realm of shadow, it attains an almost solid consistency and strength. The shadowstuff feeds on thoughts, fears, life energy and dreams. Shadowstuff often conjures nightmares in travelers not protected from its touch. Scholars have not divined the true purpose of this effect, but it is a safe bet that any beings dissolved by the power of shadowstuff ultimately strengthen the plane itself.

Sleep and Food

Visitors to the shadow plane undoubtedly become fatigued at some point during their visit. Their normal circadian rhythms are thrown off, and it may be 3d12 hours before they realize that they are exhausted and need rest. Denizens of the Material Plane must bring food into the Plane of Shadow, or conjure proper food as a gift from the gods. Any plants or animals made of shadowstuff are not edible. Real animals and plants might be found if they've recently crossed through a portal from the Material Plane, but these won't last long in the realm of shadow.



Greater Shadow Plane Region Map





Denizens

Outcasts of other planes, shades, shadow creatures, demons and the spirits of the unclaimed dead that became lost on their journey to the afterlife populate the Plane of Shadow. Other beings are the remnants of mortal and even immortal creatures devoured by shadowstuff or who died in the clutches of nightshades and other powerful beasts of shadow. It is rumored that vast hosts of shadow hunters vie against one another in a vortex of unending carnage in the deepest rifts of darkness.

Most denizens of the Plane of Shadow are semi-corporeal, which allows them to pass through armor as if it was not there. However, the creatures' attacks are affected by dexterity, natural armor and magical enchantments.

Example: Joe Platemail IV has a dexterity of 12 and wears a *ring of deflection +1* and *+2 plate mail*. His normal armor class is 20. But against a semi-corporeal creature, he is only AC 14 since the creature ignores the normal AC bonus offered by the plate mail, but not its enchantment bonus.

Shadow creatures are also powerless in direct sunlight, which forces them to flee into the darkness of the shadowscape. Under direct magical light, they suffer a -2 to attacks and damage, and suffer a -2 penalty to their armor class. A *light* spell cast directly on a shadow creature causes 1d6 points of damage to the creature per round (save avoids).

Projections

Places of deep shadow and darkness on the material realms create portals that occasionally jut through the land masses of the Plane of Shadow. These places are often known as haunted spots within the material realms. In the material realm, the projection may be a spot where a portal into the realm of shadows is located. Oftentimes, these portals are at a different angle to their position in the shadow realm. This is largely due to stretching or elongation of the shadows when exposed to light.

Magic

Magic works somewhat differently on the Plane of Shadow. *Light* spells do not work as well, and even magical items with permanent *light* effects are dampened to 50% of their overall output. The following specific effects are consistent throughout the Plane of Shadow and may be subject to other more-specific fluctuations depending on certain regions of the plane.

Traits of the Plane of Shadow

The Shadow Plane has the following traits:

- **Normal Time:** One day on the Plane of Shadow equals one day on the Material Plane.

- **Magically Morphic:** Parts of the Shadow Plane continually flow onto other planes. As a result, creating a precise map of the plane is next to impossible, despite the presence of landmarks. In addition, certain spells, such as *shadow conjuration* and *shadow evocation*, modify the base material of the Shadow Plane. The utility and power of these spells within the Shadow Plane make them particularly useful for explorers and natives alike.

- **Alignment:** Mildly Neutral-Aligned

- **Enhanced Magic:** Spells with the shadow descriptor are enhanced on the Shadow Plane. Furthermore, specific spells become more powerful on the Shadow Plane. *Shadow conjuration* and *shadow evocation* spells are 30% as powerful as the conjurations and evocations they mimic (as opposed to 20%). Greater shadow conjuration and *greater shadow evocation* are 70% as powerful (not 60%), and a *shades* spell conjures at 90% of the power of the original (not 80%). Despite the dark nature of the Shadow Plane, spells that produce, use, or manipulate darkness are unaffected by the plane.

- **Impeded Magic:** Spells with the light descriptor or that use or generate light or fire are impeded on the Shadow Plane. Spells that produce light are less effective in general, because all light sources have their ranges halved on the Shadow Plane.

Locations in the Shadow Realm

These locations are considered near permanent, or as largely permanent as they can possibly be when compared with the more intangible locations within the Plane of Shadow.

The Wastelands

By far the largest tracts of the Plane of Shadow are the unending wastelands where crags of rock, foothills and stone hedgerows break the unending gloom. The sky is an amorphous blob of crackling negative

Shadow Plane Effects on Magic

Type	Effect	Duration	Damage
Fire-based spells	Fire-based magic that produces increased damage to shadowstuff and creatures composed of shadowstuff.	Standard duration.	+1d6 points of damage.
Illusions	Illusion spells (such as <i>phantasmal force</i> and <i>massmorph</i>) are strengthened, imposing a -1 penalty on any saves to detect the illusion.	Standard duration.	Spells such as <i>phantasmal force</i> that deal damage deal an additional 1d6 points of damage.
Light	Range halved. Area of effect halved.	Duration halved.	Casting spell directly on a shadow creature deals 1d6 points of damage to the creature per round (save avoids). Light is extinguished on contact with a shadow creature.
Continual Light	Range halved. Area of effect halved.	Duration reduced to 1 hour per level.	Casting directly on a shadow creature deals 3d6 points of damage but extinguishes the spell instantly.
Darkness-based spells	Range doubles.	Duration doubles.	Heals shadow creatures for 1d6 points of damage.

CHAPTER 5: INTO THE PLANE OF SHADOW

energy and storms of raw shadow that boil constantly above.

Encounters in the wastelands are generally few and, thankfully, far between. The area is stalked by **demons**, **shadow giants**, packs of **shadow mastiffs** and other menaces. Sorten's Gate is attached to these wastelands (though inaccessible), and the wastelands are in turn connected to other areas of the Plane of Shadow. It is from the wastelands that characters make their first sojourn into the shadow realm in search of the *Shaghaspondium*.

Note: GMs wishing only to explore the adventure of the *Sword of Air* should take great care in leaving hints and clues, and using strategies that keep players within the wastelands. Areas beyond the wastelands are extremely deadly and are designed as challenges for further exploration in the Plane of Shadow by higher-level adventurers. They are included here to offer greater fullness to running adventures on the Plane of Shadows and to offer the Referee additional options for continued adventures and repeated forays into the Eldritch Dark.

Wasteland Random Encounters

Roll 1d20 once per day while characters are in the Wastelands.

1d20	Result	Source
1	1 shadow giant	Appendix
2	1d6+2 shadow elementals	
3	1d4+2 demonic mists	Appendix
4	2d6+2 shadow mastiffs	<i>Pathfinder Roleplaying Game Bestiary 3</i>
5	1d3 greater shadows	<i>Pathfinder Roleplaying Game Bestiary</i>
6	1d6+6 shadows	<i>Pathfinder Roleplaying Game Bestiary</i>
7	1d6+2 shadow demons	<i>Pathfinder Roleplaying Game Bestiary</i>
8	1d4+1 shadow drakes	<i>Pathfinder Roleplaying Game Bestiary 4</i>
9	1d6+2 shadow elementals	
10–20	No Encounter	

Shadow Elementals

White eyes and a grinning row of teeth give solid blackness some semblance of a face. Sharp talons and perhaps a tail might also be glimpsed before death.

Languages Shadowpeak

Environment any (Plane of Shadows)

Organization solitary, pair, gang (3-8)

Treasure none

Aura of Darkness (Ex) An aura of darkness radiates from the shadow elemental's body. The light level within the listed area is reduced by the listed number of steps. If the light level would be reduced one or more steps below darkness, darkvision cannot see within the area, though the see in darkness ability still functions normally. Any mundane or magical light source inside the aura of darkness has its radius of effect cut in half.

Douse Light (Ex) A shadow elemental's touch puts out nonmagical light sources (such as flames) of Large size

or smaller. The creature can dispel magical light sources it touches as *dispel magic* (caster level equals shadow elemental's HD).

Shadow Mastery (Ex) A shadow elemental gains a +1 bonus on attack and damage rolls if both it and its opponent are in dim light or in darkness. If the opponent or the elemental are in bright light, the elemental takes a -4 penalty on attack and damage rolls. These modifiers apply to bull rush and overrun maneuvers, whether the elemental is initiating or resisting these kinds of attacks. (These modifiers are not included in the statistics block.)

SMALL SHADOW ELEMENTAL

CR 1

XP 400

N Small outsider (elemental, extraplanar, shadow)

Init +7; **Senses** see in darkness; **Perception** +4

Aura aura of darkness (10 ft., 1 step)

AC 17, touch 14, flat-footed 14 (+3 Dex, +3 natural, +1 size)

hp 13 (2d10+2)

Fort +1; **Ref** +6; **Will** +3

Immune elemental traits

Weaknesses light blindness

Speed fly 50 ft. (perfect, poor in bright light)

Melee slam +6 (1d6+1)

Special Attacks douse light, shadow mastery

Str 12, **Dex** 17, **Con** 12, **Int** 4, **Wis** 11, **Cha** 11

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

Feats Flyby Attack, Improved Initiative^B, Weapon Finesse^B

Skills Escape Artist +7, Fly +17 (+5 in bright light), Intimidate +4, Knowledge (planes) +1, Perception +4, Stealth +11

MEDIUM SHADOW ELEMENTAL

CR 3

XP 800

N Medium outsider (elemental, extraplanar, shadow)

Init +9; **Senses** see in darkness; **Perception** +5

Aura aura of darkness (20 ft., 1 step)

AC 19, touch 16, flat-footed 13 (+5 Dex, +1 dodge, +3 natural)

hp 30 (4d10+8)

Fort +3; **Ref** +9; **Will** +4

Immune elemental traits

Weaknesses light blindness

Speed fly 50 ft. (perfect, poor in bright light)

Melee slam +9 (1d8+3)

Special Attacks douse light, shadow mastery

Str 14, **Dex** 21, **Con** 14, **Int** 4, **Wis** 11, **Cha** 11

Base Atk +4; **CMB** +6; **CMD** 22

Feats Dodge, Flyby Attack, Improved Initiative^B, Weapon Finesse^B

Skills Escape Artist +10, Fly +18 (+6 in bright light), Intimidate +5, Knowledge (planes) +2, Perception +5, Stealth +10

LARGE SHADOW ELEMENTAL

CR 5

XP 1,600

N Large outsider (elemental, extraplanar, shadow)

Init +11; **Senses** see in darkness; **Perception** +7

Aura aura of darkness (30 ft., 2 steps)

AC 20, touch 17, flat-footed 12 (+7 Dex, +1 dodge, +3 natural, -1 size)

hp 68 (8d10+24)

Fort +5; **Ref** +13; **Will** +6

DR 5/-; Immune elemental traits

Weaknesses light blindness

Speed fly 50 ft. (perfect, poor in bright light)

Melee 2 slams +14 (2d6+4/19-20)

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

Special Attacks douse light, shadow mastery

Str 18, **Dex** 25, **Con** 16, **Int** 6, **Wis** 11, **Cha** 11

Base Atk +8; **CMB** +13; **CMD** 31

Feats Combat Reflexes, Dodge, Flyby Attack, Improved Critical (slam), Improved Initiative^B, Weapon Finesse^B

Skills Acrobatics +14, Escape Artist +14, Fly +20 (+8 in bright light), Intimidate +7, Knowledge (planes) +5, Perception +7, Sense Motive +7, Stealth +10

HUGE SHADOW ELEMENTAL

XP 3,200

N Huge outsider (elemental, extraplanar, shadow)

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

Aura aura of darkness (40 ft., 2 steps)

AC 22, touch 18, flat-footed 12 (+9 Dex, +1 dodge, +4 natural, -2 size)

hp 95 (10d10+40)

Fort +7; **Ref** +16; **Will** +7

DR 5/-; Immune elemental traits

Weaknesses light blindness

Speed fly 50 ft. (perfect, poor in bright light)

Melee 2 slams +17 (2d8+6/19-20)

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

Special Attacks douse light, shadow mastery

Str 22, **Dex** 29, **Con** 18, **Int** 6, **Wis** 11, **Cha** 11

Base Atk +10; **CMB** +18; **CMD** 38

Feats Combat Reflexes, Dodge, Flyby Attack, Improved Critical (slam), Improved Initiative^B, Stand Still, Weapon Finesse^B

Skills Acrobatics +17, Escape Artist +17, Fly +21 (+9 in bright light), Intimidate +8, Knowledge (planes) +6, Perception +8, Sense Motive +8, Stealth +9

GREATER SHADOW ELEMENTAL

XP 6,400

N Huge outsider (elemental, extraplanar, shadow)

Init +14; **Senses** darkvision 60 ft.; **Perception** +10

Aura aura of darkness (50 ft., 3 steps)

AC 24, touch 19, flat-footed 13 (+10 Dex, +1 dodge, +5 natural, -2 size)

hp 123 (13d10+52)

Fort +8; **Ref** +18; **Will** +8

DR 10/-; Immune elemental traits

Weaknesses light blindness

Speed fly 50 ft. (perfect, poor in bright light)

Melee 2 slams +22 (2d10+7/19-20)

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

Special Attacks douse light, shadow mastery

Str 24, **Dex** 31, **Con** 18, **Int** 8, **Wis** 11, **Cha** 11

Base Atk +13; **CMB** +22; **CMD** 43

Feats Combat Reflexes, Dodge, Flyby Attack, Improved Critical (slam), Improved Initiative^B, Intimidating

Skills Acrobatics +19, Escape Artist +19, Fly +30 (+18 in bright light), Intimidate +17, Knowledge (planes) +8, Perception +10, Sense Motive +10, Stealth +18

ELDER SHADOW ELEMENTAL

XP 12,800

N Huge outsider (elemental, extraplanar, shadow)

Init +15; **Senses** darkvision 60 ft.; **Perception** +19

Aura aura of darkness (60 ft., 4 steps)

AC 26, touch 20, flat-footed 14 (+11 Dex, +1 dodge, +6 natural, -2 size)

hp 152 (16d10+64)

Fort +9; **Ref** +21; **Will** +10

DR 10/-; Immune elemental traits

Weaknesses light blindness

Speed fly 50 ft. (perfect, poor in bright light)

Melee 2 slams +26 (2d10+8/19-20)

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

Special Attacks douse light, shadow mastery

Str 26, **Dex** 33, **Con** 18, **Int** 10, **Wis** 11, **Cha** 11

Base Atk +16; **CMB** +26; **CMD** 48

Feats Combat Reflexes, Dazzling Display, Dodge, Flyby Attack, Improved Critical (slam), Improved Initiative^B, Intimidating Prowess, Stand Still, Weapon Finesse^B, Weapon Focus (slam)

Skills Acrobatics +22, Escape Artist +22, Fly +34 (+22 in bright light), Intimidate +27, Knowledge (planes) +11, Perception +19, Sense Motive +11, Stealth +22

Few things are as symbolic of Shadowsfall as a shadow elemental. They are dark, dangerous, all-concealing, and fatal to those unprepared for such an encounter. Summon one at your own peril.

—Irodia, “Collected Knowledge on the Shadow Plane”

Composed of the material of the Shadow Plane, a shadow elemental wings its way about the shadowlands concealed in a deeper darkness. It is truly the horror of midnight imagings, but reports typically describe a black four-legged creature with only a pair of slitted eyes and a toothy grin clearly discernible. The elemental glides through the darkness as easily as a ghost through the ether. Swallowing any light encountered, it prefers to strike targets from this natural concealment catching them unaware.

— From “Book of Beasts: Monsters of the Shadow Plane” by our friends at **Jon Brazer Enterprises**

Area 1: First Peak

This area — along with **Areas 10, 11 and 12** — are the only places where one can see the void at **Area 2**. Characters see the vastness of windblown dust swept into the void. Beyond that, they see randomly changing scenery that includes fire, lightning and blackness. Looking directly into the void requires a DC 20 Will save to prevent becoming fascinated with the oblivion before the character. Fascinated characters stand transfixed until such time as they are physically moved away from their position.

Area 2: The Void and One-Way Gate

The Void: The void is a ruined nexus of swirling energy. Strange noises can be heard above the din of rushing air as it is sucked into the void. Characters approaching within 600 feet of the void must make a DC 20 Reflex saving throw or be sucked in and take 6d6 points of bludgeoning damage from cosmic, ultra-planar debris. A character that fails its save by 5 or more is transported to the base of the Shining Pyramid of Set within the City of Brass. A character that rolls a 1 on its save is instantly disintegrated. Characters destroyed in such a fashion may be brought back only via a *resurrection* or *wish*.

One-Way Gate: This is the gate that was inadvertently created within Sorten’s library. The gate is 50 feet off the ground in relation to its existence in the Material Plane. Reaching the gate requires a flying character to make a successful DC 20 Reflex saving throw to avoid the grip of the rift. The portal is one way, and only allows someone in Sorten’s study (**Area 27 of Chapter 4**) to pass through this plane.

Area 3: The Black Mountain

It is from this peak that Weezen and Phelan observed occurrences in the valley. The area is discernable from the telescopes of both Sorten and Kayden.

Area 4: Rifts

See **The Rifts** section for details and descriptions of monsters, locations and encounters found in Shadow Rifts.

Area 5: Thraseuss the Shadow Demon and Kayden's Gate (CR 12)

This **shadow demon** became infatuated with Fiona D'annau (Kayden's wife) as he peered through Kayden's gate into the mortal realm beyond. The fiend kept a close eye on the users of this gate and is one of the reasons for the gate's fluctuations and failures. Steve the Cat used Thraseuss to his advantage, tricking Kayden's beautiful wife through the gate where she was ravished by the wicked demon and cast into the Void (**Area 2**).

Thraseuss now watches the gate, hoping to coax others through so that he may commit the same sins against them, though he denies Kayden access. All the while, Steve the Cat plagues Kayden with visions of Fiona's destruction in the Void, furthering the magic-user's torments while pushing him to destroy the *Heart of Arden*. Steve the Cat also fills him with fantasies that destroying the *Heart* will return his beloved to his side.

Kayden's Gate is the gate observed by Kayden through use of the obsidian filter to his telescope. It is a "burning gate" in that it gleams with blue-black flames and can be seen across the expanse of the Wastelands at a distance of 1,500 feet. The gate can be traversed into the Material Plane from the Plane of Shadows if activated. The flames upon the gate burn a brilliant green during this time.

Thraseuss manipulates the gate with the *Hand of Knem Koth*, allowing only those travelers he wishes to pass from the Material Plane into the Plane of Shadows. This was how he managed to capture Fiona. If Thraseuss is slain, the gate functions normally and is available for 45 minutes once per week in the Plane of Shadows or once per day in the Material Plane.

THRASEUSS (ADVANCED SHADOW DEMON) CR 12 XP 19,200

CE Medium outsider (chaotic, demon, evil, extraplanar, incorporeal) (*Pathfinder Roleplaying Game Bestiary* "Demon, Shadow")

Init +8; **Senses** darkvision 60 ft.; **Perception** +20

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

hp 102 (12d10+36)

Fort +7; **Ref** +14; **Will** +12

Defensive Abilities incorporeal; **DR** 10/good or cold iron;

Immune cold, electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 17

Speed fly 40 ft. (perfect)

Melee bite +16 (1d8+4), 2 claws +16 (1d6+4)

Special Attacks natural attacks +1d6 cold, pounce

Spell-Like Abilities (CL 10th):

At will—*deeper darkness*, *fear* (DC 18), *greater teleport* (self only), *telekinesis* (DC 19)

3/day—*shadow conjuration*, *shadow evocation* (DC 19)

1/day—*magic jar* (DC 19), *summon* (level 3, 1 shadow demon 50%)

Str —, **Dex** 19, **Con** 17, **Int** 16, **Wis** 15, **Cha** 19

Base Atk +12; **CMB** +16; **CMD** 30

Feats Blind-fight, Combat Reflexes, Flyby Attack, Improved Initiative, Iron Will, Lightning Reflexes

Skills Acrobatics +19, Bluff +19, Diplomacy +16, Fly +27, Intimidate +9, Knowledge (local) +18, Knowledge (planes) +18, Perception +20, Sense Motive +17, Stealth +19; **Racial**

Modifiers +8 Perception

Languages Abyssal, Common; telepathy 100 ft.

SQ shadow blend, sprint, sunlight powerlessness

Gear *Hand of Knem Koth* (**Appendix**)

Shadow Blend (Su) During any conditions other than bright light, a shadow demon can disappear into the shadows as a move-equivalent action, effectively becoming invisible. Artificial illumination or light spells of 2nd level or lower do not negate this ability.

Sprint (Ex) Once per minute, a shadow demon increase its fly speed to 240 feet for 1 round.

Sunlight Powerlessness (Ex) A shadow demon is utterly powerless in bright light or natural sunlight and flees from it. A shadow demon caught in such light cannot attack and can take only a single move or standard action. A shadow demon that is possessing a creature using *magic jar* is not harmed by sunlight, but if it is struck by a sunbeam or sunburst spell while possessing a creature, the shadow demon is driven out of its host automatically.

Area 6: Rock Pillar (CR 7)

Sitting atop this low rise is a 30 foot-tall stone pillar with a large surface covered in eldritch markings. Careful searching (DC 20 Perception check) reveals faint footprints many months old leading from the direction of Kayden's Gate. A scrap of paper inscribed with Sorten's seal is found another 60 feet beyond that leading up the escarpment to the pillar.

The pillar itself is surrounded by a series of statues, including an elf with a longsword, a woman with bat wings and horns, a cat, a child wearing a skeleton mask, and a young man wearing tattered robes with a messenger bag clutched under his arm. The pillar and all of the statues detect as mild to strong magic.

The Pillar: The pillar is inscribed with a permanent *flesh to stone* trap. Anyone casting *read magic*, *comprehend languages* or who attempts to decipher the writing triggers the trap.

FLESH TO STONE TRAP CR 7
XP 3,200
Type magic; **Perception** DC 20; **Disable Device** DC 25

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

Effect spell effect (*flesh to stone*, turned to stone, DC 19
Fortitude save negates)

The Statues: The statues around the pillar are:

- **Elf:** This is the elf explorer **Galen**, who became separated from his allies when he read the pillar, was turned to stone and was consequently abandoned when they realized they could not retrieve any of his belongings. He is somewhat renowned as a storyteller in his home plane. If freed from his prison of stone, he offers his assistance until such time as the characters depart the Plane of Shadows or he finds a path to his own world.

GALEN CR 4
XP 1,200

Male elf fighter 5

CN Medium humanoid (elf)

Init +4; **Senses** low-light vision; **Perception** +6

AC 20, touch 14, flat-footed 16 (+6 armor, +4 Dex)

hp 47 (5d10+10 plus 5)

Fort +7; **Ref** +6; **Will** +1; +2 vs. enchantments, +2 vs. fear

Defensive Abilities bravery +1; **Immune** sleep

Speed 30 ft.

Melee mwk elven curve blade +8 (1d10+3/18–20)

Ranged mwk composite longbow +10/+10 (1d8+5/×3)

Special Attacks weapon training (bows +1)

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

SWORD OF AIR

Base Atk +5; **CMB** +7; **CMD** 21

Feats Deadly Aim, Point-Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (composite longbow), Weapon Specialization (composite longbow)

Skills Climb +5, Craft (bows) +8, Handle Animal +8, Perception +6, Stealth +6, Survival +3, Swim +5

Languages Common, Elven, Gnome, Orc

SQ armor training 1, elven magic, weapon familiarity

Gear 5 +1 arrows, *potion of bear's endurance*, *potion of cure moderate wound*, 5 alchemical silver arrows, 5 cold iron arrows; **Other Gear** masterwork breastplate, masterwork composite longbow [+2 Str], 35 arrows, masterwork elven curve blade, *cloak of resistance* +1, masterwork artisan's tools, 67 gp

• **Winged Woman:** This statue is a succubus named **Evangeline**. If *stone to flesh* is cast upon this statue, the succubus thanks the characters and immediately attempts to do what succubi do best: seduce party members, separate them from one another, make them jealous of each other, and then drink their souls one by one. She doesn't make a "big deal" about her wings if asked and is in truth completely shameless. If attacked, she simply flies away in search of a gate to the Abyss or a mortal realm where she can commit mischief.

EVANGELINE THE SUCCUBUS

CR 7

XP 3,200

Succubus demon (*Pathfinder Roleplaying Game Bestiary* "Demon, Succubus")

CE Medium outsider (chaotic, demon, evil, extraplanar)

Init +3; **Senses** darkvision 60 ft.; **Perception** +21

AC 20, touch 13, flat-footed 17 (+3 Dex, +7 natural)

hp 84 (8d10+40)

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

DR 10/good or cold iron; **Immune** electricity, fire, poison;

Resist acid 10, cold 10; **SR** 18

Speed 30 ft., fly 50 ft. (average)

Melee +2 *greatsword* +11/+6 (2d6+3/19–20) or 2 claws +11 (1d6+1)

Spell-Like Abilities (CL 12th):

Constant—*detect good*, *tongues*

At will—*charm monster* (DC 21), *detect thoughts* (DC 20),

ethereal jaunt (self plus 50 lbs. of objects only), *greater*

teleport (self plus 50 lbs. of objects only), *suggestion* (DC 20), *vampiric touch*

1/day—*dominate person* (DC 22), *summon* (level 3, 1 babau 50%)

Str 13, **Dex** 17, **Con** 20, **Int** 18, **Wis** 14, **Cha** 27

Base Atk +8; **CMB** +11; **CMD** 22

Feats Agile Maneuvers, Combat Reflexes, Iron Will, Weapon Finesse

Skills Bluff +27, Diplomacy +19, Disguise +19, Escape Artist +11, Fly +14, Intimidate +16, Knowledge (local) +15, Perception +21, Sense Motive +13, Stealth +14; **Racial**

Modifiers +8 Bluff, +8 Perception

Languages Abyssal, Celestial, Common, Draconic, Shae; telepathy 100 ft.

SQ change shape (small/medium humanoid; alter self), energy drain, profane gift

Gear +2 *greatsword*, platinum necklace worth 5,000 gp.

Energy Drain (Su) A succubus drains energy from a mortal she lures into an act of passion, such as a kiss. An unwilling victim must be grappled before the succubus can use this ability. The succubus's kiss bestows one negative level. The kiss also has the effect of a *suggestion* spell, asking the victim to accept another act of passion from the succubus. The victim must succeed on a DC 22 Will save to negate the

suggestion. The DC is 22 for the Fortitude save to remove a negative level. These save DCs are Charisma-based.

Profane Gift (Su) Once per day as a full-round action, a succubus may grant a profane gift to a willing humanoid creature by touching it for 1 full round. The target gains a +2 profane bonus to an ability score of his choice. A single creature may have no more than one profane gift from a succubus at a time. As long as the profane gift persists, the succubus can communicate telepathically with the target across any distance (and may use her *suggestion* spell-like ability through it). A profane gift is removed by *dispel evil* or *dispel chaos*. The succubus can remove it as well as a free action (causing 2d6 Charisma drain to the victim, no save).

• **Cat:** This is a **graymalkin slinker** named **Francisco** that works in tandem with Anisa the skull child. Francisco is extremely affectionate to anyone who turns him back to flesh. Francisco uses his charming nature to ingratiate himself to a party member whom he eventually attempts to kill with his breath-stealing abilities.

FRANCISCO THE GRAYMALKIN SLINKER

CR 2

XP 600

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LE Small magical beast

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

Perception +8

AC 14, touch 13, flat-footed 12 (+2 Dex, +1 natural, +1 size)

hp 16 (3d10)

Fort +3; **Ref** +5; **Will** +5

Speed 30 ft., climb 20 ft.

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

Special Attacks breath stealing, fascination (DC 13)

Str 6, **Dex** 15, **Con** 11, **Int** 11, **Wis** 15, **Cha** 14

Base Atk +3; **CMB** +0; **CMD** 12 (+16 vs. trip)

Feats Iron Will, Weapon Finesse

Skills Acrobatics +6 (+14 when balancing), Climb +10, Escape Artist +4, Perception +8, Stealth +11; **Racial Modifiers** +8 Acrobatics when balancing, +4 Stealth. The slinker uses its Dexterity modifier for Climb checks.

Breath Stealing (Su) A slinker can suck the air from a living victim's lungs as a full-round action against any helpless opponent. The victim must succeed on a DC 11 Fortitude save. If the save fails, it takes 1d4 points of Constitution damage. At Con 0, the victim dies. The save DC is Constitution-based.

Fascination (Su) Will DC 13. The save DC is Wisdom-based

• **Small Child Statue:** If transformed from stone to flesh, the small child screams in horror before finally relaxing and grasping the kindest-looking party member. She says her name is **Anisa** and claims she walked through a door and found herself in "the nighttime land" while trying to find her kitty Francisco. In actuality, she is a **skull child**. As the Plane of Shadow has neither day nor night, just shadow, Anisa can choose which face she shows. The child tries to ingratiate herself to a party member and does her best to gain that person's trust as she slowly devours his soul, typically while he sleeps. Anisa is insistent that her cat Francisco also be turned back to flesh.

SKULL CHILD

CR 4

XP 1,200

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NE Small undead

Init +2; **Senses** darkvision 60 ft.; **Perception** +7

AC 15, touch 14, flat-footed 12 (+2 Dex, +1 dodge, +1 natural, +1 size)

CHAPTER 5: INTO THE PLANE OF SHADOW

hp 26 (4d8+8)

Fort +3; Ref +3; Will +4

Immune undead traits

Speed 20 ft.

Melee 2 claws +6 (1d4/19–20 plus energy drain), bite +6 (1d6 plus weakness)

Special Attacks create spawn, energy drain (1 level, DC 14), terrifying gaze, vicious claws, weakness

Str 10, Dex 15, Con —, Int 8, Wis 11, Cha 15

Base Atk +3; CMB +2; CMD 15

Feats Dodge, Weapon Finesse

Skills Bluff +13, Climb +5, Perception +7, Stealth +11; **Racial**

Modifiers +4 Bluff (Bluff is always a class skill)

Languages Common

SQ daylight powerlessness, masquerade

Gear pipes of the sewers, purse containing yellow topaz (510 gp).

Create Spawn (Su) A juvenile humanoid slain by a skull child rises the following night as a free-willed skull child. A *bless* spell cast on the body before that time ceases the transformation. Adults and non-humanoids killed by a skull child do not rise as undead.

Daylight Powerlessness (Su) A skull child's energy drain, create spawn, terrifying gaze, and weakness abilities only function after sunset.

Masquerade (Su) Between the hours of dawn and dusk, it is impossible to tell a skull child from another, normal, child of the race it is posing as. Any form of detection, such as *detect undead* reveals nothing. *True seeing* or similar spells show a dark haze around a skull child during the day but nothing else. Additionally, Bluff is always a class skill for a skull child.

Terrifying Gaze (Su) Any living creature that meets the gaze of a skull child must succeed on a DC 14 Will save or be shaken for 1d4 rounds. Creatures with more than 5 HD are immune to this effect. The save DC is Charisma-based.

Vicious Claws (Su) The claws of a skull child are supernaturally sharp. A skull child threatens a critical on a 19–20 with its claw attack.

Weakness (Su) The bite of a skull child deals 1d4 points of Constitution damage on a successful hit unless the target succeeds on a DC 14 Fortitude save. A creature dies if this Constitution damage equals or exceeds its actual Constitution score. The save DC is Charisma-based.

• **The Wizard:** This statue is the remains of Cerannan the Mad, the former top apprentice to Sorten who was driven mad while exploring the secrets of the Plane of Shadow. Cerannan became infatuated with the saga of the *Sword of Air*, and through his madness, was led to believe that he would be able to retrieve the blade himself.

Cerannan's megalomania was brought on by a *symbol of insanity* that traps Sorten's spellbook. His quest led him through the Kayden's Swamp and, ultimately, through Kayden's Gate. Much to his surprise, the gate of his master's rival proved far more harrowing and dangerous an endeavor than his previous forays. The sojourn had a terrible effect upon Cerannan's physical as well as his mental well-being. Cerannan barely escaped Thraseuss with the map to the Hidden Tomb and his life, but not without becoming victim to the fiend's black venom. Slowly dying and alone, he attempted to send a message back to the Material Plane, but these manifested as a haunted ghostly image in the Kayden's Swamp and other locales. As he wandered, Cerannan found his way to the pillar where, sick and disoriented, he read the inscription and was instantly turned to stone.

If the characters cast *flesh to stone* upon Cerannan's form, he exclaims, "The Sword is the key, the map is the way!" Cerannan then coughs up black phlegm and his flesh rapidly dissolves into a mass of black ash. Characters at this point have exactly one round to save Sorten's apprentice

if they so choose!

The characters' immediate actions at this point determine whether Cerannan lives or dies. Most likely he dies, and the characters are left with his robes, wands, rings and his book which, although scribed in madness, includes a neatly folded copy of the map to the Hidden Tomb of Aka Bakar.

In order for characters to save Cerannan, *cure serious wounds* or *neutralize poison* must be cast on him before he completely dissolves into a mass of shadowstuff. Cerannan is still filled with megalomania and acts randomly unless characters can also cure his insanity (*heal* or *remove curse* would suffice). He may perceive the characters as agents of either Kayden or Sorten, and be wary that either of the magic-users intends to have him returned to exact punishment upon him.

This wariness may be exhibited if the characters attempt to cast any other spells upon him, including spells required to cure his madness!

CERANNAN

XP 19,200

Male human illusionist 13

CN Medium humanoid (human)

Init –1; Perception +7

CR 12

AC 15, touch 12, flat-footed 15 (+3 armor, +3 deflection, –1 Dex)

hp 67 (13d6 plus 13)

Fort +5; Ref +3; Will +8

Speed 30 ft.



SWORD OF AIR

Melee +1 dagger +7/+2 (1d4+1/19–20)

Special Attacks binding darkness

Illusionist Spell-Like Abilities (CL 13th; ranged +5):

At will—*invisibility field* (up to 13 rounds/day)

7/day—*blinding ray* (dazed)

Spells Prepared (CL 13th; melee touch +6, ranged +5):

6th—none memorized

5th—none memorized

4th—none memorized

3rd—none memorized

2nd—none memorized

Cerannan's Notebook (The Shaghaspondium)

This enchanted notebook contains Cerannan's spells as well as the lore that Cerannan gathered about the *God's Heart* and the map to the Hidden Tomb of Aka Bakar. Cerannan placed a curse on the book that causes anyone who attempts to read the spells and the notes about the *Sword of Air* to be struck blind and deaf unless a successful saving throw is made.

Most important in the *Shaghaspondium* is a map that leads to Hidden Tomb. This map is important to Sorten and Kayden. If the characters already allied themselves with Sorten, they may return the map to him as a sign of fealty or to at least show themselves as worthy of being his allies. In this instance, he may send them on a quest to destroy the sword once and for all and keep the horrors of Tsathogga from escaping and destroying the world.

If the characters are under Kayden's *geas*, the map is the necessary component for them to locate the *Sword of Air* and move forward with their quest. They are well on their way to this goal, and need only escape from the Plane of Shadows and set forth on their journey to Hidden Tomb.

Plot Twist: Saving Cerannan

If the characters save Cerannan, it poses several possibilities for how the end of the *Sword of Air* campaign may play out. If he is healed and his madness cured, he may still be suspicious of the party for obvious reasons. They may have been sent by either Sorten or Kayden to retrieve the *Shaghaspondium* and to determine if Cerannan is alive or dead. Kayden may have insisted that Cerannan be slain for his deception and demand, among other things, that the black lens that Cerannan stole be found and returned.

If the characters convince Cerannan they mean him no harm, he offers to give them the map to The hidden Tomb of Aka Bakar and assists them until such time as they escape the Plane of Shadow. If the characters return Cerannan to Sorten, the archmage is pleased that his apprentice is returned and may offer the characters a boon. Such gifts may include a useful magical item, assigning Cerannan to the party as penance for his naughty behavior, or direct intervention at a key point in the adventure (such as a time when the characters are about to suffer a TPK). Clever roleplaying may even convince Sorten that destruction of the *God's Heart* (as well as the sword) is necessary!

As noted, the GM has a lot of options on how to proceed in this matter and should choose whichever method he sees fit, should characters be clever enough to succeed in saving Cerannan. Understand that in 99% of cases, characters are unlikely to come up with such a solution on their own. Do not "help them" come to this conclusion, but reward them appropriately with experience and loot if they do!

1st—none memorized

0 (at will)—*detect magic, light, resistance*

Arcane School Illusion **Opposition Schools** Divination, Transmutation

Str 10, **Dex** 9, **Con** 12, **Int** 19, **Wis** 11, **Cha** 10

Base Atk +6; **CMB** +6; **CMD** 18

Feats Alertness, Brew Potion, Craft Wand, Ectoplasmic Spell*, Empower Spell, Extend Spell, Greater Spell Penetration, Scribe Scroll, Spell Focus (illusion), Spell Penetration, Split Slot**

Skills Appraise +13, Bluff +3, Craft (alchemy) +17, Diplomacy +2, Fly +12, Knowledge (arcana) +20, Knowledge (geography) +11, Knowledge (planes) +20, Linguistics +12, Perception +7, Sense Motive +7, Spellcraft +20, Survival +5, Use Magic Device +10

Languages Abyssal, Aklo, Auran, Celestial, Common, Daemonic, Draconic, Elven, Infernal, Shae

SQ arcane bond (Chaphare, raven familiar), extended illusions (6 rounds)

Combat Gear wand of daylight, wand of fireball (CL10th), wand of mage armor (CL10th); **Other Gear** +1 dagger, bracers of armor +3, ring of protection +3.

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Area 7: Low Hill

The low hill provides a good vantage of the immediate valley and wastelands between Sorten and Kayden's gates.

Area 8: Bone Cave (CR II)

This cavern contains numerous dwarf, elf, halfling and human skeletons. Most are barely recognizable due to having been broken apart so that their killer could devour their raw marrow. Within the cavern is an **advanced shadow mastiff**.

ADVANCED SHADOW MASTIFF

CR 11

XP 12,800 (Pathfinder Roleplaying Game Bestiary 3 "Shadow Mastiff")

NE Medium outsider (evil, extraplanar)

Init +6; **Senses** darkvision 60 ft.; Perception +16

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

hp 114 (12d10+48)

Fort +11, **Ref** +12, **Will** +7

Defensive Abilities shadow blend

Speed 50 ft.

Melee bite +17 (1d8+5/19–20), tail slap +12 (1d6+2)

Special Attacks bay

Str 20, **Dex** 15, **Con** 17, **Int** 4, **Wis** 12, **Cha** 13

Base Atk +12; **CMB** +17; **CMD** 29 (33 vs. trip)

Feats Improved Critical (bite), Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Toughness

Skills Perception +16, Stealth +17, Survival +16

Languages Common (can't speak)

Bay (Su) When a shadow mastiff howls or barks, all creatures within a 300-foot spread except evil outsiders must succeed at a DC 19 Will save or become panicked for 1d4 rounds.

This is a sonic, mind-affecting fear effect. A creature that successfully saves cannot be affected by the same mastiff's bay for 24 hours. This is a mind-affecting fear effect. The save DC is Charisma-based and includes a +2 racial bonus.

Shadow Blend (Su) In any condition of illumination other than full daylight, a shadow mastiff disappears into the shadows, giving it concealment (50% miss chance). Artificial illumination, even a light or continual flame spell, does

not negate this ability; a daylight spell, however, does. A shadow mastiff can suspend or resume this ability as a free action.

Among the remains of the elder shadow mastiff's victims are 1,500 gp, 250 sp, 10 gems worth 100gp each and a +2 *battleaxe*.

Area 9: Shattered Rise

This rise affords a view of the cavern located at **Area 8**. Reaching the rise requires a successful DC 20 Climb check. A character that falls, falls 2d10 feet and takes falling damage.

Areas 10–12: Peaks

These peaks afford a view of the immediate area of the Plane of Shadow located between Sorten and Kayden's gates. They are similar in description to **Area 1**.

Area 13: Stone Marker

The stone marker is marked with the dwarven rune for "R". Underneath the marker is the skeleton of a dwarf dressed in a complete set of dwarven full plate. A two-handed axe rests from across his knees to his chest, grasped tightly in his bony, gauntleted hands. The axe is a +2 *battleaxe*, but only when wielded with the dwarf's gauntlets. The armor is +1 *dwarven plate mail* but its enchantment only functions for a dwarf-sized wearer.

Area 14: Golgalag's Dustbowl (CR 10)

This depression is home to **Golgalag the Shadow Giant**. Golgalag is skilled in the use of illusion spells, which he uses to create mind-bending mazes that combine his illusions and actual stones to trap wanderers. Travel through the dustbowl is arduous and the dust itself is choking, forcing a DC 15 Fortitude saving throw every hour lest the traveler be forced to stop as he is wracked with a terrible coughing fit that lasts for 1d10 rounds.

Golgalag is patient and attacks one traveler per hour. He uses his illusions to separate characters from one another.

Treasure: Golgalag has accumulated a trove that includes a 900 gp beryl, a 300 gp ruby, an onyx chessboard worth 200 gp and a *horn of blasting*.

GOLGALAG THE SHADOW GIANT

CR 10

XP 9,600

NE Large outsider (**Appendix**)

Init +3; **Senses** darkvision 120 ft.; **Perception** +15

AC 19, touch 12, flat-footed 16 (+3 Dex, +7 natural, -1 size)

hp 95 (10d10+40)

Fort +11, **Ref** +10, **Will** +7

Speed 40 ft.

Melee heavy mace +16/+11 (2d6+6 plus 1d6 Str damage) or 2 slams +10 (1d8+3 plus 1d6 Str damage)

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

Special Attacks strength damage

Bloodline Spell-Like Abilities (CL 10th; melee touch +15, ranged touch +12):

6/day—*shadowstrike* (1d4+5 nonlethal)

1/day—*shadow well*

Spells Known (CL 10th; melee touch +15, ranged touch +12):

5th (3/day)—*false vision*

4th (5/day)—*hallucinatory terrain* (DC 17), *shadow conjuration* (DC 17)

3rd (7/day)—*dispel magic*, *displacement*, *major image* (DC 16)

2nd (7/day)—*blur* (DC 15), *continual flame*, *invisibility*, *magic mouth* (DC 15)

1st (7/day)—*cause fear* (DC 14), *color spray* (DC 14), *disguise self*, *silent image* (DC 14), *ventriloquism* (DC 14)

0 (at will)—*arcane mark*, *dancing lights*, *daze* (DC 13),



detect magic, *ghost sound* (DC 13), *ray of frost*, *read magic*, *resistance* (DC 13), *touch of fatigue* (DC 13)

Bloodline Shadow*

Str 22, **Dex** 16, **Con** 19, **Int** 12, **Wis** 14, **Cha** 16

Base Atk +10; **CMB** +17; **CMD** 30 (can't be tripped)

Feats Cleave, Combat Reflexes, Iron Will, Power Attack, Weapon Focus (heavy mace)

Skills Bluff +11, Diplomacy +11, Intimidate +16, Knowledge (arcana) +14, Knowledge (planes) +14, Perception +15,

Spellcraft +14, Stealth +12 (+16 in dim light); **Racial Modifiers** +4 Stealth in dim light

Languages Common, Giant

Shadow Blend (Su) In any illumination other than bright light, a shadow giant blends into the shadows, giving it concealment (20% miss chance). A shadow giant can suspend or resume this ability as a free action.

Strength Damage (Su) A shadow giant's slam attack as well as any melee weapon attacks deals 1d6 points of Strength damage to a living creature. This is a negative energy effect. A creature dies if this Strength damage equals or exceeds its actual Strength score.

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Area 15: Dull Gate

This gate reveals an expanse of towering walls and black lightning-wrought skies. The gate transports travelers to a dull gate in **Area 18** located within the rifts.

Area 16: Dull Gate

Peering into this dull gate reveals a rocky precipice overlooking the wastelands. The gate transports travelers to **Area 9**.

Area 17: Dull Gate

This gate stands in the midst of a broad waste. In the distance is a dark forest in what would be considered the “northeast.” Peering into the gate reveals a desolate black plain beyond. Entering the gate transports the traveler to **Area 15**.

Area 18: Dull Gate

This gate in the midst of the rifts leads to the broad plain of **Area 17**.

Area 19: Cavern Gate (CR 11 average)

This is the gate located beneath Sorten’s Tower. It is a sturdy gate that glows a blue green and can be seen upon the Plane of Shadow at a distance of 1,500 feet. Lurking near the gate are **2d6 shadow mastiffs** that wait to make a free meal of any of Sorten’s apprentices.

SHADOW MASTIFFS (2d6)

CR 5

XP 1,600

hp 51 (*Pathfinder Roleplaying Game Bestiary 3* “Shadow Mastiff”)

Shadow Rifts

These great ravines and canyons are lined with caverns and deep fissures, some of which hold gates to the Abyss and the Hells. The rifts suffer frequent shadow quakes and are home to various horrors of both tentacle and claw. These great rifts are analogous to the high mountain

Shades in the Shadow Realm

Those who linger too long on the Plane of Shadow are at risk of turning into shades, shadowy versions of themselves doomed to forever wander the dark landscapes.

These shades retain any class levels and abilities, but are now composed mostly of shadowstuff. Any armor or weapons they carry are real, and can be manipulated by the shade normally. Despite their shadowy appearance, shades are not undead and cannot be turned. The shade gains the following:

- **Semi-corporeal:** Requires +1 or better weapons to hit, and +1 AC bonus.

- **Vulnerable to light:** Shades are powerless in direct sunlight, which forces them to flee into the realm of shadow. Under direct magical light, they suffer a –2 to attacks and damage, and suffer a –2 penalty to their armor class. A *light* spell cast directly on the shade causes 3d6 points of damage to the creature per round.

When a shade is killed, it disintegrates into a mound of black ash and gray smoke, leaving behind its possessions.

peaks of the Material Plane and sometimes projections of ruins push through to the Plane of Shadow.

It is believed that the great depths of the shadow rift are home to kingdoms of leviathan-sized beasts that feast on the very roots of shadowstuff itself. Encounters near the rift are often with eternally hungry shadow spiders crawling from the rift in search of living creatures to satiate their hunger. Characters may also meet other adventurers who succumbed to the energies of the Plane of Shadow. These shades appear much as they did in life, retaining abilities and levels, but are now composed mostly of shadowstuff. They are often evil, intent on harming or hindering the living.

Shadow Rift Random Encounters

Roll 1d20 for every hour the characters explore the rifts.

1d20	Result	Source
1	Shadow quake	
2	Rift cavern	
3	Rift projection	
4	Fissure	
5	Traveler	
6	1d4 wraiths	<i>Pathfinder Roleplaying Game Bestiary</i>
7	1d6+2 shadows	<i>Pathfinder Roleplaying Game Bestiary</i>
8	1d6+2 shadow spiders	
9	1d4 shadow mastiffs	<i>Pathfinder Roleplaying Game Bestiary 3</i>
10–11	1d6+2 shadow mastiffs	<i>Pathfinder Roleplaying Game Bestiary 3</i>
12	1d6 shadetouched shadows	<i>Pathfinder Roleplaying Game Bestiary</i>
13–20	No Encounter	

into the wall. The rifts serve as lairs for a variety of creatures, or characters may find a gate or a sentient pocket of shadowstuff.

Roll 1d12 on the following table to determine if the rift cavern contains a lair or gate.

1d12	Result	Source
1	1 tenebrous worm	<i>Pathfinder Roleplaying Game Bestiary 2</i>
2	1d4+2 shadow crabs	
3	1d6 shadetouched shadows	<i>Pathfinder Roleplaying Game Bestiary</i>
4	1d4 wraiths	<i>Pathfinder Roleplaying Game Bestiary</i>
5	1d4+2 shadows	<i>Pathfinder Roleplaying Game Bestiary</i>
6	1 shadow mage plus 1d4 shadows	
7	Gate (Leads to a random location in the Plane of Shadow)	
8	Gate (Leads to the Material Plane)	
9–12	No encounter	

Rift Cavern

This cavern along the wall of the rift extends several hundred feet

SHADOW MASTIFF

CR 5

XP 1,600

hp 51 (*Pathfinder Roleplaying Game Bestiary 3*, “Shadow Mastiff”)

Shadow Rift Random Encounters Continued

Tenebrous Worm: This is an encounter with a **tenebrous worm** that waits within 1d4 x 10 feet of the mouth of its lair for some passing creature. Tenebrous worms recoil from light but are attracted to life energy and movement. They burrow through shadowstuff, attempting to attack by surprise.

TENEBOUS WORM CR 8
XP 4,800
hp 105 (*Pathfinder Roleplaying Game Bestiary 2* "Tenebrous Worm")

Shadetouched Shadow: A **shadetouched shadow** rises up to attack the party.

SHADETOUCHED SHADOW CR 3
XP 800
hp 19 (*Pathfinder Roleplaying Game Bestiary* "Shadow")
 Replace the shadow's attack line with the following:
Melee 2 claws +4 (1d8 plus 1d6 Strength damage)

Fissure: This is a deep ravine of shadowstuff that, due to the darkness of the plane, may be invisible to passersby who must make a DC 20 Reflex or fall into an unending pit of utter darkness. Victims who fall into a fissure may escape only by *levitation*, *flying*, a *limited wish* or a *wish* or similar magic.

Rift Projection: Rift projections are projections of objects and places that mirror places found in the material planes.

In general, these are thin places between the material plane and realm of shadow that cause a projection, or reflection, of a similar place. In the material plane, these places are often haunted or shunned by mortals as being dark or evil.

Projections always contain a one-way portal from the original material plane to the Plane of Shadow. Typically, an item from the material plane creates the projection. If this item is destroyed, the portal closes and the "dark place" in the material plane returns to normal.

Projections of ruins and houses are often revealed in the Plane of Shadow as collections of broken walls and buildings with collapsed roofs that jut out from the murky rift floor. They are often inhabited by **shadows** and packs of **1d4 shadow mastiffs**.

Shadows: **Shadows** can be encountered in lairs in the rift canyon or roaming free. These shadows are mortals who got lost in the shadow realm and met their demise within a rift cavern.

SHADOW CR 3
XP 800
hp 19 (*Pathfinder Roleplaying Game Bestiary*, "Shadow")

SHADOW MASTIFF CR 5
XP 1,600
hp 51 (*Pathfinder Roleplaying Game Bestiary 3*, "Shadow Mastiff")

Shadow Mage and Shadows: This is an encounter with a **shadow mage**. It is accompanied by **1d4 shadows**.

SHADOW MAGE CR 6
XP 2,400
 Male human shadow evoker 6
 NE Medium outsider (augmented humanoid)
Init +6; **Senses** darkvision 60 ft., low-light vision; **Perception** +6
AC 16, touch 12, flat-footed 14 (+4 mage armor, +2 Dex)

hp 33 (6d6+12)
Fort +3; **Ref** +4; **Will** +5
DR 5/magic; **Resist** cold 10, electricity 10; **SR** 11

Speed 30 ft.
Melee dagger +2 (1d4-1/19-20) or *wand of shocking grasp* +2 touch (1d6 electricity)
Ranged dagger +5 (1d4-1/19-20)
Special Attacks intense spells +3
Evoker Spell-Like Abilities (CL 6th; ranged touch +5):
6/day—force missile (1d4+3)
Spells Prepared (CL 6th; melee touch +2, ranged touch +5):
 3rd—*dispel magic*, *fly*, *haste*, *fireball* (DC 17, x2)
 2nd—*flaming sphere* (DC 16), *glitterdust* (DC 15), *mirror image*, *protection from arrows*, *scorching ray* (DC 16)
 1st—*burning hands* (DC 15), *color spray* (DC 14), *expedient retreat*, *mage armor* (already cast), *shocking grasp*
 0 (at will)—*dancing lights*, *detect magic*, *light*, *message*
Arcane School Evocation **Opposition Schools**
 Enchantment, Necromancy

Str 9, **Dex** 14, **Con** 12, **Int** 17, **Wis** 10, **Cha** 13
Base Atk +3; **CMB** +2; **CMD** 17
Feats Combat Casting, Craft Wand, Defensive Combat Training, Improved Initiative, Scribe Scroll, Spell Focus (evocation)
Skills Craft (Armor) +10, Craft (Weapons) +10, Fly +11, Knowledge (arcana) +12, Knowledge (engineering) +7, Knowledge (geography) +7, Knowledge (history) +7, Perception +6, Ride +6, Spellcraft +12
Languages Common, Draconic, Elven, Giant
SQ arcane bond (wand), shadow blend
Gear 2 *scrolls of fly*, 2 *scrolls of invisibility*, 2 *scrolls of minor image*, *wand of magic missile* (CL 5th, 50 charges, arcane bond item), *wand of shocking grasp* (50 charges), 3 tanglefoot bags; **Other Gear** 2 daggers, 20 gp

Shadow Blend (Su) In any illumination other than bright light, a shadow mage blends into the shadows, giving it concealment (20% miss chance). A shadow mage can suspend or resume this ability as a free action.

Shadow Crab: This is a lair of **1d4+2 shadow crabs** that emerge from their cavern in 1d4 rounds if the cavern is avoided. They instantly attack if the cavern is entered.

SHADOW CRAB CR 3
XP 800
 N Medium outsider (augmented vermin)
hp 51 (*Pathfinder Roleplaying Game Bestiary* "Giant Crab"; *Pathfinder Roleplaying Game Bestiary 4* "Shadow Creature")
Resist cold 5, electricity 5; **SR** 8

Shadow Blend (Su) In any illumination other than bright light, a shadow crab blends into the shadows, giving it concealment (20% miss chance). A shadow crab can suspend or resume this ability as a free action.

SHADOW SPIDER CR 2
XP 600
 N Medium outsider (augmented vermin)
hp 51 (*Pathfinder Roleplaying Game Bestiary* "Giant Spider"; *Pathfinder Roleplaying Game Bestiary 4*)

Shadow Rift Random Encounters Continued

"Shadow Creature")
Resist cold 5, electricity 5; **SR** 7

Shadow Blend (Su) In any illumination other than bright light, a shadow spider blends into the shadows, giving it concealment (20% miss chance). A shadow spider can suspend or resume this ability as a free action.

Traveler: This encounter is typically with a cleric or wizard and their retinue who have become lost exploring the Plane of Shadow or inadvertently crossed through a projection from their home plane.

SHADOW MAGE **CR 6**
XP 2,400
hp 33 (See above)

SHADOW PRIEST **CR 5**
XP 1,600
 Male human shadow cleric 5
 LE Medium outsider (augmented humanoid)
Init -1; **Senses** darkvision 60 ft., low-light vision; **Perception** +6
Aura Evil

AC 18, touch 9, flat-footed 18 (+7 armor, -1 Dex, +2 shield)
hp 41 (5d8+15)
Fort +7; **Ref** +1; **Will** +7
DR 5/magic; **Resist** cold 10, electricity 10; **SR** 11

Speed 20 ft.
Melee mwk longsword +8 (1d8+3/19-20)
Special Attacks channel positive energy 6/day (DC 13, 3d6)
Domain Spell-Like Abilities (CL 5th; melee touch +6): 5/day—*touch of law*, *battle rage* (+2 damage)
Spells Prepared (CL 5th; melee touch +6, ranged touch +2): 3rd—*dispel magic*, *magic vestment*^P, *searing light*
 2nd—*align weapon* (law only)^P, *enthrall* (DC 14), *resist energy* (DC 14), *sound burst* (DC 14)
 1st—*command* (DC 13), *divine favor*, *magic weapon*^P, *shield of faith*, *summon monster I*
 0 (at will)—*guidance*, *light*, *purify food and drink*, *resistance*
D Domain Domains Law, War

Str 17, **Dex** 8, **Con** 14, **Int** 10, **Wis** 14, **Cha** 12
Base Atk +3; **CMB** +6; **CMD** 15
Feats Combat Casting, Heavy Armor Proficiency, Improved Shield Bash, Weapon Focus (longsword)
Skills Diplomacy +9, Heal +6, Knowledge (nobility) +6, Knowledge (religion) +5, Perception +6
Languages Common
Gear *potion of bull's strength*, thunderstone; **Other Gear** masterwork splint mail, +1 light steel shield, masterwork longsword, *cloak of resistance* +1, silver holy symbol, 271 gp

Shadow Blend (Su) In any illumination other than bright light, a shadow creature blends into the shadows, giving it concealment (20% miss chance). A shadow creature can suspend or resume this ability as a free action.

SHADOW WARRIOR **CR 6**
XP 2,400
 Male human shadow fighter 6
 NE Medium outsider (augmented humanoid)

Init +3; **Senses** darkvision 60 ft., low-light vision; **Perception** +1

AC 23, touch 12, flat-footed 21 (+8 armor, +2 Dex, +3 shield)
hp 42 (6d10+9)
Fort +6; **Ref** +5; **Will** +3; +5 vs. fear
Defensive Abilities bravery +2; **DR** 5/magic; **Resist** cold 10, electricity 10; **SR** 11

Speed 20 ft.
Melee mwk longsword +12/+7 (1d8+6/19-20) or shortspear +10/+5 (1d6+4) or dagger +9/+4 (1d4+3/19-20)
Ranged mwk composite shortbow +10/+5 (1d6+3/×3) or shortspear +10/+5 (1d6+3)
Special Attacks weapon training (spears +1)

Str 16, **Dex** 16, **Con** 13, **Int** 8, **Wis** 12, **Cha** 10
Base Atk +6; **CMB** +9; **CMD** 22
Feats Alertness, Cleave, Great Cleave, Improved Bull Rush, Power Attack, Ride-By Attack, Weapon Focus (longsword), Weapon Specialization (longsword)
Skills Craft (weapons) +3, Handle Animal +9, Perception +3, Profession (soldier) +5, Ride +7, Sense Motive +3, Survival +5
Languages Common
SQ armor training 1
Gear *oil of magic weapon*, *potion of cure light wounds*;
Other Gear +1 banded mail, +1 heavy wooden shield, masterwork longsword, composite shortbow [+3 Str], 20 arrows, dagger, 2 shortspears, 18 gp

Shadow Blend (Su) In any illumination other than bright light, a shadow creature blends into the shadows, giving it concealment (20% miss chance). A shadow creature can suspend or resume this ability as a free action.

SHADOW THIEF **CR 3**
XP 800
 Male human shadow rogue 3
 N Medium outsider (augmented humanoid)
Init +3; **Senses** darkvision 60 ft., low-light vision; **Perception** +9

AC 15, touch 13, flat-footed 12 (+2 armor, +3 Dex)
hp 16 (3d8+3)
Fort +2; **Ref** +6; **Will** +1
Defensive Abilities evasion, trap sense +1; **Resist** cold 5, electricity 5; **SR** 8

Speed 30 ft.
Melee sap +3 (1d6+1 nonlethal) or dagger +3 (1d4+1/19-20)
Ranged mwk composite shortbow +6 (1d6+1/×3) or dagger +5 (1d4+1/19-20)
Special Attacks sneak attack +2d6

Str 13, **Dex** 17, **Con** 12, **Int** 14, **Wis** 10, **Cha** 8
Base Atk +2; **CMB** +3; **CMD** 16
Feats Deft Hands, Skill Focus (Perception), Stealthy
Skills Acrobatics +9, Appraise +8, Bluff +5, Climb +9, Disable Device +13, Disguise +5, Escape Artist +11, Knowledge (local) +8, Perception +9 (+10 to find traps), Sleight of Hand +11, Stealth +11, Swim +7
Languages Common, Elven, Halfling
SQ rogue talent (quick disable), trapfinding +1
Gear *potion of feather fall*, *potion of jump*, tanglefoot bag; **Other Gear** leather armor, dagger, sap, masterwork

Shadow Rift Random Encounters Continued

composite shortbow [+1 Str], 20 arrows, *universal solvent*, climber's kit, 50 ft. silk rope with grappling hook, masterwork thieves' tools

Shadow Blend (Su) In any illumination other than bright light, a shadow creature blends into the shadows, giving it concealment (20% miss chance). A shadow creature can suspend or resume this ability as a free action.

Wandering Shade: This is an encounter with a **shadow ranger**. The shadow ranger tracks the characters, staying hidden, with the intent of murdering them in their sleep.

SHADOW RANGER **CR 6**
XP 2,400

Male human shadow ranger 6
NE Medium outsider (augmented humanoid)
Init +3; **Senses** darkvision 60 ft., low-light vision; **Perception** +10

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

hp 45 (6d10+12)

Fort +6; **Ref** +8; **Will** +3

DR 5/magic; **Resist** cold 10, electricity 10; **SR** 12

Speed 30 ft.

Melee mwk battleaxe +10/+5 (1d8+3/x3) or dagger +9/+4 (1d4+3/19–20)

Ranged +1 *composite longbow* +10/+5 (1d8+4) or dagger +9 (1d4+3/19–20)

Special Attacks favored enemy (magical beasts +4,

monstrous humanoids +2)

Ranger Spells Prepared (CL 3rd):

1st—*speak with animals*

Str 16, **Dex** 16, **Con** 13, **Int** 10, **Wis** 12, **Cha** 8

Base Atk +6; **CMB** +9; **CMD** 22

Feats Endurance, Improved Precise Shot, Mounted Archery, Mounted Combat, Point-Blank Shot, Rapid Shot, Self-Sufficient

Skills Climb +11, Handle Animal +8, Heal +8, Knowledge (nature) +5, Perception +10, Ride +11, Stealth +11, Survival +12 (+15 to follow tracks), Swim +7

Languages Common

SQ hunter's bond (animal companion [hawk]), favored terrain (forest +2), track +3, wild empathy +5

Gear masterwork chain shirt, masterwork buckler, masterwork battleaxe, dagger, +1 composite longbow [+3 Str], 40 arrows, 10 cold iron arrows, 10 alchemical silver arrows, 4 gp

Shadow Blend (Su) In any illumination other than bright light, a shadow creature blends into the shadows, giving it concealment (20% miss chance). A shadow creature can suspend or resume this ability as a free action.

Wraiths: This is an encounter with **1d4 wraiths** that flit among the caverns seeking living beings who have passed into the shadow realm.

WRAITH

XP 1,600

hp 47 (*Pathfinder Roleplaying Game Bestiary* "Wraith")

CR 5

Area 21: Valley of Shadows, Conduit to Styx

This area of the Plane of Shadow is known as the Valley of Shadows. The Valley of Shadows extends beyond the location of the Wastelands and the wizard gates of Kayden and Sorten. The valley is filled with lost souls not claimed by demon, devil, god or angel. The dead congregate here in untold numbers. They typically avoid travelers bearing powerful light sources, but attack those without light. The Valley of Shadows connects to a tributary of Styx and leads on to the plane of that name. As travelers approach the river, the ground becomes swampy, offering passage from the rifts to the shadow plane's own Darkmire. Continuing onward, one is eventually accosted by a boatman who allows escape from the Plane of Shadow, but to what fell destination is anyone's guess.

Travel in the Valley of Shadows is not difficult, though travelers often lose track of time and may starve to death unless they are reminded to eat. The valley is filled with numerous aimlessly wandering shadow people. They are attracted to living beings whom they attempt to feast upon. Other dwellers of the valley include vampires and packs of ravenous zombies.

Area 21-A: Dehenet (CR Varies)

A walled settlement greets travelers venturing this far into the Valley of Shadows. The walls are crumbling and semi-transparent in nature, and the gate has long since disappeared from its hinges. Several dozen buildings line a main thoroughfare that leads to a large crumbling edifice of pitch black.

The town is a projection from the material realm of the ancient city of Dehenet that was lost to antiquity long ago. The town was once a vibrant trading center known for its culture and arts until the coming of **Shoren**,

a powerful **shadow demon**, who corrupted the local priesthood of Arden. The projection of the old town serves now as home to shadow creatures, ghosts and Shoren, who dwells in the ruins of the ancient temple. Shoren, as with other lords of the shadow realm, trades in souls brought to him by the shadow reapers. Shoren has amassed a small trove of magical items during the eons he has dwelt here, mostly from planar explorers and adventurers unlucky enough to find his lair.

Unless encapsulated in enchanted light, characters are set upon by **2d4 shadows** every 10 minutes as they explore the ruins of Dehenet.

SHADOWS (2d4)

XP 800

hp 19 (*Pathfinder Roleplaying Game Bestiary* "Shadow")

CR 3

As the characters approach the large temple-like structure, a man dressed in the tattered robes of a wizard begs for their help. The man says his name is **Abu Knet**. He claims that his allies have been captured and are being held captive within the large structure. He explains that he is a pilgrim from a plane of existence where sun worship is dominant. In his world, shadow is integral to the understanding of the sun, as only in its shadow can all secrets be fully understood.

In truth, Abu Knet is Shoren's slave. Abu is actually a ghost, but once was a priest of Arden who inadvertently summoned Shoren to his city, leading to its ruin.

Abu's ghost is fully materialized and real. Only *detect evil* or an active spell that detects undead shows the difference. Despite his enslavement to Shoren, a piece of Abu Knet would see Shoren destroyed so that his soul could at last find rest.

Abu leads the characters to the portal of the ancient temple and urges them forward. The temple itself is little more than a crumbling colonnade with outer walls. The chamber is pitch black and magical light further dampens to the immediate field around the wielder. Once the characters enter the temple, Abu Knet and Shoren attack.

Valley of Shadows Random Encounters

Roll 1d12 for every hour of travel and consult the following table.

1d12	Result	Source
1	2d4 shadows	<i>Pathfinder Roleplaying Game Bestiary</i>
2	1d4 greater shadows	<i>Pathfinder Roleplaying Game Bestiary</i>
3	1d8+4 shadow wolves	<i>The Tome of Horrors Complete</i> p. 650
4	Mist of Forgetfulness	
5	Traveler (See Shadow Rift Table)	
6	1d4 shadow treants	
7	1d6 shadetouched shadows	
8–12	No Encounter	

Mist of Forgetfulness: Mist of forgetfulness has a chance of creeping up on beings traveling through the Valley of Shadows. Each character within the mists must make a DC 15 Will save or take 1d4 points of Intelligence damage. The save must be repeated for each hour spent within the mists. A character reduced to Intelligence 0 dies and rises as a shadow in one day.

Shadetouched Shadows: This is an encounter with 1d6 shadetouched shadows.

SHADETOUCHED SHADOW CR 3 XP 800

hp 19 (*Pathfinder Roleplaying Game Bestiary* "Shadow")
Replace the shadow's attack line with the following:
Melee 2 claws +4 (1d8 plus 1d6 Strength damage)

Shadow Treants: This is a copse of **shadow treants**. They avoid light, but attempt to trap and murder living beings and shadow beings alike.

SHADOW TREANT CR 9 XP 6,400

NE Huge outsider (augmented plant)
Senses darkvision 60 ft., low-light vision; Perception +12
hp 114 (*Pathfinder Roleplaying Game Bestiary* "Treant"; *Pathfinder Roleplaying Game Bestiary 4* "Shadow Creature")
Immune plant traits; **DR** 10/magic and slashing; **Resist** cold 15, electricity 15; **SR** 14

Shadow Blend (Su) In any illumination other than bright light, a shadow creature blends into the shadows, giving it concealment (20% miss chance). A shadow creature can suspend or resume this ability as a free action.

Shadows: Shadows can be encountered in lairs in the rift canyon

or roaming free. These shadows are mortals who got lost in the valley and met their demise.

SHADOW CR 3 XP 800 hp 19 (*Pathfinder Roleplaying Game Bestiary* "Shadow")

Shadow Wolves: This is an encounter with a pack of shadow wolves.

SHADOW WOLF CR 3 XP 800

The Tome of Horrors Complete 650
CE Medium undead (incorporeal)
Init +6; **Senses** darkvision 60 ft., scent; **Perception** +9

AC 14, touch 14, flat-footed 12 (+2 deflection, +2 Dex)
hp 26 (4d8+8)
Fort +3; **Ref** +3; **Will** +5
Defensive Abilities incorporeal, shadow blend; **Immune** undead traits

Speed 50 ft.
Melee incorporeal bite +5 (1d4 Str)
Special Attacks trip (bite)

Str —, **Dex** 15, **Con** —, **Int** 4, **Wis** 12, **Cha** 15
Base Atk +3; **CMB** +5; **CMD** 17 (21 vs. trip)
Feats Alertness, Improved Initiative
Skills Perception +9, Sense Motive +3, Survival +2 (+6 tracking by scent); Racial Modifiers +4 Survival when tracking by scent

Trip (Ex) A shadow wolf can assume a corporeal form as a free action and bite (as a standard action) a foe in an attempt to trip the opponent. A shadow wolf that hits with its bite attack can attempt to trip the opponent as a free action without provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the shadow wolf. Shadow wolves use their Dexterity modifier on trip attacks.

The shadow wolf remains corporeal (i.e., it loses its incorporeal traits) for the entire round in which it attempts to trip an opponent. It can assume its incorporeal form on its next turn as a free action.

Shadow Blend (Ex) In any condition of illumination other than full daylight, a shadow wolf can disappear into the shadows, giving it total concealment. Artificial illumination, even a light or continual flame spell, does not negate this ability; a daylight spell, however, will.

Greater Shadows: This is an encounter with 1d4 greater shadows.

GREATER SHADOW CR 8 XP 4,800

hp 58 (*Pathfinder Roleplaying Game Bestiary* "Shadow, Greater")

SHOREN, SHADOW DEMON CR 7 XP 3,200

hp 19 (*Pathfinder Roleplaying Game Bestiary* "Demon, Shadow")
Add to spell-like abilities:
1/day—black tentacles, summon (level 3, 1d4 shadows 75%)

ABU KNET (GHOST) CR 6 XP 2,400

Human ghost cleric 5 (*Pathfinder Roleplaying Game Bestiary* "Ghost")
LE Medium undead (humanoid, human, incorporeal)
Init +2; **Senses** darkvision 60 ft.; **Perception** +11

AC 17, touch 17, flat-footed 15 (+5 deflection, +2 Dex)
hp 51 (5d8+25)
Fort +9; **Ref** +5; **Will** +9
Defensive Abilities channel resistance +4, incorporeal,

rejuvenation; **Immune** undead traits

Speed fly 30 ft. (perfect)

Special Attacks channel positive energy 8/day (DC 17, 3d6), corrupting touch

Domain Spell-Like Abilities (CL 5th; melee touch +5, ranged touch +5):

6/day—*rebuke death* (1d4+2), *touch of law*

Spells Prepared (CL 5th; melee touch +5, ranged touch +5):
3rd—*bestow curse* (DC 16), *cure serious wounds*^P, *deeper darkness*

2nd—*align weapon* (law only)^P, *death knell* (DC 15), *enthrall* (DC 15), *hold person* (DC 15)

1st—*bless water* (DC 14), *command* (DC 14), *detect evil*, *doom* (DC 14), *protection from chaos*^P

0 (at will)—*detect magic*, *light*, *purify food and drink* (DC 13), *read magic*

D Domain Domains Healing, Law

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

Base Atk +3; **CMB** +5; **CMD** 20

Feats Blind-fight, Command Undead, Deceitful, Iron Will, Lightning Reflexes

Skills Bluff +7, Disguise +7, Fly +10, Heal +11, Knowledge (planes) +9, Knowledge (religion) +9, Perception +11, **Sense Motive** +11, Spellcraft +9, Stealth +10; **Racial Modifiers** +8 Perception, +8 Stealth

Languages Abyssal, Common

Corrupting Touch (Su) All ghosts gain this incorporeal touch attack. By passing part of its incorporeal body through a foe's body as a standard action, the ghost inflicts a number of d6s equal to its CR in damage. This damage is not negative energy—it manifests in the form of physical wounds and aches from supernatural aging. Creatures immune to magical aging are immune to this damage, but otherwise the damage bypasses all forms of damage reduction. A Fortitude save halves the damage inflicted.

Rejuvenation (Su) In most cases, it's difficult to destroy a ghost through simple combat: the "destroyed" spirit restores itself in 2d4 days. Even the most powerful spells are usually only temporary solutions. The only way to permanently destroy a ghost is to determine the reason for its existence and set right whatever prevents it from resting in peace. The exact means varies with each spirit and may require a good deal of research, and should be created specifically for each different ghost by the GM.

If the characters destroy Shoren before Abu Knet, Abu stops fighting and thanks them for freeing him from the demon. This is the only way his soul can be laid to rest.

Tactics: Shoren begins any encounter with his *fear* ability, intent on splitting the party to make it easier for him to destroy them. He overwhelms weak parties by using *black tentacles*. He then summons shadows to finish off his victims. He hides in the shadows to attack stronger creatures using *magic jar* to possess random party members and force them to attack their allies. If Abu Knet decides the characters are tough enough to defeat his master, he uses his own *magic jar* ability to possess the character he believes most likely to destroy Shoren.

Treasure: Hidden beneath the altar is a golden holy symbol of Arden, a platinum coffer worth 2,000 gp that holds seven 2,000 gp diamonds and a *scroll of resurrection*.

If the scroll is used on the ghost of Abu Knet, he is raised as a lawful cleric of comparable level to the party. Although his god is dead, he is able to summon holy energy from Muir and Thyr. If returned to the living in this manner, Abu Knet is a loyal ally to the party with an ultimate goal of establishing a new temple in the material plane where he can preach against the forces of darkness.

Area 21-B: Darkling Falls (CR Varies)

The valley ends in the Darkling Falls, a boundary between the Plane of Shadow and Styx. The falls pours forth from the upper Styx on its way to Infernus and the various hells of chaos. Where the waters of the Styx crash on the elemental stone, they form a dense mist that coats the valley, bringing forgetfulness to mortals who wander the valley floor. Due to the prevalence of the Mist of Forgetfulness, characters must make an additional Will save to avoid the mists' effects.

The shores of the Darkling Falls crawl with hungry zombies who tasted of the waters of the Styx and become lost, eventually starving to death. Characters encounter a pack of **2d6 hungry zombies** every 3d10 minutes while exploring the shores. The zombies smell fresh flesh, and their tattered minds equate it to some memory the mists stole from them long ago. They attack anything living until slain.

HUNGRY ZOMBIE

CR 1

XP 200

The Tome of Horrors 4 280

NE Medium undead

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

AC 12, touch 10, flat-footed 12 (+2 natural)

hp 12 (2d8+3)

Fort +0; **Ref** +0; **Will** +3

DR 10/—; **Immune** undead traits

Weaknesses head shot

Speed 30 ft.

Melee slam +5 (1d6+6 plus grab)

Special Attacks grab and bite

Str 19, **Dex** 10, **Con** —, **Int** —, **Wis** 10, **Cha** 10

Base Atk +1; **CMB** +5 (+9 to grapple); **CMD** 15

Feats Toughness^B

SQ staggered



Area 21-@: Shores of the Styx (CR 9)

From this location in the Plane of Shadow there is no sailing upstream toward the planes of the heavenly resting place of the blessed dead. Instead, the flow of water is dank and sour-smelling. Peering downstream reveals an almost orange color on the horizon and the slight stench of brimstone and sewage.

Standing along the banks of the Styx with a handful of silver coins summons a **charonadaemon** capable of offering passage to the lower planes from this station in the Plane of Shadow. It may not be the escape that characters are looking for, but it definitely provides an escape from the Plane of Shadow for those lost upon its benighted paths.

SWORD OF AIR

CHARONADAEMON

XP 6,400

The Tome of Horrors Complete 134

NE Medium outsider (daemon, evil, extraplanar)

Init +7; **Senses** darkvision 60 ft., *detect magic*, *see invisibility*;

Perception +15

AC 24, touch 13, flat-footed 21 (+3 Dex, +11 natural)

hp 105 (10d10+50)

Fort +12; **Ref** +12; **Will** +5

DR 10/good; **Immune** acid, death effects, disease, poison;

Resist cold 10, electricity 10, fire 10; **SR** 19

Speed 40 ft.

Melee quarterstaff +15/+10 (1d6+5)

Special Attacks fear gaze (30 ft, DC 19 Will save or affected as by fear spell)

Spell-Like Abilities (CL 10th):

Constant—*detect magic*, *see invisibility*

At will—*deeper darkness*, *desecrate*, *greater teleport* (self plus skiff only), *plane shift* (self plus skiff only)

1/day—summon (level 4, 1d4 hydrodaemons or 1 charonadaemon 35%)

Str 21, **Dex** 16, **Con** 21, **Int** 15, **Wis** 15, **Cha** 18

Base Atk +10; **CMB** +15; **CMD** 28

Feats Improved Initiative, Improved Sunder, Lightning Reflexes, Persuasive, Power Attack

Skills Bluff +17, Diplomacy +21, Intimidate +21, Knowledge (planes) +15, Perception +15, Sense Motive +15, Stealth +16, Survival +15

Languages Abyssal, Common, Daemonic, Infernal; telepathy 100 ft.

SQ alter self

Styx

Styx is both the great river that flows between the dimensions and a great stream-shaped plane unto itself. Styx is the home of Charon and his various charonadaemons that serve as a sort of taxi service between the realms of the living and the lands of the dead, of which Styx is the planar boundary.

The waters of the Styx and its currents flow like a ribbon through space, time and reality. In general, immersing oneself in the waters of the Styx is a dangerous affair as the waters drain the memories of the living so that they become like the dead, with no consciousness of their mortal life. Immersion forces the victim to make a DC 25 Will saving throw or forget everything about its past life (treat as a *feblemind* spell). This effect is permanent unless the character is healed by a *restoration* or a *wish*.

A properly bribed charonadaemon can deliver a traveler to any of the lower planes that the Styx touches. These planes include Infernus, the Plane of Agony, the Hells and the Abyss.

Area 22: Cavern of Impenetrable Darkness

This benighted shaft is known as the Cavern of Impenetrable Darkness for good reason. No light, not even magical *light*, survives the permeating darkness for more than a moment in the inky black that thrives in this foul pit. The depths of the pit have never been plumbed by mortals. Rumors abound that the pit is home to dragons of shadowstuff or great shadow worms of immense size. All that truly is known is that any being that has ever set foot within the gaping maw of black has never returned. It should be well-noted that the Cavern of Impenetrable Darkness is a lair best avoided by adventurers pursuing the *Sword of Air*, and is included in this tome for use by Referees running adventures on a more epic scale.

CR 9

The Cavern of Impenetrable Darkness has the following features:

Uneven Floor: The floor of the cavern is at a constantly descending grade of 22 degrees. The floor is rocky and uneven, reducing movement by those descending into the cavern by one-quarter and those climbing out of the cavern by one-half their standard movement rate.

Deep Darkness: The cavern is infinitely black, quenching 1st-level magical *light* spells as well as natural light such as torches, lamps and candles. *Continual flame* and similar magic is reduced to a 5-foot radius, and its duration is reduced to 10 minutes per caster level. Travelers who enter the cavern must feel their way blindly through the cavern and are likely to run across deadfalls, pits or the creatures of shadowstuff that make the infinite cavern their home.

Unmapped: The Cavern of Impenetrable Darkness is ever-shifting due to the action of shadow hunters and the umbral dragons that dwell there. Cave-ins are not uncommon as pieces of elemental earth and material projections wink in and out across the plane.

Cavern of Impenetrable Darkness Random Encounters

Roll 1d20 for every hour spent exploring the Cavern of Impenetrable Darkness.

1d20	Result	Source
1	Pit	
2	1 tenebrous worm	<i>Pathfinder Roleplaying Game Bestiary 2</i>
3	1 umbral dragon	<i>Pathfinder Roleplaying Game Bestiary 2</i>
4	1 shadow hunter	<i>The Tome of Horrors 4</i>
5	2d4 shadows	<i>Pathfinder Roleplaying Game Bestiary</i>
6	1 shadow wing (ancient)	<i>The Tome of Horrors 4</i>
7–20	No Encounter	

Tenebrous Worm: These creatures flee from loud noise. They are prey here and attack only small groups.

TENEBOUS WORM

CR 8

XP 4,800

hp 105 (*Pathfinder Roleplaying Game Bestiary 2* "Tenebrous Worm")

Pit: Pits are typically 1d10+5 feet wide and nearly impossible to see until one is right at the edge.

PIT TRAP

CR 2

XP 600

Type mechanical; **Perception** DC 20; **Disable Device** DC 20

Trigger location; **Reset** manual

Effect 50-ft.-deep pit (5d6 nonlethal falling damage); DC 20 Reflex avoids; multiple targets (all targets in the trap's area).

Shadow Gang: Characters are attacked by **2d4 shadows**.

SHADOWS (2d4)

CR 3

XP 800

hp 19 (*Pathfinder Roleplaying Game Bestiary*, "Shadow")

Shadow Hunter: Terrifying. This creature attacks and pursues any they find, stopping only if within a half mile of the dragon's lair.

**SHADOW HUNTER****XP 4,800***The Tome of Horrors 4 202*

N Huge magical beast

Init +2; **Senses** darkvision 60 ft., low-light vision, scent, tremorsense 60 ft.; **Perception** +12**AC** 18, touch 10, flat-footed 16 (+2 Dex, +8 natural, -2 size)**hp** 76 (8d10+32)**Fort** +10; **Ref** +8; **Will** +4**Defensive Abilities** shadowblend**Speed** 30 ft., climb 20 ft., swim 30 ft.**Melee** bite +14 (1d8+10 plus poison plus grab)**Space** 15 ft.; **Reach** 10 ft.**Str** 24, **Dex** 15, **Con** 19, **Int** 5, **Wis** 14, **Cha** 3**Base Atk** +8; **CMB** +17 (+21 grapple); **CMD** 29 (can't be tripped)**Feats** Ability Focus (poison), Skill Focus (Perception), Skill Focus (Stealth), Weapon Focus (bite)**Skills** Climb +15, Perception +12, Stealth +4 (+14 in dimly lit & unlit areas), Swim +15; **Racial Modifiers** +10 racial bonus on Stealth checks in areas of dim or no light.**SQ** hunt by scent**Shadowblend (Su)** In areas of dim and no light, shadow hunters gain improved concealment; there is a 40% miss chance when attacking one in such conditions.

CR 8 **Poison (Ex)** Bite—injury; save DC 20 Fort; frequency 1/round for 6 rounds; effect 1d4 Constitution damage; cure 2 consecutive saves. The save DC is Constitution-based.

Hunt by Scent (Ex) Shadow hunters are expert at tracking prey through the dim warrens where they dwell. They can track using their Perception skill in place of Survival.

Shadow Wing (Ancient): OK, this guy does not even fear the dragon. Imagine your worst nightmare come to life. The shadow wing rules this place. He and the dragon avoid each other — some say in fear of mutually assured destruction.

ANCIENT SHADOW WING**CR 17****XP 102,400***The Tome of Horrors 4 203*

N Huge magical beast

Init +7; **Senses** darkvision 60 ft., low-light vision; **Perception** +51**AC** 27, touch 15, flat-footed 20 (+7 Dex, +12 natural, -2 size)**hp** 299 (26d10+156)**Fort** +23; **Ref** +24; **Will** +14**Defensive Abilities** shadow blend**Speed** 20 ft., fly 80 ft. (average)**Melee** bite +30 (2d6+6), 2 wings +25 (1d8+6 plus poison)**Space** 15 ft.; **Reach** 10 ft.**Str** 22, **Dex** 25, **Con** 23, **Int** 21, **Wis** 19, **Cha** 17**Base Atk** +26; **CMB** +34; **CMD** 51

SWORD OF AIR

Feats Alertness, Cleave, Deceitful, Flyby Attack, Flyby Attack, Great Cleave, Great Fortitude, Improved Critical (bite), Iron Will, Lightning Reflexes, Power Attack, Skill Focus (Perception), Skill Focus (Stealth)
Skills Bluff +20, Diplomacy +16, Disguise +5, Fly +32, Intimidate +29, Knowledge (local) +18, Knowledge (planes) +31, Perception +51, Sense Motive +21, Stealth +34 (+42 in darkness); Racial Modifiers +8 Perception
Languages Auran, Common

Poison (Ex) Wing—injury; save Fort DC 29; frequency 1/round for 6 rounds; effect 2d6 Strength damage; cure 2 consecutive saves. The save DC is Constitution-based.

Shadow Blend (Su) During any conditions other than bright light, a shadow wing can disappear into the shadows as a move-equivalent action, effectively becoming invisible. Artificial illumination or light spells of 2nd level or lower do not negate this ability.

Superior Low-Light Vision (Ex) A shadow wing can see five times as far as a human in dim light.

Umbral Dragon: This encounter is with an adult umbral dragon. All of the other older umbral dragons were destroyed by Lacrymundus, as he hates competition. The dragon attack any it spots, hoping to garner favor with the ancient wyrm.

ADULT UMBRAL DRAGON

CR 14

XP 38,400
 CE Huge dragon (extraplanar) (*Pathfinder Roleplaying Game Bestiary 2* "Dragon, Umbral")
Init +4; **Senses** dragon senses; **Perception** +25
Aura frightful presence (180 ft., DC 23)

AC 29, touch 8, flat-footed 29 (+21 natural, -2 size)
hp 195 (17d12+85)
Fort +15; **Ref** +10; **Will** +15
DR 5/magic; **Immune** cold, death effects, energy drain, paralysis, sleep; **SR** 25

Speed 40 ft., fly 200 ft. (poor)
Melee bite +23 (2d8+12/19-20), 2 claws +23 (2d6+8), tail slap +21 (2d6+12), 2 wings +21 (1d8+4)
Space 15 ft.; **Reach** 10 ft. (15 ft. with bite)
Special Attacks breath weapon (50-ft. cone, 12d8 negative energy, DC 23), crush, shadow breath (6 Str)
Spell-like Abilities (CL 17th; melee touch +23, ranged touch +15): At will—darkness, shadow walk, vampiric touch
Spells Known (CL 7th; concentration +12)
 3rd (5/day)—*dispel magic*, *inflict serious wounds* (DC 18)
 2nd (7/day)—*command undead* (DC 17), *invisibility*, web (DC 17)
 1st (8/day)—*grease* (DC 16), *inflict light wounds* (DC 16), *magic missile*, *reduce person* (DC 16), *shield*
 0 (at will)—*bleed* (DC 15), *detect magic*, *detect poison*, *disrupt undead* (DC 15), *mage hand*, *ray of frost*, *read magic*

Str 27, **Dex** 10, **Con** 21, **Int** 20, **Wis** 21, **Cha** 20
Base Atk +17; **CMB** +27; **CMD** 37 (41 vs. trip)
Feats Critical Focus, Hover, Improved Critical (bite), Improved Initiative, Improved Vital Strike, Multiattack, Power Attack, Skill Focus (Stealth), Snatch, Vital Strike
Skills Bluff +25, Diplomacy +25, Fly +16, Knowledge (arcana, local, planes) +25, Perception +25, Sense Motive +25, Spellcraft +25, Stealth +18, Survival +25
Languages Abyssal, Common, Draconic, Infernal, Terran, Undercommon
SQ ghost bane, umbral scion

Breath Weapon (Su) Although it deals negative energy

damage, an umbral dragon's breath weapon does not heal undead creatures.

Ghost Bane (Su) A young or older umbral dragon's physical attacks deal damage to incorporeal creatures normally.
Shadow Breath (Su) Three times per day, an adult or older umbral dragon can breathe a cone of shadows. Creatures who fail a Fortitude save are blinded for 1d4 rounds and take 1 point of Str drain per age category possessed by the dragon. A successful save negates the blindness and reduces Str drain to 1d4 points.

Umbral Scion (Ex) Umbral dragons have negative energy affinity and are immune to energy drain and death effects.

Lair of Lacrymundus

Deep within the bowels of the Cavern of Impenetrable Darkness is the lair of **Lacrymundus**, an **ancient umbral dragon** of immense power and even greater girth. It is unknown if Lacrymundus is actually a living being of shadowstuff or if it is an undead creature held together by the shadowstuff and its immense magical powers. All that is known is that shadow creatures who would occupy the Cavern of Impenetrable Darkness give the creature's lair a wide berth.

LACRYMUNDUS, ANCIENT UMBRAL DRAGON

CR 19

XP 204,800
 Ancient umbral dragon (*Pathfinder Roleplaying Game Bestiary 2* "Dragon, Umbral")
 CE Gargantuan dragon (extraplanar)
Init +3; **Senses** darkvision 60 ft., low-light vision; **Perception** +35
Aura frightful presence (300 ft., DC 29)

AC 38, touch 5, flat-footed 38 (-1 Dex, +33 natural, -4 size)
hp 337 (25d12+175)
Fort +21; **Ref** +13; **Will** +21
DR 15/magic; **Immune** death effects, energy drain, paralysis, sleep; **SR** 30

Speed 40 ft., fly 250 ft. (clumsy)
Melee bite +33 (4d6+18/19-20), 2 claws +33 (2d8+12), tail slap +31 (2d8+18), 2 wings +31 (2d6+6)
Space 20 ft.; **Reach** 20 ft.
Special Attacks breath weapon (60-ft. cone, 20d8 negative energy, DC 29), create shadows, crush, shadow breath, tail sweep
Spell-Like Abilities (CL 25th; melee touch +33, ranged touch +20): At will—darkness, project image (DC 23), shadow walk (DC 22), vampiric touch
 3/day—*finger of death* (DC 24)
Spells Known (CL 15th; melee touch +33, ranged touch +20):
 7th (5/day)—*spell turning*, *summon monster VII*
 6th (7/day)—*circle of death* (DC 23), *contingency*, *geas/quest*
 5th (7/day)—*break enchantment*, *cloudkill* (DC 22), *cone of cold* (DC 22), *shadow evocation* (DC 22)
 4th (7/day)—*enervation*, *ice storm*, *greater invisibility*, *phantasmal killer* (DC 21)
 3rd (8/day)—*deep slumber* (DC 20), *dispel magic*, *lightning bolt* (DC 20), *ray of exhaustion* (DC 20)
 2nd (8/day)—*darkness*, *flaming sphere* (DC 19), *hideous laughter* (DC 19), *scorching ray*, *web* (DC 19)
 1st (8/day)—*charm person* (DC 18), *grease* (DC 18), *magic missile*, *protection from good* (DC 18), *shield*
 0 (at will)—*acid splash*, *bleed* (DC 17), *daze* (DC 17), *detect magic*, *flare* (DC 17), *ghost sound* (DC 17), *ray of frost*, *read magic*, *touch of fatigue* (DC 17)

Str 35, **Dex** 8, **Con** 25, **Int** 24, **Wis** 25, **Cha** 24
Base Atk +25; **CMB** +41; **CMD** 50 (54 vs. trip)
Feats Bleeding Critical, Critical Focus, Flyby Attack, Greater Vital Strike, Hover, Improved Critical (bite), Improved Initiative, Improved Vital Strike, Multiattack, Power Attack,

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Skill Focus (Stealth), Snatch, Vital Strike

Skills Appraise +35, Bluff +35, Diplomacy +35, Fly +13, Knowledge (arcana) +35, Knowledge (local) +35, Knowledge (planes) +35, Knowledge (religion) +35, Perception +35, Sense Motive +35, Spellcraft +35, Stealth +21, Survival +35

Languages Abyssal, Common, Draconic, Undercommon

SQ ghost bane, umbral scion

Create Shadows (Su) Any creature slain by an ancient or older umbral dragon rises as a shadow (if 8 HD or less) or greater shadow (if above 8 HD) under the umbral dragon's control 1d4 rounds later.

Ghost Bane (Su) A young or older umbral dragon's physical attacks deal damage to incorporeal creatures normally.

Shadow Breath (Su) Three times per day, an adult or older umbral dragon can breathe a cone of shadows. Creatures who fail a Fortitude save are blinded for 1d4 rounds and take 1 point of Str drain per age category possessed by the dragon. A successful save negates the blindness and reduces Str drain to 1d4 points.

Umbral Scion (Ex) Umbral dragons have negative energy affinity and are immune to energy drain and death effects.

Warning: Unless the characters are of a truly epic level of power, Lacrymundus surely destroys them all and adds their magic items and treasures to his immense hoard.

Treasure: Among the treasures of Lacrymundus' hoard are the following: 200,000 gp, 280,000 sp, 100,000 cp, 10 golden rings worth 200 gp each, a copper-bladed rapier worth 200 gp, a star ruby worth 10,000 gp, a shadow diamond worth 5000 gp, a golden jewel-encrusted crown worth 4000 gp, a platinum-and-jade flute worth 2200 gp, an ornate bronze puzzle box worth 2000 gp that requires a DC 20 Knowledge (arcana) check to solve, 4 golden topaz gems worth 500 gp each, a bloodstone worth 200 gp, a set of ivory dice worth 200 gp, a +4 heavy steel shield, a ring of protection +3, a tome of clear thought, a wand of lightning bolt (8 charges), a staff of life (5 charges), a staff of fire, and a minor cloak of displacement.

Also found within his hoard is the *Heart of Knem Koth*, also referred to as the "Heart of Darkness." (Appendix)

Area 23: Nightwoods

The Nightwoods are vast expanses of haunted terrestrial forests projecting into the Plane of Shadow, or perhaps the haunting is projecting itself from the realm of darkness into the mortal planes. Regardless, the Nightwoods are populated by terrible creatures, not the least of which are the vast semi-sentient trees of shadowstuff that feast upon mortal creatures tempted into the forest of the night.

Shadow Mastiffs: This encounter is with a band of 2d4 shadow mastiffs. The mastiffs avoid direct contact with characters and instead creep up on them when they rest or are apart from the rest of the party.

SHADOW MASTIFF **CR 5**
XP 1,600

hp 51 (*Pathfinder Roleplaying Game Bestiary 3* "Shadow Mastiff")

Shadetouched Shadows: A pack of 1d6+1 shadetouched shadows attacks the party.

SHADETOUCHED SHADOW **CR 3**
XP 800

hp 19 (*Pathfinder Roleplaying Game Bestiary* "Shadow")

Replace the shadow's attack line with the following:

Melee 2 claws +4 (1d8 plus 1d6 Strength damage)

Shadow Treants: The forests are composed fully of shadow treants.

Nightwoods Random Encounters

Roll 1d20 for every hour characters travel among the Nightwoods.

1d20	Result	Source
1	1d4+1 shadow wings	<i>The Tome of Horrors 4</i>
2	2d4 shadow mastiffs	<i>Pathfinder Roleplaying Game Bestiary 3</i>
3-5	2d4 shadows	<i>Pathfinder Roleplaying Game Bestiary</i>
6	1d6+1 shadetouched shadows	<i>Pathfinder Roleplaying Game Bestiary</i>
7	Lost traveler (See Shadow Rift Table)	
8-16	1d4 shadow treants	
17-20	No encounter	

This encounter is with 1d4 shadow treants more temperamental than the others.

SHADOW TREANT **CR 9**
XP 6,400

NE Huge outsider (augmented plant)

Senses darkvision 60 ft., low-light vision; Perception +12

hp 114 (*Pathfinder Roleplaying Game Bestiary* "Treant"; *Pathfinder Roleplaying Game Bestiary 4* "Shadow Creature")

Immune plant traits; **DR** 10/magic and slashing; **Resist** cold 15, electricity 15; **SR** 14

Shadow Blend (Su) In any illumination other than bright light, a shadow creature blends into the shadows, giving it concealment (20% miss chance). A shadow creature can suspend or resume this ability as a free action.

Shadow Pack: 2d4 shadows attack unless driven off with light or turned.

SHADOWS (2d4) **CR 3**
XP 800

hp 19 (*Pathfinder Roleplaying Game Bestiary* "Shadow")

Shadow Wings: Nesting in the trees are 1d4+1 shadow wings. They swoop down on characters and pursue them through the Nightwoods.

SHADOW WING **CR 8**
XP 4,800

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N Large magical beast

Init +5; **Senses** darkvision 60 ft., superior low-light vision;

Perception +18

AC 23, touch 14, flat-footed 18 (+5 Dex, +9 natural, -1 size)

hp 95 (10d10+40)

Fort +11, **Ref** +12, **Will** +4

Speed 20 ft., fly 80 ft. (average)

Melee bite +13 (2d6+4), 2 wings +8 (1d8+4 plus poison)



Space 10 ft.; **Reach** 5 ft.
Special Attacks shadow blend

Str 19, **Dex** 21, **Con** 18, **Int** 8, **Wis** 12, **Cha** 11
Base Atk +10; **CMB** +15; **CMD** 30
Feats Alertness, Greater Flyby Attack, Flyby Attack, Power Attack, Skill Focus (Stealth)
Skills Fly +8, Perception +18, Sense Motive +3, Stealth +11 (+19 in darkness); **Racial Modifiers** +8 Perception, +8 Stealth in darkness
Languages Auran, Common

Poison (Ex) Wing—injury; save Fort DC 19; frequency 1/round for 6 rounds; effect 1d6 Strength damage; cure 2 consecutive saves. The save DC is Constitution-based.
Shadow Blend (Su) During any conditions other than bright light, a shadow wing can disappear into the shadows as a move-equivalent action, effectively becoming invisible. Artificial illumination or light spells of 2nd level or lower do not negate this ability.
Superior Low-Light Vision (Ex) A shadow wing can see five times as far as a human in dim light.

Area 24: The Night Queen's Forest

This forest is similar in many ways to other forests of the Plane of Shadow, though it is the domain of one of the self-proclaimed rulers of the shadow realm. The Night Queen's Forest spreads over many miles of nightwood and brambles. For many centuries, the Night Queen has kidnapped mortal princesses by stealing their dreams, which eventually leads them into the Plane of Shadow where she captures their mortal flesh. Once whisked to her own realm, the queen prepares them for eventual sacrifice at the age of 16, when she drinks away their soul to increase her own powers and to enrich her kingdom. The Night Queen has successfully played out her horror plot on six previous occasions. She waits now upon the sacrifice of the seventh princess. With this sacrifice, **Queen Nandra Oranna's** powers are to be virtually doubled, placing her in league with some of the younger gods.

Graem the Huntsman: This is an encounter with **Graem the Huntsman** and 3d4 **shadow mastiffs**. He harries the characters, attempting to separate them from one another so they can be dispatched individually. See the **Huntsman's Cabin** below for details.

The Night Queen's Forest Random Encounters

Roll 1d20 once every 30 minutes characters travel within the Night Queen's Forest.

1d20	Result	Source
1	1 wraith prince	
2	2d4 shadows	<i>Pathfinder Roleplaying Game Bestiary</i>
3	1d6+1 shadetouched shadows	<i>Pathfinder Roleplaying Game Bestiary</i>
4	1d4 shadow treants	
5	Sir Rathbert the Questing Knight	
6	Graem the huntsman	
7-20	No encounter	

Shadow Treants: The forests are composed fully of shadow treants. This encounter is with **1d4 shadow treants** more temperamental than the others.

SHADOW TREANT XP 6,400

CR 9

NE Huge outsider (augmented plant)

Senses darkvision 60 ft., low-light vision; Perception +12

hp 114 (*Pathfinder Roleplaying Game Bestiary* "Treant"; *Pathfinder Roleplaying Game Bestiary 4* "Shadow Creature")

Immune plant traits; **DR** 10/magic and slashing; **Resist** cold 15, electricity 15; **SR** 14

Shadow Blend (Su) In any illumination other than bright light, a shadow creature blends into the shadows, giving it concealment (20% miss chance). A shadow creature can suspend or resume this ability as a free action.

Shadetouched Shadows: A pack of **1d6+1 shadetouched shadows** attacks the party.

SHADETOUCHED SHADOW XP 800

CR 3

hp 19 (*Pathfinder Roleplaying Game Bestiary* "Shadow")

Replace the shadow's attack line with the following:

Melee 2 claws +4 (1d8 plus 1d6 Strength damage)

Shadow Pack: **2d4 shadows** attack unless driven off with light or turned.

SHADOWS (2d4) XP 800

CR 3

hp 19 (*Pathfinder Roleplaying Game Bestiary* "Shadow")

Sir Rathbert the Questing Knight: This is an encounter with **Sir Rathbert**, a paladin who quests for Princess Eradith the Fair. If the characters are more or less lawfully aligned, he offers to join the party so long as he is given leave to rescue the maiden from the clutches of the Night Queen. He rides a warhorse in combat.

SIR RATHBERT THE QUESTING KNIGHT XP 6,400

CR 9

Male human paladin 10

LG Medium humanoid (human)

Init -1; **Perception** +10

Aura courage (10 ft.), Good, resolve (10 ft.)

AC 23, touch 11, flat-footed 22 (+11 armor, +1 deflection, +1 natural)

hp 84 (10d10+20 plus 5)

Fort +11, **Ref** +5, **Will** +9

Immune charm, disease, fear, poison

Speed 20 ft.

Melee +1 longsword +17/+12 (1d8+7/19-20)

Special Attacks channel positive energy (DC 17, 5d6), smite evil 4/day (+2 attack and AC, +10 damage)

Spell-Like Abilities (CL 10th):

At will—*detect evil*

Spells Prepared (CL 7th):

2nd—*bull's strength*, *delay poison*

1st—*bles*, *lesser restoration*, *protection from evil*

Str 20, **Dex** 10, **Con** 14, **Int** 14, **Wis** 10, **Cha** 14

Base Atk +10; **CMB** +15 (+19 to disarm); **CMD** 25 (27 vs. disarm)

Feats Cleave, Combat Expertise, Greater Disarm, Improved Disarm, Power Attack, Weapon Focus (longsword)

Skills Diplomacy +10, Knowledge (history, local) +7,

Knowledge (nobility, religion) +10, Perception +10, Ride +5, Sense Motive +13, Spellcraft +10

Languages Common, Dwarven, Elven

SQ code of conduct, divine bond (weapon +2, 2/day), lay on hands (5d6, 7/day), mercies (cursed, nauseated, shaken)

Combat Gear 2 *potions of cure serious wounds*; **Gear** +2 *full plate*, +1 *longsword*, *amulet of natural armor* +1, *ring of protection* +1, silver holy symbol, 450 gp, locket of hair tied in red ribbon, diamond engagement ring (500 gp),

HEAVY HORSE XP 600

CR 2

hp 15 (*Pathfinder Roleplaying Game Bestiary* "Horse"; "Advanced Template")

Wraith Prince: This is an encounter with one of the **wraith princes** of the shadow realm in service of the Night Queen. The creature rides a **nightmare** and bears a **wraith blade** (Appendix). If the creature is turned, it returns in full haste to its crypt to recover.

WRAITH PRINCE XP 1,600

CR 5

hp 47 (*Pathfinder Roleplaying Game Bestiary* "Wraith")

Melee incorporeal touch +6 (1d6 negative levels plus 1d6 Con drain) or +2 *wraith blade* +8 (1d8+2/19-20 plus 1d6 Con drain)

Gear +2 *wraith blade* (Appendix)

NIGHTMARE XP 1,600

CR 5

hp 51 (*Pathfinder Roleplaying Game Bestiary* "Nightmare")

Area 24-1: Cottage of the Fair (CR 9)

Hidden within the Night Queen's forest is a hemisphere of light that stands starkly against the darkened horizon. Within the dome is a small wooded glade that seems to be directly plucked from an enchanted grove upon the Material Plane. Within the hemisphere are a cabin, a well, a small barn and an outhouse. The cabin contains six rooms: a common room, a kitchen and four bedrooms. It is in this small glade that **Princess Eradith** has spent the last three years of her life since being plucked from her home kingdom. She believes she is being guarded by a trio of fairy godmothers. The "fairies" are actually **3 annis hags** in the thrall of Queen Nandra Oranna.

Princess Eradith believes she is being justly treated and protected from

Shadow Plane - Night Queen's Forest

1 square - 1000 feet



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a terrible evil by the fairy godmothers **Rala, Drannis** and **Olgetta**. She has no idea that the godmothers intend to feed her to their mistress on the night of her 16th birthday.

PRINCESS ERADITH XP 600

CR 2

Female human aristocrat 4
N Medium humanoid
Init +1; Perception +3

AC 17, touch 11, flat-footed 16 (+4 armor, +1 Dex, +2 shield)
hp 20 (4d8+2)
Fort +1; Ref +2; Will +3

Speed 30 ft.

Melee mwk longsword +5 (1d8+1/19–20) or dagger +4 (1d4+1/19–20)

Ranged shortbow +4 (1d6/×3) or dagger +4 (1d4+1/19–20)

Str 12, Dex 12, Con 11, Int 10, Wis 8, Cha 13

Base Atk +3; CMB +3; CMD 14

Feats Mounted Combat, Ride-By Attack, Trample

Skills Bluff +5, Diplomacy +8, Intimidate +8, Knowledge (history) +4, Knowledge (local) +4, Knowledge (nobility) +5, Linguistics +5, Perception +3, Perform (dance) +5, Ride +6, Sense Motive +3

Languages Common

Gear none currently, but usually the following: masterwork longsword, 2 daggers, shortbow, 20 arrows

RALA, DRANNIS, AND OLGETTA (ANNIS HAG)

CR 6

XP 2,400

hp 66 (*Pathfinder Roleplaying Game Bestiary 3* "Annis Hag")

Area 24-2: Huntsman's Cabin

Not far from the cottage of the fair princess is the cabin of **Graem the Huntsman**. This unholy being has long been in the service of Queen Nandra Oranna, who sends him from the realm of shadow into the waking world to gather the daughters of worldly kings.

The huntsman was likely once a man, but has long since been infused with shadowstuff.

Roaming around the cabin are the huntsman's pets, **3d4 shadow mastiffs**, which he commands to attack intruders.

Treasure: Among the huntsman's meager belongings are a *potion of slipperiness*, *potion of gaseous form*, a *figurine of the onyx dog*, and a *bag of holding* filled with a week's worth of mortal dry rations.

GRAEM THE HUNTSMAN

CR 6

XP 2,400

Male human ranger 6
N Medium outsider (augmented humanoid)
Init +3; Senses darkvision 60 ft., low-light vision; Perception +10

AC 19, touch 13, flat-footed 16 (+5 armor, +3 Dex, +1 shield)
hp 57 (6d10+24)
Fort +7; Ref +8; Will +3
DR 5/magic; Resist cold 10, electricity 10; SR 12

Speed 30 ft.

Melee mwk battleaxe +10/+5 (1d8+3/×3) or dagger +9/+4 (1d4+3/19–20)

Ranged +1 *composite longbow* +10/+5 (1d8+4)

Special Attacks favored enemy (magical beasts +4, monstrous humanoids +2)

Spells Prepared (CL 3rd):

1st—*speak with animals*

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

Base Atk +6; CMB +9; CMD 22

Feats Endurance, Improved Precise Shot, Mounted Archery,

Mounted Combat, Point-Blank Shot, Rapid Shot, Self-Sufficient

Skills Climb +11, Handle Animal +8, Heal +8, Knowledge (nature) +5, Perception +10, Ride +11, Stealth +11, Survival +12 (+15 to follow tracks), Swim +7

Languages Common

SQ hunter's bond (animal companion [hawk]), favored terrain (forest +2), track +3, wild empathy +5

Gear +1 *chain shirt*, masterwork buckler, masterwork battleaxe, *dagger*, +2 composite longbow [+3 Str], 40 arrows, 10 cold iron arrows, 10 alchemical silver arrows, 150 gp, *ring of shadowshaping* (**Appendix**)

Shadow Blend (Su) In any illumination other than bright light, a shadow creature blends into the shadows, giving it concealment (20% miss chance). A shadow creature can suspend or resume this ability as a free action.

SHADOW MASTIFF

CR 5

XP 1,600

hp 51 (*Pathfinder Roleplaying Game Bestiary 3* "Shadow Mastiff")

Area 25: Tower of the Night Hag Queen (CR Varies)

Queen Nandra Oranna dwells within a tower that sits atop a craggy bluff of elemental stone. The tower is surrounded by a walled courtyard and a 50-foot-wide moat. A drawbridge crosses the moat and leads to the tower beyond, though the drawbridge is typically closed to any visitors who would dare intrude upon the doings of the Night Queen.

Area 25-1: Moat

The moat is filled with a special *shadowstuff entangle* spell (treat as *entangle* spell that deals 1 point of Strength damage each round a creature is trapped). A creature killed by this spell rises as a shadow within 24 hours.

Area 25-2: Tower Gate

The 30-foot tall tower gate is formed from a shiny black substance banded with dark metal. The gate is barred and locked from the inside. A **charmed shadow giant** named **Marl** guards the gate, opening and closing it for guests of the Night Queen. On its own, the gate is 3 feet thick and requires a combined strength of at least 40 or greater to push. The gate may also be moved by means of a *knock* spell, though the portal's great magic requires three applications of the spell to open a gap wide enough for a man to pass through.

MARL (SHADOW GIANT)

CR 8

XP 4,800

NE Large outsider (**Appendix**)
Init +3; Senses darkvision 60 ft.; Perception +13

AC 19, touch 12, flat-footed 16 (+3 Dex, +7 natural, –1 size)
hp 95 (10d10+40)
Fort +11; Ref +10; Will +5

Speed 40 ft.

Melee heavy mace +16/+11 (2d6+6 plus 1d6 Str damage) or 2 slams +10 (1d8+3 plus 1d6 Str damage)

Space 10 ft.; Reach 10 ft.

Special Attacks strength damage

Str 22, Dex 16, Con 19, Int 10, Wis 11, Cha 15

Base Atk +10; CMB +17; CMD 30 (can't be tripped)

Feats Cleave, Combat Reflexes, Iron Will, Power Attack, Weapon Focus (heavy mace)

Skills Bluff +15, Diplomacy +15, Intimidate +15, Knowledge (planes) +13, Perception +13, Stealth +12 (+16 in dim light);

Racial Modifiers +4 Stealth in dim light

Languages Common, Giant
SQ shadow blend
Gear heavy mace

Shadow Blend (Su) In any illumination other than bright light, a shadow giant blends into the shadows, giving it concealment (20% miss chance). A shadow giant can suspend or resume this ability as a free action.

Strength Damage (Su) A shadow giant's slam attack as well as any melee weapon attacks deals 1d6 points of Strength damage to a living creature. This is a negative energy effect. A creature dies if this Strength damage equals or exceeds its actual Strength score.

Area 25-3: Crypts of the Princes

Surrounding the central tower are seven stone crypts. Standing before six of the crypts are 6 nightmares adorned in full saddle, bit and bridle. Within each crypt are the withered corpses of the princes who attempted to rescue their fair maidens but were instead defeated by Queen Nandra Oranna. The crypts hold the fleshy corpses of these princes and house the 6 wraiths they have become. The wraiths ride out on the nightmares, doing the bidding of the Night Queen. This most typically involves guarding her from any beings that would assault her fortress.

WRAITH PRINCE CR 5
XP 1,600

hp 47 (*Pathfinder Roleplaying Game Bestiary* "Wraith")
Melee incorporeal touch +6 (1d6 negative levels plus 1d6 Con drain) or +2 wraith blade +8 (1d8+2/19–20 plus 1d6 Con drain)
Gear +2 wraith blade (**Appendix**)

NIGHTMARE CR 5
XP 1,600

hp 51 (*Pathfinder Roleplaying Game Bestiary* "Nightmare")

Area 25-4: Tower

The tower is little more than a black spire with an interior staircase that rises from the stone of the crag up into the sky. Atop the tower are the chambers of Queen Nandra Oranna. Nandra is unlikely to face opponents within her chambers and would instead "come to them" should her wraith princes fall or if her giant is challenged.

Nandra's Quarters: Atop the tower are the chambers of the Night Queen. The door to her chambers is locked and trapped with a lightning bolt. Beyond the door is a hall with two doors. Anyone attempting to open the door sets off the trap to anyone within 30 feet of the door.

LIGHTNING BOLT TRAP CR 5
XP 1,600

Type magic; **Perception** DC 20; **Disable Device** DC 20

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

Effect spell effect (lightning bolt, 8d6 electricity damage, DC 16 Reflex save for half); multiple targets (all targets in a 30-ft.-square area)

Area 25-5: Nandra's Bedchamber

This room contains an ornate four-poster bed of ebony wood hung with diaphanous silk. A large mirror adorns one wall. A loom occupies the other side of the room. Upon the loom is an ornate tapestry featuring the portraits of six princesses within a stylized heart formed from thorny vines. The vines entwine and stretch to form the dress of a harsh-looking woman wearing a black crown.

A dresser and nightstand complete the room's furnishings. The mirror acts as a crystal ball.

Area 25-6: Nandra's Ritual Chamber

The ritual chamber is partially open to the sky and is accessible by flying creatures. The chamber features a seven-pointed star with a cauldron



(**Appendix**) in the center that serves as the focus for the queen's rituals. Upon six points of the star are the bleeding, jeweled hearts of the six princesses whom Queen Nandra consumed in order to grow her powers.

QUEEN NANDRA ORANNA (NIGHT HAG) CR 9
XP 6,400

hp 92 (*Pathfinder Roleplaying Game Bestiary* "Night Hag")
Gear Noose of Knem Koth (**Appendix**)

Hearts of Innocence: Located at the cardinal points of Queen Nandra's summoning star are the hearts of the six princesses who fell victim to her dark magic over the last centuries. The hearts are encrusted with diamonds, rubies and a lattice of platinum-and-gold barbed wire. The hearts grant the master of the circle great power, offering an additional caster level for every two hearts while casting spells from within the circle. Creating a circle to control the hearts requires a caster of at least 10th level to spend 3 months of steady work at a cost of 100,000 gp in rare gems, jewels and sacrifices to the gods of chaos and evil. Constructing the circle is an act of pure evil. If the hearts are given to Nandra's wraith princes, the princes are dispelled as they take the last piece of their true love and depart to their own proper afterlives.

Eventually, Nandra intends to sacrifice the last princess to complete the seventh point in her circle, which will grant her even greater power over the Plane of Shadow and allow her to force her own projections into the mortal realms where the princesses were originally captured.

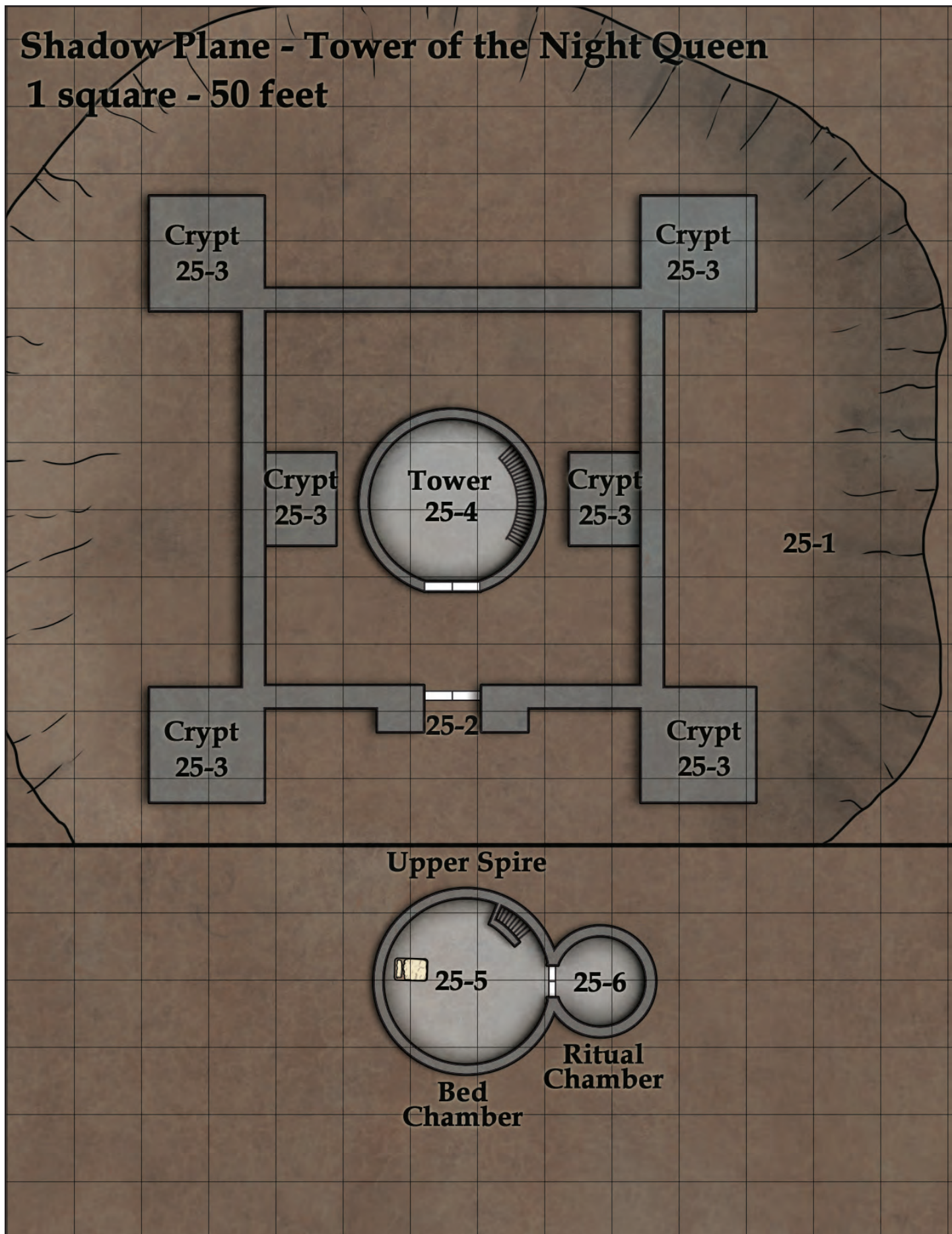
Further Adventure: This plot line may be used by a GM to develop quests for high-level play beyond the bounds of the *Sword of Air* campaign.

Area 26: Shadowsea

These limitless seas of pitch are more insubstantial and vaporous than the Darkmire. Sailors lost at sea in the Material Plane are sometimes sucked through whirlpools of night into the Shadowsea. Once here, they

Shadow Plane - Tower of the Night Queen

1 square - 50 feet



SWORD OF AIR

typically starve to death for lack of food and water. The soulless shades that remain are cursed to haunt the night simultaneously in the lands of the living and the darkness of the Plane of Shadow.

crewed by **2d8 shadows** and is commanded by a **fighter**. The shade ship pursues any ship sailed by the living across the Shadowsea, attempting to capture and transform the living crew into shadows under their captain's command.

Shadowsea Random Encounters

Roll 1d10 every 2 hours characters are upon the Shadowsea.

1d10	Result	Source
1	1d6+1 shadetouched shadows	<i>Pathfinder Roleplaying Bestiary</i>
2	Whirlpool portal	
3	Shade ship	
4	Shadowstorm	
5	1 shadow sea serpent	
6-10	No encounter	

Shadetouched Shadows: This encounter is **1d6+1 shadetouched shadows**.

SHADETOUCHED SHADOW

CR 3

XP 800

hp 19 (*Pathfinder Roleplaying Game Bestiary* "Shadow")

Replace the shadow's attack line with the following:

Melee 2 claws +4 (1d8 plus 1d6 Strength damage)

Shade Ship: This is an encounter with a terrestrial ship infused with shadowstuff that sails endlessly upon the Shadowsea. The ship is

SHADOW SHIP CAPTAIN

CR 6

XP 2,400

Male human fighter 6

NE Medium outsider (augmented humanoid)

Init +3; **Senses** darkvision 60 ft., low-light vision; **Perception** +1

AC 23, touch 12, flat-footed 21 (+8 armor, +2 Dex, +3 shield)

hp 42 (6d10+9)

Fort +6; **Ref** +5; **Will** +3; +5 vs. fear

Defensive Abilities bravery +2; **DR** 5/magic; **Resist** cold 10, electricity 10; **SR** 11

Speed 20 ft.

Melee mwk longsword +12/+7 (1d8+6/19-20) or shortspear +10/+5 (1d6+4) or dagger +9/+4 (1d4+3/19-20)

Ranged mwk composite shortbow +10/+5 (1d6+3/×3) or shortspear +10/+5 (1d6+3)

Special Attacks weapon training (spears +1)

Str 16, **Dex** 16, **Con** 13, **Int** 8, **Wis** 12, **Cha** 10

Base Atk +6; **CMB** +9; **CMD** 22

Feats Alertness, Cleave, Great Cleave, Improved Bull Rush, Power Attack, Ride-By Attack, Weapon Focus (longsword), Weapon Specialization (longsword)

Skills Craft (weapons) +3, Handle Animal +9, Perception +3, Profession (sailor) +5, Ride +7, Sense Motive +3, Survival +5

Languages Common

SQ armor training 1

Gear oil of magic weapon, potion of cure light wounds;

Other Gear +1 banded mail, +1 heavy wooden shield, masterwork longsword, composite shortbow [+3 Str], 20



CHAPTER 5: INTO THE PLANE OF SHADOW

arrows, dagger, 2 shortspears, 18 gp

Shadow Blend (Su) In any illumination other than bright light, a shadow creature blends into the shadows, giving it concealment (20% miss chance). A shadow creature can suspend or resume this ability as a free action.

SHADOW THIEF XP 800

CR 3

Male human rogue 3

N Medium outsider (augmented humanoid)

Init +3; **Senses** darkvision 60 ft., low-light vision; **Perception** +9

AC 15, touch 13, flat-footed 12 (+2 armor, +3 Dex)

hp 16 (3d8+3)

Fort +2; **Ref** +6; **Will** +1

Defensive Abilities evasion, trap sense +1; **Resist** cold 5, electricity 5; **SR** 8

Speed 30 ft.

Melee sap +3 (1d6+1 nonlethal) or dagger +3 (1d4+1/19–20)

Ranged mwk composite shortbow +6 (1d6+1/x3) or dagger +5 (1d4+1/19–20)

Special Attacks sneak attack +2d6

Str 13, **Dex** 17, **Con** 12, **Int** 14, **Wis** 10, **Cha** 8

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

Feats Deft Hands, Skill Focus (Perception), Stealthy

Skills Acrobatics +9, Appraise +8, Bluff +5, Climb +9, Disable Device +13, Disguise +5, Escape Artist +11, Knowledge (local) +8, Perception +9 (+10 to find traps), Sleight of Hand +11, Stealth +11, Swim +7

Languages Common, Elven, Halfling

SQ rogue talent (quick disable), trapfinding +1

Gear *potion of feather fall*, *potion of jump*, tanglefoot bag; **Other Gear** leather armor, dagger, sap, masterwork composite shortbow [+1 Str], 20 arrows, *universal solvent*, climber's kit, 50-ft. silk rope with grappling hook, masterwork thieves' tools

Shadow Blend (Su) In any illumination other than bright light, a shadow creature blends into the shadows, giving it concealment (20% miss chance). A shadow creature can suspend or resume this ability as a free action.

SHADOW MAGE XP 2,400

CR 6

Male human evoker 6

NE Medium outsider (augmented humanoid)

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

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

hp 33 (6d6+12)

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

DR 5/magic; **Resist** cold 10, electricity 10; **SR** 11

Speed 30 ft.

Melee dagger +2 (1d4–1/19–20) or *wand of shocking grasp* +2 touch (1d6 electricity)

Ranged dagger +5 (1d4–1/19–20)

Special Attacks intense spells +3

Evoker Spell-Like Abilities (CL 6th; melee touch +2, ranged touch +5):

6/day—*force missile* (1d4+3)

Spells Prepared (CL 6th; melee touch +2, ranged touch +5):

3rd—*dispel magic*, *fly*, *haste*, *fireball* (x2) (DC 17)

2nd—*flaming sphere* (DC 16), *glitterdust* (DC 15), *mirror image*, *protection from arrows*, *scorching ray* (DC 16)

1st—*burning hands* (DC 15), *color spray* (DC 14), *expeditious*

retreat, *mage armor* (already cast), *shocking grasp*

0 (at will)—*dancing lights*, *detect magic*, *light*, *message*

Arcane School Evocation **Opposition Schools** Enchantment, Necromancy

Str 9, **Dex** 14, **Con** 12, **Int** 17, **Wis** 10, **Cha** 13

Base Atk +3; **CMB** +2; **CMD** 17

Feats Combat Casting, Craft Wand, Defensive Combat Training, Improved Initiative, Scribe Scroll, Spell Focus (evocation)

Skills Craft (Armor) +10, Craft (Weapons) +10, Fly +11, Knowledge (arcana) +12, Knowledge (engineering) +7, Knowledge (geography) +7, Knowledge (history) +7, Perception +6, Ride +6, Spellcraft +12

Languages Common, Draconic, Elven, Giant

SQ arcane bond (wand), shadow blend

Gear 2 *scrolls of fly*, 2 *invisibility*, 2 *minor image*, *wand of magic missile* (CL 5th, 50 charges, arcane bond item), *wand of shocking grasp* (50 charges), 3 tanglefoot bags; **Other**

Gear 2 daggers, 20 gp

Shadow Blend (Su) In any illumination other than bright light, a shadow mage blends into the shadows, giving it concealment (20% miss chance). A shadow mage can suspend or resume this ability as a free action.

SHADOW PRIEST

CR 5

XP 1,600

Male human cleric 5

LE Medium outsider (augmented humanoid)

Init –1; **Senses** darkvision 60 ft., low-light vision; **Perception** +6

AC 18, touch 9, flat-footed 18 (+7 armor, –1 Dex, +2 shield)

hp 41 (5d8+15)

Fort +7; **Ref** +1; **Will** +7

DR 5/magic; **Resist** cold 10, electricity 10; **SR** 11

Speed 20 ft.

Melee mwk longsword +8 (1d8+3/19–20)

Special Attacks channel positive energy 6/day (DC 13, 3d6)

Domain Spell-Like Abilities (CL 5th; melee touch +6):

5/day—*touch of law*, *battle rage* (+2 damage)

Cleric Spells Prepared (CL 5th; melee touch +6, ranged touch +2):

3rd—*dispel magic*, *magic vestment*^P, *searing light*

2nd—*align weapon* (law only)^P, *enthrall* (DC 14), *resist*

energy (DC 14), *sound burst* (DC 14)

1st—*command* (DC 13), *divine favor*, *magic weapon*^P,

shield of faith, *summon monster I*

0 (at will)—*guidance*, *light*, *purify food and drink*, *resistance*

D Domain Domains Law, War

Str 17, **Dex** 8, **Con** 14, **Int** 10, **Wis** 14, **Cha** 12

Base Atk +3; **CMB** +6; **CMD** 15

Feats Combat Casting, Heavy Armor Proficiency, Improved Shield Bash, Weapon Focus (longsword)

Skills Diplomacy +9, Heal +6, Knowledge (nobility) +6,

Knowledge (religion) +5, Perception +6

Languages Common

SQ aura

Gear *potion of bull's strength*, *thunderstone*; **Other Gear**

masterwork splint mail, +1 *light steel shield*, masterwork longsword, *cloak of resistance* +1, silver holy symbol, 271 gp

Shadow Blend (Su) In any illumination other than bright light, a shadow creature blends into the shadows, giving it concealment (20% miss chance). A shadow creature can suspend or resume this ability as a free action.

SHADOW CREW (2d8) CR 3
XP 800
hp 19 (*Pathfinder Roleplaying Game Bestiary* "Shadow")

Shadowstorm: This is a storm of shadowstuff that is devastating to mortal and shadow creature alike. The storm comes on suddenly and requires a skilled captain to make a save to avoid the storm. A shadowstorm lasts for 1d4 hours. Any characters caught out in the storm must make a DC 15 Fortitude save or take 1d10 points of damage per hour and take 1d6 points of Strength damage. The storm has a 25% chance of capsizing vessels. Beings trying to move through a shadowstorm are considered "lost," and are thrown off course in a random direction as determined by the GM.

Shadow Sea Serpent: This is an encounter with a **shadow sea serpent** that rises from the depths and attacks the characters' ship. The creature coils around the deck of the ship and breathes forth its deadly spray.

SHADOW SEA SERPENT CR 13
XP 25,600

N Gargantuan outsider (aquatic, augmented magical beast) (*Pathfinder Roleplaying Game Bestiary* "Sea Serpent", *Pathfinder Roleplaying Game Bestiary 4* "Shadow Creature")

Init +6; **Senses** darkvision 120 ft., low-light vision; **Perception** +8

AC 25, touch 8, flat-footed 23 (+2 Dex, +17 natural, -4 size)
hp 187 (15d10+105)

Fort +16; **Ref** +13; **Will** +7

Defensive Abilities elusive, shadow blend; **Immune** cold;

Resist cold 15, electricity 15, fire 30; **DR** 10/magic; **SR** 18

Speed 20 ft., swim 60 ft.

Melee bite +23 (4d8+22/19-20 plus grab), tail slap +18 (3d6+6 plus grab)

Space 20 ft.; **Reach** 20 ft.

Special Attacks capsize, constrict (3d6+18), swallow whole (4d8+18 bludgeoning damage, AC 18, hp 18)

Str 34, **Dex** 14, **Con** 25, **Int** 2, **Wis** 11, **Cha** 11

Base Atk +15; **CMB** +31 (+35 to grapple); **CMD** 43 (can't be tripped)

Feats Improved Bull Rush, Improved Critical (bite), Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Skill Focus (Stealth), Stealthy

Skills Perception +8, Stealth +13, Swim +20

<RULE>

Capsize (Ex) A sea serpent can attempt to capsize a boat or ship of its size or smaller by ramming it as a charge attack and making a combat maneuver check. The DC of this check is 25 or the result of the boat captain's Profession (sailor) check, whichever is higher.

Elusive (Su) Sea serpents have long been the stuff of maritime legends, but despite countless attempts to hunt them, they are rarely encountered unless they wish it. As a full-round action while in water, a sea serpent can move up to its run speed (300 ft.) without leaving any trace of its passing (identical in effect to a pass without trace). An elusive sea serpent gains a +40 circumstance bonus to its Stealth check. In addition, except when in combat, a sea serpent is considered to be under the effects of a nondetection spell. Both of these spell effects are at caster level 20th and cannot be dispelled.

Shadow Blend (Ex) In any illumination other than bright light, a shadow elemental blends into the shadows, giving it concealment (20% miss chance). A shadow elemental can suspend or resume this ability as a free action.

Whirlpool Portal: This whirlpool of darkness forms before the characters' ship or means of conveyance. The whirlpool or shadowspout

may be avoided with a DC 20 Profession (sailor) check by the ship's captain. If the captain fails the check, the ship and all of its crew suffer 6d6 points of damage as they are sucked through the whirlpool and deposited on the seas of a material plane of existence. The GM must determine if the ship sustains enough damage to destroy it.

Area 27: The Shadow Forge

Atop the tallest mountain in the region stands Nightwrack Abbey, home to Dread Duke Hackmore, a death knight who presides over the Shadow Forge.

Area 28: Nightwrack Abbey

This ominous pile of rubble and stone is little more than a hollow shell of a great gothic castle. A narrow, winding road leads to the mountaintop upon which the crumbling abbey sits.

Area 28-1: Drawbridge

A drawbridge extends across a deep chasm that falls more than 1,200 feet onto the jagged rocks below. At this height, the pulsating sky crackles with energy where the demi-elemental and greater elemental planes of air, lightning, dust and ice brush against the Plane of Shadow like bubbles on surf.

The drawbridge is 70 feet across and only 10 feet wide. If the bridge is down, characters must make a DC 15 Reflex saving throw while crossing or be swept aside by the torrent of wind that batters the bridge. Those who fail their save fall 1,200 feet (20d6 damage). While crossing the bridge, there is a 20% chance that a bolt of lightning streaks down from the pulsating sky and strikes a random character for 6d6 points of electrical damage (DC 20 Reflex save for half).

Area 28-2: Gate

Beyond the drawbridge is a black gate that weeps and dribbles wet, black blood. The gate is carved in the shape of a demonic face where the iron bars blocking entry into the abbey beyond serve as jagged teeth, with an unequal number of fangs sticking up from slots in the ground and slots in the upper gums. The touch of the stone is also quite fleshlike, though cold, like laying hands upon a slightly chilled slab of raw meat.

A switch in the far end of the corridor beyond the gate appears to operate the entry. The switch may be hit on a successful attack against AC 15 with an arrow, crossbow bolt or hurled dart.

Area 28-3: Guillotine Gate Trap

Triggering the gate switch with an arrow is actually a devious trap. A DC 25 Perception check lets a character notice that the iron fang gate opens when the trigger is pulled, but that a second locking latch that is out of view must also be pulled into place. If the locking latch is not pulled into place, the blades slide open on contact but then snap shut like a guillotine as soon as pressure is placed on the threshold of the gatehouse and the interior.

The trap can be avoided by *flying* or *levitating* past the threshold and closing the locking handle.

Beyond the gatehouse is an open bowl that is the shell of the abbey cathedral once dedicated to Knem Koth an age ago. The hollowed-out chamber descends a steep staircase 100 feet to the floor. The center of the chamber contains a pit of unknown depth. Swirling tendrils of shadowstuff ripple and coil upward from the pit, occasionally revealing a furtive image of something resembling a large ribcage and the bend of a spine bent over a pitch black stone.

Area 28-4: Walkway

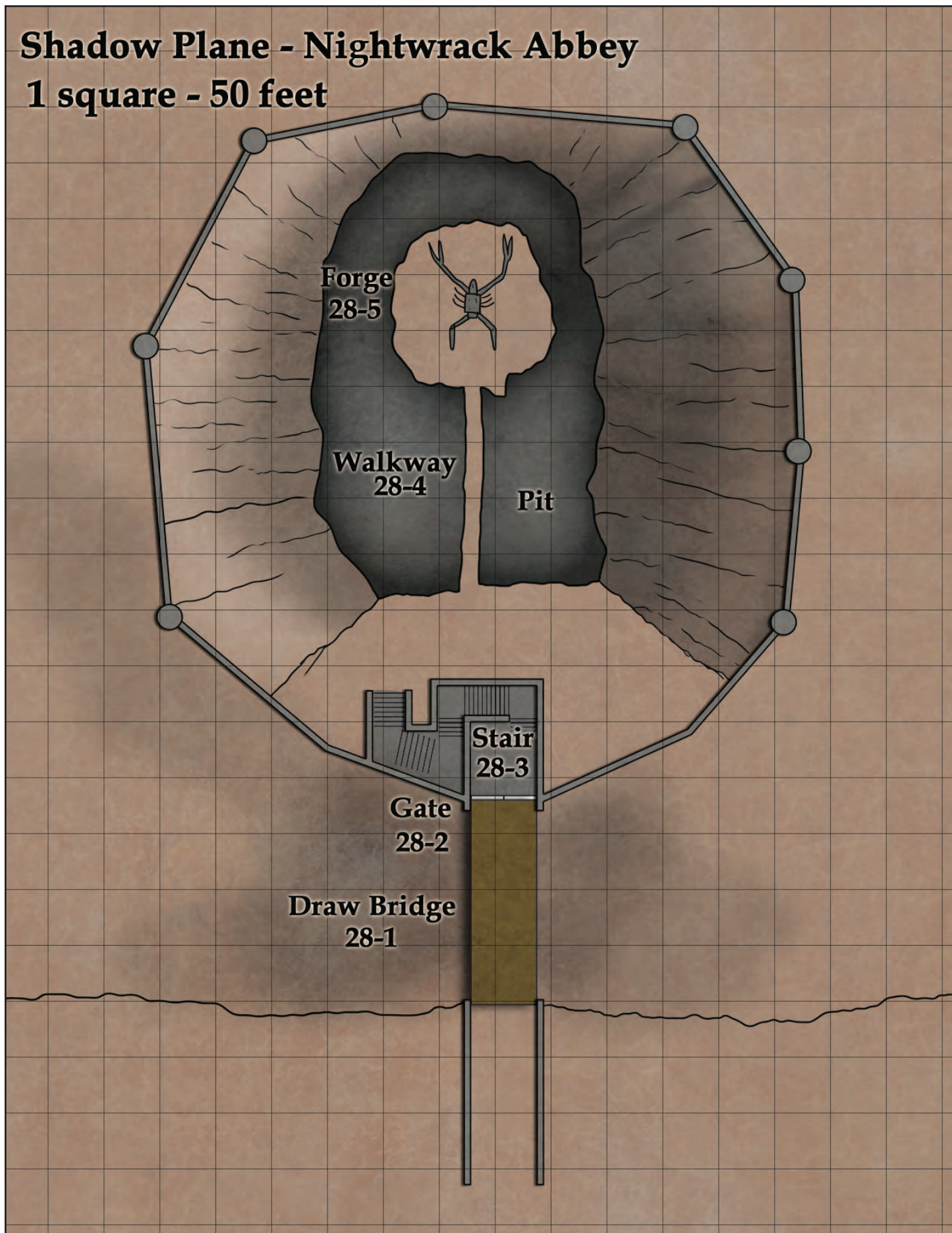
A narrow walkway leads through the shadow vortex. Blocking the walkway is a knight in charred black plate mail armor. A pair of glowing red eyes peers forth from the visor of the archaic helm. The figure leans heavily on a two-handed sword.

"What gift is brought to the master of the Shadow Forge?" the figure asks.

The figure is **Duke Hackmore the Demonic Knight**. He requires the

Shadow Plane - Nightwrack Abbey

1 square - 50 feet



SWORD OF AIR

trade of a soul, either a fresh sacrifice upon the Shadow Forge or one collected in a vial kept by a shadow reaper. He also accepts in trade souls collected in a *magic jar*. The soul must be of some worth, however. This could be a soul of extreme innocence or a soul of great power, or a character or NPC of at least 6th level. Other options include goodly dragon eggs, angels, unicorns and similarly recognized “pure” or “innocent” spirits.

If the characters refuse to pay the offer, Hackmore tells the characters to ready themselves and attacks. If the characters offer the sacrifice, he stands aside and the shadows part, affording access to the Shadow Forge.

GUILLOTINE GATE TRAP

CR 11

XP 12,800

Type mechanical; Perception DC 25; Disable Device DC 20

Trigger location; Duration 1d4 rounds; Reset manual

Effect Atk +20 melee (8d6+4/19–20 slashing damage)

DUKE HACKMORE

CR 12

XP 19,200

The Tome of Horrors Complete 193

CE Medium outsider (chaotic, evil, extraplanar)

Init +1; Senses darkvision 60 ft.; Perception +26

Aura fear (30 ft., DC 18)

AC 31, touch 14, flat-footed 31 (+8 armor, +9 natural, +4 profane)

hp 94 (9d10+45)

Fort +11; Ref +4; Will +10

DR 10 cold iron or magic; SR 23

Speed 20 ft. (30 ft. base)

Melee +1 anarchic longsword +17/+12 (1d8+7/19–20) or 2 slams +15 (1d6+6)

Special Attacks breath of unlife, create spawn,

Spell-Like Abilities (CL 20th):

At will—*detect magic*, see *invisibility*, *wall of ice* (DC 18)

2/day—*dispel magic*

1/day—*fireball* (DC 17), *symbol of pain* (DC 19), *symbol of fear* (DC 20), *summon* (level 9, 1d4 shadow demons, 1 vrock or marilith, 2 glabrezus or hezrous 50%)

Str 22, Dex 13, Con 20, Int 18, Wis 18, Cha 18

Base Atk +9; CMB +15; CMD 30

Feats Alertness, Blind-Fight, Cleave, Power Attack, Weapon



CHAPTER 5: INTO THE PLANE OF SHADOW

Focus (longsword)

Skills Bluff +16, Climb +12, Diplomacy +16, Intimidate +16, Knowledge (planes) +16, Perception +26, Sense Motive +18, Spellcraft +13, Stealth +7, Survival +16; **Racial Modifiers** +8 Perception

Languages Abyssal, Common

Gear masterwork half-plate, +1 anarchic longsword

Environment any (Abyss)

Organization solitary or troupe (demonic knight plus 2–4 shadow demons)

Treasure standard

Breath of Unlife (Su) Once every 1d4 rounds, the demonic knight can exhale a blast of negative energy in a 10-foot cone. Creatures in the area must succeed on a DC 20 Reflex save or take 2d4 points of Strength damage. A creature reduced to Strength 0 by a demonic knight dies. The save DC is Constitution-based.

Create Spawn (Su) Any humanoid slain by a demonic knight's breath of unlife becomes a shadow demon in 2d4 rounds. Spawn are under the command of the demonic knight that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

Treasure: Hackmore's lair is littered with the equipment of those who were unwilling to make the appropriate sacrifice to the Shadow Forge and

paid the ultimate price at his corrupt hands.

Among the items are a *wand of suggestion* (2 charges), a +2 *sickle* (1d4+2 points of damage), a pair of +3 *daggers*, a *scroll of passwall*, a *potion of invulnerability*, a *potion of extra healing*, a *staff of healing*, a *scroll of resurrection* and 3 diamonds worth 3000gp.

Area 28-5: The Shadow Forge

The forge is built atop the pillar altar where Knem Koth once sacrificed his enemies. It now serves as tomb to the remainder of his corpse: a large humanoid spine, pelvis and splayed ribcage bent over a stone block. A black anvil is bolted in the center of the ribcage. The head, arms and legs have been wrenched from the cold, metallic bones.

Characters capable of crafting magical items may use the Shadow Forge as a laboratory to craft any item that they can normally create. The sacrifice made to the forge pays the "cash component" often involved in crafting an item. High-quality materials are also required. For example, a high-quality nonmagical sword is still required to craft the item and the proper amount of experience points or other expenditures must be made. If all other requirements are met, the Shadow Forge crafts the item and infuses it with shadowstuff.

The possibilities for shadowstuff infusion include the ability to ignore armor, the ability to increase the ability to hide with armor, or other functions as deemed appropriate by the Referee. For example, a finely crafted longsword could be forged on the Shadow Forge to become a +2 *shadowstuff sword* capable of ignoring armor during combat.

Knem Koth

If the characters manage to gather the noose, hand and heart of Knem Koth and bring them to the Shadow Forge, the items may be reunited with their former owner. This is, of course, the ultimate goal of Knem Koth's corruption.

Each reunited item automatically attaches itself to the Shadow Forge. When an item attaches itself, it casts a *geas* upon any being within a 10-foot radius of the forge to go forth and retrieve any other pieces of Knem Koth that can be had, giving a clear vision as to the location of the items.

Once at least three pieces are reunited, the Shadow Forge sends forth a call across the multiverse to the shadow giant diaspora. "The Forge is renewed; Knem Koth is near."

Within days, shadow giants will begin to converge on the Shadow Forge bearing their own bits and pieces of the Dark Harbinger that they have gathered over the millennia. Within three months not only will Knem Koth's reconstruction be complete, but there will also be over 20,000 shadow giants gathered in and around the abbey.

They will begin the 5-year ritual to return their king to life, and if uninterrupted will, after that time span, successfully rejuvenate their foul deity if only partially. The Dark Harbinger, The God of the Evernight, Knem Koth will reign again in the Plane of Shadow, his vision of bringing its darkness to cover the entire multiverse, as he attempted so long ago before being treacherously laid low, still alive in his dark heart. His first order of business is to find those who dared handle the dissected pieces of his body (i.e the party) and grant them the honor of transforming them into shades under his control. Then he will use such worthies as to find the rest of his body parts that are still missing in order to transcend once again to full godhood. Sounds like a new quest awaits!

KNEM KOTH

XP 1,230,000

NE Large outsider

Init +5; Senses darkvision 120 ft., *detect good*, *detect thoughts*, *true seeing*; **Perception** +43

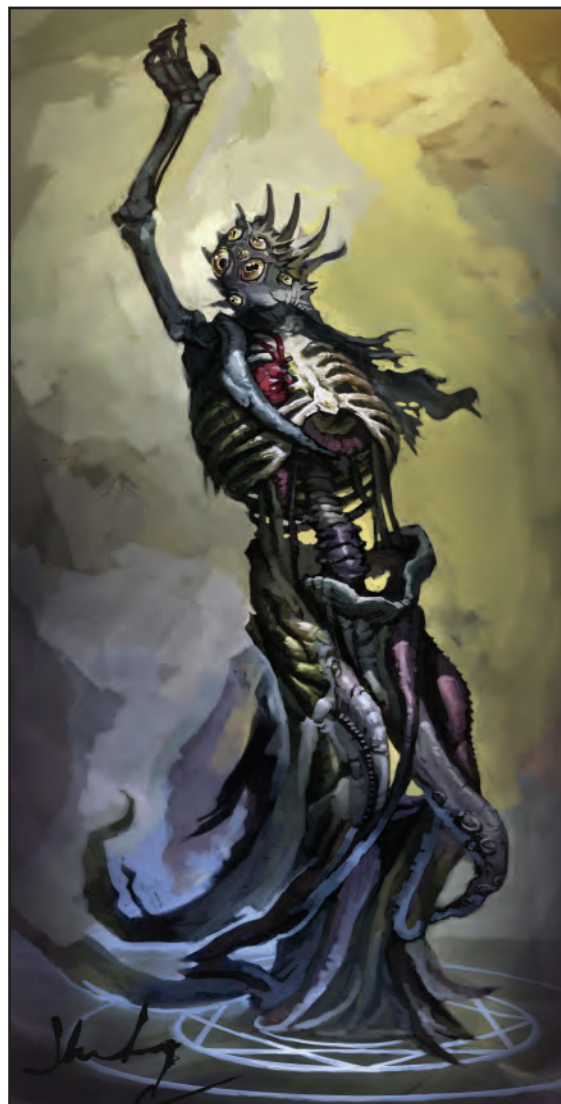
Aura deeper darkness (20 ft., as the spell)

AC 40, touch 23, flat-footed 35 (+5 Dex, +17 natural, +9 insight, -1 size)

hp 542 (31d10+372); regeneration 30

Fort +29; **Ref** +22; **Will** +21

CR 24



Knem Koth Continued

Defensive Abilities *freedom of movement*, rock catching, shadow blend; **DR** 20/epic and good; **Immune** ability damage, ability drain, charm and compulsion effects, death effects, energy drain, petrification, poison; **Resist** acid 20, cold 20, electricity 20, fire 20; **SR** 35

Speed 40 ft.

Melee slam +44 (2d6+15 plus 2d6 Str damage), tentacle +41 (4d6+7/19–20 plus 2d6 Str damage plus grab)

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

Special Attacks constrict (4d6+7), create spawn, strength damage

Spell-Like Abilities (CL 24th; melee touch +40, ranged touch +35):

Constant—*detect good*, *detect thoughts* (DC 19), *freedom of movement*, *true seeing*

At will—*astral projection*, *control winds*, *greater dispel magic*, *greater teleport*, *shadow walk* (DC 23), *shapechange*

3/day—*enervation*, *geas/quest*, *power word kill*, *power word stun*, *shadow conjuration* (DC 21), *shadow evocation* (DC 22), *wall of shadow* (as *wall of stone*, but made of shadowstuff)

1/day—*greater shadow conjuration* (DC 24), *greater shadow evocation* (DC 25), *shades* (DC 26), summon (level 9, 36 HD worth of shadows, greater shadows, or shadow creatures or 2d8 shadow giants 100%)

Str 41, **Dex** 21, **Con** 35, **Int** 25, **Wis** 29, **Cha** 25

Base Atk +31; **CMB** +48 (+52 to grapple); **CMD** 63

Feats Awesome Blow, Cleave, Combat Expertise, Combat Reflexes, Craft Construct, Craft Magic Arms And Armor, Craft Wondrous Item, Critical Focus, Improved Bull Rush, Improved Critical (tentacle), Iron Will, Power Attack, Quick Draw, Staggering Critical, Vital Strike, Weapon Focus (tentacle)

Skills Bluff +41, Craft (metalworking) +41, Diplomacy +41, Intimidate +41, Knowledge (arcana) +38, Knowledge (local) +38, Knowledge (planes) +41, Knowledge (religion) +38, Perception +43, Sense Motive +43, Spellcraft +38, Stealth +31 (+39 in dim light), Survival +40

Languages Auran, Celestial, Common, Giant;

telepathy 120 ft.

Environment Plane of Shadow

Organization solitary (unique)

Treasure triple

Command Shadow Creatures (Su) Knem Koth can command shadow creatures (those native to the Plane of Shadow, those with the Shadow Creature template, shadows, and greater shadows) via telepathy or by speaking to the creature. The creature can make a DC 32 Will save to resist. This functions like *mass suggestion*, but can affect mindless creatures. Knem Koth can suggest obviously harmful or suicidal acts (though non-mindless creatures gain a +10 bonus on their saving throws against these suggestions). The commanded course of activity can have a duration of up to 1 hour. If Knem Koth issues a new command to a creature, the previous command is discarded. Once a creature succeeds at its save against this effect, it is immune to further commands from Knem Koth for one day. The save DC is Charisma-based.

Create Spawn (Su) A living creature slain by Knem Koth becomes a shadow or greater shadow in 1d4 rounds. These spawn are under the command of Knem Koth and remain so until he is destroyed. They do not possess any of the abilities they had in life.

Shadow Blend (Su) In any illumination other than bright light, Knem Koth blends into the shadows, giving it concealment (20% miss chance). Knem Koth can suspend or resume this ability as a free action.

Shadow Mastery (Su) Any shadow, greater shadow, creature native to the Plane of Shadow, or creature with the Shadow Creature template that attempts to attack Knem Koth with a melee attack must succeed on a DC 32 Will save. If the save fails, the creature cannot attack Knem Koth for 1d4 rounds. Once a creature succeeds on its save, it is immune to this ability for one day. The save DC is Charisma-based.

Strength Damage (Su) Knem Koth's slam attack and tentacle attack as well as any melee weapon attacks deals 2d6 points of Strength damage to a living creature. This is a negative energy effect. A creature dies if this Strength damage equals or exceeds its actual Strength score.

Chapter 6: The Hidden Tomb of Aka Bakar

Introduction

The GM is encouraged to study this chapter before starting this portion of the adventure. This is where the rubber meets the road in terms of the primary storyline in this book. The GM should ensure that the possible outcomes of what happens next fit well with their game, and that game-changing events that are not desirable are not allowed to occur. Lest ye forget, this part of the quest can garner a powerful artifact (or set of artifacts) for the characters. It can also destroy the world. Make sure you fully understand the implications of what is to come, so if changes need to be made, you can do so before anything gets out of hand.

This dungeon is extremely difficult; in fact, it requires all the brainpower of many players just to locate the actual entrance. The dungeon itself should not be attempted by characters under 9th level in any case, and only then if they have a high level of skill. Like other parts of this work, this dungeon can be used in two forms: either as the endgame of the *Sword of Air* adventure, or as a sandbox “oh, look what we found” dungeon adventure. The GM should be advised, however, that the traps and monsters placed here are designed to kill characters — not to gently let them move on to the next phase of the adventure. Over the past 35 years, perhaps 20 adventuring parties entered the place, and only 4 emerged with the sword (or so they thought).

What This Dungeon Is

Aka Bakar (see history below) created this place as a hiding spot for the *Sword of Air*. Within the dungeon he set deadly traps and horrendous monsters to guard what many believe is the final resting place of the sword. To hide the entrance, he created a false tomb, along with a very powerful magical replica sword, to trick looters into believing they had recovered the famous blade. Deep within this false tomb, buried beneath a layer of magical sand, he hid the true entrance. Further, the actual sword itself is not here — only the means to retrieve it.

Key points include:

- The false tomb is fairly easy to locate — within is a false sword, a false version of Aka Bakar, and a very well-hidden entrance to the real tomb.
- There are five levels of the real tomb below the false one. Each of these hides a piece of a “sword” that is really a key. This key is used to retrieve the real sword located in **Wilderness Area SM-5**.
- Only through the use of the keys can the black pyramid at **Wilderness Area SM-5** be opened.
- The sword is an evil, demon-possessed artifact that serves the Frog God, Tsathogga. No good can come from its use, and anyone wielding the sword is eventually corrupted and compelled to use it to destroy one’s own party and the *Heart of Arden* located in the lead mines beneath the ruins of Tsen.
- If the sword is carried but not used, its corrupting influence is lessened greatly (think the One Ring).

- There are two ways in which the real sword can be destroyed: 1) by using it to destroy the *Heart of Arden* in Tsen; or 2) by feeding it to the Beast of Tannesh located in the Hazed Canyon (**Wilderness Area DH-7**).

- Using the false sword from the false tomb in either manner destroys the sword, but has no effect on the *Heart* or the Beast.

- The GM should take great care to make the characters *earn* this knowledge. Destruction of an artifact is world-changing, and should not be easy to do. This means countless hours spent with sages, careful clue gathering along the way, and using one’s noggin in addition to one’s sword while playing in this adventure. Clues about the location of this dungeon, the true nature of the sword, the effects and methods of its destruction, and anything else about the main stem of this adventure must be hard won.

- If the GM chooses to use this adventure as written rather than as a sandbox area, then the magic-users detailed in Chapters 6 and 7 provide starting clues. Remember: If you use this path, it’s all about the Cat, and the characters are, in this case, definitely the mice.

- Bits of the history can also be gained from magical and mundane research — but beware you don’t give too much away!

Hecate, Goddess of Evil Magic

Alignment: Lawful Evil

Domains: Law, Evil, Magic, Knowledge

Symbol: A half silver disk representing the setting full moon

Garb: Fashionable togas of the most expensive cut and material, generally in black.

Favored Weapons: None

Form of Worship and Holidays: Priests and Wizards who venerate Hecate do so beneath the full moon with sacrifices of blood and magical items as the moon sets.

Typical Worshipers: Wizards, Women, Wali Hecate Assassins, Lawful evil hags, witches, and crones.

Hecate is the goddess of evil magic. In ancient times, some folk of the Sinner Coast region confused Hecate with the Heldring goddess Hel — a misnomer as Hel was an entirely unrelated deity. She appears as a beautiful woman flanked by numerous hell hounds, her favored creature. The setting moon is her symbol. She requires sacrifices on the full moon. Her clerics are normally accompanied by hell hounds sent by their goddess to guard her temples. Clerics of Hecate have a special rapport with the beasts, allowing a chance to control them as they would undead. Hecate is a jealous goddess, capricious and quick to anger. One of her greatest priestesses, Akbeth, is imprisoned in the **Frog God Games** dungeon module *Rappan Athuk*. Her most famous follower was the archmage Aka Bakar. Hecate resides in a floating castle in the Nine Hells.

The History of the Dungeon

As described above, this place was created by the Lawful archmage Aka Bakar. Aka Bakar was a true follower of the goddess Hecate, she who was also known as Hel in ancient times within certain regions (see **Sidebox**). As an archmage, it seemed only natural that he should worship the goddess of magic, and in the end, that is what saved the world.

All of this happened more than 2000 years ago. As usual, rumor became legend, legend became myth, and the sword and the magic-users were largely forgotten by all but the sages.

Having acquired the magical *Sword of Air* from the Tomb of Hume, Aka Bakar realized the power the sword held, but could not discern its use and purpose. He spent many years puzzling over this, and in the end, was corrupted by the sword. Influenced by the demon cat Steve, Aka Bakar found out the purpose of the sword. Unlike lesser men, he resisted the cat and the urge to destroy the *Heart of Arden*. This resistance took its toll on Aka Bakar, and it drove him to madness. Eventually, in an insane rage, he killed his entire family: his wife, Rekki, and his daughters, Alyx, Alana and Asoka. All of the women were magic-users in their own right, but none could withstand the power of their father and the sword.

Realizing what he had done, Aka Bakar sought refuge through prayer. Hecate answered. She granted him sanity for 1 year, on the condition that he hide the sword from the world. He proceeded to create this complex as well as a black pyramid of unbreakable stone within which to imprison the sword. The pyramid and the tomb were hidden from all scrying magic by great magical wards. Through an alliance with two friends, the brothers Margon and Alycthrion, Aka Bakar defeated Steve. After the cat was gone, Aka Bakar was imprisoned within the bottom level of this dungeon for all eternity, taking to his grave the final piece of the sword key. After this was done, his sanity fleeing away, he cast the ritual and drank the black poison, and became a lich.

A note to the GM — Steve the Cat was only defeated temporarily by the combined force of three archmages! Keep this in mind if anyone is so foolish as to get into combat with him.

Margon then took up the quest to find the means of destroying the sword (absent destroying the *Heart of Arden*). Guided by Hecate, Margon was able to summon forth a terrible creature — the Beast of Tannesh. Margon never was able to discern where Aka Bakar hid the sword before the world called for his aid once again in the dark heart of Libynos. The brothers disappeared from the knowledge of men for more than a thousand years, gone to some unknown fate to which most thought them lost.

Even when they suddenly returned after their absence of centuries, Margon and his brother never completed the quest, for the hordes of the Shadowlands poured forth across the Haunted Steppes came forth, and the magic-users sacrificed themselves in the creation of the *Wizard's Wall* to save the people living in the area. To this day the wall stands and the sword remains hidden. Steve, however, is back after countless years of imprisonment on his home plane in the Abyss. It is the cat that seeks the sword, and through experience gained the last time, has sought the aid of a magic-user to get it.

Important bits of the legend that can be gotten through asking the right questions of the sages in Elise (**Wilderness Area DH-6**) or by casting *legend lore* spells include:

- Aka Bakar went insane and destroyed his entire family.
- Hecate was once called Hel by the folk of the region between the Gulf of Akados and the mountains.
- Aka Bakar hid the sword in a tomb known as “Hel’s Temple” — note, Hecate’s pseudonym “Hel” may not be known unless researched.
- The power center of Hecate is an island temple on Toh Kristael upon the Feirgotha Plateau in the depths of the Stoneheart Mountains.
- Aka Bakar, with the brothers Margon and Alycthrion, destroyed a great demon before he died.
- Aka Bakar created a strange black pyramid in an old city far from the island before he died. No one has been able to discern why.
- Cryptic references to a cat — nothing specific, just bits of notes about a cat associated with the sword. One reads “*The black cat sits, he thinks great thoughts.*”
- Margon created three structures known as “the eyes of the gods.” It is said they were used to control the weather.

Arden, God of the Sun

Alignment: Neutral Good

Domains: Bounty, Good, Knowledge, Protection, Sun

Symbol: Sun staff (staff with a bronze sphere containing an ankh)

Garb: Ivory tunics and tabards, emblazoned with sun-shaped embroidered gold

Favored Weapons: Sun staff, short sword

Form of Worship and Holidays: The holiest of celebrations occur during lunar eclipses, followed by high noon on the summer solstice. High noon marks a regular prayer time for most followers.

Typical Worshipers: Of old he was worshipped by humans, though Arden is not currently worshipped on this plane.

Arden is a lesser avatar of the sun god Ra. He is depicted as a hawk-headed, muscular man wearing a short kilt of precious metals and jewels. His eyes have the power to shoot searing beams of sunlight. He carries a staff tipped on one end with a bronze sphere representing the sun containing an ankh and on the other end with a bronze hawk head. This staff is known as a sun staff and is carried by his worshippers. They are treated as quarterstaves. He also wields a bronze short sword. Arden was long ago destroyed by evil deities, including Tsathogga, the Frog-Demon. His remains were gathered and treasured by his worshippers as relics. However, it has been ages since Arden has been worshipped on this plane by any save beggars and the slightly mad who still speak prophecies of his rebirth.

- The *God's Heart* is the heart of the Lawful God Arden, the fiercest opponent of the Frog Demon Tsathogga (and it should seem strange that its destruction would harm the Frog Demon).

- The most important fact they can get from this is the method of destruction of the *Sword of Air*. This tidbit comes out as:

“The blade of the djinn must be fed to the beast that dwells in Tannesh. Only by thrice dexterous handling of the red, blue and yellow eyes of the gods may the beast be brought to this world.”

It is important to note that each of these bits of information do not just magically appear for the players to know. Each is considered a single research item as detailed in **Wilderness Area DH-6**. Bits of information gained by interaction with Steve the Cat and his pet magic-user could include:

- The *God's Heart* can destroy the *Sword of Air*.
- The *God's Heart* is said to be in the city of Tsen.
- Aka Bakar was an evil magic-user who sought to destroy the world (false).
- Destruction of the sword would banish Tsathogga from the world forever (false, if done by method 1).

These bits of information will be readily available, of course.

Information for the Players

Aka Bakar: Famous magic-user and ruler of the Kingdom of Arcady. In that kingdom’s last great war, his magic and the *Sword of Air* he wielded turned the tide of battle, driving off the hobgoblin hordes and saving the land, but at a terrible price. For orc troops fell upon the capitol city of Deepharbor, sacking it. During the attack, Aka Bakar’s wife, Rekki, and their three daughters, Alyx, Alana and Asoka, were slain. His heart broken, Aka Bakar gave up rulership of his kingdom and rumor states perhaps went mad himself and destroyed a great portion of the kingdom with spells and plagues. He is said to have overseen the burial of his family on a sacred island in the bottomless lake and then went into seclusion. Not long after, he, too, was laid to rest in the Bakar crypts, which were then sealed.

History of Aka Bakar —

GM Reference

1437 IR

Aka Bakar is born in the Hyperborean city of Pharos, Khemit in 1437 IR, the son of Bakar bin Hoj, an administrator of court of Prince Lukos Andromedae, and Setherya, the prince's Nubiar soothsayer-slave.

1446 IR

At the age of 9 he is apprenticed to the archmage Alycthron the Dragon Lord and becomes close with Alycthron and his brother Margon. He is introduced to the worship of Hecate and rapidly rises in magical power.

1460 IR

After the death of his father and mother in an assassination attempt on Prince Lukos, Aka Bakar is raised to the position of Court Advisor at the age of 23. He begins construction of his famed tower in the center of the city.

1467 IR

Aka Bakar slays the gold dragon Auxolyrius and recovers the legendary *Sword of Air* from its hoard in the Tomb of Hume. Shortly thereafter he takes on a mysterious cat familiar — Stefanos (his Hyperborean name for “Steve”) — who begins to instruct him on the purpose and powers of the sword.

1479 IR

Aka Bakar uses his powers and the sword to raise elemental forces to assist Prince Athos, son of Prince Lukos, in battle against the western tribes. Aka Bakar is made strategos of the Pharos Legion. The Legion Barracks is constructed around the base of Aka Bakar's fabled tower.

1491 IR

Tsen is destroyed in the Day of Tribulation, and the Great Darkness descends over the Gulf of Akados. As rumors are spawned from the ravaged region and the world hears them in stunned awe, the Tower of Aka Bakar suddenly disappears from Pharos along with the adjacent Legion Barracks. A full third of the Pharos Legion vanishes with it. The Tower and Legion appear on the northern shore of the bottomless lake of Toh Kristael on the Feirgotha Plateau in the Stoneheart Mountains. After a short bloody war, the mountain dwarves of Great Mountain Clan Craenog are driven from their outposts on the desert plateau. Aka Bakar founds the Kingdom of Arcady and names himself Magiarch of Arcady.

1492 IR

The town of Deepharbor is built around the Tower of Aka Bakar on the shore of the “Bottomless Lake” Toh Kristael.

1494 IR

After consolidating his hold on the arid plateau and magically raising many monuments and defensive fortifications, Aka Bakar turns his attention to the pass of dwarf-lord Baen Halfhammer. The Arcadian Legion fights along the length of the pass augmented by Aka Bakar's magic. In the final assault on Baen's Keep, Aka Bakar personally appears and slays the dwarf-lord, reducing his keep to rubble. With Baen's Pass securely in the hands of the Kingdom of Arcady, Aka Bakar opens it up to refugees from the Gulf of Akados region fleeing the Great Darkness. Deepharbor swells to a true city and several o-

sis towns spring up around the desert plateau of Arcady. Aka Bakar's magic and ingenious irrigation inventions allow the kingdom to flourish in the high desert of the plateau.

1495–1550 IR

The peaceful reign of Magiarch Aka Bakar of Arcady. Aka Bakar becomes more eccentric as the years pass, dabbling ever deeper into darker and darker arts at the behest of his familiar and the apparent will of the *Sword of Air*.

1550 IR

Aka Bakar marries the daughter of Emir Nualli of Ethbosa, the beautiful Rekki. Over the next several years, she bears him three daughters, all of whom train in the arts of magic like their mother and father.

1571 IR

The hobgoblin warlord Oragun unites the hobgoblin tribes of the eastern Stoneheart Mountains at the citadel of Exor and invades Arcady. The Pharos Legion is caught off guard — as if the invaders had sensitive inside information about their tactics and deployments — and is hard-pressed to defend against the invading force. At the same time orc hordes from the Black Forest somehow sneak undetected into Arcady along the Southern Pass.

1572 IR

Though the cost to the Arcadian Legion is great, they are able to defeat the invaders with the help of Aka Bakar and his *Sword of Air*, though the city of Deepharbor is sacked. Unfortunately as the city burns, Aka Bakar discovers evidence that his insanity has grown to the extent that it was he who arranged for the simultaneous invasion of the kingdom by the hobgoblins and orcs. Unable to accept the depth of his madness, Aka Bakar enters an uncontrollable rage and slays his family, closest advisors, and many of his subjects and destroys his tower.

After a week of madness and magical plagues have decimated the populace of Arcady, Aka Bakar comes to his senses and realizes what he has done. Wandering into the desert in penance, Hecate appears to him and promises him 1 year of sanity to undo the damage he has done at the end of which he is to take his own life in atonement. With the help of his old friends Alycthron and Margon, Aka Bakar hunts down his former familiar, whom he has realized is the source behind his madness in trying to force him to wield the *Sword of Air* in service to Tsahtogga. The three archmages are able to defeat and banish the demon cat, but Aka Bakar had already hidden the sword per Hecate's instructions, so Margon and Alycthron are unable to discover its location to see to its destruction. Before they can question Aka Bakar more closely, he retreats to his hidden tomb and his apparent suicide.

The remnant of Arcady's populace abandons the Feirgotha Plateau, leaving it a desolate, cold, high desert land, shunned by humans and monsters alike.

1575 IR

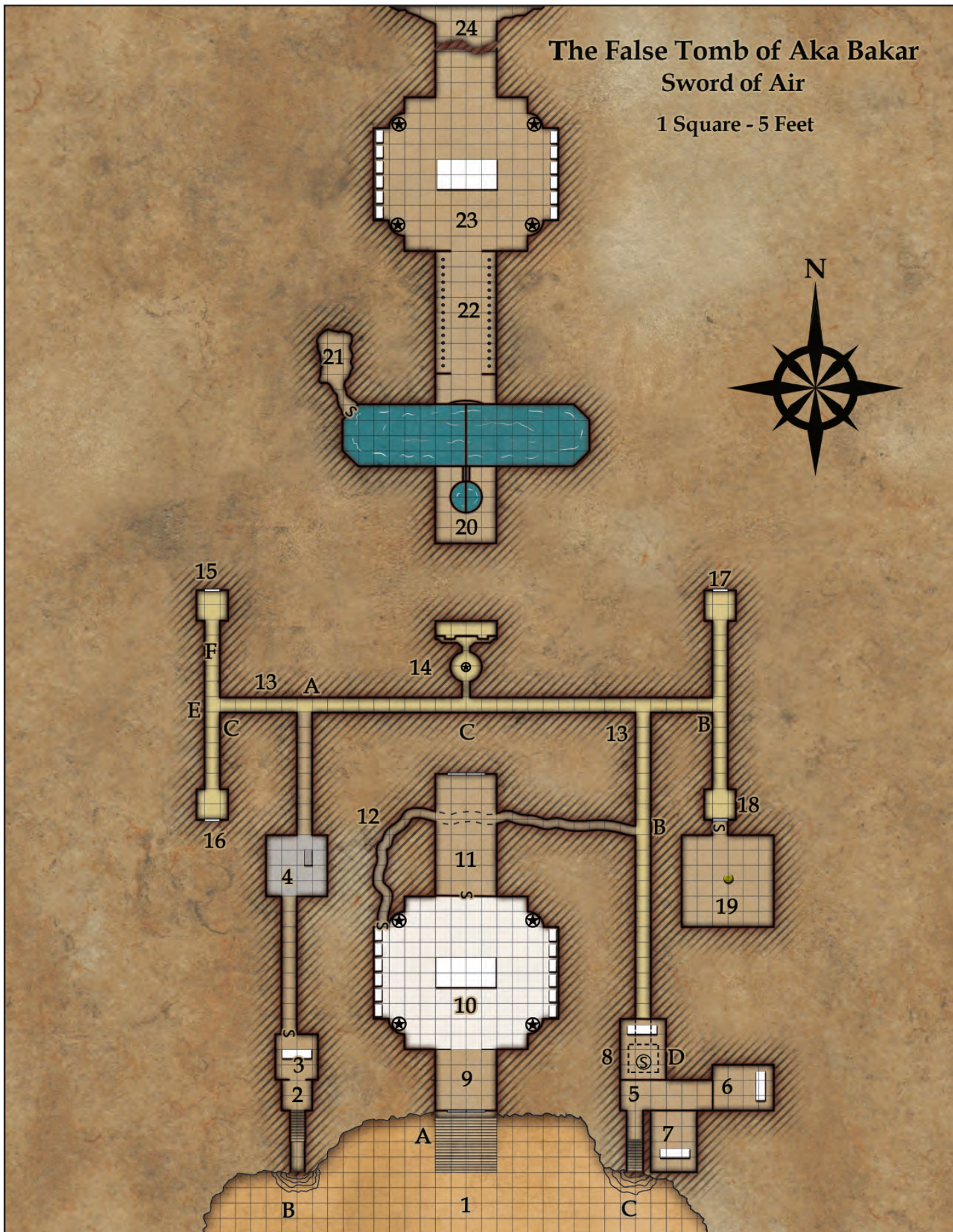
The dwarves of Clan Craenog construct the citadel Tyr Whin to watch over the plateau and ensure that it remains forevermore unoccupied by treacherous humans.

3517 IR

Current year

The False Tomb of Aka Bakar Sword of Air

1 Square - 5 Feet



CHAPTER 6: THE HIDDEN TOMB OF AKA BAKAR

Whatever guardians and perils he placed to ensure his undisturbed rest are unknown, for none has ever entered deep into his tomb and returned to tell the tale.

The *Sword of Air*: Created by the strange and terrible priestesses of Hecate, a goddess of law, death and magic, it granted its wielder great prowess in battle, and in the hands of a capable fighter would turn him into a flashing whirlwind of death. The sword was given into the possession of Aka Bakar to wield and guard, and upon his death was secreted somewhere within his tomb.

Hecate: Goddess of Evil Magic. Her cult always dealt in mystery and silence, though once it was more widely accepted in the kingdom. Worship of the goddess was forbidden years ago due to dark rites of human sacrifice and worse performed in the Stygian depths of their temples. Now the name Hecate conjures only dread in the hearts of the people of Arcady.

Finding Lost Tomb of Aka Bakar

Once the characters determine that the dungeon lies somewhere on the island in Toh Kristael, they can head there and search for it. The island itself is relatively flat on the southern end, with a large rocky hill area at its northern end. The rocky area is filled with caves and hollows, and careful searching (after a few hours), allows the party to locate a large statue of the goddess Hecate at the base of a cliff. Thirty feet up the cliff is the entrance described below.

The island itself contains several main features. First, the pathway to the island (as noted in **Wilderness Area SM-8**) is not completely unguarded. A dozen aquatic ghouls should not prove too dangerous for our swarthy adventurers, though. The magical tree, as well as the tower (**Wilderness Area SM-9**), are also present on this island.

Once the tower is passed (or bypassed), the north side of the island can be explored.

The False Tomb

Located on a cliff side on the northern end of the island in Toh Kristael is the false burial site of Aka Bakar. This tomb was originally intended to be the true burial site for the Bakar dynasty. When Aka Bakar was driven insane, he used the false tomb as a means to hide his true tomb and the sword key that it hides. Further, the *Sword of Air* is not present within either the false or true tomb, but is instead encased inside the black pyramid within the **Lost City** (detailed in the **Wilderness Area SM-5**, but elaborated on here).

The magic-user left behind a number of guardians and traps to discourage casual looters. However, he deliberately made these challenges surmountable so that one day the true heir to the *Sword of Air* spoken of in prophecy could win through and journey beyond to the true Tomb of Aka Bakar.

Features

The tomb is carved entirely out of the native bedrock of the cliffs of the northern coast of the island in Toh Kristael. Passage widths vary, as do ceiling heights, but they are generally 20ft where not otherwise specified.

Unless otherwise noted, the entire tomb is unlit. The walls are made of solid stone and are at least 5ft thick.

For the GM

Although this tomb was once constructed for Aka Bakar, it only housed the bodies of his wife and children. Now the false tomb serves as a trap to destroy unwary tomb robbers and as a testing ground to challenge those who might one day be fit to wield the *Sword of Air*. Aka Bakar set a

number of fearsome guardians, traps and riddles in place that continue to serve his will to this day.

The true tomb entrance is hidden within the false tomb, and wise characters might realize the false tomb hides the true entrance, or at least they should once they fail to retrieve the sword and sword key.

The false sword detailed here may lead them to believe they have truly located the *Sword of Air*. In play over the years, several groups actually took the false sword all the way to Tannesh, fed it to the Beast, and had to run away after it had no effect.

Aka Bakar took great pains to hide the sword behind two false veils, and while a simple *legend lore* or *commune* spell reveals the sword found here is false, only the wary and skilled verify it.

Area Descriptions

The following represent the dungeon key for the False Tomb. Standard features include:

False Tomb of Aka Bakar

Difficulty Level: Level 9+.

Entrances: Cave entrance and doors from outside.

Exits: Sand pit to **Level 1, Area 1-1** of the true tomb in **Area 24**.

Wandering Monsters: None.

Detections: Strong evil emanates from **Area 6, Area 8,** and **Area 23**.

Shielding: None.

Standard Features: All areas have standard dungeon walls and ceilings (cut stone), as well as stone floors. Doors and secret doors are standard as well (DC 22 Strength check to open; secret doors are found with a DC 20 Perception check unless otherwise noted). The floors and ceilings are completely smooth, with a high level of craftsmanship. Walls, columns and other features on this level are dry.

Area 1. Exterior

The tomb of Aka Bakar has been carved directly into the cliff face in a small nook near the north end of the island. A set of granite stairs 20 feet wide lead up to the main entrance where a great pair of stone doors 20 feet tall and 10 feet wide stand slightly ajar. The doors are carved in a bas-relief depiction of a man wearing robes and bearing a sword in one hand, looking to the heavens. Carvings of djinn stand on either flank, bowing down to the master of the *Sword of Air*.

Flanking the great doors are two smaller staircases, only partially carved from the native bedrock. The one to the right leads up to a 5 foot square opening entirely filled with a great stone slab depicting three young women dancing. To the left, the stone slab that once sealed the entrance is shattered, with loose fragments lying strewn upon the ground before it. The square opening gapes like the gullet of a great serpent, almost daring one to enter.

Auras: The area near the right slab radiates faint necromantic magic. The slab itself radiates faint transmutation magic.

The main doors (**A**) are 3 feet thick and require a DC 25 Strength check to swing open. They lead to **Area 9**.

The opening to the left (**B**) leads into a 10 foot wide and high passage that opens onto a staircase descending to **Area 2** — this is the entrance to the tomb of Rekki, Aka Bakar's wife. Tomb robbers long ago pulled out and destroyed the slab of stone that once sealed it.

The sealed opening to the right (**C**) leads to the tombs of Aka Bakar's daughters, Alyx, Alana and Asoka. Anyone who comes within 5 feet of the stone block feels a strange creeping chill and a nameless sense of dread. This aura of doom has discouraged most others from unsealing the tomb;

those who have done so have all died.

Removing the slab requires the use of crowbars, picks or similar prying and mining instruments, and approximately 3 man-hour's worth of work.

Area 2. Antechamber

A steep flight of stairs plunges into the earth, descending 20 feet in the space of only 10 feet. The air within is chilly but dry, with a faint musty smell.

The stairs open into a small antechamber, 10 feet square. Perhaps the chamber once held burial gifts and treasures for the one beyond, but whatever was once here has long been stripped away. All that remains is a shattered porcelain vase lying against one wall. An arch in the far wall opens into a slightly larger chamber that bears a large stone sarcophagus.

Crypt robbers thoroughly looted this area. Nothing of value remains. A search for tracks (Survival DC 15) reveals footprints in the dust and gravel littering the floor, the most recent perhaps two months old. The looping marks of serpents can also be discerned if a second roll (DC 25) evaluates the tracks here.

Area 3. Rekki Bakar's Tomb

This chamber is dominated by a white marble sarcophagus that is 3 feet wide, 5 feet high and 10 feet long. The top has been carved to depict a beautiful woman in flowing robes, lying with eyes closed and arms crossed at her breast. Just behind the sarcophagus, a seam in the wall reveals where a secret door has been left open several inches, though it is not open far enough to see what lies beyond.

It requires a DC 26 Strength check to move the sarcophagus lid. Up to 4 PCs can aid in the strength check, if so desired. The interior is completely empty.

The secret door on the far side of the sarcophagus is cunningly concealed, and would be hard to spot if it had been fully closed. As it is, it is automatically detectable while open.

A person tracking the footsteps and serpent marks from **Area 2** can tell that both roam around the floor of this area and then pass through the secret door. The snake tracks look more recent than the footprints.

If the secret door is opened, a narrow passage 4 feet wide and high is found boring deeper into the mountainside, leading to **Area 4**.

Area 4. Low Ceiling and Snakes (CR Varies, up to 10)

The passage comes to an end in what looks like it was once a small chamber perhaps 20 feet square. However, at some time in the past a tomb robber must have set off a trap, for a large stone block appears to have descended from the ceiling. Something in the room must be wedged beneath it, for a 2 foot gap remains between the bottom of the stone block and the floor.

Indeed, this stone block was part of a deathtrap triggered years ago by plunderers who first raided this tomb. They were spared because at the time they had been transporting a magical steel chest to hold their plunder. The block crushed the chest, ruining its magic, but the steel and its contents were strong enough to prevent the block from reaching the floor.

The chest is still back there, barely keeping the block from completing its journey to the floor. The contents of the chest have never been extracted, for to do so would cause it to fail and the block to crush anyone in the room. Behind the chest, a nest of **32 asps** has made its home. They resent intruders, slithering out to attack anyone who comes into their lair.

ASPS (32)

XP 400

hp 13 (*Pathfinder Roleplaying Game Bestiary* "Snake, Venomous"; *The Tome of Horrors Complete* 767 "Egyptian Cobra")

CR 1

Tactics: The snakes slither out from their nest behind the steel box 1d3 rounds after someone first enters this area, attacking until no one is left alive in the area.

Small creatures entering the area suffer a -2 penalty to AC and attack rolls due to the low ceiling. Medium creatures must enter on their backs or bellies; they are considered prone, and squeezing if they try to move through the area under their own power. Two-handed weapons cannot be used in this area. Creatures of Large size must make a DC 25 Escape artist check to pass through the room. Creatures of Huge size or larger are too big to fit into this area.

Treasure: The partially crushed chest is no longer magical. It still holds 389 gp, 2,556 gp, five 1,000 gp rubies, some damaged funerary items (golden urns, fancy bone comb, etc.) worth 100 gp in its present condition, the splintered remains of a wand, and a spellbook containing 1d6 x 5 1st- to 5th-level wizard spells (exact contents left to GM's discretion). Removing them should be nearly impossible, however, for any damage to the chest is enough to cause it to fail and allow the block to complete its descent, crushing anyone in the area for 10d10 points of damage each round. If the PCs somehow manage to retrieve the treasure, reward them as if overcoming a CR 6 encounter.

Area 5. Treasure Vault of the Three Daughters

This hall is half filled with funerary treasures that apparently once belonged to Aka Bakar's three daughters. Armoires, elaborately carved tables, and other faded furnishings now lie beneath a thick blanket of dust and cobwebs. Three sections of the area look like they once led into antechambers, but all have been sealed with mortared stone blocks, and their surfaces carved. The exact image carved into each surface is obscured by a thick layer of dust and webbing.

This antechamber is typical of many burial sites: a place where possessions and treasured items from one's life have been placed to accompany one into whatever afterlife one believes in. These items actually did belong to Aka Bakar's daughters. When he relocated the bodies of his daughters to the crystal pyramid on **Level 4** of the true dungeon, he left them here since he did not feel them important enough to bring.

The furnishings are all those typical of a moderately wealthy family 2,000 years ago; they are bulky and dusty, but could be removed and sold for a reasonable value (perhaps 500 gp per 1,000 pounds of furnishings).

The three walled-off areas each lead to a daughter's tomb. Each wall has an image of that daughter, showing her at the time of her death. The image of Alana (**Area 6**) looks joyful; Asoka (**Area 7**) looks young and solemn; and Alyx (**Area 8**) shows a woman in the full flower of her beauty. Each wall is also labeled at its base in Common with their name, followed by the simple phrase, "*In loving memory.*"

The air in this area is filled with a spiritual chill that cannot be driven off by any amount of warming of the air. Anyone making significant noise in here, particularly near the wall to **Area 8**, provokes a scrabbling sound of claws against the stonework, and a bloodcurdling shriek muffled by the stone.

Breaking through to **Area 8** requires significant effort, as the walls are 3 feet thick and composed of mortared stone.

Vault Wall: 3 ft. thick; hardness 8; hp 540; Break DC 50.

Area 6. Alana Bakar's Burial Chamber (CR 5)

Beyond the stone wall lies a crypt, 15 feet wide and 20 feet deep. The chamber is empty save for dust and a large sarcophagus at the far end. The top of the sarcophagus is carved in the image of a young woman in her mid-teens. Her lips seem to curve with an inner delight.

This chamber was intended for the Bakar's middle daughter, Alana,

Area 8. Alyx Bakar's Burial Chamber (CR 7)

Beyond the stone wall lies a crypt, 15 feet wide and 20 feet deep. A large sarcophagus sits at the far end of the chamber. The top of the sarcophagus appears to have once been carved in the image of the young woman depicted on the wall that sealed this area; it has been badly defaced and scarred as if by claws or weapons. The lid is slightly ajar.

This was once the burial chamber of Alyx Bakar, Aka Bakar's eldest daughter. Though long since emptied of its original occupant, Aka Bakar left an unpleasant surprise for any would-be intruders: a **groaning spirit** he encountered and imprisoned here.

GROANING SPIRIT

CR 7

XP 3,200

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CE Medium undead (incorporeal)

Init +7; **Senses** darkvision 60 ft., lifestense; **Perception** +20**Aura** fear (30 ft., DC 19), unnatural aura (30 ft.)**AC** 17, touch 17, flat-footed 14 (+4 deflection, +3 Dex)**hp** 85 (10d8+40)**Fort** +7; **Ref** +6; **Will** +10**Defensive Abilities** channel resistance +4, incorporeal;**Immune** cold, electricity, undead traits; **SR** 18**Weaknesses** vulnerability to *dispel evil***Speed** fly 30 ft. (perfect)**Melee** incorporeal touch +11 (1d8 plus chill touch)**Special Attacks** keening**Str** —, **Dex** 17, **Con** —, **Int** 16, **Wis** 16, **Cha** 18**Base Atk** +7; **CMB** +7; **CMD** 24**Feats** Ability Focus (keening), Alertness, Blind-Fight,

who was slain at age 15. Though her body is long gone, the chamber is not uninhabited. The spirit of an adventurer named Jass Wrythelu, slain by the groaning spirit in **Area 8**, lurks in this chamber. It feels compelled to stay near its remains, which hang from a chain in **Area 13D**, but is afraid of the spirit.

Jass, now a **wraith**, appears before adventurers who enter the chamber, but seeks first to negotiate if he can, attacking only if provoked (see **Development** section, below). A *Speak with Dead* or *Tongues* spell is required to communicate with him. Otherwise, the wraith spends 3 rounds signing at intruders, and if they do not seem to be "getting it," becomes enraged and attacks.

JASS WRYTHELU (WRAITH)

CR 5

XP 1,600

hp 47 (*Pathfinder Roleplaying Game Bestiary* "Wraith")

Tactics: If driven into combat, Jass uses the walls as cover to move around and strike at unexpected angles. If destroyed, Jass' spirit does not reform.

Development: Jass desperately seeks to have his body retrieved from the groaning spirit in **Area 13D** and properly cremated. Being incorporeal, he cannot handle the body himself, and the groaning spirit, which he greatly fears, would prevent him from reaching it in any event. Should the PCs agree to aid him in this task, he tells them what he knows of the spirit.

Treasure: This crypt chamber is dusty and empty of any items of value. Laying Jass' spirit to rest is equal to overcoming a CR 6 encounter.

Area 7. Asoka Bakar's Burial Chamber

Beyond the stone wall lies a crypt, 15 feet wide and 20 feet deep. The chamber is empty save for dust and a large sarcophagus at the far end of the room. The top of the sarcophagus is carved in the image of a girl on the cusp of womanhood, lying with a solemn expression. This was the burial chamber of Asoka. Aside from the dust of years, it is empty.



Improved Initiative, Weapon Focus (incorporeal touch)
Skills Bluff +14, Fly +24, Intimidate +17, Knowledge (religion) +16, Perception +20, Sense Motive +20, Stealth +16
Languages Common, Elven, Gnome, Sylvan

making them were leaping and bounding great distances.

Area 10. Hall of Accolades (CR 9)

Chill Touch (Su) Damage caused by the groaning spirit's touch attack is considered negative energy and sends a chilling cold through an opponent's body. Any creature touched must succeed on a DC 19 Fortitude save or suffer 1 point of Strength drain. Groaning spirits are the bane of other undead, and any undead they touch (except other groaning spirits) must succeed on a DC 19 Will save or flee in fear for 2d6 rounds. The save DCs are Charisma-based.

Keening (Su) Once per day, at night only, a groaning spirit can release a death wail audible to a range of 1 mile. All creatures within 30 feet that hear this must make a successful DC 21 Will save or be affected as per the *wail of the banshee* spell. Those that make their save still take 3d6+7 points of damage. The save DC is Charisma-based and includes a +2 bonus from the groaning spirit's Ability Focus feat.

Lifesense (Su) A groaning spirit can sense all living creatures up to 5 miles away.

Vulnerability to Dispel Evil (Ex) If a *dispel evil* spell (the second effect requiring a touch attack) is used against a groaning spirit the creature must succeed on a Will save (DC 15 + caster's relevant ability score modifier) or be destroyed immediately.

Tactics: The groaning spirit starts out using her keening ability the moment she senses victims on the far side of the wall. Thanks to the muffling power of the stone, PCs receive a +6 circumstance bonus on the save. She then scrabbles at the stone walls, trying to reach the living creatures. Because of her confinement conditions, she is cursed to be corporeal only enough to feel her imprisonment; she cannot leave this area. Once she can attack them freely, she strikes at any creature she can reach with her incorporeal touch attack, continuing to fight until all her enemies are dead or flee beyond the tomb complex.

A **secret door** in the floor opens into the room to reveal desiccated bodies suspended from rusty chains in **Area 13D**. The groaning spirit hangs her victims here.

Development: Although she understands Common and Elven, the groaning spirit cannot be reasoned with. PCs may mistake her for one of Aka Bakar's daughters, but her clearly elven heritage should hint to them that she could not possibly be related.

Treasure: The sarcophagus holds the amassed treasure the groaning spirit has collected. This includes a suit of +2 *chainmail*, a +1 *greatsword*, an arcane scroll (*fly*, *displacement*, *mirror image*, CL 6th), two vials of *elixir of the golden voice* (allows imbiber to speak audibly in areas of great noise or magical silence for one hour), three 1,000 gp gems, and roughly 5,000 gp in mixed coin, gems and jewelry.

Area 9. Grand Foyer

Beyond the great double doors is a hall. The walls are decorated with frescoes depicting heroic deeds of armies of humans and orcs clashing. The robed figure from the stone doors is featured prominently, sometimes hurling magic, other times laying about him with a great blade, slaying clusters of enemies with single sweeps of the weapon. The vaulted ceiling, supported by pillars half set into the walls, arches up as high as 30 feet overhead. Ahead, the passage passes through an elaborate arch of carved stonework into a large chamber beyond.

This area holds no threats or treasure. Examination of the dusty floor (DC 15 Perception check) reveals tracks of unshod, clawed humanoid feet of average size. A PC making a DC 20 Survival check notes that there are places where the tracks seem to suddenly begin or end, as if the creatures

This chamber appears to be some sort of trophy room or memorial to Aka Bakar. The floor is set with polished white marble. Four statues stand in the corners, each depicting a heroic champion on a noble steed. Between each set of statues on either side of the chamber stand half a dozen upright sarcophagi, each of polished white marble. More frescoes cover the walls, depicting further heroic exploits and valorous battle against evil hordes of orcs, giants and other, stranger monstrosities. The ceiling above is again vaulted, rising up 30 feet or more at the apex.

In the center of the room, a marble slab rises 3 feet from the floor; perhaps once it held many relics and trophies, but now the only object remaining is what appears to be the bony remnants of someone's hand and forearm. A small object glimmers in the palm of the skeletal hand, shedding a pale blue-white light.

This hall is guarded by **8 leaping wights** — undead creatures permanently imbued with a magical effect that lets them leap great distances with an effect identical to the *jump* spell. They lurk in the area of the sarcophagi, and come leaping out if anyone approaches within 10 feet or if anyone touches the slab in the middle of the room or its contents, or locates the secret door in the back of the room.

The slab is empty except for the aforementioned hand and forearm, which are animated with a low-grade necromantic effect that causes the hand to spasm and close in a tight grip if anyone tries to remove the object resting on its palm — a glowing key seemingly carved entirely of ice.

The secret door in the back of the room is relatively easy to find (normal chances). It is located where a fresco depicts a group of four horsemen charging into the foreground, laughing. Something about the way they are depicted is a little off, as if they are slightly disproportionate, giving them a creepy, almost insane aspect. The secret door is not trapped, and opens into **Area 11**.

In the northwest part of the room, set into the wall 8 feet off the floor is a second secret door. This secret door is unlocked and untrapped, and leads to **Area 12**.

LEAPING WIGHTS (8) XP 800

CR 3

hp 26 (*Pathfinder Roleplaying Game Bestiary* "Wight")
SQ leaping

Leaping (Su) The wight has been permanently enchanted with the ability to make great leaps, as per the *jump* spell (CL 10th). This grants a +30 enhancement bonus on Acrobatics checks made to jump. The wight typically jumps no more than 15 feet at a time, so they automatically succeed at these checks. If the wight jumps farther than 15 feet, resolve the check normally.

Tactics: The wights delight in using their jumping ability to move about the battlefield quickly. As jumping counts as regular movement this has little real game effect other than being strange, though a wight might use this ability to quickly jump onto the marble slab or other raised areas for a +1 higher ground bonus to melee. The wights fight until turned or destroyed.

Treasure: The key on the marble slab is the *Ice Key*, once located behind the door in **Area 17**. The key was removed by past explorers, and placed here by the lich as bait after he slaughtered the band that made it far enough to engage him. The *Ice Key* is magical and intensely cold, dealing 2d4 points of cold damage per round to anyone handling it. It can be safely carried if placed in thick padding or the like.

Area 11. Hall of Dismay (CR 9)

This long hall is decorated with further frescoes, this time depicting columns of solemn and weeping soldiers and citizens bearing bodies of young men and women on biers. The passage extends 40 feet, ending at a

CHAPTER 6: THE HIDDEN TOMB OF AKA BAKAR

set of 10 foot tall brass doors depicting a great image of a sun across the two portals.

This chamber is trapped, designed to torment the less-cautious tomb raiders invading the area and weaken those strong enough to survive it.

The doors at the far end of the hall are false. Anyone attempting to open them sets off a **trap** that causes the floor to turn pitch black and **1d4+7 ebony tentacles** to try to grapple PCs in the room. Anyone grappled by a tentacle must make a DC save or be cursed, as if by the *bestow curse* spell cast by a 7th-level caster, suffering a -6 penalty to Strength until the curse is lifted. Up to 6 tentacles can attack a single target, but they spread out to grab as many targets as possible.

When the doors are opened, they reveal only a blank stone wall behind them.

CURSED BLACK TENTACLES TRAP

CR 9

XP 6,400

Type magic device; Perception DC 29; Disable Device DC 29

Trigger proximity trigger (alarm); **Reset** automatic

Effect spell effect (*black tentacles* and *bestow curse*; Atk +7 melee (1d4+7 tentacles, 1d6+4 points of damage plus curse; curse, -6 penalty to Strength, DC 16 Will save negates; CL 7th), duration 7 rounds; multiple targets (up to six tentacles per target anywhere in this area, but spread out as thinly as possible to get as many targets as possible)

Note: If the area is subjected to *dispel magic* after the trap activates, roll a check once for the tentacles and once for the *bestow curse* effect. If the first check succeeds, the entire trap is dispelled; if the first fails but the second succeeds, the tentacles remain, but no longer have the *bestow curse* effect.

Area 12. Hidden Passage

This narrow, rough-hewn tunnel rises sharply. Though there are no true steps, enough ledges and handholds exist that climbing it does not look very difficult (DC 5 Climb check). The air within is stuffy, as if it has not been unsealed in a long time.

This seldom-traveled secret passage connects **Areas 10** and **Area 13**. It then levels off, passes over **Area 11**, and descends equally sharply until it opens out in the wall of **Area 13**, 5 feet below the narrow ledges and 35 feet above the sandy floor below.

Area 13. Ledges and Quicksand

This long, narrow passage looks as if most of its floor has been stripped away, leaving a 6 in. ledge on either side of a 3 foot wide chasm that plunges down into darkness. Above, the ceiling rises 20 feet before ending in featureless stone. The walls are seamed and marked by natural cracks and fissures along its length. The air is dry and dusty and cold.

This passage is a total of 60 feet tall, with the 6 in. wide ledges 40 feet above the floor below.

The floor appears to be covered with a layer of fine sand. Actually, this is quicksand, 2 feet deep in most places. Falling into the quicksand cushions one's fall, reducing falling damage by 10 feet. However, other hazards lie within certain parts of the quicksand; see **Area 13B** and **Area 13C** for details. Movement in the 2 foot deep stretches is considered difficult terrain.

Traversing the passage via the ledges is tricky. Medium creatures must make a DC 15 Acrobatics check to move at half their speed if using both ledges, or if edging along just one. If they fail by 4 or less they simply do not move; if they fail by 5 or more, they fall. They must also make similar check anytime they take damage. Small creatures cannot straddle the passage and must edge along one ledge. However, due to their size they gain a +4 bonus to their saves.

Area 13A. Warning Message

It appears a past explorer left a message scribed in chalk on the far wall here for later visitors. However, it looks like someone tried to scrub the message away, and it is now blurred and hard to make out.

Reading the message requires a DC 15 Linguistics check or a *comprehend languages* spell. It reads, "Beware the Ceiling Blade!" with an arrow pointing to the left (in the direction of **Area 13E**).

Area 13B. Hidden Spikes (CR 2)

The quicksand in these areas hides a nasty **surprise**: a series of hollow metal spikes drilled into the solid rock beneath the sand. Anyone falling into the sand is attacked by 1d4 spikes each. If even one spike does damage, that PC must also make a save or contract a disease.

HIDDEN SPIKES TRAP

CR 2

XP 600

Type mechanical; Perception DC 10; Disable Device DC 10

Trigger location; **Reset** none

Effect Atk +10 melee (pit spikes, 1d4 spikes for 1d4+5 each, plus filth fever); multiple targets (all targets falling onto the spikes.)

Area 13C. Quicksand

At these points, the quicksand deepens to 10 feet deep. This reduces falling damage by 2 points per die, but anyone who falls into it immediately plunges to the bottom and begins to drown unless they pull themselves free. See the *Pathfinder Roleplaying Game Core Rulebook*, **Environment**, for more information about quicksand.

A PC trapped in quicksand may attempt a DC 20 Strength check to pull themselves free if there is a solid object to grab onto and climb, such as a rope or spear haft. Alternately, a person trapped could simply grab the object and hold on while others attempt to pull them free (DC 20 Strength check; up to 2 PCs can use a spear haft, 2 or more could use rope). If any of these checks succeed, they are able to pull the person stuck 5 feet closer to being out of the quicksand. Rescuing a PC from quicksand is equal to overcoming a CR 2 encounter.

Area 13D. Bodies on Chains

Desiccated bodies of past tomb raiders dangle at the end of this passage from rusty iron chains. Dozens of other chains clink together, empty of contents.

These chains bear the victims of the groaning spirit in **Area 8**. Nestled amid the chains is a **secret door** (DC 20 Perception check) that opens upward into the groaning spirit's lair. The bodies are stripped of all valuables.

Secret Door: 2 in. thick; hardness 8; hp 30; Break DC 28; Perception DC 20.

Area 13E. Ceiling Blade Trap (CR 7)

The north-south run of the passage here is set with a **fiendish trap**: a blade runs the length of the hall if either the northern or southern door is opened. This trap must be disabled on both doors for it to be fully disarmed. If the trap is activated, anyone on or above the ledges in the north-south passage must avoid the fast-moving blade or take 6d10 points of damage. Anyone struck by the blade must make a DC 20 Reflex Check or fall into the quicksand below.

CEILING BLADE TRAP

CR 7

XP 3,200

Type mechanical; Perception DC 20; Disable Device DC 25

Trigger location; **Reset** automatic

Effect Atk +12 melee (blade; 6d10 points of slashing damage); multiple targets (any creatures at or above ledges in the north-south passage)

Area 13F. Lost Remains

The body of an adventurer lies partially submerged in the sand at this point. Exhumation and examination of the body shows that the person died fairly recently, apparently killed by a large slashing cut from overhead, or

possibly from a broken neck from his subsequent fall.

The body still bears the following gear of interest: a *cloak of resistance* +2, a dagger, a light crossbow, 20 bolts, 10 silver bolts, a spell component pouch, two flasks of holy water, a belt pouch with 25 gp and 13 sp, and a backpack carrying a bedroll, 2 *potions of cure light wounds*, a golden statuette of a horse (200 gp), a gem-encrusted baton (150 gp), and three carefully wrapped books. All three, looted from crypts above, are heavily gilded and bejeweled, worth 1,000 gp each for their craftsmanship and rarity.

The books are:

Funerary Rites of the High Plateau: Contains detailed descriptions of mummification, tomb and crypt construction, and general notes on traps and other protections against grave robbers, including a description of the bladed trap at **Area 13E**, which allows a +4 circumstance bonus on checks to disarm it. The book's pages are made of papyrus and are written in Elven.

Lost Tales of the Ancients: Scribed on fine vellum, this book details ancient tales of heroism and adventure. Included is the tale of Kyrion, a great hero whose deeds are detailed in **Area 14**. This section has been marked with a bookmark. The book is written in Common.

The Purple Book: This elaborately limned and illuminated book is written in Elven as well. It contains a series of shockingly graphic boudoir stories, couched in flowery courtly language.

Area 14. Fountain of Sand

A great monument from ancient times rises 30 feet from the floor in this area. The monument has been sculpted to resemble the front of an ancient, crumbling palace of antique design. At its apex, sand gouts from a funnel-shaped opening in a great fan, spilling over the monument and lending the appearance that the palace is eroding away.

At the base of the monument, sand collects in a channel that flows into a basin. At the center of the basin rests a statue of a kneeling man of heroic posture, as if praying or bowing to the crumbling edifice before him. Sand continues to flow like water from the basin and out into the corridor, where it forms the sandy floor of that passage.

On closer examination, the front of the monument shows a great pair of portals opening into the keep, sculpted to be closed. Each portal bears a pair of locks that also are merely sculpted and not real devices. A single word is engraved on the lintel above the portals in ancient Common (DC 25 Linguistics check or *comprehend languages* to understand) that states "*Reflect.*"

Upon the rim of the basin where the armored human statue kneels is a short phrase in standard Common reading, "*Sacrifice for wisdom.*"

This monument is a reference to an ancient legend of the hero Kyrion Trueblade. A champion of a beleaguered people, he fought with great valor against a cabal of evil wizards and their demonic servants, finally vanquishing them.

But this was only the beginning of his tale. After defeating them, he became disheartened with the society he had saved, ruled as it was by effete kings and courtiers who dined on delicacies in fabulous palaces while the people of the land suffered hunger and disease. Unwilling to turn on the rulers of the people he had sworn to protect, Kyrion went on a great quest to seek out the great library of the Parnassians. This quest took him on many adventures into strange lands, where he and his soldiers often resorted to violent and even brutal means to persevere. But eventually he acquired the four keys said to summon up the library, now buried and lost in desert sands.

Journeying deep into the desert, in a booming voice he used the keys and summoned up the library. Like a surfacing whale it rose, promising him all the knowledge he sought within its strange walls. Scribed over the lintel was a single word: "*Reflect.*"

Gazing upon the edifice, Kyrion did just that and felt great shame. His quest to reach the library had blinded him to the suffering of those around him, suffering that he had often inflicted himself: His wife had left him, his former rulers disavowed him, and many widows wept upon the passing of his army. He ultimately saw how foolish his quest was, and that the answers to his questions were right before him: For it is in the drive of the individual that great evils are often wrought; but so, too, could great good come of it.

Without bothering to enter, Kyrion threw the keys he had won through

such effort into the sands, turned, and led his people back to the lands he had passed through, there to bring succor to the people he had thoughtlessly injured. Behind him, forgotten, the library sank back into the sand, and was seen no more.

Development: If the four *Elemental Keys* (see **Sidebox**) are thrown into the basin, words written in common appear on the sand and read as follows:

"Seek the stone beyond stone

From flame, wind

From earth, water

From wind, whispers

From water, death

When the path runs clear; the doorway shall open"

This translates as follows:

Seek the stone beyond stone: Find the *Elemental Gem* beyond the *Stone Key* door (**Area 18**).

From flame, wind: The stone converts fire into air.

From earth, water: The stone converts earth (or sand) into water.

From wind, whispers: When exposed to a breeze, the stone seems to whisper in a forgotten tongue.

From water, death: If water is applied to the stone, it becomes deadly.

When the path runs clear, the doorway shall open: The path in this case refers to the sand. When the gem is placed where the sand fountains up at the top of the monument, the sand becomes water, and the water that soon flows into the pool takes on a mystic glow. Those stepping within it at this point are transported to **Area 20**.

The Elemental Keys (Areas 15 through 18)

These four doors all share a similar appearance: They are rivet-reinforced iron with large pull handles and locks. Each guards the location of one of the four *Elemental Keys* used to gain a clue at the Fountain of Sand (**Area 14**).

To liven things up, once two of the doors are explored, the group is soon beset by 4 **scarab beetle swarms** that emerge from cracks in the walls.

SCARAB BEETLE SWARM

CR 3

XP 800

Dunes of Desolation 61

N Diminutive vermin (swarm)

Init +2; **Senses** darkvision 60 ft., tremorsense 30 ft.;

Perception +4

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

hp 28 (8d8-8)

Fort +5; **Ref** +4; **Will** +2

Defensive Abilities swarm traits; **Immune** weapon damage

Speed 40 ft.

Melee swarm (2d6)

Space 10 ft.; **Reach** 0 ft.

Special Attacks daze (DC 10), distraction (DC 13)

Str 1, **Dex** 15, **Con** 8, **Int** —, **Wis** 10, **Cha** 2

Base Atk +6; **CMB** —; **CMD** —

Skills Perception +4; **Racial Modifier** +4 Perception

Daze (Ex) Any living creature that begins its turn with a beetle swarm in its space must succeed on a DC 10 Will save or be dazed. This is a mind-affecting fear effect. The save DC is Charisma-based.

Area 15. Flame Key Door (CR 7)

This is an iron door reinforced with riveted bands of iron. The door has a handle and a lock, with a symbol of fire on it (a flame). The air here is slightly warmer than elsewhere in the complex.

This door is **trapped**. Anyone failing to disarm it triggers the scything blade described in **Area 13E**. The door is also locked; this lock can be opened with the *Ice Key* (**Area 10**, originally from **Area 17**) or rogues can disable it.

If opened, all that is revealed is a small 1 foot square cubbyhole. Suspended from a chain in this hole is an iron key that glows dull red with heat. This is the *Fire Key* under a permanent *heat metal* spell that inflicts 1d4+1 points of fire damage per round to anyone handling it directly.

Area 16. Wind Key Door (CR 7)

This is an iron door reinforced with riveted bands of iron with a symbol of air on it (a tornado). The door has a handle and a lock. The air seems somehow warmer and fresher here.

This door is **trapped**. Anyone failing to disarm it triggers the scything blade described in **Area 13E**. The door is also locked; the lock can be opened with the *Earth Key* (**Area 18**) or disabled.

If opened, all that is revealed is a small 1 foot square cubbyhole. Hanging on a hook in the back is what looks like the handle of a bone key. A gentle breeze wafts steadily from the cubbyhole.

This is the *Wind Key*. The key itself is made of compressed air, and is invisible to the naked eye. Anyone touching the compressed air portion of the key suffers a minor electrical jolt for 2d4 points of damage.

Area 17. Ice Key Door

This is an iron door reinforced with riveted bands of iron and marked with a symbol of ice (an iceberg). The door has a handle and a lock.

This door is unlocked, and the trap it once held (which sprayed snow and ice that made the ledges slippery) is permanently disabled. Opening the door reveals a 1 foot square cubbyhole that is completely empty. The key that once rested here was relocated to **Area 10**.

Area 18. Earth Key Door

This is an iron door reinforced with riveted bands of iron and marked with a symbol of earth (mountains). The door has a handle and a lock. The air is somehow warmer and fresher here.

The door is locked; this lock can be opened with the *Wind Key* (**Area 16**) or disabled.

If opened, all that is revealed is a small 1 foot square cubbyhole. Resting upon a velvet cushion is a key that seems to be made of solid crystal or diamond.

This is the *Earth Key*. It is indeed made of solid diamond, and is worth 10,000 gp. The key is under an enchantment that causes it to secrete a mild acid that inflicts 2d4 points of acid damage per round to flesh exposed to it.

The cubbyhole also holds a secret trigger that opens the secret door into **Area 19**.

Area 19. Mummies and Flames (CR 10)

The air in this stone room is surprisingly fresh and clean. In the center of the chamber, a brass tube rises from the floor, curving outward in a funnel shape 6 feet from the ground. Resting in the mouth of this funnel is a great, faceted, pale blue stone that glistens in the light pouring down over it like a spotlight from directly overhead.

This area also holds **6 mummies** that shamle forth eagerly to attack.

The gem in the funnel is the *Elemental Diadem*. Currently, it is converting the flames that would normally leap from the funnel into pure air.

If the tube is examined, a message is etched into the southern side in Common, not visible from the entrance to the chamber:

"From flame, wind

From earth, water

From wind, whispers

From water, death"

Removing the diadem from the funnel causes the funnel to start spouting fire, inflicting 2d6 points of fire damage every round on anyone



in the chamber (DC 15 Fortitude save for half).

MUMMIES (6)

XP 1,600

hp 60 (*Pathfinder Roleplaying Game Bestiary* "Mummy")

CR 5

Area 20. A Serpent in the Water (CR 10)

Tactics: Anyone seeing the mummies needs to make DC 16 Will saves against the despair effect. If multiple saves fail, keep in mind that the paralysis durations overlap (they do not stack). Mummies preferentially attack anyone paralyzed, and avoid anyone wielding flames openly if other targets are available to attack without provoking attacks of opportunity. The mummies fight to their destruction.

Development: If the PCs remove the *Elemental Diadem* from the funnel, fire fountains throughout the chamber. Exposure to these flames momentarily befuddle the mummies, causing them to act as if *confused* for 1d4 rounds, as the spell.

Treasure: None, except the diadem.

The *Elemental Diadem* resembles a diamond the size of a gnome's head. It radiates intense transmutation magic if detected.

The diadem converts elemental energies that contact it through its point into a different substance: fire becomes air, and earth becomes water. If exposed to a breeze, the gem seems to whisper in a strange and forgotten tongue, though it does not actually convey any coherent information. If exposed to water, the surface of the gem forms a potent **contact poison**. This poison lasts as long as the diadem is damp. Water generated by its own power does not generate this effect. The diadem can be used to slowly bore through solid earth and stone, opening a 5 foot hole in one minute — or faster in loose earth or sand.

ELEMENTAL POISON

Type—contact; save Fort DC 25

frequency 1/round for 6 rounds; initial effect 1d4 Con drain; secondary effect 1d6 Con drain; cure 2 consecutive saves.

The PCs find themselves in the magical pool, swallowed into its sapphire glow. The water swirls around them, then pulls away, and they find themselves dripping wet, standing knee deep in a chamber roughly 20 feet square. Directly ahead, water flows from the pool into a large pool or cistern about 20 feet wide. On the far side, an ornate arch opens into a hall.

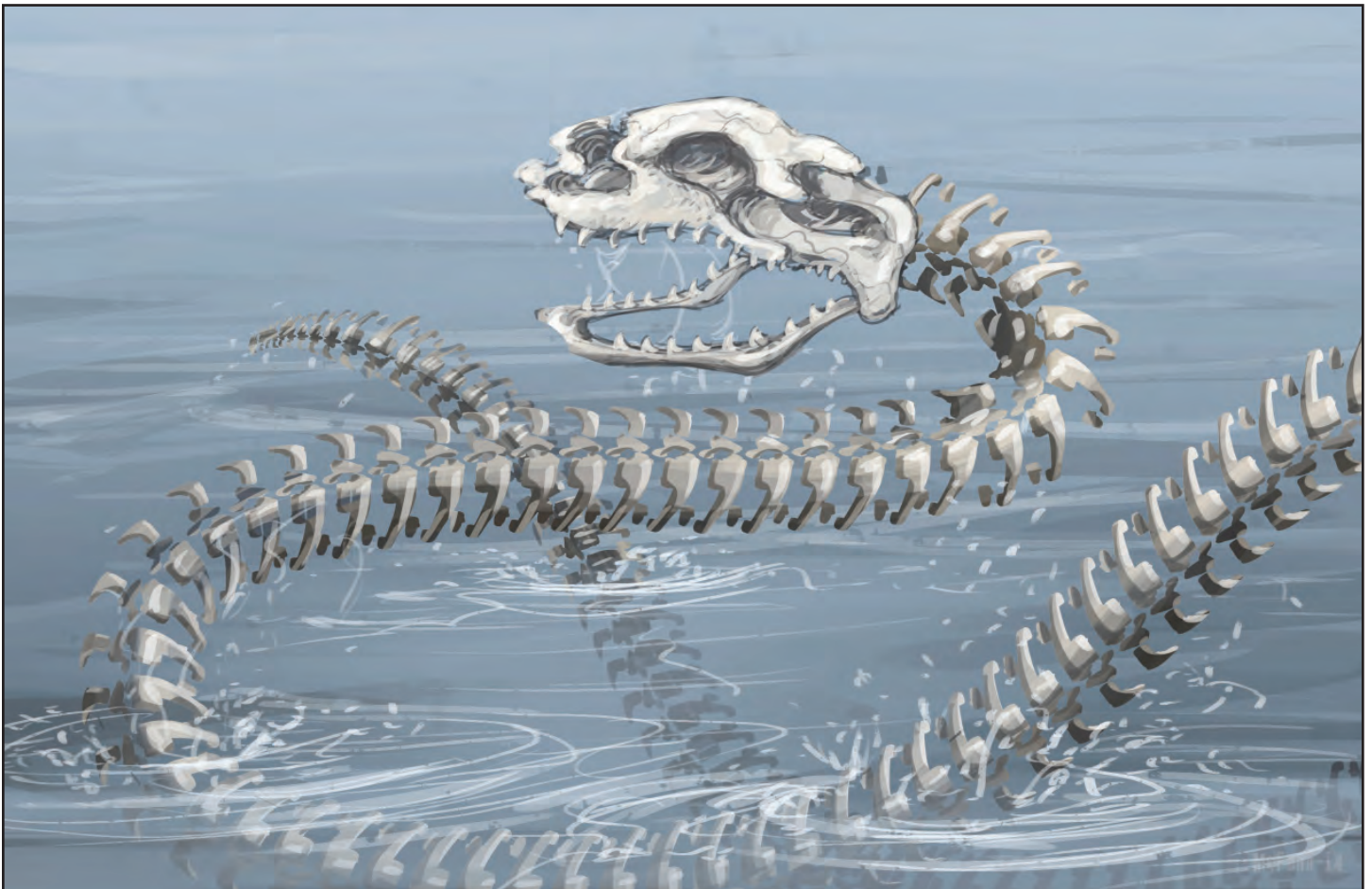
The entire area is well lit by lanterns hanging at regular intervals from brackets mounted into the walls.

This area is where PCs transported from **Area 14** end up. This is a one-way journey; the pool here is spring-fed and non-magical. This entire section of the tomb is actually located several miles from the first section, on the far side of the rocky cliffs that make up the northern end of the island.

The cistern is 20 feet deep. A narrow stone wall divides the pool in half, running from the southern pool to the northern floor, although it extends only 1 in. above the waterline. This wall is **trapped**; anyone putting more than 5 pounds of pressure on it causes weighted nets to fall from the ceiling on both sides, possibly snaring anyone within or over the water.

Anyone swimming in the water attracts the attention of a **giant skeletal constrictor snake** that lairs in a grated culvert at the bottom of the cistern. The grated opening is mounted on hidden hinges, allowing it to swing easily in either direction so the snake can easily enter and exit its hiding place.

A creature caught in a net has a –2 penalty on attack rolls and a –4 penalty on its Dexterity. The entangled victim must make a concentration check to be able to cast a spell. It takes 8 full rounds to free oneself from a net. Because each net is heavily weighted, snared creatures are dragged to the bottom of the cistern where they may drown if they do not manage to



CHAPTER 6: THE HIDDEN TOMB OF AKA BAKAR

free themselves (see “Suffocation” and “Drowning” in Chapter 13 of the *Pathfinder Roleplaying Game*).

Located just above the water’s surface in the southwest corner is a **well-concealed secret door** (DC 24 Perception check to notice) that leads up a short ramp to **Area 21**.

WEIGHTED NET TRAP **CR 3**
XP 800
Type mechanical; **Perception** DC 30*; **Disable Device** DC 30*

Trigger location; **Reset** manual
Effect Atk +10 ranged touch (net; entangled, –2 penalty on attack rolls and a –4 penalty on its Dexterity.); multiple targets (any creatures at or above the water-filled area.)

GIANT SKELETAL CONSTRICTOR SNAKE **CR 10**
XP 9,600

Large constrictor snake skeleton (*Pathfinder Roleplaying Game Bestiary* “Snake, Constrictor”, “Giant”, “Advanced”, “Skeleton”)
NE Large undead
Init +8; **Senses** darkvision 60 ft.; **Perception** +4

AC 20, touch 13, flat-footed 16 (+4 Dex, +7 natural, –1 size)
hp 37 (7d8)
Fort +2; **Ref** +6; **Will** +5
DR 5/bludgeoning; **Immune** cold, undead traits

Speed 20 ft., climb 20 ft., swim 20 ft.
Melee bite +15 (1d6+11)
Space 10 ft.; **Reach** 10 ft.

Str 33, **Dex** 19, **Con** —, **Int** —, **Wis** 10, **Cha** 10
Base Atk +5; **CMB** +17; **CMD** 31 (can't be tripped)
Feats Improved Initiative
Skills Acrobatics +12, Climb +19, Perception +4, Stealth +4, Swim +19; **Racial Modifiers** +8 Acrobatics, +4 Perception, +4 Stealth

Tactics: The skeletal constrictor is alerted if anyone falls into the water, and emerges from its hiding place in a drainage shaft the next round. It attacks creatures ensnared in nets first, otherwise going for the nearest enemy. It fights until destroyed. Because of its skeletal nature, it loses the ability to grapple and constrict that it once had in life. See “Underwater Combat” in Chapter 13 of the *Pathfinder Roleplaying Game*.

Area 21. Secret Tomb

This chamber is packed with ancient-looking mummified humanoid bodies. It looks as if it would be impossible to take a single step in here without stepping on corpses. The odor of old bones and spices fills the air.

These bodies are all that remain of the construction crew who built this tomb. Aka Bakar had them slain and interred here when their work was complete to keep the secret of his tomb. All of the bodies are truly corpses. Each has had its mouth sewn shut; if they are cut open, a black pearl (worth 100 gp) can be found lodged in each. A total of 40 dead bodies are here. However, anyone searching through the bodies may contract mummy rot. A new DC 20 Fortitude save must be made each minute one spends searching to avoid the dreaded disease.

It takes a total of 20 minutes for one person to check all the bodies and retrieve all the pearls.

AIRBORNE MUMMY ROT
Type—disease; save Fort DC 20

onset 1 minute; frequency 1/day; effect 1d6 Con damage and 1d6 Cha damage; **Cure** mummy rot can only be cured by successfully casting both *remove curse* and *remove disease* within 1 minute of each other.

Area 22. Hall of Past Glories

This 30 foot long hall is well lit by lanterns hanging from slim pillars flanking the passage. The walls are decorated with elaborate frescoes, showing a long line of soldiers marching and celebrating, heading north, toward an ornate arch set at the far end of the hall. Beyond, it looks like the archway opens into a large, well-lit tomb. No dangers or secrets are hiding in this area.

Area 23. The False Tomb of Aka Bakar (CR 19)

This chamber appears to be the tomb of a great man. The floor has been set with polished white marble. Four statues stand in the corners, each depicting a heroic champion on a noble steed. Between each set of statues on either side of the chamber stand half a dozen upright sarcophagi, each of polished white marble. The ceiling above is vaulted, rising up 30 feet or more at the apex.

In the center of the room, a great sarcophagus of white marble rises 3 feet from the floor. Its surface is carved to heroic scale with the image of a sleeping wizard or sage — recognizably the visage of Aka Bakar.

At the far end of the room, flanked by a pair of large, flaming torches, a fabulous-looking sword is mounted into the wall. The golden hilt is that of a greatsword, bound in leather wrappings; the blade is almost invisible, appearing as a faintly shimmering field in the light stretching 10 feet from hilt to tip. This is the *False Sword of Air*.

Standing beneath this weapon is a man who looks to be Aka Bakar himself. He regards PCs with grave eyes.

This was originally to be the tomb of Aka Bakar. It now houses a **lich** compelled to defend the tomb. Unless immediately attacked, the lich addresses the PCs, asking their business. He neither confirms nor denies that he is Aka Bakar. If the PCs claim they are seeking the sword, he informs them that before they can claim it, they must first defeat him in battle to prove their worth.

The sarcophagi along the east and west walls are all empty, standing there merely for decoration. The sword is actually a powerful magic sword, but it is not the *Sword of Air*. The wall it is mounted in is a massive, shifting stone block. Should the lich be defeated, the block slides down, revealing the hallway beyond.

LICH **CR 19**
XP 204,800

Male human lich wizard 15, archwizard 3 (*Pathfinder Roleplaying Game Bestiary* “Lich”; **Appendix**)
CE Medium undead (augmented humanoid)
Init +3; **Senses** darkvision 60 ft.; **Perception** +25
Aura fear aura (DC 23)

AC 14, touch 9, flat-footed 14 (+5 natural, –1 Dex)
hp 137 (18d6+72)
Fort +10; **Ref** +5; **Will** +14
Defensive Abilities channel resistance +4, rejuvenation;
DR 15/bludgeoning and magic; **Immune** cold, electricity, polymorph, undead traits

Speed 30 ft.
Melee +2 longsword +7/+2 (1d8+3/19–20) and touch +9 (1d8+9 plus paralysis)
Special Attacks paralyzing touch (DC 23)
Spells Prepared (CL 18th; melee touch +9, ranged touch +7):
9th—*time stop*, *wail of the banshee* (DC 26)
8th—*polar ray*, *summon monster VIII*, *telekinetic sphere* (DC 27)
7th—*forcecage* (DC 26), *greater teleport*, *greater teleport*, *project image* (DC 24)
6th—*chain lightning* (DC 25), *globe of invulnerability*, *greater dispel magic*, *mage's lucubration*, *true seeing*
5th—*cloudkill* (DC 22), *interposing hand*, *magic jar* (DC 22),



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transmute rock to mud, wall of force

4th—*acid pit** (DC 21), *black tentacles, greater false life***, *greater invisibility, stonewalk*

3rd—*dispel magic, displacement, fly, slow* (DC 20), *tongues, vampiric touch*

2nd—*acid arrow, darkness, mirror image, spectral hand, touch of idiocy, touch of idiocy*

1st—*break** (DC 18), *grease, mage armor, magic missile, protection from good, shield*

0 (at will)—*acid splash, mage hand, mage hand, ray of frost*

Str 12, **Dex** 9, **Con** —, **Int** 25, **Wis** 17, **Cha** 18

Base Atk +8; **CMB** +9; **CMD** 18

Feats Combat Casting, Disruptive Spell*, Empower Spell, Extend Spell, Greater Spell Focus (enchantment), Greater Spell Focus (evocation), Greater Spell Penetration, Improved Initiative, Scribe Scroll, Skill Focus (Knowledge [arcana]), Skill Focus (Spellcraft), Spell Focus (enchantment), Spell Focus (evocation), Spell Penetration

Skills Appraise +20, Bluff +19, Craft (alchemy) +20, Diplomacy +14, Fly +10, Intimidate +22, Knowledge (arcana) +39, Knowledge (dungeoneering) +18, Knowledge (engineering) +15, Knowledge (history) +20, Knowledge (nobility) +15, Knowledge (planes) +25, Knowledge (religion) +18, Linguistics +15, Perception +25, Sense Motive +23, Spellcraft +36, Stealth +14, Use Magic Device +26; **Racial**

Modifiers +8 Perception, +8 Sense Motive, +8 Stealth

Languages Abyssal, Common, Dark Folk, Draconic, Dwarven, Elder Thing, Elven, Kuah-Lij, Mi-Go, Omargwaton, Tsathar, Yithian

SQ arcane bond (*ring of protection* +2), arcane servant, detect expertise, forgo materials, metamagic enhancement, spellcasting master, touch

Combat Gear *helm of teleportation* (allows user to teleport without error 3/day anywhere inside the tomb complex only. It can transport itself and up to 50 lbs. of gear.), *pearl of power* (4th level); **Other Gear** *false Sword of Air* (see **Sidebox**), +2 longsword, *bracers of armor* +4, *ring of protection* +2

Fear Aura (Su) Creatures of less than 5 HD in a 60 foot radius that look at a lich must succeed on a Will save or become frightened. Creatures with 5 HD or more must succeed at a Will save or be shaken for a number of rounds equal to the lich's Hit Dice. A creature that successfully saves cannot be affected again by the same lich's fear aura for 24 hours. This is a mind-affecting fear effect.

Paralyzing Touch (Su) Any living creature a lich hits with its touch attack must succeed on a Fortitude save or be permanently paralyzed. Remove paralysis or any spell that can remove a curse can free the victim (with a DC equal to the lich's save DC). The effect cannot be dispelled. Anyone paralyzed by a lich seems dead, though a DC 20 Perception check or a DC 15 Heal check reveals that the victim is still alive.

Rejuvenation (Su) When a lich is destroyed, its phylactery (which is generally hidden by the lich in a safe place far from where it chooses to dwell) immediately begins to rebuild the undead spellcaster's body nearby. This process takes 1d10 days—if the body is destroyed before that time passes, the phylactery merely starts the process anew.

After this time passes, the lich awakens fully healed (albeit without any gear it left behind on its old body), usually with a burning need for revenge against those who previously destroyed it.

The most common form of phylactery is a sealed metal box containing strips of parchment on which magical phrases have been transcribed. The box is Tiny and has 40 hit points, hardness 20, and a break DC of 40.

Other forms of phylacteries can exist, such as rings, amulets,

or similar items.

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Tactics: While negotiating with the party, the lich studies the party members, assessing their likely strengths and weaknesses, and uses what it observes in its attacks. It tries to end the fight as expeditiously and painlessly as possible. It usually begins melee by unleashing its spells, teleporting out if engaged in combat.

Development: If the lich is destroyed, the wall descends with the sound of grinding stone to reveal the passage beyond.

Treasure: The lich has no treasure other than the items on its person. The lich's phylactery is the white marble sarcophagus.

False Sword of Air (Minor Artifact)

Aura strong conjuration and evocation; **CL** 16th; **Slot** none; **Weight** 8 lbs.

While still a powerful weapon, the false sword pales in comparison to the true blade. The false sword is a +3 *greatsword* that may *summon* a djinn 1/day, *cast fly* on its wielder 3/day, *cast gust of wind* 3/day, and protects its wielder with a *permanent feather fall* effect.

DESTRUCTION

The *False Sword of Air*, while not as powerful as the true *Sword*, is still nigh indestructible. If the sword is weakened by the touch of an advanced celestial rust monster, it can then be sundered on the back of an elder earth elemental.

Area 24. If You Find the False You Find the True

Beyond the burial chamber, a 20 foot square passage stretches into the distance. A waft of dry, hot air blows out of the opening, ruffling hair and sending dust dancing in the room. The passage seems to slope gently upward. The far tunnel leads outside from this small cave. The ground itself is sandy, and any digging reveals the sand in the center of the cave is quite deep.

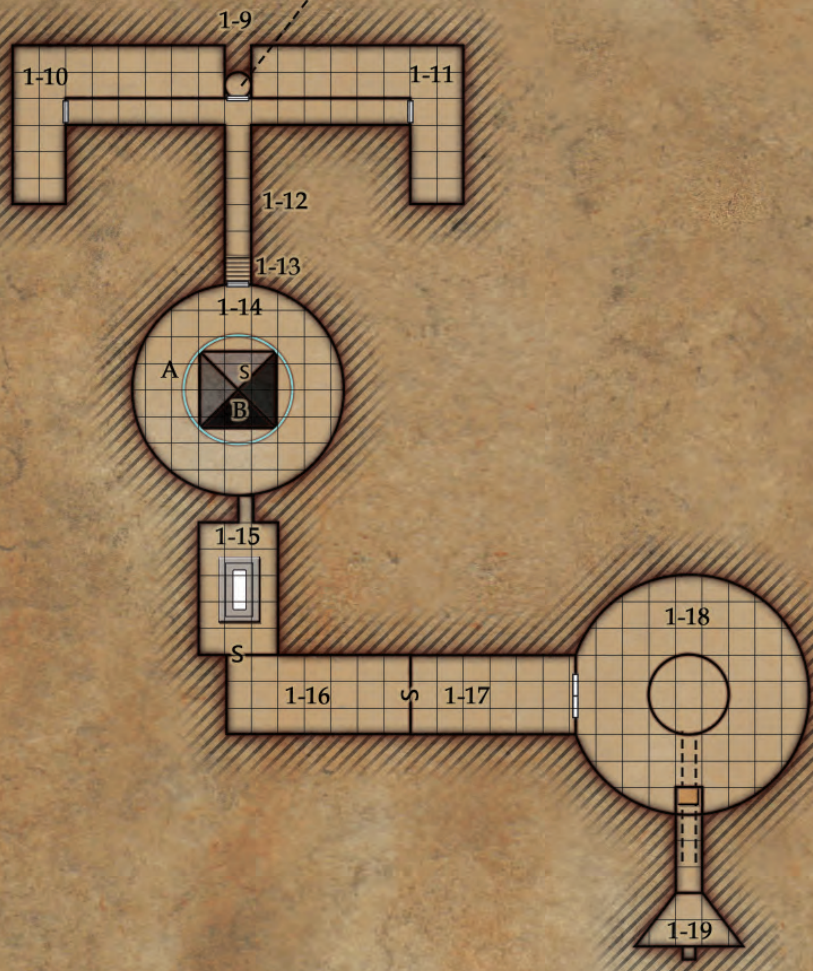
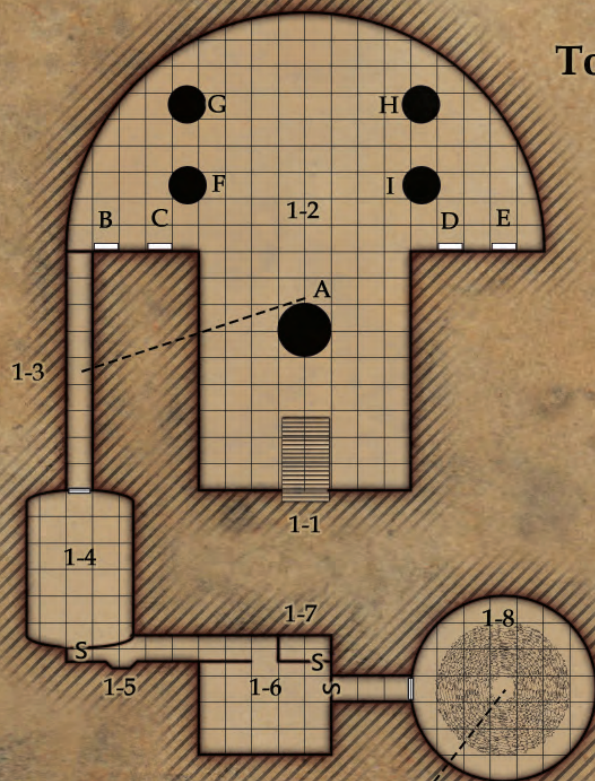
The true entrance to the dungeon consists of a 30 feet staircase covered with this sand. In order to access the entrance portal stone, this material must be removed by hand, clearing the staircase. This requires approximately 12 man-hours of hard work. Once the sand is cleared, a large, carved stone door can be accessed. It is unlocked, but must be broken down or forced open by pulling it outward. If left intact, it reseals in 30 minutes. Inscribed on this door are various curses written in the language of Ancient Khemitian. None of these curses has any power to harm anyone, their magic faded long ago. The danger present is not readily observable. The sand is enchanted to return to the stairwell, and careful observation over a period of several minutes reveals that the sand grains themselves actually hop, skip and jump back to the stairwell. The sand refills the stairs in 48 hours, making ingress and regress impossible after the 12-hour mark. There is no way to prevent this from occurring, short of leaving someone behind to continuously excavate the material from the hole, or transforming the material to stone (via a *transmute mud to rock* or similar magic). Unearthing the door alone is equal to overcoming a CR 8 encounter.

The True Door: 1 ft. thick; hardness 8; hp 180; Break DC 38, Open (STR) DC 24.

Tomb of Aka Bakar Level One

Sword of Air

1 Square - 10 Feet



Level One: The Entrance Level

The first level of the tomb of Aka Bakar serves one major purpose: to ensnare intruders. A number of chambers within the level are designed to take time to negotiate, which allows the entrance a chance to reseal.

Area 1-1. Stairs from Above

See the “False Tomb Level” for a description of this area.

Area 1-2. The First Great Hall (CR Varies; 0, 11, 13, 14 or 15)

The stairs of the entry descend into the first of the tomb’s great halls. The ceiling of this chamber is 40 feet high, and is supported by five great pillars.

A. This pillar is composed of jet black stone and carved in the image of a goddess gazing in all four directions from the pillar. A DC 12 Knowledge (religion) check immediately recognizes her features as those of Hecate, the Goddess of Magic.

Eight greatswords hang 8 feet above the ground from the sides of the pillar. Two of the swords are painted red, two black, two white and two are brass-plated. The swords radiate magic if detected, and appear to be quite intact and free of rust. These are useful for slaying the statues present

in room. Each sword is used against its opposite (e.g. black sword vs. white statue, brass sword vs. red statue). The swords can be used to strike the golem statues and damage them normally. They are otherwise normal greatswords. If the swords are touched, the statue associated with its color animates and attacks (e.g. the white swords animate the white statue, and damage the black statue, the brass swords animate the brass statue and damage the red statue, etc.).

B. The portrait of a beautiful young woman is set into the wall here. The portrait depicts Rekki Bakar, Aka Bakar’s long-dead wife. The portrait is non-magical.

C. Another portrait hangs here, this one depicting Aka Bakar’s three

Level 1

Difficulty Level: Party Level 9+

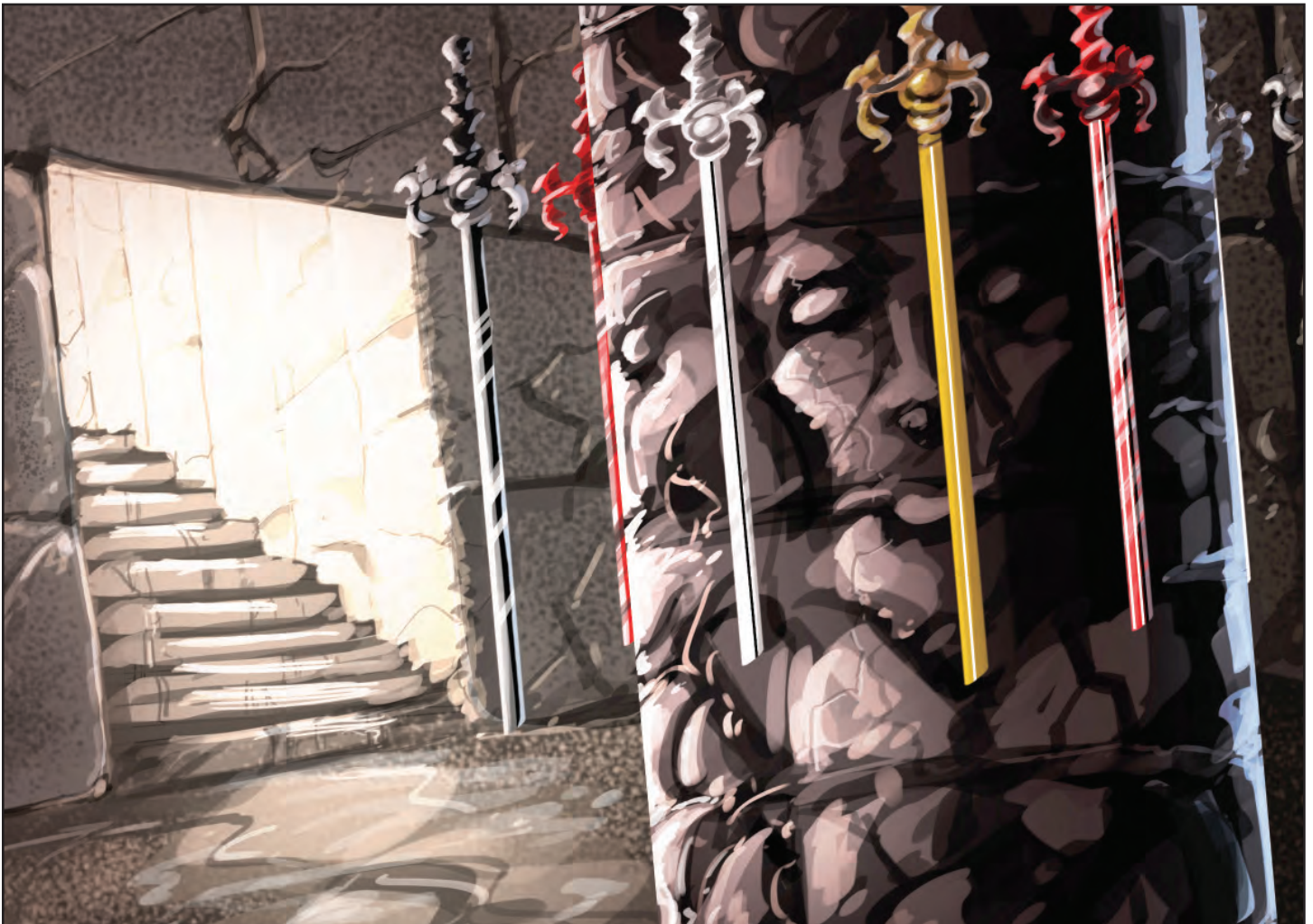
Entrances: Staircase from surface (resealing).

Exits: Elevator to **Level 2**.

Spell Limitations: Cleric spells above 5th level cannot be regained by anyone on this level (with the exception of **Area 1-11**).

Wandering Monsters: None

Standard Features: All areas have standard dungeon walls and ceilings (cut stone), as well as stone floors. Doors and secret doors are standard as well (DC 22 Strength check to open; secret doors are found with a DC 20 Perception check unless otherwise noted). The floors and ceilings are completely smooth, with a high level of craftsmanship. Walls, columns and other features on this level are dry.



teenaged daughters: Alyx (18), Alana (15) and Asoka (13). If the portrait is touched, the hall fills with the echoing sound of the girls' death screams. Everyone hearing them must make a DC 15 Will save or be shaken for as long as they remain within this chamber. This is an extraordinary (non-magical) fear-based effect.

D. Set into the wall is a jet-black surface, polished to a mirrored sheen. Anyone who touches it is magically transported to **Area 1-4**.

E. Set in the wall here is a shimmering white surface, again polished to a reflective sheen.

F. This white pillar is carved to represent a 10-foot-tall human bearing a greatsword in its hands, point down. If the pillar or statue is damaged in any way, or if the surface at **Area 1-2E** is disturbed, the statue — a **stone golem** — animates and attacks.

G. This pillar is composed of black iron. The first 12 feet are forged to represent an armor-clad warrior with a great scimitar in each hand. If checked, the statue radiates powerful magic. If disturbed, the statue — an **iron golem** — animates and attacks.

H. This pillar is of red granite. Carved into the base is a 6 foot tall statue of a primitive warrior wielding a greatclub. If disturbed, the statue — a **stone golem** — animates and attacks.

I. The final pillar is composed of cast brass. Its base is shaped in the image of a 12-foot-tall warrior wielding a heavy falchion. The falchion is actually a concealed lever (DC 20 Perception check to notice). If the sword is twisted in the hand, a beam of energy projects from the statues to the black pillar at **Area 1-2A**, and the black pillar turns shadowy and insubstantial. Those stepping into the area of the pillar at **Area 1-2A** are then teleported to **Area 1-3**. This **brass golem** only animates if the brass-plated swords are touched. If the golem is slain, the falchion can be used to project the light beam by the wielder. The sword is otherwise non-magical.

STONE GOLEMS (2)

CR 11

XP 12,800

hp 107 (*Pathfinder Roleplaying Game Bestiary* "Golem, Stone")

Immune all physical damage except for that from swords of the opposing color (see above)

IRON GOLEM

CR 13

XP 25,600

hp 129 (*Pathfinder Roleplaying Game Bestiary* "Golem, Iron")

Immune all physical damage except for that from swords of the opposing color (see above)

BRASS GOLEM

CR 14

XP 38,400

hp 150 (*Pathfinder Roleplaying Game Bestiary* 3 "Golem, Brass")

Immune all physical damage except for that from swords of the opposing color (see above)

Area 1-3. The Warning

PCs who step through the shadowy pillar at **Area 1-2A** are transported to this passage. A door is set into the wall at the far end. Over the door, the following message has been etched deeply into the stone in the Common tongue: "Ye who would seek audience must brave the Watchers in the Dark."

Area 1-4. Slithers in the Dark (CR 9)

This room is the first of the tomb's serpent chambers (see **Serpent Chambers Sidebox**). The walls issue forth **pit vipers** — black-scaled, wide-bodied snakes, their scales outlined with the deepest blue coloration, giving them a glossy, metallic appearance in bright light. The vipers cannot be eliminated totally; however, only 20 snakes appear at any given time.

PIT VIPERS (20)

CR 1

XP 400

hp 13 (*Pathfinder Roleplaying Game Bestiary* "Snake, Venomous"; *The Tome of Horrors Complete* 767)

The Serpent Chambers

Each level of this complex houses at least one chamber such as **Area 1-4**. Unless noted otherwise, all of these chambers have the following properties:

1. The area is shrouded with *deeper darkness*, heightened to Level 8, CL 15th. Even if dispelled, the *deeper darkness* returns 1d4 rounds later.

2. Each chamber has two or more alcoves containing snakes that are held in stasis until the main chamber is breached by any corporeal creature. It takes the snakes 1d4 rounds to move into the main chamber through 3-inch-diameter perforations and attack prey there.

3. Each chamber has a secret door exit point. The doors have properties listed in each chamber's entry. Unless the *deeper darkness* is somehow bypassed, they require a DC 30 Perception check, as one must rely solely on touch to locate them.

Area 1-5.

Last Fresh Water for Five Levels

In an alcove in the south wall is a spigot plugged with a stopper of smooth black stone. Underneath, the floor of the alcove is filled to a depth of 5 feet with gravel. Should the stopper be removed, clean, fresh water issues forth in a steady stream. The water then drains through the gravel into seams in the bedrock beneath. The water is clean and potable.

Area 1-6.

The Chamber of Bones (CR 7)

This room contains the bones of past explorers who became trapped in this dungeon, unable to escape. They are piled 3 feet deep throughout the room. These adventurers often resorted to cannibalism before the end as the pangs of hunger took their sanity. Many of the bones look gnawed, and bits of leather and wood appear to have been used as a "food of last resort" by starving adventurers, even after they turned on each other. If skulls are counted, more than 200 individuals can be determined.

There are **two secret doors** in this room. The one opening to **Area 1-7** is a difficult secret door (DC 25 Perception check to notice), and is trapped with a **poison needle trap** if the lock is picked or if the door is opened without the proper key. The door to **Area 1-8** is a standard secret door, and bears no trap.

POISON NEEDLE TRAP

CR 7

XP 3,200

Type mechanical; **Perception** DC 25; **Disable Device** DC 20

Trigger touch; **Reset** none

Effect Atk +10 ranged (poison needle; 1 plus wyvern poison)

WYVERN POISON

Type—injury; save Fort DC 17

frequency 1/round for 6 rounds

effect 1d4 Con damage; *cure* 2 consecutive saves.

Treasure: If the bones are thoroughly searched (DC 25 Perception; requiring roughly 6 hours for four able-bodied individuals), the following items can be found: 2 suits of masterwork full plate armor, a +2 *flaming short sword*, 7 empty potion flasks, 3 heavy metal shields, and the key to the secret door to **Area 1-7**.



Area 1-7. Mummy Surprise (CR 8)

This small antechamber holds **3 enhanced mummies** dressed in red silk wrappings that bear a strong odor of cinnamon. The mummies attack anyone opening the door to their chamber.

The bandages on the mummies are magical and grant them unusual properties. First, they provide complete immunity to fire for the mummies themselves; second, if the mummies are attacked with flames, the bandages ignite. While they burn, the mummies are protected as if with a *fire shield* spell (CL 10th).

MUMMIES (3)

XP 1,600

hp 60 (*Pathfinder Roleplaying Game Bestiary* "Mummy")

CR 5

Immune fire; **Defensive Abilities** *fire shield* (see above)

Treasure: Each mummy wears a silver headband. One is set with an emerald, one with a ruby, and one with a diamond. The circlets radiate faint divination magic, and are essential for deciphering the riddle of **Area 1-8** below, for each headband bestows upon its wearer the ability to speak, read and understand six different languages. The emerald headband bestows knowledge of Common and five dead, ancient languages; the ruby headband bestows knowledge of Elven, Dwarven, and four dead languages; and the diamond headband gives its wearer knowledge of Draconic, Infernal, and four additional dead languages. None of these dead languages is the same between headbands, and each uses its own alphabet — essential for the riddle in **Area 1-8**.

Area 1-8. Riddles at the Gate

This chamber has walls rising 15 feet to a gilt, domed ceiling that is 25 feet high at its apex. The entire chamber is lit by glowing flames suspended in midair around the circumference of the room.

Nineteen concentric circles of strange runes are inscribed on the floor of the chamber. Each bears a complete alphabet in a different language, including Celestial, Common (the outermost), Draconic, Dwarven, Elven, Infernal and 13 additional obscure dead or lost tongues.

Scribed on the walls, over and over, is the legend "*All Hail the Goddess Hecate, Creator of Magic, and Bless Her Name.*" At the center of the chamber is a band of shimmering white metal that projects a *wall of force* around the center of the room. Until the riddle is solved, this barrier cannot be breached or bypassed by any means; it is considered an artifact-level effect.

To drop this barrier, the name "*Hecate*" must be spelled out in each circle of runes, starting with the outermost and working inward. There are two complicating factors: First, if a name is misspelled or an incorrect letter stepped on, the offender is struck with a *flame strike* effect, which inflicts 4d6 points of fire damage and 4d6 points of holy damage (DC 17 Reflex save for half; this "trap" cannot be disabled or bypassed); second, because many of the languages are dead or lost, some means of reading them must be found. A *comprehend languages* spell allows this, but since the writings must be touched to read them, there is a 50% chance that the incorrect letter is touched, causing a *flame strike* as above.

If the PCs possess the headbands from **Area 1-7**, they help immeasurably. Each band allows the person wearing it to read six of the languages depicted. Thus, all three headbands allow eighteen of the nineteen languages to be read; the nineteenth (Celestial) must be deciphered by some other means.

Once Hecate's name is spelled out in all 19 circles, the field disappears around the center of the chamber. One round later, the floor and ceiling in the center of the room start to descend at a rate of 1 foot per round. This elevator descends 150 feet to **Area 1-9**, where it remains for exactly 5 minutes before returning. The rune circle barrier reactivates five rounds after the elevator completes its ascent.

Note that there is no means in **Area 1-9** or beyond to call this elevator once it returns! If a party wishes to reach the surface, they must tunnel through 150 feet of stone to reach the level above. Otherwise, the only way out is through the deepest depths of the dungeon.

Activation of all 19 circles has one additional effect: It sounds a chime in the library and throne room on **Level 4** (**Areas 4-5** and **4-7**), alerting the **vampire wizard Nosra** that intruders have entered the tomb complex.

Solving the riddle here is equal to overcoming a CR 8 encounter.

Area 1-9. Intersection

The elevator opens onto a three-way intersection. The hall to the east is lit with a gentle rose-colored glow. The hall to the west is lit with a fine yellow-white glow not unlike dim sunlight. The hall to the south is unlit, and is described in **Area 1-12** below.

Area 1-10. The Storeroom

This chamber is evidently a storeroom of all sorts of unusual equipment. The northwest corner is stacked high with crates filled with stone tiles of various colors, sacks of mortar, and other stonemasonry materials. In the easternmost part of the chamber are three unlocked cabinets. The northern one holds masterwork artisan's tools for Craft (stonemasonry), the eastern one holds masterwork artisan's tools for Craft (carpentry), and the southern one holds masterwork artisan's tools for Craft (jewelry), including 1,000 gp in thin, hammered gold sheets ready for gilding.

The remainder of the walls are lined with shelves and racks of wooden and metal poles 4 to 12 feet long; standard weapons of all sorts (including exotic ones) for technology levels of up to Iron Age, with 1d4 of each type present, each 25% likely to be sized for a Small or Large wielder; an assortment of jars, vials and other glassware (all empty); various common household tools such as brooms, dustpans, shovels and the like; and any other piece of equipment the GM sees fit to provide. The only things not present are perishable items, anything worth more than 100 gp on the equipment list, and liquids except for common grease or hinge oil.

Amid the collection of weapons on the racks are 20 8-foot-long steel poles, sharpened to a point at both ends. These poles may be used

to bypass **Area 1-12** below, but unless one is looking for a complete inventory or for this type of thing in particular, they are unlikely to stand out in any way.

Area 1-II. Hecate's Temple (CR 7)

This chamber is obviously a dedicated shrine to a deity — in this case, Hecate.

When the door opens, a voice from within the room intones, “*Enter and be welcome. Drink your fill from the fountain and be refreshed.*” The latter part of this is a *suggestion* effect, as the spell (DC 18 Will save negates; CL 16th).

Gold and silver tiles cover the floor in a pleasant pattern, and paintings depicting the cycle of life, death and undeath hang upon the walls. In the northwest corner of the chamber stands an altar, atop which rests a great gold basin filled with reddish liquid. While full, the basin weighs 2,700 pounds; if drained, it weighs 2,000 pounds. The basin is worth 5,000 gp, as it is fashioned of gilded brass.

Above the basin, a spigot with a small wheel has been set into the wall. If it is turned clockwise, clear water drips down into the basin at the rate of one drop per round. Once it hits the basin, it turns reddish-brown like the rest of the liquid.

The liquid within the bowl itself radiates moderate conjuration magic. Anyone drinking from it is immediately healed sufficient to bring them to full health. Keep track of the amount of hit points healed in this manner, for the hit point gain is only temporary. After one hour, all the wounds reappear, and the victim sustains an additional 1d10 points of damage at that time. Note that any wounds subsequently sustained do not come from these temporary hit points first — after one hour the full measure of health gained is lost, which could even kill a PC if they have taken enough subsequent damage.

The basin holds enough liquid for 30 draughts, and replenishes at the rate of one draught per 5 minutes, assuming the spigot is left open.

If anyone attempts to move the basin, they set off a *glyph of warding trap* set on the altar surface under the basin.

Any priests of Hecate in the group may pray here and regain spells normally; this is an exception to the normal limitation on regaining divine spells within the tomb complex. Clerics of other gods do not gain this benefit unless they raze the shrine and build a new one dedicated to their deity. While doing so allows them access to their deity, it also angers Hecate, who curses those responsible to suffer an invisible mark that causes a –4 penalty to Charisma until the curse is lifted. This curse can only be removed by a priest of 14th level or greater.

GLYPH OF WARDING

XP 3,200

Type magic; Perception DC 28; Disable Device DC 28

CR 7

Trigger spell; Reset none

Effect spell effect (blast, 5d8 sonic, DC 18 Reflex save for half, CL 16th); multiple targets (all within 5 ft.)

Area 1-12.

The Living Corridor (CR 19)

The construction of the center passage takes on a strange, fleshy texture, like a smooth tube with faint concentric ridging running along its length. The passage is a semi-living organism, and it attempts to crush any creature entering it.

Although the **living corridor** has enormous recuperative powers, it still feels pain, and does not willingly injure itself. Thus, the easiest way to move past it is to brace injurious objects along its length (such as the double-sharpened poles from **Area 1-10**), which keep it from contracting. Alternately, PCs may attempt to force their way through with brute strength or try to slay the wall to allow safe passage.

LIVING CORRIDOR

XP 204,800

N Gargantuan construct (Appendix)

Init +0; Senses blindsense 30 ft.; Perception +0

AC 31, touch 6, flat-footed 31 (+25 natural, –4 size)

hp 225 (30d10+60); fast healing 20

Fort +10; Ref +10; Will +10

Immune bull rush, construct traits, overrun, trip; Resist cold 20, electricity 20, fire 20, sonic 20; SR 30

Vulnerability pain

Speed 0 ft.

Melee crush +36 (2d10+15 plus grab)

Space 20 ft.; Reach 0 ft.

Special Attacks closed passage, constrict (2d10+15)

Str 30, Dex 10, Con —, Int —, Wis 11, Cha 1

Base Atk +30; CMB +44 (+48 to grapple); CMD 54 (immune to bull rush, overrun, and trip)

Closed Passage (Ex) A living corridor attacks the first creature that enters it, closing in around it instinctively like a sphincter. As long as the living corridor maintains the grapple on its opponent, other creatures cannot enter the corridor or pass through its opponent's space.

Vulnerability to Pain (Ex) Although a living corridor has enormous recuperative powers, it still feels pain, and does not willingly injure itself. Thus, the easiest way to move past it is to brace injurious objects along its length to prevent it from using its crush and constrict attacks.

Area 1-13. The Obsidian Portal

Just past the crushing wall, a set of stone steps descends 10 feet to a featureless door fashioned from 6 in. thick, spell-hardened obsidian. A message in Undercommon written in white chalk above the lintel reads “*To Enter this Door is Death.*”

On the first step leading down to the door rests a **steel key** that has been permanently rendered invisible. Each PC traversing the steps has a 10% chance of accidentally kicking or stepping on it; otherwise, only a thorough search of the steps (DC 20 Perception check) or the use of *detect invisibility* or *detect magic* allows one to locate it.

The door does not swing open or closed; instead, it slides upward into the ceiling, locking in place when it fully rises. Sliding it upward requires four successful DC 25 Strength checks, with each successful check raising it 2 1/2 feet. If any check is failed by 5 or more, the door crashes back down with a loud bang. PCs may use the aid another action to help another comrade in his attempt to open it.

Area 1-14. The Black Pyramid

The center of the room is dominated by a four-sided pyramid of black stone, similar to the one in the village at **Area SM-5** in **Chapter 1**. The pyramid is enclosed by what appears to be a clear crystal dome. Above the dome, the ceiling of the chamber is raised in a peak that matches the shape and size of the pyramid beneath it.

At the point marked **A** on the map, a door is hidden in the dome's surface. Due to blurring enchantments placed on the entire dome, this portal is very difficult to locate (DC 26 Perception check) and unlock (DC 26 Disable Device).

The crystal dome is easily shattered (1 hit point). If it breaks, the ceiling starts to descend, dropping at a rate of 1 foot per round, while the obsidian portal to **Area 1-13** slams down with great force, inflicting 10d10 points of damage to anything beneath it. If any objects have been placed to shore it up, they are shattered and destroyed unless they can withstand the damage rolled. Once it drops, the obsidian door can be raised again as described in **Area 1-13**.



Otherwise, the only point of exit from the room is a **secret trapdoor** on the surface of the pyramid, at the point marked **B**. Finding this requires a successful secret doors check (DC 25 Perception check). The trapdoor is locked and can be opened with either the invisible key in **Area 1-13** or with a DC 22 Disable Device check.

Two minutes after the glass dome is broken, the ceiling meets the floor, and anyone in the chamber is crushed to a pulp (death; no save). It rises back up to its former position after 8 hours pass.

Assuming the secret trapdoor is found and opened, it reveals a 5 foot diameter shaft that drops 20 feet to a narrow passage with a 3 foot high ceiling heading south. There are no rungs or ladder to afford an easy descent; a rope must be rigged, a DC 20 Climb check made, or three DC 20 Strength checks performed if one is large enough to brace against both walls. Or a person could simply suffer the 30 foot drop (3d6 points of damage).

Area 1-15. Rest in Peace, Rekki Bakar . . .

This chamber is lit with a pale white light that seems to emanate from the very air, giving the room a hazy, soft-focus look. An ornately carved, gilded casket rests atop a stone dais in the room's center; otherwise, the chamber is empty. The sarcophagus radiates faint abjuration magic if checked.

Opening the sarcophagus is not too difficult, requiring a DC 12 Strength check to open it. Inside lies a female human body — the same as that depicted in the portrait at **Area 1-2B**. This is the corpse of Rekki Bakar, Ali Bakar's murdered wife. Her body is clothed in fine vestments and jewelry (2,000 gp total value), and is perfectly preserved.

As soon as the sarcophagus is opened, Rekki's body moves to a sitting position. Though alarming, this is not an attack — in fact, the body is not undead, but merely reacting to a programmed magical effect that is part of its enchantment of preservation.





CHAPTER 6: THE HIDDEN TOMB OF AKA BAKAR

If allowed the chance, it unfastens a necklace from around its neck that resembles an ouroboros (a snake biting its own tail), and offers it to whoever lifted the casket's lid. This necklace is magical, and functions identically to a *scarab of death*, despite its appearance. The party needs this necklace to bribe the mithral chest in **Area 1-18** to open.

Once the necklace is claimed, the body lies back down in the casket and withers to dust.

The door to the south of the room is a standard **secret door** (DC 20 Perception check to notice).

Area 1-16. More Snakes! (CR Varies, 2+)

This room is the second of the tomb's serpent chambers (see **Serpent Chambers Sidebox, Area 1-4**). The walls in this chamber issue forth **asps** (2d6 per round) — blood-red snakes with a jet-black band zigzagging across their backs, and black splotches on their sides.

The floor of this serpent chamber is littered with bones and half-decayed remains. One of the half-mummified hands present has a *ring of sustenance* still attached to it.

ASPS
XP 400

hp 13 (*Pathfinder Roleplaying Game Bestiary* "Snake, Venomous"; *The Tome of Horrors Complete* 767 "Cobra, Egyptian")

CR 1

Area 1-17. The Hall of Fire

One foot of pure white marble lines the walls of this chamber. An elaborate silver inlay in ornate patterns covers walls, floor and ceiling. At the far end of the room stands a pair of double doors made of solid brass, inlaid with more silver.

As soon as the chamber is entered by any living being, flames erupt in the easternmost 5 feet of the chamber, completely blocking the doorway. This is a powerful illusion (DC 20 Will save to disbelieve). Anyone entering the flames who does not disbelieve is incinerated — even though this damage is not real, it still kills any victim who believes the illusion.

One round after the flames appear, the silver inlay on the north wall starts to flow and reshape, until it forms the following message in the Elven tongue: "*Speak the Name and help may be yours.*" A round after that message appears, the silver inlay on the floor moves, spelling out a single word in abyssal: the demonic name *Ulgathisak*. Ulgathisak is a minor independent demon lord (recognizable with a DC 30 Knowledge [planes] check).

Should the name be spoken aloud, the flame illusion dissipates. PCs may be reluctant to speak the name, fearing it to be a summoning mechanism, trap, or an act that might turn them to evil, but other than dispelling the illusion, speaking the name has no other effects.

The brass doors to **Area 1-18** are not locked, and open easily. Bypassing the flame illusion is equal to overcoming a CR 8 encounter.

Area 1-18. The Guardian

This circular chamber is 90 feet in diameter, with a ceiling 40 feet high. At the center of the room is another glass dome, this one 30 feet in diameter. Hovering within it is the multi-eyestalked form of a round, ball-like creature from some other plane or world. It looks intact but frozen in place as if in suspended animation. To one side of the dome, halfway between it and the wall, a mithral chest stands closed, with no apparent lock.

The dome: The glass of the dome is easily shattered. The creature's body is just that — lifeless, preserved with magic, and hung suspended through a permanent *levitate* effect.

Directly beneath the body, a **secret panel** (DC 20 Perception check) is set into the floor. Opening it reveals a circular depression with six concave

indentations. It is inscribed with the Common words: "*Seeing Reveals.*"

The space radiates moderate alteration magic if such is checked for. To proceed further, an eyeball must be placed in each of the six indentations, so that all six are filled simultaneously. These eyes can be easily harvested from the dead creature — providing they have not already been destroyed by the PCs. Alternate eye sources include the body of Rekki Bakar in **Area 1-15**, or the PCs' own eyes.

Once all six spaces have eyes placed in them, a handle springs out of the base of the concave space. The entire floor of the space can then be unscrewed to reveal a second, deeper declivity. The indentation at the base of this space is in the shape of a sword hilt. If the piece of the **Sword Key** from **Area 1-19** is placed into the concavity, the center 10 foot square area of the chamber descends as an elevator, just as the floor in **Area 1-8** did. It drops a total of 100 feet to **Level 2**.

Magic warding the secret panel prevents the mechanisms from being bypassed or damaged in any way. The only way to get past them is through the means outlined above.

The chest: This **mithral chest** has no lock, but radiates strong magic of all types. The chest has been invested with a limited intelligence that allows it to admit or deny access to its interior. It is permanently affixed to the floor.

If anyone tries to open the chest, it addresses the party in the Common tongue. In exchange for allowing access to its interior, it demands payment in the form of the necklace worn by Rekki Bakar in **Area 1-15**. Only if the necklace is brought to the chest and placed atop it shall it unseal and allow entry.

The chest refuses to state what lies within, though it taunts PCs by telling them that they cannot progress deeper into the dungeon without gaining access to it (which is true). It carries on casual conversation with anyone who wishes to speak with it; that being said, the chest has a very snarky attitude.

Should the necklace be procured and placed upon it, the chest absorbs it into its substance and unlatches. The interior is empty, but has no bottom — instead, a shaft leads down 30 feet to a 4 foot high passage to **Area 1-19**. Gaining access to the interior of the chest is equal to overcoming a CR 8 challenge.

INTELLIGENT ANIMATED MITHRIL CHEST
XP 4,800

CR 8

Unique animated object (*Pathfinder Roleplaying Game Bestiary* "Animated Object")

N Medium construct

Init +0; **Senses** blindsight 60ft., darkvision 60 ft., low-light vision; **Perception** -5

AC 25, touch 10, flat-footed 25 (+25 natural)

hp 36 (3d10+20)

Fort +1; **Ref** +0; **Will** +0

Defensive Abilities hardness 15; **Immune** construct traits;

Resist energy (all) 20; **SR** 30 (immune to spells of 8th level or less)

Weaknesses Break DC 40 (inflicts 18 points of damage)

Speed 30 ft.

Melee none

Spell-Like Abilities (CL 15th):

At will—*magic missile*

Str —, **Dex** —, **Con** —, **Int** 14, **Wis** 10, **Cha** 4

Base Atk +3; **CMB** +5; **CMD** 15

Area 1-19. Nest of the First Shard (CR 9)

A niche is cut into the stone at the end of this low-ceilinged passage. Resting within the niche upon a threadbare red velvet cushion is the hilt of a sword. This is the first piece of the **Sword Key**, and is needed to activate the elevator to **Level 2**.

SWORD OF AIR

The niche is trapped. Should the cushion or hilt be disturbed, a **hidden blade** shears down at the mouth of the niche, slicing through anything extending inside for 2d4 points of damage. The blade is also coated with poison just to spice things up.

To make matters slightly more complicated, the niche is filled with a permanent, stationary *antimagic field*.

SHEARING BLADE TRAP XP 6,400

CR 9

Type mechanical; Perception DC 25; Disable Device DC 24

Trigger touch; Reset manual

Effect Atk +16 melee (2d4+8 plus poison, scythe); poison (deathblade)

DEATHBLADE POISON

Type—injury; save Fort DC 20

frequency 1/round for 6 rounds

effect 1d3 Con damage; cure 2 consecutive saves.

Level Two: Halls of the Four Horsemen

This level has been dedicated to the four plagues that visited the land once long ago, and again at the time Aka Bakar went wild and butchered his own family. He created this level as a testament to the puissance of the conqueror, war, famine and death. PCs must navigate hazards based on these four notorious horsemen if they wish to claim the second fragment of the **Sword Key** and descend further into the tomb's madness.

Level Two

Difficulty Level: Party Level 10+.

Entrances: Elevator from **Level 1** (one-way).

Exits: Staircase to **Level 3**.

Spell Limitations: Divine spells above 4th level cannot be regained by anyone on this level.

Wandering Monsters: None.

Standard Features: All areas have standard dungeon walls and ceilings (cut stone), as well as stone floors. Doors and secret doors are standard as well (DC 22 Strength check to open; secret doors are found with a DC 20 Perception check unless otherwise noted). The floors and ceilings are completely smooth, with a high level of craftsmanship. Walls, columns and other features on this level are dry.

Area 2-1. Elevator Landing

The elevator comes to a stop after descending 100 feet. However, the ceiling continues to descend at a rate of 5 feet per round. After 8 rounds, it meets the floor, crushing all those remaining within the space for 6d10 points of damage per round (DC 20 Reflex save to avoid). The ceiling lifts and the floor rises back up to **Level 1** after 10 minutes pass.

A **secret door** is on the south wall of the elevator.

Area 2-2. The Second Great Hall (CR Varies)

The elevator door opens into the second Great Hall of the tomb, this one dedicated to the four horsemen.

The chamber has gleaming black marble walls polished to nearly a mirror shine and is lit from above by unseen lighting positioned over each statue. The ceiling is 30 feet high.

Area 2-2A: At this point along the wall, a black velvet curtain blocks access to **Area 2-3**. The curtain is non-magical and is not trapped.

Statues of the Horsemen (Areas 2-2B–E)

These statues radiate strong magic of an indeterminate nature if checked. Further, any damage done to a statue repairs itself slowly at the rate of 1 hp per round, even if the statue is disintegrated or smashed. Each statue has a malign effect if touched or disturbed; each also grants a benefit if this effect is avoided or overcome, but only for the first time the statue is activated! Any subsequent activation still causes the malign effect, but no further benefit is gained — including XP for successfully defeating any adversaries a second time.

Keep track of who touches which statue or statues, as this affects what might befall PCs when they attempt to traverse the steps in **Area 2-16I**.

Area 2-2B: Here stands a statue of white marble of a kingly figure on a magnificent charger. He bears on his brow a crown. The statue radiates strong necromantic magic. If touched, the person touching it must make a DC 18 Will save or be driven insane, as the *insanity* spell, with visions of self-grandeur, perceiving other PCs as courtiers or assassins in his madness.

Should the *insanity* be cured or the saving throw made, the person who disturbed the statue gains a boon: a +2 bonus on all saves for 1 week.

Area 2-2C: This statue is formed of jet black stone. The horse is bony and emaciated, as is the figure on its back, which is dressed in tattered robes and clutches a scale in one hand. Upon one side of the scale is a pile of coins, while the other side bears only a single sheaf of wheat. Anyone touching the statue must make a save or be stricken with a nearly insatiable hunger, but not for food. Instead, they must eat at least 5,000 gp in gold, magic items or other valuables each day before the hunger is appeased. For each hour that the victim does not engage in this repast, he loses suffers 4 points of Constitution damage. A new save is allowed once every hour (just long enough to consume a meal).

Should the saving throw be made, the victim gains an unexpected benefit from this ordeal: He need not eat or drink for a week.

Area 2-2D: This is a blood-red iron statue of a warrior in spiked full plate armor bearing a hooked bastard sword in one hand and a large shield in the other. He sits astride a heavy warhorse caparisoned in heavy plate barding. Should this statue be touched, it animates and attacks as a **golem**. If the golem is defeated, it vanishes and reappears in its original spot, unharmed — but those who participated in the battle gain a +1 bonus to AC, and +1 to attack and damage rolls for one day.

WAR GOLEM XP 25,600

CR 13

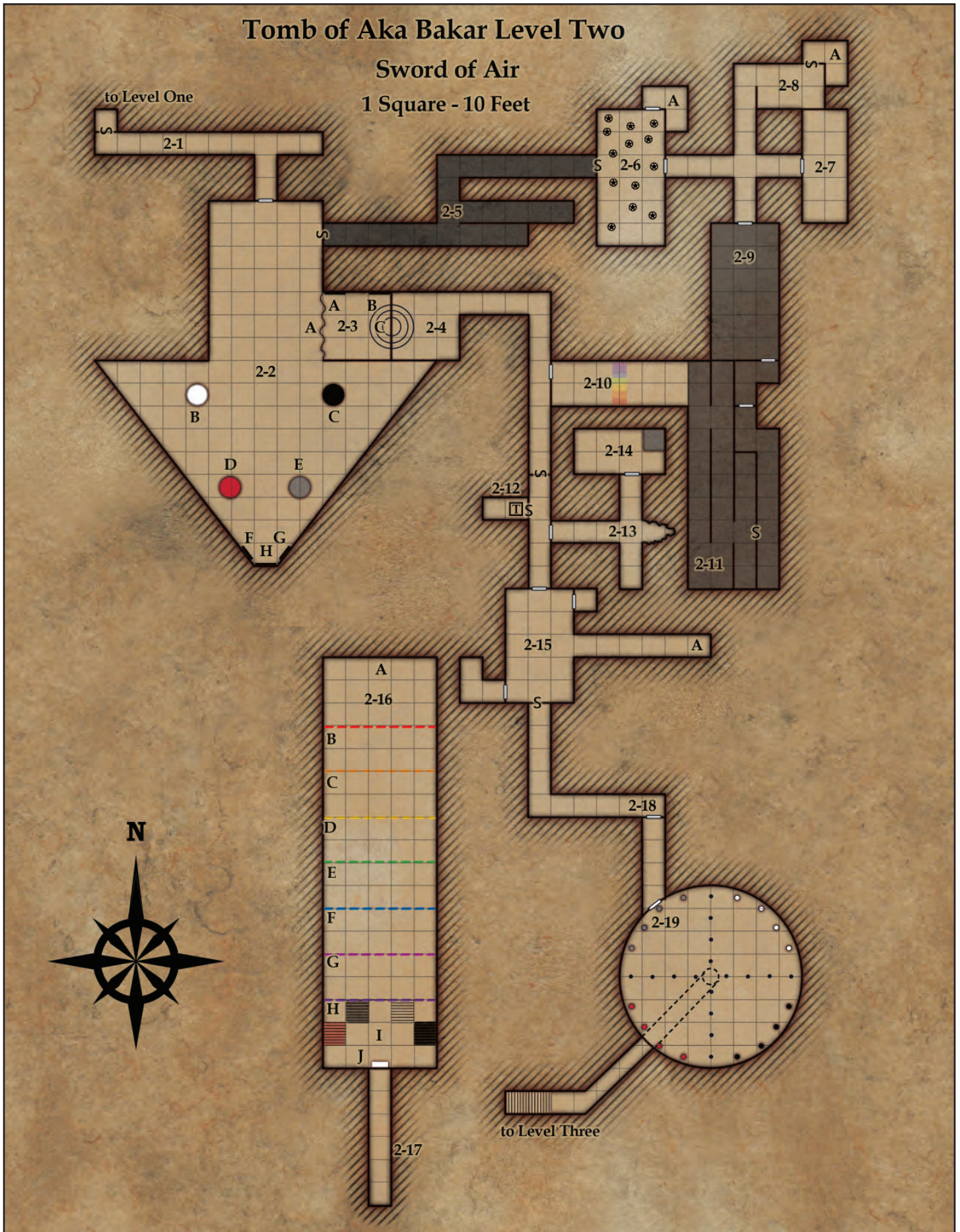
hp 129 (*Pathfinder Roleplaying Game Bestiary* "Golem, Iron")

Area 2-2E: The final statue depicts a robed and cowed figure wielding a scythe sitting astride a skeletal horse, and is fashioned from some form of soot-gray granite. At its feet hunch two feral-looking hounds. Should the statue be touched or disturbed in any way, it animates and attacks as a **lesser incarnation of death**, and the hound statues likewise animate and attack as 2 **hell hounds**.

If the incarnation is defeated, it vanishes and returns to its original position. However, the original incarnation's scythe remains and can be wielded as a +2 *scythe* with a special power: one time only when it scores a successful critical hit on a living creature, the creature struck must make

Tomb of Aka Bakar Level Two

Sword of Air
1 Square - 10 Feet



SWORD OF AIR

a Fortitude save (DC 10 + damage rolled) or die immediately. After this ability has been used once, the scythe crumbles into dust.

HELL HOUNDS (2)

XP 800

hp 30 (*Pathfinder Roleplaying Game Bestiary* "Hell Hound")

CR 3

LESSER INCARNATION OF DEATH

XP 6,400

N Medium outsider (extraplanar) (**Appendix**)

Init +9; **Senses** blindsight 30 ft., darkvision 120 ft., death sense; **Perception** +15

CR 9

AC 20, touch 19, flat-footed 15 (+4 deflection, +5 Dex, +1 natural) vs. assigned foe, or **AC** 16, touch 15, flat-footed 11 (+5 Dex, +1 natural)

hp 44 (8d10)

Fort +4; **Ref** +13; **Will** +13

Immune death effects, disease, magic, poison

Speed 30 ft.

Melee +3 scythe +19/+14 (2d4+17/x4) vs. assigned foe, or

Melee +3 scythe +15/+10 (2d4+9/x4)

Special Attacks certain blow, permanent slaying, replication, smite target (+4 bonus to hit, +8 damage, +4 deflection bonus to AC)

Str 18, **Dex** 20, **Con** 10, **Int** 6, **Wis** 20, **Cha** 18

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

Feats Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes

Skills Intimidate +13, Knowledge (planes) +7, Perception +15, Sense Motive +15, Stealth +14

Languages telepathy 120 ft.

SQ alpha strike

Combat Gear +3 scythe

Alpha Strike (Ex) An incarnation of death almost always gains initiative in any fight, and is never flat-footed. When rolling initiative, an incarnation of death rolls twice and takes the better result.

Certain Blow (Ex) The blows of an incarnation of death always strike the very soul of their assigned foe. In addition to the benefits of its smite ability, the attacks of an incarnation of death are considered to be touch attacks against its assigned foe.

Death Sense (Su) An incarnation of death can automatically sense the exact level of health of any living being it sees, effectively knowing its total hit dice, hit point maximums, and current hit point level. The incarnation can also discern any unusual status conditions, including wounded, disabled, staggered, unconscious, dying, nauseated, panicked, stunned, poisoned, diseased, and the like.

Magic Immunity (Ex) A lesser incarnation of death is immune to all spells and spell-like abilities of 3rd level or less. The incarnation may voluntarily lower this immunity as a standard action, and may raise it again as a free action. In addition, incarnations of death are immune to all death effects.

Permanent Slaying (Ex) Those killed by a lesser incarnation of death may only be brought back via a *true resurrection*, *miracle* or *wish* spell; those slain by a greater incarnation of death can only be brought back by the direct intervention of a deity.

Replication (Su) When an incarnation of death has an assigned foe, and another creature interferes, a second incarnation of death of the same type immediately appears to do battle with the interfering party, with the offending party as its assigned foe. Only one incarnation of death appears at a time to engage an interfering party, even if

that party continues to interfere. However, if several people interfere, each ends up facing its own incarnation of death.

Should one of these other incarnations be slain, that person again becomes subject to this ability should they turn their attention to assisting another face an incarnation of death. Assistance can take the form of attacking an incarnation, healing the assigned foe's wounds, or even positioning oneself so as to give the assigned foe a flanking bonus on the incarnation.

If the incarnation has no foes assigned—for example, if it was summoned to simply wreak havoc and slay all who cross its path—it cannot use its replication ability.

A Note on Not Letting the Players Cheese Out on This Mirror

The GM is encouraged to have the players play their opposites half the time — and tell them you are doing so, but that you are not telling them which ones are which. In other words, if the cleric and the wizard are both affected, roll 1d6: on a 1-3 each is the double, and the GM is playing the actual character; on a 4-6, the players are playing themselves and the GM is playing the doubles. In this way, the players can actually be playing the doubles — but not know it. Doubles vanish when the original character is killed. Thus, by creative play (e.g. beating the GM), the player may actually kill himself. If the players know which is which, the effect of the mirror is greatly lessened.

Area 2-2F: Set into the wall is a mirror-like surface rippling with a play of iridescent light. Anyone peering into the mirror must make a DC 18 Will save or be entranced (as a *hypnotic pattern* spell) until 1d4+1 rounds after the victim loses sight of the mirror.

Area 2-2G: This mirror is enchanted to radiate a strong aura of enchantment magic if checked. Like the statues, it regenerates itself at the rate of 1 hp per round if damaged or destroyed. Anyone foolish enough to break it is cursed (no save) with a –1 luck penalty to all attack rolls, saving throws, skill and ability checks, for seven years. This curse can only be removed by a *remove curse* of CL 12th level or higher.

Area 2-2H: Set into the wall here is a frame for a mirror or portrait; however, the only thing inside the frame is blank, empty wall. The frame and wall are not magical; this is merely the point where *mirror of opposition* doubles appear (see **Area 2-3A**).

Area 2-3. Chamber of the Black Curtain (CR Special)

This square chamber holds a pair of covered mirror or picture frames along one wall and a dais at the far end, atop which stands a lectern holding a book.

Area 2-3A: This mirror is covered with a white cloth. If anyone uncovers it and looks within, they see their reflections suddenly grin in a feral manner and vanish. This is a *mirror of opposition* that creates doubles of the PCs with one purpose: to kill their counterpart! However, the doubles do not step out of this mirror; instead, they step out of the wall in **Area 2-2H**. Note that characters without reflections are not doubled in this way.

The mirror is set into the wall and cannot be removed. If shattered, it self-repairs itself at the rate of 1 hp per minute. Unlike a normal *mirror of opposition*, this mirror functions up to 6 times per day. If the PCs defeat their duplicates, award them XPs as if overcoming a CR challenge equal to the PC's CR.



Area 2-3B: This mirror is covered with a stone-gray piece of canvas. Those reflected within its depths see their reflected images turn to stone, then vanish. All PCs affected by this power lose the ability to reflect in mirrors and similar surfaces, but sustain 1 point of Charisma damage per hour until their reflections are restored. The only way to restore the reflections is to find them (in **Area 2-6**) and shatter the statues. Alternately, a *restoration*, *miracle* or *wish* restores the reflections.

Area 2-3C: A handsome wooden lectern stands atop a dais of three semicircular stone steps. Resting upon this reading stand is a heavy-looking closed book with the symbol of Hecate emblazoned on the front cover. A red silk ribbon is attached to the spine and marks a page about two-thirds of the way through the volume. Opening the page reveals a prayer to Hecate in her incarnation as Goddess of Mysteries. If the prayer is uttered, the wall between this area and **Area 2-4** rotates on its center axis 180 degrees. The book is otherwise a non-magical tome of prayers to Hecate.

Area 2-4. Chamber of Screams

Any living being that is not a worshipper of Hecate who traverses this chamber must make a saving throw or contract **screaming plague**. This disease generates hallucinations of gibbering, screaming and wailing voices in the minds of those afflicted. These voices are very distracting, and so long as the magical disease is in effect, the character has a 50% chance in any given round of not acting (although they are not considered helpless). This plague can be removed with the application of *remove curse* or *cure disease*.

SCREAMING PLAGUE

Type—disease; save Fort DC 20

onset 1 round; *frequency* 1/minute for 6 minutes; *effect* hallucinations of gibbering, screaming and wailing voices in the minds of those afflicted. These voices are very

distracting, and so long as the magical disease is in effect, the character has a 50% chance in any given round of not acting (although they are not considered helpless); *cure* 2 consecutive saves.

Area 2-5. Ebon Passages

These halls are fashioned of magical non-reflective jet-black stone. Because of the nature of this stone, all Perception checks to locate secret doors are at DC 28 in this area. The stone otherwise has all the standard properties of the tomb walls.

Area 2-6. Statue Storage

This chamber holds 13 statues of adventurers. If any PCs had their reflections petrified at **Area 2-3B**, their petrified reflection is present as well. PCs may note that their statue is a mirror image of their own.

If a statue is shattered or un-petrified, the bound reflection is freed. In the case of the reflections of previous adventurers, their reflection vanishes as soon as it is unbound.

Area 2-6A: A door in the corner of the room leads to a small antechamber holding rubble from broken statues.

Area 2-7. Wizard's Lab (CR Varies, see below)

This chamber is outfitted as a wizard's lab and research chamber. Aka Bakar worked here back when the dungeon complex was first created, and may still use the chamber if he feels the need.

Along the northern wall is a set of shelves upon which stand six urns.

SWORD OF AIR

The first urn, fashioned of white marble, contains **green slime**. The second is filled with ashes from a cremated human. The third holds lamp oil (20 flasks worth). The fourth holds a dry, powdery mud or clay with a faint magical aura; this is *dust of appearance* that was ruined by adventurers long ago who dumped water in the receptacle. The fifth urn is filled with fish bones, and the sixth is half-full of crushed, dried catnip leaves.

A pair of circular tables is in the chamber, both fashioned of oak, their surfaces scarred and pitted with use during laboratory and alchemical experimentation. The northern tabletop is clear of contents, but has 16 bottles on a lower shelf. Five of these are empty; the remaining 11 contain: brackish but drinkable water, seawater, sugar, salt, acid (4 vials' worth), poison (lich dust; 4 doses), vinegar, *potion of energy resistance (fire)*, and a *genie bottle*. The *genie bottle* is sealed; if opened, a djinn named **Ambradashandar** emerges and agrees to perform any three tasks within her capabilities for the person who opened the bottle. Once the third task is performed, she may simply depart, attack or award the person who freed her, depending on how easy the three tasks were, how long she waited to complete them, and how civilly the characters treated her.

The southern circular table is covered with laboratory equipment suitable for spell research and brewing potions. Unlike the northern table, this one has five shelves beneath the table's surface that are crammed with many skulls and bones. Though most of these are unremarkable, a thorough search (DC 20 Perception) turns up two items: a small steel key located inside a raccoon skull; and a cat skull that, if touched, transforms into a **warden familiar** that immediately attacks anyone in the room unless placated with catnip.

WARDEN FAMILIAR

CR 1/2

XP 135

LE Tiny outsider (evil, extraplanar) (**Appendix**)

Init +2; **Senses** darkvision 60 ft.; **Perception** +5

AC 14, touch 14, flat-footed 12 (+2 Dex, +2 size)

hp 5 (1d10)

Fort +0; **Ref** +4; **Will** +3

DR 5/magic; **Immune** type; **Resist** cold 5, fire 5; **SR** 11

Speed 30 ft.

Melee 2 claws +5 (1d2–4), bite +4 (1d3–4)

Space 2 1/2 ft.; **Reach** 0 ft.

Str 3, **Dex** 15, **Con** 10, **Int** 10, **Wis** 12, **Cha** 10

Base Atk +1; **CMB** –5; **CMD** 7 (+4 vs. trip)

Feats Weapon Finesse

Skills Acrobatics +6, Climb +10, Perception +5, Sense Motive +5, Stealth +14, Survival +5; **Racial Modifiers** +4 Climb, +4 Stealth

Languages Infernal

SQ nine lives

Nine Lives (Su) The warden familiar has nine lives. Each time it is slain it is reborn in 1d2 rounds, stronger than it was in its previous incarnation. If slain a ninth time, it remains dead. Each time it is slain and reborn, the warden familiar increases in power as shown on the table below. When its Strength score equals or surpasses its Dexterity score, it loses the Weapon Finesse feats and gains the Weapon Focus (bite) feats. The damage dice for its claws and bite also increase to the next larger die as it grows in size (from 1d2 to 1d3; from 1d3 to 1d4, etc.). This ability cannot be dispelled or negated except by the following: *disintegrate*, *flesh to stone*, *miracle*, *temporal stasis*, or *wish*. A *dismissal* spell sends the warden familiar back to its plane of origin.

When awarding XP for defeating a warden familiar, only award XP for the highest CR at which the PCs defeated it. If the PCs defeat a warden familiar and return to defeat it again later, award XP equal to the difference between the previous CR and the current one. For example, if the PCs defeat a guardian familiar 4 times, they receive XP for a CR 2 encounter. If they later return and defeat it when it is CR 4, they get XP equal to the difference between a CR 2 and CR 4 encounter.

South of the two tables is a vat of roiling, opaque, azure liquid that gives off an acrid stench. It is indeed acid, inflicting 3d8 points of damage per round to anything immersed within it. The acid eats through just about anything except bone. The vat itself has been especially enchanted to prevent corrosion from this acid. At the bottom of the vat, beneath 3 feet of liquid, lies a mound of bones, including a *ring of regeneration* fashioned of bone, lost there long ago. This ring cannot be found unless the vat is drained of its contents, but a *detect magic* can pinpoint its location in the bottom of the vat.

Area 2-8. Undead Guardian (CR 7)

This chamber holds 12 skeletons standing at attention, clad in half-plate armor and armed with short swords. These are not undead. Their equipment is non-magical. They are held upright by metal rods mounted along their spines and bolted to the floor.

Beyond the **secret door** in the corner, which can only be reached once the nearest two warrior bodies are moved, is a small crypt containing a stone slab in the southeast corner. Atop the slab lies the body of **Asoka**, the youngest of Aka Bakar's murdered daughters.

Warden Familiar Nine Lives Table

Life	Bonus*	AC	Size	DR/ Resistances	Saves**	CR	SR	Str	Dex	Con
1	+1	+0	Tiny	5	+0	1/2	11	+0	+0	+0
2	+2	+1	Tiny	5	+0	1/2	11	+0	+0	+0
3	+3	+2	Small	5	+1	2	13	+4	–2	+0
4	+4	+3	Small	5	+1	2	13	+0	+0	+0
5	+5	+4	Medium	10	+2	4	15	+4	–2	+2
6	+6	+5	Medium	10	+2	4	15	+0	+0	+0
7	+7	+6	Large	10	+3	6	17	+8	–2	+4
8	+8	+7	Large	10	+3	6	17	+0	+0	+0
9	+9	+8	Huge	10	+4	8	19	+8	–2	+4

*This bonus applies to attacks, CMB, CMD, and skill checks.

**This bonus applies to all saving throws.



Her body is perfectly preserved, clad in simple peasant clothes of archaic design. PCs may recognize her from the portrait on the level above in **Area 1-2C**. She is a fair-skinned blonde girl, about 13 years of age.

Unlike the skeletons outside, Asoka has never rested well; as soon as her crypt is breached, she uses her wail attack once the maximum number of victims are within range. She fights until destroyed.

Any PCs affected by the screaming plague from **Area 2-4** are particularly susceptible to her wail attack, receiving a -4 circumstance penalty on their saves.

ASOKA, GROANING SPIRIT
XP 3,200
hp 85 (see **The False Tomb, Area 8**)

CR 7

Area 2-9. Ebon Chamber

This large chamber is composed of the same non-reflective black stone as the corridor of **Area 2-5**, and has the same properties. Despite the ominous stonework, the chamber is empty.

Area 2-10. Cyst of the Prismatic Rods

This chamber is featureless except for a row of seven stone tiles stretching across the center of the room. Each tile represents one color of the rainbow: red, orange, yellow, green, blue, indigo and violet. The tiles radiate abjuration magic if detected. If they are pried up, a space underneath holds a crystal rod of the same color. These rods also radiate moderate enchantment magic, and can be used in **Area 2-18**.

The passage leading off to the southeast into the ebon maze is only 2 1/2 feet high and made of non-reflective black stone.



Area 2-11. Ebon Maze

This small maze is made up of jet-black non-reflective stone passages with ceilings 2 1/2 feet high. The passages feel tight and claustrophobic, but have no ill effect on those passing through them. A **secret door** (DC 25 Perception check to locate) divides the two maze sections (it's actually of standard construction, but made difficult by the nature of the stone). The doors to the northeast are standard, standing in stark relief to the surrounding black stone.

Area 2-12. Trapped Passage (CR 7)

A **secret door** (DC 25 Perception check to locate) accesses this length of corridor. The hallway contains two standard doors and one standard **secret door**. The standard **secret door** to the west leads to a 20 feet long **trapped** corridor. Any weight put on the floor more than 5 feet into the passage causes openings to appear in the far wall that shoot out a volley of 16 poison-tipped spears.

POISON SPEAR TRAP
XP 3,200
Type mechanical; Perception DC 25; Disable Device DC 25

CR 7

Trigger location; **Reset** manual
Effect Atk +18 ranged (spear, 1d6+2 plus poison); poison (deathblade, DC 20 Fort save resists); multiple targets (1d4 spears per target in the 10 feet by 20 feet passage).

DEATHBLADE
Type—injury; save Fort DC 20

frequency 1/round for 6 rounds; effect 1d3 Con drain; cure 2 consecutive saves

Area 2-13. Unfinished Business

The eastern passage of this intersection differs from other passages in the tomb in that it looks to be rough-hewn from the native stone. A fighter with a heavy pick chiseled this passage long ago (he had become infected by the screaming plague in **Area 2-4** and grown addled). His remains and equipment were long since disposed of by the devils in **Area 2-14**.

Area 2-14. Devils with a Grudge (CR II)

This chamber holds 2 **bearded devils** who serve as the dungeon's disposal service. They hate the work they have been bound by Aka Bakar to perform, and take out their anger and their boredom on any intruders with great ferocity.

In the northeast corner stands a 10 foot square vault-like stone structure with its thick stone door usually left open. If the door is closed and the wheel spun 360 degrees to lock it in place, anything inside is subject to a *disintegrate* spell (CL 12th) every round. The devils use this device to dispose of any debris brought to them, but are certainly delighted to toss any PCs they can inside if they have the chance to do so. The disintegration vault is permanently set into the chamber's walls and cannot be removed without destroying it.

ZALYX
XP 6,400

Male bearded devil fighter 5 (*Pathfinder Roleplaying Game Bestiary* "Devil, Bearded")

LE Medium outsider (devil, evil, extraplanar, lawful)

Init +9; **Senses** darkvision 60 ft., see in darkness; **Perception** +14

AC 23, touch 16, flat-footed 17 (+5 Dex, +1 dodge, +7 natural)

CR 9

hp 112 (6d10+24 plus 5d10+20 plus 5)

Fort +13; **Ref** +11; **Will** +4; +1 vs. fear

Defensive Abilities bravery +1; **DR** 5/good or silver; **Immune** fire, poison; **Resist** acid 10, cold 10; **SR** 16

Speed 40 ft.

Melee +1 *conductive spiked chain* +17/+12/+7 (2d4+6), 2 claws +14 (1d6+3)

Special Attacks beard, infernal wound, weapon trainings (flails +1)

Spell-Like Abilities (CL 12th):

At will—*greater teleport* (self plus 50 lbs. of objects only)

1/day—*summon* (level 3, 1 bearded devil or 6 lemures, 50%)

Str 17, **Dex** 21, **Con** 19, **Int** 13, **Wis** 12, **Cha** 10

Base Atk +11; **CMB** +14 (+16 to trip); **CMD** 30 (32 vs. trip)

Feats Combat Expertise, Dodge, Exotic Weapon Proficiency (spiked chain), Improved Initiative, Improved Trip, Mobility, Power Attack, Spring Attack, Weapon Focus (spiked chain)

Skills Acrobatics +9, Climb +12, Intimidate +14, Knowledge (planes) +13, Knowledge (religion) +6, Perception +14, Sense Motive +10, Stealth +14

Languages Aklo, Celestial, Common, Draconic, Infernal; telepathy 100 ft.

SQ armor training 1

Gear +1 *conductive spiked chain*

Beard (Ex) If a bearded devil hits a single opponent with both claw attacks, it also lashes at the same target with its spiky, filthy beard. The victim takes 1d8+2 points of damage and must succeed on a DC 17 Fortitude save or contract devil chills. The save DC is Constitution-based.

Devil Chills: Disease—injury; save Fort DC 17; onset 1d4 days; frequency 1/day; effect 1d4 Str damage; cure 3 consecutive saves.



McFann-14

CHAPTER 6: THE HIDDEN TOMB OF AKA BAKAR

ZIVRYCH
XP 6,400

CR 9

Male bearded devil fighter (Polearm Master) 5 (*Pathfinder Roleplaying Game Bestiary* "Devil, Bearded"; *Pathfinder Roleplaying Game Advanced Player's Guide* "Polearm Master")
LE Medium outsider (devil, evil, extraplanar, lawful)
Init +6; **Senses** darkvision 60 ft., see in darkness; **Perception** +15

AC 19, touch 12, flat-footed 17 (+2 Dex, +7 natural)
hp 114 (6d10+24 plus 5d10+20 plus 5)

Fort +13; **Ref** +8; **Will** +4

DR 5/good or silver; **Immune** fire, poison; **Resist** acid 10, cold 10; **SR** 16

Speed 40 ft.

Melee +2 unholy adamantine glaive +21/+16/+11 (1d10+12/x3) and 2 claws +17 (1d6+6)

Special Attacks beard, infernal wound, pole fighting, steadfast pike

Spell-Like Abilities (CL 12th):

At will—greater teleport (self plus 50 lbs. of objects only)
1/day—summon (level 3, 1 bearded devil or 6 lemures, 50%)

Str 23, **Dex** 15, **Con** 19, **Int** 8, **Wis** 12, **Cha** 10

Base Atk +11; **CMB** +17 (+19 to drag, +21 to sunder); **CMD** 29 (31 vs. drag, 31 vs. sunder)

Feats Critical Focus, Greater Sunder, Improved Drag*, Improved Initiative, Improved Sunder, Power Attack, Sundering Strike*, Vital Strike, Weapon Focus (glaive)

Skills Climb +15, Intimidate +8, Knowledge (planes) +7, Perception +15, Sense Motive +6, Stealth +11

Languages Celestial, Common, Draconic, Infernal; telepathy 100 ft.

Gear +2 unholy adamantine glaive

Beard (Ex) If a bearded devil hits a single opponent with both claw attacks, it also lashes at the same target with its spiky, filthy beard. The victim takes 1d8+2 points of damage and must succeed on a DC 17 Fortitude save or contract devil chills. The save DC is Constitution-based.

Devil Chills: Disease—injury; save Fort DC 17; onset 1d4 days; frequency 1/day; effect 1d4 Str damage; cure 3 consecutive saves.

Infernal Wound (Su) The damage a bearded devil deals with its glaive inflicts persistent wounds that cause 2 points of bleed damage. Bleed caused from an infernal wound is particularly difficult to stanch—a DC 17 Heal check stops the damage, and any attempt to heal a creature suffering from an infernal wound must succeed on a DC 16 caster level check or the spell does not function. Success indicates the healing works normally and stops all bleed effects on the victim. The infernal wounds caused by a bearded devil are a supernatural ability of the devil, not of the weapon.

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Tactics: The devils are not standard; one specializes in the use of its magical glaive, but the other wields a spiked chain. They work as a team, with the spiked chain wielder tripping opponents, while the glaive wielder cuts at downed prey. The glaive wielder also delights in breaking opponents' weapons with sunder attacks, especially if the weapons in question are capable of bypassing their damage reduction. If an opponent is knocked unconscious, incapacitated, or they otherwise see an opportunity, the devils grab the unfortunate victim and drag him to the disintegrator.

Area 2-15. Snakes! (CR 9)

This room is another of the tomb's serpent chambers (see **Serpent Chambers Sidebox, Level 1, Area 1-4**). The walls issue forth cobras—dead-white snakes with glowing ruby eyes and greasy-slick skin. Upon

their hoods are runes in Infernal that speak of terrible blasphemies. Only 20 cobras appear at one time.

COBRAS (20)
XP 400

CR 1

hp 13 (*Pathfinder Roleplaying Game Bestiary* "Snake, Venomous"; *The Tome of Horrors Complete* 767 "Cobra, King")

The corridor to the east of the snake room is filled with the same magical *deeper darkness* effect filling the room. The final 10 foot area (**Area 2-15A**) contains a teleportation field that *teleports* all who step within its bounds to **Area 2-16A**.

Area 2-16. The Prismatic Hall

PCs teleported from **Area 2-15A** appear at the location marked A, where they find themselves in an area of shimmering *deeper darkness*. They can leave this *deeper darkness* field without trouble, but anyone stepping back into it is transported back to **Area 2-15A**.

Beyond the *teleport* field, further progress into the hall is blocked by a series of seven *prismatic walls*. These walls correspond to the effects of a *prismatic wall* spell (CL 15th), and can be dispelled by the methods noted in each entry below.

Each wall can be dispelled by touching the rod from **Area 2-10** of the corresponding color to it. A successful use of the corresponding spell for each field (as outlined below) also drops a barrier. Alternately, the characters can simply pass through each wall and suffer the consequences.

When a wall is dispelled with a colored rod, the rod *teleports* back to **Area 2-10**. Dispelled walls return in 1 hour.

Note: Teleport spells and effects do not work in this chamber, except for those specified in the descriptions.

Area 2-16B: The wall of ruby red light inflicts 20 points of fire damage on anyone passing through, with a DC 22 Reflex save allowed for half damage. A *cone of cold* dispels it.

Area 2-16C: This wall of bright orange light inflicts 40 points of acid damage to anything passing through it, with DC 22 Reflex save allowed for half damage. It can be dispelled by the *gust of wind* spell.

Area 2-16D: This wall of warm yellow light deals 80 points electrical damage to anything passing through it, with DC 22 Reflex save for half damage. It can be dispelled with a *disintegrate* spell.

Area 2-16E: The wall of emerald light poisons all who pass through it (DC 22 Fort save negates). The wall can be dispelled with a *passwall* spell or other earth-moving magic.

GREEN PRISMATIC POISON

Type—poison, spell; save Fort DC 22

initial effect Death; *secondary effect* 1 Con damage; **Cure** 2 consecutive saves.

Area 2-16F: This wall of sapphire light turns those passing through it to stone if they fail a DC 22 Fortitude save, or inflicts 1d6 Dex damage on a successful save. Petrified individuals are immediately teleported to **Area 2-6**. The wall can be dispelled with a *magic missile* spell.

Area 2-16G: This wall of deep indigo light causes insanity in those passing through it who fail a DC 22 Will save, as per the *insanity* spell. Those who succeed at the Will save instead suffer 1d6 points of Wisdom damage. The wall can be dispelled by casting *continual flame* upon it.

Area 2-16H: This wall of vibrant violet light teleports those attempting to pass through it to the center of **Area 2-2**, with no save allowed. To bypass this barrier, either *dispel magic* or the violet rod must be employed. If *dispel magic* is used, it automatically succeeds.

Area 2-16I: Past the final prismatic barrier, four sets of stone steps descend to the southernmost extent of the chamber. Each set of steps is a different color and has a different malign effect to those stepping on them *except* to those who have touched the corresponding colored statue in **Area 2-2**. Those PCs that did so may descend that set of steps without trouble. The stairs may also be bypassed by *fly* or similar means.

SWORD OF AIR

The westernmost set is blood red. Those stepping upon them take 4d12 points of damage (no save) and are teleported in front of the statue at **Area 2-2D**.

The inner western set is sooty gray. Those stepping upon them must make a DC 20 Fortitude save or die. In any event, they are teleported before the statue at **Area 2-2E**.

The inner eastern set is white. Those treading upon them must make a DC 18 Will save or suffer a curse that turns their alignment to Lawful Evil, and then *teleports* them to the statue at **Area 2-2B**. PCs that become evil in this way immediately have as their primary goal the destruction of their former comrades, unless such comrades are also Lawful Evil.

The easternmost set of steps is black. Those walking upon them are transported to stand before the statue at **Area 2-2C**, and must make a DC 18 Fort save. If they fail, they take 1d8 points of Con damage; if they succeed, they are merely fatigued and take 1d3 points of Con damage.

Area 2-16J: At the center of the southern wall rests an altar of pure white stone. Atop the altar, on a plush red velvet cushion, lies a shard of a sword blade. One end fits neatly against the stump of the sword hilt found on **Level 1**. Magic detection reveals it to radiate a strong aura of transmutation. Despite this aura, this metal fragment is a fake piece of the sword.

Underneath the cushion is a **secret mechanism** (DC 25 Perception check). When triggered, the entire altar slides northward, revealing an opening to a passage underneath leading south.

Area 2-17. Nest of the Second Shard

At the far southern end of this corridor stands a lonely 3 foot tall pedestal. Atop the pedestal rests another threadbare red velvet cushion with the true fragment of the **Sword Key** needed to get past the door to **Area 2-18**.

Reaching the pedestal is another matter. The passage is 60 feet long, north to south. But for every 10 feet traveled southward, whether by foot, flying or by any other means, one of the traveler's senses ceases to function: first hearing, then sight, then smell, then taste, and finally touch. This means that in the final 10 feet of the passage where the pedestal stands, a person is entirely cut off from his senses.

Characters can avoid this fate in a number of ways. A simple *mage hand* spell easily retrieves the shard. A person teleporting next to the pedestal loses only his sense of touch, and could still grab the shard without problem. If a character can command the djinni from **Area 2-7**, it could be ordered to retrieve the shard. The characters may come up with additional solutions of their own as well. Retrieving the shard is equal to overcoming a CR 6 challenge.

Area 2-18. Portal of the Shard

This corridor ends at a door of milky white glass 8 inches thick. The glass is opaque, obscuring the view of the chamber beyond, and has been magically hardened to render it impregnable to assault.

At the center of the door is a jagged indentation. If the second piece of the **Sword Key** is placed into this recess, the glass of the door disintegrates, allowing access to the hall beyond.

Area 2-19. The Horsemen's Riddle (CR 18)

This large circular chamber has a 40 foot high ceiling and is lit from above with a pale yellow glow. The centermost 10 feet of the chamber is occupied by a large design resembling a great seal set into an iron disk, upon which is etched an eight-pointed star like one might see on a compass rose. Something is scribed in gold lettering at the center of this seal. Radiating outward from each of the four main points indicated by the seal are four rows of holes or pits in the floor, running in straight lines from the center of the room to the outer wall. Each of these rows holds four holes roughly 1 foot in diameter.

Sixteen pillars line the circular walls of the chamber, four in each quadrant. Each group of four pillars is of a different color: one set is of black marble, one of white marble, one of red marble, and the last of sooty gray granite. Each of the pillars is capped at both ends in gold. The pillars stand about 8 feet tall and look to be about 1 foot in diameter.

Examination reveals writing etched in gold into the walls, 38 feet above the floor. There are four such sets of writing, one at each of the cardinal points indicated by the seal and row of holes.

The pillars are not anchored to the floor, and can be shifted or dragged about. Each weighs 240 lbs., and thus requires a DC 18 Strength check to drag or push one. They fit snugly into the holes in the floor, where they sink down 2 feet. Once a pillar is placed, getting it out is much more difficult — a DC 28 Strength check is needed to lift it out again.

To successfully unseal the opening at the center of the chamber, one pillar of each color must be placed in each row of four holes radiating out from the center. Further, the pillars must be placed so that no two pillars of the same color occupy the same position relative to the center of the chamber in their respective rows.

Investigating the inscription at the center of the chamber reveals the following message etched into the circular iron seal in gold inlay. The message is in the Common tongue:

*Four ride forth, spreading woe, their sanctum yet sealed
The grim Plagues, dread and fear in their hands
Through hardship and pain must their path be revealed
If the Sword would return to fair lands
To each end of the earth would the four march apace
Each must first seek a home to suffice
As these dooms, you shall see, come to find their true place
None may strike in the same manner twice.
And if you would seek Sword and the home of the lord
In whose Tomb you now foolishly tread
Use the clues if you dare to disrupt horsemen's hold
So that you may then pass in their stead.*

Reading the four messages written high on the walls requires either a successful DC 20 Climb check, or the use of a *telescope*, or for someone to *fly*, *levitate* or *spider climb* up to get a closer look. Like the message at the center of the room, these writings have been carved into the stone and inlaid in gold, and are written in Common. The four messages are as follows:

North verse

*Death shall come in a shroud of privation and war
While the hero hides his face in shame.*

East verse

*Dawn's pale glow burns the sky, white light pure in conceit
And when war's horns then sound, who's to blame?*

South verse

*Terror strikes, black as night, and the people lament,
For the Grim shall soon call out their name.*

West verse

*At the start join in strife, thirst of blood aching-clear;
So to sate his dark lust, hew and maim!*

Should magic be checked for in this chamber, the entire chamber and its contents radiate a strong aura of conjuration, evocation, and transmutation.

It should be readily apparent to the characters that the pillars must be moved and placed in the corresponding holes in a certain pattern to pass further into the complex. The correct solution is given in the **"Solving the Riddle" Sidebox**.

The pillars possess an additional property: Any time a pillar is damaged, the creature that damaged it suffers wounds in equal measure. There is no save against this effect. Thus, if a barbarian smashed a pillar with a warhammer and rolled 8 points of damage, then both he and the pillar



Solving the Riddle

The correct solution to the riddle is as follows: Each of the four pillars must be placed in one of the sockets, in the following sequence, where the first pillar is placed in the hole farthest from the center, and the fourth pillar is placed in the socket closest to the center:

	First socket (outermost hole)	Second socket	Third socket	Fourth socket (innermost hole)
North:	black (famine)	gray (death)	red (war)	white (conqueror)
East:	gray	black	white	red
South:	white	red	black	gray
West:	red	white	gray	black

The characters may access spells such as *commune* or *divination* to help with this riddle, which is fine. However, it is important for you as the GM to understand how the riddle works so you can explain the solution to your players if you need to. Thus, a brief walkthrough follows:

Main verse: From the main verse the players should learn that the pillars reflect the four horsemen statues referenced throughout this level and that they need to solve this riddle to progress deeper into the complex and retrieve the *Sword of Air*. To solve it, each “must first seek a home to suffice” — e.g., each pillar must be placed into one of the corresponding holes. Further, “none may strike in the same manner twice” — this hints that each colored pillar may only occupy a relative position once in each of the four sequences: the red pillar will be in the first position once, second position once, and so on. This is a key piece of information needed to solve the riddle.

Looking at the cardinal direction clues reveals the following: To the north, we find that death (gray) is “shrouded in war and hunger” (e.g., between the red and black pillars), while the “conquering hero cowers in shame” (white pillar is last). Thus, the gray pillar must be in the second position, and the white one in the fourth position (innermost hole).

To the east, we learn by “when war’s horns then sound” that the war pillar (red) must come later in the sequence than the white pillar

(“light of dawn...pure in conceit”).

To the south, we find the black pillar precedes the gray pillar (death) in sequence.

Finally, to the west, we find that the red pillar (war) is “first” — e.g., the first in the sequence. The line also makes reference to the pillar of famine (black) coming later, but this is hardly news, since all three of the pillars would have to come after the red one.

Piecing the above clues together, the players should know the exact location of three pillars (the first one to the west, the second and fourth to the north). They now must use some reasoning with the remaining clues to determine where the rest of the pillars should go.

Because the red pillar already appears in the first position in the west rank, it must then appear by process of elimination in the third position in the north rank — and thus the northward sequence must be black, gray, red, and finally white.

We know that one of the pillars in the first rank must belong to each color. The black and red pillars have already been assigned, which leaves the white and gray pillars. By the southern clue, we know the gray pillar in that rank comes after the black one, and so it cannot be first. Thus by process of elimination, the east rank’s first pillar must be gray, and the south rank’s pillar must be white.

By the east clue, we know that the white pillar comes before the red pillar. Since the gray pillar occupies the first position, the white pillar must thus be in the second or third position, and the red pillar in the third or fourth position. As the red pillar is already in the third position to the north, the red pillar must therefore be in the fourth position in the east rank. We now have red pillars in the first, third and fourth positions, so the final red pillar must go in the second position in the south rank.

Looking at the south rank clue, we see that black must come before gray. Since the first two positions are currently occupied, this means that the third pillar is black, and the fourth gray.

At this time, most of the slots should be filled, including three of the four fourth rank slots. The final one, to the west, should be taken by the only color not to appear there yet — the black pillar. We now have black pillars in the first, third and fourth positions, so the second slot of the east rank must hold the final black pillar, and the third slot must thus hold the white pillar. The final two pillars then can be easily assigned to the west rank, with the white pillar in the second slot, and the gray pillar in the third slot.

take 4 points of damage, though the pillar’s hardness of 8 will apply for any damage to it.

If the pillars are placed incorrectly, but no two occupy the same position relative to one another, and no two pillars of the same color are present in the same row, the chamber fills with a mild electrical charge that inflicts 1d6 points of electrical damage (DC 20 Fortitude save for half).

If the pillars are placed incorrectly, with two or three of the same color occupying the same row, or with two or more of the same color in the same position relative to other rows, the room fills with a fiery burst for 2d6 points of fire damage (DC 20 Fortitude save for half).

If all pillars of one color are placed in a single row of holes, monsters are summoned to attack the party, as follows:

White: **Zalyx** and **Zivrych** from **Area 2-14** appear (gated in from their home plane if they have already been defeated once). They attack the characters to the best of their abilities.

Black: **3 bone devils** appear at the center of the chamber and attack.

Red: A single **horned devil** appears at the center of the room and lays in to anyone in the room with its spiked chain.

Soot gray: A **greater incarnation of death** appears and advances to attack, using the pillars and floor as cover for its movements.

Monsters summoned only attack those inside the chamber. However, once summoned they do not leave until slain or dismissed.

Once the pillars are properly positioned, the center 10 feet of the

chamber sinks 20 feet to a passage leading off and down a set of stairs to **Level 3**. Whether or not the pillars have been correctly positioned, one minute after all 16 holes are filled by pillars, the pillars teleport out of the holes and reappear in their original positions around the walls, unless one of the pillars should be removed before this minute elapses.

ZALYX CR 9
XP 6,400
hp 112 (see Area 2-14)

ZIVRYCH CR 9
XP 6,400
hp 114 (see Area 2-14)

BONE DEVILS (3) CR 9
XP 6,400
hp 105 (Pathfinder Roleplaying Game Bestiary “Devil, Bone”)

HORNED DEVIL CR 16
XP 76,800
hp 217 (Pathfinder Roleplaying Game Bestiary “Devil, Horned Devil”)

CHAPTER 6: THE HIDDEN TOMB OF AKA BAKAR

GREATER INCARNATION OF DEATH

CR 13

XP 25,600

N Medium outsider (extraplanar) (Appendix)

Init +9; **Senses** blindsight 30 ft., darkvision 120 ft., death sense; **Perception** +20

AC 20, touch 19, flat-footed 15 (+4 deflection, +5 Dex, +1 natural) vs. assigned foe, or **AC** 16, touch 15, flat-footed 11 (+5 Dex, +1 natural)

hp 82 (15d10)

Fort +7; **Ref** +16; **Will** +16

Immune death effects, disease, magic, poison

Speed 30 ft.

Melee +3 scythe +26/+21/+16 (2d4+24/19–20/x4) vs. assigned foe, or

Melee +3 scythe +22/+17/+12 (2d4+9/19–20/x4)

Special Attacks certain blow, permanent slaying, replication, smite target (+4 bonus to hit, +8 damage, +4 deflection bonus to AC)

Str 18, **Dex** 20, **Con** 10, **Int** 6, **Wis** 20, **Cha** 19

Base Atk +15; **CMB** +19; **CMD** 34

Feats Great Fortitude, Improved Critical, Improved Initiative, Improved Vital Strike, Iron Will, Lightning Reflexes, Power Attack, Vital Strike

Skills Intimidate +19, Knowledge (planes) +13, Perception +20, Sense Motive +20, Stealth +20

Languages telepathy 120 ft.

SQ alpha strike

Combat Gear +3 scythe

Alpha Strike (Ex) An incarnation of death almost always gains initiative in any fight, and is never flat-footed. When rolling initiative, an incarnation of death rolls twice and takes the better result.

Certain Blow (Ex) The blows of an incarnation of death always strike the very soul of their assigned foe. In addition to the benefits of its smite ability, the attacks of an incarnation of death are considered to be touch attacks against its assigned foe.

Death Sense (Su) An incarnation of death can automatically sense the exact level of health of any living being it sees, effectively knowing its total hit dice, hit point maximums, and current hit point level. The incarnation can also discern any unusual status conditions, including wounded, disabled, staggered, unconscious, dying, nauseated, panicked, stunned, poisoned, diseased, and the like.

Magic Immunity (Ex) A lesser incarnation of death is immune to all spells and spell-like abilities of 3rd level or less. The incarnation may voluntarily lower this immunity as a standard action, and may raise it again as a free action. In addition, incarnations of death are immune to all death effects.

Permanent Slaying (Ex) Those killed by a lesser incarnation of death may only be brought back via a *true resurrection*, *miracle* or *wish* spell; those slain by a greater incarnation of death can only be brought back by the direct intervention of a deity.

Replication (Su) When an incarnation of death has an assigned foe, and another creature interferes, a second incarnation of death of the same type immediately appears to do battle with the interfering party, with the offending party as its assigned foe. Only one incarnation of death appears at a time to engage an interfering party, even if that party continues to interfere. However, if several people interfere, each ends up facing its own incarnation of death.

Should one of these other incarnations be slain, that person again becomes subject to this ability should they turn their attention to assisting another face an incarnation

of death. Assistance can take the form of attacking an incarnation, healing the assigned foe's wounds, or even positioning oneself so as to give the assigned foe a flanking bonus on the incarnation.

If the incarnation has no foes assigned—for example, if it was summoned to simply wreak havoc and slay all who cross its path—it cannot use its replication ability.

Level Three: Halls of Eternal Rest

As the last level represented the coming of darkness, disaster and ultimately death to the land, this level represents to some degree a mockery of the afterlife.

The entire level is colder than those above, with air temperature just a few degrees above freezing. Except where otherwise noted, a layer of mist 1 foot thick hovers above the floor, not enough to hide it from view, but it does give the level an ethereal feel. Unless otherwise noted, the walls and ceiling are composed of an ashen-gray stone, which bears all the properties of the stonework standard to the tomb.

Characters who spend much time in this place find the numbness creeping into their souls. The more time living beings spend in these halls, the more they feel the cold invading their psyche, numbing their senses in a haze of apathy.

Level Three

Difficulty Level: Party Level 10+

Entrances: Stairs from **Level 2**.

Exits: Staircase to **Level 4**.

Detections: The entire level radiates an aura of faint necromantic magic.

Spell Limitations: Divine spells above 3rd level cannot be regained on this level.

Wandering Monsters: None

Environmental Hazards: The air temperature is 35 degrees. PCs without warm clothing or other protection against the chill must make a DC 15 Fortitude save each hour (–1 cumulative penalty per previous check) or take 1d3 points of nonlethal damage. This is not a natural environment, and there is no shelter to be found from the cold until PCs leave the level.

Spiritual Chill: For every full hour spent here, living creatures sustain 1 point of Wisdom damage as their psyche is stolen away.

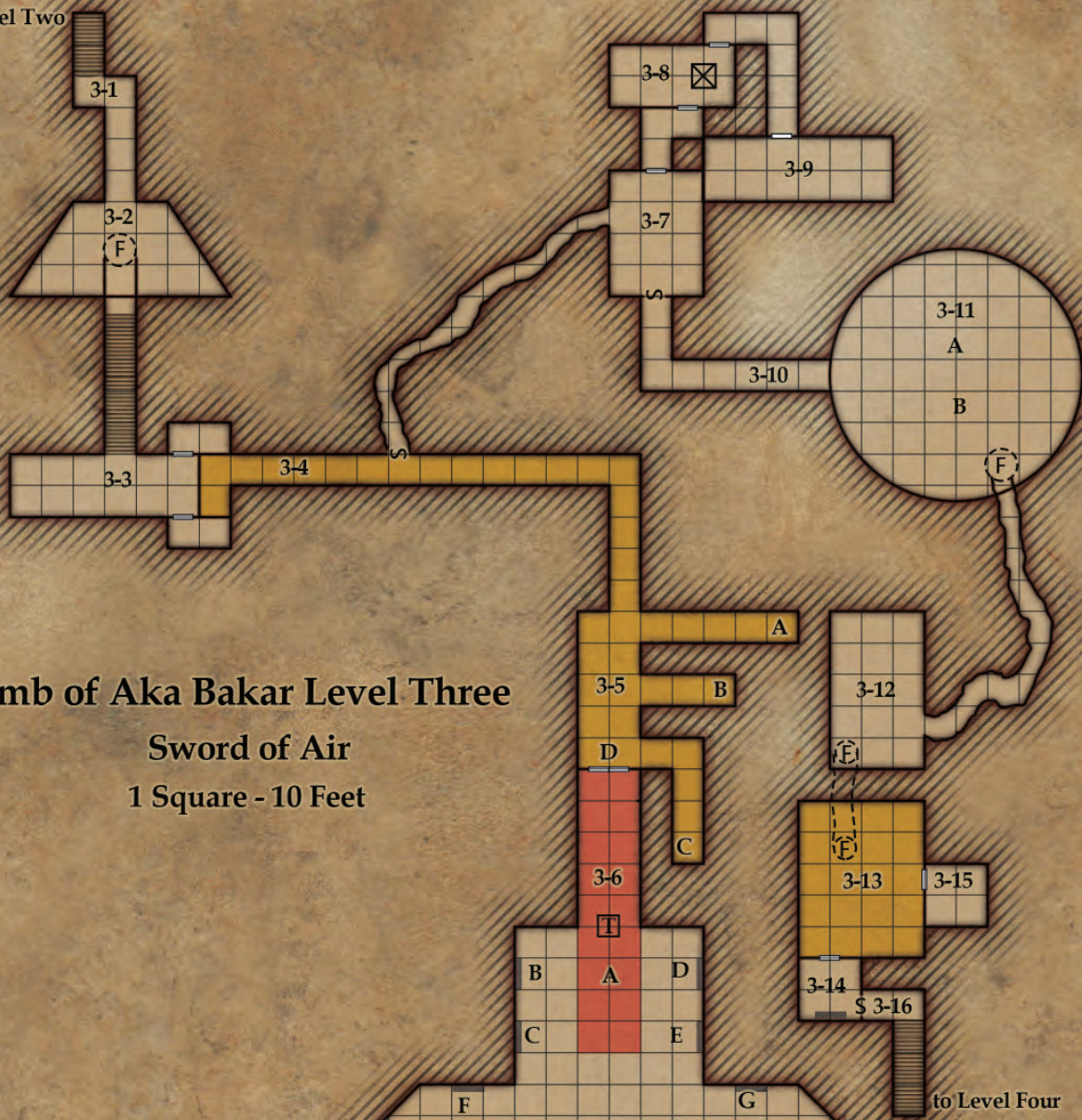
Standard Features: All areas have standard dungeon walls and ceilings (cut stone), as well as stone floors. Doors and secret doors are standard as well (DC 22 Strength check to open; secret doors are found with a DC 20 Perception check unless otherwise noted). The floors and ceilings are completely smooth, with a high level of craftsmanship. Walls, columns and other features on this level are dry.

Area 3-1. Landing

The stairs from **Level 2** descend 200 feet before coming out into a 10 foot wide passage that zigs once to the left and then empties into **Area 3-2**. The air on this level is noticeably cooler than on the level above, hovering just a few degrees above freezing, and a low mist hovers about a foot off the floor, giving the passage an ethereal feel.

The white walls of the corridor have been lightly carved into a

to Level Two



Tomb of Aka Bakar Level Three
Sword of Air
1 Square - 10 Feet



CHAPTER 6: THE HIDDEN TOMB OF AKA BAKAR

representation of a funerary procession. Jet black tiles 3 inches wide and 6 inches long cover the floor beneath its misty shroud.

Should all four buttons be pressed simultaneously, the floor section descends 40 feet to the center of **Area 3-3**.

Area 3-2. Fun with Spears (CR 7)

The passage opens into a trapezoidal chamber whose walls have been sculpted in a manner similar to the entry corridor. The carvings depict a forest of impaled bodies in all directions, fading into the distance. The floor is covered in rectangular black tile under a layer of mist.

Anyone stepping in the centermost 10 feet of the chamber activates a pressure plate in the floor that causes that section to sink 1 foot, causing **4 spears** to shoot out from the corners of the chamber, directed at the room's center.

FUSILLADE OF POISONED SPEARS

CR 7

XP 3,200

Type mechanical; Perception DC 30; Disable Device DC 20

Trigger proximity; Reset repair

Effect Atk +21 ranged (4 spears, 1d8 plus poison); poison (giant wasp poison, DC 18 Fort save resists)

GIANT WASP POISON

Type—injury; save Fort DC 18

frequency 1/round for 6 rounds; effect 1d2 Dex damage; cure 1 save

Investigating the sunken floor (DC 15 Perception check) reveals four small open holes, one in each corner. The holes are approximately 1 in. in diameter — large enough to accommodate the haft of a javelin or spear — and 2 in. deep. A button is at the bottom of each. Pressing one of these buttons causes a blade to slice through anything inside the small hole at a depth of 1 in., inflicting 15 points of damage to any object it strikes; if this is a finger, the digit is severed (no save).



Area 3-3. The Serpents Return (CR 9)

This room is another of the tomb's serpent chambers (see **Serpent Chambers Sidebox, Level 1, Area 1-4**). The walls issue forth **20 death adders** — dark brown serpents with stocky bodies and a length of approximately 3 feet, with eyes that are glowing blue pinpricks of light, and shifting blood-red splotches on their backs. Remember, this room is filled with magical *darkness*.

DEATH ADDERS (20)

CR 1

XP 400

hp 13 (*Pathfinder Roleplaying Game Bestiary* "Snake, Venomous"; *The Tome of Horrors Complete* 767 "Adder, Death")

A 3 foot square section at the center of the eastern wall, 1 foot off the floor, is a false façade that can be found by rapping against the walls (DC 20 Perception check) and listening to the different sounds the blows make. The wall must be smashed through, a task easily accomplished, as the false wall has hardness 1 and 5 hit points.

3-4. The Golden Hall

Golden tiles decorated with delicate patterns of frost cover the floor of this long corridor. The walls are carved to depict billowing clouds, with glimpses of distant, fabulous castles, legendary feast halls, titans disporting, and the like. Halfway down the east-west stretch of this passage, a **secret door** opens northward.

Closer investigation of these tiles reveals them to be plated in gold. Each tile is 3 inches wide, 6 inches long, half an inch thick, and weighs one-quarter pound. Each is worth 1 gp if pried up from the floor intact. A square foot of floor holds 8 tiles; a 10 foot by 10 foot square area holds 800 tiles. Thus, great wealth can be gathered here, provided the party has the means to carry it (one cubic foot can hold 200 tiles and weighs 50 lbs.). It takes a single person 1 hour to harvest the tiles from a single 10 foot square section, and they need some sort of thin-bladed prying tool such as a dagger to accomplish the task.

Area 3-5. Three Shrines and Portals to the Third Great Hall

The golden tiling from **Area 3-4** continues throughout this area, all the way to the double-doors to the south. The walls are carved in a fashion similar to the passage leading here, save at the ends of the three side branches. At each of those locations, a small altar and shrine is set up to one of the three major gods of ancient Remenos: Mithras, Dame Torren and Solanus.

Area 3-5A. Shrine to Dame Torren

A marble altar rests at the end of this passage, set directly into the floor. The top of the altar has a hollow, bowl-shaped indentation filled with clear liquid. Carved into the wall behind the altar is a representation of Dame Torren, smiling benignly, and in the background are depictions of maritime trade and life upon the windswept sea.

Closer examination of the wall picture reveals additional unsettling details. Lurking in nooks and crannies are unwholesome images of unnatural acts of sexual congress. Dame Torren's smile, at first benign, starts to seem fixed, even maniacal.

The liquid in the altar concavity is 4 vial's worth of **unholy water**. Due to the depravity of the imagery, this altar cannot be permanently consecrated to Dame Torren — the entire structure would have to be razed.

SWORD OF AIR



Those within the area of light sustain 1 point of Wisdom damage every 15 minutes instead of every hour.

The sunburst on the wall is non-magical. On closer inspection, the rays of the sun seem slightly askew and asymmetrical, resulting in a queasy feeling in all that spend too much time studying it. The crystal block is translucent but slightly opaque. Anyone peering within must make a DC 15 Will save. If they fail, they glimpse a hazy vision of people being burned alive by laughing clerics of Solanus. Non-evil characters who view this must make a second DC 20 Will save or be shaken for 10 minutes.

Area 3-5D. Portals of Passage (CR 10)

These great iron doors appear to have been forged from two great slabs of metal. Carved in the stone lintel above the door, in Celestial, is the legend “*Hall of Passage.*” The doors themselves are featureless save for large metal handles and three locks. The first looks spare and utilitarian and is set at the center of the door. The second, near the top of the portal, resembles a male angelic figure on the right coupling with a succubus to the left, and the keyhole is located where their bodies intertwine. The third lock is located at the bottom of the door, and resembles a male barbed devil to the left gleefully mating with a female angelic figure to the right who seems to be enjoying the devil’s attentions; again, the lock is located where their bodies are joined.

Each lock is magically **trapped**:

- The top lock electrifies the door if the trap is not disabled, shocking the person attempting to disable the lock and anyone else touching the door.
- The center lock petrifies anyone attempting to open the lock without the correct key.
- The lower lock causes insanity in those close to the portal if it is triggered.

Great Iron Doors: 4 in. thick; hardness 10; hp 120; Break DC 36.

MAXIMIZED SHOCKING GRASP TRAP CR 7
 XP 3,200
Type magical; **Perception** DC 30; **Disable Device** DC 35

Trigger proximity (*alarm*); **Reset** automatic
Effect spell effect (*maximized shocking grasp*, CL 14th, 30 electricity, DC 22 Reflex save avoids)

FLESH TO STONE TRAP CR 7
 XP 3,200
Type magical; **Perception** DC 30; **Disable Device** DC 35

Trigger proximity (*alarm*); **Reset** automatic
Effect spell effect (*flesh to stone*, CL 14th, DC 22 Fortitude save negates)

INSANITY TRAP CR 7
 XP 3,200
Type magical; **Perception** DC 30; **Disable Device** DC 35

Trigger proximity (*alarm*); **Reset** automatic
Effect spell effect (*insanity*, CL 14th, DC 22 Will save negates)

Area 3-6. The Hall of Passage

Aka Bakar created this great hall to allow access to other planes of existence to allow him to conduct further research on obscure arcane lore. It serves an effective second purpose as a **trap** for incautious explorers and tomb-plunderers.

The chamber has a 40 foot high ceiling and walls made of pure white stone. The mist, present along the ground throughout the rest of the level, is thinner here, though it can still be seen moving in sluggish swirls and wisps. The chamber is lit from above by a pale white radiance of no specific origin that bathes the room in a cold, lifeless light similar to the glare of poor-quality fluorescent lighting. Except where noted, the floor is composed of the same white stone as the walls and ceiling.

Area 3-5B. Shrine to Mithras (CR 6)

A 5 foot square block of red marble is set into the floor at the end of this passage, upon which the symbol of Mithras is painted. On the back wall hangs a heavy steel shield, likewise emblazoned with his symbol, flanked on either side by carved depictions of swords.

The shield is magical and can be lifted from the wall, but doing so sets off a **poison gas trap** concealed in the wall behind it. The shield itself identifies as a +3 *heavy steel shield*, but it is in fact a cursed +3 *shield of arrow attraction* that functions as the cursed armor of the same type.

Like the false shrine to Dame Torren, there is no true connection to Mithras to be found here, and the area cannot be consecrated in his service due to the blasphemous nature of its arrangement.

POISON GAS TRAP CR 6
 XP 2,400
Type mechanical; **Perception** DC 20; **Disable Device** DC 20

Trigger touch (removing shield); **Reset** none
Effect poison gas (*insanity mist*); never miss; **onset** delay (1 round); multiple targets (persists for 1 round)

INSANITY MIST
 Type—inhaled; save Fort DC 15

frequency 1/round for 6 rounds; effect 1d3 Wis damage; cure 1 save

Area 3-5C. Shrine to Solanus

An altar of clear crystal is set into the floor at the end of this passage, with a golden sunburst design on the back wall. If anyone comes within 10 feet of the altar, the entire southern 30 feet of passage past the bend is lit with a bright yellow light, as by sunlight. However, the light provides no reprieve from the unnatural chill of the level; in fact, it is just the opposite.



Area 3-6A. Entry (CR 8)

The gold tiles from **Area 3-4** and **Area 3-5** give way here to tiles that are a deep crimson color that extend in a 20 foot wide path through the center of the northern extension of this hall. At the point marked on the map is a pressure plate that, if triggered, causes **poisoned darts** to shoot from recesses in the two northern statues (**Area 3-6P** and **Area 3-6Q**).

FUSILLADE OF DEATH ADDER VENOM DARTS TRAP CR 8
XP 4,800

Type mechanical; Perception DC 25; Disable Device DC 25

Trigger location; Reset manual

Effect Atk +18 ranged (dart, 1d4+1 plus poison); poison (death adder venom, DC 18 Fort save resists); multiple targets (1d6 darts per target in a 20 ft. square area)

DEATH ADDER VENOM

Type—injury; save Fort DC 18; frequency 1/round for 6 rounds; effect 1d4 Str damage and suffocation; cure 2 saves. See *The Tome of Horrors Complete* 766–767 for details.

The Mirror-Portals of Aka Bakar (Area 3-6B through Area 3-6O)

A series of mirrors and mirror-like surfaces hang at the indicated points on the walls of this great hall. Most of these mirrors have magical effects if gazed into or touched. All the mirrors radiate strong transmutation and conjuration magic if checked.

Aka Bakar used to transform these mirrors into portals leading to various other planar locations. He did this by entering the summoning circle (**Area 3-6T**) and calling on one of the four archdevils at **Areas 3-6P, Q, R** or **S**. Once he gained control of the devil's minion, he would command it to open one or more portals and depart. Such opened portals lead to the outer plane indicated by its alignment in the descriptions.

Several of the mirrors do not have an alignment affiliation, and lead to different locales. The Mirror of Mortality (**Area 3-6B**) leads to a place of utter darkness and destruction where no living creature may survive. The Mirror of the Hag (**Area 3-6G**) leads to the entrance to the false tomb of Aka Bakar; this is a one-way transport. The blank white canvas at **Area 3-6K** leads nowhere. The Misty Mirror (**Area 3-6L**) leads deep into the Ethereal Plane, and the Silvery Mirror (**Area 3-6M**) leads to the Astral Plane. All portals produce a two-way gate to the specified location that lasts for one hour.

Although it is unlikely the characters would activate these portals in the manner intended, it is possible that they could devise their own means of activating them — use of the *planar ally* spell is the most likely way this could occur.

When not being used as portals, the effects produced by the mirrors all have the following features in common:

- all spell effects operate at CL 20th;
- instantaneous effects that cannot be dispelled;
- lingering effects can be broken through the use of a *break enchantment* spell;
- *Dispel magic*, *greater dispel magic* and *remove curse* have no effect.

Area 3-6B. Mirror of Mortality (Death) (CR 9)

This is a dull silver-gray mirror in a pitted frame of aged steel. Anyone peering into it sees their reflection, then an apparition of death appears behind them, over their shoulder, both in the mirror and in the chamber!

This is a **lesser incarnation of death**, and it immediately attacks the person who looked in the mirror, fighting until either it or its victim is annihilated. Anyone assisting the one attacked by the death summons another death!

LESSER INCARNATION OF DEATH

CR 9

XP 6,400

hp 44 (see **Level 2, Area 2-2**)

Area 3-6C. Mirror of Hidden Knowledge (LG)

This mirror bears a light golden tint, and is set in a plain gold frame. In the ground before the mirror, two indentations are set into the floor where a Medium person could put their feet (or a Small person, if they don't mind standing a bit wide-legged). Anyone standing in these foot holes and gazing into the mirror sees their image cloud over, then the image of an angel appears. The being states mentally to the viewer that it can answer any "yes or no" question, but each use will cost the viewer a small portion of its vitality — e.g., a single stat point of the PC's choice. Further, the PC has only this one opportunity to ask. The image is as good as its word: It answers questions as per the *commune* spell, and for each question answered, the petitioner suffers 1 point of drain from an attribute of his choice. Once the PC is done asking questions and steps out of the foot holes, the image vanishes and never returns again for that PC.

Area 3-6D. Mirror of Deviant Evolution (CN)

This mirror causes those who peer into it for more than a round to evolve into another life form if they fail a DC 20 Fortitude. Those who fail are transformed as shown on the table below. Transformations are instantaneous and can only be reversed through *remove curse*, *limited wish*, *miracle*, *wish*, or by further transforming oneself by looking in the mirror again. All equipment carried alters size to match the new form, if appropriate. Racial abilities, including ability score adjustments, also change to match the new form.

Current Race	New Race
Dwarf	Kobold
Elf	Orc
Human	Grimlock
Halfing	Human
Gnome	Goblin
Other race	No effect or GM's choice

Area 3-6E. Mirror of Green Desire (NE)

This mirror is 6 feet long and 8 feet wide, set into a frame of delicately carved greenstone. Those looking within for more than a round see visions of themselves wielding great weapons and powers, possessing things they would covet. The exact nature of what they see depends on the particular desires and lusts of that individual. Other than possibly inspiring envy in the viewer, the mirror has no further effect.

Area 3-6F. Mirror of the Dragon (CG)

This large mirror is set in an ornate, baroque brass frame. Anyone who studies themselves in it for more than a round receives a vision of **Area 3-12** that lasts only one round before they regain awareness of their surroundings. PCs who lost gear to the mirror at **Area 3-6H** glimpse it lying on the floor in this chamber.

Area 3-6G. Mirror of the Hag (Nature/Prime)

This circular mirror is 5 feet in diameter and set in a frame of polished blue stone. If any female PC looks into the mirror for more than a round or touches the mirror, she sees her face grow wrinkled and her teeth fall out. She must then make a DC 20 Fortitude save or have this happen to her true face, which lowers her Charisma by 3 points.

Roll 1d6 to determine what appears:

Roll	Result
1	belker
2	devourer
3	spirit naga
4	night hag
5	cauchemar
6	4 rasts

BELKER CR 6
 XP 2,400
 hp 68 (*Pathfinder Roleplaying Game Bestiary 2* "Belker")

DEVOURER CR 14
 XP 12,800
 hp 133 (*Pathfinder Roleplaying Game Bestiary* "Devourer")

NAGA, SPIRIT CR 9
 XP 6,400
 hp 95 (*Pathfinder Roleplaying Game Bestiary* "Naga, Spirit")

NIGHT HAG CR 9
 XP 6,400
 hp 92 (*Pathfinder Roleplaying Game Bestiary* "Night Hag")

NIGHTMARE, CAUCHEMAR CR 11
 XP 12,800
 hp 147 (*Pathfinder Roleplaying Game Bestiary* "Nightmare, Cauchemar")

RASTS (4) CR 5
 XP 1,600
 hp 51 (*Pathfinder Roleplaying Game Bestiary 2* "Rast")

Area 3-6N. The Mirror of Air (LN)

The sound of moaning wind can be faintly heard by anyone within 10 feet of this 8-foot-square mirror. Those gazing within the mirror receive a vision of a jet-black pyramid of immense size and hear the sound of roaring wind that seems to emanate from within. This mirror vision shows the current location of the *Sword of Air*.

Area 3-6O. Mirror of Neutrality (N)

This appears to be a simple mirror in a copper frame, 4 foot wide and 6 foot high, with its corners clipped to give it an octagonal shape. There are no special effects or hazards to touching or peering into this mirror.

Area 3-6P. Statue of Baaphel

This statue depicts a furred humanoid figure with a doglike head, dragon-like wings, and a pair of horns. His legs are goat-like, and he has a forked tail. In one hand he clutches a scythe, and his chest and upper thighs are protected by chainmail armor.

Area 3-6Q. Statue of Geryon

This figure has a long, serpentine body crested by a human's upper body. Sprouting from the back is a pair of batlike wings. The head is bald, with small horns set in an otherwise handsome visage. The hands are unusually large and clawed, and the tail is tipped with a stinger. The statue bears no armor, weapons or other equipment.

Area 3-6R. Statue of Gorson

This devil appears as a centaur-like figure with a leonine lower body and a humanoid upper body. His head is covered in a thick, shaggy manelike growth of hair, and two great horns sprout from his head.

Area 3-6H. The Serpent Mirror (CE)

This mirror seems to be fashioned from obsidian polished to a mirror-like shine. The dark iron frame is cast in the shape of a ring of intertwined serpents, their eyes set off with tiny flecks of blood-red stones. Anyone regarding themselves for more than a round in this mirror vanishes — teleported to **Area 3-3**, completely naked! Their equipment *teleports* to **Area 3-12**, where it remains until the PCs can reclaim it.

Area 3-6I. Mirror of Joyous Reprieve (NG)

Those who gaze into this mirror for more than 1 round feel themselves filled with a sense of optimism and good cheer. They are allowed a DC 20 Will save to resist the effects should they choose to do so. Those who fail their saves come under the effects of a *heroism* spell, gaining +2 morale bonuses on attack rolls, saving throws, and skill checks. The save bonus increases to +5 bonus against fear and other emotion-altering effects. However, they find this mood of cheer difficult to suppress; they must roll a DC 15 Will save to enter combat until they have been wounded or targeted by a hostile spell or action. This effect is permanent until *dispelled*.

Area 3-6J. Hell's Gate Mirror (LE)

Those looking into this mirror see themselves standing not in the hall where they actually are, but in a hellish landscape of barren rock and distant flame bursts. This is specifically a recreation of the landscape they find themselves in if they make their way successfully to **Area 3-11B**. Other than the ominous view, there is no malign effect from gazing into or touching this mirror.

Area 3-6K. The Blank Slate

Set into a plain brass frame is a 5 foot wide and 8 feet tall expanse of clear white canvas rather than a mirror. Anyone attempting to sketch on or otherwise deface the canvas finds his work undone 1 minute after being made.

A successful secret door check of the stone wall in the 1 foot section between canvas and floor reveals a **secret compartment** (DC 20 Perception check to notice). Inside is a paintbrush and three sealed clay pots. Each holds a single application of *marvelous pigments*.

Should a hole, door or other opening be painted onto the canvas with these pigments, the space they open into contains a small piece of folded vellum which reads "5 x 10+1" if unfolded. This is a clue to the correct peg to remove at **Area 3-10**.

Should the image of a key be drawn with the pigments, a key of solid adamantite designed to fit the door at **Area 3-15** materializes.

Area 3-6L. Misty Mirror (Ethereal)

This oval mirror is framed by pale gray mist; anything reflected within has a hazy, translucent appearance. Should the mirror surface be touched, it ejects a cloud of gray mist in a 30 foot burst that acts as a *cloudkill* spell (CL 14th; DC 18 Fort save) to all within it. The mist dissipates in 10 minutes.

Area 3-6M. Silvery Mirror (Astral) (CR Varies, 6 to 14)

Those looking into this mirror feel a curious sense of vertigo, as if peering from above into a bottomless well of swirling silver light. The mirror is 6 feet square and set with shimmering opals around the edge that cannot be removed from the frame.

When the mirror is first gazed into, and for every minute thereafter that someone continues to peer into it, there is a 1-in-6 chance that a creature native to the Astral Plane comes into view in the silver abyss. If this happens, it vanishes and appears in the chamber and immediately attacks all present. Should the reflected creature be slain, or after five minutes pass, the creature disappears from the chamber, returning to the Astral Plane.

Fiendish Statues (Area 3-6P through Area 3-6S)

The four statues at **Areas 3-6P, Q, R and S** stand roughly 18 feet to 20 feet tall and depict four of the archfiends of hell. Inscribed in Infernal on the base of each statue is its name: Baaphel, Geryon, Gorson, and Moloch. If any of the names is read aloud, roll d% to determine what appears:

Roll	Result
01-65	1 blood reaver devil
66-92	1 flayer devil
93-97	1 ghaddar devil
98-00	Archdevil comes in person

Unique devils and their minions appear anywhere in the chamber, except within the pentacle at **Area 3-6T**.

Minion devils fight anyone in the chamber. If they are reduced to one-quarter of their total hit points, they surrender and agree to open portals at the victor's command. Once this is done they may renew their fight, return to their home plane, or try to trick or negotiate with the PCs, cutting some sort of deal beneficial to them.

Should the named archdevil or duke of Hell appear in person, it

more than likely kills or enslaves anyone unfortunate to still be in the chamber when it arrives. Statistics for each of the four unique devils can be found in *The Tome of Horrors Complete* by Frog Gog Games. As the minimum CR is 20, it is probably unnecessary to run combat with them.

Devils that appear cannot use their summoning ability to gate in allies, and they cannot leave the chamber except to return whence they came.

BONE DEVIL CR 9

XP 6,400

hp 105 (*Pathfinder Roleplaying Game Bestiary* "Devil, Osyluth [Bone Devil]")

HORNED DEVIL CR 16

XP 76,800

hp 217 (*Pathfinder Roleplaying Game Bestiary* "Devil, Cornugon [Horned Devil]")

ICE DEVIL CR 13

XP 25,600

hp 161 (*Pathfinder Roleplaying Game Bestiary* "Devil, Gelugon [Ice Devil]")

Area 3-6S. Statue of Moloch

Moloch appears as a tall, barrel-chested humanoid with a large, sharklike mouth and backward-curving horns. His hands are large and clawed, and horns and projections jut from shoulders, elbows and forearms. He clutches a whip ending in six barbed tails in one hand.

Area 3-6T. The Circle of Summons

A 20 foot diameter pentacle has been inlaid into the floor at the center of the Hall of Passage. If a *protection* or *magic circle against alignment* spell is cast upon it, it grants the benefits of that spell for anyone standing inside the center of the pentacle, so long as the pattern is not breached by those within.

Naxreth's Prison (Areas 3-7 to 3-9)

This portion of the tomb was designed by Aka Bakar to imprison the horned devil **Naxreth** that was once his barely trusted ally. Before the horned devil could betray Aka Bakar, he tricked and imprisoned it in this suite of rooms, then sealed up its chamber and placed this statue as a warning.

No teleportation, summoning, or planar travel spells or effects function in this area. This prevented Naxreth from escaping long before, as well as from gating in reinforcements.

Area 3-7. Chamber of Green Light

A narrow, rocky passage from the **secret door** in **Area 3-4** winds its way to this 30 foot by 40 foot room. The air in this chamber is dank and musty, and the walls glow with an eerie phosphorescence that lends the chamber the ambiance of a faerie cavern.

An iron statue at the center of the room stands facing the entry. The statue depicts a great demonic being standing 9 feet tall, with large bat-like wings, scale-covered skin, and a head and neck covered with hornlike projections. The eyes of the statue glow with an unsettling green light. Other than this green glow, the statue has no magical properties.

The door to the north is of the standard type. To the south, a **secret door** (DC 28 Perception check to notice) concealed beneath the phosphorescent mold coating the walls opens into a passage leading to **Area 3-10**.

Area 3-8. Hell Draws Nigh (CR 10)

The air in this chamber is notably warmer than the rest of the level. However, the soul-numbing, Wisdom-draining effect of the level still exists despite the warmth.

Midway between the chamber's two doors, a **pit trap** is concealed in the floor beneath the layer of mist.

POISONED SPIKE PIT TRAP CR 10

XP 9,600

Type mechanical; Perception DC 26; Disable Device DC 25

Trigger location; Reset manual; Bypass hidden lock (Perception DC 25, Disable Device DC 30)

Effect 50 ft. deep (fall, 5d6); multiple targets (first target in each of two adjacent 5 ft. squares); Atk +10 melee (pit spikes, 1d4 spikes per target for 1d4+5 plus poison each); poison (purple worm poison, DC 24 Fort save resists); DC 20 Reflex save avoids

PURPLE WORM POISON

Type—injury; save Fort DC 24; frequency 1/round for 6 rounds; effect 1d3 Str damage; cure 2 consecutive saves.

Once the trap is bypassed and the door opened, PCs find themselves in an L-shaped passage that grows noticeably hot as one travels along it. This takes away the chill of the level, and resting within 50 feet of the door stops cold damage from accruing. It does not prevent Wisdom drain, however.

The far door, opening into **Area 3-9**, is fashioned of solid steel, with its edges sealed in silver and lead. The sound of crackling flames can be dimly heard from beyond its bulk. The door is not locked, but must be forced open (DC 20 Strength check). The door radiates strong abjuration magic if checked, and is immune to all magic. The door also radiates heat; those touching it take 1d4 point of fire damage per round from the heated metal.

Area 3-9. The Fiend's Oublette (CR 16)

The walls of this room are swathed in crackling flames that constantly swirl about in a play of heat and lurid red light. Standing at the center of the chamber is **Naxreth**, the horned devil represented by the statue in **Area 3-7**.

Naxreth has been confined in this room for close to 2,000 years now and is most eager to escape and exact revenge on Aka Bakar — after he “thanks” his rescuers. He is nearly insane with battle-lust after being confined for so long, and immediately attacks with his cruelly barbed chain as soon as the chamber is opened.

Note: This encounter is exceedingly deadly! It is likely that any PCs foolish enough to breach Naxreth's prison are slaughtered. In all due fairness, however, the statue and sealed door should have been warning enough ...

NAXRETH, HORNED DEVIL

XP 76,800

hp 217 (*Pathfinder Roleplaying Game Bestiary* “Devil, Cornugon [Horned Devil]”)

CR 16

Area 3-10. The Pegboard

The passage ends at a blank stone wall. A steel pegboard 3 feet square nestles in a depression in the wall at the end of the passage. Set into the plaque are 100 steel pegs that jut out 1 inch, arranged in a 10 by 10 grid.

Should any peg be withdrawn from the board, the board, pegs and wall all vanish to reveal an opening into **Area 3-11**. If the far right peg on the sixth row from the top is withdrawn (number 51), the PCs find themselves looking into **Area 3-11B**; otherwise, they open the portal to **Area 3-11A**.

The wall and pegboard return 5 minutes after **Area 3-10** and **Area 3-11**

are vacated of any living creature. At that time, another attempt may be made.

Discovering the correct peg is equal to overcoming a CR 5 encounter.

Area 3-11. Heaven and Hell

This circular chamber is enchanted by a powerful, quasi-real illusion effect whose appearance varies depending on which peg was removed from the board at **Area 3-10**.

Should PCs find a way into **Area 3-11** without using the pegboard — either returning from **Area 3-12**, via teleportation from deeper in the complex, or digging around the doorway — the chamber is simply a featureless stone room filled with only the mist and chill present throughout the rest of the complex. Note that the **secret trapdoor** in the southeast corner cannot be accessed while the room is in this state.

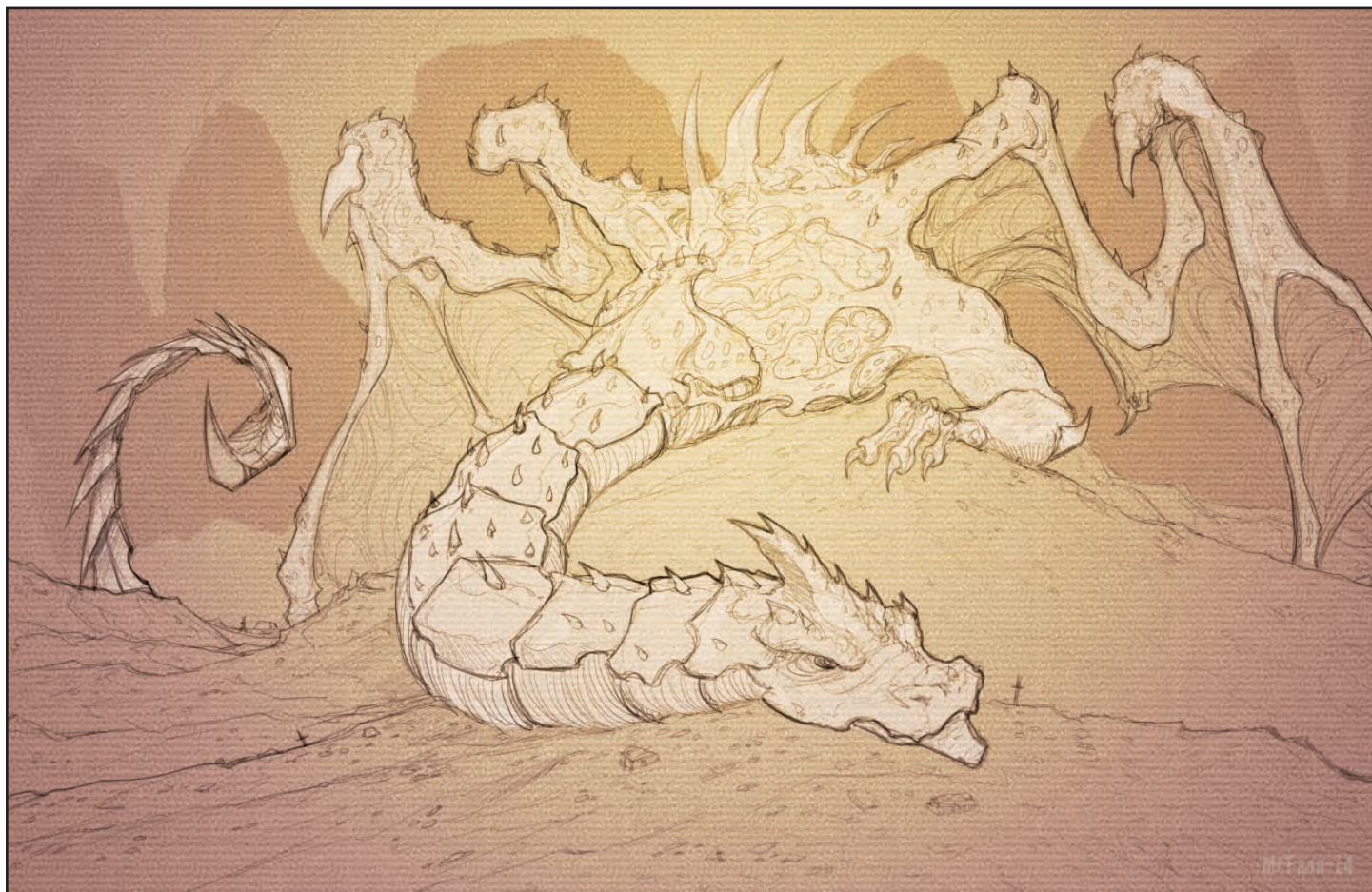
Area 3-11A. Heaven (or Area 51)

If the wrong peg is chosen, the chamber looks like a depiction of some heavenly, celestial realm. The floor appears as fluffy clouds, the walls and ceiling like achingly blue sky, clear as the purest sapphire. Gentle clouds float near and far, and angelic beings can be seen fluttering about. The sounds of gentle breezes and the tinkling of sweet chimes and harp strings can be heard. The air smells clear and fresh and bracing.

PCs may enter the chamber and move about at their leisure. Note, however, that the physical and spiritual cold of the level remains in place, so resting here is not advised. The **secret trapdoor** in the floor *cannot* be found by any means while the “Heaven” effect is in place.

Area 3-11B. Hell

If the correct peg is withdrawn, the chamber instead looks like a representation of Hell. Jagged rocks thrust up from the ground, surrounding the periphery of the room, and distant goutts of flame can be seen erupting beyond these ragged stones, flaring into threatening darkness overhead. Great, winged fiends can be



seen flying about on thermals from these flame gouts. Distant wails and screams echo through the vast illusion, and the air smells foul, tainted with brimstone and sulfur. The floor itself is pitted and rocky, and the rock is hot to touch.

Despite its ominous appearance, the hellish version of **Area 3-11** is *not* dangerous, but is actually the only chamber free of the chill effects of this level, and thus a safe place to rest.

In the southeastern portion of the room, at the bottom of one of the pits in the floor, the **secret trapdoor** to **Area 3-12** can be found. Because this trapdoor is literally located a foot beneath the floor's surface, the only way to reach it is by tunneling through the rock if the Hell illusion is not active.

Area 3-12. The Dragon's Due (CR 10)

This chamber is accessed through a narrow stone tunnel from **Area 3-11B**. The chamber's walls are covered with murals depicting the life cycle of a brass dragon, from the time it hatches from an egg to a depiction of it resting on its hoard as an ancient wyrm. This is the chamber seen via the Mirror of the Dragon at **Area 3-6F**, and anyone who lost his gear via the Serpent Mirror at **Area 3-6H** finds it in a pile at the center of this room.

An examination of the walls finds two things of interest. First, the entire southern wall is movable. Second, the mechanism to shift the southern wall is located in the mouth of the ancient wyrm depiction. However, this mechanism is **trapped**; if it is triggered, it releases a cloud of **invisible sleep gas** throughout the room.

Thereafter, every minute there is a 1-in-6 chance that the southern wall moves northward, crushing anything in the chamber against the north wall. The wall moves at a rate of 5 feet per round. Five rounds after it meets the north wall (inflicting 10d10 points of crushing damage per round to anyone unfortunate enough to be caught by the trap), it returns at the same rate to its former resting position, and the trap resets.

A hole lies in the floor underneath the southern wall's resting place. To access it, the mechanism must be triggered, and the hole entered once the wall moves northward — unless magic or hard work is used to manually access the opening.

Trigger location; **Reset** automatic

Effect poison (sleep gas, DC 25 Fort save resists, fall into comatose slumber for 3d4 minutes); multiple targets (all targets in chamber); gas, never miss; onset delay (1 round)

Area 3-13. A Golden Throne

The narrow passage from **Area 3-12** opens up through an unlocked stone **trapdoor** into this splendid chamber. The floor is covered with more of the same gold tiles that were seen in **Area 3-4**, and the walls are sculpted in bas-reliefs of pillars. In the southeast corner, upon a low dais, stands an ornate golden throne. The chair is studded with emeralds — 12 in all, each worth 5,000 gp — and radiates a strong magical aura if checked. This aura is a fake; the chair has no magical properties, and the gems can be safely looted.

Concealed beneath the throne in a **secret compartment** is a lead-lined box. The box contains the third piece of the **Sword Key** in the form of another portion of the blade resting on a blue velvet cushion.

The southern door is of the standard type; however, the door in the eastern wall is made of solid adamantine, is immune to spells such as *knock*, and has a masterful lock that can only be opened if a key is drawn with pigments at **Area 3-6K**.

Area 3-14. The Final Mirror (CR Varies, see below)

A large mirror 10 feet in diameter hangs on the wall opposite the entry to this chamber. This is a *mirror of life trapping*; any living being within 30 feet reflected in it must make a DC 23 Will save or be drawn into the



CHAPTER 6: THE HIDDEN TOMB OF AKA BAKAR

mirror, leaving their gear behind in a pile on the floor. It can hold up to 12 creatures, and right now 9 spaces are occupied.

Should the mirror be shattered (15 hp), all creatures contained within are freed. Should its capacity be exceeded, a random creature is ejected (roll 1d12 to determine which).

The mirror's current contents are listed below. Note that if the PCs suffered heavy casualties to reach this point, you may wish to substitute one of the existing occupants with new PCs to be brought into the game.

1. Albion, an astral deva. This angelic being was called through the use of a *planar ally* spell, only to be trapped within this mirror. With the people who called it long dead, Albion feels no need to remain; however, he would certainly stay long enough to help good-aligned adventurers deal with any other hostile creatures in the immediate vicinity, and tend their wounds, before returning whence he came. In particular, Albion's first target would be the bone devil, Ossifix.

ALBION, ASTRAL DEVA CR 14
XP 38,400
hp 172 (*Pathfinder Roleplaying Game Bestiary* "Angel, Astral Deva")

2. Shandrak, an evil sorcerer who attempted to plunder the tomb long ago with his undead minions. Though his undead allies won him this far into the complex, they could not help him once he was imprisoned and were later destroyed by Nosra. Shandrak comes out of the mirror with a hostile attitude, though a strong party may convince him to stay his hand. Nonetheless, he is not to be trusted, and uses the PCs as meat shields to keep him alive until he escapes the tomb.

SHANDRUK CR 14
XP 38,400
hp 125 (*Pathfinder Roleplaying Game NPC Codex* "Cruel Conjuror")

Gear no gear

3. A chuul. This creature was deliberately placed here by Aka Bakar long ago; it attacks indiscriminately once it emerges.

CHUUL CR 7
XP 3,200
hp 85 (*Pathfinder Roleplaying Game Bestiary* "Chuul")

4. Rekti, a female kobold. This poor fellow was a henchman of a party of evil adventurers, one of a gang of 30 kobolds they brought in with them. After seeing most of her companions die to the various traps and murderous beasts of the dungeon, it was finally Rekti's turn to take point — only to get sucked into this mirror. Rekti is terrified of the tomb, and eagerly and slavishly serves anyone who looks strong enough to escape. She has known nothing but ill treatment all her life, so treating her with kindness and compassion wins one a servant for life.

REKTI, KOBOLD CR 1/4
XP 100
hp 5 (*Pathfinder Roleplaying Game Bestiary* "Kobold")

5. A dire bear, also placed here long ago to punish those who would break the mirror. The bear was riled up before being entrapped, so it emerges in a foul mood indeed.

DIRE BEAR CR 7
XP 3,200
hp 105 (*Pathfinder Roleplaying Game Bestiary* "Bear, Dire")

6. A rust monster. It emerges quite hungry and eagerly seeks some metal to snack on.

RUST MONSTER CR 3
XP 800
hp 27 (*Pathfinder Roleplaying Game Bestiary* "Rust Monster")

7. Hasan, follower of the Blue Lotus Monastery. Hasan was part of an adventuring band, and was unlucky enough to find himself sucked into this mirror. Hasan has taken a vow of silence, so he may not communicate directly with his allies; however, he has a vested interest in escaping the dungeon complex, and so happily joins with any other PCs to aid in their efforts.

HASAN CR 6
XP 2,400
hp 45 (*Pathfinder Roleplaying Game NPC Codex* "Harrying Brute")

Gear no gear

8. Ossifix, a bone devil, also placed here to punish anyone playing around with the mirror.

OSSFIX CR 9
XP 6,400
hp 105 (*Pathfinder Roleplaying Game Bestiary* "Devil, Osyluth [Bone Devil]")

9. Armand Gascoyne, an adventurer and trapspringer. Armand was part of an adventuring group that was largely slaughtered by the incautious speaking of devil names in **Area 3-6**; nonetheless, he persevered, and made it as far as this chamber before being snared.

ARMAND GASCOYNE CR 12
XP 19,200
hp 111 (*Pathfinder Roleplaying Game NPC Codex* "Arcanothief")

Gear no gear

10. Empty.

11. Empty

12. Empty.

In the southeast corner of the room, a **secret door** accesses **Area 3-16**.

Area 3-15. Pillar of Annihilation

This chamber can only be accessed using the key retrieved by painting it on the canvas at **Area 3-6K**.

The interior of the chamber is featureless, save for a pillar of jet black energy 6 feet in diameter at the center of the room. The pillar acts as a *sphere of annihilation*, but only on living tissue that comes in contact with it — it has no effect on nonliving objects.

On the ground inside the pillar's area is a quiver holding 20 magical arrows; these can be easily retrieved by fishing them out or pushing them out using a pole or other instrument. Fourteen are +3 arrows; the remaining six are *slaying arrows*: *giant, human, undead, outsider* [evil], *dragon and outsider* [fire].

Area 3-16. Stairs to Level Four (CR 4)

A set of stone steps descends steeply from a small landing to **Level Four**. The mist and chill present throughout the rest of the level end once one descends 20 feet down the stairs. The length of the stairs is 200 feet

Fifty feet from the bottom of the staircase, a false step tilts forward when 10 pounds is placed on it. Triggering the **trap** causes thick grease to spray from nozzles in the wall to coat the final steps with a slippery layer. Anyone standing within 20 steps of the false step must make a DC 20 Acrobatics check or tumble down the steep staircase. They must make another DC 20 Acrobatics check or end up sliding into the dark chamber at the base of the stairs (**Level 4, Area 4-1**).

GREASE SPRAY TRAP CR 4
XP 1,200

Type mechanical; Perception DC 25; Disable Device DC 20

Trigger location; Reset automatic

Effect grease spray (as grease spell, DC 20 Acrobatics check or tumble down staircase; 5d6 points of damage from fall)

Level Four: Lair of the Vampire Lord

This level was once used by Aka Bakar as his living quarters and research center, back when he still cared about such things. With the aid of his lieutenant, the wizard Nosra, he created a fighting arena to entertain other-planar guests he had dealings with in his quest for power. He also maintained a vast library and throne room on this level.

Although Aka Bakar has moved beyond such material pursuits, the level is still maintained by his chief aide, Nosra, who is now a vampire of considerable power. Nosra is the one responsible for maintaining the tomb's first four levels. Thus far, no one has managed to win past him to the final level of the tomb, where Aka Bakar's remains lie with the final piece of the **Sword Key**.

Level Four

Difficulty Level: Party Level 12+

Entrances: Staircase from **Level 3**.

Exits: Misty gate to **Level 5**.

Spell Limitations: Divine spells above 2nd level cannot be regained by anyone on this level.

Wandering Monsters: None

Standard Features: All areas have standard dungeon walls and ceilings (cut stone), as well as stone floors. Doors and secret doors are standard as well (DC 22 Strength check to open; secret doors are found with a DC 20 Perception check unless otherwise noted). The floors and ceilings are completely smooth, with a high level of craftsmanship. Walls, columns and other features on this level are dry. The library (**Area 4-5**) is an antimagic zone. No magic of any kind works within (except the lights there).



immediately make a Constitution check (DC = the snake's poison DC). The check must be repeated each round, with the DC increasing by +1 for each previous check. When the character fails one of these Constitution checks, they begin to suffocate. In the first round, they fall unconscious (0 hit points). In the second round, they are dying (-1 hit points). In the third round, they suffocate. The victim must continue making checks until at least 1 point of Strength is restored, the poison is negated or cured, or they suffocate. A *delay poison* spell halts the Constitution checks for the duration of the spell. A successful Heal check (DC = poison's DC + 4) made before a character suffocates negates any further need for Constitution checks.

At the center of the western wall is a difficult **secret door** DC 28 Perception check to notice) that allows access to the rest of the level. Note that due to the magical *darkness*, there is a -2 circumstance penalty (DC 20 Perception) to detection checks unless the *darkness* effect is somehow overcome.

Area 4-1. More Snakes in Darkness (CR II)

PCs may enter this level rather abruptly should they fall victim to the grease trap on the stairs above. They find themselves plunged into the ebon darkness of another of the tomb's snake chambers (see **Serpent Chambers Sidebox, Level 1, Area 1-4**).

The walls here issue forth **20 black mambas** — long, jet black serpents with limber bodies roughly 8 feet in length. Their mouths seem filled with inky darkness; even their fangs are ebon black, though the venom they secrete is blood-red.

BLACK MAMBAS (20)
XP 800

CR 2

hp 13 (*Pathfinder Roleplaying Game Bestiary* "Snake, Venomous"; *The Tome of Horrors Complete* 767 "Mamba, Black")

Special Attack poison (DC 19; effect 1d4 Str and suffocation; cure 2 consecutive saves)

Suffocation Whenever a victim's Strength score is reduced to 0 as the result of that snake's venom, they must

Area 4-2. Teleport Labyrinth

This small maze is made all the more confusing by two pairs of teleporters around its periphery, along with a permanent *fog cloud* effect that obscures all vision beyond 10 feet, and gives 20% concealment to beings within 10 feet. The fog can be burned away through fire or the like, but returns 1d4 rounds later.

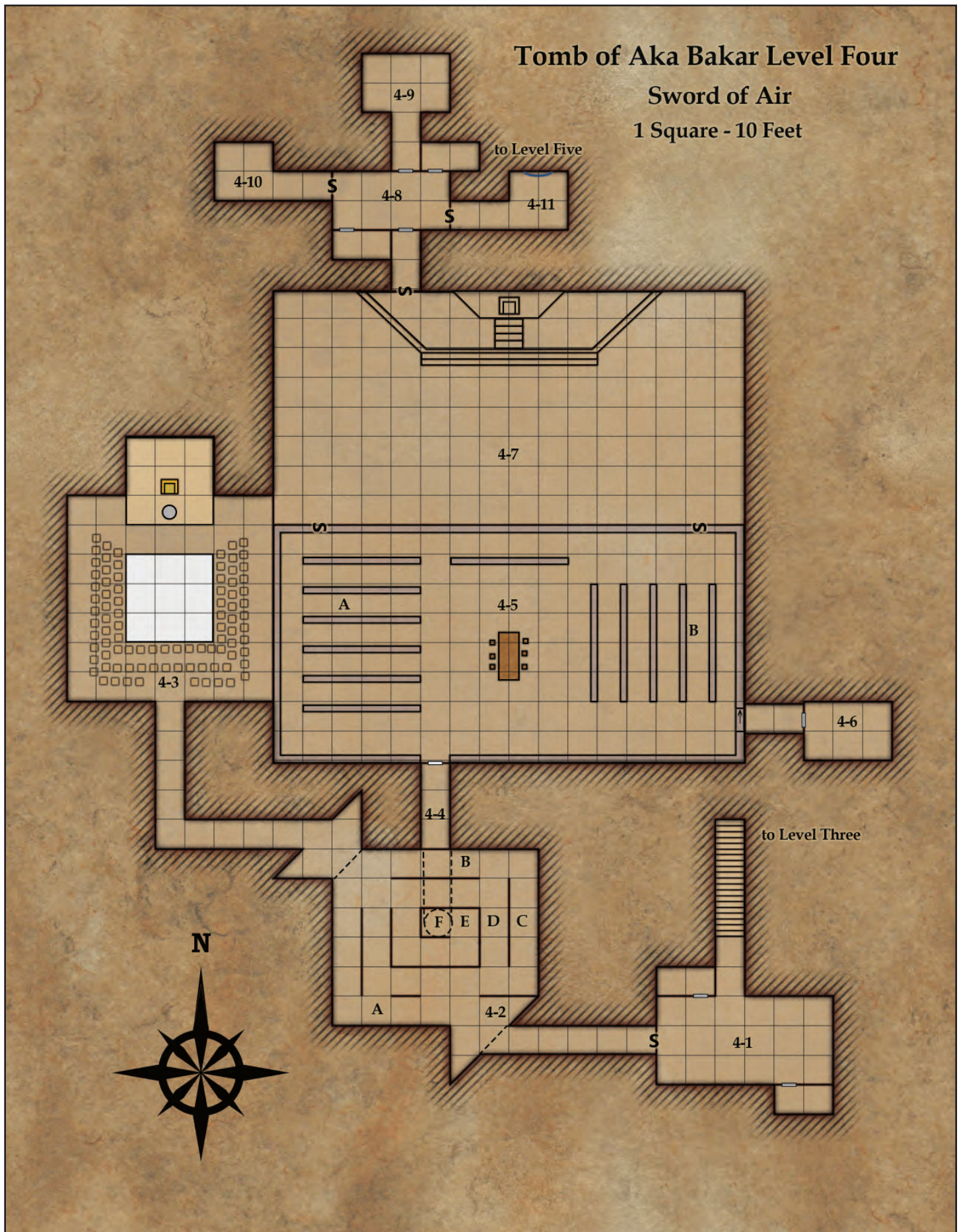
Anyone entering **Area A** on the map is teleported to **Area B**, and vice versa. There is no save against this effect, and no sensory cues to determine when it functions. Similarly, anyone entering **Area C** is transported to **Area D**, and vice versa. In both cases, the person is also turned 180 degrees to face in the opposite direction.

At **Area E** on the map is a tiny keyhole hidden in the floor that can only be detected by close examination (DC 28 Perception check). This lock can be disabled (DC 30 Disable Device) or opened with the key from **Area 4-3**. The door is not really a door (it's a mechanism), so *knock* is useless. Once the lock is turned, the key returns to **Area 4-3** and a *phase door* appears at **Area F** leading to **Area 4-4**. The *phase door* remains for 1 day before vanishing.

Tomb of Aka Bakar Level Four

Sword of Air

1 Square - 10 Feet



Area 4-3. The Arena (CR Varies, see below)

This grand chamber is obviously an arena. A large square fighting pit lies at the center of the chamber, its floor covered with white sand. It is ringed by a series of ornately carved stone seats rising in tiers around the pit where spectators can sit and cheer. At the far end of the chamber, opposite the entrance, stands a raised platform upon which is set a golden throne. A low table set with a wheel 6 feet in diameter rests, set in stone, in front of the chair. The chamber is lit by everburning torches in sconces along the walls, as well as by baroque brass lanterns hanging by fine chains from the ceiling, 50 feet overhead.

Aka Bakar originally crafted this place to entertain other-planar guests, primarily agents of certain archdevils and other planar powers, with gladiatorial combat. Since rising to lich status, the chamber has gone unused.

The throne to the north end of the arena detects as strongly magical. Anyone taking a seat upon it becomes eligible to participate in a battle in the arena against a random opponent for a possible reward. This information becomes known to the person who sits upon the throne telepathically. To gain the key to the lock at **Area 4-2E**, someone must sit in the throne and complete three battles in the arena.

The Challengers

Roll 1d12 (or select a challenger):

Roll	Result
1	Pyre Zombie
2	Korog
3	Minotaur
4	Grey Render
5	Night Adder Inphidian
6	Greater Medusa
7	Skeleton Warrior
8	Ghirru
9	Sword Spider
10	Flayed Angel
11	Death Naga
12	Tatarux Demon

TATARUX DEMON

XP 25,600

Tome of Horrors 4 54

CE Large outsider (chaotic, demon, evil, extraplanar)

Init +8; **Senses** darkvision 60 ft.; **Perception** +19

Aura unholy aura (DC 22)

AC 28, touch 13, flat-footed 24 (+4 Dex, +15 natural, -1 size)

hp 188 (13d10+117)

Fort +19; **Ref** +8; **Will** +13

DR 10/good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 24

Speed 40 ft.

Melee 2 claws +22 (2d6+10 plus bleed), bite +22 (2d8+10/19-20)

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

Special Attacks bleed (2d6), rend (2 claws, 2d6+15)

Spell-Like Abilities (CL 13th; melee touch +22, ranged touch +16):

Constant—*unholy aura* (DC 22)

At will—*detect good*, *greater dispel magic*, *greater teleport* (self plus 50 lbs. of objects only)

CR 13

The Rules of the Arena of Aka Bakar

To play, a person must sit on the throne and spin the wheel. Whichever creature is indicated closest to the person on the throne is the one they must face. The selected creature glows in a blood-red light. Assuming the fight is successful, the contestant is returned to the throne and that entry darkens and cannot be faced again. They then may spin the wheel again or rise and claim their winnings. If the same result is rolled twice, go down the list until an unchallenged creature is indicated.

The Rules (Do You Feel Lucky? Well, Do You, Punk?)

The moment a contestant sits in the chair, they become aware of the following rules:

1. Each contestant gets only one shot at this — once the contestant leaves the chair, their chance is over, and they may never try again.

2. To play, the contestant spins the wheel before them. Once the wheel halts, they are transported into the arena where they must fight and defeat the indicated adversary. They may not leave until the battle is won or lost.

3. Two enter, but only one leaves — all fights are to the death or to permanent incapacitation (such as from being petrified).

4. The contestant may rest between rounds as long as they wish, so long as they do not leave the chair.

5. There are prizes for achieving certain levels of victory.

In addition, a number of unspoken rules and effects are in place that the fighter or his allies might stumble upon, as follows:

1. The chair prevents the person within it from sleeping or going into a trance, so no spells may be regained, and if the contestant stalls long enough, they may fall victim to fatigue or exhaustion.

2. Creatures may be summoned or gated into the arena by contestants in the course of the fight; otherwise, the energy field surrounding the arena prevents all forms of entry or exit, including via teleportation and planar travel.

3. Those inside the arena cannot see or hear outside its walls.

4. Allies are allowed to cast healing spells, give items to a contestant, buff them up, etc., between rounds.

5. At the end of each fight, when the contestant is returned to the throne, they are subjected to a targeted *dispel magic* spell (CL 16th).

6. There is nothing preventing a group of adventurers from summoning a monster, having it sit in the chair as a contestant and attempt to win the key safely through this agency. Summoned creatures would be under the usual constraints (spell duration, unable to summon creatures of their own), but on the off chance it lasted long enough to defeat three opponents, they could win the key.

7. Only living creatures may participate — undead and constructs cannot.

3/day—*blasphemy* (DC 21), *bull's strength*

1/day—*fire storm* (DC 22), *haste*, *summon* (level 5, tatarux, 25%, 1d4 vrock 40%, or 1d4 gulazu 40%)

Str 30, **Dex** 18, **Con** 28, **Int** 16, **Wis** 16, **Cha** 18

Base Atk +13; **CMB** +24; **CMD** 38

Feats Awesome Blow, Great Fortitude, Improved Bull Rush, Improved Critical (bite), Improved Initiative, Iron Will, Power Attack

Skills Bluff +20, Diplomacy +20, Escape Artist +20, Intimidate

CHAPTER 6: THE HIDDEN TOMB OF AKA BAKAR

+20, Knowledge (planes) +19, Perception +19, Sense Motive +19, Stealth +20, Survival +19
Languages Abyssal, Celestial, Draconic, telepathy 100 ft.

FLAYED ANGEL

CR 16

XP 76,800

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NE Large undead (extraplanar)

Init +8; **Senses** blindsight 120 ft.; **Perception** +18

AC 32, touch 24, flat-footed 27 (+4 Dex, +1 dodge, +8 natural, +10 profane, -1 size)

hp 252 (24d8+120 plus 24)

Fort +17; **Ref** +14; **Will** +19

Defensive Abilities channel resistance +6, profane presence; **DR** 10/evil; **Immune** acid, undead traits; **SR** 27

Speed 40 ft.

Melee 2 slams +25 (2d6+7 plus 2d6 acid/19-20)

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

Special Attacks gout of blood, rend (2 slams, 3d6+10 plus 2d6 acid)

Str 25, **Dex** 18, **Con** —, **Int** 6, **Wis** 16, **Cha** 21

Base Atk +18; **CMB** +26; **CMD** 51

Feats Cleave, Dodge, Great Fortitude, Improved Critical (slam), Improved Initiative, Improved Natural Attack (slam), Mobility, Power Attack, Skill Focus (Acrobatics), Spring Attack, Toughness, Weapon Focus (slam)

Skills Acrobatics +34 (+46 to jump), Climb +22, Perception +18; **Racial Modifiers** +8 Acrobatics to jump

Gout of Blood (Ex) Whenever a flayed angel is physically struck in battle, the impact causes a spray of acidic blood to fly off the creature at anyone within 5 feet. Anyone in the area of affect must make a DC 24 Reflex save or take 1d6 points of acid damage from this splatter. The save DC is Dexterity-based.

Profane Presence (Su) The existence of a flayed angel is such an anathema to the order of the multiverse that its very presence is a profanity of nature. This presence provides it with a +10 profane bonus to Armor Class and a +2 profane bonus to its saves.

GHIRRU

CR 9

XP 6,400

Tome of Horrors 4 105

LE Large undead (extraplanar, fire)

Init +3; **Senses** darkvision 60 ft.; **Perception** +19

AC 23, touch 13, flat-footed 19 (+3 Dex, +1 dodge, +10 natural, -1 size)

hp 95 (10d8+50)

Fort +10; **Ref** +6; **Will** +9

DR 5/good; **Immune** fire, undead traits

Weaknesses vulnerability to cold

Speed 30 ft.

Melee 2 claws +15 (1d8+8 plus burn and grab), bite +14 (2d6+8 plus burn)

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

Special Attacks burn (1d8, DC 20)

Str 27, **Dex** 17, **Con** —, **Int** 12, **Wis** 14, **Cha** 20

Base Atk +7; **CMB** +16 (+20 to grapple); **CMD** 30

Feats Cleave, Dodge, Great Fortitude, Power Attack, Weapon Focus (claws)

Skills Bluff +15, Intimidate +18, Perception +19, Sense Motive +15, Stealth +12; **Racial Modifiers** +4 Perception

Languages Aquan, Auran, Common, Ignan, Terran

SQ change shape (flame-spawned dire wolf; does not detect as undead in this form; *beast shape II*), genie-kin

Burn (Ex) A ghirru deals burn damage each round it grapples. A creature that catches on fire cannot extinguish the flames until it first escapes the grapple.

Change Shape (Su) A ghirru can assume the shape of a Large flame-spawned dire wolf. A flame-spawned dire wolf is an 8 HD dire wolf with the following abilities: immunity to fire, vulnerability to cold, deals 1d6 points of fire damage with its bite attack.

Genie-kin (Ex) For all race-related effects (such as a ranger's favored enemy), a ghirru is considered a genie even though its type is undead.

GREY RENDER

CR 8

XP 4,800

hp 100 (*Pathfinder Roleplaying Game Bestiary 2* "Grey Render")

PYRE ZOMBIE

CR 1

XP 200

Tome of Horrors 4 142

NE Medium undead

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

AC 12, touch 10, flat-footed 12 (+2 natural)

hp 12 (2d8 plus 3)

Fort +0; **Ref** +0; **Will** +3

DR 5/slashing; **Immune** fire, undead traits

Speed 30 ft.

Melee slam +4 (1d6+4)

Special Attacks immolation

Str 17, **Dex** 10, **Con** —, **Int** —, **Wis** 10, **Cha** 10

Base Atk +1; **CMB** +4; **CMD** 14

Feats ToughnessB

Special Qualities non-staggered

Immolation (Ex) The pyre zombie may immolate itself 1/day to cause 2d6 fire damage to all creatures in a 5 foot radius for 2 rounds. If a pyre zombie is reduced to 0 hit points, it immediately explodes for 1d6 points of fire damage in a 10 foot radius.

Non-Staggered (Ex) Pyre zombies do not gain the staggered condition as normal zombies.

NIGHT ADDER INPHIDIAN

CR 5

XP 1,600

The Tome of Horrors Complete 329

NE Medium monstrous humanoid (reptilian)

Init +6; **Senses** darkvision 60 ft.; **Perception** +15

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

hp 45 (6d10+12)

Fort +6; **Ref** +7; **Will** +7

Speed 30 ft.

Melee 2 snake-hand bites +8 (1d4+1 plus poison)

Special Attacks poison (DC 17)

Spell-Like Abilities (CL 7th):

3/day—*cause fear* (DC 13), *darkness*, *hypnotic pattern* (DC 13)

1/day—*suggestion* (DC 15)

Str 12, **Dex** 15, **Con** 15, **Int** 13, **Wis** 14, **Cha** 14

Base Atk +6; **CMB** +7; **CMD** 19

Feats Great Fortitude, Improved Initiative, Weapon Finesse

Skills Craft (alchemy) +10, Knowledge (nature) +7,

Knowledge (any one) +7, Perception +15, Stealth +15 (+19

SWORD OF AIR

in shadow); **Racial Modifiers** +4 Perception, +4 Stealth (+8 in areas of shadow)

Languages Aklo, Common, Inphidian

Poison (Ex) Bite—injury; save Fort DC 17; frequency 1/round for 4 rounds; effect 1d4 Strength damage; cure 1 save. The save is Constitution-based and includes a +2 racial bonus.

KOROG

XP 1,200

Tome of Horrors 4 142

LE Medium humanoid (korog)

Init +2; **Senses** darkvision 90 ft.; **Perception** +4

AC 16, touch 12, flat-footed 14 (+1 armor, +2 Dex, +3 natural)

hp 28 (4d8+4)

Fort +2; **Ref** +3; **Will** +6

Speed 30 ft.

Melee unarmed strike +5 (1d3+2)

Str 15, **Dex** 15, **Con** 13, **Int** 18, **Wis** 11, **Cha** 8

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

Feats Improved Iron Will, Iron Will

Skills Craft (any) +13, Disable Device +8, Knowledge (dungeoneering) +8, Knowledge (engineering) +8, Perception +4, Profession (scientist) +7

Languages Terran, Undercommon

GREATER MEDUSA

XP 4,800

The Tome of Horrors Complete 422

LE Large monstrous humanoid

Init +1; **Senses** darkvision 60 ft.; **Perception** +12

AC 16, touch 10, flat-footed 15 (+1 Dex, +6 natural, -1 size)

hp 60 (8d10+16)

Fort +4; **Ref** +7; **Will** +7

Speed 30 ft.

Melee dagger +9/+4 (1d4+2/19–20) or snakes +9 (1d4 plus poison)

Ranged composite shortbow +9/+4 (1d6+2/x3)

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

Special Attacks petrifying gaze, poison, poisonous blood

Str 14, **Dex** 12, **Con** 15, **Int** 12, **Wis** 13, **Cha** 15

Base Atk +8; **CMB** +11; **CMD** 22 (can't be tripped)

Feats Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (composite shortbow)

Skills Bluff +10, Disguise +10, Intimidate +13, Perception +12, Stealth +8

Languages Common, Terran

Gear composite shortbow, 20 arrows, dagger

Petrifying Gaze (Su) Turn to stone permanently, 30 ft; Fortitude DC 16 negates. The save DC is Charisma-based.

Poison (Ex) Bite—injury; save DC 16; frequency 1/round for 6 rounds; effect 1d6 Strength damage; cure 1 save. The save DC is Constitution-based.

Poisonous Blood (Ex) The blood of a greater medusa is highly poisonous even to the touch. A creature contacting the blood is exposed to the poison of the medusa as described above. The blood loses its potency one hour after being exposed to air.

MINOTAUR

XP 1,200

hp 45 (*Pathfinder Roleplaying Game Bestiary* "Minotaur")

DEATH NAGA

XP 19,200

Tome of Horrors 4 167

LE Large undead

Init +3; **Senses** darkvision 60 ft.; **Perception** +17

AC 24, touch 18, flat-footed 16 (+4 deflection, +3 Dex, +1 dodge, +7 natural, -1 size)

hp 85 (12d8+48)

Fort +8; **Ref** +9; **Will** +11

Defensive Abilities infernal blessing; **Immune** undead immunities

Speed 40 ft.

Melee bite +15 (1d8+4), sting +12 (2d4+4 plus poison)

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

Special Attacks atrophic breath (DC 22)

Spells Known (CL 9th; melee touch +12, ranged touch +11):

4th (5/day)—*greater invisibility*, *stoneskin*

3rd (7/day)—*displacement*, *haste*, *lightning bolt* (DC 17)

2nd (7/day)—*cat's grace*, *command undead*, *scorching ray*, *web*

1st (7/day)—*mage armor*, *magic missile*, *ray of enfeeblement* (DC 15), *shield*, *silent image*

0 (At will)—*daze* (DC 15), *detect magic*, *ghost sound*, *light*, *mage hand*, *open/close*, *ray of frost*, *read magic*

Str 19, **Dex** 17, **Con** —, **Int** 16, **Wis** 17, **Cha** 19

Base Atk +9; **CMB** +14; **CMD** 32 (can't be tripped)

Feats Ability Focus (atrophic breath), Alertness, Combat Casting, Dodge, Eschew Materials, Lightning Reflexes, Stealthy

Skills Bluff +13, Diplomacy +13, Escape Artist +17, Intimidate +13, Knowledge (arcana) +15, Perception +17, Sense Motive +17, Spellcraft +15, Stealth +17

Languages Common, Infernal

Atrophic Breath (Su) Once every 1d4 rounds, death nagas can blast opponents with a 60 foot cone of deteriorating negative energy. The blast deals 12d6 points of unholy and negative energy damage (half of each). In addition, those within the cone gain one negative level. A Reflex DC 22 save halves the damage and prevents the negative level. Undead remain unharmed within the cone but gain 2d4 x 5 temporary hit points for 1 hour. The save DC is Charisma-based.

Infernal Blessing (Su) A death naga adds her Charisma modifier as a deflection bonus to her armor class.

Naga Venom (Ex) Sting—injury; save DC 20 Fort; frequency 1 round (2d4 rounds); effect 1d2 Constitution damage; cure 2 consecutive saves.

Spells Death nagas cast spells as 9th-level sorcerers with access to the divine domains of Death and Destruction as sorcerer spells.

SKELETON WARRIOR

XP 38,400

The Tome of Horrors Complete 734

Human skeleton warrior fighter 13

NE Medium undead (augmented humanoid)

Init +5; **Senses** darkvision 60 ft.; **Perception** +9

Aura fear aura (30 ft., DC 18)

AC 27, touch 12, flat-footed 25 (+11 armor, +1 Dex, +1 dodge, +4 natural)

hp 121 (13d10+26 plus 13)

Fort +12; **Ref** +9; **Will** +7; +3 vs. fear

Defensive Abilities bravery +3; **DR** 10/magic and bludgeoning; **Immune** channel energy, undead traits; **SR** 28

Speed 30 ft.

CR 4

CR 8

CR 4

CR 12

CR 14

CHAPTER 6: THE HIDDEN TOMB OF AKA BAKAR

Melee +2 *bastard sword* +25/+20/+15 (1d10+16/17–20)
Ranged *mwk longbow* +17/+12/+7 (1d8+2/x3)
Special Attacks *weapon training* (heavy blades +3, bows +2, light blades +1)
Spell-like Abilities (CL 13th):
Constant—*find target*

Str 22, **Dex** 13, **Con** —, **Int** 8, **Wis** 12, **Cha** 14
Base Atk +13; **CMB** +19; **CMD** 31

Feats *Alertness*, *Blind-Fight^B*, *Cleave^B*, *Critical Focus^B*, *Dodge*, *Great Cleave^B*, *Improved Critical* (*bastard sword*)^B, *Improved Initiative^B*, *Improved Sunder*, *Lightning Reflexes*, *Power Attack*, *Quick Draw^B*, *Run*, *Weapon Focus* (*bastard sword*), *Weapon Specialization* (*bastard sword*)

Skills *Climb* +13, *Intimidate* +26, *Perception* +9, *Sense Motive* +9, *Swim* +14; **Racial Modifiers** +8 *Intimidate*, +6 *Perception*, +6 *Sense Motive*

Languages Common

SQ *armor training* 3

Gear +2 *full plate*, +2 *bastard sword*, *masterwork longbow*, 20 *arrows*, *cloak of resistance* +2, *boots of speed*

Fear Aura (Su) Skeleton warriors are shrouded in an aura of fear. Creatures with less than 5 HD and in a 30-foot radius must succeed on a Will save or be affected as though by *fear* cast by a caster of the skeleton warrior's levels.

Find Target (Sp) A skeleton warrior can track and find the possessor of its circlet unerringly, as though guided by *discern location*. Using this ability, it can also find the last person to possess its circlet. Its caster level is equal to its total Hit Dice.

SWORD SPIDER CR 10

XP 9,600

Tome of Horrors 4 230

N Large construct

Init +1; **Senses** *darkvision* 60 ft., *low-light vision*; **Perception** +0

AC 25, *touch* 10, *flat-footed* 24 (+1 *Dex*, +15 *natural*, –1 *size*)

hp 112 (15d10+30)

Fort +5; **Ref** +6; **Will** +5

DR 10/*adamantine*; **Immune** *construct traits* (+30 hp), *magic*

Speed 20 ft., *climb* 20 ft.

Melee *sword-leg* +16/+11/+6 (2d6+2/19–20), 3 *sword-legs* +16 (2d6+2/19–20), *bite* +16 (1d8+2 plus *poison*)

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

Special Attacks *sword-legs*

Str 14, **Dex** 12, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +15; **CMB** +18; **CMD** 29 (41 vs. *trip*)

Skills *Climb* +10

Immunity to Magic (Ex) A sword spider is immune to any spell or spell-like ability that allows spell resistance, except as noted: A *keen edge* spell affects all of a sword spider's sword-leg attacks as if they were slashing weapons.

Transmute metal to wood slows a sword spider for 1d4 rounds (as the *slow* spell), during which time its damage reduction is negated (no save). A magical attack that deals fire damage ends any *slow* effect on the sword spider and heals 1 point of damage for each 3 points of damage the attack would otherwise deal. If the amount of healing would cause the sword spider to exceed its full normal hit points, it gains any excess as temporary hit points. A sword spider gets no saving throw against fire effects. A sword spider is affected normally by rusting attacks, such as those of a rust monster or a *rusting grasp* spell.

Poison (Ex) A sword spider's bite injects poison from a hidden reservoir within its metal body. Because it is a construct, the sword spider does not naturally produce this poison, and its creator must manually refill this reservoir. The reservoir holds enough poison for 5 successful bite attacks, after which the sword spider deals only bite damage. Refilling the reservoir takes 1 minute and provokes attacks of opportunity. The creator can fill the reservoir with any injury poison (typically spider venom), though acid, alchemical substances, and even stranger liquids have been used.

Giant Spider Venom Bite—injury; save DC 14 Fort; *frequency* 1/round for 4 rounds; *effect* 1d2 Strength damage; *cure* 1 save.

Sword-Legs (Ex) A sword spider's legs act as longswords, granting it iterative attacks just as if it wielded multiple weapons. It cannot be disarmed and a sword spider never takes penalties to its attack rolls (for multiweapon fighting) when fighting with its sword-legs.

The monsters are just as surprised as the PCs upon arrival. Tactics employed by each are dependent on the monster. The monsters fight to the best of their ability. Obviously the demon is bad news for anyone unlucky enough to roll a 12 — but conversely, the korog, zombie and minotaur should not pose too great a threat to anyone. This can be easy or almost impossible — it's all up to Tykee, the Lady of Luck.

Prizes

1. At the first victory, the contestant gains a gold wreath (worth 100 gp) set with one 1,000 gp gem for each victory attained.

2. At the third victory, the contestant gains a tiny magical key formed of mithral. Once per week, if the key is touched to the keyhole in **Area 4-2**, it opens the *phase door*.

3. At the sixth victory, the contestant gains the services of a djinni for one month. After the one-month period elapses, the djinni vanishes.

DJINNI

CR 5

XP 1,600

hp 52 (*Pathfinder Roleplaying Game Bestiary* "Genie, Djinni")

4. After the ninth victory, the contestant gains a glowing blue crystal of obviously great magic. This jewel is a *tear of the heavens*. When crushed or swallowed, the person doing so is granted a special protection — the next time they die (through loss of hp, disintegration, etc.), a *true resurrection* spell immediately takes effect, restoring them to full vitality without the loss of a level. This benefit is only granted once, and then the magic is exhausted. Should the recipient die of natural causes (e.g. old age, but not from disease or deprivation), the tear reforms in the air above him and can be taken and used by another creature.

5. If all 12 creatures are defeated, the gem values in the victory wreath increase to 5,000 gp each and the wreath becomes enchanted as follows: the wearer gains a +4 enhancement bonus to any one attribute of his choice and a +2 luck bonus to all saves. The wearer can also call upon the gods to answer a number of questions equal to the number of intact gems on the wreath (as a *commune* spell, CL 12th). Each time the *commune* ability is used, one of the gems shatters; if all 12 gems are so used, the wreath becomes non-magical. All powers of the wreath function only for the person who actually won it.

Area 4-4. Hall of Memory

A short passage leads to a standard door. The walls of this corridor are decorated in an elaborate mosaic depicting scenes from the life of Aka Bakar. PCs who study the mosaics find out more of the truth about him, though the cause of his madness later in life (e.g., the *Sword of Air*) is not made clear. The depictions end with his arrival at the now-ruined village outside the tomb and depict a black pyramid into which Aka Bakar places a sword.

Area 4-5. The Library of Aka Bakar (CR Varies, 0 or 20)

This immense chamber is a library of great size and value. Shelves crammed with books and scrolls line the walls and stand in rows through the center of the room. The mundane books are worth more than 100,000 gp to the right buyer, but weigh more than 3 tons total. The floors are carpeted with finely woven rugs, now a bit moth-eaten and faded with age, which help offset the dank chill of the dungeon. Lanterns hang from holders set into the bookshelves lining the walls and at the end of each of the shelves in the center of the room; the flame within these lanterns is from *continual flame*. In the center of the room stand a reading table and six chairs. Six candles (also enchanted with *continual flame*) provide light for any reader.

Two solid iron doors lead to **Area 4-7**. They are unlocked, but only one may be opened at a time. They are easy to open (no roll required).

Anyone staying here for more than 24 hours encounters the vampire from **Area 4-6** (randomly determine the hour he arrives). He usually enters the room in gaseous form initially. **Nosra** walks this place once a day out of sheer boredom. Any loud noise or destruction of things also brings him to this room.

The entire room contains an *antimagic field* that prevents any spells from being cast successfully. It also temporarily nullifies any magic items present in the room. The spells cast on the room by Aka Bakar remain unaffected. The entire place is also covered with a *protection from fire* enchantment. No fire of any kind will burn in here.

At the northern end of the room, two doors open into **Area 4-7**. In the southeast corner, a shifting wall (accessed by pulling out a tome labeled “*Executions of Marbus Pei IV*”) allows access to Nosra’s crypt (**Area 4-6**).

The books on the shelves have been roughly subdivided by category, as indicated on the map.

At the point marked **A**, a cache of magical tomes and scrolls is

tucked away. These items are indistinguishable from those around them. Only a thorough search of the library turns them up (DC 35 Perception check to find). The following scrolls and books are to be found here:

- *Scroll of banishment* (CL 16th)
- *Scroll of protection from evil*
- *Scroll of antilife shell*
- Three *arcane spell scrolls* (1—Level 6 x3, 2—Level 8 x2, 3—Level 9 x2)
- *An iron golem manual*
- *Cursed scroll of gate*, summons a **balor** that attacks immediately.

The spellbooks of Nosra the vampire lord are located at point **B**. Their spines are marked with the title, “*Property of Marbus Pei IV*,” and contain all spells of Levels 1–4, all the spells Nosra has memorized, plus 2d4 of each Level 5–7.

BALOR

XP 307,200

hp 307 (*Pathfinder Roleplaying Game Bestiary* “Demon, Balor”)

CR 20

Area 4-6. Crypt of Nosra the Vampire Lord (CR 15)

This is the crypt of **Nosra**, the lieutenant and caretaker for Aka Bakar’s dungeon complex. The vampire is one of the last lines of defense placed here to prevent entry into the final resting place of the great wizard. Nosra is tasked (through *geas*) to guard this level, and in particular the library, from any that might intrude. Nosra frequents the library but will not enter **Area 4-7**; he is otherwise free to roam the dungeon. If encountered, he pursues and attempts to destroy any he encounters, all the way to the entrance of **Level 1** if necessary. This room is not covered by the *antimagic field*.



NOSRA

CR 15

XP 51,200

Male human vampire necromancer 1/ loremaster 3

(Pathfinder Roleplaying Game Bestiary "Vampire")

CE Medium undead (humanoid, human)

Init +7; **Senses** darkvision 60 ft., lifesight (110 ft., 11 rounds/day); **Perception** +15**AC** 26, touch 16, flat-footed 22 (+4 armor, +2 deflection, +3 Dex, +1 dodge, +6 natural)**hp** 136 (14d6+64 plus 21); fast healing 5**Fort** +8; **Ref** +11; **Will** +11**Defensive Abilities** channel resistance +4; **DR** 10/magic and silver; **Immune** undead traits; **Resist** cold 10, electricity 10, fire 30**Weaknesses** vampire weaknesses**Speed** 30 ft.**Melee** slam +10 (1d4+3 plus energy drain)**Special Attacks** blood drain, children of the night, create spawn, dominate (DC 21), energy drain (2 levels, DC 21)**Necromancer Spell-Like Abilities** (CL 14th; melee touch +9): 8/day—grave touch (5 rounds)**Spells Prepared** (CL 14th; melee touch +9, ranged +9):7th—greater teleport, power word blind^B6th—create undead^B, disintegrate (DC 21), eyebite (DC 23, x2)5th—baleful polymorph (DC 20), cloudkill (DC 20), magic jar (DC 22), teleport, waves of fatigue^B4th—animate dead^B, confusion (DC 19), enervation, fear (DC 21), wall of fire3rd—fireball (DC 18), fly, haste, ray of exhaustion (DC 20), vampiric touch^B, vampiric touch2nd—detect thoughts (DC 17), false life^B, minor image (DC 17), scorching ray, see invisibility1st—burning hands (DC 16), cause fear^B (DC 18), mage armor (x2), magic missile, protection from good, shield

0 (at will)—bleed (DC 17), detect magic, read magic, touch of fatigue (DC 17)

Arcane School Necromancy **Opposition Schools**

Enchantment, Illusion

Str 16, **Dex** 16, **Con** —, **Int** 21, **Wis** 10, **Cha** 18**Base Atk** +6; **CMB** +10; **CMD** 25**Feats** Alertness, Brew Potion, Combat Casting, Combat Reflexes, Command Undead^B, Craft Wondrous Item, Dodge, Greater Spell Focus (necromancy), Improved Channel, Improved Initiative, Iron Will, Lightning Reflexes, Scribe Scroll, Skill Focus (Knowledge [arcana]), Spell Focus (necromancy), Toughness**Skills** Appraise +14, Bluff +12, Diplomacy +12, Fly +16, Heal +8, Intimidate +12, Knowledge (arcana) +29, Knowledge (dungeoneering) +14, Knowledge (engineering) +14, Knowledge (geography) +14, Knowledge (history) +19, Knowledge (local) +14, Knowledge (nature) +14, Knowledge (nobility) +14, Knowledge (planes) +19, Knowledge (religion) +14, Perception +15, Sense Motive +10, Spellcraft +19, Stealth +11, Use Magic Device +17; **Racial Modifiers** +8 Bluff, +8 Perception, +8 Sense Motive, +8 Stealth**Languages** Aklo, Common, Dwarven, Elven, Goblin, Infernal **SQ** arcane bonds (arcane bond [staff of frost]), change shape, gaseous form, grave touch, life sight, lore, opposition schools (enchantment, illusion), secrets (knowledge of avoidance, weapon trick), shadowless, specialized schools (necromancy), spider climb**Combat Gear** staff of frost; **Other Gear** ring of protection +2, spellbook, crystal for magic jar (worth 100 gp), spell component pouch.**Blood Drain (Su)** A vampire can suck blood from a grappled opponent; if the vampire establishes or maintains a pin, it drains blood, dealing 1d4 points of Constitution damage.

The vampire heals 5 hit points or gains 5 temporary hit points for 1 hour (up to a maximum number of temporary hit points equal to its full normal hit points) each round it drains blood.

Change Shape (Su) A vampire can use change shape to assume the form of a dire bat or wolf, as *beast shape II*.**Children of the Night (Su)** Once per day, a vampire can call forth 1d6+1 rat swarms, 1d4+1 bat swarms, or 2d6 wolves as a standard action. (If the base creature is not terrestrial, this power might summon other creatures of similar power.) These creatures arrive in 2d6 rounds and serve the vampire for up to 1 hour.**Create Spawn (Su)** A vampire can create spawn out of those it slays with blood drain or energy drain, provided that the slain creature is of the same creature type as the vampire's base creature type. The victim rises from death as a vampire spawn in 1d4 days. This vampire is under the command of the vampire that created it, and remains enslaved until its master's destruction. A vampire may have enslaved spawn totaling no more than twice its own Hit Dice; any spawn it creates that would exceed this limit become free-willed undead. A vampire may free an enslaved spawn in order to enslave a new spawn, but once freed, a vampire or vampire spawn cannot be enslaved again.**Dominate (Su)** A vampire can crush a humanoid opponent's will as a standard action. Anyone the vampire targets must succeed on a Will save or fall instantly under the vampire's influence, as though by a dominate person spell (CL 12th). The ability has a range of 30 ft.**Energy Drain (Su)** A creature hit by a vampire's slam (or other natural weapon) gains two negative levels. This ability only triggers once per round, regardless of the number of attacks a vampire makes.

SWORD OF AIR

Gaseous Form (Su) As a standard action, a vampire can assume gaseous form at will (caster level 5th), but it can remain gaseous indefinitely and has a fly speed of 20 feet with perfect maneuverability.

Shadowless (Ex) A vampire casts no shadows and shows no reflection in a mirror.

Spider Climb (Ex) A vampire can climb sheer surfaces as though under the effects of a spider climb spell.

Tactics: Nosra is nearly invincible in the library area, as magic weapons are nullified by the *antimagic field*. Being chaotic, however, as well as extremely hungry, he is willing to pursue foes out of the “safe” zone, and hence becomes vulnerable.

Nosra typically realizes intruders are present while in gaseous form. As this is a shape-changing ability, it is unaffected by the *antimagic field*.

Once he realizes foes are present, he casts defensive spells including *protection from good*, *shield*, *detect good*, *detect thoughts*, *mirror image* and *haste*. He then enters the room and attacks hand to hand (none of his protective spells function in the library; he likes to have them for “the chase”). Should the PCs retreat to an area where their weapons can hurt him (outside the library), he casts *confusion* first, followed by *power word blind* and *cloudkill*, then rejoins combat. He is so incredibly hungry at this point that he spends the rest of the combat attempting to slay and drink the blood of anyone left.

Treasure: Nosra wears a *ring of protection* +2 and carries a *staff of frost*. In his crypt are a *beaker of plentiful potions* (Appendix) and a *chime of hunger* (Appendix), as well as his coffin, some dirt, and a small rag doll.

Area 4-7.

The Grand Throne Room (CR 13)

This grand hall is obviously a throne room, with a massive carved black basalt seat resting upon a dais of blood-red marble at the center of the northern end of the rectangular chamber. A golden crown and scepter set with a ruby the size of a human fist in one end lie upon the seat of the throne. To the south, a large mound of rock debris lies heaped against the wall between the two doors allowing entrance to the room. Close inspection of this rubble reveals it to be the pulverized fragments of dozens of humanoid statues.

A column of magical flame with no apparent source burns from floor to ceiling in the northeast corner of the room.

The two southern doors allowing access to the room are all part of an elaborate mechanical mechanism that only allows one door to be open at a time. This mechanism is built into the walls around the room and is impossible to disable without destroying the walls. The **secret door** (DC 30 Perception Check to notice) in the north wall is not part of this mechanism.

At the center of the chamber is a massive statue cast in bronze standing 16 feet tall. It resembles a warrior in antique half-plate armor, with a sword in one hand. This is, of course, a **golem**, and it moves to attack the nearest creature one round after the room is entered. It doesn't stop until all intruders are slain or flee the room.

BRONZE GOLEM

XP 25,600

N Large construct (Appendix)

Init -1; **Senses** darkvision 60 ft., low-light vision; **Perception** +0

AC 28, touch 8, flat-footed 28 (-1 Dex, +20 natural, -1 size)

hp 162 (24d10+30)

Fort +8; **Ref** +7; **Will** +8

DR 15/adamantine; **Immune** construct traits, magic

Speed 20 ft.

Melee greatsword +35 (3d6+16/19-20)

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

CR 13

Special Attacks petrifying gaze (DC 17, every 3 rounds), shattering strike

Str 32, **Dex** 9, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +24; **CMB** +37; **CMD** 46

Immunity to Magic (Ex) A bronze golem is immune to spells or spell-like abilities that allow spell resistance. Certain spells and effects function differently against it, as noted below.

A magical attack that deals electricity damage slows a bronze golem (as the *slow* spell) for 3 rounds, with no saving throw.

A magical attack that deals fire damage breaks any slow effect on the golem and heals 1 point of damage for each 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. A bronze golem gets no saving throw against fire effects.

Petrifying Gaze (Su) Turn to stone permanently, 30 feet, Fortitude DC 17 negates. The save DC is Charisma-based.

Shattering Strike (Ex) A bronze golem instinctively detects weak points in the structure of a victim turned to stone by its petrifying gaze. Its attacks against its petrified victims ignore the stone's hardness.

Petrified Victims

A petrified victim is turned into solid stone. A petrified creature has a hardness of 8 and 50 hit points. It gains ‘bonus’ hit points based on the victim's side: Small +10, Medium +20, Large +30, Huge +40, Gargantuan +60, and Colossal +80.

Tactics: The golem always goes after the creature closest to it on its initiative; canny PCs can use this fact to their advantage. It always heads toward the closest opponent — so the PCs can play cat and mouse with it indefinitely if they are smart (essentially playing tag). If several creatures are at equal distance to it, it pursues one randomly. The golem always attacks first with its gaze attack, then uses its sword on that victim if it fails its save, utterly destroying them.

Once all enemies are dispatched or leave the room, the golem moves to the column of flame and stands within it until all damage is repaired. It then moves any petrified PC statues to the rubble pile and shatters them with its sword.

Development: Anyone who sits on the throne, dons the crown and holds the scepter may command the golem. It continues its attacks until so commanded, though it does not attack anyone seated on the throne and wearing the crown. No matter what commands are given, the golem cannot leave this chamber.

Treasure: The scepter and crown are non-magical, but have been enchanted with a magical aura that gives them a strong emanation of transmutation magic if checked. The crown is worth 15,000gp, and the scepter 50,000gp. They also control the golem while in this room.

Area 4-8.

Yet Another Snake Room (CR 11)

This chamber is indeed another darkness-choked snake chamber (see the **Serpent Chambers Sidebox, Level 1, Area 1-4**, for details).

The walls here issue forth **20 ghoulish black mambas**. These appear much like the serpents in **Area 4-1**, but their bodies are dead with rotting holes and pits in the sides. Rather than injecting traditional venom, their bite is paralytic and acidic.

GHOULISH BLACK MAMBAS (20)

XP 600

NE Medium undead

CR 2





Init +5; **Senses** darkvision 60 ft.; **Perception** +10

AC 14, touch 11, flat-footed 13 (+1 Dex, +3 natural)

hp 22 (4d8+4 plus 4)

Fort +2; **Ref** +2; **Will** +2

Immune undead traits

Speed 30 ft., 20 ft. climb

Melee bite +4 (1d4–1 plus 1d4 acid and paralysis)

Special Attacks paralysis (1d4+1 rounds, DC 13, elves are immune to this effect)

Str 8, **Dex** 13, **Con** —, **Int** 1, **Wis** 13, **Cha** 12

Base Atk +3; **CMB** +2; **CMD** 13 (can't be tripped)

Feats Improved Initiative, Toughness, Weapon Finesse^b

Skills Acrobatics +9, Climb +9, Perception +10, Stealth +10;

Racial Modifiers +4 Perception, +4 Stealth, +8 Acrobatics; modifies Climb and Swim with Dexterity

The secret door in the west wall is a standard **secret door**; the one in the east wall is difficult to detect (DC 28 Perception check). Perception checks to locate these suffer an additional –2 penalty unless the *darkness* is somehow dealt with.

Area 4-9. False Key Room

At the center of this chamber stands a pedestal atop a low dais. Resting upon the pedestal, on a white cushion, is a fragment of sword that looks exactly like the fourth part of the **Sword Key**, a piece of the blade that fits exactly with the previous three.

However, this fragment is a fake. If it should be removed from the room, it explodes in a violent burst that inflicts 5d6 points of slashing

damage and 15d6 points of fire damage to all within a 30-foot radius (DC 20 Reflex save for half). The false fragment reappears on its cushion 1 minute after exploding.

Area 4-10. True Key Room

This chamber looks exactly like **Area 4-9**. However, the sword fragment on the cushion here is the true fourth part of the **Sword Key** and can be removed without difficulty.

Area 4-II. Portal to the Final Vault

In the center of the northern wall rests an archway of faintly glowing blue metal. The archway is filled with a thin, hazy blue radiance. The chamber is otherwise empty.

Those stepping through the archway find themselves in **Area 5-1** of **Level 5**. Once the four pieces of the **Sword Key** pass through, the portal on that side deactivates in 1 minute, allowing no return.

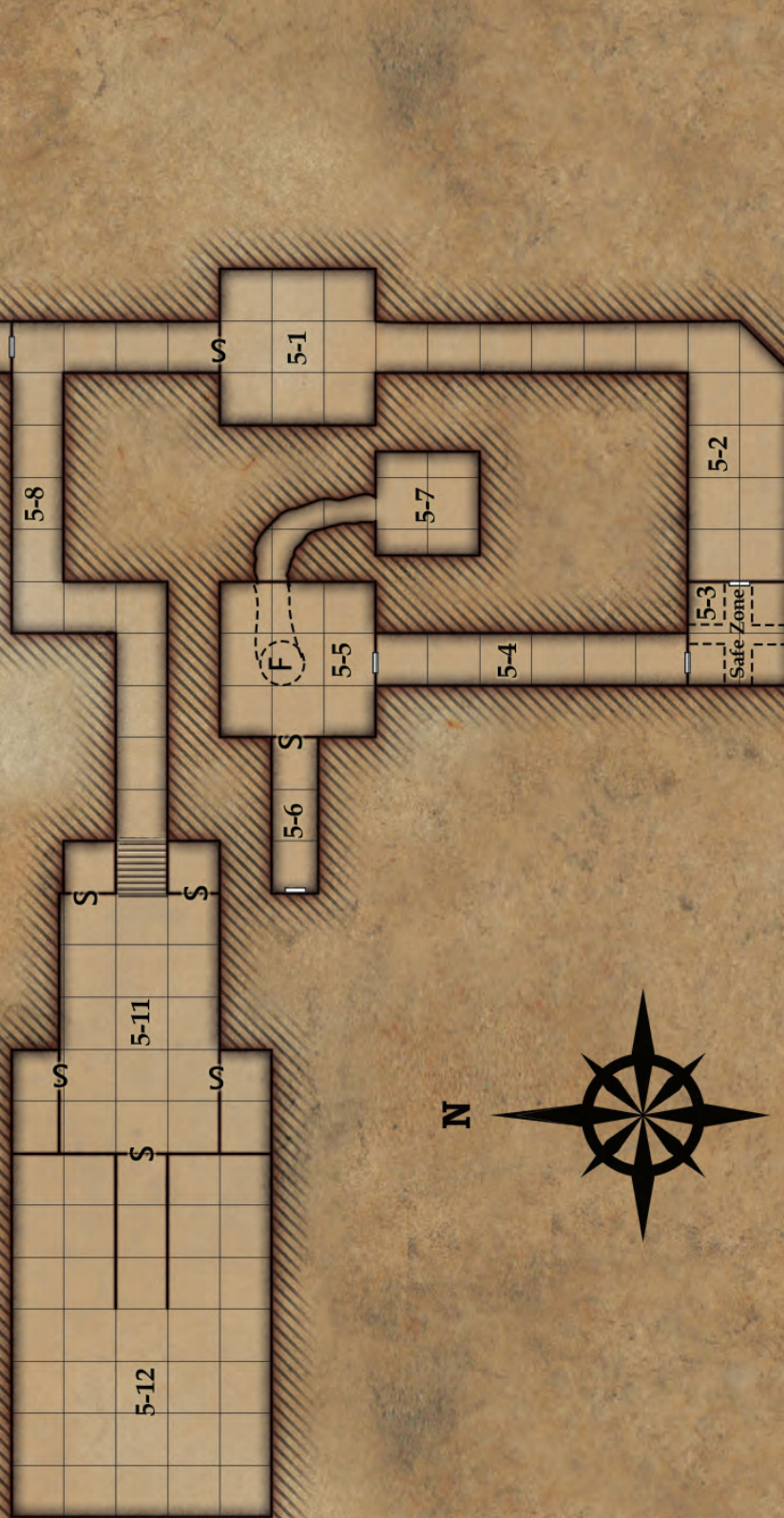
Level Five: The Final Vault

This is the final resting place of Aka Bakar. It is as deadly as it is deep, and is actually 5,000 feet below the earth. Aka Bakar created this place as a final insurance policy against anyone gaining the last piece of the key to obtaining the *Sword of Air*, and this should not be taken lightly. Even in his insane stupor, the wizard knew that to stop the frog demon, Tsathogga,

Tomb of Aka Bakar Level Five

Sword of Air

1 Square - 10 Feet



from taking over the world and destroying mankind, he could not allow the sword to be found. To facilitate this goal, he imprisoned himself here along with several servitors and summoned creatures. The only way to leave is with all five parts of the **Sword Key**, and since four of them are elsewhere in the dungeon, even the wizard intentionally trapped himself forever.

Level Five

Difficulty Level: 15+

Entrances: *Teleport* from **Level 4**.

Exits: *Teleport* to surface (to **Encounter Area SM-5** in the **Wilderness** section).

Wandering Monsters: None.

Detections: The entire dungeon is lined with lead. Detection spells and *commune* do not function on this level. No divination spells function on this level.

Shielding: The entire level is shielded, and no means of magical transport such as *teleport*, *dimension door*, *plane shift*, *ethereal jaunt*, etc., functions. No magic allows the PCs to pass through walls; however, these spells can be used normally as long as no walls/doors, etc., are breached.

Continuous Effects: No divine spells above 2nd level can be recovered on this level.

Standard Features: Unless otherwise noted, all doors on this level are made of locked stone. All secret doors are made of locked stone.

Stone Doors: 4 in. thick; hardness 8; hp 60; Break DC 30; DC 25 Disable Device; DC 24 Perception.

Area 5-1. Entrance and Phase Door to Level 4

This room contains a misty portal from **Level 4**. The secret door to the north requires a DC 28 Perception check to detect, and is *wizard locked* (CL 23rd).

Area 5-2. Stars and Moons . . . and a Sword

This chamber is lavishly decorated with a great depiction of the *Sword of Air* emblazoned on the floor. Images of the cosmos are painted on the walls and ceiling. Nothing here is harmful. Anyone possessing the *False Sword of Air* from the False Tomb of Aka Bakar (**Area 23**) notices (if they ask) that the sword depicted in the images looks very different from the one in their possession.

Carefully feeling along the walls reveals (with a DC 35 Perception check) that one of the stars is actually a loose piece of metal. If pried loose (easy to do), this **five-pointed star** is one of the keys that opens the *phase door* in **Area 5-5**.

Area 5-3. The Final Trap

The two doors to this chamber may only be opened one at a time. In other words, to open one, the other must be closed. The mechanism for this is two stone posts, 6 in. in diameter that descend to block the doors when the opposite one is opened. These posts can be seen from outside this room (they are on the east and north sides of the doors in **Area 5-2** and **Area 5-4**).

The room itself is only 20 feet square, and hundreds of small, quarter-inch diameter holes dot all four walls. Careful inspection (and a DC 30 Perception check) reveals a 2 foot wide cross-shaped gap in the exact center of the room. Each hole smells a bit like bitumen and sulfur. This 2 foot space runs east-west as well as north-south, crossing in the exact center of the room. Within this zone, no holes are present.

At some point in the process, both doors will have to be closed. When this occurs, 400 *magic missiles* shoot out of the holes, completely obliterating anything not standing in the cross-shaped gap in the center. The GM can roll dice as he wishes, but any creature not in the gap takes 50 + 5d10 hits for 1d4+1 points of damage each.

There is no way the trap can be disarmed, nor truly “detected,” as it consists of only holes in the wall. The GM is encouraged to not give away the gap pattern unless the walls are closely examined. Once the trap goes off, it does not reset for 36 hours.

Area 5-4. The Intimidating Black Hallway

The walls, floor and ceiling of this 60 foot corridor are all jet black and extremely smooth. All have an extremely hard, glassy surface of obsidian. The door at the north end of the corridor is encrusted with numerous arcane symbols and runes. A silver-and-wax lining around the door’s edges seals it from the south.

None of this really matters, and the corridor and door are not trapped and safe.

Area 5-5. Circle Games

A red brick circle on the ground contains 4 small indentations. It is otherwise nondescript. The **secret door** to the west is simple to detect (DC 15 Perception check).

The indentations in the circle are spaced about 6 inches from the center. Each looks as though a small object might fit into it. This is another *phase door* to the final resting place and crypt of Aka Bakar. Since it allows access to another plane, it cannot be disabled, *knocked* or otherwise opened unless four objects are placed therein. The indentations are shaped as follows:

- A **five-pointed star**, 2 inches across
- A **crescent moon**, 4 inches long and 1 inch wide
- A **sun disk**, 4 inches in diameter
- A **skull**, human shaped, but about the size of a mouse’s skull

Should the four objects be placed in the appropriate indentations, the red bricks become misty and turn into a *phase door* that leads to **Area 5-7**.

Area 5-6. I Feel Dumber

The **secret door** into this hall way is easy to locate (DC 15 Perception check; see **Area 5-5**), as is the one at the end of the corridor. The problem is that the corridor leads nowhere, and the door at the end is *curse*d. The false door cannot be opened by any means (it is not even really a door). For every minute spent in this hall, a character suffers 1 point of Intelligence drain. Anyone reaching 2 or less starts drooling, at 1 he loses the ability to speak at all, and at 0 he passes out in a coma. This is a problem if the characters all remain in the hall — they simply never wake up and eventually die of thirst.

The **false door** itself is an elaborate device. It has two dozen small buttons, a dial with the numbers 1–24 on it, and several inscriptions. The inscriptions read:

- “Moon”
- “Star”
- “Sun”
- “Sky”

This last should be a clue that this is not the correct door. It is, after all, not a skull. All of the buttons and dials move easily — they just don’t do

anything.

Area 5-7. The Sword in the Stone

If the four objects (star, moon, sun and skull) are placed in the red circle, mists and haze form, and a *phase door* appears that leads to this room. This room itself is not inside the dungeon at all. It is in fact located outside in the wilderness within the **Black Pyramid** (at **Encounter Area SM-5**).

The room itself is a 20 foot square box, with no apparent entrances or exits (once the *phase door* fades in 20 minutes). Any trapped within are doomed unless they exit through the *phase door* or solve the final puzzle.

In the center of the room is a stone table with several interesting objects on it:

- A *staff of power*
- A *ring of spell storing* (7 levels, currently empty)
- An *iron flask* (appears as an ivory, lidded bottle, heavily engraved with flowers and plants). If opened, a **marilith demon** appears and attacks.
- Four canopic jars containing the liver, heart, lungs and brain of Aka Bakar. The jars are worth 5,000 gp each and are carved of pure jade.
- A grinning skull encrusted with 9 large diamond teeth (5,000 gp each), two huge ruby eyes (12,000 gp each), and a huge sapphire (20,000 gp) in the nose socket. This looks an awful lot like a demilich — but is in fact just a dead skull. Tucked into the mouth of the skull is the final piece of the **Sword Key**.
- A *deck of many things*.

MARILITH DEMON XP 102,400

CR 17

hp 264 (*Pathfinder Roleplaying Game Bestiary* “Demon, Marilith”)

If the demon is summoned, it attacks to the best of its ability within the chamber — finding out immediately that *teleport* does not function in this room due to the lead lining and magic of the pyramid. Should the party brazenly take the final **Sword Key** part, nothing happens — but remember, no divination spells work here.

Careful inspection of the stone table reveals that the top is removable. Beneath the tabletop is a sword-shaped trough in the stone block below. The **Sword Key** (all 5 parts) fits perfectly into the trough. Should the pieces be placed inside, a brilliant flash of light occurs (DC 30 Fortitude save or be blinded permanently), and the stone block shatters, revealing the true *Sword of Air* (**Appendix**). At the same time, a giant stone block slides aside from the pyramid, allowing the party to exit to **Encounter Area SM-5** in the wilderness.

Area 5-8. The Long History

This long corridor is decorated with images depicting the true life story of Aka Bakar, including slaying his family, going into exile, creating this dungeon complex, and imprisoning the *Sword of Air* in the black pyramid. Only give details if specifically asked. The players would be served well by examining these images closely. Each 5 foot section (both sides) shows a scene in his life. It has the following scenes:

- Learning to be a wizard, as an apprentice to Alycthon the Dragon Lord.
- Worshipping the goddess Hecate and gaining great magical powers.
- Aka Bakar’s rise to power, including his marriage, the birth of each of his daughters, and the construction of his tower.
- Great detail is spent on his days teaching his daughters magic.
- The story of him finding the *Sword of Air* deep in the lair of a gold dragon (including the battle where he slew the beast).
- Wielding the sword, and the power it brought him as he summoned huge elemental forces and destroyed rivals. (After this panel, the mural takes a turn for the dark.)
- Slaying his family in a dark rage.
- After this it shows him destroying his tower and falling into despair.
- Going onto the plateau to repent (so he believed ... he was really

under the control of the sword).

- Triumphant over the sword, wrapping it in a case of some sort (lead), and leaving the desert. The god Arden is seen as his adviser/rescuer at this point.
- Shattering the sword into parts and placing those parts into some sort of stone coffin/case.
- Building this underground dungeon and having air elemental slaves and djinn carrying the stone coffin holding the sword. The end of these panels shows Aka Bakar slaying all the servitors.
- Building a black, stone pyramid outside the tomb.
- Drinking a potion and becoming a lich. Scattering the pieces of the sword and walking through a green, misty door into another plane (this is false — he FAILED to become a lich).

Area 5-9. False Fungus

This room smells of strange fungus and mold. Upon inspection, it appears to be coated floor to ceiling with bizarre purple-and-green growths.

This is an illusion (Will DC 20 to disbelieve) was set up to protect the tomb in **Area 5-10**. Nothing in the room is harmful, although the large patch of greenish slime on the north wall is quite unnerving.

Area 5-10. Hell Hath No Fury (CR 20)

This room houses the combined spirits of Aka Bakar’s wife, Rekki, and two of his daughters, Alyx and Alana. So foul was their murder that they rose as one terrible spirit of hate and terror. The creature they became is known as a **Queen Banshee**. This creature is a mixed-up, dissociative-identity version of his wife and the girls. Its hatred of all life and all light knows no bounds. The creature appears as a three-faced woman with each head breaking into screams once per round in succession (it screams once per round for 3 rounds).

Tactics: The three-headed monster uses its scream every round for the first 3 rounds of combat. It uses its incorporeal abilities to avoid combat and to hide within the walls and the tables, poking its heads out of random places to scream. At the end of 3 rounds, the creature becomes enraged and attacks physically.

The room itself is 20 feet by 30 feet, and beautiful carvings and runes adorn the walls. Three small stone tables house three skeletons of female forms (sacrifice victims — Aka Bakar sought to raise his family by some obscene ritual and failed, only bringing their tortured spirits here).

All the finery is old and rotten, and the tables are stained with long-dried blood. On the center body is a small, metal amulet of a **crested moon**. This is one of the keys to the *phase door* in **Area 5-5**.

The creature’s visage indicates it is most decidedly in pain, and has a piteous, sad look. That pity is short lived, for the combined soul beast has no intention other than slaughter.

QUEEN BANSHEE CR 20 XP 307,200

Female advanced-HD banshee (*Pathfinder Roleplaying Game Bestiary 2* “Banshee”; **Appendix**)

CE Medium undead (incorporeal)

Init +15; **Senses** darkvision 60 ft., hear heartbeat; **Perception** +31

AC 29, touch 29, flat-footed 17 (+7 deflection, +11 Dex, +1 dodge)

hp 331 (26d8+182)

Fort +15; **Ref** +21; **Will** +22

Defensive Abilities incorporeal; **Immune** undead traits

Weakness sunlight powerlessness

Speed fly 60 ft. (perfect)

Melee incorporeal touch +30 (14d6 negative energy + terror)



Special Attacks great wail (DC 32 Fort), terror (DC 32 Will)

Str —, **Dex** 32, **Con** —, **Int** 18, **Wis** 20, **Cha** 25

Base Atk +19; **CMB** +30; **CMD** 48

Feats Ability Focus (terror), Ability Focus (wail), Alertness, Combat Reflexes, Dodge, Improved Initiative, Iron Will, Lightning Reflexes, Mobility, Spring Attack, Step Up, Weapon Focus (melee touch attack), Wind Stance

Skills Bluff +20, Diplomacy +20, Fly +40, Intimidate +35, Knowledge (geography) +20, Knowledge (history) +30, Knowledge (local) +19, Knowledge (nature) +10, Knowledge (planes) +10, Knowledge (religion) +22, Perception +31, Sense Motive +30, Spellcraft +13, Stealth +26

Languages Abyssal, Aklo, Celestial, Common, Elven, Infernal

Great Wail (Su) Once per round, a queen banshee may wail as a full-round action. The wail lasts until the beginning of her next turn. All creatures within 40 feet of the banshee when she begins her wail, as well as all creatures that end their turn within that radius, must make a DC 32 Fortitude save. (This save is only required once per wail.) Creatures under the effects of a fear effect take a –4 penalty on this save. Creatures that make their save are sickened for 1d6 rounds. Those that fail take 200 points of damage (as if affected by a CL 20th *wail of the banshee*). If a wailing banshee is damaged during a wail, she must make a Will save (DC 5 + damage taken) to maintain the wail; otherwise it ends. This is a sonic death effect. Banshee wails are supernaturally powerful, and penetrate the effect of any spell of 3rd level or lower that creates silence. The save DC is Charisma-based.

Hear Heartbeat (Ex) A banshee can sense the beating hearts of living creatures within 60 feet, as if it had the blindsight ability.

Terror (Su) A creature damaged by the banshee's touch

attack must make a DC 32 Will save. Failure means that the victim cowers in fear for 1d3 rounds. If a target is protected against fear by a dispellable effect (such as *heroes' feast* or *mind blank*), the banshee's touch attempts to dispel one such effect with *greater dispel magic* (CL 20th). Negative energy damage caused by a banshee's touch can only harm the living; it cannot heal undead. This is a mind-affecting fear effect. The save DC is Charisma-based.

Area 5-II. Snakes of Iron (CR 12)

PCs descending the staircase to this area find themselves plunged into the ebon darkness of another of the tomb's snake chambers (see **Serpent Chambers Sidebox, Level 1, Area 1-4**).

In this case, however, there are no mundane snakes. Instead, **36 iron cobras** lurk in the *deeper darkness*. These constructs attack all who enter here, but are programmed to stay in the *deeper darkness* area, and do not pursue characters out of it.

IRON COBRAS (36)

CR 2

XP 600

The Tome of Horrors Complete 381

N Small construct

Init +2; **Senses** darkvision 60 ft., low-light vision; **Perception** +0

AC 20, touch 13, flat-footed 18 (+2 Dex, +7 natural, +1 size)

hp 15 (1d10+10)

Fort +0, **Ref** +2, **Will** +0

DR 5/—; **Immune** construct traits; **SR** 13

Speed 40 ft.

Melee bite +3 (1d6+1 plus poison)

Str 12, **Dex** 15, **Con** —, **Int** —, **Wis** 11, **Cha** 1

CHAPTER 6: THE HIDDEN TOMB OF AKA BAKAR

Base Atk +1; **CMB** +1; **CMD** 13 (can't be tripped)
Skill Stealth +12; **Racial Modifiers** +6 Stealth
SQ find target

Find Target (Su) Once per day, an iron cobra's creator can order it to find and kill a specific creature within 1 mile, which it does as if guided by *discern location*. The creator must have seen or be holding an item from the specified creature for this order to function.

Poison (Ex) An iron cobra's bite injects poison from a hidden reservoir within its body. Because it is a construct, the cobra does not naturally produce this poison, and its creator must refill this reservoir manually. The reservoir holds enough poison for 3 successful bite attacks, after which the creature merely deals bite damage. Refilling the reservoir takes 5 rounds and provokes attacks of opportunity. The creator can fill the reservoir with any injury poison (typically black adder venom), though acid, alchemical substances, and even stranger liquids have been used.

Black Adder Venom Bite—injury; save Fort DC 11; frequency 1/round for 6 rounds; effect 1d2 Con damage; cure 1 save.

The four extra secret doors in this room are merely time-wasters. Each is trapped with a *symbol of fear* on the inside wall. The **secret door** to **Area 5-12** is *arcane locked* (CL 23rd).

One of the snakes has an extremely tiny, skull-shaped head. This is the **skull key** for the *phase door* in **Area 5-5**.

Area 5-12. (CR 20)

Beyond the locked secret door is a 30 foot corridor leading to a large room. The room smells of fire and brimstone, and houses the toughest guardian Aka Bakar could summon and bind. The room itself appears to be empty except for two large braziers of coals in the far western side of the room. The braziers are 5 feet in diameter and look to be filled with red-hot coals.

Above the braziers float two wisps of smoke that swirl in tandem in an eerily rhythmic manner. This is all a distraction.

Two rounds after the secret door entrance is opened, a **balor demon** and his **2 chaaor** servitors attack. All are invisible until they attack.

Tactics: The balor, realizing his *gate* ability will not work here, begins combat with a *blasphemy*, followed by a *power word stun* spell. Both chaaor roar in the first round of combat, then drop *darkness* spells on the

corridor to **Area 5-11** and charge in to attack. The balor likewise seeks to immolate all in range, using his restricted *teleport* ability to move to the rear of the party (to **Area 5-11**). Using his whip and sword, the balor alternates physical attacks and magical abilities until slain. The chaaor simply attack.

The demons have no treasure; however, the balor wears a small stone token in the shape of a sun on a steel chain around his neck. This **sun token** is the final piece required to open the *phase door* in **Area 5-5**.

DEMON, BALOR **CR 20**
XP 307,200

hp 370 (*Pathfinder Roleplaying Game Bestiary* "Demon, Balor")

DEMONS, CHAAOR (2) **CR 11**
XP 12,800

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CE Large outsider (chaotic, demon, evil, extraplanar)
Init +3; **Senses** darkvision 60 ft.; **Perception** +24

AC 24, touch 14, flat-footed 21 (+3 Dex, +10 natural, -1 size, +2 profane)

hp 126 (11d10+66)

Fort +15; **Ref** +10; **Will** +5

DR 10/good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 22

Speed 30 ft.

Melee 2 claws +18 (1d8+8 plus grab), bite +18 (2d6+8)

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

Special Attacks rend (2 claws, 1d8+8), roar (3/day, 3d6 sonic damage, 60-ft. radius, DC 21 Ref half)

Spell-Like Abilities (CL 11th):

At will—*darkness*, *greater teleport* (self plus 50 pounds of objects only), see *invisibility*

1/day—*chaos hammer* (DC 16), *summon* (level 9, 2d4 dretches or 1 chaaor 35%)

Str 26, **Dex** 17, **Con** 22, **Int** 8, **Wis** 14, **Cha** 14

Base Atk +11; **CMB** +20 (+24 to grapple); **CMD** 35

Feats Awesome Blow, Blind-Fight, Cleave, Great Cleave, Great Fortitude, Power Attack

Skills Climb +22, Intimidate +16, Perception +24, Sense Motive +16, Stealth +13; **Racial Modifiers** +8

Perception

Languages Abyssal, Common; telepathy 100 ft.

Chapter 7: The Wasteland of Tsen

The ruins of Tsen and its surroundings are a forsaken place. What once was a lush, green land full of forests, farmlands and inhabitants is now a dead zone of sand, strange plants and lots of things with tentacles. Once a city of 500,000 souls, the ruined city now consists of rubble and glass. The stones themselves appear melted by some god-like fire.

The city of Tsen was founded early in the days of the Hyperborean Empire among the peaks of the Piedmont Highlands. It was seen as a crown jewel on the long road between Boros and the heart of the empire at Curgantium. Like Castorhage, it was envisioned as a center of learning; like Tircople and St. Harul's hold, it was envisioned as a center of faith. Its strategic placement where the road to the East met the road to the South near the regional capital Apothasalos ensured that it grew quickly — in fact, quickly outgrowing the nearby city. And as it grew so too did its reputation for advancements in learning in the fields of science, scholarship, and religious philosophy. So massive did it grow, and so great was its rep-

utation that it became known as the City of Wonders and in some circles, the new Curgantium. Talk was even heard of moving the Imperial Capital to the City of Wonders nestled among the Piedmont hills.

For 800 years Tsen stood as a shining jewel in the crown of Hyperborea. Then came the Day of Tribulation some 2,000 years ago, when a terrible force destroyed the city. It is said that the gods became displeased with the inhabitants, that they had become blasphemous and rebellious, false in their beliefs or that the sages and mystics of the city had extended themselves too far in their research into science and magic. Whatever the true cause, like Sodom, fire falling from the skies in a single night obliterated the city. Some few surviving witnesses described a “white-feathered serpent flying up from the sea” before the devastation, but whether this was a true phenomenon or merely exaggeration and the garbled retelling of rumor is unknown. Regardless, the fire left the city a dead hulk of itself, completely uninhabitable — as if cursed forever. Even the land and water



CHAPTER 7: THE WASTELAND OF TSEN

in the basin region around the city were left poisoned and barren. Strange creatures began to thrive there, and the civilization was lost.

So dangerous is the region that no one, not even the bravest of adventurers, ever goes to Tsen.

The area surrounding the city (call the city ground zero) is known as the Burning Wastes, and is divided into five concentric circles (unmarked, for the GM's use only). These circles are set at a series of distances away from the dead city. Why you ask? Well, as the ground, the water and even the air are poisonous, it is imperative that the GM track how long the characters spend in each zone. The farther away from ground zero, the safer the zone.

This area is treated as a hostile atmosphere, and each circle zone has the following effects:

- **Zone 1:** Plants and animals are normal, but sickly and sparse. Trees are withered, but still grow. Lifespans within this zone are halved, but life does exist. No game effect is present, and food and water resources are potable.

- **Zone 2:** Few plants and animals, and only of the hardiest breeds live here. All creatures have a 25% chance of some beneficial mutation (see **Mutations** below). Anything from outside the zone (including characters, mounts and pets) takes 1d8 points of Con damage (DC 15 Fort save negates) per week in this zone.

- **Zone 3:** Only mutated plants and animals live in this zone. Anything “normal” appears different (e.g. six legs instead of four, hairless, etc., unless it is an insect). All creatures living here have a 75% chance of some beneficial mutation (see **Mutations** below). Anything from outside the zone (including characters, mounts and pets) takes 1d6 points of Constitution damage (DC 20 Fort save negates) per day in this zone. On a damage roll of 6, an additional DC 18 Fortitude save with must be made to avoid a random mutation effect. Once a mutation is obtained, no further Con damage occurs.

- **Zone 4:** Only strange, heavily mutated creatures exist. Even insects have mutations here. All creatures living here have 1d4 beneficial mutations (see **Mutations** below). Anything that is not mutated takes 1d6 points of Con damage (DC 22 Fort save negates) per hour in this zone. On a damage roll of 5–6, an additional DC 20 Fortitude save is necessary to avoid a random mutation effect. Once a mutation has occurred, no further

Con damage is taken. However, a DC 5 Fortitude save is still required daily to avoid picking up another mutation. Once four mutations have occurred, on the next failed save there is a 50% chance that no further mutations occur and no further saving throws are necessary in this zone and a 50% chance that the creature will die. Creatures born in this zone have the same mutations as their parents and the same potential immunity to further saving throws.

- **Zone 5 (Ground Zero):** Nothing living can exist here for long. Simply staying here for one day causes a random mutation (good or bad) to affect living creatures (few things can live here for a day). Anything from outside the zone (regardless if already mutated or not) takes 1d2 point of Con damage (DC 23 Fort save negates) per 10 minutes spent in this zone. The exception to this is the **Lead Mine (Chapter 8)**, which shields all creatures from the poisonous surroundings. On a damage roll of 2, an additional DC 20 Fort save must be made to avoid a random mutation effect. There is no limit to the number of mutations that can occur to a creature in this zone, but after the fourth and onward each additional mutation has a 50% chance of killing the creature.

Mutations

The very air that one breathes in this wasteland can create horrible and permanent effects on any creatures. Zones 2 through 5 can cause mutations to any living creature exposed for too long. The GM is encouraged to add or subtract to this list as appropriate. Most mutations (90%) are **bad things**; however, the remaining 10% could create a beneficial result (**good things**). Tables are presented below for each. The GM, however, should improvise these based on his or her desires. Note that monsters encountered usually have “good mutations,” else they would have already perished.

These mutations can be visible or not — some just affect the cellular structure of a creature, while others actually change its appearance. In undefined cases (e.g. lose Charisma), the GM is encouraged to improvise. For example, Charisma loss could involve the loss of one's hair, the growth of a third ear, or a change in skin color. Losses of Strength could

Table 1: Examples of Standard Mutations

Roll	Mutation
1	Arm turns into ooze (unusable, 50% chance of either arm)
2	Arm grows 1d10+3 inches (can use weapons of the next larger size without penalty)
3	Arms grow 1d3 feet (as above and gains reach)
4	Arms shrink (50% half size, 50% you're a T-rex: does not threat adjacent squares)
5	Blood changes to acid (take 3d6 acid damage per round until making a DC 25 Fortitude save to successfully adjust to the change)
6	Body becomes spongy (lose all natural armor, -6 Strength)
7	Body odor changes and increases (flower, wolf, burning leaves, etc.: -5 penalty to Stealth checks)
8	Ears like a bat (gain blindsense 20 ft.)
9	Ears like a donkey (+2 bonus to Perception checks)
10	Exhalations are black air, like smoke (-10 penalty to Stealth checks)
11	1d6 extra ant legs from side of torso (-4 Charisma, amputation causes 1d6 Con damage per leg removed)
12	1d4 extra eyes (gain all-around vision, -4 penalty to saves vs. gaze attacks and visual effects)

Roll	Mutation
13	Extra finger (1-2: hands; 3-4: face; 5-6 feet: -4 Charisma if on face)
14	Extra head (Head is mindless: -10 Charisma, gain extra neck, headband, and head slot for magic items, amputation deals 2d4 Con drain)
15	Extra nose (1-2: back of head; 3-4: front of head; 5: chest; 6: back: -6 Charisma if visible)
16	Extra pair of thumbs (1-2: hands; 3-4: face; 5-6: feet: -4 Charisma if on face, +2 Dex if on hands)
17	Eye color changes to black (no game effect)
18	Eye color changes to red (-1 Charisma unless appropriate to race or culture)
19	Eyes grow in back of head (gain all-around vision, -4 penalty to saves vs. gaze attacks and visual effects)
20	Eyeballs bulge prominently (-1 Charisma)
21	Eyes covered by transparent membranes (+4 saves vs. gaze attacks and visual effects)
22	Eyes triple in size (gain darkvision 60 ft. or double distance of existing darkvision)
23	Eyes turn faceted like an insect's (-6 Charisma, gain darkvision 60 ft., all-around vision, and -4 penalty to saves vs. gaze attacks and visual effects)
24	Face forms into a snout (-6 Charisma, gain scent ability)

Table 1: Examples of Standard Mutations, Continued

Roll	Mutation
25	Facial hair grows as little tentacles (-10 Charisma)
26	Facial hair grows 1d6 inches (no game effect)
27	Feathers grow on body (-2 Charisma)
28	Feet become webbed (gain swim speed 10 ft.)
29	Feet grow (no game effect)
30	Feet turn into hooves (lose feet magic item slot except for horseshoes)
31	Feet or hands produce sticky sap/pus/glue (-2 Charisma, +4 bonus to Climb and Sleight of Hand checks, +2 CMD vs. disarm attempts)
32	Fingernails grow rapidly and regenerate (gain 2 secondary claw attacks: 1d3 damage Small, 1d4 damage Medium)
33	Fish scales grow on body (-8 Charisma, +2 natural armor bonus)
34	Flatulence occurs in direct sunlight (-4 to Charisma-based skill checks in direct sunlight)
35	Floppy ears like a dog (gain +2 bonus to Perception checks)
36	Fungi grow on skin in many lovely colors and shapes (-2 Charisma)
37	Grows 1d10 small, blue tentacles in a line down back (-2 Charisma)

Roll	Mutation
38	Grows 1d100 small spines on back (-2 Charisma)
39	Grows 1d3 bat wings (-6 Charisma if odd number of wings, gain fly speed 30 feet [clumsy] if at least 2 wings grow)
40	Grows 1d3 big tentacles at the shoulder (5% chance that they have smaller tentacles on them: -6 Charisma, gain secondary slam attack for each: 1d4 damage Small, 1d6 damage Medium)
41	Grows 1d3 bird wings (-4 Charisma if odd number of wings, gain fly speed 30 feet [poor] if at least 2 wings grow)
42	Grows 1d3 bug wings (-8 Charisma if odd number of wings, -4 if even number, gain fly speed 30 feet [average] if at least 2 wings grow)
43	Grows 1d3 small, purple tentacles in ruffle around neck (-4 Charisma, lose neck magic item slot)
44	Grows 1d3 1-foot-long spines on back (-4 Charisma, wearing shirt, armor, or cloak deals 1d4 damage per hour)
45	Grows a beetle shell (-10 Charisma, gain +8 natural armor bonus, lose shirt magic item slot)
46	Grows a mane like a horse (no game effect)
47	Grows a tail like a horse (no game effect)



Table 1: Examples of Standard Mutations, Continued

Roll	Mutation
48	Grows antennae (-2 Charisma, gain blindsight 10 ft.)
49	Grows bird tail (10% chance for 2: -4 Charisma per tail)
50	Grows chitin skin (-6 Charisma, gain +6 natural armor bonus)
51	Grows claws on end of fingers (gain 2 secondary claw attacks: 1d3 damage Small, 1d4 damage Medium)
52	Grows claws on end of toes (no game effect)
53	Grows dog tail (10% chance for 2: -2 Charisma if 2)
54	Grows flared, colorful, pulsing gills at sides of neck (-4 Charisma, gain amphibious ability without swim speed)
55	Grows fur (1: black; 2: brown; 3: red; 4: striped; 5: spotted; 6: paisley: -1 Charisma on 1-5, -3 Charisma on 6)
56	Grows subtle gills on neck (gain amphibious ability without swim speed)
57	Grows horns (-2 Charisma if a non-hornbearing race)
58	Grows new face on back of head (nonfunctional, -10 Charisma)
59	Grows new face in stomach (nonfunctional)
60	Grows a horn in center of forehead (-4 Charisma, gain secondary gore attack: 1d6 damage Small, 1d8 damage Medium)
61	Grows a rat tail (10% chance for 2: -2 Charisma if 2)
62	Grows a tail with rattle like rattlesnake (-4 Charisma, -6 penalty to Stealth checks)
63	Grows stinger on hand, forehead or foot (-6 Charisma, gain secondary sting attack with Large scorpion venom, 1d4 damage Small, 1d6 damage Medium)
64	Hair grows (no game effect)
65	Hair turns into dreadlocks (no game effect)
66	Hands grow (use weapons of next larger size without penalty, normal-sized weapons now have inappropriate-size penalty)
67	Hands turn into pincers (lose hand and ring magic item slots, gain 2 secondary claw attacks with grab: 1d4 damage Small, 1d6 damage Medium)
68	Head doubles in size (-4 Charisma)
69	Head turns discernibly conical (-4 Charisma)
70	Legs grow 1d10+2 inches (-4 Dexterity, +10-ft. bonus to land speed)
71	Legs shrink (-4 Dexterity, -10-ft. penalty to land speed, 5 ft. minimum)
72	New arm grows (gain ring magic item slot, gain secondary weapon attack)
73	New elbow in arm (50% chance either arm, -2 Dexterity)
74	New extra knee in leg (50% chance either leg, -4 Dexterity)

Roll	Mutation
75	New eyes (1d6, roll location for each: 1-2: back of head; 3-4: front of head; 5: chest; 6: back: gain all-around vision, -4 penalty to saves vs. gaze attacks and visual effects)
76	New eyestalk (-4 Charisma, +4 bonus to Perception checks)
77	New fleshy trumpetlike defecation apparatus (1-2: back of head; 3-4: front of head; 5: chest; 6: back: -16 Charisma, minimum 1)
78	New fleshy trumpetlike speaking apparatus (1-2: back of head; 3-4: front of head; 5: chest; 6: back: -10 Charisma)
79	New orifice for expelling squid ink (gain ink cloud ability in water)
80	Nose length changes (-1 Charisma)
81	Prone to becoming fat from drinking potions (gain 10 lbs. per potion)
82	Reproductive system changes to egg-laying (or to mammalian if already egg-laying)
83	Second mouth in back of head (-2 Charisma)
84	Skin becomes like bark (-2 Charisma, +2 natural armor bonus)
85	Skin becomes chameleonic (+2 bonus to Disguise checks, +4 bonus to Stealth checks)
86	Skins becomes wrinkled (no game effect)
87	Skin changes color and stays that way (no game effect)
88	Skin changes color 1 time per day (-2 penalty to Disguise checks)
89	Skin gains a diamond pattern (-4 penalty to Disguise checks)
90	Sneeze when stressed (-4 penalty to Stealth checks and concentration checks)
91	Teeth grow like a hippo (-4 Charisma, 25% spell failure for spells with verbal components until removed)
92	Teeth grow like a wolf (gain secondary bite attack: 1d4 damage Small, 1d6 damage Medium)
93	Thorny skin (+2 natural armor bonus, grapple attempts and unarmed or natural weapon attacks deal 1d2 damage to attacker)
94	Toes grow 1d10 inches (-4 Dexterity)
95	Tongue becomes forked (-2 Charisma)
96	Tongue grows 1d6+1 inches (-2 Charisma, 25% spell failure for spells with verbal components until bobbed to normal length, which deals 1d2 Con damage)
97	Trumpetlike secondary breathing apparatuses grow from sides of head (-10 Charisma, -6 penalty to saves vs. gas attacks)
98	Warts on arms (10% chance they spread to face, -1 Charisma is spreads to face)
99	You photosynthesize (No need to eat when exposed to at least 4 hours of sunlight per day)
00	Sunlight hurts you (gain light sensitivity weakness)



likewise involve shriveling of muscles, while the loss of Dexterity could fuse bone or cartilage.

Other mutations are defined. For example, if a character’s mouth grows tentacles, the effect is pre-determined. Frankly, any character subject to a many mutations probably die from Constitution loss anyway, and any player foolish enough to stay in Zones 4 or 5 for extended periods of time deserves whatever happens to their character. Old school GMs could consult the tables from a copy of *Gamma World* if they desire for additional mutation effects.

How the GM implements mutations is up to him (yes Jillian, or her). Several ideas are presented below. The GM is free to use the in-game effects table presented, or devise new mutations as desired. The main goal here is to emphasize two things:

- Most mutations are bad (90% of the time).
- The characters should not unduly benefit from becoming mutated “chaos things.” Sure, they might get lucky, but striving to grow that extra wing could and should be fatal.

A *heal*, *wish*, or *miracle* can remove a single mutation.

Bad Things (Mutations)

Die Roll	Game Effect
01-05	1d4 Strength drain
06-10	1d4 Dexterity drain
11-15	1d4 Charisma drain
16-20	2d4 Strength drain
21-25	2d4 Dexterity drain
26-30	2d4 Charisma drain

Die Roll	Game Effect
31-35	Dizziness/vertigo (-4 penalty to all Acrobatics, Climb, Fly, Ride, Sleight of Hand, and Stealth checks)
36-40	Fatigue (as condition but permanent)
41-45	Cold vulnerability
46-50	Fire vulnerability
51-55	Depressed metabolism (reduce speed and rate of natural healing by 50%, -2 penalty to initiative, daily food and water requirements halved)
56-60	Increased metabolism (increase speed and rate of natural healing by 100%, +2 penalty to initiative, daily food and water requirement doubles)
61-65	Debilitating disease (1-2: blinding sickness, 3-4: cackle fever, 5-6: leprosy, 7-8: mindfire, no save)
66-70	Light blindness
71-75	Hemophilia (increase all weapon damage by 50%, reduce rate of natural healing by 50%, cannot stabilize on his own)
76-95	Fatal disease (1-3: bubonic plague, 4-6: slimy doom, 7-8: mummy rot, no save, onset 1 minute, frequency 1/hour)
96-98	Roll 2 times on this table
99	Insanity (as spell, no save)
00	Roll 3 times on this table



below by zone, with special sections for the **Dead Lake (Area BW-41)** and the **Lead Mine (Chapter 8)**.

Good Things (Mutations)

Die Roll	Game Effect
01-05	Permanently gain 1 Strength
06-10	Permanently gain 1 Dexterity
11-15	Permanently gain 1 Constitution
16-20	Permanently gain 1d3 Strength
21-25	Permanently gain 1d3 Dexterity
26-30	Permanently gain 1d3 Charisma
31-35	Hardened skin (gain +4 natural armor bonus)
36-40	Resistance to zone effects (+4 saving throw bonus vs. Burning Waste zone effects, all zones are treated as one lower for effects on the character)
41-45	See in the dark (gain darkvision 60 feet or double existing darkvision)
46-50	Extra arm (gain primary weapon attack, +5 bonus to Acrobatics, Climb, Escape Artist, Sleight of Hand, and Swim checks)
51-55	Extra leg (+10-ft. bonus to land speed, +5 bonus to Acrobatics, Climb, and Swim checks, -5 penalty to Ride checks)
56-60	Extra eye/ear (+5 bonus to Perception checks)
61-65	Extra tentacle arm (-4 Charisma, gain secondary slam attack with grab, 1d6 damage Small, 1d8 damage Medium, +5 bonus to Acrobatics, Climb, Escape Artist, Sleight of Hand, and Swim checks)
66-70	Improved resistance to zone effects (+8 saving throw bonus vs. Burning Waste zone effects, all zones are treated as two lower for effects on the character)
71-75	Cold Resistance 10
76-95	Heat Resistance 10
96-98	Roll 2 times on this table
99	"I feel good!" (see below)
00	Roll 3 times on this table

I Feel Good!: This can have just about any effect on the character that the GM wishes. Examples include psionic mutations, across-the-board ability score gains, development of special powers (eye rays, elastic body, etc.), or other things. The GM should be careful not to allow the character to become a superhero, at least without major consequences.

The Burning Wastes Encounters

The wilderness encounters for this area are not set, per se, with a few exceptions. The GM can roll them randomly, or place them as desired. The only fixed encounters are associated with major geographical features such as the **Dead Lake (Area BW-41)** or the **Lead Mine (Chapter 8)**. Likewise, when a result of "Something Icky from the Burning Wastes" is rolled on an encounter from the **Chapter 2** encounter tables, the GM can select one at random from here. While the Desolation of Tsar does not have identical effects to the Burning Wastes, they have their own chaos-inducing effects, so an encounter selection from this table is not inappropriate. It is suggested that transient creatures appearing elsewhere by chance be from Zones 1 through 3. Few wandering monsters are found in this area; those that exist, however, are quite nasty. Each area is detailed

Zone 1: The Outskirts of the Burning Wastes

This zone contains relatively normal, if stunted trees and shrubs. Hardy animals, such as rodents and insects are normal. Less "tough" critters such as deer, sheep and goats tend to be more affected by the taint from the wasteland. Foraging for food requires a DC 15 Survival check, and while somewhat poisoned, it remains edible (and water is potable).

Encounters have a 1-in-6 chance of occurring each day during daylight hours and at night.

01-50	1d6 common animals, non-aggressive (25% mutated)
51-70	1d6 common animals, aggressive (25% mutated)
71-75	1d6+6 humanoids (25% mutated)
76-80	Use Zone 2 encounters
81-85	1d6 giant common animal, non-aggressive (25% mutated)
86-90	1d6 giant or dire species of a common, aggressive animal (25% mutated)
91-96	Giant insects (25% mutated)
97-98	Use Zone 3 encounters
99	Monster (GM's choice, although aberrations are common here)
00	Use Zone 4 encounters

Common animal, non-aggressive: This encounter is with small furry creatures such as **deer**, **rabbits** and **squirrels**. There is a 50% chance that the animal provides 1d6 days rations and a 10% chance it provides 3d6 days rations if slain. Mutations can vary widely, but are always beneficial. (See the set piece encounters below for examples.)

Common animal, aggressive: This encounter is with **1d6 bears**, **wolves**, **badgers** or other nasty critters. There is a 50% chance the animals are hunting and a further 30% chance they are in their nest. Mutations can vary widely, but are always beneficial. (See the set piece encounters below for examples.)

Humanoid: This encounter is with a group of humanoids (10% **goblins**, 20% **hobgoblins**, 40% **orcs**, 30% **gnolls**). This is a warband, numbering 2d10+6 individuals. Mutations can vary widely, but are always beneficial. (See the set piece encounters below for examples.)

Zone 2 Encounter: See **Zone 2** for these.

Giant Animals (both): This is the same as for regular animals, except with giant-sized or dire versions of them.

Giant Insects: This can be **ants** (25%), **beetles** (25%), **dragonflies** (10%), **hornets** (15%), **horseflies** (10%), or **mosquitos** (15%). Insects typically attack any prey within range.

Zone 3 Encounter: See **Zone 3** for these.

Monster: The GM gets to have fun and pick some random large beastie to terrorize his players with!

Zone 4 Encounter: See **Zone 4** for these. Something wicked this way comes.

BADGER CR 1/2
XP 200
hp 9 (*Pathfinder Roleplaying Game Bestiary 2* "Badger")

DIRE BADGER CR 2
XP 600
hp 22 (*Pathfinder Roleplaying Game Bestiary 2* "Badger, Dire")

CHAPTER 7: THE WASTELAND OF TSEN

GIANT ANT XP 600

hp 18 (*Pathfinder Roleplaying Game Bestiary* "Ant, Giant")

CR 2 N Medium vermin
Init +5; **Senses** darkvision 60 ft.; **Perception** +1

GIANT BLISTER BEETLE XP 400

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N Small vermin

Init +0; **Senses** darkvision 60 ft., tremorsense 60 ft.; **Perception** +0

AC 16, touch 16, flat-footed 11 (+5 natural, +1 size)
hp 11 (2d8+2)

Fort +4; **Ref** +0; **Will** +0

Immune mind-affecting effects, poison

Speed 30 ft.

Melee bite +2 (1d6)

Special Attacks blister spray

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

Base Atk +1; **CMB** +0; **CMD** 10 (18 vs. trip)

Skills Stealth +4 (+8 in forests); **Racial Modifiers** +4 Stealth in forests

Blister Spray (Ex) 20-ft. line, 1d3 acid damage, Reflex DC 12 negates, usable every 4 rounds. Anyone damaged by the inky-black acidic fluid also develops painful blisters and welts, and suffers a –2 circumstance modifier on attack rolls and ability and skill checks for 10 rounds. A Heal check (DC 10) or any cure spell heals the blisters and negates the penalties. The save DC is Constitution-based.

GIANT DEATH WATCH BEETLE XP 2,400

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N Medium vermin

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

AC 19, touch 10, flat-footed 19 (+9 natural)
hp 67 (9d8+27)

Fort +9; **Ref** +3; **Will** +3

Immune death effects, mind-affecting effects

Speed 30 ft.

Melee bite +11 (2d6+7)

Special Attacks death rattle

Str 21, **Dex** 10, **Con** 16, **Int** —, **Wis** 10, **Cha** 9

Base Atk +6; **CMB** +11; **CMD** 21 (29 vs. trip)

Skills Stealth +0 (+8 in forests); **Racial Modifier** +8 Stealth in forests

Death Rattle (Ex) Once every 1d4 rounds as a standard action, a death watch beetle can vibrate its carapace to produce a clicking noise that sets up vibrations in all creatures within 30 feet. Creatures that fail a DC 17 Fortitude save take 3d6 damage. Since the effect stems from the vibrations set up in a victim's body and not from the clicking noise itself, silence offers no protection against this attack. Likewise, a creature that cannot hear can still be affected. A successful save renders the target immune to that death watch beetle's death rattle for 24 hours. The save DC is Constitution-based.

Immunity to Death Effects (Ex) Death watch beetles are immune to any effect that instantly slays it, such as *finger of death*, *slay living*, and so on.

GIANT DRAGONFLY XP 1,200

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CR 4 **Str** 18, **Dex** 15, **Con** 14, **Int** —, **Wis** 12, **Cha** 7
Base Atk +3; **CMB** +8 (+12 grapple); **CMD** 20
Skills Fly +4, Perception +5; **Racial Modifiers** +4 Perception

AC 18, touch 15, flat-footed 13 (+5 Dex, +3 natural)

hp 45 (7d8+14)

Fort +7; **Ref** +7; **Will** +3

Immune vermin traits

Speed 20 ft., fly 80 ft. (perfect)

Melee bite +11 (1d10+9)

Str 23, **Dex** 21, **Con** 14, **Int** —, **Wis** 12, **Cha** 6

Base Atk +5; **CMB** +11; **CMD** 26 (34 vs. trip)

Skills Fly +13

GIANT HORNET XP 1,600

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N Large vermin

Init +1; **Senses** darkvision 60 ft.; **Perception** +9

AC 15, touch 10, flat-footed 14 (+1 Dex, +5 natural, –1 size)

hp 45 (7d8+14)

Fort +7; **Ref** +3; **Will** +3

Immune vermin traits

Speed 20 ft., fly 60 ft. (good)

Melee bite +9 (1d3+5), sting +9 (1d4+5 plus poison)

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

Special Attacks poison

Str 20, **Dex** 12, **Con** 15, **Int** —, **Wis** 13, **Cha** 11

Base Atk +5; **CMB** +11; **CMD** 22

Skills Perception +9, Survival +1 (+4 orient direction); **Racial Modifiers** +8 Perception, +4 Survival to orient direction

SQ pheromone

Poison (Ex) Sting—injury; save DC 21; frequency 1/round for 6 rounds; effect 1d3 Dexterity damage; cure 2 consecutive saves. The save DC is Constitution-based and includes a +2 racial bonus.

Pheromone (Ex) The first time a giant hornet is successfully hit in combat, it releases a fear pheromone that heightens the aggressiveness of all giant hornets within 50 feet. All affected giant hornets receive a +1 morale bonus on attack rolls for the remainder of the encounter and fight without penalty even while disabled or dying (see *Pathfinder Core Rulebook*).

GIANT HORSEFLY XP 800

The Tome of Horrors Complete 372

N Large vermin

Init +2; **Senses** darkvision 60 ft., tremorsense 60 ft.; **Perception** +5

AC 15, touch 11, flat-footed 13 (+2 Dex, +4 natural, –1 size)

hp 26 (4d8+8)

Fort +6; **Ref** +3; **Will** +2

Immune mind-affecting effects

Speed 20 ft., fly 60 ft. (good)

Melee bite +6 (1d6+6 plus grab)

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

Special Attacks blood drain (1d4 Constitution)

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GIANT MOSQUITO XP 2,400 hp 60 (<i>Pathfinder Roleplaying Game Bestiary 2</i> "Mosquito, Giant")	CR 6
GNOLL BARBARIAN XP 800 hp 49 (<i>Pathfinder Roleplaying Game Monster Codex</i> "Gnoll Barbarian")	CR 3
GOBLIN FIRESTARTER XP 1,200 hp 36 (<i>Pathfinder Roleplaying Game Monster Codex</i> "Goblin Firestarter")	CR 4
GRIZZLY BEAR XP 1,200 hp 42 (<i>Pathfinder Roleplaying Game Bestiary</i> "Bear, Grizzly")	CR 4
HOBGOBLIN BATTLEFIELD ZEALOT XP 600 hp 25 (<i>Pathfinder Roleplaying Game Monster Codex</i> "Hobgoblin Battlefield Zealot")	CR 2
ORC WAR DRUMMER XP 800 hp 25 (<i>Pathfinder Roleplaying Game Monster Codex</i> "Orc War Drummer")	CR 3
WOLF XP 400 hp 13 (<i>Pathfinder Roleplaying Game Bestiary</i> "Wolf")	CR 1

Area BW-1: Prairie Dog Town

Note: This incident should be used as the group is traveling to set sort of a baseline of normalcy against which later incidents can be compared.

The characters come across a prairie dog town. (To be a little more mysterious, the animals could be described as ground-dwelling rodents, a lot like gophers, though a bit longer and not as plump.) The animals are yellowish-brown, and when one is still it is very difficult to see it among the dry grasses that surround their burrows. Most should be moving around at once, bringing back grass seeds and other bits of food. A few sit upright at the entrances to their burrows, keeping watch for predators. Travelling through the colony risks injuring any horses with all those holes to step into, so taking a short detour around it would probably be better. That way the characters could also avoid alarming the creatures. It should be a surprise to them, then, when some of the animals on guard yip loudly, and all of the prairie dogs dive into their holes, frightened by a diving hawk. The hawk grabs a slow animal and makes off with it into the sky. The prairie dog squeals shrilly until the hawk's screech drowns it out. The incident should be slightly disturbing for the players. If the adventurers travel through several days of open terrain, they could encounter more than one of these colonies in the first days of travel, but none closer to the mountains.

Area BW-2: Trail with Guard Tower (CR 9)

One mountain trail passing east through the Barrier Hills is rumored to be the best way to cross into the valley. This seems to be confirmed by an ancient guard tower whose remains still stand near the top of the pass. Although no evidence remains of the paved road that ran through the pass in the days of the city, the ruined tower suggests the pass was probably the primary route into the city from that direction. After traveling through the pass, a group comes out at a high point overlooking the valley. The

first view of the ruined city spread out in the distance is breathtaking. It has a core of hard stone and straight lines miles across, set into a tangle of forest and clear patches that is itself several miles wide. No one can pick out details with unaided vision, but the sheer size makes an impression; it was obviously several times the size of any modern city. Then, as dusk falls, the unnatural green glow that's been appearing behind the mountains is right there in the center of the valley. The garish green is brightest in the city center, but the entire city has some glow, as do parts of the valley. The weird light does not provide as much visibility as even pale moonlight, and it is possible to shut it out or hide from it in dark enough places. But in general, the glow can be seen from dusk to dawn throughout the valley.

Before the characters can get a great view, they must deal with the guards in the tower. Guarding the mountain pass are **10 extremely brave hobgoblins**, led by an **ogre mage**. One of the hobgoblins has a mutation: He has a single eyestalk protruding from the back of his neck that can make a fear gaze attack once per 5 rounds. On top of the tower is a ballista that the hobgoblins use to shoot at anyone traveling through the pass (ranged -2, damage 3d8/19-20, range 120 ft., crew 1, reload requires 2 full-round actions). Once a ballista shot is fired (whether or not it kills anyone), the group demands 500 gp to allow the party to pass in peace. Failure to pay nets a hail of missile fire. The hobgoblins have piled 20 large rocks to drop on anyone scaling the tower walls or attempting to break down the front door (ranged touch +2, 2d6 damage, range 5 ft.).

If the tower is invaded by fliers, climbers or by bashing down the door, it is found to be a three-story building, 60 feet in diameter, with a wooden staircase connecting the levels. The hobgoblins live on the ground floor in spartan, but functional bedding. The ogre mage lives on the second floor, and the ballista is on the final (top) floor. Each floor is separated by a wooden trapdoor at the top of each staircase.

The front door is a stout, wood-and-iron, barred-and-banded castle door with a murder hole above its entrance (hardness 5, hp 30, Break DC 25). The hobgoblins can dump burning oil through this opening dealing 6d6 fire damage to anyone in the 10-foot square in front of the door (DC 15 Reflex, half and to avoid catching on fire). They can only make this attack once every minute while 2 hobgoblins reload and relight the oil. Arrow slits dot each compass point of the tower on each floor, facilitating missile fire in all directions.

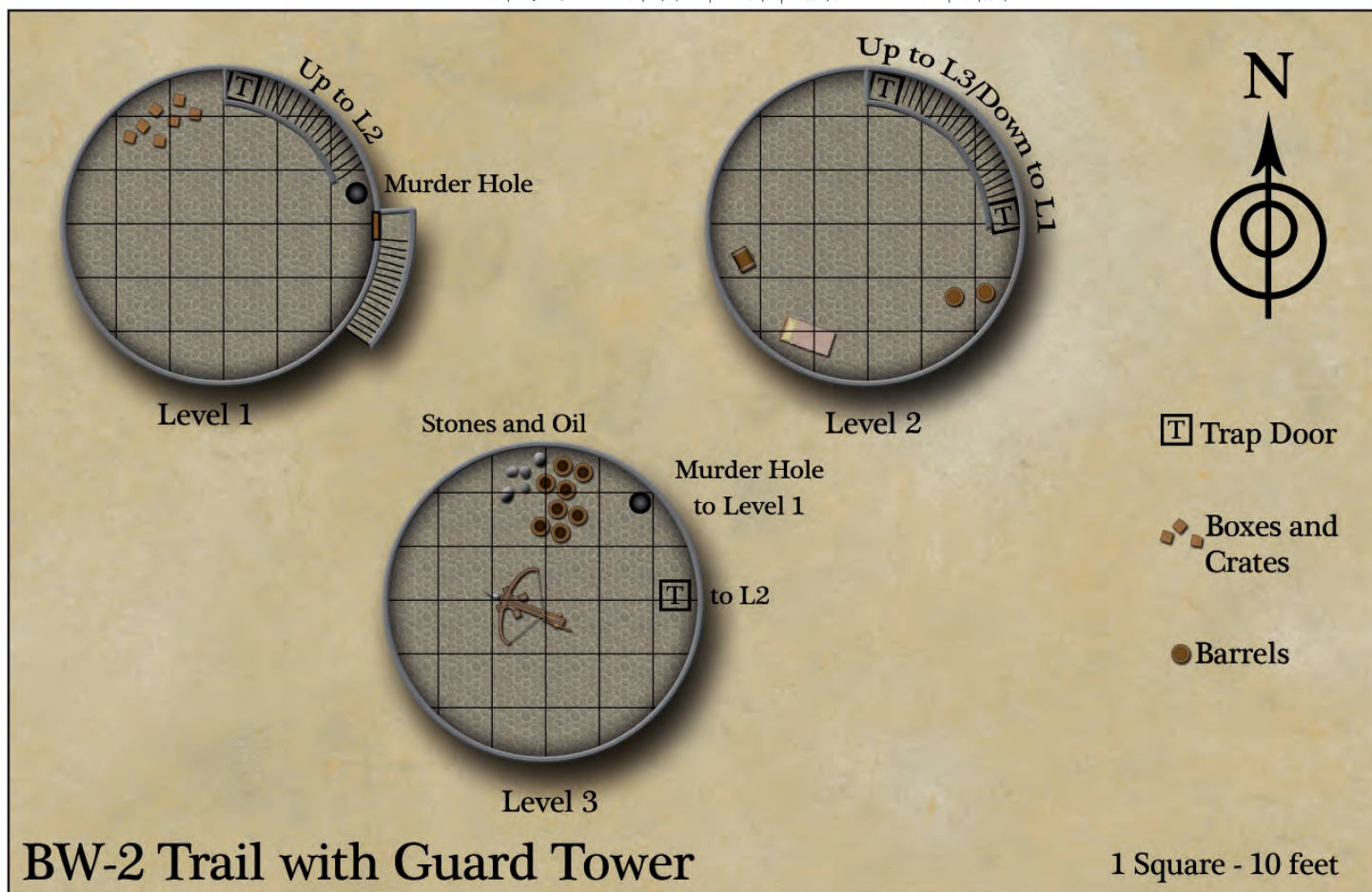
HOBGOBLINS (9) XP 200 AC 19, touch 12, flat-footed 14 (+6 armor, +2 Dex, +1 shield) hp 11 (<i>Pathfinder Roleplaying Game Bestiary</i> "Hobgoblin") Gear chainmail, longsword, light crossbow, 20 bolts, 1d3 gp, 1d6 sp	CR 1/2
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MUTATED HOBGOBLIN XP 400 AC 19, touch 12, flat-footed 14 (+6 armor, +2 Dex, +1 shield) hp 11 (<i>Pathfinder Roleplaying Game Bestiary</i> "Hobgoblin") Special Attacks fear gaze Gear chainmail, longsword, light crossbow, 20 bolts, 2 gp, 4 sp	CR 1
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Fear Gaze (Ex) Gaze attack as a standard action once every 5 rounds. Everyone within 30 feet must make a DC 17 Will save or be affected as the *fear* spell. The gaze does not function as a passive attack when opponents simply look at him. He can only use it to make active attacks. The save DC is Constitution-based with a +4 racial bonus.

OGRE MAGE XP 4,800 hp 92 (<i>Pathfinder Roleplaying Game Bestiary</i> "Oni, Ogre Mage") Gear chain shirt, greatsword, composite longbow (+7 Str), 20 arrows, silk robe (200 gp), ruby ring (750 gp), 2 gold rings (30 gp, 20 gp), 16 gp	CR 8
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Tactics: Simply running by elicits crossbow and ballista fire; however, the tower inhabitants do not pursue anyone who simply flees (granting the hobgoblins 5 rounds of missile fire and 2 ballista shots). The ogre mage



remains hidden (or poses as a hobgoblin) should this be the case. If the tower is invaded, all within retreat to the second level and make a stand. The ogre mage uses his *cone of cold* ability immediately, then his other magical powers, only resorting to hand-to-hand combat if necessary. He turns invisible to flee if wounded for more than half his hit points.

Treasure: Inside the tower's second level is a large chest of coins (1,500 gp). It is neither locked nor trapped. Various goods, including ropes, lumber and hand tools worth 50 gp are present on the ground floor. Three casks of ale and two of water, as well as 120 days of edible rations are stored next to the lumber and tools. A flea-bitten, mangy mule is tied to the wall in a makeshift stall. At the top of the tower, there are 10 barrels of flammable oil (a total of 100 flasks worth).

GM Note: At some point in their travels, the adventurers will be close enough to the mountains to see them backlit by the greenish glow that comes from the ruined city. If they are coming from the east, the glow may at first seem to be part of the sunset. The mountains ahead of them will become black silhouettes against the sky, at first backed with golden light, then fiery red as the sun drops farther. Finally, as the last light leaves the sky, the mountains are lit by an odd greenish glow. It should be some time later that the travelers realize the green glow is still visible and remains until daylight. Of course the weird light in the sky eventually is visible from any direction; the higher the mountains, the closer the group has to be to see it.

Area BW-3: Insects of Unusual Size

As travelers get closer to the base of the mountains, insects become more numerous and larger than they were before. Flies as large as a man's thumb buzz around any animals with the group. Long-legged mosquitos appear at dusk and seem to be trying to suck extra-large quantities of blood from their victims. The moths that come out each evening are especially large; simple brown moths are 4 inches across and some of the larger ones have wings a foot wide. Anyone camping here and cooking food is subjected to an insect

plague (as per the *insect plague* spell) for 2d6 rounds.

Why the insects are so large and numerous in the mountains is unclear at first. Certainly the mountains appear to be well-watered, with frequent streams coursing down from the heights, but that in itself would not necessarily account for the size increase in insects. Someone would have to pay rather close attention to notice the relatively small number of birds in the area, and associate that with the larger insects. There is no obvious reason for a lack of birds, but once someone brings it up it is apparent that the approach to the mountains, and the mountains themselves, may have a number of raptors but they have comparatively few smaller birds of any type.

Area BW-4: Dangerous Mountain Sheep (CR 8)

The high mountains are home to a number of **mutated giant mountain sheep**, but they are generally shy and stay far away from any travelers. They likely only are spotted from one high slope to another, though even at that distance observers can see that they aren't quite like regular sheep: These animals have long tails, and the sheep lash them around rather than just wagging them. Coming across the carcass of a large ram shows just how different these sheep are. The sheep's horns are not just large and curved, but the outer surfaces are studded with spikes at least 4 inches long. In addition, that long tail is tipped in barbed spikes, sort of like porcupine quills. Also of concern may be the concept that something larger than the ram used long claws to cut its throat and then gut it, eating the choicest parts and leaving the rest for scavengers.

The ram is a victim of infighting for territorial dominance. There are **6 carnivorous mutated giant ewes** and **1 ram** still here and watching the group. The surviving ram is quite territorial, and attacks if the characters spend more than 5 rounds examining the dead one. The 6 ewes attack once the ram spends 2 rounds in combat, and flee if he is slain (their previously herbivorous nature overcomes their desire for meat due to their mutation). The male fights until slain. Their flesh is inedible.



CARNIVOROUS MUTATED DIRE RAM
XP 800

The Tome of Horrors Complete 720

N Large animal

Init +6; **Senses** low-light vision; **Perception** +14

AC 20, touch 11, flat-footed 18 (+2 Dex, +9 natural, -1 size)

hp 63 (6d8+30 plus 6)

Fort +10; **Ref** +7; **Will** +4

Defensive Abilities ferocity

Speed 50 ft.

Melee gore +8 (1d8+7/19-20), bite +8 (1d8+5), tail +3 (1d8+2)

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

Str 20, **Dex** 15, **Con** 20, **Int** 1, **Wis** 15, **Cha** 8

Base Atk +4; **CMB** +10; **CMD** 22 (26 vs. trip)

Feats Improved Critical (gore)^B, Improved Initiative, Skill Focus (Perception), Toughness

Skills Perception +14

CARNIVOROUS MUTATED DIRE EWES (6)
XP 800

N Medium animal

Init +1; **Senses** low-light vision, scent; **Perception** +10

AC 16, touch 11, flat-footed 15 (+1 Dex, +5 natural)

hp 30 (4d8+12)

Fort +9; **Ref** +5; **Will** +2

Speed 50 ft.

Melee head butt +7 (1d6+6/19-20), bite +8 (1d6+4), tail +2 (1d6+2)

CR 3 **Special Attacks** trample (1d6+6, DC 16)

Str 18, **Dex** 12, **Con** 16, **Int** 2, **Wis** 12, **Cha** 8

Base Atk +3; **CMB** +7; **CMD** 18 (22 vs. trip)

Feats Alertness, Great Fortitude, Improved Critical (head butt)^B

Skills Perception +10, Sense Motive +3

Area BW-5: Big Nasty Teeth! (CR 10)

As the adventurers travel down from the mountains, the way becomes rockier. The peaks are high rocky outcroppings tipped with dirty white. They look like sharp, jagged teeth, with one gap where the peak appears to be worn down to just a nubbin. The path to that lower peak is strewn with odd hillocks. Some are only about the size of a horse, while others are as large as a sizable city building. All are fairly steep; a person could clamber up using hands and feet but horses would be hard put to climb any but the smallest. On the far side of one very large hillock is a long, clear lake, its surface reflecting the sheer rock wall that is the back side of the hill. The light glints off shiny bits embedded in the stone, making the rock face glitter to any observer.

These were once boulders and huge hunks of rock, fallen here when the top of the nearby mountain was blasted to pieces and then eventually covered by dirt and debris over the centuries. One particularly large chunk of ancient mountaintop dug into the ground when it landed, far enough to expose a natural spring. The shiny bits could be quartz or mica, some other type of stone, or even fool's gold (worthless, but perhaps distracting).

The spring leads down to the base of the hillside and ends in a large pond at the edge of a pine forest.

Some of the trees in the area appear to hundreds of years old based on their height and girth. Occasionally, one of these giants falls, leaving a

CHAPTER 7: THE WASTELAND OF TSEN

space in the canopy for some light to get through. In those areas, many younger trees and smaller plants now grow. One such clearing has a lake in it where a huge tree fell and mostly blocked a fast-moving stream — or so it first appears. A closer look reveals that the tree has the characteristic markings of being gnawed by beavers. It was felled specifically to block the creek, and portions of its upper branches were gnawed and then packed in around the great trunk to make a very effective dam. No ordinary beaver would have been able to manipulate such large pieces; the beavers that accomplished this must be extremely large and have very sharp teeth indeed, in addition to possibly being smarter than the average beaver. The dam seems to be in good repair, and the beavers are still living in it. Any intrusion into the pond or anyone approaching the beaver lodge elicits an attack by the **3 mutated giant beavers** living there. One is hairless (+10 ft. swim speed), one has a fringe of tentacles around its waist (gains secondary attack tentacles +7, damage 1d4+2 plus grab), and one has two heads (gains extra bite attack +10, damage 2d6+4/19–20)

MUTATED GIANT BEAVERS (3)

CR 7

XP 3,200

The Northlands Saga Complete (Beaver, Giant)

N Large animal

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

AC 16, touch 10, flat-footed 15 (+1 Dex, +6 natural, –1 size)

hp 76 (8d8+40)

Fort +11; **Ref** +7; **Will** +3

Speed 30 ft., swim 50 ft.

Melee bite +10 (2d6+4/19–20), 2 claws +9 (1d6+4), tail slap +8 (2d8+6)

Space 10 ft.; **Reach** 5 ft. (10 ft. with tail slap)

Special Attacks ignore hardness, scything teeth, water clap

Str 19, **Dex** 12, **Con** 20, **Int** 2, **Wis** 12, **Cha** 4

Base Atk +6; **CMB** +11; **CMD** 22 (26 vs. trip)

Feats Lunge, Multiattack, Weapon Focus (bite), Weapon Focus (tail slap)

Skills Perception +6, Stealth +2, Survival +7; Swim +17; **Racial**

Modifiers +4 Survival

SQ hold breath

Ignore Hardness (Ex) When a beaver uses its bite attack against a creature or object made of wood, it ignores up to hardness 5 on the attack. This does not allow it to ignore damage reduction.

Scything Teeth (Ex) The front teeth of a giant beaver are extremely long and sharp. As a result a giant beaver's bite attack has an increased critical threat range of 19–20.

Water Clap (Ex) If there is a body of water within reach of a giant beaver's tail slap, as an attack in place of its tail slap it can bring its tail down hard on the surface of the water creating a thunderous clap. This clap can be heard to a distance of 2 miles and will draw the attention of any other giant beavers within that range. Anyone within 10 feet of the water clap other than the giant beaver or others of its kind must make a DC 19 Fortitude save or be stunned for 1 round and deafened for 1d4 minutes. Once a saving throw has been made against the water clap, a creature cannot be affected again by that or any other giant beaver's water clap for 24 hours. The save DC is Constitution-based.

Area BW-6:

Exploding Pine Cones (CR varies)

Parts of the wooded areas between the mountains and the city are stands of pine trees. The thick layers of pine needles and other debris cushioning the ground mean the pine groves are some of the quietest places in the forest. A very observant person (DC 30 Perception check) might notice

that there are no pine cones lying about on the ground as there are in most other pine woods, and that there are small scorched areas in the needles lining the ground. Cones drop out of trees randomly, with several perhaps falling if branches are shaken by anyone passing incautiously underneath.

In one grove (**Area 1**), the trees are as much as 80 feet tall but the cones are just over 2 inches long, and light. As travelers pass through the trees, one of the little cones drops near the first person in line and instead of landing with a quiet “*plop!*” it hits the ground and bursts into a flame about 6 inches tall. It does not make a loud noise — just a small “*whoosh!*” — nor does it explode and throw flaming bits everywhere. Instead, it flares up and falls to pieces and any little flames are quickly smothered as the compact, slightly damp pine needles where it hit refuse to feed the flame. (In fact, all the pine needles in this area are flame retardant, some more than others.) These little goutts of flame likely startle horses (and their riders) but should have little other effect.

Farther in (**Area 2**), the trees are a slightly different type and much taller than those in the first stand, up to 120 feet tall. The cones are also larger and wider, about 4 to 6 inches long. They don't detach from the trees quite as easily, but when they do fall they produce flames almost 2 feet high. Again, the compacted pine needles on the ground don't catch fire, and the flames from the crumbled cones are subdued without growing any larger. There is a cumulative 10% chance each round of a cone falling and striking a PC or animal (determine randomly). If one falls and hits a person or animal, the flare-up could do some damage (1d6 fire damage, DC 15 Reflex, negates).

A third area (**Area 3**) has pine trees that are not more than 80 feet tall, but the needles are almost a foot long, longer than any of the previous pine trees seen. Also, any close look reveals that the cones are much larger than any previously seen, about a foot and a half long. (The cones also weigh about 10 lbs.; falling cones are dangerous in their own right in addition to any explosive properties.) One of these cones falling on someone just when they are passing through the grove is rare (cumulative 2% chance per round spent in the grove), but potentially memorable. The weight of the cones contributes to their explosive energy; one of these flares up with a “*whump!*” as opposed to the quieter sounds of smaller cones. The gout of fire that springs up is 6 feet high and a foot wide. Anyone in contact with such a flare-up is severely burned (3d6 fire damage, DC 15 Reflex, half). In this case, small flaming bits of pine cone are spread around and some are hot enough to catch fire in the material on the forest floor. These little fires burn themselves out fairly quickly, though there are burn marks on many of these trees that suggest sometimes the forest really does catch on fire. Flaming pieces may also land on travelers, requiring some fast work to put them out before equipment or lives are endangered.

All the pine cones in these forests are extremely volatile. It is not practical to transport them any distance in any type of container or even carried gingerly in the hand (think nitroglycerine). Even trying to pluck one from a tree could give enough of a jolt to cause one to burst into flames, which could be inconvenient for the person doing the plucking. Magical *telekinesis* or an extra-dimensional space are about the only ways to transport one of these pine cones without having it burst into flames. Taking a pinecone off the tree requires a DC 20 Disable Device check to successfully take by hand.

Area BW-7: Spiny Puffer Bushes

Sightings of deer or other large animals are rare between the mountains and the city, so spotting one in an open, bushy area is sure to catch people's attention. It is a tall, heavy stag with an impressive set of horns, except that they resemble tangled branches rather than the offensive prongs male deer usually sport. The stag, mostly hidden in the underbrush, was browsing on the leaves of a young tree and moves on to try the dark leaves and green stems in a nearby stand of bushes. As soon as the stag brushes the first bush, it starts to move. Its spreading outer branches lift up to form more of a spherical shape, protecting its vulnerable core of new shoots. The spiny undersides of the leaves are now visible, with spikes up to an inch long. The deer continues to try to eat the leaves, but one spiny nibble is more than enough to discourage it. It moves away through the bushes but only makes things worse for itself as other bushes along its path puff themselves up and expose only the sharp sides of their leaves as

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well. (While the deer's tough hide protects it well, if people were to try to pass this mass of puffer bushes they would discover that the spines on the leaves can cause irritating welts.) Eventually the deer moves on, turning and bounding away on its six legs.

Area BW-8: Glow-berry Bushes

An unusual number of birds seem to be coming and going in one clearing, and it is no wonder, because the area is full of berry bushes in fruit. Strangely, some of the birds seem a bit "off." A few have extra feet, and one or two are seen to have teeth.

These are like no berry bushes anyone has ever seen before, however, because all the bushes have thick dark leaves but the fruits come in multiple colors, all very bright. Some berries are the bright orange, green and yellow of citrus fruit rather than common berry colors, while the red ones look like pieces of candy and the blue berries look like painted beads rather than some foodstuff. These are glow-berry bushes, and one odd thing about them is that they produce all these colors of berries at the same time, probably to get attention from birds who are attracted to different colors. (Even the blossoms in the spring are in different colors, the better to attract pollinating insects, no doubt.) Another odd thing about glow-berry bushes is that the berries actually glow brightly in the dark. It is likely that this is to attract certain night-feeders such as bats or nocturnal insects. At night, a patch of glow-berry bushes at night looks like hundreds of tiny glowing jewels suspended in midair.

If eaten, the berries are fine and not poisonous, except the orange ones. These cause anyone eating them to make a DC 18 Fortitude save or be subjected to a mutation (see **Bad Things** and **Good Things** above).

Area BW-9: Squirrelthulhu (CR 9)

An oak grove is alive with the chattering of large gray squirrels, all of them hurrying here and there to gather acorns from the ground or set up the perfect nest. They are even more daring than squirrels in other places, heading out onto very slim branches and making long jumps from tree to tree. When observers look closely, they can see the squirrels have improved balance due to having two long, fuzzy tails instead of just one. The creatures also have "wing" membranes similar to flying squirrels so they can glide from place to place as well as just jump. One scolding animal on a high branch seems about to launch when it is unexpectedly struck by a beam of red light and falls straight down, apparently stunned. A diving hawk, much faster than any previously seen, swoops down like a streak and catches the poor squirrel in midair. It quickly flies away with its prize but anyone watching can see the squirrel still struggling in the distance – up to the point where the hawk suddenly drops like a rock and falls from the sky.

Later someone may accidentally or intentionally come across the body of a hawk. It appears to have fallen from a height, as both wings are broken. What is oddest about the body, though, is that the skull is actually broken open and the brains are gone. There is no sign of any squirrel in the area.

It is possible that someone observing the squirrels for a time may get to see a squirrel attack a bird or other smaller animal. The squirrel slowly approaches to about 4 feet from the other creature, trying to avoid startling it. At that point, the squirrel opens its mouth extraordinarily wide and disgorges four black tentacles. Two grab the bird or animal and two others wrap around the skull and squeeze, cracking the bone and exposing the brain. Once the skull is open, the tentacles proceed to scoop out the organ and retract. All four tentacles withdraw and the squirrel consumes the small brain.

Anyone camping near the oak grove is attacked at night by these creatures. They attack as **3 mutated squirrel swarms**. They do not attack by day, unless harassed.

MUTATED SQUIRREL SWARMS (3) XP 2,400

N Tiny animal (swarm)

Init +8; **Senses** low-light vision; **Perception** +11

AC 19, touch 17, flat-footed 14 (+4 Dex, +1 dodge, +2

CR 6

natural, +2 size)

hp 50 (10d8+10)

Fort +6; **Ref** +13; **Will** +8

Immune swarm traits

Weaknesses swarm traits

Speed 20 ft., climb 20 ft., fly 40 ft. (poor)

Melee swarm (2d6 plus 1 Int)

Space 10 ft.; **Reach** 0 ft.

Special Attacks distraction (DC 16), extract brain

Str 5, **Dex** 18, **Con** 13, **Int** 2, **Wis** 13, **Cha** 10

Base Atk +7; **CMB** —; **CMD** —

Feats Great Fortitude, Improved Initiative, Lightning Reflexes, Skill Focus (Perception), Weapon Finesse

Skills Acrobatics +8 (+16 jumping), Climb +12, Fly +9,

Perception +11, Stealth +18 (+23 in trees); **Racial Modifiers** +8 Acrobatics when jumping, +5 Stealth in trees

Extract Brain (Ex) The mutated squirrels use their tentacles to attempt to drill into the skulls of their victims and extract their brains as they swarm over them. This deals 1 point of Intelligence damage each time they deal swarm damage to a creature. Any creature within the swarm that has a condition that causes it to lose its Dexterity bonus (if any) or lose an action (such as nauseated from the effects of distraction) takes 1d4 Intelligence damage instead. A helpless creature takes 2d6 Intelligence damage per round. If a creature is reduced to 0 Intelligence by the extract brain attack, the creature is killed and its brain consumed by the swarm.

Area BW-10: Mountain Goats (CR varies)

The side of the mountains facing the city has only scraggly plants and a few small twisted trees. The path down from the most likely pass is a steep, narrow one that twists back and forth between huge, dark gray boulders and sometimes requires crawling over medium-sized rocks that have fallen on the trail. It does show occasional hoof prints, and travelers might spot a **1d8 mutated mountain goats** clambering around, although the creatures' gray or tan hides enable them to blend in well with their surroundings. (In fact, the goats blend in very well, having almost chameleon-like qualities of being able to hide in plain sight as long as they are still.) The animals have no reason to be shy of people and so may come close out of curiosity or hunger. The mountain goats can live on just about any organic material other than fresh meat, and could become a nuisance to travelers by trying to eat their equipment (clothing, leather items, etc.) and foodstuffs.

MUTATED MOUNTAIN GOATS (1d8)

CR 3

XP 800

N Medium animal

Init +1; **Senses** low-light vision, scent; **Perception** +9

AC 16, touch 11, flat-footed 15 (+1 Dex, +5 natural)

hp 30 (4d8+12)

Fort +9; **Ref** +5; **Will** +2

Speed 50 ft., climb 10 ft.

Melee head butt +7 (1d6+6/19–20)

Special Attacks trample (1d6+6, DC 16)

Str 18, **Dex** 12, **Con** 16, **Int** 2, **Wis** 12, **Cha** 8

Base Atk +3; **CMB** +7; **CMD** 18 (22 vs. trip)

Feats Alertness, Great Fortitude, Improved Critical (head butt)⁸

Skills Climb +12, Perception +9, Sense Motive +3, Stealth +13;

Racial Modifiers +8 Stealth



Zone 2: The First Circle

This zone is where the mutated animals and plants start to get, well, weird. Plants become much more sporadic, and the large forest areas of **Zone 1** are reduced to small (and usually very dangerous) groves. Some marsh areas exist, usually where water springs up well above ground.

This zone also contains some of the outermost portions of the old civilization that once was here. Large farms and manor houses still stand in a few locations, although their inhabitants (the original ones at least) are long dead. Remember, this is where the ground, water and air first start to become poisonous. Effects of that poison must be strictly enforced.

Hardy animals such as rodents and insects are even affected here. Less “tough” critters such as deer, sheep and goats tend to be greatly mutated. Intelligent creatures from outside the area avoid this zone. Foraging for food requires a DC 20 Survival check, and while somewhat poisoned, it remains edible (and water is potable), if a DC 15 Fortitude save is made. Otherwise damage and mutation occurs per **Zone 3**.

Encounters have a 1-in-6 chance of occurring each day during daylight and at night.

01–35	1d6 common animals, non-aggressive (75% mutated)
36–50	1d6 common animals, aggressive (75% mutated)
51–65	Dangerous plant
66–70	Use Zone 1 encounters
71–75	1d6 giant common animal, non-aggressive (75% mutated)
76–80	1d6 giant common animal, aggressive (75% mutated)
81–90	Giant insects (75% mutated)
91–95	Use Zone 3 encounters
96–97	Monster (GM's choice, although aberrations and vermin are common here)
98–00	Use Zone 4 encounters

Common animal, non-aggressive: This encounter is with small furry creatures such as **deer**, **rabbits** and **squirrels**. There is a 50% chance that the animal provides 1d6 days rations and a 10% chance it provides 3d6 days rations if slain. Mutations can vary widely, but are always beneficial. See the set piece encounters for examples and add mutations.

Common animal, aggressive: This encounter is with 1d6 **bears**, **wolves**, **badgers** or other nasty critters. There is a 50% chance the animals are hunting and a further 30% chance they are in their nest. The animals are subject to standard reaction tests to determine if they attack. Mutations can vary widely, but are always beneficial. See the set piece encounters for examples. See **Zone 1** for these.

Dangerous Plant: These can include **witherweeds** (10%), **yellow musk creepers** (10%), **blood bushes** (10%), **cobra flowers** (10%), **phlogiston bushes** (5%), **tri-flower fronds** (10%), **witch grass** (10%), **blood orchids** (10%), **bloodsoaker vines** (10%), **emberleaf** (10%), or **sirine flowers** (5%).

Zone 1 Encounter: The player characters got lucky. See **Zone 1** for these and add mutations.

Giant Animal (both): This is the same as for regular animals, except with giant or dire versions of them.

Giant Insects: This can be **ants** (25%), **beetles** (25%), **dragonflies** (10%), **hornets** (15%), **horseflies** (10%), or **mosquitos** (15%). Insects typically attack any prey within range. See **Zone 1** for these.

Zone 3 Encounter: See **Zone 3** for these.

Monster: The GM gets to have fun and pick some random large beastie to terrorize his players with!

Zone 4 Encounter: See **Zone 4** for these. Something wicked this way comes.

BLOOD BUSH

CR 4

XP 1,200

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N Small plant

Init +0; **Senses** blindsight 30 ft., low-light vision; **Perception** +1

AC 18, touch 11, flat-footed 18 (+7 natural, +1 size)

hp 57 (6d8+30)

Fort +10; **Ref** +2; **Will** +3

Immune electricity; **Resist** cold 10, fire 10

Weaknesses vulnerability to sonic

Speed 0 ft.

Melee 4 tendrils +7 (1d4+2)

Ranged flower dart +5 (1d2+2)

Special Attacks flower dart, implant

Str 15, **Dex** 10, **Con** 20, **Int** —, **Wis** 12, **Cha** 9

Base Atk +4; **CMB** +5; **CMD** 15

Flower Dart (Ex) As a standard action, a blood bush can launch a barrage of six flower darts (make an attack roll for each dart). This attack has a range of 40 feet with no range increment. All targets must be within 30 feet of each other. The creature can launch only 30 such darts in one day.
Implant (Ex) A creature hit by one of the blood bush's flower darts is implanted with one of its seeds. A seed quickly germinates as follows:

Round	Effect
First	DC 18 Will save or flee in fear for 1d6 rounds
Third	Paralysis for 1d4+2 rounds; DC 18 Fortitude negates
Fifth	Wounding: 1 point of Constitution damage per minute until the seed is removed or destroyed.

A seed can be removed safely up to five rounds after implantation with a successful DC 18 Heal check or by cutting it from the victim (dealing 1d2 points of damage); otherwise only a *remove disease* spell destroys an implanted seed. The save DCs and check DC are Constitution-based.
Sonic Vulnerability (Ex) A blood bush that is subjected to a sonic-based attack or effect (such as a *shout* spell) loses its blindsight ability and is effectively blinded (as the *blindness* spell) for a 1d4+6 rounds.

BLOOD ORCHID

CR 5

XP 1,600

Tome of Horrors 4 23

LE Large aberration

Init +5; **Senses** all-around vision, darkvision 60 ft.; **Perception** +15

AC 18, touch 10, flat-footed 17 (+1 Dex, +8 natural, -1 size)

hp 52 (7d8+21)

Fort +5; **Ref** +5; **Will** +8

Immune sonic; **Resist** acid 10, cold 10, electricity 10, fire 10

Speed 5 ft., fly 30 ft. (good)

Melee 6 tentacles +7 (1d3+2 plus grab plus poison)

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

Special Attacks blood drain

Str 15, **Dex** 12, **Con** 16, **Int** 11, **Wis** 12, **Cha** 13

Base Atk +5; **CMB** +8 (+12 grapple); **CMD** 19

Feats Improved Initiative, Iron Will, Lightning Reflexes, Weapon Focus (tentacle)

Skills Fly +7, Intimidate +10, Knowledge (dungeoneering) +10, Perception +15, Stealth +7; **Racial Modifiers** +4 Perception

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SQ telepathic link

All-Around Vision (Ex) A blood orchid sees in all directions at once. It cannot be flanked.

Blood Drain (Ex) On a successful grapple check with two or more tentacles against a single foe a blood orchid can pull the grappled creature to the mouth on its underside as a free action that does not provoke an attack of opportunity. The mouth latches on and drains blood from the victim. Each round it maintains its grapple, the blood orchid automatically deals 1d4 points of bite damage and 1 point of Constitution damage as it drains its victim's blood.

Poison (Ex) Tentacle—injury; save DC 16 Fort; frequency 1/round for 4 rounds; effect unconsciousness; cure 1 save.

Telepathic Bond (Ex) Blood orchids communicate through a non-magical telepathic bond. They can sense emotions in other blood orchids at a distance of 100 ft. or less, and emotions in other creatures at a range of five feet. They can communicate mentally with each other through full telepathy at a distance of 20 ft. or less, and can share.

COBRA FLOWER XP 1,200

The Tome of Horrors Complete 116

N Large plant

Init +1; **Senses** blindsight 30 ft., low-light vision; **Perception** +1

AC 14, touch 10, flat-footed 13 (+1 Dex, +4 natural, -1 size)

hp 45 (6d8+18)

Fort +8; **Ref** +3; **Will** +3

Immune plant traits

Speed 5 ft.

Melee bite +6 (1d8+4 plus 1d6 acid and grab)

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

Special Attacks constrict (1d8+4 plus 1d6 acid)

Str 17, **Dex** 13, **Con** 16, **Int** —, **Wis** 13, **Cha** 9

Base Atk +4; **CMB** +8 (+12 grapple); **CMD** 19 (can't be tripped)

EMBERLEAF

XP 1,200

Tome of Horrors 4 92

N Small plant

Init +6; **Senses** blindsight 60 ft., scent; **Perception** +4

Aura heat (10 ft., 1d6 fire)

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

hp 51 (6d8+24)

Fort +9; **Ref** +4; **Will** +3

Defensive Abilities fire healing; **Immune** fire, plant traits

Weaknesses vulnerability to cold

Speed 20 ft., climb 20 ft.

Melee 2 tendrils +7 (1d6+2 plus 1d6 fire)

Special Attacks ring of fire

Str 14, **Dex** 15, **Con** 19, **Int** 6, **Wis** 12, **Cha** 7

Base Atk +4; **CMB** +5; **CMD** 17 (21 vs. trip)

Feats Combat Reflexes, Improved Initiative, Skill Focus (Perception)

Skills Climb +10, Perception +4, Stealth +15

Languages Sylvan (can't speak)

Fire Healing (Ex) An emberleaf subjected to fire damage regains 1 hit point for every 3 points of damage the attack would have otherwise dealt.

Heat Aura (Ex) An emberleaf can suppress or restart its heat aura as a free action. If it uses its ring of fire ability, its heat

aura automatically dissipates and it cannot restart it again for 1 hour.

Ring of Fire (Su) Once per day as a standard action, an emberleaf can create an immobile, blazing ring of fire in a 30-foot radius around its form. This fire is similar to a *wall of fire* spell. The ring of fire is 20 feet tall, and deals 2d6 points of fire damage to creatures within 10 feet of it. Those beyond 10 feet but within 20 feet take 1d6 points of fire damage. Creatures passing through the ring take 3d6 points of fire damage. The ring deals this damage when it appears, and to all creatures in the area on the emberleaf's turn each round. The ring of fire lasts a number of rounds equal to the emberleaf's Hit Dice (6 rounds for a standard emberleaf). The emberleaf cannot use this ability to invoke its fire healing.

PHLOGISTON BUSH

XP 800

The Tome of Horrors Complete 474

N Medium plant

Init +1; **Senses** blindsight 60 ft.; **Perception** +1

AC 16, touch 11, flat-footed 15 (+1 Dex, +5 natural)

hp 26 (4d8+8)

Fort +5; **Ref** +2; **Will** +2

Immune plant immunities; **Resist** fire 10

Speed 0 ft. (immobile)

Melee 4 tendrils +6 (1d6+3)

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

Special Attacks fire bolt

Str 17, **Dex** 13, **Con** 14, **Int** —, **Wis** 12, **Cha** 2

Base Atk +3; **CMB** +6; **CMD** 17

SQ death throes

Fire Bolt (Ex) Once every 1d4 rounds as a standard action, a phlogiston bush can release a tiny bolt of fire in a line to a maximum range of 40 feet that deals 2d6 points of fire damage to any creature struck. A successful DC 14 Reflex save reduces damage by 1/2. The save DC is Constitution-based.

Death Throes (Ex) If a phlogiston bush is reduced to 0 or less hit points, it explodes in a concussive blast of fire that deals 4d6 points of fire damage to all creatures in a 10-foot radius. A successful DC 14 Reflex save reduces damage by 1/2. The save DC is Constitution-based.

SIRINE FLOWER

XP 800

Tome of Horrors 4 207

N Medium plant

Init +4; **Senses** blindsight 60 ft., low-light vision; **Perception** +9

AC 15, touch 10, flat-footed 15 (+5 natural)

hp 32 (5d8+10)

Fort +8; **Ref** +1; **Will** +2

Immune plant traits; **Resist** fire 5

Speed 10 ft.

Melee 4 tendrils +6 (1d4+2 plus grab)

Special Attacks charming song, essence drain

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

Base Atk +3; **CMB** +5 (+9 grapple); **CMD** 15

Feats Great Fortitude, Improved Initiative, Weapon Focus (tendrill)

Skills Perception +9, Stealth +8 (+18 in undergrowth); **Racial**

Modifiers +10 Stealth (in undergrowth)

Languages Common (cannot speak)

Charming Song (Su) Sirine flowers emit a soothing and

SWORD OF AIR

tranquil humming in a 60-foot radius that resembles music or birds singing. Those hearing the song must succeed on a DC 16 Will save or become captivated by the sound. A creature that successfully saves is not subject to the same sirine flower's song for one day. A victim under the effects of this ability moves toward the sirine flower using the most direct means available. If the path leads them into a dangerous area such as through fire or off a cliff, that creature receives a second saving throw to end the effect before moving into peril. Captivated creatures can take no actions other than to defend themselves. A victim within 5 feet of the sirine flower simply stands and offers no resistance to the sirine flower's attacks. This effect continues for as long as the sirine flower sings and for 1 round thereafter. This is a sonic mind-affecting charm effect. The save DC is Charisma-based and includes a +2 bonus.

Essence Drain (Su) A grabbed creature takes normal damage plus 1d2 points of Intelligence damage each round until it escapes.

TRI-FLOWER FROND XP 600

The Tome of Horrors Complete 608
N Medium plant

Init +0; **Senses** blindsight 30 ft., low-light vision; **Perception** +1

AC 13, touch 10, flat-footed 13 (+3 natural)
hp 13 (2d8+4)

Fort +5; **Ref** +0; **Will** +1

Defensive Abilities camouflage; Immune plant traits

Speed 0 ft. (immobile)

Melee 4 tendrils +3 (1d2+2 plus sleep pollen)

Special Attacks acid, fluid drain

Str 14, **Dex** 10, **Con** 14, **Int** —, **Wis** 13, **Cha** 9

Base Atk +1; **CMB** +3; **CMD** 13 (can't be tripped or bull rushed)

Acid (Ex) The tri-flower frond can tip its yellow bloom over a slumbering or prone foe and shower it with sap laden with potent digestive enzymes. This sap does 1d6 points of acid damage per round to flesh until it is washed or scraped off.

Camouflage (Ex) Since a tri-flower frond looks like a normal flowering plant when at rest, it takes a DC 20 Perception check to notice it before it attacks. Anyone with ranks in Survival or Knowledge (nature) can use one of those skills instead of Perception to notice the plant.

Fluid Drain (Ex) Against a sleeping or helpless foe, a tri-flower frond can release a needle-sharp tendril from its red bloom that pierces its target and drains its body fluids. This deals 1d4 points of Constitution damage each round, and the victim is considered grappled.

Sleep Pollen (Ex) A creature struck by one of the tri-flower frond's tendrils must make a DC 14 [10 +1 HD +2 Con] Fortitude save or fall into a deep, coma-like slumber from which it cannot be awakened that lasts for 1–4 hours. The save DC is Constitution-based. Resistances and immunities to poison apply against the pollen, but resistances or immunities to sleep effects do not. A slumbering victim can also be awakened by a successful DC 20 Heal check after one minute of treatment.

A creature that falls victim to the sleep pollen is subject to the tri-flower frond's acid and fluid drain attacks, both as free actions.

WITCH GRASS (Hazard – CR 1/8) XP 50

The Tome of Horrors Complete 764

Witch grass is a summer-blooming broad leaved plant

that stands 1 to 2 feet tall at maturity. Very bushy, its leaves and branches have a purplish hue, the coloring extending to its base and roots. A typical patch of witch grass covers a 10-foot area, though it often covers an area as large as 50 feet or more. It is only found in temperate or warm forests, hills and plains.

Witch grass, harmless to most creatures, has a detrimental effect on arcane spellcasters attempting to use magic in the area. Any arcane spellcasters attempting to cast a spell within 20 feet of a patch of witch grass suffers an additional 10% chance of arcane spell failure so long as they remain in the area. Divine magic and spells are not affected.

Creatures approaching within 5 feet of a patch of witch grass are sprayed with the grass's seedlings, sticky barbed pods that attach themselves easily to cloth, fur and hair. This spray is unnoticeable except with a DC 20 Perception check. The seedlings disrupt arcane spellcasting just as the witch grass does, though it only affects arcane spells within 10 feet of it. Seedlings remain on their "host" for 1 day before dropping off and taking root. The seedlings are easily washed away. Cold or fire destroys a patch of witch grass.

WITHERWEED XP 1,200

The Tome of Horrors Complete 646
N Large plant

Init +0; **Senses** blindsight 30 ft.; **Perception** +1

AC 13, touch 9, flat-footed 13 (+4 natural, –1 size)
hp 37 (5d8+15)

Fort +7; **Ref** +1; **Will** +2

Defensive Abilities camouflage; Immune plant traits

Speed 0 ft.

Melee 5 fronds +5 (1d4+3 plus 1d4 Dex)

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

Special Attacks death smoke

Str 16, **Dex** 10, **Con** 16, **Int** —, **Wis** 13, **Cha** 9

Base Atk +3; **CMB** +7; **CMD** 17 (can't be tripped)

Camouflage (Ex) Since a witherweed looks like normal grass and weeds when at rest, it takes a DC 20 Perception check to notice it before it attacks. Anyone with ranks in Survival or Knowledge (nature) can use one of those skills instead of Spot to notice the plant. Dwarves can use stonecunning to notice the subterranean version.

Death Smoke (Ex) A witherweed that takes at least 1 point of damage from a fire effect releases a cloud of deadly smoke that billows forth and quickly fills a 20-foot radius surrounding it. Creatures within the area must succeed on a DC 15 Fortitude save or take 1d6 points of Constitution damage. One minute later, another Fortitude save (same DC) must be made to avoid another 2d6 points of Constitution damage. The save DCs are Constitution-based.

The cloud remains for 1 round per HD of the witherweed but a strong wind (21+ mph) disperses the cloud in 1 round.

YELLOW MUSK CREEPER XP 600

The Tome of Horrors Complete 654
N Large plant

Init +2; **Senses** blindsight 30 ft.; **Perception** +0

AC 15, touch 11, flat-footed 13 (+2 Dex, +4 natural, –1 size)
hp 22 (3d8+9)

Fort +6; **Ref** +3; **Will** +1

Immune plant traits

Speed 5 ft.

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Melee 2 tendrils +6 (1d8+5)

Ranged ranged touch +3 (pollen spray)

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

Special Attacks create yellow musk zombie, Intelligence damage

Str 20, **Dex** 15, **Con** 17, **Int** —, **Wis** 11, **Cha** 9

Base Atk +2; **CMB** +8; **CMD** 20 (can't be tripped)

SQ rejuvenation

Create Yellow Musk Zombie (Su) A victim reduced to Intelligence 0 becomes a yellow musk zombie in 1 hour under the control of the creeper that created it. If the yellow musk creeper is slain before the yellow musk zombie rises, the transformation can be prevented by the casting of *neutralize poison* followed by a *heal* or *restoration* spell.

Intelligence Damage (Ex) As a free action, a yellow musk creeper can insert hundreds of tiny roots into the head of an entranced foe within any space occupied by the creeper. An entranced foe does not resist this attack and does not receive a saving throw to break free of its entranced state. This attack deals 1d4 points of Intelligence damage each round. A victim reduced to Intelligence 0 becomes a yellow musk zombie in 1 hour (see Appendix B in *The Tome of Horrors Complete*).

Pollen Spray (Ex) A yellow musk creeper can spray a tiny cloud of hypnotic pollen at a single creature within 30 feet. An opponent hit by the cloud must succeed on a DC 14 Fortitude save or be entranced for 1d4 minutes (as by a *charm monster* spell). Entranced creatures can take no action other than to move at their normal speed into a space occupied by the yellow musk creeper. An entranced creature resists any attempt to halt its progress. A victim within a space occupied by the yellow musk creeper stands there and offers no resistance to the monster's attacks. The save DC is Constitution-based.

Rejuvenation (Ex) A yellow musk creeper can be killed only if its root is dug up, then burned, hacked apart, or otherwise destroyed. Reducing the creeper to 0 or less hit points puts it out of commission, allowing excavation of its roots. The main root is a Small object with a hardness of 3 and 10 hit points. The root can be affected by spells or effects that affect an area or targeted by spells that affect an individual target.

As long as the root remains intact, a yellow musk creeper regrows in about 2 weeks.

Area BW-II: Vicious Prairie Dogs (CR 10)

Use this piece after a group encounters normal prairie dogs, but at some point much closer to the city.

After the group passes some milestone (crossing a particular stream, a certain ridge, or some other point) the sky begins to be less bright; it will be hazy rather than sunny and move to mostly cloudy by the time the adventurers pass the mountains. Also past that point, the grasses look different; they are well-grown but coarse and more of a sickly gray-green color than the previous healthy green.

The characters come across another prairie dog town, but these creatures are dark-colored, almost black, and don't blend in to the background at all. They are also taller and heavier than the ones previous encountered. As the group passes by, the prairie dogs start yipping their familiar warning and most of them disappear underground, but groups of three stand on their hind legs near half a dozen holes. They appear to be guarding against something, though many holes remain unwatched; only the gleam of many sets of red eyes, glowing from the darkness, indicates the other creatures are nearby. Suddenly a hawk dives, and the characters (and the players) will no doubt anticipate a bad ending for some innocent prairie dog. Instead the intended victim dodges out of the way, while its partners leap on the hawk. Then the erstwhile victim turns like lightning and rips

out the hawk's throat with a vicious bite. Dark rodents pour out of the other burrow to push and pull the body of the hawk underground.

If the prairie dog town is approached, 8 swarms of mutated prairie dogs come out and attack. They have no treasure.

MUTATED PRAIRIE DOG SWARMS (8)

CR 4

XP 1,200

N Tiny animal (swarm)

Init +6; **Senses** low-light vision, scent; **Perception** +13

AC 14, touch 14, flat-footed 12 (+2 Dex, +2 size)

hp 45 (6d8+12 plus 6)

Fort +7; **Ref** +7; **Will** +3

Defensive Abilities swarm traits

Speed 15 ft., burrow 15 ft.

Melee swarm (2d6)

Space 10 ft.; **Reach** 0 ft.

Special Attacks distraction (DC 15)

Str 2, **Dex** 15, **Con** 16, **Int** 2, **Wis** 13, **Cha** 2

Base Atk +4; **CMB** —; **CMD** —

Feats Improved Initiative, Skill Focus (Perception), Toughness
Skills Perception +13

Area BW-12: Sliming Frogs (CR varies)

Two of the streams that run out of the mountains meet in a relatively flat area and spread out to form a marsh. Everywhere insects skim over the surface of the water, most of them much larger than similar types found in other places. Dragonflies in bright blue, emerald green and other gem-like colors dart back and forth over the water, or rest on a stem or branch. A small brown bird swoops in, trying to surprise one of the sitting dragonflies. As the bird grabs the insect, the dragonfly bursts out with a little gout of flame. It doesn't save the sapphire creature, but the bird's head is burned and it will be much more cautious in the future.

The dragonflies are also prey for large frogs in the marsh. These frogs are nearly a foot tall when sitting and covered with lines of warts and bearing unusual walrus-like tusks in their mouths. Those and their muddy brown tones make them amazingly ugly. They are very accurate, though; the frogs target moving dragonflies with their incredibly long tongues at a distance of 8 feet. When one of the brown birds snatches the dragonfly a frog is eyeing, the amphibian lets loose with a great glob of slime. It spits it with precision onto the bird, fouling the creature's wings and forcing it to crash into the water. The bird flutters its wings briefly and then is suddenly sucked under the water but some unseen thing.

Some frogs are larger than others. In fact, some are *much* larger. Anyone approaching the stream area is attacked by 3d6 slurks. They have no treasure.

SLURKS (3d6)

CR 2

XP 600

hp 17 (*Pathfinder Roleplaying Game Bestiary 2* "Slurk")

Area BW-13: Shocking Flowers

The marsh is full of the hum of insects and the twitter of birds, but the musical sounds are frequently interrupted by a harsh buzz or snap. Travelers hear the sounds as they move along; they are not limited to a particular area. Careful observers notice that the sounds come when an insect flies near or tries to land on a particular type of blue flower. The flowers have a tall drooping petal over a lower deep cup, all standing on a long stem rising above shorter striped leaves. The blue flowers range in size from barely larger than a thimble to the size of a drinking mug. When an insect lands on the flower's lip and starts to crawl inside, the plant zaps the creature with a jolt of electricity then closes around its next meal.



The plants sometimes shock an insect before it is actually inside the cup; the shock is usually still enough to kill the insect, but one large brown moth is able to flutter awkwardly away. These plants would also shock any traveler or riding animal brushing against one by mistake. However, only a jolt from a large flower would really be noticeable to something the size of a human or larger. Anyone touching a large flower takes 1d2 points of damage (DC 12 Reflex, half). If anyone just trudges through the flowers without watching for effects first, they are hit by 1d3 large flowers.

Area BW-14: Farm with Mutant Fruit

The area outside the city once included many prosperous farms that supplied fresh food for the markets and eating establishments. A few of these were built with stone buildings, many of which still survive to one degree or another.

At the edge of a forested area, a stone wall about 3 feet high unexpectedly interrupts travel. Tree roots have undermined the wall in spots, tumbling the stones and making it easier for people on foot to clamber over. Riders on horseback almost certainly have to convince their mounts to jump the wall, or clear up the fallen stones in some area to allow passage.

Past the wall, travelers find themselves among closely spaced fruit trees, descendants of trees once cultivated here, but that are now are growing wild. The trees are also somewhat changed, with twisted branches and leaves of sickly yellow-green or greenish-gray. None of the farm's once-proud buildings still stand; however, foundation stones and floors are apparent.

What appear to be apples ripen from a shocking shade of green to a brilliant blue. These apples, if consumed, grant a +4 save bonus against the poison effects of the area for 1d6 hours. They are mildly poisonous, however, causing stomach cramps and digestive distress. For each apple eaten, a character suffers a -1 penalty on all die rolls for 1 day (except saves against the environmental conditions). Forty apples are available.

Huge, red, pendulous pears burst at a touch, spraying out sticky juice and a multitude of seeds that stick to the skin (or clothing, equipment, fur, etc.) of the one unfortunate enough to disturb the fruit. The pears create permanent stains on any porous material they touch. Twenty pears are on the trees.

Bright purple fruit, probably plums, grow on trees with brown, scorched-looking soil underneath. When one falls and pops, its juice burns the ground and sends up noxious-smelling smoke. Anyone who discovers the acidic properties of the juice by biting into the fruit is severely injured (4d6 acid damage, DC 18 Fortitude half). These could also be used as grenade-like missiles with a range increment of 10 ft. that do 2d6 acid damage on a successful ranged touch attack by a clever character. However, if a 1 is rolled when a plum is thrown, the player takes the damage instead of his target. A total of 10 plums are on the trees.

Area BW-15: Farm with Sounds of Cows

A half-collapsed barn near a burnt-down farmhouse overlooks withered gray weeds where there used to be fields. A dark, twisted tree grows where the kitchen was and outside the back door, a circle of stones in the ground shows the location of the kitchen well. Despite centuries of neglect, it may be possible to get water from it if a container can be lowered far enough, though its quality would not be good.

Another roofless outbuilding still stands next to the barn, a single open room probably used for storage. The barn is much larger and has stone pillars down the center that once supported a loft. But the entire back wall is gone, and one long wall lies scattered on the ground. If the barn is entered at night, an observer hears and smells cows, though there is no other sign of them.

At dawn, the non-existent cows move out to the withered field. The occasional moo or ring of a cowbell is clearly heard. Anyone in that part of the field recognizes the smells of cows and freshly cut grass. The non-

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cows move across their former pasture as a herd. When night falls, they move back to the ruined barn. Furthermore, the herd does not always “graze” in the same spot every day, but instead is found at different places on different days and otherwise acts like a group of real, living cows. There is no illusion on the area, nor are these some odd type of undead creature. There are no invisible and intangible cows. Instead this is a bizarre, lingering effect of some strange, ancient magic.

Area BW-16: Farm with Guardian Geese (CR 9)

A group of stone buildings stand in an open area, surrounded by brownish grass and bushy weeds. Trying to approach the building sets off a frightful clamor as **12 mutated giant geese** suddenly appear from everywhere, honking and hissing. These geese stand about 6 feet tall at the head, with wingspans over 8 feet. The birds oppose anyone coming into their area. If any intruders retreat at this point, the geese remain in the yard, riled up and hissing, but they do not attack. They are prepared to defend their territory if necessary, though. The geese are aggressive and have steel-hard beaks that do significant damage and poisonous spurs on the backs of their feet that cause excruciating pain in any limb they hit (their fighting tactics take this into consideration).

MUTATED GIANT GEESE (12) XP 600

CR 2

N Medium animal
Init +3; **Senses** low-light vision, scent; **Perception** +8

AC 15, touch 13, flat-footed 12 (+3 Dex, +2 natural)
hp 22 (3d8+9)
Fort +6; **Ref** +6; **Will** +1

Speed 20 ft., fly 30 ft. (good)
Melee bite +5 (1d4+3), 2 claws +6 (1d3+3 plus poison)

Str 16, **Dex** 17, **Con** 16, **Int** 2, **Wis** 11, **Cha** 10
Base Atk +2; **CMB** +5; **CMD** 18
Feats Skill Focus (Perception), Weapon Focus (claw)
Skills Fly +12, Perception +8

Poison (Ex) Claw—injury; save DC 14; frequency 1/round for 6 rounds; effect extreme pain causes 1d3 Strength damage and staggered condition; cure save. The save DC is Constitution-based.

The geese also have a weakness, however. They are overly fearful if the tables are turned on them and they are approached aggressively. The geese back off a little if given a taste of their own medicine. If people continue to act aggressively toward the geese, and especially if they make loud, sudden noises, the geese flee. The flock has a safe location in the nearby stone barn and they head there immediately if frightened. Once there, however, they retreat no farther and powerfully defend their space.

With the geese out of the way, the party has an opportunity to look around. At first glance, it seems as if someone should be walking out of the vine-covered house to greet travelers. Another quick look, though, shows the lack of a roof, and that the vines are growing in and out of the windows and door. Inside is nothing but rubble, though the large fireplace and chimney in the back wall are relatively intact. A secret compartment under a loose brick in the fireplace holds a treasure.

Treasure: Wrapped in a rotten old blue cloth is a purse containing 200 sp, 32 gp and a small lump of obsidian. The word “gallop” is inscribed on the bottom of the stone. This statuette acts as a *figurine of wondrous power (obsidian steed)*.

One barn still stands strong, evidently built with care. (This is the building in which the geese take refuge.) There are entrances in the center of each long wall. Inside are several stalls or boxes with 4-foot-high stone walls, as well as two separate rooms at each end. The condition of the other two outbuildings is not as good. One is round, about 10 feet in

diameter, probably built for the storage of grain. One side of the wall is still more than 10 feet tall, but the rest is broken down to only about 5 feet. A tree whose trunk is about 3 feet thick grows up from the center of the round building. Another large square building looks fairly intact, but its 10-foot-tall stone walls are loose and any pressure starts an avalanche of rocks. Past the buildings is a large pond, no doubt part of the attraction for the geese. Oddly, the grasses overhanging its surface are a bright red, as are the water plants scattered about the pond.

Area BW-17: Burned Estate with Lake (CR 11 and 6)

The area outside the city once included several noble estates. Some of these were no doubt destroyed during the apocalypse, but portions may have survived, and others may have been left more-or-less intact.

One huge house is a burned-out shell, the stones still blackened after all the years. Some plants grow inside the building, but nothing lives on the burned blocks themselves — no vines, nothing growing out of a crack. Behind the house, remnants can be seen of stone walkways and elaborate fountains. A large gazebo that once stood at the far end of the garden is now only a set of crumbling round pillars with stone benches in between.

Ten rounds after the estate area is entered, a tribe of **16 vegpepygmies (14 workers, 1 bodyguard and 1 chief)** and their **6 thorny** pets come out of the bushes and attack. They have no treasure.

VEGPEPYGMY WORKERS (14) XP 400

CR 1

The Tome of Horrors Complete 626

N Small plant (fungus)
Init +2; **Senses** low-light vision; **Perception** +9

AC 16, touch 13, flat-footed 14 (+2 Dex, +3 natural, +1 size)
hp 16 (3d8 plus 3)
Fort +3; **Ref** +3; **Will** +1

DR 5/bludgeoning or slashing; **Immune** electricity, plant traits

Speed 30 ft.
Melee 2 claws +3 (1d3) or spear +3 (1d6/x3)
Ranged spear +5 (1d6/x3)

Str 11, **Dex** 14, **Con** 11, **Int** 8, **Wis** 11, **Cha** 10
Base Atk +2; **CMB** +1; **CMD** 13
Feats Skill Focus (Perception), Toughness
Skills Perception +9, Stealth +10 (+18 in forested or swampy areas); **Racial Modifiers** +4 Stealth (+12 in forested or swampy areas)
Gear spear

VEGPEPYGMY BODYGUARD XP 800

CR 3

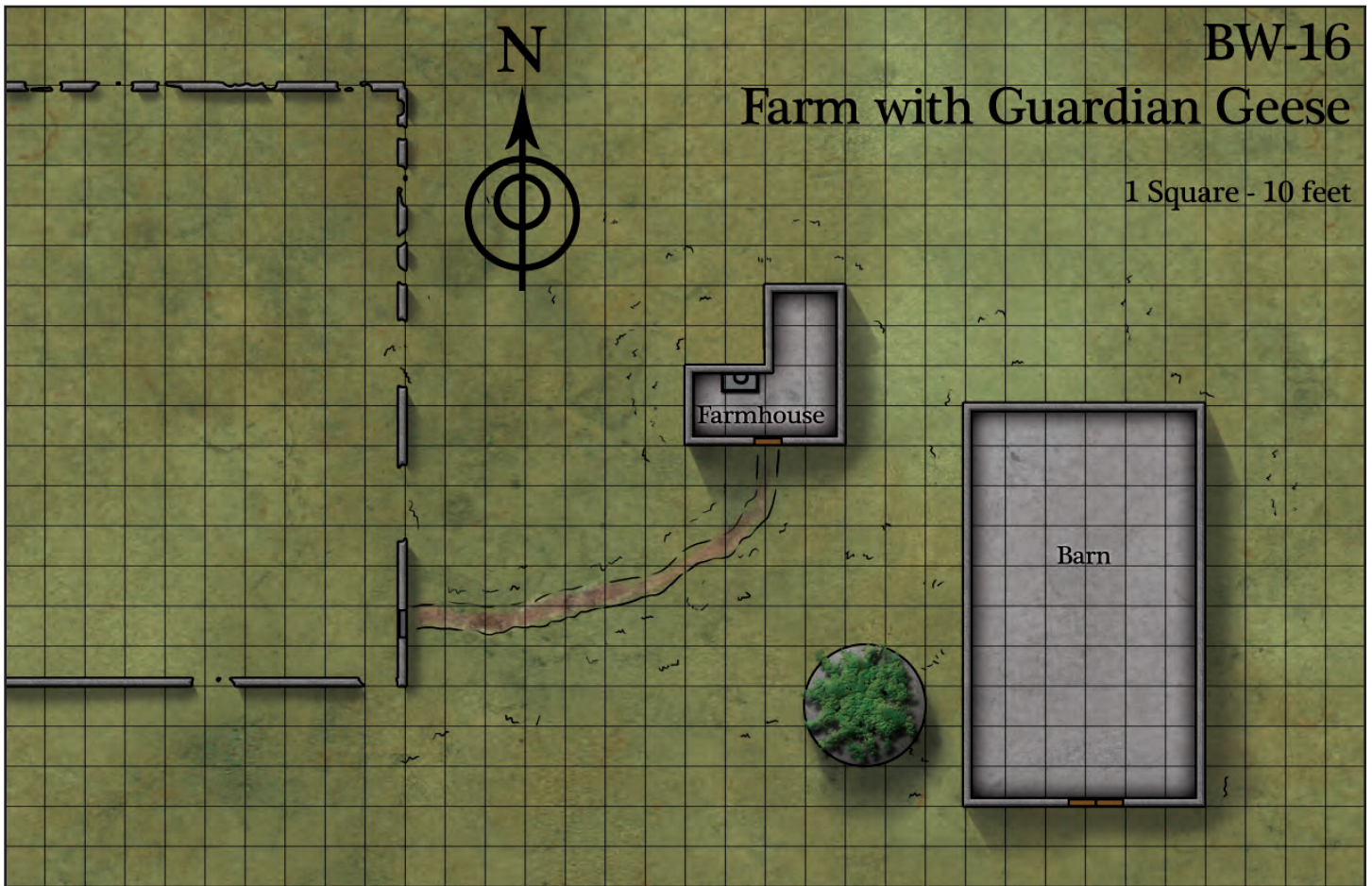
The Tome of Horrors Complete 626

N Small plant (fungus)
Init +2; **Senses** low-light vision; **Perception** +12

AC 16, touch 13, flat-footed 14 (+2 Dex, +3 natural, +1 size)
hp 37 (5d8+10 plus 5)
Fort +6; **Ref** +3; **Will** +2
DR 5/bludgeoning or slashing; **Immune** electricity, plant traits

Speed 30 ft.
Melee 2 claws +6 (1d3+2) or spear +7 (1d6+3/x3)
Ranged spear +7 (1d6+2/x3)

Str 15, **Dex** 14, **Con** 15, **Int** 10, **Wis** 13, **Cha** 12
Base Atk +3; **CMB** +4; **CMD** 16
Feats Skill Focus (Perception), Toughness, Weapon Focus (spear)
Skills Perception +12, Stealth +18 (+26 in forested or swampy



CHAPTER 7: THE WASTELAND OF TSEN

areas); **Racial Modifiers** +4 Stealth (+12 in forested or swampy areas)

Gear spear

VEGEPYGMY CHIEF

XP 2,400

The Tome of Horrors 627

N Medium plant (fungus)

Init +1; **Senses** low-light vision; **Perception** +17

AC 17, touch 11, flat-footed 16 (+1 Dex, +6 natural)

hp 76 (9d8+27 plus 9)

Fort +9; **Ref** +4; **Will** +5

DR 5/bludgeoning or slashing; **Immune** electricity, plant traits

Speed 30 ft.

Melee 2 claws +11 (1d6+5) or mwk spear +13/+8 (1d8+7/x3)

Ranged mwk spear +9 (1d8+5/x3)

Special Attacks spores

Str 21, **Dex** 12, **Con** 17, **Int** 12, **Wis** 15, **Cha** 16

Base Atk +6; **CMB** +11; **CMD** 22

Feats Cleave, Power Attack, Skill Focus (Perception), Toughness, Weapon Focus (spear)

Skills Diplomacy +4, Intimidate +8, Perception +17, Stealth +17 (+25 in forested or swampy areas), Survival +5; **Racial**

Modifiers +4 Stealth (+12 in forested or swampy areas)

Gear masterwork spear

Spores (Ex) The chief is the only vegepygmy with a spore attack. As a standard action, a chief vegepygmy can release a cloud of spores in a 40-foot spread. A living creature caught within the cloud must succeed on a DC 17 Fortitude save or be paralyzed for 2d6 rounds. After the paralysis wears off, the character must succeed on another DC 17 Fortitude save or take 3d6 points of Constitution damage. This save DC is Constitution-based. At Constitution 0 a creature dies, and rises as a 4 HD vegepygmy bodyguard in one day. If a *remove disease* spell is cast on a paralyzed victim before the paralysis wears off, he does not have to attempt the second Fortitude save and takes no Constitution damage.

THORNIES (6)

XP 800

The Tome of Horrors Complete 599

N Medium plant

Init +2; **Senses** low-light vision; **Perception** +13

AC 17, touch 12, flat-footed 15 (+2 Dex, +5 natural)

hp 26 (4d8+8)

Fort +6; **Ref** +3; **Will** +2

Immune plant traits

Speed 50 ft.

Melee bite +5 (1d6+2 plus trip)

Special Attacks thorns

Str 14, **Dex** 15, **Con** 14, **Int** 2, **Wis** 12, **Cha** 6

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

Feats Combat Reflexes, Skill Focus (Perception)

Skills Perception +13, Stealth +11 (+19 in swampy or forested areas); **Racial Modifiers** +4 Perception and Stealth (increases to +12 Stealth in swampy or forested areas)

Thorns (Ex) A thorny's body is covered with sharp wooden thorns. Any creature attacking a thorny with a non-reach melee weapon or with natural attacks takes 1d4+2 points of piercing damage from the thorny's sharp thorns. A creature that grapples with a thorny takes this same damage each round.

Tactics: The normal pygmies and the thornies just attack. The guard stands by the chief, who uses his spore cloud ability, intent on recruiting more to his tribe.

A few flagstones show where a path went farther. Following the traces leads to a long, curved lake with a stream flowing into it. Ancient willow trees drag their leaves in the water. The water's surface below them is covered by something that might be algae, but it is a bright orange color. Across the narrow portion of the lake stands an unnatural-looking outcropping of rock that was set there by magic at one time.

The orange "algae" is in reality a thin layer of spores from a **russet mold**, though the actual mold patch is a thicker area of the algae near the rock. Anyone swimming in the spore-laden waters is exposed to the mold just as if it had released a cloud of spores on them.

RUSSET MOLD (Hazard – CR 6)

XP 2,400

The Tome of Horrors Complete 761

Russet mold is found in dark, wet areas. At a distance of 30 feet or more, it is likely to be mistaken for ordinary rust (DC 25 Perception check to see it for what it truly is). A patch of russet mold is about 5 to 7 feet in diameter. When a living creature comes within 5 feet of a patch of russet mold, it releases a cloud of spores in a 5-foot-radius. All in the area must succeed on a DC 15 Fortitude save or take 2d6 points of Constitution damage. Another DC 15 Fortitude save is required 1 minute later – even by those who succeeded at the first save – to avoid taking another 2d6 points of Constitution damage.

A creature killed by russet mold rises as a vegepygmy commoner (see entry in this book) in 24 hours, unless *antiplant shell* is cast within one hour. *Antiplant shell* does not actually prevent the creature from becoming a vegepygmy, but it does delay the process for the spell's duration. After that, only a *miracle* or *wish* can prevent the creature from rising as a vegepygmy.

Russet mold is immune to cold and fire. Acid-based effects, alcohol (at least one gallon per foot diameter of mold), *continual flame* or *remove disease* instantly destroys russet mold.

Below the outcropping is a protected grotto with a small pool, reached by descending a set of steps cut into the rock. The walls of the little cave were at one time painted to show an underwater scene. Near the opening, the paint has weathered away, but inside the colors are still bright. The back wall of the small pool is cracked and now connects to some other underground stream. Three or four eyeless fish have found their way into the grotto.

Area BW-18: Damaged Estate with Water (CR 10)

The huge country house of some long-deceased noble family still looks fairly intact from the outside. The inside tells a different story, though. The entire roof collapsed, and its fall damaged interior walls and broke the floors of many upper rooms. Some rooms on the lower floor are intact, but since the windows and doors are also gone, centuries of exposure to the elements ruined whatever decorations or furnishings the rooms once had. One or two rooms with no exterior openings and intact ceilings may exist, with decorations still painted on the walls. The below-ground floor is relatively undamaged, but rooms there have low ceilings and no wall decorations. Whatever furnishings they once had have crumbled to dust.

One room is identifiable as a kitchen only because of its huge fireplace. Within the kitchen resides a terrible monster. A **ghonhatine fleshwarp** made this estate its home. This horrid creature attacks any who enter the kitchen, pursuing foes tirelessly in its quest for food. It has no treasure.

GHONHATINE FLESHWARP

XP 9,600

hp 162 (*Pathfinder Roleplaying Game Bestiary 3* "Fleshwarp, Ghonatine")

CR 10



Tactics: Its tactics are simple: Puke (regurgitate) and charge!

Through an arched opening once secured by a locked door, stairs go down from the kitchen into what was a wine cellar — now just a room with arched compartments taller than a man — and a cold room where a tiny stream still runs. Ten bottles of wine remain on the racks. All are drinkable, and three are quite valuable (worth 2gp each, with 3 rare vintages worth 100gp each). The stream is probably the freshest source of water near the ruined city and is not contaminated (no saving throw required to drink it). No outbuildings remain around this house, only piles of stone on rectangular foundations.

Area BW-19: Estate with Crypt and Cottage (CR 7 and 6)

One former estate is so overgrown with trees that anyone must be quite close to the ruins of the house to see it. The walls are only a few feet tall at the most, interior and exterior. In many places, the floors are damaged and fallen in, and the ones that remain are shaky and unsafe.

At the far side of the house is one section where the walls stand high enough to see from across the ruined building. It was once the family chapel, as indicated by the carved marble altar that still stands near the end of the room and the partial curved frame that remains of what was a decorative window. The floor in the area seems secure, although deep pits and crevices in the altar testify to the ill weather to which the room has been exposed. Behind the altar, one large slab of paving has a cracked corner that shows a hollow space underneath. Moving the slab allows access to the family crypt containing 6 relatively intact stone sarcophagi.

Contents of the sarcophagi are as follows:

1. **Yellow mold** and not much else. It explodes if the coffin is opened, filling the entire crypt.

YELLOW MOLD (Hazard – CR 6)

XP 2,400

Pathfinder Roleplaying Game, Chapter 13, "Slimes, Molds, and Fungi"

If disturbed, a 5-foot square of this mold bursts forth with a cloud of poisonous spores. All within 10 feet of the mold must make a DC 15 Fortitude save or take 1d3 points of Constitution damage. Another DC 15 Fortitude save is required once per round for the next 5 rounds, to avoid taking 1d3 points of Constitution damage each round. A successful Fortitude save ends this effect. Fire destroys yellow mold, and sunlight renders it dormant.

2. The skeletal remains of an old soldier, his armor and weapons long since rotted and rusted away.

3. The skeletal remains of a man. The rotten clothes and jewelry (gold ring worth 60 gp, silver brooch clasp set with a garnet worth 200 gp) make it clear that he was wealthy. In an ivory scroll tube is a deed of ownership detailing his share in a mine near the city. Scribed in ancient ink across the deed is a curse describing how stupid he was to invest in the gold mine — when only lead was found. The location of the mine is described as being “near the temple of the dome” within the city of Tsen (**Area BW-71**).

4. The skeletal remains of a woman. Her silk burial dress is long since decayed, however her jewelry (gold ring worth 120 gp, silver necklace set with a diamond pendant worth 1,200 gp, and gold strands woven into her hair worth 40 gp) are intact.

5. The skeletal remains of a small child. A now-decaying teddy bear was buried with the child.

6. This one is empty.

Some distance from the house is the crumbling remains of a stone wall. Huge squared posts mark where the gate once was, and nearby — almost invisible among the undergrowth — stands a stone cottage that was the home of the keeper of the gate. Trails of slime are present in several areas around the cottage. The slime is extremely slick (its tumor-causing



abilities have worn off). Only the exterior of the cottage was stone, so any interior configuration is lost except for a large fireplace identifying the kitchen. The walls are tall enough for the building to have been two full stories tall, which suggests the inhabitant was in great favor with the noble whose estate he guarded.

This guard still guards, in the form of a **famished flesh**. This blob was once a man, but was so horribly mutated by the warping effects of the area that he eventually devolved into an insane blob of meat. He has been here for centuries and has grown large after devouring many victims.

FAMISHED FLESH

CR 7

XP 3,200

Advanced-HD hungry flesh (*Pathfinder Roleplaying Game Bestiary 4* "Hungry Flesh")

N Large ooze

Init -3; **Senses** blindsight 60 ft., scent; **Perception** -5

AC 8, touch 6, flat-footed 8 (-3 Dex, +2 natural, -1 size)

hp 95 (10d8+50); regeneration 5 (acid or fire)

Fort +8; **Ref** +0; **Will** -2

Defensive Abilities amorphous; **Immune** ooze traits

Speed 20 ft., swim 20 ft.

Melee slam +9 (1d6+4 plus disease and grab)

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

Special Attacks constrict (1d6+4 plus disease), disease (DC 20)

Str 16, **Dex** 5, **Con** 21, **Int** —, **Wis** 1, **Cha** 1

Base Atk +7; **CMB** +11 (+15 grapple); **CMD** 18 (can't be tripped)

Skills Swim +11

SQ compression, monstrous growth, reactive regeneration, slime trail (DC 20)

Area BW-20: The Flour Mills (CR 9)

Along a deep, dry riverbed that was once a rushing stream sit the remains of three flour mills that supplied many bakeries in the city. The one farthest upstream is a tumbled hulk, almost impossible to discern as it is nearly completely covered with vines and algae. Its walls have fallen to no more than 10 feet high, and its millstones are broken and weathered.

The next is 200 yards away, and, if anything, slightly worse for wear. Twisted trees are growing up through its base, and so many broken stones are in the ground around it that just walking up to it is difficult.

The third mill, about half a mile farther on down the streambed, still stands several stories tall. Vines complete with beautiful red rosebuds grow on it but do not obscure it, and several horribly disfigured trees stand nearby rather than inside its walls. The great millwheel, of course, is gone, but markings can still be seen where the beams went from it to turn the millstone, which is still in place inside.

The danger here is the vines. The poison of the area made them strangely sentient and also made them hunger for blood. These are **8 vampire roses**.

VAMPIRE ROSES (8)

CR 3

XP 800

The Tome of Horrors Complete 623

N Small plant

Init +0; **Senses** blindsight 30 ft., low-light vision; **Perception** +1

AC 17, touch 11, flat-footed 17 (+6 natural, +1 size)

hp 30 (4d8+12)

Fort +7; **Ref** +1; **Will** +2

Defensive Abilities camouflage; **Immune** plant traits

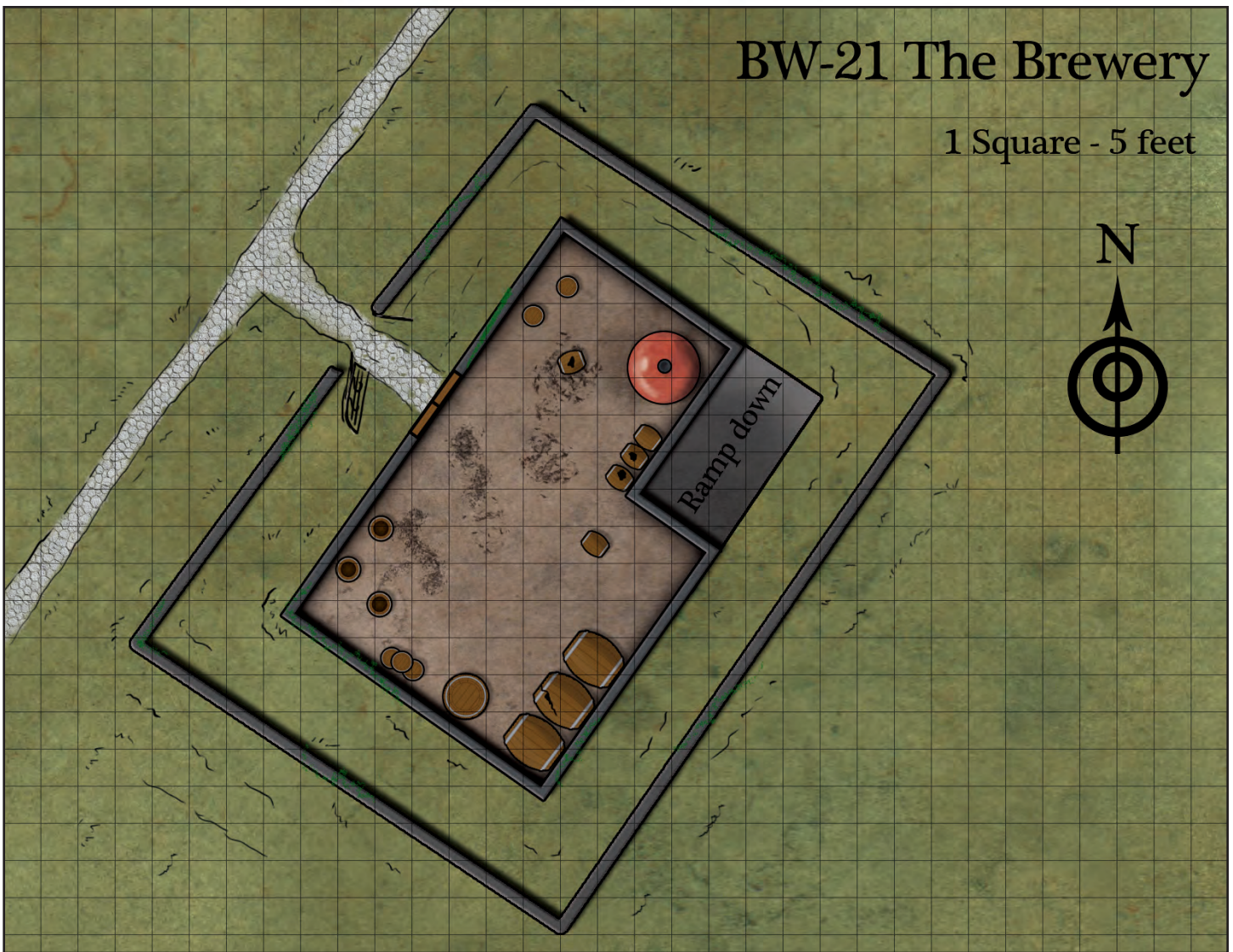
Speed 5 ft.

Melee stalk +6 (1d4+2 plus grab)

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

BW-21 The Brewery

1 Square - 5 feet



Special Attacks blood drain (1d4 Constitution)

Str 14, **Dex** 10, **Con** 16, **Int** —, **Wis** 13, **Cha** 8

Base Atk +3; **CMB** +4 (+8 grapple); **CMD** 16 (can't be tripped)

Camouflage (Ex) Since a vampire rose looks like a normal white rose bush when at rest, it takes a DC 20 Perception check to notice it before it attacks. Anyone with ranks in Survival or Knowledge (nature) can use one of those skills instead of Perception to notice the plant. Dwarves can use stonecunning to notice the subterranean version.

Area BW-21: The Brewery (CR 5)

Traces of a paved road can still be seen in what is now a dead forest and scrub. It goes past a short section of curved archway where the letters “WERY” are carved deeply enough to still be visible, but the other portions of the arch are buried somewhere in the gray-green grass.

Once past the gate, travelers see a portion of a blackened wall about 25 feet tall. It supports some horizontal stones that show the building had at least two floors above the ground. The ruins stand along a small stream, but its deep bed indicates it may have been larger in the past.

This was a brewery that suffered a huge explosion that blew the building apart and strewed chunks of it all over the landscape. Many pieces lie mostly buried in the ground. Some are completely covered by dirt to create dangerous bumps in the grassy surface. Overall, the many

hunks of stone make it difficult to navigate through this area — either mounted or on foot — to get closer to the ruins. From up close, it can be seen that the floor of the building is gone. Instead, a crater shows rubble fallen into the room below.

The lower level is still passable, though there are no stairs to get down to it. The area was used for storage and has a wide ramp leading up from one end. This is entirely obstructed by vines, so it is impossible to search it without going down to the lower level.

The vines are (strangely) harmless and can be cleared easily with any slashing weapon. The downstairs area consists of three rooms, all used for storing beer and beer-making materials in the past.

The first room is 20 feet square and composed of mortared brick. It contains the remains of rotten grain and sacks — hardly anything is left due to the ravages of time. This room leads to a second 30-foot-square room containing 30 or so empty barrels (fragile and useless), with a door on the far wall. The door’s hinges are rusty and it collapses if touched, revealing the third and final room.

The third room is where the kegs and casks of finished beer were stored. It is 50 feet square and has no other exits. Large, collapsed wooden racks and broken barrels lie strewn about the room. Four sets of skeletal remains lie in the center of the floor, all their clothing rotted and gone, with the exception of a small brass key. Two barrels remain intact. One contains the only thing that lives here: a **demonic mist**.

DEMONIC MIST

XP 1,600

Tome of Horrors 4 55

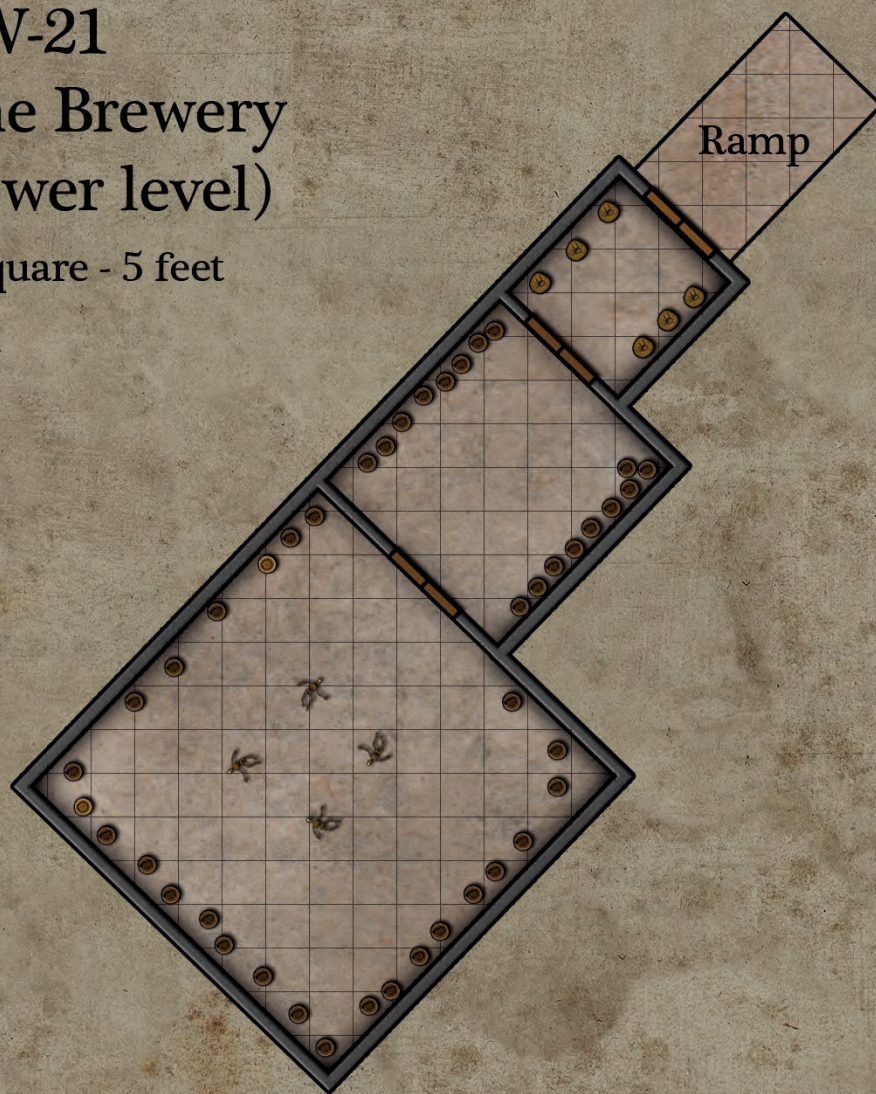
CE Medium outsider (chaotic, evil, extraplanar)





CR 5

BW-21

The Brewery
(lower level)

1 Square - 5 feet



-  Rotten Sack
-  Smashed Barrel
-  Intact Barrel
-  Skeletal Remains

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

AC 16, touch 16, flat-footed 10 (+5 Dex, +1 dodge)

hp 47 (5d10+20)

Fort +8; **Ref** +9; **Will** +2

Defensive Abilities amorphous; **DR** 5/ magic; **Immune** acid, cold; **Resist** fire 10; **SR** 16

Weaknesses vulnerability to wind

Speed fly 50 ft. (perfect)

Melee touch +10 (5d6)

Special Attacks psychic crush

Spell-Like Abilities (CL 5th; melee touch +10):

At will—*detect magic*

2/day—*enervation*, *vampiric touch*

1/day—*cause fear* (DC 14), *confusion* (DC 17)

Str —, **Dex** 21, **Con** 18, **Int** 11, **Wis** 13, **Cha** 16

Base Atk +5; **CMB** +5; **CMD** 21 (can't be tripped)

Feats Dodge, Improved Initiative, Weapon Finesse

Skills Acrobatics +13, Escape Artist +13, Fly +21, Knowledge (planes) +8, Perception +9, Stealth +13 (+21 in fog or mist);

Racial Modifiers +8 Stealth in fog or mist

Languages Abyssal, Common; telepathy 100 ft.

SQ gaseous

Gaseous (Ex) A demonic mist can pass through small holes, even cracks, without reducing its speed. It cannot enter

water or other liquid. It has no Strength score, and cannot manipulate objects.

Psychic Crush (Su) Three times per day, as a standard action, a demonic mist can attempt to crush the mind of a single creature within 40 feet. The target must make a DC 15 Will save or take 3d6 points of damage and become sickened for 1d4+1 rounds. This is a mind-affecting effect. The save DC is Charisma-based.

Vulnerability to Wind (Ex) A demonic mist is treated as a Tiny creature for the purposes of determining the effects high wind has upon it.

Tactics: The mist begins combat with its *confusion* spell, followed immediately by its *cause fear* spell. It then emerges from the barrel and attacks, engulfing one opponent while using its psychic crush abilities on anyone who remains in the room. It fights until slain.

Treasure: The barrel containing the mist houses the treasure hidden by the brewer when he sought refuge from the apocalyptic explosion that leveled Tsen. A strong, iron box (lock is opened by the brass key) contains 280 gp and 660 sp. A rotted leather satchel still contains several papers (most are meaningless debt slips and IOUs).

Area BW-22: Carnivorous Trees

This grove of trees contains specimens that are quite tall and wide. They seem to be very old and even healthy looking for the area. Their thick leafy branches, intertwined by years of growth, make the area quite

dim. Each of the trees has at least one hollow opening into its core. It seems to be another symptom of their age; they look like they have all lost large branches and started to have some hollowing of their core wood.

Then one bright, two-headed, green bird flies low and lands on the edge of a hollow in a tree, perhaps looking for a safe place to nest. As soon as the bird moves into the hollow, the opening snaps closed, even catching a few tail feathers still on the outside. The tree makes no further movement, though the feathers quiver for a moment. If the travelers who see this stay to watch, in about five minutes they see the hollow open again and three green feathers waft to the ground. There is no other sign of the bird. These trees clamp down (CMB +20 to pin) on any flesh inserted into one of the hollows, whether by a careless creature or by an unsuspecting passer-by. A passer-by could very easily lose a limb this way, unless someone else is on hand to attempt to pry open the hollow.

The trees cannot move (and thus are harmless unless touched).

Areas BW-23 to BW-36: The Doom Cavern

A solitary hill rises 2,000 feet above the plain below. **The entire cave complex (except Area BW-23 and BW-24) prevents the poison effects of the zone from affecting characters within.**

Area BW-23: Cavern Entrance — Rocky Opening

A rock fall at some time in the past exposed an entry into a cave complex underneath the hill. A dark opening about 3 feet tall can be seen above a grassy slope lined with rocks the size of a small pony. Reaching it requires climbing the slope, which is not too strenuous, and then clambering over 10 feet of smaller rocks that are not firmly seated. Putting weight on the wrong rock could send several bumping down the hillside, to the danger of anyone below. Once at the opening, a person ready to enter can see a drop of about 8 feet to the cave floor.

The caverns in general have a sense of moisture in them and many have fresh, clean, water actively dripping, the poison of the area removed by passing through the sand and rock of the hill. Inside, the floor is lined with small rocks and gravel crumbled from the walls and ceiling. Cracks in the ceiling make it appear none too stable.

The back of the cave slopes down and is not too steep, but the slope is covered in more loose rock that makes the footing uncertain. Anyone walking down it without taking extra precautions has a good chance of slipping (DC 10 Acrobatics check to balance). The slope is shallow enough that the result would probably be a slide rather than a fall, but anyone hitting the bottom in an uncontrolled manner has a good chance of running into one of the 6-foot-tall boulders that dot the floor below. This leads to **Area BW-26**.

BW-24: Cavern Entrance — In Stream

A poisonous stream burbles up from underground and runs back and forth down the side of the mountain. Where it comes out of the hillside, a number of strange, mutated, small birds dart back and forth, catching some of the insects hovering over the water in the sun. Suddenly, a shadow passes over, that of one of the hawks so frequent in the area. Like lightning, the little birds all disappear, darting into the grasses and brush hanging over the head of the stream.

To anyone making a DC 15 Knowledge (nature) check this is somewhat unexpected; birds would usually go into hiding in a tree or bush rather than in a grassy bank. A little investigation (DC 15 Perception check) shows that the grasses are growing in such a way that a solid mat of them

hangs down and obscures an opening at the head of the stream.

Normal humans would have to duck to get into it since the opening is only about 4 feet high, and there's no way to enter without walking in the stream. Once inside, enough daylight filters in through the grasses to make out a sizable cavern with many odd stone outcroppings on which the little birds have built nests. The stream flows across the cavern from behind a large stone, whose shadow hides a narrow triangular crack. The opening is only about 3 feet tall but the streambed is deeper so a person would have about 4-1/2 feet total height to pass through the opening. This crack leads to **Area BW-25**.

Area BW-25: Glowworm Cavern (CR 9)

The entrance into this chamber is where a stream flows out. The cavern is very dark at first, but if travelers give their eyes a minute to adjust, they'll be able to see the many blue-green glowing spots up near the ceiling. These are **8 giant glowworms** using their bioluminescence to catch prey. (The ones who are hungry glow more brightly, while the ones that have recently fed are paler.) They hang from the ceiling and drop down sticky feeding threads that catch things.

Two types of worms live here. The first type of glowworms are each about 6 inches long and look like tiny strings of beads hanging from the ceiling, which is 10 or 11 feet high around the edges of the cave. Their feeding threads are about 3 feet long and sturdy enough to catch the larger-size night insects that spend the hours of daylight in this cave. When a creature is snared, the worm pulls up the feeding cord and eats the prey alive. The ceiling is high enough that the threads rarely hang down where people are walking. Walking into one of the smaller threads is slightly uncomfortable (like walking into a spider web), but certainly not a threat.

In the center of the cavern, the ceiling is about 40 feet high so that really large worms look small from the floor. These glowworms are about 6 feet long and 4 inches thick. Their feeding threads are cords as much as 36 feet long, extremely sticky, and strong enough to catch a human. These attack if anyone moves more than 10 feet from any cavern wall.

The river goes underground on the far side of the cave. An exit leading to **Area BW-27** is to the left in the form of a 6-foot-diameter tunnel.

GIANT GLOWWORMS (8) XP 800

CR 3

N Medium vermin

Init +1; **Senses** darkvision 60 ft., tremorsense 30 ft.; **Perception** +0
Aura glow (as torch, 20 ft.)

AC 13, **touch** 11, **flat-footed** 12 (+1 Dex, +2 natural)
hp 30 (4d8+12)

Fort +7; **Ref** +2; **Will** +1

Immune mind-affecting effects

Speed 10 ft., climb 10 ft.

Melee bite +8 (1d8+7)

Ranged filament +4 (pull)

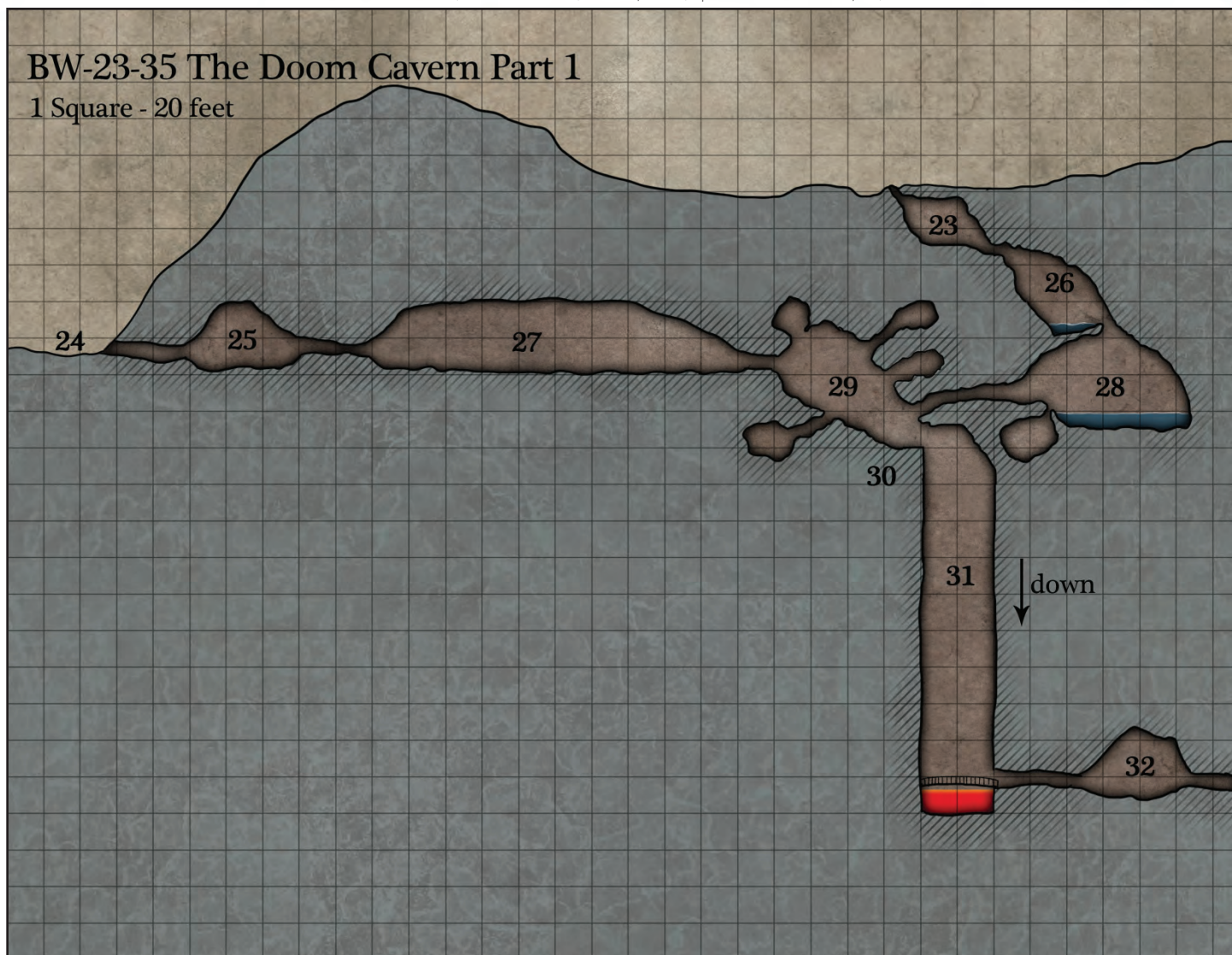
Special Attacks pull (filament, 20 feet)

Str 20, **Dex** 12, **Con** 17, **Int** —, **Wis** 10, **Cha** 1

Base Atk +3; **CMB** +8; **CMD** 19 (can't be tripped)

Skills Climb +13, Stealth -19; **Racial Modifiers** -20 Stealth

Filament (Ex) A giant glowworm can fire a thin filament of sticky silk as a standard action. This touch attack has a range of 35 feet and no range increment. A creature struck by a giant glowworm's filament becomes attached to the sticky thread. As a standard action, a creature can rip the filament free with a DC 20 Strength check. A caught creature can also attempt to escape a filament by making a DC 25 Escape Artist check. A filament is AC 14 (touch 12), has 5 hit points, and has DR 15/slashing. An application of liquid with high alcohol content (or a dose of *universal*



solvent) dissolves the adhesive and releases the creature caught by the filament. A giant glowworm can only have one filament active at a time.

Pull (Ex) A giant glowworm has a +4 racial bonus on CMB checks made using its pull special attack.

Area BW-26: Crawling Cavefish (CR 7)

This cavern has a stone floor that slopes down slightly from the entrance to the opposite side, and the sound of water dripping can be heard. At the far side is a large pool that starts out very shallow but becomes much deeper near the cave wall. Frequent ripples on the surface indicate the presence of fish. The water is clean and nonpoisonous. A 4-foot-diameter exit tunnel 6 feet above the cavern floor leads to **Area BW-28**.

In the water are **5 electric crawling cavefish swarms**. Their skins are so pale as to be almost translucent and they are blind — in fact, they have no eyes at all. What they do have is electroreceptors that allow the fish to detect minute electrical impulses with the surface of their skin, similar to the real-world platypus.

They can detect these tiny impulses (which are produced just by the muscle movements of living things) in water and also through air. This means the fish can detect the presence of any living creature in their cavern. Living creatures here are incredibly rare, so the curious fish are drawn to the strangers. They have the capability of living out of the water for 20 to 30 minutes, and have fins positioned so that they are able to “walk” on land. When someone is near the pool — even as far away as 8 or 10 feet away — for only half a minute or so, scores of ghostly white,

eyeless fish start slithering out of the pool and crawling toward anyone nearby. They happen to be carnivorous and come by the hundreds. A total of 5 swarms exist here; 1d4+1 swarms come out of the pool and attack each time the cave is entered until all are slain.

ELECTRIC CRAWLING CAVEFISH SWARMS (5) CR 3 XP 800

N Diminutive animal (aquatic, swarm)

Init +2; **Senses** blindsense 30 ft.; **Perception** +11

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

hp 22 (4d8+4)

Fort +5; **Ref** +6; **Will** +2

Immune electricity, gaze and visual attacks, weapon damage, swarm traits

Weaknesses blindness, swarm traits, vulnerability to fire

Speed 10 ft., swim 40 ft.

Melee swarm (1d6 plus 2d6 electricity)

Space 10 ft.; **Reach** 0 ft.

Special Attacks distraction (DC 13), electric field

Str 8, **Dex** 15, **Con** 12, **Int** 2, **Wis** 13, **Cha** 2

Base Atk +3; **CMB** —; **CMD** —

Feats Endurance, Skill Focus (Perception)

Skills Perception +11, Swim +10

SQ amphibious

Amphibious (Ex) A crawling cavefish swarm can survive out

of water for up to 30 minutes.

Blindness (Ex) Crawling cavefish swarms are immune to gaze attacks, visual effects, illusions, and other attack forms that rely on sight. Because they attack as a swarm, the blind cavefish do not suffer the normal miss chance for an opponent who has total concealment.

Electric Field (Ex) An electric crawling cavefish swarm emits an electric field while attacking that deals 2d6 electricity damage to any creature that takes damage from the swarm's regular attack. In addition, while in water the field is amplified so that in any round in which the swarm deals damage to a target, the electricity damage extends in a 10-foot radius around the swarm as well.

Area BW-27: Colorful Fungi

A narrow passageway leads to the next cave, and light can be seen ahead. (Any light source, such as a torch or magical light would overwhelm the fainter light ahead and make it not visible.) The next cavern is smaller, with the ceiling barely 7 feet high, and it is full of dim light. Nearly all the surfaces are covered with luminescent fungi, but these do not have tiny glows that are barely visible. Instead, this fungus is growing on the walls and ceiling, and on the boulders on the floor, in great clumps that give off various bright, lurid colors: ruby red, brilliant blue, eye-popping yellow, violent purple and nauseating green.

Some of the fungi look like mosses, while others are actually more like mushrooms. One thing they have in common is that they can detect heat, and they have just a little bit of mobility. (The distance at which they can detect the heat depends on how warm the source is.) If a heat source, such as a living creature, comes within about 5 feet of the wall, the fungi react to its presence. The mushroom-like pieces turn toward the heat and follow the movement of the nearest heat source (speed 5 ft.). The clumps of moss-like fungi each ooze into thick mounds (rather than covering more surface area, as they had been) and then start reaching out with stubby tendrils, searching for the source of the heat (reach 5 ft.). All the fungi could be harmless to the touch, though some may be acidic, or poisonous, or have other undesirable properties if eaten. None really are edible.

A tunnel on the far side of the cave leads to **Area BW-29**.

Area BW-28: Hidden Storage Cavern

The entrance to this cavern is only about 6 feet high, but the ceiling rises quickly once inside until it is more than 20 feet high. Another passage goes out of the cavern to the right, leading to **Area BW-30**, and has a sulfurous smell and a warm breeze coming from it.

Opposite the entrance, the entire wall is covered with what appears to be ivory satin draperies. It may take observers a second or third look (DC 18 Perception or DC 12 Knowledge [dungeoneering]) to realize this is a formation of stone, formed over millennia by the flow of slow drops of water. Only a very careful look shows a few broken spots are at the left edge of the formation (DC 25 Perception).

An opening is behind the left edge of the flowstone formation, completely hidden from almost every angle. The passageway leads to a smaller sandy-floored chamber where a number of flat-bottomed ceramic jars, in various sizes, are set neatly in groups. A dozen or more stand empty. The lids of the remaining jars are all sealed with lead. The two largest jars (which have two handles) contain very dry grain. Other sizes of jars hold old oil and wine that has turned to vinegar. None of the foodstuffs are usable. This was a hidden storage area used by some refugees who lived in the caves after the destruction of the city. The bones of one "survivor" lay scattered amid the jars.

Buried in the sand and gravel are the remains of three humans. Two sets of remains contain nothing extraordinary (bits of rotted clothes and bones). The third wears a *ring of water walking* on her left index finger. The covering of sand (3-1/2 feet) prevents spell detection of the magic ring.

Area BW-29: Ossuary Caverns

These four small caverns are quite different from the others seen previously: All the walls here are covered by bones. They are stacked in layers, with arm bones lying above leg bones and rows of vertebrae above that. Small bones are wedged in to fill gaps.

A row of grinning skulls sits about 6 feet up, with another one at the top of the wall. The bones are packed in tightly and are not held by any sort of adhesive or fastening. If someone removes a bone, everything might hold where it is, or everything might come crashing down (20% chance, no damage, but creepy).

An opening leads to another cavern that is similarly decorated. A third connecting cavern contains only row upon row of skulls, with just a few other bones here and there to keep the rows even and hold things together.

A 4-foot-high opening leads to yet another cavern, one with an irregular crack in the floor that is about 10 feet long and 4 feet at the widest point. A dozen or so skulls sit in a single partial row around the edge of the room, and two complete skeletons lie close together against one wall. Anyone shining a light down the crack sees bones lying on odd little ledges and caught on outcroppings of stone. Using a light that shines down at least 50 feet shows a huge pile of bones at the bottom of the crack, jumbled together randomly as if they were just dropped in. Some of the refugees put the bones of their dead in an ossuary cavern, since they had no way to bury them. Eventually, the number of deaths became too great for the survivors to keep making the elaborate patterns of the two ossuary rooms, so they kept only the skulls of the deceased and threw the rest of the bodies into this crack.

Area BW-30: Crevasse with Lava

A warm draft can be felt in this particular passage, coming from an opening ahead. The air has a strong smell of rotten eggs (sulfur). At the opening is a sheer drop-off that goes a long, long way down (200 feet), making up one side of a huge crevasse inside the hill. At the bottom, light comes from a stream of lava glowing red and yellow as it flows out from one wall, down the crevasse for a little way, and then under the other wall. Anyone falling in takes 20d6 falling damage and 20d6 fire damage per round of immersion in the lava.

The lava provides enough light to see that although the upper parts of the walls (where the opening is) are rough, the lower parts are obviously worked and smoothed. The floor of the crevasse contains a 10-foot-wide, worked smooth pathway, with a pair of metal rails running along it, adjacent to the lava flow. The tracks appear from under the jumbled rocks of a cave-in, only to vanish at the edge of the lava. A small tunnel entrance is behind the rubble (requiring 3 days of digging to clear) at the bottom of the chasm floor. Getting to it requires descending 200 feet. The opening (once cleared) leads to **Area BW-31**.

Area BW-31: The Narrow Passage

Once the rubble is cleared from the blocked passage at the crevasse bottom, a passageway wide enough for two people to walk side by side is present. The passage narrows after 20 feet and then turns a corner. The narrow gap is barely wide enough for one person to slip through sideways; a husky, armored fighter cannot make it.

Around the corner, the squeeze continues for about 10 feet with rough stones and small outcroppings ready to scrape the skin of anyone who tries to move too quickly. As adventurers try to ease through the tight space, they find flecks of gold (500 gp in a vein) and small bits of crystal (quartz) embedded in the wall right in front of their noses. The confined quarters and heat make it almost impossible to mine the small gems or tiny bits of gold in any normal way, however.

The narrow passage goes around one final tight bend at the other end of the squeeze before it widens again to where people can at least walk ahead normally, though single file, leading to **Area BW-32**.



Area BW-32: Broken Stalactites

This chamber has a ceiling about 18 feet high, and odd cylindrical rocks litter the floor between thick stalagmites 4 feet to 6 feet tall. Above, slender stalactites about 3 feet long occasionally drip tiny beads of water onto the formations below. Rubble in the cave is everywhere, and all movement is at half normal speed.

A careful look at the rocks lying around shows that they are in graduated sizes, and a little thought suggests that these were large stalactites (8 feet to 9 feet in length) that were all broken off at about the same time. (A strong earthquake dislodged the stalactites, breaking them when they fell, and then rolled the pieces around a bit, jumbling them up.) The continued dripping since then has started to form new stalactites. A tunnel exit on the far wall leads to **Area BW-33**.

Area BW-33: Fallen Cavers

This spacious cavern looks rather odd as the floor seems to disappear before it reaches the opposite wall. Looking more closely shows that it drops off into a very steep downward slope, too steep to actually walk down. It is wet and slimy (DC 22 Climb check without a rope to brace against, DC 7 with a rope). At the top are a couple of rusty pitons, each with rotted ropes still tied to them.

The ropes are somewhat decayed, and when pulled up each turns out to be only about 12 feet long. The lower ends are frayed, but they are too old to give a good clue as to what happened to them. The bottom of the slope is too far away to make out with the light of a torch or lantern (about 220 feet down).

Further investigation reveals three skeletons and the useless remains of some equipment. One skeleton has a badly broken skull; another has a broken leg and hip. Both of those are laid out neatly on the ground. The third sits with its back to the wall, arms wrapped around its bent legs and

its skull balanced against its knees. A charcoal sketch of what appears to be a cigar-shaped creature with tentacles is drawn above the only exit. The exit is a 200-foot-long, 3-foot-diameter tunnel that leads to **Area BW-34**. Fresh, breezy air can be felt coming from it.

Area BW-34: Shattered Dome (CR II)

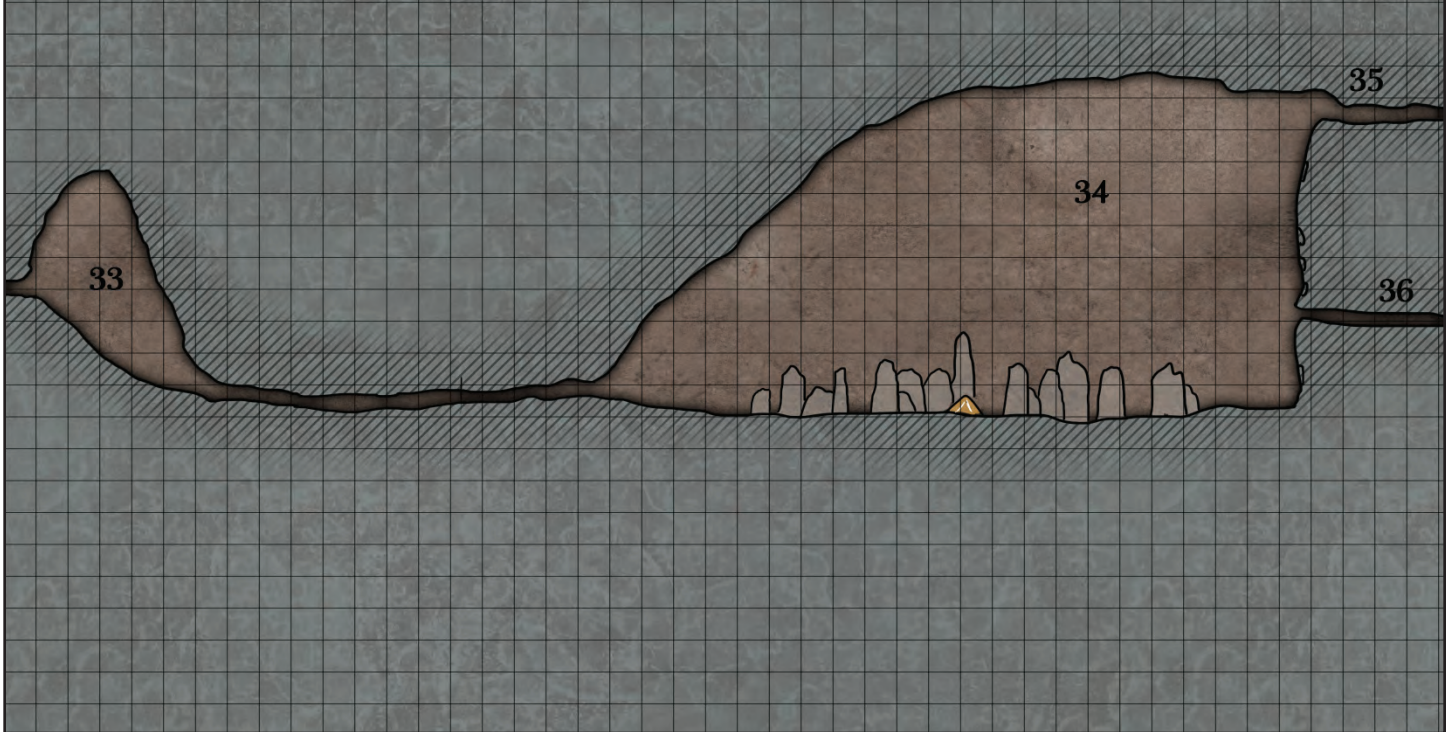
In this large, roundish 400-foot-diameter chamber, the walls slope up as if they were going to rise into a dome, but instead they break off about 60 feet up and continue straight upward in rough walls with many outcroppings. Light shone high enough reveals at least seven entrances in those upper walls, one 200 feet up (**Area BW-35**) and one 60 feet up (**Area BW-36**), along with 5 dead end tunnels at 30, 70, 90, 110 and 150 feet up. Hundreds of bats and rats crawl and flit around the cavern, their weird mutations making some of them indistinguishable as a separate species (e.g. winged rats are common). These are harmless.

On the floor of the chamber are large stones, 4 to 6 feet high, supporting spear-like formations sticking out horizontally as much as 8 or 10 feet. Some are broken and are nothing but jagged stumps, with their remains lying underneath the formations. Others have had the tips broken off, and many are still intact. The stones support as many as three spears each, scattered around the center of the chamber. These were once stalactites fastened firmly to the dome of the ceiling. The dome was thin, however, and an earthquake shattered it, throwing the pieces sideways to the ground. Careful inspection (or tracing the vein from the entrance tunnel) reveals a large vein of quartz, mica and gold about 20 feet up the cave's sidewall.

Living within this cavern is an ancient evil in the form of a **giant tentacled horror**. This beast feeds on the mutated bats and rats, and is highly motivated to eat some larger prey.

BW-23-35 The Doom Cavern Part 2

1 Square - 20 feet



GIANT TENTACLED HORROR

XP 12,800

The Tome of Horrors Complete 596

CE Gargantuan aberration

Init -1; **Senses** darkvision 60 ft., tremorsense 30 ft.; **Perception** +21

Aura aura of insanity (DC 23)

AC 23, touch 6, flat-footed 23 (-1 Dex, +17 natural, -3 size)

hp 172 (15d8+105); regeneration 5 (cold or fire)

Fort +12; **Ref** +6; **Will** +14

Defensive Abilities horn; **Resist** acid 10; **SR** 22

Speed 30 ft.

Melee 4 tentacles +17 (2d6+9/19-20 plus grab), bite +17 (3d8+9)

Space 20 ft.; **Reach** 20 ft.

Special Attacks constrict (2d6+9)

Str 28, **Dex** 8, **Con** 25, **Int** 14, **Wis** 16, **Cha** 18

Base Atk +11; **CMB** +23 (+27 grapple); **CMD** 32 (can't be tripped)

Feats Ability Focus (aura of insanity), Blind-Fight, Cleave, Critical Focus, Improved Critical (tentacle), Iron Will, Lightning Reflexes, Power Attack

Skills Bluff +19, Intimidate +22, Knowledge (arcana) +20, Knowledge (dungeoneering) +17, Perception +21, Sense Motive +18

Languages Aklo, Goblin, Undercommon

Aura of Insanity (Su) Creatures with less than 6 HD that

CR 11

view a tentacled horror must make a DC 23 Will save or be affected as if by an *insanity* spell (caster level 12th). Creatures of 2 HD or less are not only driven mad but are also compelled to worship the tentacled horror as a god (as if affected by a *charm person* spell, caster level 12th). Only a *restoration*, *greater restoration*, *miracle*, or *wish* spell can restore the mind of one driven insane by a tentacled horror. The save DC is Charisma-based and includes +2 for its Ability Focus feat.

Horn (Su) The source of a tentacled horror's power is its horn. If a tentacled horror's horn is removed, it loses its regeneration ability and suffers a -6 penalty to Strength and Constitution until the horn is reattached. The horn is AC 20, hardness 10, and has 20 hit points. A tentacled horror's horn cannot be removed unless it is helpless. It takes a successful DC 40 Strength or 10 points of damage to the horn to remove a tentacled horror's horn.

Tactics: The horror really just wants to eat and is convinced it is the meanest mofo in the valley. It relies on its insanity aura and its tentacles to grab and eat one opponent at a time — therefore focusing all attacks at one creature until it devours him.

Treasure: The horror was thought of as a god by the refugees who sought respite in this mine complex. They placated it with many treasures that it placed in the center of the collapsed dome. These include:

- A solid gold statue of a frog, fully 2 feet in diameter and weighing 80 lbs. (4,000 gp as gold, 8,000 gp as art).
- A decaying wooden box filled with 10 crystal wine goblets (and 14

CHAPTER 7: THE WASTELAND OF TSEN

shattered ones). The goblets are carved from solid crystal and etched with gold and silver. They are quite fragile, but worth 100 gp each nonetheless.

- A mahogany chest containing old (and worthless) tanned furs (ermine, beaver). The chest itself is well-oiled and has stood the test of time. It is cedar-lined, but the top was torn off by the horror. If repaired, it is worth 600 gp.

- 5 pieces of jewelry: a silver necklace set with many semiprecious stones worth 80 gp, a platinum tiara set with a single diamond (quite large) worth 2,200 gp, a shawl woven from fine silver thread with golden embroidery of butterflies worth 300 gp, a gold-and-emerald armband worth 500 gp, and a codpiece carved from a single large piece of obsidian worth 200 gp.

- Piles of wet, rotten cloth, silk and other fabrics. Now worthless.
- Two books with metal covers in cherry wood, velvet-lined boxes. The book covers are artfully engraved with images of a cat and a hydra (one engraving on each book). These books radiate evil if detected. Both are prayer books to the evil frog demon Tsathogga. This could provide a clue to the nature of **Steve the Cat** and could be instrumental in helping the characters make the right decision regarding use of the *Sword of Air*. Use of these books by a sage (in Elise, for example), would also add a +5 competence bonus to Knowledge checks on related subjects.

- An *arcane scroll* (CL 15: *charm monster, phase door, reverse gravity, move earth, repulsion* and *legend lore*).

- An *iron horn of Valhalla*.

Oh yeah, the gold vein in the cavern (if mined) contains 200,000 gp in gold (the ore weighs 62 tons, and takes 400 man-days to extract).

Area BW-35: Cavern Exit — High

Moving air, and some smells not usually encountered in a cave, indicate the presence of an exit in the vicinity. After rounding a couple of corners and passing some side tunnels, faint light becomes visible. The floor of the passageway slopes upward slightly, but not enough to be a hindrance. At the end is an irregular crack, about 7 feet tall, but narrow. It is wide enough for a single person to stand squarely or for two people to stand sideways so both can look out.

While this is an exit, outside the opening is not really any place to go. This entire side of the hill was completely wiped away and nothing is left but a 6-foot sheer face of black glassy stone, smooth and slick. Looking at it at the right angle, it is possible to see slight undulations in the face, and there are a few minute cracks, but it appears impossible to climb up or down without special gear or magic (DC 50 Climb check). The view of the valley from here, however, is spectacular. The area between the mountains and the city is several miles, covered with desert interspersed with untidy patches of strange trees and brush. Past that is the hard stone core that is the ancient city. No one can pick out details with unaided vision, but the sheer size makes an impression: It was obviously several times the size of any modern city.

Area BW-36: Cavern Exit — Low

Moving air suggests an exit from the caverns, but it is not easy to find. The chamber that seems to have the opening has a high ceiling, but it and the walls are rough, with chunks of stone hanging down, or vertical slabs sticking out from the walls in random directions.

Eventually someone will be able to spot sunlight coming in through a crack about 20 feet up on one wall, which from the floor appears narrow and short. When someone gets right up to it, the opening turns out to be wide enough for a brawny man in the bottom 3 feet, though it narrows as it goes up. The difficulty is getting up to the opening, which is at the top of a slope of loose gravel and shale. Climbing up to it is tricky; most characters definitely need to use both hands and feet (DC 10 Climb check). If someone falls on the slope, it starts a small avalanche of stone and raises a cloud of dust. The sight and breathing problems from the dust are temporary, but every time an avalanche occurs, the remaining slope is steeper and steeper though the footing is not any more secure (add +2 to Climb DC after each rock slide).

At the top of the slope, a climber has to pull himself up and out of the

angled hole to be able to stand, or else crawl over the lip and end up belly-down on the side of the hill. The exterior slope here is not too steep, and most should be able to descend safely without any special precautions other than just watching their step. This exit comes out fairly far down on the hillside, right at the edge of the desert, so there is not really a good view of the valley, as one might expect to see from a higher point.

Zone 3: The Center Circle

Where **Zone 2** had some mutated animals and plants, anything able to live in this zone is quite hardy and likely immune to the poisonous effects of the land. Anything here is also completely mutated. Plants become rare, and any trees or large plants encountered likely want to eat you. Most of the land is desert and rock, with little moisture and even less life. The one area of exception is the **Dead Lake (Encounter Area BW-41)**.

This zone also contains more of the old civilization that once was here. Many buildings still stand, and many are intact. Remember, the ground, water and air here are quite poisonous. Effects of that poison must be strictly enforced.

Foraging for food requires a DC 20 Survival check, and everything poisoned. If water or food is ingested, two DC 24 Fortitude saves are required. If either is failed it causes Constitution damage and a random mutation per **Zone 3**. If both saves are failed, it results in instant death unless immediately treated with a *neutralize poison*.

Encounters have a 1-in-4 chance of occurring each day during daylight hours and at night.

01-35	1d6 common animals, non-aggressive (always mutated)
36-50	1d6 common animals, aggressive (always mutated)
51-65	Dangerous plant
66-70	Use Zone 2 encounters
71-75	Giant common animal, non-aggressive (always mutated)
76-80	Giant common animal, aggressive (always mutated)
81-90	Giant insects (always mutated)
91-94	Guardians of the Heart (2d6 acolytes, 1d6 priest, and 1 high priest)
95-97	Monster (GM's choice)
98-00	Use Zone 4 encounters

Common animal, non-aggressive: This encounter is with small furry creatures such as **deer, rabbits** and **squirrels**. There is a 50% chance that the animal provides 1d6 days' rations and a 10% chance it provides 3d6 days' rations if slain. Mutations can vary widely, but are always beneficial. See the set piece encounters for examples and add mutations

Common animal, aggressive: This encounter is with **1d6 bears, wolves, badgers** or other nasty critters. There is a 50% chance the animals are hunting and a further 30% chance they are in their nest. The animals are subject to standard reaction tests to determine if they attack. Mutations can vary widely, but are always beneficial. See the set piece encounters for examples. See **Zone 1** for these.

Dangerous Plant: These can include **witherweeds** (10%), **yellow musk creepers** (10%), **blood bushes** (10%), **cobra flowers** (10%), **phlogiston bushes** (5%), **tri-flower fronds** (10%), **witch grass** (10%), **blood orchids** (10%), **bloodsoaker vines** (10%), **emberleaf** (10%), or **sirine flowers** (5%). See **Zone 2** for these.

Zone 2 Encounter: The characters got lucky. See **Zone 2** for these.

Giant animal (both): This is the same as for **regular animals**, except with giant-sized or dire versions. See **Zone 1** for these.

Giant Insects: This can be **ants** (25%), **beetles** (25%), **dragonflies** (10%), **hornets** (15%), **horseflies** (10%), or **mosquitos** (15%). Insects

SWORD OF AIR

typically attack any prey within range. See **Zone 1** for these.

Guardians of the Heart: Priests from the **Lead Mine (Chapter 8)** are out wandering. Encounters are with **1d6 acolytes**, **1d3 priests** and **1 high priest**.

Monster: The GM gets to have fun and pick some random large beastie to terrorize his players with!

Zone 4 Encounter: See **Zone 4** for these. Something wicked this way comes.

GUARDIANS OF THE HEART, ACOLYTES (8)

CR 1

XP 400

Male human cleric of Arden 1
N Medium humanoid (human)

Init -1; Perception +3

Aura Chaos

AC 9, touch 9, flat-footed 9 (-1 Dex)

hp 10 (1d8+1 plus 1)

Fort +3; Ref -1; Will +5

Speed 30 ft.

Melee club +1 (1d6+1) or light mace +1 (1d6+1) or quarterstaff +1 (1d6+1)

Special Attacks channel energy 4/day (DC 13, 1d6), increased spellcasting

Domain Spell-Like Abilities (CL 3rd; melee touch +1):

6/day—*battle rage* (+1 damage), *vision of madness* (+/-1)

Spells Prepared (CL 3rd; melee touch +1, ranged touch -1):
2nd—*hold person* (DC 15), *inflict moderate wounds* (DC 15),
touch of idiocy^D

1st—*bless*, *command* (DC 14), *cure light wounds*, *lesser confusion*^D (DC 14)

0 (at will)—*guidance*, *light*, *resistance*, *virtue*

D Domain spell **Domains** Madness, War

Str 12, Dex 9, Con 12, Int 10, Wis 17, Cha 12

Base Atk +0; CMB +1; CMD 10

Feats Combat Casting, Improved Channel

Skills Knowledge (history) +4, Knowledge (religion) +4, Survival +4

Languages Common

SQ variant channeling (madness variant channeling)

Gear club or light mace or quarterstaff, robes emblazoned with a sun motif, holy symbol of Arden

Aura (Ex) The guardian's aura radiates as Chaos due to the influence of Tsathogga.

Channel Energy (Su) Due to the guardian's madness and Chaotic influence, they may channel either positive or negative energy.

Increased Spellcasting (Ex) When within the environs of the Lead mine, all guardians of the heart cast spells as a cleric 2 levels higher. This affects prepared spell only, no other class abilities are affected.

GUARDIANS OF THE HEART, PRIESTS (6)

CR 5

XP 1,600

Male human cleric of Arden 4
N Medium humanoid (human)

Init +3; Perception +4

Aura Chaos

AC 9, touch 9, flat-footed 9 (-1 Dex)

hp 29 (4d8+4 plus 4)

Fort +5; Ref +0; Will +8

Speed 30 ft.

Melee club +4 (1d6+1) or light mace +4 (1d6+1) or quarterstaff +4 (1d6+1)

Special Attacks channel energy 7/day (DC 16, 2d6),

increased spellcasting

Domain Spell-Like Abilities (CL 6th; melee touch +4):

7/day—*battle rage* (+3 damage), *vision of madness* (+/-3)

Spells Prepared (CL 6th; melee touch +4, ranged touch +2):

3rd—*blindness/deafness* (DC 17), *rage*^D

2nd—*hold person* (DC 16, x2), *inflict moderate wounds* (DC 16, x2), *spiritual weapon*^D

1st—*bless*, *command* (DC 15), *cure light wounds*, *lesser confusion*^D (DC 15), *summon monster I*

0 (at will)—*create water*, *guidance*, *resistance*, *virtue*

D Domain spell **Domains** Madness, War

Str 12, Dex 9, Con 12, Int 10, Wis 19, Cha 14

Base Atk +3; CMB +4; CMD 13

Feats Combat Casting, Extra Channel, Improved Channel

Skills Diplomacy +6, Intimidate +4, Knowledge (history) +5, Knowledge (religion) +7, Sense Motive +9, Survival +5

Languages Common

SQ ESP, variant channeling (madness variant channeling)

Gear club or light mace or quarterstaff, robes emblazoned with a sun motif, holy symbol of Arden

Aura (Ex) The guardian's aura radiates as Chaos due to the influence of Tsathogga.

Channel Energy (Su) Due to the guardian's madness and Chaotic influence, they may channel either positive or negative energy.

ESP (Su) Similar in effect, but more powerful, to the spells *detect thoughts* and *seek thoughts*, the ESP ability allows the guardian to find and understand surface thoughts of a target, as well as gaining a limited precognition. The guardian can use any of the abilities of *detect thoughts* or *seek thoughts*, and additionally gains a bonus on initiative equal to the guardian's HD.

Increased Spellcasting (Ex) When within the environs of the Lead mine, all guardians of the heart cast spells as a cleric 2 levels higher. This affects prepared spell only, no other class abilities are affected.

GUARDIAN OF THE HEART, HIGH PRIEST

CR 11

XP 12,800

Male human cleric of Arden 9
N Medium humanoid (human)

Init +12; Perception +8

Aura Chaos

AC 9, touch 9, flat-footed 9 (-1 Dex)

hp 53 (9d8 plus 9)

Fort +6; Ref +2; Will +13

Speed 30 ft.

Melee +1 *light mace* +7/+2 (1d6+1) or +2 *quarterstaff* +8/+3 (1d6+2) or +2 *short sword* +8/+3 (1d6+2/19-20)

Special Attacks aura of madness 9 rounds/day (DC 19), channel energy 10/day (DC 19, 5d6), gaze (DC 17), weapon master (9 rounds/day)

Domain Spell-Like Abilities (CL 11th; melee touch +6):

8/day—*battle rage* (+5 damage), *vision of madness* (+/-5)

Spells Prepared (CL 11th; melee touch +6, ranged touch +5):
6th—*blade barrier* (DC 21), *harm* (DC 21), *phantasmal killer*^D (DC 21)

5th—*flame strike*^D (DC 20), *greater forbid action*** (DC 20), *major curse*** (DC 20), *slay living* (DC 20), *summon monster V*

4th—*aura of doom*** (DC 19), *blessing of fervor** (DC 19),

chaos hammer (DC 19), *confusion*^D (DC 19), *poison* (DC 19)

3rd—*bestow curse* (DC 18), *blindness/deafness* (DC 18),

dispel magic, *magic vestment*^D, *prayer*, *searing light*

2nd—*chant (Appendix)*, *darkness*, *hold person* (DC 17),

inflict moderate wounds (DC 17, x2), *spiritual weapon*^D

1st—*bless*, *command* (DC 16), *cure light wounds*, *doom* (DC

CHAPTER 7: THE WASTELAND OF TSEN

16), lesser confusion^D (DC 16), *ray of sickening*** (DC 16),
summon monster I
0 (at will)—*create water*, *guidance*, *resistance*, *virtue*
D Domain spell **Domains** Madness, War

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

Base Atk +6; **CMB** +6; **CMD** 15

Feats Combat Casting, Extra Channel x2, Improved Channel, Improved Initiative, Iron Will

Skills Diplomacy +7, Intimidate +5, Knowledge (history) +7, Knowledge (religion) +12, Perception +8, Sense Motive +13, Spellcraft +5, Survival +6

Languages Common; telepathy 100 ft.

SQ ESP (DC 17), variant channeling (madness variant channeling)

Gear +1 *light mace* or +2 *quarterstaff* or +2 *short sword*, robes emblazoned with a sun motif, holy symbol of Arden

Aura (Ex) The guardian's aura radiates as Chaos due to the influence of Tsathogga.

Channel Energy (Su) Due to the guardian's madness and Chaotic influence, they may channel either positive or negative energy.

ESP (Su) Similar in effect, but more powerful, to the spells *detect thoughts* and *seek thoughts*, the ESP ability allows the guardian to find and understand surface thoughts of a target, as well as gaining a limited precognition. The guardian can use any of the abilities of *detect thoughts* or *seek thoughts*, and additionally gains a bonus on initiative equal to the guardian's HD. A target gets a Will save against this intrusion equal to 10 + 1/2 the guardian's level + the guardian's Charisma modifier.

Gaze (Su) Once per round, a guardian high priest may use one of the following effects as a gaze attack, with a range of 30 ft.: *confusion*, *discord* (as a *song of discord*), *dominate person*, *fear*, or *pain* (as a *symbol of pain*). Each power may be used once per round, but no more than once per hour each. The save to resist the gaze is equal to 10 + 1/2 the guardian's level + the guardian's Charisma modifier.

Increased Spellcasting (Ex) When within the environs of the Lead mine, all guardians of the heart cast spells as a cleric 2 levels higher. This affects prepared spell only, no other class abilities are affected.

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BW-37: Viewing the Desert (CR II)

Looking from the hills on this side over the valley toward the city is almost painful on the eyes. The land is desolate and appears devoid of life when seen from a distance. The mineral deposits on the desert surface are extremely white and go on for miles; even the hazy sunlight the area receives is enough to produce a blinding glare. That likely prevents travelers from getting a good look at the desert and at the city from this side. In addition, winds stir up the surface dust, blowing almost constantly. The dust storms raised by winds also obscure visibility, not just from a distance but for anyone actually out on the desert. Strange wind forms seem to dance along the dry, barren ground. These forms are a few hundred yards away when first noticed. They can be easily avoided, however. If approached, these are in fact **6 dust devils**, the tortured undead remnants of air elementals were slain here long ago. They attack without hesitation.

DUST DEVIL, UNDEAD AIR ELEMENTALS (6)

CR 6

XP 2,400

NE Large undead

Init +11; **Senses** darkvision 60 ft.; **Perception** +11

Aura frightful presence (60 ft., DC 17)

AC 22, touch 17, flat-footed 14 (+7 Dex, +1 dodge, +5

natural, -1 size)

hp 76 (9d8+27 plus 9)

Fort +6; **Ref** +10; **Will** +6

Immune undead traits

Speed fly 100 ft. (perfect)

Melee 2 slams +12 (1d8+4 plus 1d6 negative energy)

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

Special Attacks negative energy, suffocate, whirlwind (DC 18)

Str 18, **Dex** 25, **Con** —, **Int** 6, **Wis** 11, **Cha** 16

Base Atk +6; **CMB** +11; **CMD** 29

Feats Combat Reflexes, Dodge, Flyby Attack, Improved Initiative^B, Mobility, Toughness, Weapon Finesse^B

Skills Fly +17, Perception +11, Stealth +15

Languages Auran

SQ gaseous form

Gaseous Form (Ex) As a move action, a dust devil can dissolve into gaseous form (similar to the spell but not as a magical effect), but it can remain gaseous indefinitely and its fly speed is reduced to 20 feet with perfect maneuverability. When in a dusty environment, the dust devil's gaseous form grants it a +10 circumstance bonus on Stealth checks. If lying still along the ground or some other dusty surface, the dust devil can take 20 on its Stealth check to remain almost invisible.

Negative Energy (Su) The elemental air of the dust devil is infused with the negative energy of its undead existence. This manifests as 1d6 points of negative energy damage from its slam attacks.

Suffocate (Ex) The dust devil's infusion of negative energy saps the breath of living opponents caught in its whirlwind attack. Any creature trapped in the whirlwind must make a Fortitude save each round to hold its breath. The save DC starts at 18 and goes up 1 for each round after the first that the creature remains within the whirlwind. If the save is failed, the creature begins to suffocate. In the first round she falls unconscious (0 hit points). In the following round she drops to -1 hit points and dying. In the third round she suffocates. If the creature leaves the whirlwind before dying, the suffocation effect immediately ends. The save DC is Strength-based.

Area BW-38: Alkali Desert

Once here, travelers have very little view of anything except the mountains because most of the valley floor is an ancient lakebed, generally smooth but also lower than the surrounding area. The entire surface is encrusted with tiny particles of minerals left over the centuries as the occasional rain evaporated into nothing. The little crystals are white, very white, and gleam even without the full sun shining on them. Traveling through the area is hard on characters' eyes, likely causing them to water and see after-images unless they do something to cut some of the desert glare (DC 15 Fortitude save or dazzled for 1d4 hours after leaving area). Mirages are also frequent; visions of water, or distant hills, or even the towers of a city, may appear to people. Different people may see different mirages at the same time. People are usually inclined to believe the visions at first, since travelers are expecting (or hoping) to spot something to show they are making progress.

Another danger of the dry lakebed is the ground itself. The accumulated minerals are very strongly alkaline, which can be almost as damaging as acid. Anyone going barefoot starts noticing burns on their feet after a short time. Feet protected by sandals fare a little better, but the dust quickly gets into any open shoes and damages the skin just as surely, causing itching (-1 penalty on all attack rolls, saving throws, skill checks, and ability checks per day of exposure until washed off). The wind on the desert whips up the surface dust and blows it into gaps in clothing or chinks in armor, or into characters' faces. That is another way the dust causes skin

SWORD OF AIR

irritation, in addition to endangering eyesight. (The best way to counteract damage to skin is to wash it — preferably while the damage is still mild — with a solution of vinegar in water and then protect the skin against further exposure.)

Area BW-39: Plants of the Desert (CR 8)

The hard desert area between the mountains and the barren dry lake does have some plant life as well as animal inhabitants. Straggling bushes with small, triangular, silvery leaves stand about 3 feet tall near the bottom of a game trail and spread out across the edge of the desert. Only the slightest trace of green can be seen in the leaves of the bushy plants; the rest is silver and brown. Small round-bodied birds nest among the bushes and feed on the seeds. They look like quail, except they have the silver-with-brown coloring of the plants. If startled from their hiding places, a group of them swarm up and fly away to hide in some farther bushes. They are very fast and their wings literally sound like a loud clap of thunder. The noise is loud enough to frighten the animal that startled them in the first place, or surprise people if they were responsible.

Another type of plant has clumps of spiky grass about 1 foot tall, silver with barely a hint of green. This grass has spiny tips and sharp edges and could cut an incautious traveler whose legs are not protected by sturdy leather or armor. One area, perhaps 60 feet in diameter, is barren of these plants. The area is strangely round, almost a perfect circle. In the center of the circle, buried a few feet under the sand, is a **sand kraken**. This creature hides and waits until several creatures are within its area (the middle 15 feet of the circle). It can attack up to 5 opponents at once. It has no treasure.

SAND KRAKEN

CR 8

XP 4,800

The Tome of Horrors Complete 520

N Large magical beast

Init +4; **Senses** tremorsense 60 ft.; **Perception** +11

AC 21, touch 9, flat-footed 21 (+0 Dex, +12 natural, -1 size)

hp 100 (8d10+60)

Fort +12; **Ref** +6; **Will** +4

Speed 10 ft., burrow 10 ft.

Melee 10 tentacles +14 (1d4+5 plus grab) or bite +8 (2d6+2)

Space 10 ft.; **Reach** 10 ft. (20 ft. with tentacle)

Special Attacks constrict (1d6+5)

Str 20, **Dex** 11, **Con** 23, **Int** 2, **Wis** 10, **Cha** 1

Base Atk +10; **CMB** +14; **CMD** 24 (can't be tripped)

Feats Improve Initiative, Iron Will, Power Attack, Weapon Focus (tentacle)

Skills Perception +11

SQ camouflage

Camouflage (Ex) Because it remains buried until it attacks, it takes a successful DC 20 Perception check to detect the presence of a sand kraken before it attacks. Anyone with ranks in Survival or Knowledge (nature) can use one of those skills instead of Perception to notice the sand kraken.

Tentacles (Ex) The only part of a sand kraken that is normally exposed is its tentacles. For combat purposes, the creature's tentacles are treated as separate weapons. A single tentacle has an AC 20 (touch 14) and 15 hit points. Once



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a tentacle takes more than 15 hit points of damage, it is destroyed. A sand kraken can no longer use the destroyed tentacle to make attacks, however the loss of a tentacle cause the creature no other penalties. Furthermore, damage dealt to a tentacle does not count against the creature's total hit points. Lost tentacles regrow in 1d4 days.

Under many of the clumps one can find the burrow of a springing rat. These rodents have large back feet and strong tails that allow them to leap 10 to 15 feet in a single jump, or even farther if they feel threatened. Moreover, their feet and tails are extremely tough and not affected by the alkaline surface of the ancient lake. The rats are harmless.

These rats come out at night and feed primarily on plant seeds. They are the same silvery gray color as the grass in which they hide, so they are very hard to spot. One creature that has no difficulty spotting them, however, is the desert fox that hunts them for food. The foxes are small with four big ears, and tan and gray coats that blend in well in the harsh environment and are tough enough to serve as protection. Their eyes are adapted to the glare and dust of the day and to hunting at night, and their large pointed ears give them exceptional hearing. They are the primary creatures in the area who actually prey on other animals. Acting alone, a fox may catch one of the small round birds, or a couple of springing rats. However, they may also hunt in a pack and catch themselves a mountain goat or two. The foxes are extremely clever and could no doubt organize themselves to hunt something larger should the opportunity present itself.

All these creatures, but especially the birds and rats that live completely on the desert plants, would be inedible to any person or animal from outside this environment (and cause a mutation unless a DC 24 Fortitude save is made). Their bodies are highly alkaline; the meat would taste incredibly bitter to a human (for example) and would make a person extremely ill.

BW-40: Glitter Snakes (CR 9)

The springing rats have a natural enemy in the foxes of the desert, but the foxes seldom follow them out onto the harsh surface of the lakebed as it is too hard on their feet. The rats just take several swift jumps out onto the packed alkaline surface and can usually be safe from the foxes for some time. Out on the brilliant white of the ancient lake, the rats' main enemies are the glitter snakes. These snakes are white, with the same crystalline glitter as the ground and nearly perfectly camouflage. Only a shadow might give them away, and those are weak and infrequent under the hazy sky. A glitter snake rests in a slightly curved position until a rat or other prey animal comes near, and then it snaps itself straight and almost flies to the attack like an arrow. The snake's main attack is its poisonous bite, which is very deadly to the creatures of the alkali flats.

This encounter occurs when the party runs across a nest of these creatures. Nearly invisible on the alkali flats, these snakes are only detected with a Perception check opposed to their Stealth check (+17). Otherwise, the party is surprised to suddenly realize they are in the midst of 12 **glitter snakes** (and perhaps have stepped on one!).

GLITTER SNAKES (12)

CR 2

XP 600

N Medium animal

Init +5; **Senses** low-light vision, scent; **Perception** +9

AC 15, touch 11, flat-footed 15 (+1 Dex, +5 natural)

hp 16 (2d8+6)

Fort +6; **Ref** +4; **Will** +1

Defensive Abilities blur

Speed 20 ft., climb 20 ft.

Melee bite +2 (1d4–1 plus poison)

Str 8, **Dex** 13, **Con** 16, **Int** 1, **Wis** 13, **Cha** 5

Base Atk +1; **CMB** +0; **CMD** 11 (can't be tripped)

Feats Improved Initiative, Weapon Finesse^B

Skills Acrobatics +9, Climb +9, Perception +9, Stealth +9 (+17); **Racial Modifiers** +4 Perception, +4 Stealth (+12 in salt

flat surroundings), +8 Acrobatics

Blur (Ex) When a glitter snake is in its native environment of crystalline salt flats and it is a sunny day, their own glittering hide blends with their surroundings so well as they reflect the light that it creates a *blur* effect (as the spell) giving the snake concealment (20% miss chance) against attacks made against it.

Poison (Ex) Bite—injury; save Fort DC 16; frequency 1/round for 6 rounds; effect 1d3 Con; cure 2 saves. The save DC is Constitution-based and includes a +2 racial bonus.

The snakes are merely defending their nest and do not pursue anything that runs away. They have no particular interest in killing anything too large to eat (and characters just won't fit in "the hole.") The snakes have no treasure.

One section of the desert near the glitter snake nest is pockmarked with shallow depressions. Grasses have grown over them so it is difficult to see exactly what they once were. They look like some were as much as 10 feet across but none was more than about 5 feet deep. (These were locations where lead was close enough to the surface that it could just be dug up.)

Among some indentations are openings that lead underground. They may have been as much as 6 feet high at one point, but all are in various stages of collapse and none can be entered without crawling on hands and knees. A careful look (three DC 17 Perception checks) locates a dozen horizontal openings in all, four of which have completely closed and can only be discovered by looking for irregularities in the landscape.

These tunnels are more stable inside away from the openings. They are mostly nondescript, all going down at about the same angle, then narrowing and ending 20 to 40 feet inside. Only very small amounts of lead remain in these tunnels. One tunnel leads to the **Lead Mine (Chapter 8)** after a crawl of 400 feet.

Area BW-41:

Desert to Lake or Lake to Desert

Coming up out of the white alkaline lakebed, the desert with its sharp grasses and scrubby bushes begins to rise toward the city. A row of low hills marks the edge of the desert; they are made of soil that is more than half sand and covered with the silver-leaved bushes. Once past those, though, the land is even deader than the desert itself. The dirt is packed hard, and becomes rocky leading to a large lake. The beach, such as it is, is rounded dark pebbles. There is no sign of any weeds among the rocks, or any water plants, nor do any insects skim the surface. The area of the lake seems to be completely dead.

For those coming from the Dead Lake, going in the direction of the desert and the dry mountains: Traveling away from the lake, one sees the dry, brown mountains in the distance but nothing of the land in between, which is obscured by a few low hills. The area around the lake goes from rocky soil to hard-packed dirt, and then begins to soften just a bit. The hills prove to be sandy, with less and less dirt. Once over the top of the little ridge, though, there are a few plants, mostly bushes with small silvery leaves. Also from that point, travelers can see the hard desert that lies between them and the mountains, including the painfully white alkali flats, where even the dust is dangerous.

The Dead Lake

Outside the city in one direction is a large lake, older even than the city itself. Large stones surround one end of it but the rest of its surroundings are flat, sandy beach. No grass grows around the lake, no trees, nothing at all.

There is nothing to indicate that anything lives in the lake, not even any algae growing in a stagnant corner. This is untrue, for large creatures both malevolent and benign inhabit its depths. Large fish swim deep within its waters, and a horrible predator lurks within. Actual contact with the lake water is not harmful or dangerous in any way unless the water is consumed (requiring two DC 24 Fortitude saves as indicated under **Zone 3** above).

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The only daytime movement sometimes comes from the sour breeze on the water. When there is no wind (which is most mornings and evenings as well as some entire days), fog rises on the lake (assume 30% of the lake is covered at all times). The fog over the lake always has a slight greenish cast to it. In shaded spots (such as under some of the rocks that overhang the lake) it can be seen to glow, and it always glows in the dark. It hangs just over the surface of the water, but the fog also roils and moves even when no hint of a breeze can be felt. (The fog is very light and so it responds to minute air currents not felt except by extremely sensitive creatures.)

The GM should roughly map the fog on the lake and have it move about randomly with the wind. Hence, if divers or boats are placed in a "safe spot," the spot may not remain safe. How this is done is up to the GM, but this writer uses the fog as a weapon of terror rather than a death trap. I like to have the fog chase the players around, but only affect characters stupid enough to enter it. I also like to provide a warning. Typically the fog moves 1 hex in a random direction each minute, as determined by the scatter chart on the map.

A strange, mutated bird lands briefly on a stone outcropping overlooking the lake, and its occasional chirps only emphasize the silence of the rest of the landscape. The fog is coming up over the lake, and some quirk of the breeze rolls an eddy over the rock upon which the bird sits. Suddenly the chirps are silenced with a horrible croak, and the bird's body falls sideways off the stone, out of the greenish mist, and lies unmoving on the ground.

The fog itself is highly toxic. Anything coming into contact with the poisonous fog takes 2d6 points of damage and must make a DC 20 Fortitude save or take 1d6 Con damage during each round of contact. Anything surviving 5 or more rounds within the fog gains 1d3 mutations as described above (no save).

Beneath the Water (CR 16)

Most of the time the wind ruffles the surface of the water, which makes it difficult to see the bottom. If the breeze drops, the fog usually comes up, obscuring even the surface. However, in the moments when the wind stills, and the fog is not yet on the lake, the water is extremely clear. The hazy light passes through without causing reflections and the bottom stands out in sharp detail. There are buildings in the lake, some of them tumbled and ruined, but others still standing. They seem so close, as if a person could put a hand just below the surface of the water and touch them. (That would be an extraordinarily bad idea; the lake is extremely deep and the nearness of the buildings is an optical illusion.)

The structures are covered with carvings and sculptures, but they are hard to examine and impossible to reproduce. Despite the clear water, the eye just seems to turn away and refuse to take in the details. The group of buildings is too small to have been a city; perhaps it was a village, or a religious community. There is no way to know if its drowning goes back to the destruction of the city, or whether the incident is even further in the past.

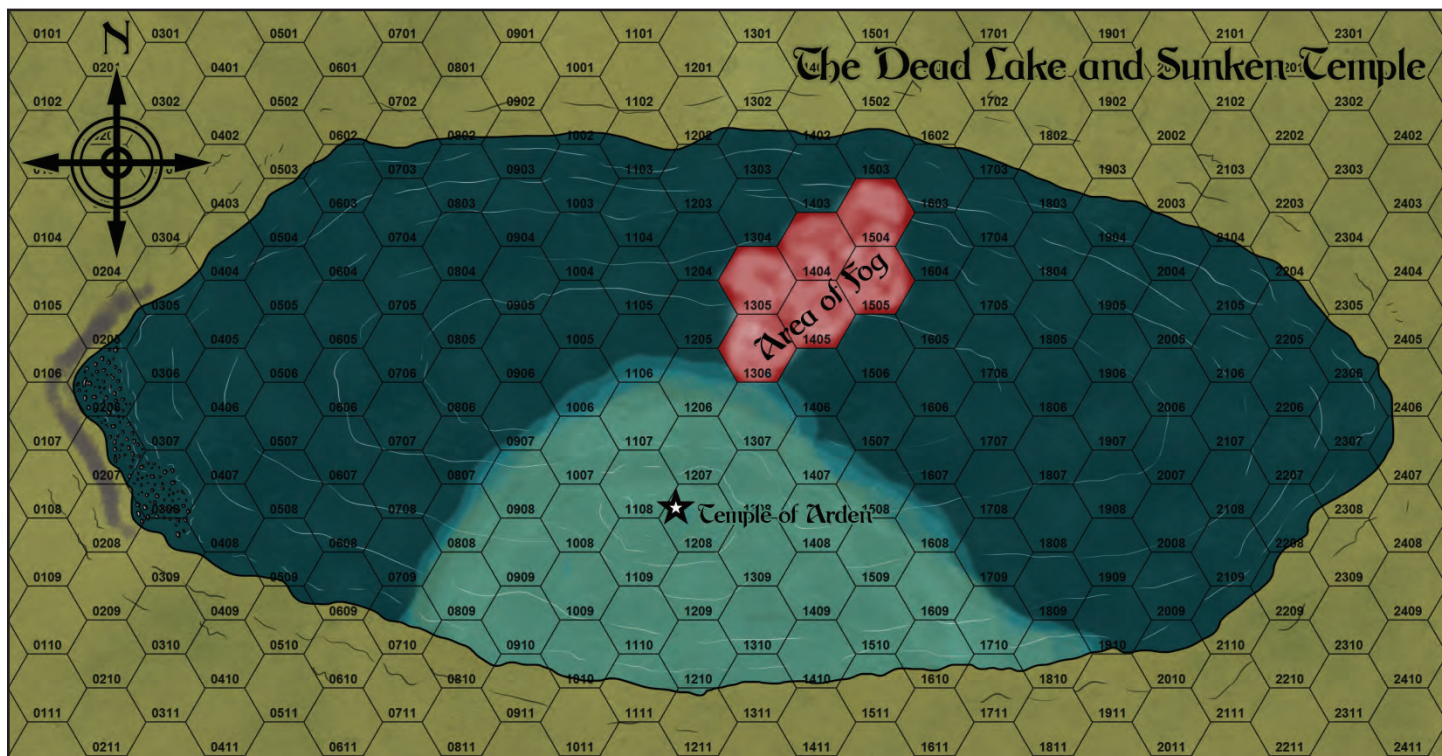
Living within these buildings is the **Lake Beast**. Any boats or swimmers entering the lake within a mile of the ruins have a 5% chance per minute (cumulative) of attracting the monster. It is the apex predator here and comes all the way to the beach to get fresh meat. It knows to avoid the fog.

LAKE BEAST

XP 76,800

CR 16

Advanced-HD giant water orm (*Pathfinder Roleplaying Game Bestiary 2* "Water Orm")
N Gargantuan magical beast (aquatic)



1 Hex - 300 feet



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Init +7; **Senses** darkvision 120 ft., low-light vision; **Perception** +14

AC 25, touch 9, flat-footed 22 (+3 Dex, +16 natural, -4 size)

hp 250 (20d10+140)

Fort +19; **Ref** +17; **Will** +9

Defensive Abilities elusive; **Immune** cold; **Resist** fire 20

Speed 20 ft., swim 50 ft.

Melee bite +26 (4d8+10/19-20 plus grab), tail slap +21 (4d6+5)

Space 20 ft.; **Reach** 20 ft.

Special Attacks swallow whole (3d8+15 bludgeoning damage, AC 18, 25 hp)

Str 30, **Dex** 16, **Con** 25, **Int** 4, **Wis** 13, **Cha** 11

Base Atk +20; **CMB** +34 (+38 grapple); **CMD** 47 (51 vs. trip)

Feats Cleave, Great Cleave, Improved Critical (bite), Improved Initiative, Improved Iron Will, Iron Will, Improved Lightning Reflexes, Lightning Reflexes, Power Attack, Skill Focus (Stealth)

Skills Perception +14, Stealth +14, Swim +18; **Racial Modifiers** +4 Perception

Languages Aquan (cannot speak)

SQ water travel

Diving down to the ruined buildings is difficult, but not impossible, and is worth it to anyone who dares. Most of the structures are just rubble and empty; however, one large, intact structure 120 feet below the surface of the water serves as the lair of the serpent, and also contains great treasure, as well as information useful to the party.

The building itself is constructed of white marble and obviously was a temple of some sort. Careful inspection (assuming the serpent was dealt with) reveals with a DC 25 Knowledge (religion) that this building once served as a temple to the god Arden, the arch-nemesis of the demon frog Tsathogga

Arden, God of the Sun

Alignment: Neutral Good

Domains: Air, Good, Sun, War

Symbol: Sun staff (staff with a bronze sphere containing an ankh)

Garb: Ivory tunics and tabards, emblazoned with sun-shaped embroidered gold

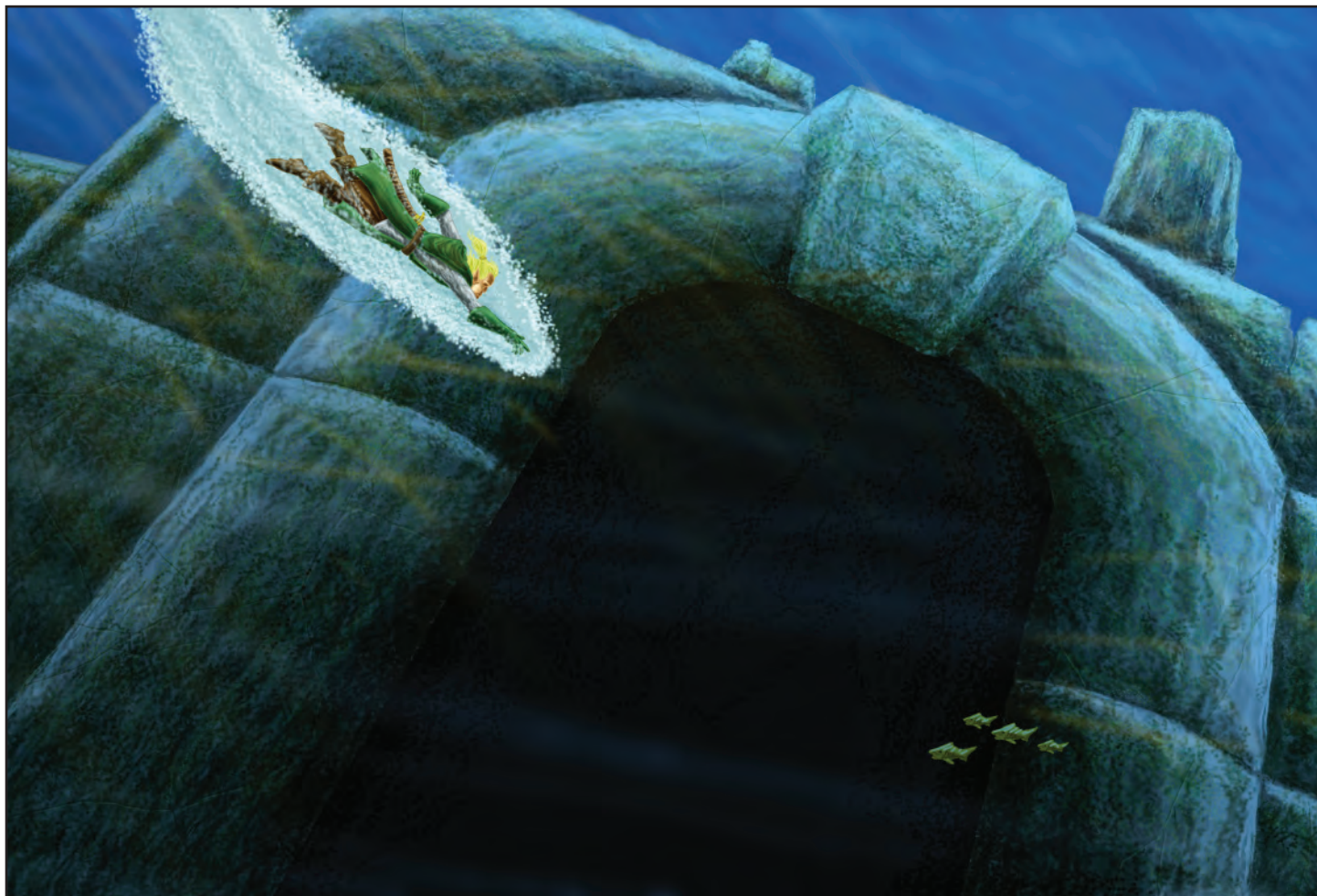
Favored Weapons: Sun staff, short sword

Form of Worship and Holidays: The holiest of celebrations occur during lunar eclipses, followed by high noon on the summer solstice. High noon marks a regular prayer time for most followers.

Typical Worshipers: Of old, he was worshipped by humans; however, Arden is not currently worshipped on this plane.

Arden is a servant and possible avatar of the sun god Ra. He is depicted as a hawk-headed, muscular man wearing a short kilt of precious metals and jewels. His eyes have the power to shoot searing beams of sunlight. He carries a staff tipped on one end with a bronze sphere representing the sun containing an ankh and on the other end with a bronze hawk head. This staff is known as a sun staff and is carried by his worshippers. They are treated as quarterstaves. He also wields a bronze short sword. Arden was long ago destroyed by evil deities, including Tsathogga the frog-demon. His remains were gathered and treasured by his worshippers as relics.

However, it has been ages since Arden has been worshipped on this plane by any save beggars and the slightly mad who still speak prophecies of his rebirth.



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Legends and myths are inscribed on the temple walls, and a large, seated statue of the god himself is present. Just discovering this temple, possibly the last temple dedicated to the dead god, is worth 1,000 XP. Reading the myths and stories requires a *comprehend languages* spell or the ability to read ancient High Boros.

Important information to be gained includes:

- Arden gave his heart to block the path of Tsathogga's army from reaching the world. As long as his heart beats, the minions of the frog demon cannot plague the world. *This refers to the God's Heart — an artifact found in the Lead Mine, which can only be destroyed by the Sword of Air.*

- Tsathogga bred an awesome creature — a creature of the apocalypse. If unleashed, the world ends. *This refers to the tarrasque. This creature is trapped with the rest of Tsathogga's army beneath the God's Heart — and is released if the artifact is destroyed.*

The treasure here is impressive as well. Large amphorae line the chamber. Three are broken, and the remaining 7 remain intact. Each weighs 100 lbs. absent its contents, and stands 4 feet high and 36 inches in diameter (approximately 210 gallon volume). Each intact jar is worth 500 gp. Their contents are as follows:

- Broken and spilling out ancient gold coins. There are 12,000 gp are in this jar.

- Broken and empty. This jar contains a false bottom (a hollow spot in the clay, DC 17 Perception, +5 to DC while underwater) containing a *divine scroll* (CL 16: *greater restoration*). The scroll is destroyed if the compartment is opened underwater.

- Broken and empty.

- Sealed. This jar contains rare, fragrant oil. The oil weighs 60 lbs. If retrieved intact, the oil is worth 5,000 gp. If opened underwater, the oil is lost.

- Sealed. This jar contains 14,000 sp.

- Sealed. This jar contains hundreds of small semiprecious stones. A total of 3,600 gems worth 1d10 gp each are present. The gems weigh 1 oz. each.

- Sealed. This jar contains extremely fine wine weighing an additional 1,680 lbs. The wine is worth 2,000 gp. If opened underwater, the wine is lost.

- Sealed. This jar contains incense worth 2,000 gp. Mixed in with the normal incense are 12 sticks of *incense of meditation*. The incense is unaffected by the water as long as it is thoroughly dried before use.

- Sealed. This jar contains priestly robes (worth 500 gp total to a museum or sage) and a *tome of understanding* +4. The book is ruined if exposed to the water.

- Sealed. This jar contains scrolls of holy writings and manuscripts of the priests of Arden. These are rituals lost to time. Any good-aligned priest studying them gains 5,000 XP. They are worth more than 20,000 gp to the sages of Elise. Consider these to be like the Dead Sea Scrolls — they contain knowledge otherwise lost to the world. They are destroyed if exposed to water.

Zone 4: Edge of the City

Where **Zone 2** had some mutated animals and plants, anything able to live in this zone is extremely hardy and likely immune to the poisonous effects of the land. Anything here is also completely mutated. Plants become nonexistent except in the **Botanical Gardens**. Most of the land is melted sand and rock with little moisture and no life. The theme to set for the players is:

This zone also contains more of the old civilization that once was here. Many buildings still stand, and many are intact. Remember, the ground, water and air here are quite poisonous. Effects of that poison must be strictly enforced.

Foraging for food is impossible. If water is ingested, two DC 26 Fortitude saves are required. If either is failed it causes Constitution damage and a random mutation per **Zone 4**. If both saves are failed, it results in instant death unless immediately treated with a *neutralize poison*.

Encounters have a 1-in-6 chance of occurring each day during daylight and at night. Roll as well every time a building is entered (automatic encounter).

01-15	1d6 common animals, non-aggressive (always mutated)
16-30	1d6 common animals, aggressive (always mutated)
31-45	Dangerous plant
46-50	Use Zone 3 encounters
51-55	Giant common animal, non-aggressive (always mutated)
56-60	Giant common, aggressive animal, aggressive (always mutated)
61-70	Giant insects (always mutated)
71-84	Guardians of the Heart (2d6 acolytes, 1d6 priests, and 1 high priest)
85-95	Monster (see below)
96-00	1d3 Type 2 hezrou demons

Common animal, non-aggressive: This encounter is with small furry creatures such as **deer**, **rabbits** and **squirrels**. There is a 50% chance that the animal provides 1d6 days' rations and a 10% chance it provides 3d6 days' rations if slain. These rations are poisonous (see above). Mutations can vary widely, but are always beneficial. See the set piece encounters for examples.

Common animal, aggressive: This encounter is with **1d6 bears**, **wolves**, **badgers** or other nasty critters. There is a 50% chance the animals are hunting and a further 30% chance they are in their nest. The animals are subject to standard reaction tests to determine if they attack. Mutations can vary widely, but are always beneficial. See the set piece encounters for examples. See **Zone 1** for these.

Dangerous Plant: These can include **witherweeds** (10%), **yellow musk creepers** (10%), **blood bushes** (10%), **cobra flowers** (10%), **phlogiston bushes** (5%), **tri-flower fronds** (10%), **witch grass** (10%), **blood orchids** (10%), **bloodsoaker vines** (10%), **emberleaf** (10%), or **sirine flowers** (5%). See **Zone 2** for these.

Zone 3 Encounter: The characters got lucky. See **Zone 3** for these.

Giant Animal (both): This is the same as for regular animals, except with giant-sized or dire versions of them. See **Zone 1** for these.

Giant Insects: This can be **ants** (25%), **beetles** (25%), **dragonflies** (10%), **hornets** (15%), **horseflies** (10%), or **mosquitos** (15%). Insects typically attack any prey within range. See **Zone 1** for these.

Guardians of the Heart: Priests from the **Lead Mine (Chapter 8)** are out wandering. Encounters are with **1d6 acolytes**, **1d3 priests** and **1 high priest**. See **Zone 3** for these.

Monster: Monsters common to **Zone 4** include: **1d2 gibbering abominations** (10%), **1d4 gloom crawlers** (10%), **1d4 vorin** (10%), **1d2 chaos beasts** (10%), **1 crysolax** (10%), **1 crimson death** (10%), **1 festering lung living disease** (10%), **1d6 ommoth** (10%), **1 black pudding** (10%), or **1d3 will-o'-the-wisps** (10%).

Hezrou (Category II) Demons: Drawn to the area by their master, these creatures love the din and despair of these dead lands.

BLACK PUDDING CR 7
XP 3,200

hp 105 (*Pathfinder Roleplaying Game Bestiary* "Black Pudding")

CHAOS BEAST CR 7
XP 3,200

hp 85 (*Pathfinder Roleplaying Game Bestiary 2* "Chaos Beast")

CRIMSON DEATH CR 10
XP 9,600

Tome of Horrors 4 46

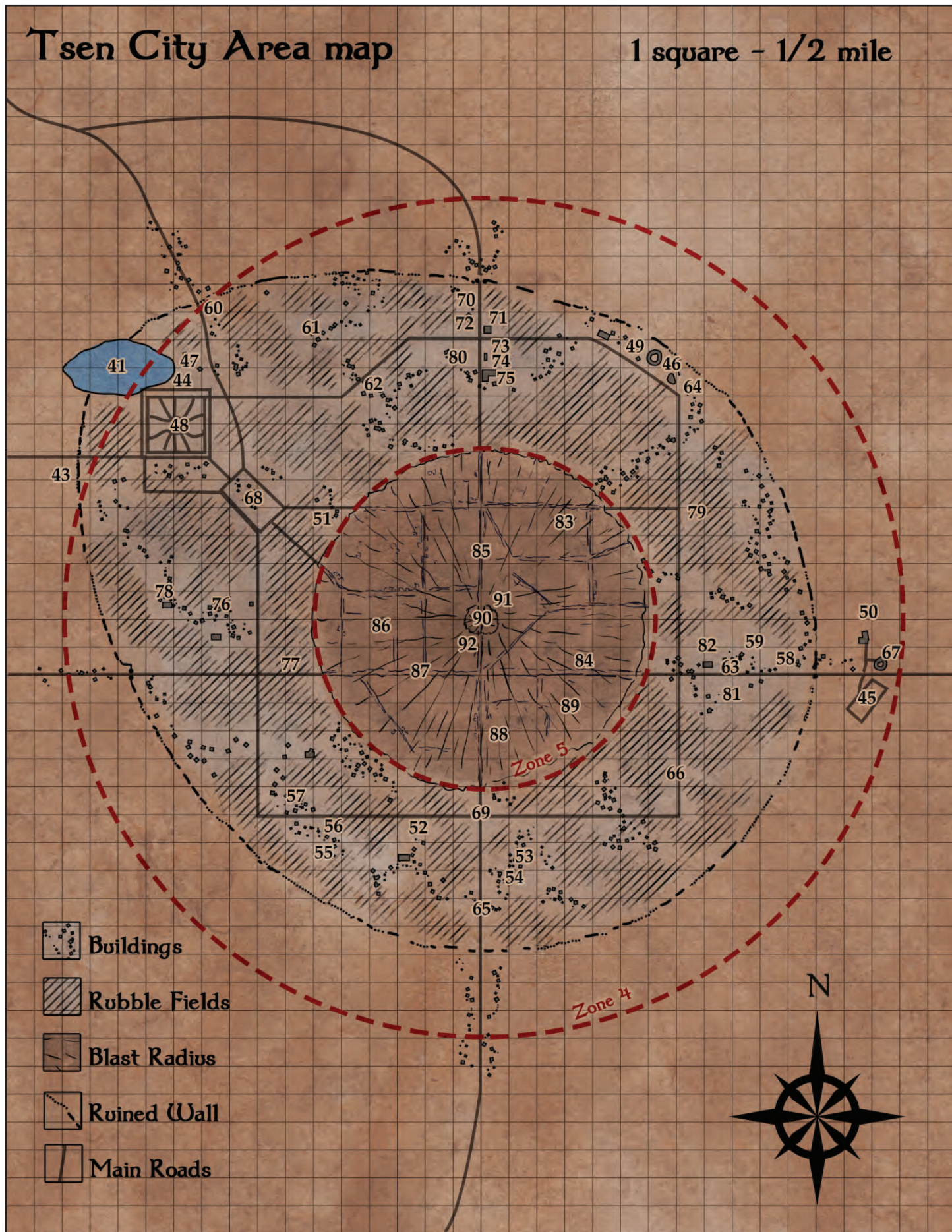
NE Medium aberration

Init +8; Senses darkvision 60 ft.; Perception +29

AC 24, touch 14, flat-footed 20 (+4 Dex, +10 natural)

Tsen City Area map

1 square - 1/2 mile



SWORD OF AIR

hp 127 (17d8+51)
Fort +10; **Ref** +11; **Will** +15
DR 5/magic and silver; **SR** 21

Speed 60 ft. (30 ft. after feeding)
Melee 2 tentacles +17 (1d6 plus engulf)
Special Attacks engulf (DC 18, 1d6 plus 1d6 Con)

Str 11, **Dex** 18, **Con** 16, **Int** 17, **Wis** 16, **Cha** 16
Base Atk +12; **CMB** +16; **CMD** 26
Feats Agile Maneuvers, Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes, Skill Focus (Perception), Skill Focus (Stealth), Weapon Finesse, Weapon Focus (tentacles)
Skills Climb +20, Escape Artist +24, Knowledge (dungeoneering) +23, Perception +29, Stealth +30 (+42 in mist or fog), Survival +23, Swim +20; **Racial Modifiers** +12 Stealth in mist or fog
Languages Aklo (can't speak)
SQ susceptibility

Engulf (Ex) When a crimson death strikes a target with one of its tentacles, it can immediately make an engulf attack, including moving into the opponent's square. Targeted creatures can make attacks of opportunity against the crimson death, but if they do so, they are not entitled to a saving throw against the engulf attack. Those who do not attempt attacks of opportunity can attempt a Reflex (DC 18) save to avoid being engulfed—on a success, they are pushed back or aside (target's choice) as the crimson death moves forward. Engulfed opponents gain the pinned condition, are in danger of suffocating, are trapped within the crimson death's body until they are no longer pinned, and suffer 1d6 points of damage and 1d6 points of Constitution damage every round. A victim reduced to 0 Constitution dies. The save DC is Strength-based.

Susceptibility (Ex) After draining its victim's Constitution, the crimson death, sated from its feeding, moves at half its normal speed, loses its racial bonus to Stealth checks (because it flushes crimson, hence the name), and suffers a -4 circumstance penalty to AC. These effects last for 1 hour.

CRYSOLAX **CR 15**
XP 51,200

Tome of Horrors 4 47
LE Huge outsider (earth, elemental, extraplanar)
Init +7; **Senses** darkvision 60 ft.; **Perception** +24
Aura scintillating aura (20 ft.; DC 20 Will)

AC 27, touch 11, flat-footed 24 (+3 Dex, +16 natural, -2 size)
hp 172 (15d10+90)
Fort +17; **Ref** +12; **Will** +7
DR 10/magic and bludgeoning; **Immune** blindness, light-based effects; **Resist** cold 10, electricity 10, fire 10; **SR** 26
Weaknesses vulnerability to sonic

Speed 50 ft.
Melee 2 claws +22 (1d8+8/19-20 plus grab), bite +21 (2d6+8 plus 1d6 Dex damage)
Space 15 ft.; **Reach** 10 ft.
Special Attacks petrifying bite, scintillating aura

Str 27, **Dex** 16, **Con** 22, **Int** 12, **Wis** 14, **Cha** 16
Base Atk +15; **CMB** +25 (+29 grapple); **CMD** 38 (50 vs. trip)
Feats Ability Focus (petrifying bite), Alertness, Improved Critical (claw), Improved Initiative, Power Attack, Weapon Focus (claw), Great Fortitude, Vital Strike
Skills Acrobatics +21, Climb +26, Escape Artist +21, Knowledge (planes) +19, Perception +24, Sense Motive +4, Stealth +13, Survival +20

Languages Common, Terran

Petrifying Bite (Ex) The bite of a crysolax deals 1d6 points of Dexterity damage. A creature reduced to Dex 0 is turned to crystal (as the *stone to flesh* spell) permanently if it fails a DC 25 Fortitude save. The save DC is Constitution-based and includes a +2 bonus from the crysolax's Ability Focus feat.

Scintillating Aura (Ex) As long as there is a light source present within 30 feet of it, the crysolax constantly radiates an aura that duplicates the effects of a *rainbow pattern* spell (CL 15th). The save is Charisma-based.

FESTERING LUNG (LIVING DISEASE) **CR 10**
XP 9,600

Tome of Horrors 4 148
N Medium vermin (swarm)
Init +5; **Senses** lifesense 60 ft.; **Perception** +0

AC 15, touch 15, flat-footed 10 (+5 Dex)
hp 52 (15d8-15); fast healing 10
Fort +8; **Ref** +10; **Will** +5
Defensive Abilities evasion; **Immune** mind-affecting effects, weapon damage, swarm traits, vermin traits
Weaknesses swarm traits, vulnerability to *remove disease*

Speed fly 10 ft. (perfect)
Melee swarm (disease)
Space 5 ft.; **Reach** 0 ft.
Special Attacks disease, distraction (DC 16)

Str —, **Dex** 20, **Con** 8, **Int** —, **Wis** 10, **Cha** 1
Base Atk +11; **CMB** —; **CMD** —
Feats Ability Focus (disease)
Skills Fly +13, Stealth +5 (+21 in darkness); **Racial Modifiers** +16 Stealth in darkness

Disease (Ex) Any creature whose space is occupied by the living disease at the end of its move is exposed to the form of disease of which the swarm is composed. Such a creature must succeed at a Fortitude save each round that it is in the swarm or take ability damage for that round as indicated under the disease type. There is no incubation period for this type of exposure and its method of delivery is irrelevant due to the sheer concentration of disease organisms present. Even after a creature leaves the area of a swarm, it must make the appropriate Fortitude save or continue to take ability damage each day as indicated by the disease. At this point two successful saving throws in a row indicate that the creature has fought off the disease and recovers, taking no more damage. However, the disease can be contracted again through regular exposure or another encounter with a living disease. Once a creature has made a successful saving throw against the disease of a living disease, it is immune to future bouts of disease of that particular living disease for 1 year.

Festering Lung: This infection gets into the lungs of the affected creature and begins to break down the respiratory system, producing choking and copious amounts of bloody phlegm. It saps the strength from the victim due to poor oxygenation and renders him unable to speak or make any vocal noises two days after contraction. Creatures that do not breathe are immune to festering lung.

Festering Lung: Swarm—inhaled; save DC 24 Fort; onset immediate; *frequency* 1/day; *effect* 1d4 Str damage and 1d4 Con damage; *cure* 2 consecutive saves. The save DC is Dexterity-based.

Evasion (Ex) Due to its composition of billions of highly resilient microscopic organisms, if it makes a Reflex saving throw against an attack that normally deals half damage on a successful save, a living disease instead takes no damage.

CHAPTER 7: THE WASTELAND OF TSEN

It is identical to the rogue ability of the same name.

Lifesense (Ex) The overpowering drive to propagate itself gives a living disease the ability to notice and locate living creatures within 60 feet, just as if it possessed the blindsight ability.

Vulnerability to Remove Disease (Ex) If a *remove disease* is cast on a living disease or a victim currently in a space occupied by a living disease and the living disease fails a Fortitude save against the spell, it deals 5d10 points of damage to the living disease. A creature that has *remove disease* cast on it is not cured unless outside of the swarm's area when the spell is cast or unless the living disease was destroyed by the casting of the spell. Otherwise, an infected creature will require an additional *remove disease* upon leaving the living disease's space if it contracted the disease while within.

GIBBERING ABOMINATION

CR 13

XP 25,600

Tome of Horrors 4 109

CE Large aberration

Init +7; **Senses** all-around vision, darkvision 60 ft., tremorsense 60 ft.; **Perception** +18

AC 22, touch 12, flat-footed 19 (+3 Dex, +10 natural, -1 size)

hp 162 (13d8+91 plus 13); fast healing 3

Fort +13; **Ref** +9; **Will** +8

Defensive Abilities amorphous; **DR** 10/bludgeoning; **Immune** critical hits, nausea, pain, precision damage, sickening;

Resist electricity 10, sonic 10

Speed 10 ft., climb 10 ft.

Melee 6 bites +12 (1d8+4 plus grab /19-20)

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

Special Attacks arcane frenzy, blood drain, disruptive cacophony

Spell-like Abilities (CL 13th; ranged touch +12):

At will—*blur*, *confusion* (single target only, DC 18), *daze monster* (no HD limit, DC 16), *dispel magic*, *enfeeblement* (as ray but no ranged attack required, DC 15), *fear* (single target only DC 18), *freedom of movement*, *freezing ray* (as *scorching ray* but cold damage) *overland flight*, *telekinesis* (325 pounds max, DC 19)

Str 18, **Dex** 16, **Con** 25, **Int** 10, **Wis** 6, **Cha** 19

Base Atk +9; **CMB** +14 (+18 grapple); **CMD** 27 (can't be tripped)

Feats Combat Reflexes, Endurance_s, Great Fortitude_s, Improved Critical (bite), Improved Initiative, Iron Will, Lightning Reflexes, Toughness, Weapon Focus (bite)

Skills Climb +11, Fly +8, Knowledge (dungeoneering) +8, Perception +18, Spellcraft +12, Stealth +14, Survival +9;

Racial Modifiers +4 Perception

Languages Aklo

SQ deathless

All-around Vision (Ex) A gibbering abomination sees in all directions at once. It cannot be flanked List special ability info here.

Amorphous (Ex) A gibbering abomination's body is malleable and shapeless. It is immune to precision damage (like sneak attacks) and critical hits, and can move through an area as small as one-quarter its space without squeezing or one-eighth its space when squeezing.

Arcane Frenzy (Ex) A gibbering abomination is capable of using its spell-like abilities more frequently than other creatures. It may use a single spell-like ability each round as a swift action, two spell-like abilities as a standard action, or four spell-like abilities as a full-round action; it may not choose to do more than one of these in the

same round, and cannot use this ability in the same round it uses Disruptive Cacophony. When engaging in an arcane frenzy, the gibbering abomination may use the same spell-like ability multiple times, but may not use the same spell-like ability against the same target twice in one round. If more than one spell-like ability is used, the specific spell-like abilities and their targets must be determined before any effects are determined, including saves and attack rolls.

Blood Drain (Ex) On a successful grapple check after grabbing, several of the creature's mouths attach to its target. Each round it maintains its grapple, the gibbering abomination automatically deals 3d6+12 points of bite damage and 1 point of Constitution damage as it drains its victim's blood.

Deathless (Su) When a gibbering abomination is slain, it is not truly dead, and 1 hour later it returns to life at 0 hit points, allowing fast healing thereafter to resume healing it. A gibbering abomination can be permanently destroyed only with death magic or complete incineration of its remains (such as dumping it into a pool of magma).

Disruptive Cacophony (Su) As a free action the gibbering abomination may produce a horrible quasi-arcane chanting that is highly disruptive to nearby magic effects. Any creature that can clearly hear this chanting (maximum range 100 ft.) must make a concentration check (DC 20 plus level of spell) to successfully cast a spell or use a spell-like ability. The check DC is Charisma-based. A gibbering abomination that uses this ability may not use any of its spell-like abilities on its current turn, or until the start of its next turn.

Pain Immunity (Ex) Because the gibbering abomination is already in incredible pain, it is immune to any effect or condition caused as a result of extreme pain or agony. This ability does not protect it against any physical damage it might suffer as well, however.

GLOOM CRAWLER

CR 8

XP 4,800

The Tome of Horrors Complete 326

N Huge magical beast

Init +6; **Senses** all-around vision, darkvision 60 ft., low-light vision, tremorsense 60 ft.; **Perception** +14

AC 18, touch 10, flat-footed 16 (+2 Dex, +8 natural, -2 size)

hp 95 (10d10+30 plus 10)

Fort +10; **Ref** +9; **Will** +6

Immune flanking

Weaknesses vulnerability to sunlight

Speed 20 ft.

Melee 10 tentacle +11 (1d6+3 plus grab), bite +16 (1d8+7)

Space 15 ft.; **Reach** 15 ft. (30 ft. with tentacle)

Special Attacks constrict (1d6+7)

Str 24, **Dex** 14, **Con** 16, **Int** 4, **Wis** 12, **Cha** 2

Base Atk +10; **CMB** +19; **CMD** 31 (can't be tripped)

Feats Improved Initiative, Iron Will, Toughness, Weapon Focus (bite), Weapon Focus (tentacle)

Skills Perception +18

HEZROU DEMON

CR 11

XP 12,800

hp 145 (*Pathfinder Roleplaying Game Bestiary* "Demon, Hezrou")

OMMOTH

CR 5

XP 1,600

Tome of Horrors 4 175

N Large magical beast

Init +4; **Senses** darkvision 60 ft., low-light vision, tremorsense

SWORD OF AIR

120 ft.; **Perception** +14

AC 18, touch 9, flat-footed 18 (+9 natural, -1 size)

hp 59 (7d10+21)

Fort +10; **Ref** +5; **Will** +2

Speed 40 ft.

Melee 4 claws +13 (1d6+6 plus grab), 2 stings +13 (1d6+6 plus poison)

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

Special Attacks constrict (1d6+6)

Str 23, **Dex** 10, **Con** 16, **Int** 2, **Wis** 10, **Cha** 2

Base Atk +7; **CMB** +14 (+18 grapple); **CMD** 24 (36 vs. trip)

Feats Great Fortitude, Improved Initiative, Power Attack, Weapon Focus (claw)

Skills Climb +11, Perception +14, Stealth +5; **Racial Modifiers** +8 Perception, +4 Stealth

Poison (Ex) Sting—injury; save DC 18 Fort; frequency 1/round for 6 rounds; effect 1d4 Strength damage; cure 1 save. The save DC is Constitution-based and includes a +2 racial bonus.

VORIN

XP 38,400

The Tome of Horrors Complete 630

CE Huge aberration

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

CR 14

AC 18, touch 12, flat-footed 14 (+4 Dex, +6 natural, -2 size)

hp 178 (17d8+102)

Fort +11; **Ref** +9; **Will** +10

DR 15/slashing or piercing; **Immune** acid; **Resist** fire 10

Speed 40 ft.

Melee sting +20 (2d6+9 plus poison), bite +19 (2d6+9)

Ranged spit +15 (poison)

Space 15 ft.; **Reach** 10 ft.

Special Attacks spit

Str 28, **Dex** 18, **Con** 23, **Int** 2, **Wis** 11, **Cha** 12

Base Atk +12; **CMB** +23; **CMD** 37

Feats Alertness, Cleave, Improved Initiative, Improved Natural Attack (sting), Power Attack, Skill Focus (Stealth), Stealthy, Weapon Focus (spit), Weapon Focus (sting)

Skills Escape Artist +6, Perception +13, Sense Motive +2, Stealth +13 (+21 in water); **Racial Modifiers** +8 Stealth in water

SQ water breathing

Poison (Ex) Bite or spit—injury or contact; save Fort DC 24; frequency 1/round for 2 rounds; effect 1d6 Dex and paralyzed 1d4 hours; cure 1 save. The save DC is Constitution-based.

An opponent struck by a blob of vorin poison spit at them is protected from its effects for a short time by any amount of worn armor—the blob strikes the armor but not the opponent's flesh. The blob of poison seeps through armor in a number of rounds equal to the armor's armor bonus (do not apply any magical bonuses). The blob can be scraped off as a move action. Natural armor does not provide any defense as the poison seeps through the opponent's pores, nor does poison delivered by a vorin's sting have the same delayed effect.

Spit (Ex) Once per round a vorin can spit a blob of sticky poison with a sickening odor at a single opponent within 50 feet (no range increment). This requires the vorin to make a successful ranged touch attack. If struck, a target is subjected to the vorin's poison.

Water Breathing (Ex) Vorins can breathe underwater indefinitely.

WILL-O'-WISP

XP 2,400

hp 40 (*Pathfinder Roleplaying Game Bestiary* "Will-O'-Wisp")

CR 6

Area BW-42: Buried Lancers

After passing through the desert, a series of ever-decreasing hills and ridges lead travelers toward the city. One steep little ridge is barely higher than the head of a person on horseback, but the top is covered with loose rocks. One wrong step could injure a horse or person on foot, so it would be wiser to ride along it a way, looking for an easier place to cross. The trunk of a dead tree hides some obstacles until the travelers are upon them: a patch of dirt-encrusted metal spikes sticking up from the ground. The metal pieces are irregularly spaced, 4 to 6 feet apart in 3 rough lines. They still look fairly sharp despite their weathering, extending up from the ground about 3 feet and flaring out just a bit from tip to base. There's room to get past the spikes with very little trouble, and another hundred feet or so later is an easy place to cross the ridge.

These metal spikes are lance tips. During battle just before the great devastation, a troop of nearly 100 knights waited between two hills for the order to gallop up over the hill and take the enemy by surprise. Before the order came, however, a huge explosion of dirt and hot ash nearly filled the little valley in which the knights waited. It covered everything at least 15 feet deep for a couple of hundred yards up and down the valley. The knights and horses were trapped by the great weight of all the dirt, suffocated by the fumes and lack of air, and died with lances still at the ready. All their gear is rusted and worn beyond repair.

This is inspired by the Trench of Bayonets, found on the World War I battlefield of Verdun, France. <http://www.atlasobscura.com/places/trench-bayonets>

Area BW-43: City Wall (CR 19)

The massive city wall was once very impressive, and traces of its grandeur remain. Although huge portions of it were destroyed, large sections and towers still stand, in some places only 30 feet high and in other places closer to 45 feet. The wall does not seem to have fallen to only one cause. One portion of it may have been broken down by a siege engine because its stones have piled up on the city side of the wall, in a heap pointing toward the city.

Another section seems to have been blasted apart by an explosion from inside the city and chunks of the wall are scattered for some distance outside the perimeter. Yet another part looks like it simply melted; the rounded edges of the wide opening show where liquid stone ran down to the bottom of the arch and pooled on the ground. Once there, it eventually hardened into a lump that is high enough to allow a person to just step over the waist-high opening.

Guard towers stood at regular intervals around the wall but few remain. They fared worse over time than the wall itself. The top of one tower appears to have been blasted off and now lies 40 feet outside the wall. Another looks as if it was pulled right out of the ground and smashed down where it previously stood. A third seems to be in danger of crumbling any moment as most of the mortar between the stones is gone and the whole tower looks unstable. It is only from inside the tower that someone would be able to detect the magic holding it together.

One tower appears to be in pristine condition; someone with the ability to *detect magic* can tell that it has a very powerful spell upon it. This spell repels things (a permanent *repulsion* spell, CL 20th) so it kept away catapult stones and siege engines, and enemies who tried to attack the tower.

Unfortunately, it also kept away defenders who wanted to enter the tower and fight off the aforementioned enemies so this section of wall fell, even though the tower was intact. Over the centuries, the magic also repelled things such as rain and wind-blown dirt, so that no erosion has damaged the tower either. The spell is still active, so adventurers who

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want to investigate the tower must contend with it before they can enter (DC 21 Will save). Every entrance to the tower bears a mental *alarm* spell attuned to the tower's occupant.

Investigation of the tower may not be such a good idea. The tower itself is a two-level affair, its 60-foot-round rooms connected by a stone staircase. Using this as a home base is a terrible **lich** named Ozrius. The lich selected these ruins as a resting place due to its relative peace and quiet. It does not like being disturbed. The lich leaves the other denizens of the area alone, frequently flying about or becoming invisible to deflect attention away from itself. This creature has no interest in any quests or other activities that characters may be doing — it simply wants to be left alone.

If disturbed, the lich uses all of its abilities to destroy anyone bothering it.

OZRIUS XP 204,800

Male human lich necromancer 18 (*Pathfinder Roleplaying Game Bestiary* "Lich"; *Pathfinder Roleplaying Game NPC Codex* "Grand Necromancer")

LE Medium undead (augmented humanoid)

Init +5; **Senses** darkvision 60 ft., see *invisibility*; **Perception** +36
Aura fear (60-ft. radius, DC 22)

AC 26, touch 16, flat-footed 24 (+5 armor, +4 deflection, +1 Dex, +1 insight, +5 natural)

hp 170 (18d6+72 plus 18 plus 15 *false life*)

Fort +14; **Ref** +11; **Will** +18; +8 vs. mind-affecting

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

Immune cold, electricity, *magic missile*, undead traits; **Resist** fire 30; **SR** 18

Speed 30 ft.

Melee touch +10 (1d8+9 negative energy plus paralyzing touch) or mwk silver dagger +9/+4 (1d4-1/19-20)

CR 19

Special Attacks channel negative energy 13/day (DC 22), paralyzing touch (DC 22), power over undead

Necromancy School Spell-like Abilities (CL 18th):

11/day—*grave touch* (melee touch +8, 9 rounds)

Spells Prepared (CL 18th; ray spells +11, ranged touch +10, melee touch +8):

9th—*energy drain* (DC 29), *prismatic sphere*, *wail of the banshee* (DC 29)

8th—*create greater undead*, *horrid wilting* (x3, DC 28), *mind blank*

7th—*ethereal jaunt*, *finger of death* (DC 27), quickened *fireball* (DC 22), *spell turning*, *waves of exhaustion*

6th—*chain lightning* (DC 25), *circle of death* (DC 26), *create undead*, *disintegrate* (DC 24), *eyebite* (DC 26), maximized *vampiric touch*

5th—*cloudkill* (DC 23), quickened *magic missile*, maximized *scorching ray*, *teleport*, *wall of force*, *waves of fatigue*

4th—*animate dead*, *arcane eye*, *bestow curse* (x2, DC 24), *dimension door*, *fire shield*, maximized *ray of enfeeblement*

3rd—*blink*, *dispel magic* (x2), *fireball* (x2, DC 22), *fly*, *vampiric touch*

2nd—*blindness/deafness* (DC 22), *darkness*, *false life*, *glitterdust* (DC 20), *resist energy*, *scorching ray*, see *invisibility*

1st—*cause fear* (DC 21), *expeditious retreat*, *feather fall*, *grease*, *magic missile* (x2), *obscuring mist*

0 (at will)—*bleed* (DC 20), *detect magic*, *mage hand*, *read magic*

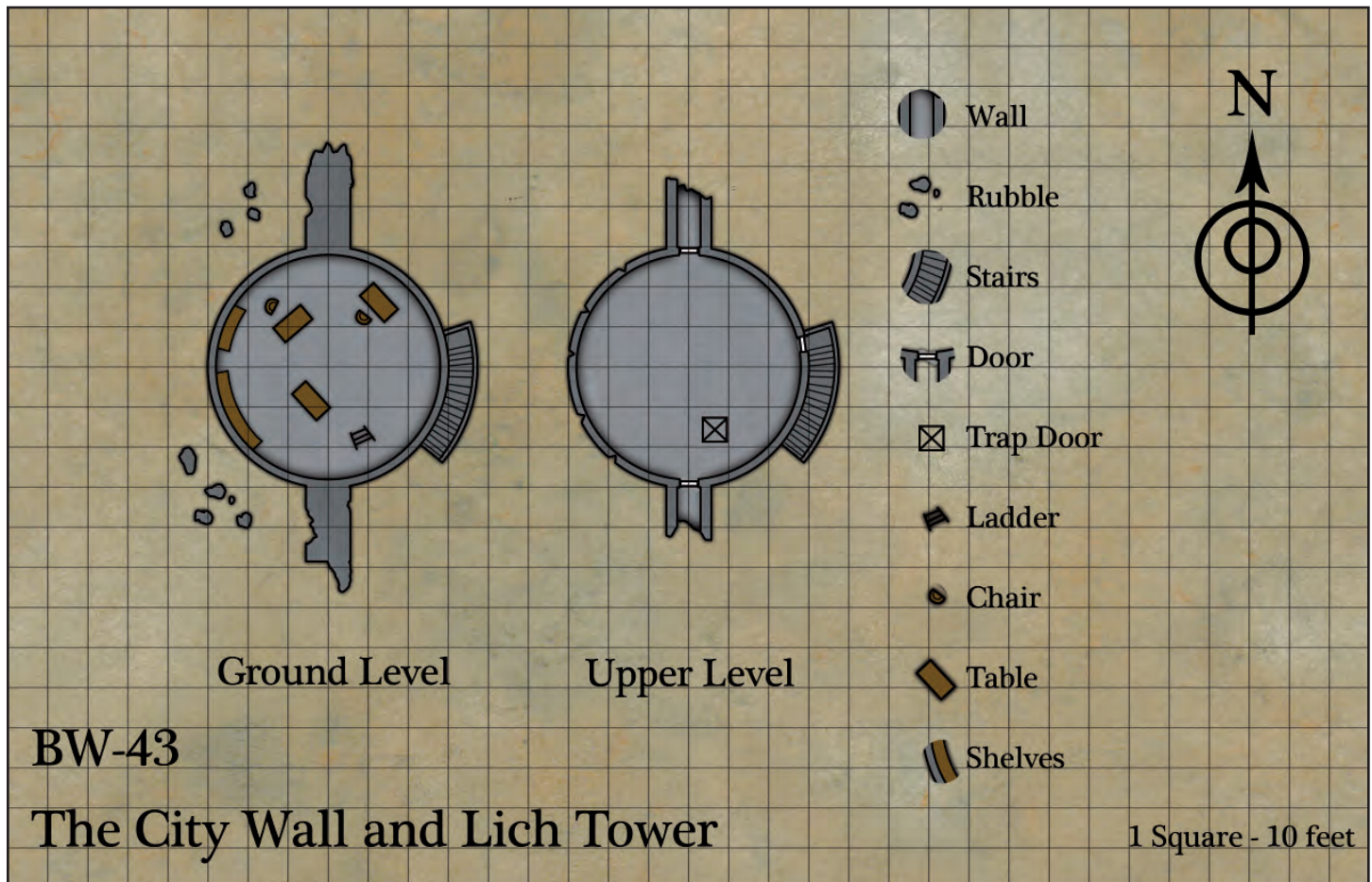
Opposition Schools enchantment, illusion

Str 8, **Dex** 12, **Con** —, **Int** 26, **Wis** 16, **Cha** 18

Base Atk +9; **CMB** +8; **CMD** 24

Feats Alertness, Combat Casting, Command Undead^B, Extra Channel, Forge Ring^B, Greater Spell Focus (necromancy)

^B Improved Channel, Improved Initiative, Maximize Spell^B, Quicken Spell, Scribe Scroll^B, Spell Focus (evocation), Spell



SWORD OF AIR

Focus (necromancy)^B, Toughness, Weapon Focus (ray)

Skills Fly +22, Heal +20, Intimidate +23, Knowledge (arcana) +29, Knowledge (history) +21, Knowledge (local) +21, Knowledge (planes) +29, Knowledge (religion) +29, Perception +36, Sense Motive +36, Spellcraft +29, Stealth +30, Use Magic Device +22; **Racial Modifiers** +8 Perception, +8 Sense Motive, +8 Stealth

Languages Aklo, Auran, Common, Draconic, Goblin, High Boros, Ignan, Infernal, Undercommon

SQ arcane bond (rod), life sight (30 feet, 18 rounds/day)

Gear rod of absorption (7 absorbed, 22 remaining), arcane scroll (CL 18: iron body, spell turning, wall of force), wand of inflict moderate wounds (20 charges), wand of alarm (20 charges); **Other Gear** masterwork silver dagger, black robe of the archmagi, brooch of shielding (85 hp), dusty rose prism ioun stone, headband of mental prowess (Intelligence, Charisma) +6, ring of protection +4

Tactics: Every day Ozrius casts *false life* and *mind blank* on himself. When Ozrius first becomes aware of intruders, he casts *resist energy* (fire), *see invisibility*, and *prismatic sphere* to prepare for their arrival. When the PCs invade its room it casts *wail of the banshee* followed by *energy drain* on the most dangerous-looking PC. He then casts *chain lightning* and *circle of death* to further thin out the ranks of the intruders.

Treasure: The lich lair contains the following:

- Spellbooks containing all spells of levels 1–4, all spells the lich has memorized, and 1d4 spells of levels 5–9 (including *symbol of death*). The spellbook is trapped with a *symbol of death* (see below).

- Various books on arcane lore and strange wizardly things. There are 22 books total, each worth 500 gp to the library in Elise.

- A *stone golem manual*.
- A 10,000-gp diamond the size of an apple which is also the lich's phylactery.

- A manuscript detailing the procedure for creating a homunculus.
- Various alchemical items and spell components worth 6,000 gp.
- A silver-chased chair and desk set worth 2,000 gp.

SYMBOL OF DEATH TRAP

CR 9

XP 6,400

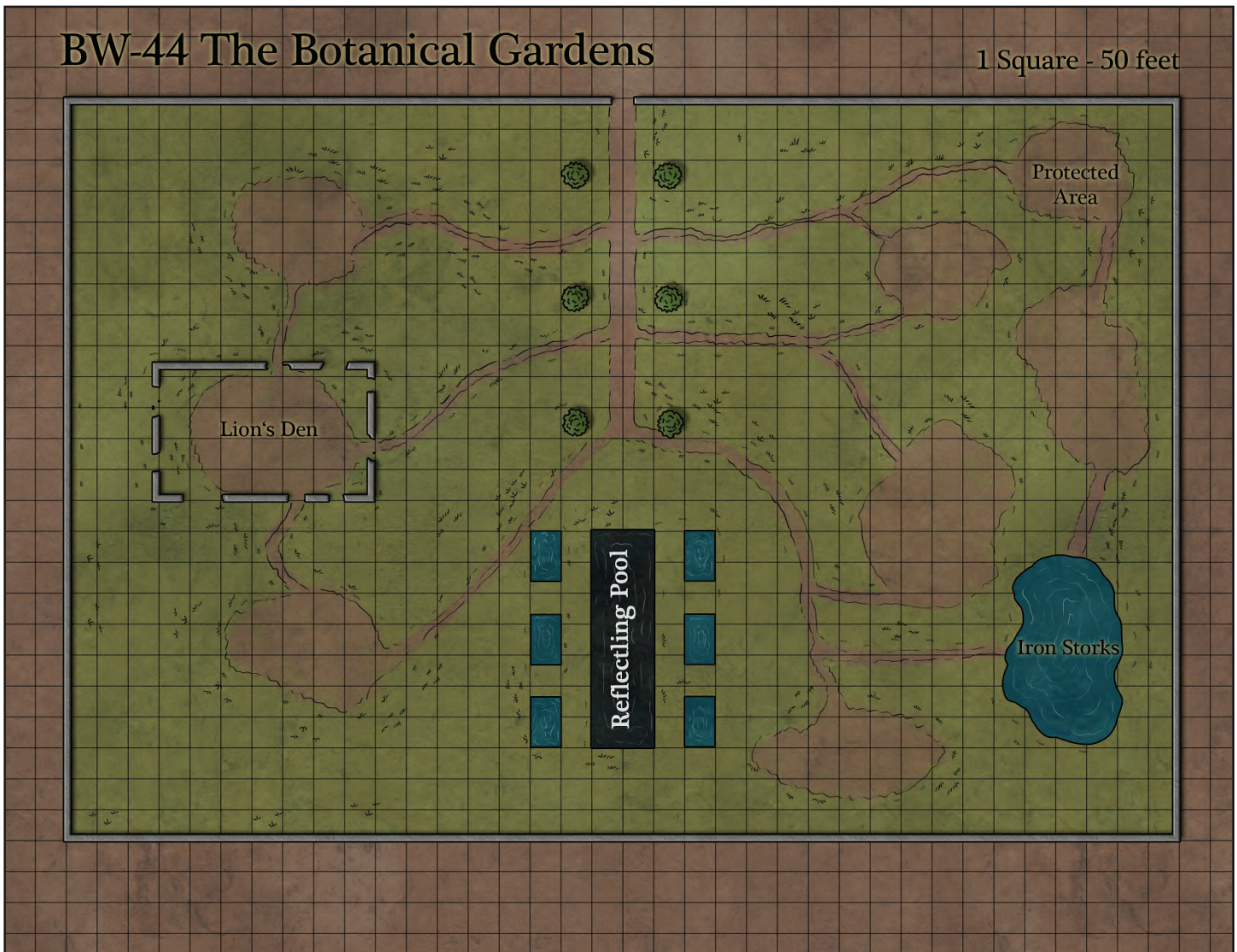
Type magical; **Perception** DC 33; **Disable Device** DC 33

Trigger touch; **Reset** none

Effect spell effect (*symbol of death*, kills 150 hp' worth of creatures, DC XX Fortitude save negates); multiple targets (all targets in a 60-ft. burst)

Area BW-44: The Botanical Gardens

On the outskirts of the city where more space was available once stood very beautiful botanical gardens. They were some distance from most of the trouble, surrounded by a stone wall, and protected magically as well, and so they suffered very little — at first. **It is important to note that this area is treated as if it were in Zone 2 for purposes of the atmospheric**



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effects. The poison of the area changed and twisted the gardens much more than it did the more ruined parts of the city. At one time, the gardens were full of exotic foreign plants as well as beautiful local specimens, and were the home of many peaceful animals. Now they are a place of weird plants and strange animals, where almost everything is dangerous in one way or another.

Most of these creatures remain harmless. While the eight-winged butterflies and ten-legged crickets may be strange, they are harmless. A few larger predators exist, though.

The Big Trees

The first thing anyone notices on approaching is the huge trees. Most survived the cataclysm, and those that did still stand, having grown in amazing ways in the past centuries. A couple of giants tower over the landscape, perhaps 300 feet tall. Others are not so high, but their branches are intertwined at various levels, meaning a person could climb one tree and then cross to several others without having to return to the ground. One tree is tall enough — perhaps 90 feet — but it is huge. A dozen people could link hands around it and barely encompass it.

Black Pool (CR 9)

One section has reflecting pools lined with small, round trees that bear beautiful white flowers in the spring. These trees are now dozens of feet tall; their twisting roots broke up the reflecting pools centuries ago. They flower all year around, and the flowers have a strong sweet scent that can be smelled for a long distance. Several large lily pads grow in the ponds, with large, black flowers on their tops. Few animals are in the area, perhaps because the trees use their roots or flexible branches to attack them (harmless unless one actually sleeps next to one) or perhaps because the sweet scent of the black flowers is poisonous at close range. This actually a patch of **black lotus flowers**.

BLACK LOTUS FLOWERS (Hazard – CR 9)

XP 6,400

Creature Collection Revised 114

Black lotus flowers give off a potent, cloyingly sweet pollen while in bloom that affects anyone coming within 10 feet where the concentration is greatest. Inhaling the pollen requires a DC 24 Fortitude save or the victim collapses dead. Even a successful saving throw still has a paralyzing effect on the victim, dealing 6 Dexterity damage. Victims who make their saving throw also find their nose, mouth, and throat numbed for 1 hour from inhaling the poison. This makes breathing painful and speech impossible making it impossible to cast spells with a verbal component until the effect has passed. Victims of black lotus poisoning show a dark purple stain around their nostrils and lips. All of these effects can be removed with a *neutralize poison*.

The Lion's Den (CR 13)

The wall of the garden is still mostly standing, though it has several breaks and places where it has crumbled. The archway over the entrance is broken and fallen, although chunks with letters carved in them might be found buried in the soil. Inside, the curving stone paths are almost gone with only an occasional patch to show where they once were. Most of the space is filled with huge overgrown areas of plant life including bushes now the size of small trees and herbs that look like bushes taller than a man. Movement through this undergrowth is at one-quarter normal speed. It also is the lair for a den of **6 plant-imbued dire lions** (a male, 3 adult females and 2 cubs).

PLANT-IMBUED DIRE LIONS (4)

CR 8

XP 4,800

Pathfinder Roleplaying Game Bestiary "Lion, Dire"; The Tome of Horrors Complete 730

N Large plant

Init +6; **Senses** acute senses 60 ft., darkvision 60 ft., low-light vision, scent; **Perception** +18

AC 19, touch 11, flat-footed 17 (+2 Dex, +8 natural, –1 size)

hp 60 (8d8+24); fast healing 5

Fort +9; **Ref** +8; **Will** +6

Defensive Abilities improved uncanny dodge; **DR** 10/magic;

Immune flanking, surprise; **SR** 19

Speed 40 ft.

Melee bite +12 (1d8+7 plus grab), 2 claws +13 (1d6+7)

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

Special Attacks pounce, rake (2 claws +13, 1d6+7)

Spell-like Abilities (CL 9th):

At will—*freedom of movement*

3/day—*entangle* (DC 15), *magic fang*

1/day—*sunburst* (DC 22), *tree stride*

Str 25, **Dex** 15, **Con** 17, **Int** 11, **Wis** 18, **Cha** 12

Base Atk +6; **CMB** +14 (+18 grapple); **CMD** 26 (30 vs. trip)

Feats Improved Initiative, Run, Skill Focus (Perception), Weapon Focus (claw)

Skills Acrobatics +13, Perception +18, Stealth +17 (+13 in undergrowth); **Racial Modifiers** +4 Acrobatics, +4 Stealth (+12 in undergrowth)

Languages Sylvan

SQ woodland stride

Acute Senses (Ex) Plant-imbued creatures can instantly sense anything within 60 feet; they cannot be flanked or surprised and gain Improved Uncanny Dodge as if they possessed rogue levels equal to their Hit Dice. They can also detect invisible foes or opponents in heavy fog or other obscuring conditions allowing them to strike without any miss chance.

PLANT-IMBUED DIRE LION CUBS (2)

CR 7

XP 3,200

Young plant-imbued dire lion (*Pathfinder Roleplaying Game Bestiary "Lion, Dire"*, "Young template"; *The Tome of Horrors Complete* 730)

N Medium plant

Init +8; **Senses** acute senses 60 ft., darkvision 60 ft., low-light vision, scent; **Perception** +18

AC 20, touch 11, flat-footed 13 (+4 Dex, +6 natural)

hp 34 (8d8+8); fast healing 5

Fort +7; **Ref** +10; **Will** +6

Defensive Abilities improved uncanny dodge; **DR** 10/magic;

Immune flanking, surprise; **SR** 18

Speed 40 ft.

Melee bite +11 (1d6+5 plus grab), 2 claws +12 (1d4+5)

Special Attacks pounce, rake (2 claws +12, 1d4+5)

Spell-like Abilities (CL 4th):

At will—*freedom of movement*

3/day—*entangle* (DC 15), *magic fang*

1/day—*sunburst* (DC 22), *tree stride*

Str 21, **Dex** 19, **Con** 13, **Int** 11, **Wis** 18, **Cha** 12

Base Atk +6; **CMB** +11 (+15 grapple); **CMD** 25 (29 vs. trip)

Feats Improved Initiative, Run, Skill Focus (Perception), Weapon Focus (claw)

Skills Acrobatics +15, Perception +18, Stealth +15 (+23 in undergrowth); **Racial Modifiers** +4 Acrobatics, +4 Stealth (+12 in undergrowth)

Languages Sylvan

SQ woodland stride

Acute Senses (Ex) Plant-imbued creatures can instantly sense anything within 60 feet; they cannot be flanked or surprised and gain Improved Uncanny Dodge as if they possessed rogue levels equal to their Hit Dice. They can also detect invisible foes or opponents in heavy fog or other

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obscuring conditions allowing them to strike without any miss chance.

Tactics: The lions typically attack by having one adult female approach from the front, while the other adults attack from the sides and rear.

The Protected Area (CR 13)

Some of the strange plants found now in this protected area include: vining plants with long thorns that can uproot their shallow roots and creep along the ground looking for nourishment or a well-fertilized location, such as under the carcass of a dead animal, and then replant themselves; bushes with beautiful flowers that can form a hard outer cocoon of surprisingly strong leaves to protect the delicate blossoms against wind or frost — or possibly against someone who might try to pick one; something that looks a lot like dill except that the lacy heads are razor sharp and the stems as tough as leather; and plants with wide, sharp-edged leaves so dark as to be almost black, whose flowers spend the daylight hours closed up tight in dark buds only to bloom at night with gleaming white flowers the size of dinner plates whose petals literally glow in the darkness. These flowers are **white lotus blossoms**. Three mutated raccoons lie next to the plants, seemingly dead (in a cataleptic state). If awakened (anything that neutralizes poison, or if removed from the area for 4 hours), these creatures bring forth 1d3 treasures from their lair as a thank you.

WHITE LOTUS FLOWERS (Hazard – CR 5)

XP 1,600

Creature Collection Revised 116

The pollen of white lotus flowers give off a crisp, refreshing scent, like a clean mountain breeze. Anyone coming within 20 feet of a patch of white lotus flowers or ingesting its pollen as a poison is subject the pollen's powerful effects. The victim of the flower's effects must make a DC 13 Fortitude save or fall into a cataleptic state for 1d6 days. The onset is 1 minute if inhaled or 10 minutes if ingested. The cataleptic state caused by the white lotus flower is difficult to discern from death and requires a DC 20 Perception check or a DC 15 Heal check to reveal that the victim is still alive. The pollen of the white lotus is resistant to magic that neutralize its poison; a spellcaster attempting to do so must overcome spell resistance 13 for the spell to work. Victims of white lotus poisoning show a violet stain around their nostrils and lips that is difficult to differentiate from that of the black lotus blossom.

Small animals live in this area as well, though very changed from common creatures. Squirrels have two or three fluffy tails, or one flattish tail used for guidance when soaring on winglike membranes attached to their limbs. Raccoons have almost hawklike vision for spotting food, and are extremely fast and nimble in getting it away from competitors; some carry pouches made from leaves to gather up edible or shiny things and carry them away.

Finding a raccoon lair requires a DC 20 Survival check. There are a total of 6 lairs in the area. Each has a 25% chance of having one of the following:

- 1d6 small gems worth d100 gp each.
- 3d6 gp and 4d4 sp.
- 1 piece of jewelry worth 1d6+1 x 100 gp.
- A magic *ring of energy resistance* (electricity).
- A strange token (usable in the library) made of copper and depicting an open book on one side.
- An ancient masterwork spyglass made of gold and ivory worth 2,200 gp (amplifies vision 4x).

A large pond and stream run through this area as well. Strange, three-eyed fish and large stork-like creatures swim and wade through the pond.

What were once exotic wading birds have become some of the most feared pack predators in the gardens. Their long beaks are steel-hard and sharp as knives and the tall birds are fast to strike, impaling prey on their spear-like beaks and then running away to devour them at their leisure.

The **22 stymphalian birds** are highly aggressive, and attack any that approach within 10 feet of the water's edge.

STYMPHALIAN BIRDS (22)

CR 4

XP 1,200

The Tome of Horrors Complete 577

N Medium magical beast

Init +2; **Senses** darkvision 60 ft., low-light vision; **Perception** +6

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

hp 26 (4d10+4)

Fort +5; **Ref** +6; **Will** +2

Speed 40 ft., fly 70 ft. (average)

Melee 2 claws +6 (1d6+2/19-20), bite +6 (1d8+2/19-20)

Ranged 4 feathers +7 (1d4+2/19-20)

Special Attacks feathers

Str 14, **Dex** 14, **Con** 12, **Int** 6, **Wis** 12, **Cha** 2

Base Atk +4; **CMB** +6; **CMD** 18

Feats Flyby Attack, Improved Critical (bite)^B, Improved Critical (claw)^B, Improved Critical (feather)^B, Weapon Focus (feathers)

Skills Fly +7, Perception +6

Feathers (Ex) A stymphalian bird can loose a volley of four feathers as a standard action when flying (make an attack roll for each feather). This attack has a range of 60 feet with no range increment. All targets must be within 30 feet of each other. The creature can launch only twelve feathers (3 volleys) in a single day. The stymphalian bird may use this ability in conjunction with its Flyby Attack feat.

Area BW-45: Cemetery

Once at some distance from the city, this cemetery is now close to the edge of town. It was evidently a graveyard of the wealthy as there is very few graves in the ground. Most burials were in mausoleums. Some of the small buildings have partially sunken into the ground over the years and rest at bizarre angles. Carvings have cracked and pieces of edging are missing. A few mausoleums are completely crushed by rocks big enough to have been thrown from catapults. There are even some that stand where they were built, though the carvings are almost smooth and any inscriptions are completely gone. The bushes and trees here seem even more twisted than most places, and the color black features prominently in the grass that grows between the buildings. Nothing of value remains in the cemetery, although most characters likely think it does. Calmly allow them to search for hours if they wish — but remember the effects of the poisonous atmosphere while they do.

Area BW-46: The Stadium (CR 22)

Out near one edge of the city, a stone stadium stands almost alone. (It once stood in a neighborhood of wooden buildings, all of which are long gone.) The stadium itself is still sturdy, though all the stone seats show erosion from long years of exposure to the elements. The structure is in the shape of a long, broad oval with entrances at several locations. It was once a track for racing chariots, or horses, or more exotic beasts. That being the case, the seats for spectators are raised several feet above ground level with a strong wall around the track area. One long side has a section that is raised even above the rest of the seats, evidently for important visitors. One end of the long oval is open, its wooden gates having deteriorated long ago. Under the stands at that end are rooms where competitors could prepare before an event, and a large room that once held stalls for animals. Elsewhere under the stands are places where goods or food were sold. A few rooms still show elaborately painted walls, though the colors are faded now; these were probably entertainment locations for wealthy attendees. The entire field inside the stadium is overgrown with vegetation, including

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a number of twisted, grayish trees. Several older trees have grown and already fallen, including one stout tree that barely missed the interior wall.

One bizarre aspect of the stadium is a huge, deep hole in the middle of the interior field. It looks as if something gigantic burst up out of the ground there. The tunnel into the ground is very deep; even the sun at noon does not reach all the way to the bottom. Only scrubby weeds grow on the outside edges of the hole, and nothing lives around the top or on the dirt down the inside. Anyone getting close discovers eye-watering fumes rising from the depths.

Below the surface, about 120 feet down, is a pit of vile liquid that gives off sulfur-smelling fumes mixed with the smell of burning fat. The air is fully 50 degrees warmer than the ambient temperature. Hot “lava” can be seen below, for this is the lair of a **cherum**. It is best left alone, although if intrepid adventurers decide to mess with it, this gigantic fiend awakens and attacks. No treasure is here, as it melted away.

CHERUM **XP 615,000**

CR 22

The Tome of Horrors Complete 103

N(E) Colossal aberration (fire)

Init +8; **Senses** darkvision 120 ft.; **Perception** +45

Aura fiery aura (40 ft., 6d6 fire, DC 36)

AC 37, touch 7, flat-footed 32 (+4 Dex, +1 dodge, +30 natural, -8 size)

hp 450 (36d8+288); fast healing 15 when touching fire

Fort +22; **Ref** +18; **Will** +24

DR 15/epic; **Immune** fire, poison; **SR** 33

Weaknesses vulnerability to cold

Speed 30 ft.

Melee bite +33 (4d8+14/19–20 plus 2d6 fire plus grab), 2 claws +33 (3d6+14/19–20 plus 2d6 fire)

Space 30 ft.; **Reach** 30 ft.

Special Attacks swallow whole (3d6+14 plus 2d6 fire damage, AC 25, 45 hp)

Str 39, **Dex** 18, **Con** 26, **Int** 12, **Wis** 14, **Cha** 12

Base Atk +27; **CMB** +49 (+53 bull rush, grapple); **CMD** 64 (68 bull rush)

Feats Alertness, Awesome Blow, Cleave, Diehard, Dodge, Endurance, Great Cleave, Greater Bull Rush, Improved Bull Rush, Improved Critical (bite, claw), Improved Initiative, Improved Lightning Reflexes, Intimidating Prowess, Iron Will, Lightning Reflexes, Power Attack, Vital Strike

Skills Climb +53, Bluff +20, Intimidate +54, Knowledge (religion) +22, Perception +45, Sense Motive +24, Survival +23

Languages Giant, Ignan

Fast Healing (Ex) A cherum heals only if it is touching a flame or lava pool that covers at least an area equal to its space (30-foot area).

Tactics: Pretty simple actually. If bothered (basically if anyone enters the pit or throws down anything of size and substance), the cherum climbs up and attacks. It’s not terribly focused, and simply tries to “eat 1d6 adventurers” with its massive maw. The beast does not pursue anything outside the stadium.

Area BW-47: Aviary

Behind the broken remains of a low wall is a long green area overrun with weeds, spindly bushes and skinny trees. The exception is a majestic tree growing almost alone in the middle of the green space, rising out of the top of a decorative stone building. The tree has broken through the center of the open-work roof of the rectangular building. White columns support the roof with open space in between. The huge trunk of the tree can be clearly seen.

Crossing the green space toward the building, observers note the presence

of birds, which have been somewhat rare, especially near the city. These birds are about the size of a cardinal or blue jay, but emerald green and very fast. They swoop through the bushes and then head toward the huge tree, their bright color allowing them to blend in with its thick foliage.

Many of the green birds are feeding on the dark red berries of some of the bushes, ones with long whip-like branches covered with thorns and only a few tiny leaves. The thorny branches quiver at times that can’t be accounted for by the movements of the birds or the light wind in the area. However, nothing seems too unusual until a bird stops for a berry near the adventurers and suddenly one of the thorny branches snaps out and curls around it, constricting and piercing until the bird is dead.

The branch then drops the carcass near the center of the bush where it can provide additional nutrients to help the plant grow. Other green birds nearby immediately flee for the central tree, but ones farther away don’t seem to notice. If the adventurers or any animals get close to one of these thorn-whip bushes they learn another of its characteristics: the bushes discourage animals from nibbling on them by flailing their flexible thorny branches to smack any potential threat nearby. This results in painful scratches at the very least (but is not dangerous).

Other colorful birds strut about, including many peacocks that move through the underbrush, including one that is completely white. If the peacocks are threatened, they immediately run for the building, faster than most people would expect. Instead of running between the columns, they do some sort of magical jump at the last second. They move onto the stone that provides the base of the building and the walkway around it, and then magically transport themselves to the interior of the building (they have mutated to develop a *dimension door* ability). They can also transport themselves back out again. It is worth noting that anytime a peacock does this maneuver, the bird always ends up positioned in such a way that its long tail is completely inside or completely outside the building.

If people try to enter the building through the open spaces between the columns, they soon discover that the spaces are protected by some sort of magical field that no one can pass (a *wall of force*). In fact, the field is in disrepair and has a few random holes in it through which a person could put an arm or potentially fire a weapon. However, since the entire field is invisible, these holes are invisible, too, and can only be discovered by accident or by carefully searching. The damaged field is strong enough to hold back anything too large to fit through a hole.

The only way to enter the building is through a sturdy bronze door located at one end between a pair of columns. It looks out of place on the otherwise-open building, but appears to be in good condition. The door opens outward and leads into a short corridor that is closed by another bronze door at the other end. That door will not open until the outer door is closed. Only when the outer door is tightly shut can anyone open the interior door, and vice versa. The interior door also opens outward or, in other words, into the corridor.

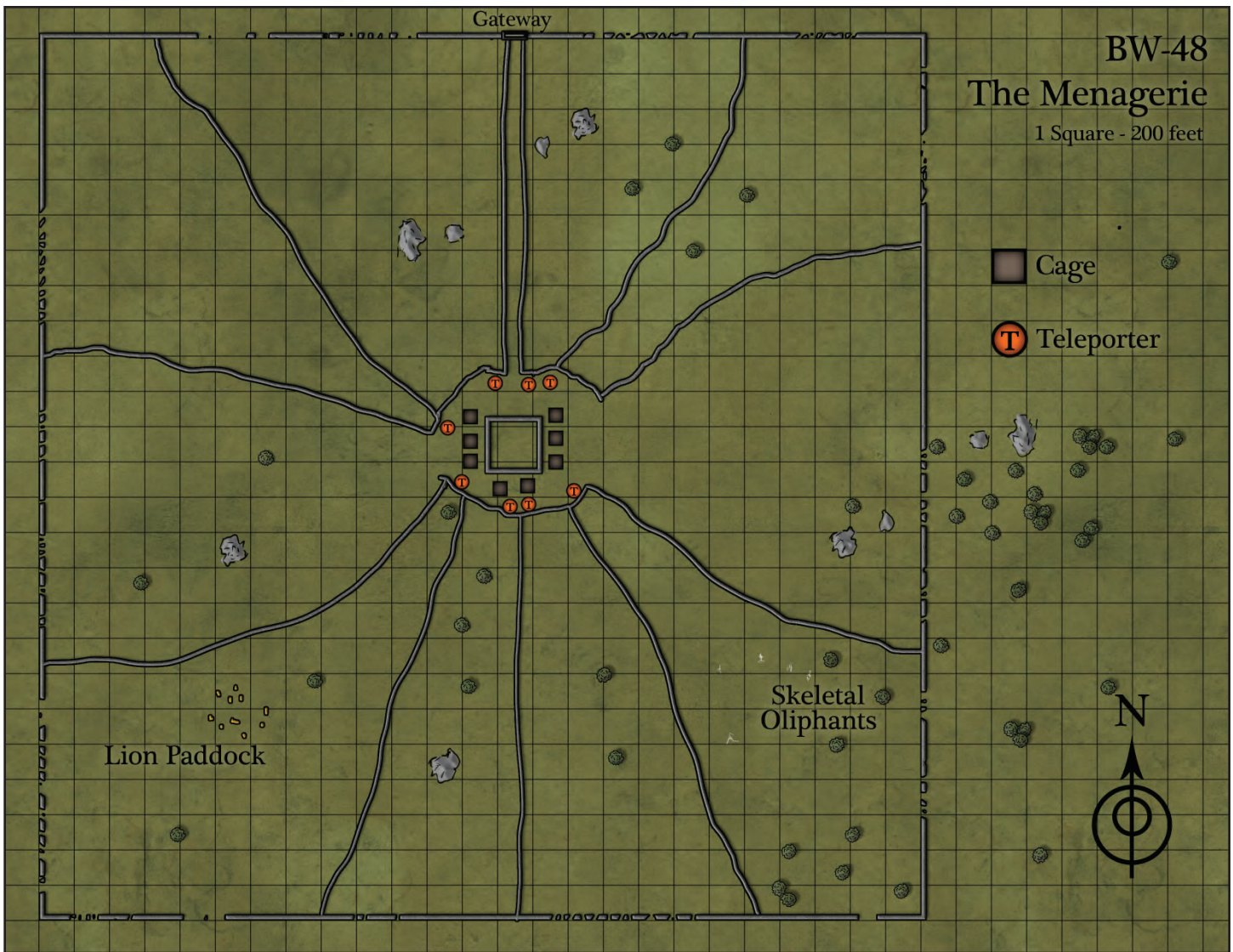
Once through the doors, an intruder may notice the perfect, springlike temperature inside the seemingly open building. There are signs of a stone path that once wandered through the interior, rocks placed here and there that are the right height for sitting, and one artfully constructed pile of stones about 6 feet high from which a waterfall tumbles into a small pool.

This was once an aviary and home to many more types of birds than the two that live here now, but its magical protections have mostly lasted through the centuries. The magic has not kept the interior clean, though, and centuries of use by the peacocks and green birds has left the rocks and ground covered by excrement that is only partially washed away by the rains.

Nothing is of value here, and nothing dangerous lives here.

Area BW-48: Menagerie (CR 7 and II)

Behind the broken remains of a low wall is a long green area overrun with weeds, spindly bushes and skinny trees. Anyone exploring the space spots a large complex of stone, with compartments of different sizes and formations. It was evidently a menagerie of exotic animals based on the odd bones in some of the enclosures. At one time, the habitats for the various animals were maintained largely by magic.



The menagerie keepers even had magical methods of transporting food to the most dangerous creatures to preserve their own safety. Some of the magical cages were damaged and failed to keep the appropriate environments, resulting in the deaths of the animals, though the remaining magic allowed their skeletons to be nicely preserved. Other walls failed altogether, allowing the creatures in those compartments to escape. Most died off quickly, not being able to fend for themselves, or were killed by the poisonous residue in the atmosphere. A few descendants of others still survive.

A few of the magical containments survived through the centuries. All non-cage containments are sealed with a *wall of force*. Animals whose magical cages were intact usually starved to death because the keepers no longer came to feed them, but two habitats were enhanced and had bizarre effects on the creatures there.

One 600-foot-square compartment contains small patches of thin, sickly grass. Strange interference affected the compartment's magic. The animals had no food and starved to death, but the magic animated their bodies. Roaming the enclosure are 2 **paleoskeleton oliphants**. These skeletons do not attack anything entering their enclosure (through a small, unlocked gate) unless attacked. The gate can be easily opened or the containment wall (40 feet high) flown over to exit the area.

PALEOSKELETON OLIPHANTS (2)

XP 1,600

The Tome of Horrors Complete 684, 727

NE Huge undead (earth)

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

AC 12, touch 8, flat-footed 12 (+4 natural, -2 size)

CR 5

hp 40 (9d8)

Fort +3; **Ref** +5; **Will** +6

DR 5/bludgeoning or adamantine; **Immune** cold, undead traits

Speed 40 ft.

Melee gore +13 (2d8+13), 2 stumps +13 (2d6+9)

Space 15 ft.; **Reach** 10 ft.

Special Attacks fossilize (melee touch +13), primal roar, trample (2d6+13, DC 14)

Str 28, **Dex** 13, **Con** —, **Int** —, **Wis** 10, **Cha** 10

Base Atk +6; **CMB** +17; **CMD** 28 (32 vs. trip)

Feats Improved Initiative^B

Fossilize (Su) Once every 1d4 rounds, a paleoskeleton forfeits its first melee attack to make a touch attack. Any opponent struck by this attack must succeed on a DC 14 Fortitude save or be turned to stone permanently. The save DC is Charisma-based.

Primal Roar (Su) A paleoskeleton can, once every other round, unleash an eerie roar. Creatures with fewer Hit Dice than the paleoskeleton must succeed on a DC 14 Will save or be shaken for 2d6 rounds. The save DC is Charisma-based.

Another enclosure measures 400 yards square and contains grass and a few strange, mutated shrubs. The magic of this environment kept its creatures alive and even acted on the animals to give them strange new

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powers, but they had to learn to feed themselves. Thus, a pride of 12 2,000-year-old **phrenic lions** use the powers of their minds to attract prey. They create illusions of food, mates or shiny baubles to lure animals onto the spots their keepers used to transport food into their enclosure. These 4-foot-by-4-foot stone slabs are perpetually activated to *teleport* anything on them inside the enclosure (no save). The prey is often disoriented when it arrives; the lions are prepared and make short work of their dinner. Over the years, the extremely cunning lions have had experience luring adventurers in, as well. Exit from the enclosure requires flight (over the 40-foot-high containment wall).

PHRENIC LIONS (12) XP 1,200

CR 4

Pathfinder Roleplaying Game Bestiary "Lion"; D20 SRD "Phrenic Creature"

N Large magical beast (augmented animal, psionic)
Init +7; **Senses** low-light vision, scent; **Perception** +10

AC 15, touch 12, flat-footed 12 (+3 Dex, +3 natural, -1 size)
hp 32 (5d8+10)
Fort +6; **Ref** +7; **Will** +3
PR 15

Speed 40 ft.

Melee bite +7 (1d8+5 plus grab), 2 claws +7 (1d4+5)

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

Special Attacks pounce, rake (2 claws +7, 1d4+5)

Psi-like Abilities (ML 5th; PP 1):

3/day—*attraction* (DC 11), *defensive precognition*, *empty mind*, *mind thrust* (DC 11)

1/day—*body adjustment*, *brain lock* (DC 12), *force screen*

Str 21, **Dex** 17, **Con** 15, **Int** 2, **Wis** 14, **Cha** 10

Base Atk +3; **CMB** +9; **CMD** 22 (26 vs. trip)

Feats Improved Initiative, Run, Skill Focus (Perception)

Skills Acrobatics +11, Perception +10, Stealth +8 (+12 in undergrowth); **Racial Modifiers** +4 Acrobatics, +4 Stealth (+8 in undergrowth)

SQ naturally psionic

Naturally Psionic (Ex) A phrenic creature gains 1 bonus power point.

Tactics: For intelligent foes, the lions usually use *attraction* to draw their prey towards a point just beyond the magical transportation spot. Once or twice in the 2 millennia, comrades have been able to rescue one of the lions' victims, but no one has ever been able to slay the great cats as the magic of the habitat eventually heals them of any wounds. If someone cancels the magic on the enclosure or transports the lions out of their

habitat, it sets the lions free but they die of old age in a few hours (or days at the most) without the magic of the enclosure to keep them alive.

Area BW-49: The Observatory (CR 7)

On the outskirts of the city, away from the interfering lights of the building and people's activities, stands what remains of an observatory. Inside it is dark, even during the day. Its giant spyglass, carefully crafted by the best artisans and glassblowers, lies twisted on the floor. The open roof seems to still be protected by the magic that keeps the elements out and keeps the temperature moderate inside, though some debris has blown in through the doorway since the wooden doors rotted away. Looking up through the opening in the roof gives a perfect view of the night sky, even at noon.

Anyone who has a spyglass can use it to look at stars or whatever other space objects are available (moons, planets, etc.). However, those looking into the sky in the observatory may also be able to see great dark birds, somewhat like crows, whose rotting feathers trail across the sky and obscure the stars as they fly. Just seeing them is a fearsome thing. These are **6 night crows**. Watching them causes one to turn its attention on the observer, and the sight of that hate-filled dark eye on such a large scale can strike terror into the heart of even a brave soul. Note that these creatures cannot be seen other than through the observatory, even at night.

PSYCHOPOMP, NIGHT CROWS (6) XP 600

CR 2

N Tiny outsider (extraplanar, incorporeal, psychopomp)
Init +5; **Senses** darkvision 60 ft., low-light vision, spiritsense;

Perception +7

Aura unnatural aura (30 ft.)

AC 17, touch 15, flat-footed 12 (+5 Dex, +2 size)

hp 9 (1d10+1 plus 3)

Fort +1; **Ref** +7; **Will** +4

Defensive Abilities incorporeal, invisible in light; **DR** 2/

adamantine; **Immune** death effects, disease, poison; **Resist** cold 10, electricity 10

Speed 20 ft., fly ft. (good)

Melee bite +8 (1d3-1)

Space 2-1/2 ft.; **Reach** 0 ft.

Special Attacks fear gaze

Spell-like Abilities (CL 12th):

At will—*deathwatch*

3/day—*detect undead*, *speak with dead*

Str 6, **Dex** 20, **Con** 12, **Int** 10, **Wis** 14, **Cha** 18

Base Atk +1; **CMB** +4; **CMD** 13

Feats Toughness, Weapon Finesse^B

Skills Fly +17, Knowledge (religion) +4, Perception +7, Sense Motive +11; **Racial Modifiers** +4 Sense Motive

Languages Abyssal, Celestial, Infernal

SQ spirit touch

Fear Gaze (Su) A night crow can use its fear gaze with a range of line of sight as a standard action. A creature subjected to the fear gaze must make a DC 16 Will save or be affected as by a *fear* spell (CL 12th). A night crow's fear gaze can only affect those who are able to see it, and it does not work passively when creatures simply look at it. The save is Charisma-based and includes a +2 racial bonus.

Invisible in Light (Su) A night crow is invisible if there is any light present. They can only be seen in darkness (if a creature has darkvision or the ability to otherwise see in darkness). In dim light they can be spotted as a faint, furtive shadow with a DC 20 Perception check but are still considered to have total concealment. An ethereal

Psionics

The phrenic lions in **Area BW-48** introduce psionic creatures to the ruins of Tsen. These creatures make use of the phrenic creature template of the Systems Reference Document that can be found for free along with the rest of the rules from the v.3.5 *Expanded Psionics Handbook* at <http://www.d20srd.org>. If you do not wish to use these psionic rules or those found in **Dreamscarred Press's** *Ultimate Psionics*, then feel free to replace the psionic aspects of the phrenic lions with magical ones. Instead of psi-like abilities, they would have the following spell-like abilities.

Spell-like Abilities (CL 5th):

3/day—*magic missile*, *minor image* (DC 11), *owl's wisdom*, *resistance*

1/day—*cure moderate wounds* (DC 12), *daze monster* (DC 12), *shield*

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creature is able to see a night crow. A creature that cannot see a night crow is not subject to its fear gaze but is affected by its unnatural aura.

hp 18 (5d8)

Fort +1; **Ref** +2; **Will** +4

DR 5/bludgeoning; **Immune** cold, undead traits

Area BW-50: The Prison (CR 10)

A complex of ruined gray buildings surrounded by a tall wall sits alone in an area of flourishing weeds in gray and white, with the remains of a few broken streets leading to it. This former prison was in a lower-class portion of the city, nestled amid wooden slums, so everything around it was destroyed millennia ago. A single arching piece on a tall pillar was probably part of the original entry, but that piece is all that is left. The center is missing and the entire other side is totally destroyed, the wall pushed outward from the inside.

The wall itself is broken in many places large and small, but overall is intact for about two-thirds of its length. Inside are some plain rectangular buildings (barracks, dining halls with kitchens) that seem to have been hit by siege engines to judge from the huge rocks that crumpled the roofs and walls. The huge central building is smashed, burned, ripped open and generally abused in any number of ways.

The prison was notorious and, when an opportunity came, the populace tore it apart. Unfortunately, they did not release the prisoners in the most secure cells or in the lowest blocks where people were put to be forgotten. These areas are full of skeletons of people who died trying desperately to get out or fighting each other to live, or ultimately of starvation. Some of those trapped left dying curses aimed at the ones who did not care enough to rescue everyone.

Roaming the prison grounds (encountered on a 1 in 6, checked 1/minute) are **12 wights**, the result of the curses of these dying men. They attack until slain.

WIGHTS (12)

XP 800

hp 26 (*Pathfinder Roleplaying Game Bestiary* "Wight")

CR 3

The surrounding wall was long enough that no one tried to demolish the whole thing, only bits and pieces of it. One single building, in the back part of the complex, is also untouched other than one missing roof corner lost to a stray rock. The door is large and made of strong metal, but is not even locked. Inside is a single large room about 45 feet across. Its main feature is a large pit, 30 feet across and 60 feet deep.

The edges of the pit are no longer in good condition. What once was brick and mortar has crumbled greatly. Standing too near the edge might cause about 5 feet of floor to slide off the edge into the pit. Climbing out could be difficult because the walls inside crumble under any kind of pressure. In the bottom of the pit are many bones.

From the top, it is impossible to make out any of them except the set on top: the complete, intact skeleton of a five-headed hydra. The hydra was kept here, half-starved, as a means of execution. Most of the skeletons under the hydra's remains are human, though some are the skeletons of animals fed to it during slow periods. Though cramped in the small space, the hydra was not able to scale the 60 feet up to the top and so just stayed at the bottom and ate anything dropped down to it.

When the guards and caretakers died, the populace was afraid to bother the hydra at all and so it was left alone to eventually starve to death. One other odd thing about the building is that it had a spell on it to amplify any sounds from inside, the better to emphasize the frightfulness of the beast and the suffering of the victims it executed.

This spell is still active: Any noise louder than a whisper is amplified to be heard for several hundred feet outside the building. Of course, the **5-headed hydra skeleton** is an unpleasant surprise to anyone exploring the bottom of the pit.

5-HEADED HYDRA SKELETON

XP 400

Pathfinder Roleplaying Game Bestiary "Hydra", "Skeleton"

NE Huge undead

Init +6; **Senses** darkvision 60 ft.; **Perception** +0

CR 2

AC 13, touch 10, flat-footed 11 (+2 Dex, +3 natural, -2 size)

Speed 20 ft., swim 20 ft.

Melee 5 bites +4 (1d8+3)

Space 15 ft.; **Reach** 10 ft.

Str 17, **Dex** 14, **Con** —, **Int** —, **Wis** 10, **Cha** 10

Base Atk +3; **CMB** +8; **CMD** 20 (can't be tripped)

Feats Improved Initiative^B

Skills Swim +11

Area BW-51: The Sinkhole

Past towering mounds of rubble and twisted tree trunks lies a more open space, perhaps once a plaza or marketplace. To get to it, a person must edge around part of a wall that is still standing and clamber over some rocks that were once evidently the corner of the building. Once in view of the open area, it is clear it is no spacious plaza but rather an enormous sinkhole, so deep that its depths are lost in darkness despite the size of the opening.

The huge pit is hundreds of feet across, strewn with the rubble of fallen buildings and bones here and there. A few skeletons are exposed to the light. One near the top is particularly noticeable: It is a roughly human-sized skeleton on top of a huge piece of rubble. It appears someone spent the last hours of his or her life trying desperately to climb out of the pit but failing. The bones lie on a flat stretch in between carved decorations, with one arm outstretched toward the opening above.

In fact, if someone can get down to it, that giant chunk could provide a useful ladder for getting farther down in the pit. It looks like the entire side of a building fell in, one with ornate carvings and many windows. Now, lying at a slant on top of rock outcroppings and other rubble, that section of building could provide a relatively easy path to explore lower into the sinkhole. It is only the first 25 feet (or the last 25 feet, for someone on the way out) that would be difficult (DC 20 Climb check).

This sinkhole formed when a huge limestone cavern crumbled due to earth shocks during the apocalypse. If adventurers wish to explore the pit, they find the northern entrance to the **Lead Mine** (Chapter 8).

Area BW-52:

Building with Melted Holes

Despite the amount of overall devastation, some buildings are intact or at least have standing walls. One three-story building made of stone probably had shops of some sort on the ground floor, though the shutters that would have covered the openings are centuries gone. Long rectangular windows gape empty in the upper floors, but what really stands out is a group of circular holes in one wall, each at least 6 feet across. There are four of them, irregularly spaced throughout the upper two floors. They appear to be almost perfect circles; no stones protrude into the openings.

One odd thing about them is that the edges look as if they were melted rather than cut, with globs of now-solid stone drooping from the lower lip of each hole. If adventurers investigate the opposite side of the building, they discover holes on that side as well, but the next buildings in that direction are completely ruined and so show no signs of whether they might ever have had these unusual holes as well.

Area BW-53: Forges

Half of a large building is completely collapsed, and a pile of rubble taller than the building itself cuts off access from that side to the building's interior. On the other side, two verdigris-covered bronze doors lean against each other. The wide doors appear to be in decent condition but their hinges are gone. The inside of the building is dark, and the little light coming in once the doors are opened suffices only to show several hulking

stone shapes.

Once illuminated, the shapes prove to be forges and furnaces. Several large anvils are still discernable, though in poor condition. This place once turned out large quantities of mundane weapons, and also made magical weapons. The forge weighs more than 20,000 lbs. It remains entirely intact and provides a +5 circumstance bonus to Craft (weapons) checks.

Area BW-54: Sewer Break-Out (CR 10)

Stone buildings are scattered up and down the street, but other buildings must have stood between them at one time. The stones of the street are not in good condition, but the street is fairly open. Then, at a place where four stone buildings near each other are nothing but rubble, the street becomes rough.

Something pushed up the stones from underneath. The street rises several feet and is broken, as if an explosion happened beneath it. Looking into the pushed-up cone, a character can see down more than 20 feet into the round, tile-lined sewer that is about 8 feet wide at that point. The pipe of the sewer burst open, and a few tiles still remain among the debris in the hole.

Whatever explosion or force created the opening was powerful enough to blow out the 20 feet of dirt above the sewer and also open up the street. For that matter, it may also have destroyed the nearby buildings, but at this point it is impossible to know for sure.

Inside the sewer, this force still remains. Trapped methane gas creates an explosive atmosphere within the tunnels, as well as an oxygen-deficient one. The tunnels go off under the city in many directions. After even a few yards, the GM should drop subtle clues about the nature of any gas present ("Your torches glow blue, and sputters and sparks.") to let players know that they are reaching what is called the lower explosive limit of flammable gas in the air. If they fail to back out, at 100 feet in, the whole thing explodes.

Two things occur when this happens. First, the explosive gas causes 20d6 fire damage to all within its confines (DC 25 Reflex half) and deafens anyone inside the tunnels for 2d4 hours (DC 20 Fort negates). Second, and the nastier side effect, is that the oxygen in the area is immediately depleted. All characters in the tunnels immediately begin to suffocate (allow a DC 15 Reflex save to give the PCs the chance to catch a breath before suffocation begins). See "Suffocation" in Chapter 13 of the Pathfinder Roleplaying Game.

The sewers contain nothing of value, although the GM could allow access to other portions of the city or expand this area if desired.

Area BW-55: Lightning-Struck Building (CR 11)

The front of a tall building is intact, though it is supported only by partial walls on the sides. Its interior is completely ruined, choked with broken stone. The front of the building is crisscrossed with thick black marks, sooty tracks dozens of feet long, most ending (or perhaps beginning) at gaping window openings. (These are the result of multiple lightning strikes on or by the occupants of the building.)

Decorations are still visible, with carvings of vines over the windows and grim figures as columns supporting the sides of the doorway. At the top of the wall, where once the edge of the roof would have met the stone front, hulking stone creatures glare at the street below. These creatures are **12 gargoyles**. They attack if bothered or after 1d6 rounds elapse. They have no treasure.

GARGOYLES (12)

XP 1,200

hp 42 (*Pathfinder Roleplaying Game Bestiary* "Gargoyle")

CR 4

Tactics: The gargoyles attack by pushing heavy rocks on opponents below (ranged touch +7, 2d6 points of damage, range 5 ft.) from about 40 feet up, and then swoop in and attack from the air.



Area BW-56: The Damaged Fountain (CR 8)

An elaborate fountain once had carved horses rearing out of stone waves and mermaids lounging on several basins around the main fountain, atop which stood some hero, but it has been damaged greatly over time. The surrounding stone wall, about 2 feet tall, is cracked in several places, but on one side it looks as if it exploded outward. Stones are pushed outward on either side of a 4-foot gap.

Only one horse still has its head, and none have their pawing hooves. One long mermaid's tail, broken off and blackened, lies in the deep central area beneath the main fountain. Other creatures have lost arms and one raised face looks as if it was clawed off. The hero at the top of the fountain still has his sword raised, although his other arm is gone.

His head is also missing. It must have been replaced by something else not too many decades ago because the neck is topped with what appears to be a horse's skull with a spiraled ivory horn coming out of the center of the forehead. The entire fountain is coated in what appears to be a thin, velvety mold that is actually a **fountain fungus**.

FOUNTAIN FUNGUS

CR 8

XP 4,800

Tome of Horrors 4 98

N Large plant

Init +5; **Senses** blindsight 60 ft., low-light vision; **Perception** +9

AC 20, touch 10, flat-footed 19 (+1 Dex, +10 natural, -1 size)

hp 114 (12d8+60)

Fort +15; **Ref** +5; **Will** +5

Immune plant traits; **Resist** acid 20

Speed 10 ft.

Melee 2 tendrils +16 (1d6+7 plus grab), bite +15 (2d6+10)

Space 10 ft.; **Reach** 10 ft. (20 ft. with tendril)

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Special Attacks acid fountain, swallow whole (4d6 acid damage, AC 15, 11 hp)

Str 25, **Dex** 13, **Con** 20, **Int** 1, **Wis** 12, **Cha** 6

Base Atk +9; **CMB** +17 (+21 grapple); **CMD** 28 (can't be tripped)

Feats Cleave, Great Fortitude, Improved Initiative, Power Attack, Skill Focus (Stealth), Weapon Focus (tendrils)

Skills Perception +9, Stealth +10 (+18 in undergrowth); **Racial**

Modifiers +8 Stealth in undergrowth

SQ camouflage

Acid Fountain (Ex) As a standard action every 1d4 rounds, a fountain fungus can spray acid into the air. This acid quickly falls and covers a 10-foot-radius burst around the fountain fungus. Creatures in the area take 7d6 points of acid damage. A DC 21 Reflex save reduces the damage by half. The save is Constitution-based.

Camouflage (Ex) Since a fountain fungus looks like a normal moss-covered fountain when at rest, a DC 20 Perception check is required to notice it before it attacks for the first time. Anyone with ranks in Survival or Knowledge (nature) can use either of those skills instead of Perception to notice the plant.

Several coins lie beneath the fungus in the fountain. These include 22 sp, 444 cp and two strange copper tokens about twice the size of a normal coin marked with a symbol of an open book (usable in **Area BW-73**).

Area BW-57: Iron Golem Hand (CR 13)

Black metal pieces 3 feet long and about half-a-foot around stick out from under some rubble. They look like covered pipes or tubes and seem to connect together underneath the rubble. Anyone searching around finds that they do connect to some type of flattish metal tub or canister. Two shorter tubes with the same rounded ends are next to them, while one sticks out at an angle in another direction.

A closer look shows these are not just straight tubes but are made in sections and could possibly bend in toward the central chamber if forced. In short, it is a large hand, 7 feet from fingertip to fingertip, and made of some unknown metal, lying in the street under a pile of broken stone. The hand is an animated remnant of a massive **iron golem** (equal to an iron golem in its own right) and attacks any that touch it.

IRON GOLEM HAND

CR 13

XP 25,600

hp 129 (*Pathfinder Roleplaying Game Bestiary* "Golem, Iron")

Speed 5 ft.

Melee slam +28 (1d10+24/19-20)

Area BW-58: Aerial Combat Skeletons

An area where a few large buildings lie in chaos contains some unusual skeletons. The buildings were likely civic buildings, as the few remaining walls show that the rooms had high ceilings and were spacious enough for groups of people to meet, or enjoy musical events or artistic gatherings. Tall columns fell outward into the central space and now lie broken in sections, sometimes one across another.

What is odd is are the clumps of skeletons found around the area, sometimes beside the rubble and sometimes on top of it. The skeletons themselves appear to be of various types of animals with wings. The skeleton of a pegasus lies atop that of a griffon. Elsewhere, three pegas

skeletons lie close together, while in another place the skeletons of two griffons and a hippogriff are entangled. There are at least a dozen such groupings in the area, in addition to several individual skeletons of similar types scattered here and there. Some include human bones when the creature had a rider. A great aerial battle took place in the sky here over the ruins of the buildings. The magical protections on the fighters, combined with the strange magical effects of the area, preserved their bones for millennia.

Area BW-59: Blasted Smithy

One back corner of a building is mostly intact and holds a wide chimney with a smith's forge. The rest of the walls fell. It appears they were pushed outward from the building, even knocking over neighboring walls on their way down. In the center of the floor sits a sturdy anvil, the base hidden by dirt and debris.

If it were an iron anvil it would likely be damaged by rust if not completely gone, but it seems to be only dirty. This was the tool of a blacksmith who had an unfortunate incident with a magic item that blew apart his smithy in every direction except where he was standing in the last days of the city. The anvil is magical, and any weapons sharpened or forged on it gain a non-magical +1 to hit and damage for the first 10 attacks after they are reworked. The anvil weighs 250 lbs.

Area BW-60: Frozen in Amber (CR 21)

A golden-brown 25-foot-tall pillar stands at a crossroads. It shows no cracking or weathering, in contrast to the tumbled buildings nearby. From a distance it is opaque, but up close the light shines through it. Inside it is a woman dressed in a breastplate, her body almost as tall as the column.

The expression on her face looks cruel, or maybe just angry. This female **Eysian titan** had the misfortune to oppose a very powerful wizard, and so stands here, literally trapped in amber. If someone finds a way to counteract the magic on the giant, she revives and is physically fine. A *dispel magic* against caster level 20th allows the amber to be shattered (hardness 8, hp 90, Break DC 34). She is unaware of time passing, and she appreciates being freed. In fact, anyone releasing the titan gains a powerful ally. Her name is Alyce. The titan agrees to assist the adventurers on one quest if asked, and also has an important tidbit of information. She tells them that the *God's Heart* buried somewhere near here is the heart of the god Arden, given to trap the beasts of Tsathogga beneath the earth.

ALYCE

CR 21

XP 409,600

hp 409 (*Pathfinder Roleplaying Game Bestiary 2* "Titan, Elysian")

On top of the rubble of the nearest house lies the head of the huge stone maul that was her weapon. Its handle and binding disintegrated, but the head is identifiable to anyone familiar with similar weapons.

Area BW-61: Vine House (CR 15)

The remains of a two-story building are completely covered by vines. The tendrils are so thick that no trace of the original stone can be seen from the outside, even around the door and window frames where the vines grow into the empty openings. The roof is obviously missing as gray sky can be seen through the blank windows. If adventurers enter the building, they see that the interior walls are gone, as well as the roof, and the floor is covered so thickly with vines that it feels almost spongy to walk upon.

In fact, so many layers of vine exist that the original floor cannot be seen. From inside, the interior walls also seem to be completely covered by vines. Acute observers notice that they can actually see daylight in small places between the leaves, however. It turns out that the vines

are no longer covering stone walls; they are themselves forming walls, unsupported by any normal framework. It is conceivable that the vines may have caused the walls to decay, but it seems unlikely that any mere network of vines would be able to support itself like this.

It may eventually occur to someone to wonder about the floor: The stone is gone there also, accounting for the spongy feel when walked upon. An open space under the vine "floor" was once a below-ground storage area for this building. The vines cannot be simply moved aside to access the below-ground space, however; they are too strongly intertwined in too many layers for that to happen. Getting into the lower level requires hacking an opening in the vines, which causes the **80 assassin vines** to attack. A better way to access the basement is to use some magical method to move past the vines without disturbing them (*control plants* or *speak with plants* suffices).

If attacked, the vines respond in kind. Anyone inside the house is doomed.

ASSASSIN VINE (80)

XP 800

hp 30 (*Pathfinder Roleplaying Game Bestiary* "Assassin Vine")

CR 3

Beneath the vines are the remains of a family that died in the cataclysm. They were quite wealthy and hid their most valuable possessions down here with them. In addition to 6 dry skeletons and a **catatonic little girl** (see below) are the following:

- An iron box with 3000 gp (key is found on a skeleton).
- 6 pieces of jewelry: 60 gp gold rings (x2), a gold ring bearing a flawless star sapphire worth 10,000 gp, an emerald necklace crafted to look like a series of jumping dolphins all attached nose to tail worth 4,000 gp, a pair of diamond earrings worth 2,000 gp, and a *necklace of adaptation* (on the catatonic little girl).
- A *wand of command* (CL 2: 18 charges).
- A *robe of the eternal* (**Appendix**).

The little girl went insane long ago. She was unable to die due to the *necklace of adaptation* she wears, which also prevents the effects of the poisonous atmosphere of this place. Eventually, she donned the robe and went to "sleep." She is impossible to wake unless the robe is removed, at which time she awakens, and starts crying and screaming in a dead language. If the girl is healed, she regains her wits, and while sad about the loss of her family, she returns to normal.

While she speaks only the language of Tsen (ancient High Boros), she learns incredibly rapidly. She would make a fantastic apprentice to someone. Her name is **Susie** (CG female young human, hp 3, Int 18, Wis 18).

Area BW-62: Large Bakery (CR 9)

One side of this building has fallen in, but the other walls are still standing, including the back wall that is about 3 feet thick with multiple openings in it. The front wall has window openings on either side of the doorway, and the remaining side wall has two openings in the back half. Some of the openings in the back wall are rectangular, and some have arched tops.

All are the same depth, going most of the way into the wall. On the outside of the thick wall is an opening that is missing its door, based on marks where the hinges should be. It seems to have been a furnace compartment given the amount of soot over all the walls. This was the heat source for a wall of ovens on the other side in a commercial bakery. This would have been one of the many that supplied the citizens with bread.

The two upper floors, which are also collapsed on one side, have little in the way of divisions, just beams supporting the floor above or the roof. They housed the bakery owners and possibly their staff. Nothing of value remains here. However, **9 mutated poisonous rat swarms** still roam the place. They attack 1d4 rounds after characters enter the main floor, crawling down walls and across the floor with amazing speed.

MUTATED POISONOUS RAT SWARMS (9)

XP 800

hp 16 (*Pathfinder Roleplaying Game Bestiary* "Rat Swarm")

Melee swarm (1d6 plus disease plus poison)

CR 3

Poison (Ex) Swarm—injury; save DC 14; frequency 1/round for 6 rounds; effect 1d6 Con and 1d4 Cha damage; cure 2 consecutive saves. The save DC is Constitution-based and includes a +2 racial bonus.

Area BW-63: Broken Memorials

One wide street has a stone median or walk built down the center, upon which stand the bases of no fewer than 10 statues or memorials. It is difficult to determine exactly what they were, because most of the tops are broken or missing completely, and any inscriptions have been lost to time.

At one end stands a 10-foot-tall red square granite column that tapers slightly as it goes up to its broken top. Based on the tapering, when whole it would have been about 75 feet tall, but no pieces of it appear to be lying about. Next to it is a round pillar of black marble that toppled or was pulled off its base centuries ago. It has broken into large chunks, but appears at one time it was about 30 feet tall. The elements have been hard on the marble. Its once-polished surface is pitted and scored. The third base, which is also round, is completely empty. No sign remains of the memorial it held, though the base is blackened and cracked as if it exposed to a very hot fire.

The fourth memorial is a relatively slender column of gray stone about 2 feet wide. It looks as though it was struck in the middle, for the bottom section fell one way while the top section points the other direction. Next to the top half is a pile of rubble, as if a tall stone statue had been broken into pieces about the size of a fist. It is impossible to tell what form the statue once took.

The central two bases are large and rectangular and set at some distance from each other, rather than being set evenly as the rest of the row. They are also empty, showing only some faded chipping where something that once stood on them was removed. Observers might speculate that the area was used for crowds to pass through, or to hold ceremonies.

In actuality, those two bases supported an elaborate arch, hence their spacing. Once past the center, the memorials seem less damaged. The next column is pale gray shot with streaks of dark blue and set on a stepped base of some type of blue stone. It is carved in vertical spirals rising higher and higher, until the column just stops about 20 feet off the ground. Examination shows that the top is very flat, with no sign of tool marks, but it is not polished, as if it were the intended top of the monument. It seems the top of the column may have just vanished.

The third column from the end still supports its statue, a flying woman with a sword upraised in her left hand. However, her wings are gone, leaving nothing but uneven stubs on her shoulders.

The one next to that is fluted white marble. The only thing missing is its elaborate capital, which is broken off and lies on the ground nearby. The damage to the capital has ruined any inscription it may have featured. A closer look at the marble column shows some deterioration from the weather, but not as much as the black one lying on the ground near the other end of the line.

The final memorial is a 30-foot-tall square pillar of gray granite that has a lot of chipping and cracking in its lower 10 feet but still stands on its base. Two-thirds of the way up the pillar on each side is the weathered remains of what were probably carved faces. They are too faint now to be able to make out anything more than very vague features. The exception is the carving on the north, which looks as if it was obliterated with a large hammer (or similar tool) millennia ago.

Area BW-64: Amphitheater (CR varies)

A circular wall 15 feet tall once surrounded this area but now most of it is crumbled. All that remains are a curved pile of debris and a couple of open

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archways. No roof or interior walls can be seen by anyone approaching.

Once past the wall, however, observers see a large, open-air seating area built down into a bowl-like depression below ground level and still in generally good condition. The floor and seats are made of midnight-black stone and were once highly polished. Most of the stone is weathered now, but a few protected spots still show the polish.

The curved benches form about two-thirds of a circle, all focused on a stage at the bottom of the bowl, which is also made of the same black stone. Matching walls extend like wings from the back of the stage (where they are almost as tall as the bowl is deep) out along the sides of the seats all the way to the top, although the upper portions are mostly broken down.

Before anyone descends into the center of the bowl, people standing as high as the top row hear humming and buzzing sounds. These noises come from a nest of **20 mutated giant hornets** living under the stage. These creatures come out randomly in groups of 1d8–1 (check 1/minute). They can be observed from afar fairly safely (the creatures take off in random directions).

Hornets attack anything made of “meat” that they encounter (within 60 feet). They have no treasure.

MUTATED GIANT HORNETS (20)

CR 6

XP 2,400

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N Large vermin

Init +1; **Senses** darkvision 60ft.; **Perception** +9

AC 15, touch 10, flat-footed 14 (+1 Dex, +5 natural, –1 size)

hp 45 (7d8+14)

Fort +7; **Ref** +3; **Will** +3

Immune vermin traits

Speed 20 ft., fly 60 ft. (good)

Melee bite +9 (1d3+5), sting +9 (1d4+5 plus poison)

Ranged strand +5 (1d6 Strength)

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

Special Attacks poison, pull (strand, 5 feet), strand

Str 20, **Dex** 12, **Con** 15, **Int** —, **Wis** 13, **Cha** 11

Base Atk +5; **CMB** +11; **CMD** 22

Skills Perception +9, Survival +1 (+4 orient direction); **Racial**

Modifiers +8 Perception, +4 Survival to orient direction

SQ pheromone

Poison (Ex) Sting—injury; save DC 21; frequency 1/round for 6 rounds; effect 1d3 Dexterity damage; cure 2 consecutive saves. The save DC is Constitution-based and includes a +2 racial bonus.

Pheromone (Ex) The first time a giant hornet is successfully hit in combat, it releases a fear pheromone that heightens the aggressiveness of all giant hornets within 50 feet. All affected giant hornets receive a +1 morale bonus on attack rolls for the remainder of the encounter and fight without penalty even while disabled or dying (see *Pathfinder Core Rulebook*).

Strand (Ex) A mutated giant hornet can fire a thin, sticky strand from its jaws, launching it to a maximum range of 50 feet. This is resolved as a ranged touch attack. The strand is quite strong, but can be severed by any amount of slashing damage (AC 20). If a strand is severed, the hornet's gut mucosa immediately forms a new one that can be fired in the next round. A creature struck by a strand is numbed and weakened by the strange material and must make a DC 21 Fortitude save or take 1d6 points of Strength damage. The save DC is Constitution-based and includes a +2 racial bonus.

Tactics: If the nest is attacked or if combat is joined within 100 feet of the nest, the insects release pheromones that cause 1d6 hornets to leave the nest and join combat each round until all come out. The hornets attack in groups, moving to the next opponent as soon as the first is dead.

Once the hornets are dealt with. The place can be explored further.

This was an amphitheater, used for important speeches, plays and musical performances. At one time, a person who quietly whispered a message from the stage could be heard clearly from any position in the bowl. Time and the broken walls diminished the sound quality, but certainly someone speaking on the stage in a normal voice could still be heard throughout the amphitheater.

Anyone moving down into the amphitheater continues to hear the humming and buzzing, which grows louder as the investigator approaches the stage. Careful inspection of the flat wall backing the stage shows a section that is not the same midnight black as the rest of the stone, but that shimmers and gleams with purple lights. This is very difficult to make out other than by being directly in front of the effect and within about 30 feet. Touching the shimmering portion of the wall reveals that it is not stone but some type of energy field that feels oily to the touch. Putting a hand or other extremity into the field has no effect, but touching it with the head or any part of the torso activates a *teleport*. There is no way to tell just by looking what happens to a person teleported. This was a last-minute escape method for someone powerful who was unable or unwilling to shut down the field behind him or her. It goes to what was once a safe place inside one of the nobles' homes outside the city (see **Area BW-18**).

Area BW-65: The Sliced Street

A deep drop-off interrupts the street, the 30-foot-deep cliff cutting off any travel. The edge does not run straight across the street. Instead, it slashes across it at an angle and also cuts into a red granite building on one side. The exposed ground angles up from the bottom of the initial drop so that the depression gradually becomes shallower.

Along the way, a large section of the cut building, all the paving and whatever was under the street, and at least two buildings on the other side of the street, have been scraped away. About 50 feet farther down, on the other side of the street, a huge pile of rubble remains. Paving stones are identifiable, as are red stones from the cut building. The heap also includes many generic gray building stones.

The look of the entire scene is as if a gigantic hoe chopped into the ground and then scraped aside everything in its path. The sharp drop-off exposes large sewer tunnels under the street (leading to **Area BW-54**, and with all the nasty effects of that area!), as well as what was evidently a safe in the lower level of the cut building. A door with a complicated combination dial lock can be seen by someone who takes a close look, but whatever it was guarding is completely gone. Only the door and frame remain. Playing with the lock could take hours to get it open (DC 45 Disable Device).

BW-66: Raccoons Eating Stone (CR 3)

Animals are not seen that frequently in the city, so spotting some is likely to make adventurers take notice. Two raccoons are bending by a puddle in a shadowed corner, washing and washing pieces of something.

It's unclear what food they have found to eat in this desolate place. When they notice someone in the area, the raccoons stuff a piece or two in their mouths, grab another couple in their forefeet, and then scurry off under some pieces of fallen stone. If someone investigates the puddle where the raccoons were washing, he or she discovers a wet rock the size of a walnut. These **2 mutated raccoons** are indeed able to eat stone. Their adamantite teeth can pierce stone and metal, and striking one is like hitting a rock covered with fur. If bothered, they fight back.

MUTATED RACCOONS (2)

CR 1

XP 400

The Tome of Horrors Complete 686

N Tiny animal (earth)

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

AC 24, touch 14, flat-footed 22 (+2 Dex, +10 natural, +2 size)

hp 4 (1d8)
Fort +2; Ref +4; Will +1

Speed 20 ft., climb 20 ft.
Melee bite +5 (1d8–3/17–20)
Space 2-1/2 ft.; **Reach** 0 ft.
Special Attacks adamantine teeth

Str 5, **Dex** 15, **Con** 10, **Int** 2, **Wis** 12, **Cha** 5
Base Atk +0; **CMB** +0; **CMD** 7 (11 vs. trip)
Feats Weapon Finesse
Skills Climb +10, **Perception** +9, **Stealth** +10, **Swim** +6;
Racial Modifiers +4 Perception, +4 Swim. A raccoon uses its Dexterity modifier for Climb and Swim checks.

Adamantine Teeth (Ex) The teeth of a mutated raccoon are made of adamantine. They ignore hardness less than 20 and deliver particularly vicious wounds. They are considered masterwork for purposes of attack.

Area BW-67: The Arena (CR 14)

One massive building is surrounded by a curved wall made of three different levels of archways. Once past the first set of archways, another such wall can be seen, and then another. Walkways are at the levels aboveground, but no immediately obvious way can be seen to get up to the higher levels. Following the curved walls around one way leads to a massive cave-in where the two outer walls are smashed completely and block any further progress in that direction.

Around the other way leads to a set of wide ramps going up, one between each pair of walls, each half the size of the corridor. These ramps go up to the second level, and another set can then be found that go on to the third level. Following the curved walls eventually leads to another set of ramps, but here the arched walls are damaged and huge blocks have fallen from the ceiling onto the ramps and corridors, making it dangerous and time-consuming to get through.

Passing through the innermost set of archways on any level leads one into what was once an immense arena. Coming in at ground level leads to the bottom of the lowest section of stands. Entering at one of the two upper levels gives access to other, higher areas. Some of the stone benches for the audience are still intact, but most are broken.

Looking out over the huge oval arena, only about one-third of the outer walls and seating areas are intact. Where the arched walls were blocked by the cave-in, the seating area is destroyed by huge boulders, some of which appear to have been burning when they hit because they and the areas around them are blackened. Beyond that, the arena dwindles away to rubble. Going the other way is even more dramatic: About one-quarter of the seating area appears to have just disappeared. No grass or other vegetation grows between the worn paving-stones that are all that remain in the gap. On the other side, the next section of seating collapsed and the rest has been worn down to rubble as well.

Looking down at the center of the area, it is obvious that whatever floor the arena once had is long gone. Many small rooms can be seen around the edges, which were probably for the preparation of the gladiators, or for holding any exotic beasts that may have fought in the arena.

Most have been swallowed, however, by an immense whirlpool that now fills the center of the lower level of the arena floor. No water is pouring into it, nor is it draining out; it appears to be entirely self-contained. It is large enough for a small ship to ride, and whirls fast enough to make someone dizzy if observed for very long.

By day, nothing here is dangerous. By night, however, this area is extremely deadly. Once the sun sets, the ghostly forms of the gladiators trapped belowground come out and fight. When the city was destroyed, these poor souls were waiting underground in their cells. Unable to free themselves, they died rather slowly, sick from the poison of the blast and of dehydration. So terrible in fact were their deaths that they rose again as **12 spectres**. These ghostly creatures are bound to wander this place until the end of time. They appear as they did in life, wearing battle armor and carrying tridents, short swords and nets. They hate all life and attack any



within the arena. They have no treasure.

SPECTRES (12) **CR 7**
XP 3,200
hp 52 (*Pathfinder Roleplaying Game Bestiary* "Spectre")

Tactics: Each spectre pairs off with an opponent, acting in death like it did in life. If they have numbers greater than their foes, the extras sit on the sidelines and cheer.

Area BW-68: Marketplace with Stone Wall (CR 8)

One open space appears to have been a marketplace. Its paving stones are rounded and worn, with twisted weeds and brown grasses growing between them. Most of the buildings on the near side of the market are nothing but rubble, though the front of one building — three stories high and peaked, with a round tower on one side — stolidly looks out over the plaza. The condition of the buildings on the other side is impossible to tell because about two-thirds of the way across the marketplace, a 20-foot-tall stone wall runs from a partial building on one side of the plaza to a fragment of wall on the other side, a distance of about 40 feet. The long wall is in much better condition than any of the buildings around the marketplace, though it is somewhat weathered. It is made of a whitish stone as opposed to the gray of nearly all the common building stone in the city. This white stone is not stone — it is **ghost mold**. Anyone approaching within 10 feet finds this out the hard way.

GHOST MOLD (Hazard – CR 8)
XP 4,800

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This pale mold grows in areas where undeath and necromantic energies are strong. It's generally difficult to notice, requiring a DC 25 Perception check to recognize.

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Ghost mold reacts violently to the presence of life, glowing with a pale white luminescence if any living creature approaches within 5 feet. When this occurs, the mold releases a cloud of spores in a 5-foot-radius. Any living creature caught within this area must make a DC 20 Will save or be assaulted by visions of horrific death and destruction within the city causing it to cower (this is a mind-affecting fear effect). The creature must also make a DC 20 Fortitude save or gain 1 negative level. A new Fortitude and Will save must be made each round that a creature remains in the area of the mold's spores. Ghost mold can be destroyed with fire or a *remove disease* spell applied to each 5-foot-square patch.

If a creature is slain by negative levels from ghost mold, its body immediately collapses into a new patch of ghost mold (size equal to the creature's space); if the creature's Charisma is 6 or higher, its spirit returns as a chaotic evil ghost. The ghost lingers in the area, but loses 1 point of Charisma each day as the mold feeds on it. Once reduced to 0 Charisma, a ghost created by ghost mold is destroyed.

BW-69: Intersection with Iron Slab (CR 9)

One intersection is covered by a rusted iron slab. It is 2 inches thick and about 20 feet long in each direction. It looks as if a person could easily walk right across it. However, the slab is damaged enough that a person could easily put a foot through a thin spot, and those danger zones cannot always be identified by the amount of rust on the top surface. Breaking through the iron slab results in a 6-inch fall and is not dangerous to someone wearing boots or heavy shoes. A barefoot person or someone wearing sandals could potentially be injured and exposed to tetanus (save Fort DC 14; onset 1d6 days; frequency 1/day; effect 1d4 Dex damage and 50% chance stiffened jaw muscles prevent speech for the next 24 hours; cure 1 save).

All movement through the intersection is at half speed or a character runs the risk of bursting through the rusty exterior. Living in the ruins near this intersection is a pack of **9 rust monsters**. These creatures attack as a pack, waiting until at least 2 characters are mired in the rust.

RUST MONSTERS (9)

XP 800

hp 27 (*Pathfinder Roleplaying Game Bestiary* "Rust Monster")

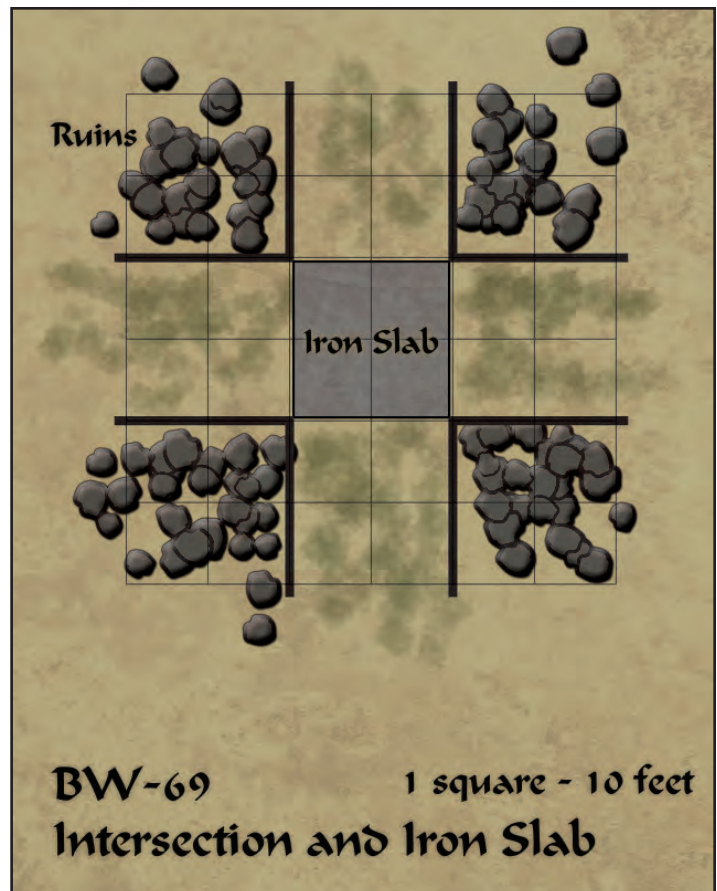
CR 3

Tactics: These creatures are about as intelligent as a Labrador. They are always hungry — and typically head straight for any heavily armored opponents in a group. If wounded for more than half their hit points, they run away dejectedly, barking and yipping, and looking like they have hurt feelings, tails tucked between their legs.

Area BW-70: Temple with Smashed Front (CR 11)

One large building was apparently a gathering place, or perhaps a religious location. It is made of white stone, with 12-foot-tall fluted columns supporting its high front. It has tall windows in the upper walls to let in plenty of light and 15-foot-tall bronze doors. Unfortunately, the top of the front wall and part of the roof were smashed long ago by either a humongous boulder (though there is no boulder to be found) or something such as a giant fist.

The tall doors are blocked inside and out by broken stone, and only a few window frames are still intact. If adventurers get inside, they discover the corridor along the front of the building is entirely blocked and the main room is choked with big chunks of stone from the broken ceiling. The remainder of the high ceiling is cracked, and colorful mosaic tiles fall from time to time, making the room an unsafe place to be.



The two side walls had high windows as well, and the remains of mosaic patterns swirl around the openings. The theme seems to be moving from a depiction of night and stars near the entry to day and the colors of the sun toward the back of the walls. A platform across from the main entry was made from mottled red-and-white marble, but something olive-green and acidic seems to have eaten away most of the center. All that is left are the two steps up to it and a bit in the corners. Behind the platform was a pattern made of small tiles in red, gold and yellow. It was likely some type of sunburst, but the middle of it is smashed in and the mosaic crushed so that only bits of color remain to tell the story.

The olive residue on a 20-foot section is an **olive slime**. Crawling about in the rubble are **9 olive slime zombies** that, after being called home by the slime's telepathic abilities immediately attack.

OLIVE SLIME (Infestation – CR 4)

XP 1,200

The Tome of Horrors Complete 759

Olive slime is a plantlike growth found in dark, damp underground areas. It is sticky, wet, and drab green in color. It clings to ceilings, floors and walls and consumes any organic matter it contacts. Olive slime can detect prey by vibration to a range of 30 feet and drops from ceilings and walls when it detects movement beneath it.

When a patch of olive slime drops and attaches to a host, it secretes a numbing poison that makes its presence go almost unnoticed (DC 20 Perception check to notice). A creature standing next to the host can easily see the slime — further away than five feet, a DC 15 Perception check is required.

An olive slime that has attached itself affects the thinking patterns of its victim, making the host's main concern the feeding and protecting the olive slime (including keeping the creature hidden from any adventuring companions). This effect is similar to a *charm monster* spell (CL 6th). If a creature attempts to remove the olive slime from the host, the host either attacks that creature or attempts to flee the area. The only way to successfully break the link is to destroy

BW-70
Temple with
Smashed Front

1 square - 10 feet



Window



Window



Doors



Round Column



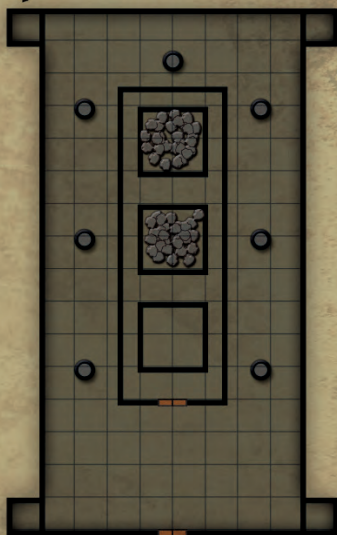
Debris



Altar

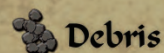
BW-71 Temple with Crushed Dome

1 square - 50 feet

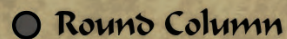


Trap Door to Lead Mine

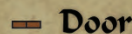
1 square - 10 feet



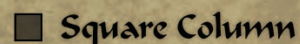
Debris



Round Column



Door



Square Column



Front View

SWORD OF AIR

the olive slime, destroy the host, or remove the olive slime from the host.

A single patch of olive slime deals 1d6 points of Constitution damage each day as it devours flesh, replacing skin and muscle tissue. Additionally, the host must double its normal food intake each day or sustain an additional 1 point of Constitution damage each day. On days the host does not eat enough food, it does not heal any damage naturally (including ability damage). When the host's Constitution reaches 0, it dies and its body transforms into a slime zombie.

Olive slime can be burned, cut away (dealing an equal amount of damage to the host as well), or frozen. Anything that deals acid, cold, or fire damage, or a *remove disease* spell destroys a patch of olive slime.

Olive Slime

Type infestation; **Save** Will DC 15

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

Effect 1d6 Con damage

SLIME ZOMBIE GARGOYLES (9)

CR 5

XP 1,600

The Tome of Horrors Complete 752

N Medium plant

Init +5; **Senses** darkvision 60 ft., low-light vision; **Perception** +13

AC 18, touch 11, flat-footed 17 (+1 Dex, +7 natural)

hp 95 (10d8+40 plus 10)

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

DR 10/—; **Immune** electricity, plant traits

Weaknesses vulnerability to green slime

Speed 30 ft.

Melee slam +10 (1d6+4)

Special Attacks infestation (DC 19)

Str 17, **Dex** 12, **Con** 18, **Int** 2, **Wis** 10, **Cha** 1

Base Atk +7; **CMB** +10; **CMD** 21

Feats Hover, Improved Initiative, Skill Focus (Fly)

Skills Perception +13

Languages telepathic bond

SQ death throes, mind link

Death Throes (Ex) When a slime zombie is brought to 0 hit points, its structure collapses and it transforms in a single round as a pool of olive slime.

Infestation (Ex) Any creature hit by the slime zombie's slam attack must succeed on a Fortitude save or be infested with olive slime. This infestation works as described in the olive slime entry. The save DC is Constitution-based.

Mind Link (Su) A slime zombie is linked symbiotically with the patch of olive slime that created it. This link has a maximum range of 200 miles. Both the slime zombie and olive slime must be on the same plane of existence.

Telepathic Bond (Su) Olive slime zombies have a telepathic bond with each other to a range of 100 feet if they were created by the same olive slime. This bond allows them rudimentary communication with one another.

Area BW-71: Temple with Crushed Dome (CR 7)

The outer layer of this building is two stories high and rectangular, with narrow square bell towers on each corner. Each tower is very tall and capped with a pointed roof. Toward the front of the main building is a square hall four stories high with a lower peaked roof. Layered above and beyond that, though, is an even greater hall whose roof is a majestic

golden dome — or it was at one time. The edges of it remain, but the top was crushed in like an eggshell.

Entry into the complex is through the outer building, whose rows of arched windows stand empty and crumbling. The corner towers can be accessed from the outer building. Investigation shows that 15 feet of circular stairs collapsed inside one tower, while another lost almost all the mortar between the stones and looks as though it might topple in a strong wind (it is safe, however). The third tower has a door almost completely blocked by a huge bronze bell that fell from the top. The fourth staircase can be climbed without issue.

Once through the outer building, the first square building seems almost intact. A few high windows even still have their glass, though not enough to have kept out the weather and debris. It is obvious that all is not as it was, though, because in the center of the floor in the main room is a black pool that swirls slightly from time to time before smoothing out again. It has an oily look to it but smells like tar. If adventurers touch it, they discover it is about the consistency of quicksand and probably at least that dangerous.

Going through a high-arched corridor leads into the great hall. The massive metal double doors to that chamber were burst off their hinges from the inside out. Inside are the remains of two rows of pillars that held up carved stone supporting beams below the dome. Whatever crushed the dome also smashed those beams and pillars, and the force carried through to put a round dent in the floor 6 feet deep and 20 feet across.

The rubble from the dome and beams looks as if it was swept out of the way with a great broom, as most of it is in one or two elongated piles in the middle of the room or is pushed over near the walls. The walls themselves are damaged in many places, possibly by a giant club swung at it about 10 feet off the ground.

Whatever patterns were on the walls are almost hidden by the scorch marks of some very hot fire. It does not appear to have been set at floor level, because the edges of the floor are not burned. Instead, wide swaths of burned material wander back and forth along the walls and overlap, occasionally trailing onto the floor. Toward the far end of the room are four partial columns of smooth green marble veined with black.

The broken stubs are no less than 18 feet tall, but large pieces of broken columns lying about suggest that at one time they were about 40 feet tall. In addition, some elaborately carved chunks of the same marble lie smashed on the floor between the pillars and the far wall, probably parts of decorative top piece for the pillars.

In the center, beneath the rubble from the pillars, is a trapdoor made of the finest steel. The rubble has been cleared away from it, and the door is marked with the Hyperborean letter omega. This is the primary entrance to the **Lead Mine (Chapter 8)** below. It is marked with the holy symbol of the Guardians of the Heart, the keepers of the mine. None are present here, though the trapdoor is *arcane locked* and **trapped** with a *glyph of warding*.

GREATER GLYPH OF WARDING TRAP

CR 7

XP 3,200

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

Trigger touch; **Reset** none

Effect spell effect (*greater glyph of warding* (blast), 10d8 fire damage, DC 19 Reflex save for half damage); multiple targets (all targets in a 10-ft. square)

Area BW-72: Temple with Melted Back

Broad steps of gleaming white stone lead up three sides of a low hill to a square building set at the top. Two-foot-tall and 3-foot-wide, they are more a series of ledges than actual steps. The center steps are standard-size, however, and give characters convenient access. Holes along the steps, and at each corner and at the ledges' far ends show where lights could be placed for night-time ceremonies.

The three-story white building looks very impressive from the ground. The nearly 30-foot-tall columns that support the front are square and

CHAPTER 7: THE WASTELAND OF TSEN

sturdy. The front has no windows, only a tall opening that must once have held an impressive door. On the sides, though, a series of short, empty window frames form a row near the top.

The back portion of each side is destroyed, and a few large, broken pieces of weathered white stone dot the stepped ledges. No roof can be seen. Walking up the main steps, it is possible to see through the doorway and glimpse open space, so obviously the interior of the building is not in the same good shape as the front.

Stepping inside the building immediately gives the impression of a ruin rather than a standing building. A bit of the ceiling remains, but from about 4 feet inside the door, it looks as if it was blasted away. Sections of metal decoration on the ceiling have twisted ends where connecting pieces are pulled away. The edges of the white stone there are blackened. Symbols of the paladin cult of Muir are identifiable within the ruined decorations.

Ten feet in, the floor appears to have liquefied at some point in time. In one area it bubbled up and then solidified again, making large grayish lumps that make walking difficult. What appears to be the top of a winged helmet sticks out of the molten metal, trapped within it when it solidified.

This is a melted statue of the goddess Muir. It radiates strong magic if detected. If the iron can be melted or removed, the helm can be recovered. This helm is a *helm of brilliance*.

Past that, parts of the floor flowed into whatever rooms were below, leaving gaps. Toward the back of the building, the melted-looking stone starts to tip downward and funnel together, running smoothly right off the back of the hill. If characters stand where they can get a look at it — probably some distance away — it looks as if the hill itself melted and congealed into a glossy black surface, and then the white stone poured out the back of the building and dripped down over the dark liquid hill, resulting in a few muddy-looking places on the now-solidified white stone.

Area BW-73: Library with Magical Protections (CR 9)

Next to an open plaza stands a surprisingly intact building with an impressive front. It appears to be about four stories high, with a row of 15-foot-tall marble pillars holding up a portico. Around the entire exterior, the common gray stone of the city street is blackened, cracked and worn, as if blasted by a very hot fire a long time ago. The building itself appears unaffected, however. Tall metal doors are securely closed, and metal shutters cover all the windows. The doors are magically locked, and the building's exterior is sheathed in a permanent *wall of force* spell (CL 20th). A coin slot is present next to it. A token such as the one from a raccoon lair in the **Botanical Gardens (Area BW-44)** or the **Fountain (Area BW-56)** is needed to open the *wall of force*. It must otherwise be removed as normal.

This was a great library that was magically protected against many of the hazards that can beset libraries such as fire and bookworms. It was also given special protections during the war, such as against spells, siege engines and frontal attack. For instance, a spell **trap** on the plaza permanently changes people attempting to open the door without a coin (equipment and all) into some type of small innocuous animal of the same kingdom and class as the victim (as a *polymorph any object* spell, DC 23 Fortitude save).

POLYMORPH ANY OBJECT TRAP

XP 6,400

CR 9

Type magical; Perception DC 33; Disable Device DC 33

Trigger touch; Reset automatic

Effect spell effect (*polymorph any object*, DC 23 Fortitude save negates)

This library contains a treasure trove of books and knowledge, and also has the extra added benefit of being immune (inside) to the taint and poison that trouble the area. While most of the magical and truly glorious tomes were taken by the inhabitants during or after the Day of Tribulation, the place still contains more than 10,000 books and scrolls. The main problem is that these writings weigh more than 100,000 lbs. and are quite



fragile. These books are worth more than 200,000 gp to the right buyer, and the GM is encouraged to include new spells and other such items inside this area as he or she sees fit. The real purpose of getting in is to allow continued exploration of this zone for those wise (and powerful enough) to get inside. What lies inside, beyond ancient books — is up to you.

Area BW-74: Upper-Class Baths

This upscale bathhouse had every desirable feature and since it is made almost entirely out of stone, it largely survived. One drawback, of course, is that most of the water is extremely poisonous, causing mutations if bathed in or drunk. If water is ingested, two DC 26 Fortitude saves are required. If either is failed it causes Constitution damage and a random mutation per **Zone 4**. If both saves are failed, it results in instant death unless immediately treated with a *neutralize poison*.

The front is two-stories high with a row of leaping dolphins carved across the top and other water-themed motifs after the missing front door. An open entryway divides the building into two separate rooms, no doubt for men and women.

All the rooms are lit by high hanging lanterns that evidently produce magical light, as there would be no other way for them to be burning after all these years. Each room has a stone floor and a built-in stone bench around the walls but no features left in the center. The walls are covered with plaster and painted with faded scenes. On the ladies' side, the designs show noblewomen (or perhaps queens or goddesses) with their female attendants, stepping into clear pools, or resting in steaming hot springs, or frolicking in the ocean's foam.

The murals on the men's side show men swimming with beautiful women in clear pools, or resting in steaming hot springs while women rub their shoulders, or chasing beautiful women through sea foam. A smaller room on each side has latrine facilities though no water runs in these anymore.

The walls in the latrines are plain stone. The communal benches on the men's side are divided by plain armrests, while on the women's side they

SWORD OF AIR

are separated by smooth carvings of swans. On each side is access to what seems to be a private pool, now empty. The room on the men's side is done with green-painted walls that are cracked and flaking.

The walls and floor of the private bath are decorated with buxom mermaids with long, flowing hair. The women's pool room has blue-painted walls, also in poor condition, while the bath itself is done in mosaic tiles showing green seaweed and colorful exotic fish. The fish are so well done that they almost seem alive. An observer may have to look two or three times to realize that the tile fish really are moving, "swimming" slowly through the mosaic water. The seaweed also undulates back and forth, and fish sometimes move behind it or travel from the floor to the wall and vice versa.

In the center of the building, reached from both the men's and women's baths, are a series of pools that were primarily tended by magic. These pools are unexpectedly still full of water. The magic has become somewhat unstable over the centuries, and there is a chance that the water is different in temperature or consistency than described here (see below). The high ceiling rises to an even higher peak, making the room spacious even with no windows. Great globes with *continual flame* hang from it to light up the room. **This water is uncontaminated 50% of the time.**

The paintings on the walls are in much worse condition than the side rooms. A large area in the middle once perhaps depicted a relaxing scene in a forest glade. In one direction from that scene the floor is higher and the walls depict surrounding rocks with mountain peaks in the background. The other way, the trees become coastal bushes as the floor moves to a lower level and the painting at that end shows a seascape.

The center level has a large rectangular pool of warm water, deeper in the center and shallower around the sides with plenty of room for many people to swim or soak at the same time. The floor around it is set with a pattern of colored granite and the pool itself is marble, with carved underwater seats around the walls and a mosaic on the bottom that looks like curled waves in different shades of blue and green. Curved shallow steps go up in opposite corners, allowing an easy way in and out of the pool.

Lower than the center pool is a smaller round pool of cold water, with deep blue tiles in the middle where the water is about 10 feet deep, shading to a much lighter blue by the walls where it is only about 4 feet. No seats are in this pool but there are hand-holds around the walls and ladders carved out of the stone on opposite sides.

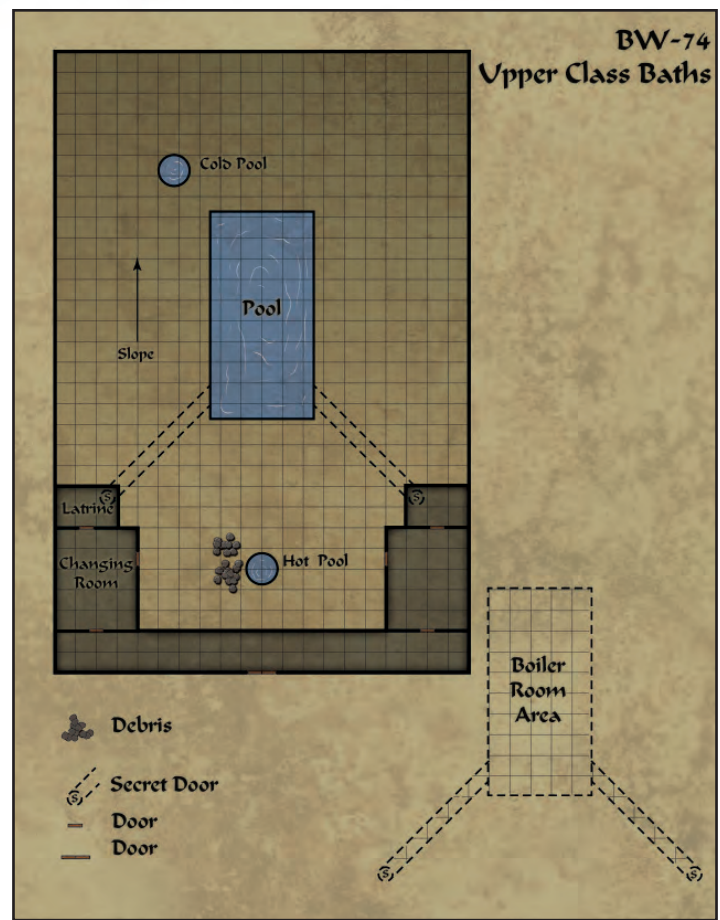
An upper area is built up of stone the color of sand, and steam rises from a large heated pool. The interior is all a mosaic in shades from lavender to red, with underwater seats and lounges of the same sand-colored stone, and a set of steep steps with a carved handrail. Next to this pool on the side toward the back wall are two skeletons, both fallen on their fronts as if trying to crawl away from the hot pool when they collapsed. On one skeleton is a *ring of proof against poison* (as the periapt).

Against the wall is an untidy pile of rotted leather and rusted metal; any food, paper or cloth are already gone. These two adventurers had the misfortune to take a swim when the magic was having an off day and ended up taking a dip in something toxic.

Doors hidden in the stone walls of the latrines give access to the lower level with all the working parts of the bathhouse. Pipes carry water from the three main pools into a huge tank belowground where a magic spell purifies the water, then other spells set the water to the right temperature and pump it back up to the various pools. The pipes to the side pools got broken at some point, which is why there is no water in those. It is possible to trace the lines of pipes which once went to the latrines, but apparently that water went into the sewer system rather than being recycled.

If the spells controlling the plumbing system are acting unstable (50% chance), the situation in the main bathing room could be very different than described. Instead of purifying the water, the central tank could produce toxic water. Depending on how long that has been going on, an entire pool (or more than one) could be filled with something other than water!

If other spells are misbehaving (50% chance), hot water could be going to the cold pool and vice versa, either making them tepid or switching their temperatures. Malfunctioning magic could change the water's color, or cause it to have various odors so that one pool smells of lilacs while another smells like onions.



BW-75: Lower-Class Baths (CR 10)

This building was evidently a public bathhouse judging by the busy mermaids — their assets just barely covered by some small seashells — supporting the carved frame around the empty doorway. Inside the small entryway are three doorways: one into a small square room that may have been storage or an office, and two off to the sides that lead through short hallways into what were probably dressing areas. All water here is poison. If water is ingested, two DC 26 Fortitude saves are required. If either is failed it causes Constitution damage and a random mutation per **Zone 4**. If both saves are failed, it results in instant death unless immediately treated with a *neutralize poison*.

Small window openings high up on the walls provide a little bit of light. The two rooms are very similar, with floors made of medium-blue, light-blue and light-green tiles, rows of stone seats along three walls and a long bench of latrine seats along the fourth wall. From both rooms, doors open into the main bathing chamber. The roof is completely gone, fallen when a giant crack in the ground split the back wall and tore apart the main pool. The crack reveals an open space beneath the floor where people once worked to heat the fires and pump the water that made this pool a popular location.

The large room also had window openings around the tops of the walls. Those walls are probably the most impressive thing about the room as they are covered with paintings. The background was once a bright deep blue, though now it is extremely faded. Painted across that watery base color are wild, exotic fish in amazing colors.

It is theoretically possible that fish in those colors may have once existed, but it seems highly unlikely. Among them swim more busy mermaids, but these are not clad even in the seashells that the ones out front were wearing. The dressing rooms had ceilings only about 9 feet high while the ceiling in the bathing room once rose to about 15 feet. The floor is covered with tile that is still white in places, while the three bathing pools have colored tile in them.

The largest pool was done with green tile, now mostly cracked. The other two pools are to one side of the larger bath, each just a little more than half its size.

CHAPTER 7: THE WASTELAND OF TSEN

One is tiled with the medium-blue color, and the other with the light blue. At the back of the room on each side are doorways that lead to dark, narrow staircases down to the bathhouse's maintenance area. The space is only about 6 feet high and lit by what light comes in through the crack in the floor. It is crowded with the remains of pipes, furnaces and rubble.

Living on the walls and in the water are **12 slithering trackers**. These amoebae are nearly invisible and attack as soon as they notice prey. A total of 1d4 creatures attack each round after the fourth round that anyone is here.

SLITHERING TRACKERS (12)

CR 3

XP 800

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N Small ooze

Init +4; **Senses** blindsight 60 ft.; **Perception** +8

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

hp 47 (5d8+25)

Fort +6; **Ref** +1; **Will** +1

Defensive Abilities sealed mind, transparent; **Immune** ooze traits

Speed 10 ft., climb 10 ft.

Melee slam +6 (1d4+3 plus paralysis)

Special Attacks engulf (paralysis and plasma drain), paralysis (1d4 hours, DC 17, also when struck by unarmed attacks or natural weapons), plasma drain

Str 14, **Dex** 10, **Con** 21, **Int** 10, **Wis** 10, **Cha** 1

Base Atk +3; **CMB** +4; **CMD** 14 (can't be tripped)

Feats Improved Initiative, Skill Focus (Perception), Skill Focus (Stealth)

Skills Climb +10, Perception +8, Stealth +16; **Racial Modifiers** +8 Climb, +4 Stealth

Engulf (Ex) A slithering tracker can engulf a paralyzed foe up to one size larger than itself as a standard action. It cannot make a slam attack during a round in which it engulfs. The slithering tracker merely has to move into a space occupied by a paralyzed creature, completely covering it.

An engulfed opponent is subjected to the slithering tracker's paralysis and plasma drain, and is considered to be grappled and trapped within its body.

A slithering tracker only uses this ability against a paralyzed, sleeping, or otherwise helpless opponent.

Plasma Drain (Ex) A slithering tracker drains the body fluids from an engulfed opponent. Each 5 minutes an opponent is engulfed, it takes 1 point of Constitution damage. Because it takes a long time to completely drain a foe, a slithering tracker generally only uses this ability against a paralyzed, stunned, held, or sleeping opponent.

Sealed Mind (Ex) Even though a slithering tracker has an Intelligence score, it is immune to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects) just as other oozes are.

Transparent (Ex) A slithering tracker is hard to identify, even under ideal conditions, and it takes a DC

15 Perception check to notice one. Creatures who fail to notice a slithering tracker and walk into it are automatically hit with a slam attack and subjected to the creature's paralysis attack.

Area BW-76: The Stone Inn (CR 10)

A major inn still stands thanks to its sturdiness. That does not mean it was wholly unaffected, however. The side facing the street is full of empty windows on the upper levels, testimony to collateral damage and years of wear from the weather. The building is long with an arched opening in the center that passes between two sections of the inn and below the third floor that runs the full length of the building. At night, jovial music can be heard from the building.

Past the archway is a courtyard paved with common gray stone, surrounded on three sides by an inn and on the fourth by the stable and servants' quarters. To the right side of the courtyard is a bone-filled square hole, deep enough to roast an ox — which is indeed what it was used for upon occasion in the past, though it was usually kept covered. Observers who examine the cooking pit discover the edges are eroding and see the skeletons of a few small animals in the bottom but find nothing else unusual.

The interior areas of the inn had primarily wooden walls and doors, all of which are long gone, leaving most of the areas as just one large open space. The portion of the inn to the right of the archway (as a person enters the courtyard) held the kitchen, dining room and taproom. A piano, completely intact, and seemingly immune to the ravages of time, sits alone in the center of the room. This piano is haunted by the **ghost** of the piano player, who was incinerated when the city was destroyed. The magic of the piano (it is never out of tune and never gets dirty) kept it from harm. The piano is worth 800 gp if it can be taken and sold. It weighs 180 lbs., but is quite bulky (effective weight 500 lbs. for carrying purposes). The ghost inhabits the piano and cannot be destroyed unless the piano is destroyed (it must be hacked to bits, as it is immune to fire). The ghost only appears at night, coming out of the piano at sunset, and returning at sunrise.

STRANGLING GHOST

CR 10

XP 9,600

Male human ghost expert 10 (*Pathfinder Roleplaying Bestiary* "Ghost")

CE Medium undead (augmented humanoid, incorporeal)

Init +6; **Senses** darkvision 60 ft.; **Perception** +2

AC 18, touch 18, flat-footed 15 (+5 deflection, +2 Dex, +1 dodge)

hp 105 (10d8+50 plus 10)

Fort +8; **Ref** +7; **Will** +8

Defensive Abilities channel resistance +4, incorporeal, rejuvenation; **Immune** undead traits

Speed fly 30 ft. (perfect)

Melee corrupting touch +9 (10d6, DC 20, half plus strangulation)

Special Attacks frightful moan (DC 20), strangulation

Str —, **Dex** 14, **Con** —, **Int** 10, **Wis** 12, **Cha** 20

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

Feats Dodge, Improved Initiative, Lightning Reflexes, Mobility, Skill Focus (Perform [keyboard instruments])

Skills Bluff +18, Diplomacy +18, Fly +10, Disguise +18, Knowledge (local) +13, Perception +11, Perform (keyboard instruments) +24, Profession (entertainer) +14, Sense Motive +14, Stealth +10; **Racial Modifiers** +8 Perception, +8 Stealth
Languages High Boros

Strangulation (Su) On a successful attack with its corrupting touch, the ghost's hands lock around the neck of its opponent. Each round that the ghost's hands remain locked in place, it cannot use its corrupting touch, but the opponent gains 1 negative level and must make a DC 20 Fort save or the ghost begins strangling it. Unlike normal suffocation, the victim cannot hold his breath and does risk going unconscious during the process. Instead, if the victim fails his save three times (be sure to include any save penalties from gaining negative levels), he dies of strangulation just as if he had suffocated. Until then he is able to act normally to attempt to break the ghost's grip, though he does have the grappled condition. Against an ethereal opponent this is a standard grapple that is resolved normally. Against a corporeal opponent, however, the opponent cannot physically break the ghost's grip. For a corporeal opponent to escape the ghost's strangulation grip, he must make three saving throws. If that occurs, he

SWORD OF AIR

has escaped the ghost's grip, and the ghost must attempt a successful corrupting touch again to reestablish the grip. Likewise, a corporeal opponent can escape the ghost's grip and evade further attempts if under the effects of a *freedom of movement* or *blink* spell.

Tactics: The ghost starts by playing the piano. If any approach within 20 feet, he attacks, trying to strangle the victim with a length of ghostly piano wire. The ghost also attacks any living creature within the inn. It does not leave the inn and tries to stay near the piano at all times.

The kitchen was at the end of the ground floor, with its huge hearth and ovens in the outer wall. It contains only rusty knives and pots. A stone wall between the kitchen and the taproom is intact, though of course the doors are gone. Stone steps, both front and back, lead up to the dining room on the next floor. A large fireplace is in the end wall, though the chimney has collapsed.

Only an opening in the ceiling shows where steps once led to the upper floor. The section to the left of the archway is now nothing but open spaces; all stairs and walls deteriorated to nothing. The ground floor on both sides has windows and doorways into the courtyard, so some natural light reaches inside. The upper floors have windows overlooking the courtyard and in the outer wall, so they receive more of the hazy light.

The two side wings, which were primarily guest rooms, are essentially like the left part of the front: large open spaces lit only by the available windows. The stable is slightly different, as it does have a few high windows in the outer wall. The ground floor is taller, and the upper floors shorter, than in the other buildings. At one end of the stable, accessible from the inside of the building and from the courtyard, is the well house and cold room.

A round stone lip feet above ground level has holes in the stone where it probably held the framework for a bucket. However, narrow stone steps also go down another 10 feet, almost to the level of the water, where the room opens up. There would have been plenty of space here to store wine and foodstuffs, but nothing of the sort is present anymore.

Area BW-77: Magical Streetlights

In the remains of some of the more populous regions of the city, strange lights may come on at night. There are no poles or pedestals for lanterns or other lights. However, when people walk through certain streets at night, lights shine before and behind them.

Moving into the area causes a light to come on 30 feet from the characters. As they move forward, additional lights continue to show up every 30 feet. When they are more than 30 feet away from a light, it ceases to shine. In this way, two lights always illuminate people moving through the area. (The exceptions, of course, are when people are moving into or out of the affected area.) These lights are the remains of magical streetlights.

The bases on which the magical spells were cast were destroyed, but the lights remain. They are sensitive to motion. Small animals (the size of a cat or smaller) do not activate the lights, but creatures the size of a dog or a very short person, do. Of course, these magical lights could be considered a disadvantage by someone who wants to move unnoticed through the city at night.

No way is known to prevent the lights from shining except to stay more than 30 feet away from them. Since their presence is undetectable (except possibly to someone who can detect magical things), this is a difficult task. Patterns may be noted, such as that lights appear on only one side of most streets, but that is chancy at best.

Area BW-78: Damaged House with Rose Garden (CR 9)

One area of the city had large, luxurious houses of nobles or wealthy merchants. A dilapidated stone wall tilts crazily around the remains of one large house. About 20 feet of open area stands between the wall and the front of the house. A walk of hexagonal paving stones is almost hidden by

bluish-green bushes with long thorns. The path runs from the opening in the wall up to the house, but another branch curves back and forth across the open area and then goes around toward the back of the house.

The window openings on the home are very large, especially on the main floor. Curved stone steps lead up to a stone piazza in front of the gaping doorway. Inside, the floor is made of broken marble tiles, and marble steps curve gracefully up to the next floor, only to be rudely interrupted by a pile of rubble where the upper floor and roof caved in. The broad back of the house is also damaged, though someone could pick a way carefully past the fallen stones. In back of the house is another open area hidden from the street. Here the walk again curls back and forth, but the bluish-green bushes are covered with masses of ruffled flowers in blood-red, sunset-orange, brilliant yellow, a while so bright it probably glows in the dark, and a bilious green. These are mutant roses belonging to **10 vampire roses**. It has no treasure.

VAMPIRE ROSES (10)

XP 800

hp 30 (See Area BW-20)

CR 3

BW-79: Damaged House with Burn Marks (CR 9)

One large house used to be surrounded by a wall, but the house is badly damaged and the wall has been torn apart almost stone by stone. Many of those stones appear to have ended up in the large pool in front of the house. It is completely filled by rubble and piled up about 3 feet high. Of course it has no water in it now.

Carvings around the windows and doorways of the house are smashed. Statuary from the edge of the roof lies broken on the ground. Fist-sized pieces of stone from the wall lie all around the house where they bounced back when they missed the windows and hit the side of the building instead. Many more pieces of the wall are strewn all about the ground floor. It looks as though a bonfire was set in the center of the elegant front hallway; it was hot enough to leave soot marks on the ceiling 25 feet up.

Burn marks can also be found on the upper floors, although it does not appear that a serious effort was made to burn the house itself, only things inside the house. Decorative carvings on the stone ceilings are smashed, and the carved pieces over the stone fireplaces are all destroyed. Most of the interior was protected from all but the worst weather, so the marks are still clear.

In the back of the house, a pile of rubble from the wall appears to be topped by a chipped marble roof. It is actually a gazebo of white marble damaged by thrown stones. It and was eventually buried up to its round roof in rocks. *In homage to my good friends Dave and Jolly*, the **gazebo** is a terrible monster. Anyone disturbing the white marble pieces causes it to animate, reform and attack.

ANIMATED STONE GAZEBO

XP 6,400

Pathfinder Roleplaying Game Bestiary "Animated Object"

N Gargantuan construct

Init -3; **Senses** darkvision 60 ft., low-light vision; **Perception** -5

CR 9

AC 17, touch 3, flat-footed 17 (-3 Dex, +14 natural, -4 size)

hp 115 (10d10+60)

Fort +3; **Ref** +0; **Will** -2

Defensive Abilities hardness 8; **Immune** construct traits

Speed 0 ft.

Melee 3 slams +14 (2d8+8 plus grab)

Space 20 ft.; **Reach** 20 ft.

Special Attacks constrict (2d8+8)

Str 26, **Dex** 4, **Con** —, **Int** —, **Wis** 1, **Cha** 1

Base Atk +10; **CMB** +22; **CMD** 29 (can't be tripped)

SQ construction points (5: 2 additional attacks, constrict, grab, stone)

BW-80 Monastery

1 square - 20 feet



At night, lights can be seen inside the house on the upper and lower floors, and from outside one can hear the sounds of people talking and laughing, strains of music, and the clink of glasses. Looking through the windows shows an empty, undamaged house, but no people or furnishings. This is all a *programmed image* put in place by the previous owners to deter burglars when they were out. If anyone tries to enter the house, everything immediately goes dark and silent, and all that can be detected is an odor of stale smoke, as after a large fire.

Area BW-80: Monastery — Healers (CR 16)

A monastery built by an order of healing brothers once stood in the busiest part of the city. Unfortunately, that area was built primarily of wooden buildings and they are long gone, so the sturdy complex now stands in lonely splendor. Its wall was not tall but it was well-built so several sections of it are still intact, including the frame that once held the great wooden gates.

Other openings in the wall show where the brothers had smaller gates that they used to come and go when they went into the city to call on the sick. Their unassuming buildings were all built of the same gray stone as the city streets, though the work was much higher quality.

The dormitory was two stories and, other than the common room inside the main entrance, each cell had only a single narrow window to let in a little light. Every room had stone walls so many on the ground floor can still be seen, though the crashing of a great tree and subsequent collapse of the roof damaged most of the rooms on the upper floor. Belowground is first a central room with a well. Water is still available below, but it is slightly greenish and smells of sulfur, and highly toxic. If water is ingested, two DC 26 Fortitude saves are required. If either is failed it causes Constitution damage and a random mutation per **Zone 4**. If both saves are failed, it results in instant death unless immediately treated with a *neutralize poison*.

On one side, a room holds two stone basins about 4 feet wide that were used for doing laundry. The room on the other side has a large hearth and slopes down in the center to a drain. It was used for bathing, but the great wooden tubs are long gone.

One three-story building has large windows that let in lots of natural light. The first two floors were the infirmary where the brothers cared for the injured and those of the sick who had diseases that would not spread. Those floors had several large rooms to use as wards, and a few small rooms for one or two patients who needed to be separated for some reason. This room still contains the mutated germs of the sick. They have taken on form and are now a **black rot (living disease)**. The monster attacks anyone who enters the building, pursuing until slain.

BLACK ROT (LIVING DISEASE)

CR 16

XP 76,800

Tome of Horrors 4 148

N Medium vermin (swarm)

Init +5; Senses lifesense 60 ft.; Perception +0

AC 15, touch 15, flat-footed 10 (+5 Dex)

hp 108 (24d8); fast healing 10

Fort +14; Ref +13; Will +8

Defensive Abilities evasion; Immune mind-affecting effects, weapon damage, swarm traits, vermin traits

Weaknesses swarm traits, vulnerability to *remove disease*

Speed fly 10 ft. (perfect)

Melee swarm (disease)

Space 5 ft.; Reach 0 ft.

Special Attacks disease, distraction (DC 22)

Str —, Dex 21, Con 10, Int —, Wis 10, Cha 1

Base Atk +18; CMB —; CMD —

Feats Ability Focus (disease)¹

Skills Fly +13, Stealth +5 (+21 in darkness); Racial Modifiers

Disease (Ex) Black Rot: This highly infectious disease affects the skin and muscles of the victim, creating an accelerated gangrenous process that turns the affected tissue black and eats it away. For every 4 points of Con damage sustained by the victim, a random limb is lost and can only be recovered by *regeneration* or similar magic. *Black Rot:* Swarm—contact; save DC 29 Fort; onset immediate; frequency 1/day; effect 1d6 Con damage, 1d6 Dex damage, and 1d3 Cha damage; cure 2 consecutive saves. The save DC is Dexterity-based.

The top floor was the scriptorium, where clerks spent their days copying books and scrolls. It has only four large rooms. The scroll shelf contains several items of worth. The first is a set of advanced treatises on diseases worth 10,000gp to a library or a healer (the folk of Tsen knew a lot more about medicine than is known today). Several *divine scrolls* also can be found (*cure disease* x3, *cure serious wounds* x3, *heal*, *neutralize poison* x2, *raise dead*, *remove curse* x2, *resurrection*, *restoration*).

The lower level has a smaller well (with the same tainted water) and a space for washing, but most of the space is taken up by a long, cool room that smells of herbs and other things. Many stone shelves are all around the room, obviously built when the room was constructed because the ledges of stone are mortared right into the walls.

A stone counter a little above waist high is also part of the original construction. This was a stillroom, used to prepare and store herbs, spices, medicines and other substances. Somehow it smells like every odor it has ever contained, but they can be smelled individually rather than as just a conglomeration. Arnica and anise, roses and cinnamon, and other scents not nearly as pleasant, can all be smelled depending on where a person stands in the room or what random scent might be wafting by.

The refectory building had the communal kitchen at one end, with its great hearth and ovens built into the surrounding wall. The other walls have large, high window openings up under the ceiling to let in plenty of light. The other part of the building of course was the dining hall, which is all rubble now; only a few ribs of its vaulted ceiling can still be seen. Below the kitchen is another tainted well with a cold room nearby, and other large rooms that were probably used for storage.

Of course, the most prominent building of the complex was the chapel, where religious services were held. The lower portion of the rectangular building survives, but the roof is destroyed and only small portions of the frames of the upper windows can be seen. Inside the doorway, it is possible to view what likely crushed the roof.

Two large *sky ships* (**Appendix**), locked together in their death throes, fell right through the ceiling of the chapel. The damage they caused buried most of the floor, and weathering eventually brought down the rest of the roof. Amazingly, the two wooden ships are still in excellent condition, other than the damage they suffered falling out of the sky. Their great sails lie tangled on the floor, but the canvas is still strong. A great deal of magic went into these constructions in the first place, and it has preserved them all these years. Anyone trying to get close to the ships discovers other magical effects still active as well. The hulls of the ships could be electrically charged to repel boarders during combat.

That magic, combined with other enchantments floating around when disaster struck, put an electrical field around the wreckage. It gives a strong shock to anyone who approaches within 5 feet and a dangerous jolt (4d6 points of damage, no save) to anyone who actually touches any part of the sky ships.

Someone with enough power may be able to do away with the magical field (using *dispel magic* against caster level 20th, for example), but that may also cancel the magic preserving the ships (75% chance). In that case, they quickly begin to deteriorate. The lightning aura goes away permanently in any case.

Just outside the chapel is a tall bell tower whose notes used to guide the brothers through their days. The bell ropes and wooden platforms are long gone, but the bronze bells still ring. They chime every hour, and also ring the times of morning and evening prayers. One bell has lost its clapper, though, and can no longer sound even though it moves back and forth with the others. The hourly tune is thus missing a note, with a moment of

silence instead everywhere that bell should sound. It is possible that the bells ring at other times; for example, perhaps they play appropriate music on the high holy day of the deity the brothers worshipped.

Area BW-8r: Warriors' Guild

One stone building that still stands was once some type of guild; that much can be made out by the weathered letters carved over the entryway. The hallway is dark, other than the light coming in the doorway, and the two rooms off it are not very large and have only very narrow window openings. Beyond those, though, are other larger rooms with plenty of light. One main room has a stone staircase to the second floor. Upstairs are several smallish rooms, with a few that have adjoining doorways between two rooms.

A narrow staircase also comes up in the far corner of the building. Two of the other rooms have doorways into an enclosed courtyard where fountains (now dry) are set into each of the walls and walkways curve to doorways into other parts of the building. The stones of the walkways are broken and two of the fountains are damaged, but the courtyard is still a pleasant place. The fountains are all carved with helmets at the top, of varying styles, and displays of different stone weapons are carved behind where the water would fall. One has swords of various lengths, one has numerous types of axes, the one with the crumbled basin seems to have had maces and morningstars, but the fourth fountain is broken completely out of the wall and its carvings are ruined.

On the far side of the courtyard, two doorways lead into a corridor and from there a single opening goes into a room that runs almost the full length of the building. A fireplace stands at one narrow end, and long window openings high in the outside wall allow light in all along the room. The floor inside is a small step down from the stone floor of the hallway and it is partially covered with fragments of silvered glass. Of course, most are just tiny bits, but there are many shards larger than a hand and several triangular pieces maybe 4 to 6 feet long.

These are pieces of two immense mirrors once fastened onto the inside wall. If someone looks into one of the large pieces of mirrored glass, the person sees a city with high stone towers completely engulfed in fire rather than a reflection. Looking at one of the smaller pieces, all a person sees are the flames. If this mirror is magically mended, it is quite valuable. It acts as a *crystal ball with clairvoyance and clairaudience*.

A third mirror in this room is intact and covered with a black velvet cloth (worth 60 gp). If removed, the *mirror of opposition* behind it affects all within a 180-degree arc from the front of the mirror.

This was a practice room for warriors, with great mirrors to allow them to study their movements as they practiced and fought. At the end of the room opposite the fireplace, a doorway opens into a small room that was used for storage. A narrow staircase goes up from that end of the corridor to the second floor. This building was one location of a guild of warriors, providing a gathering place for like-minded people, space to practice combat, and safe rooms for sleeping. No real treasure is here besides the mirrors.

A Note on Not Letting the Players Cheese Out on This Mirror

The GM is encouraged to have the players play their opposites half the time — and tell them you are doing so, but that you are not telling them which ones are which. In other words, if the cleric and the wizard are both affected, roll 1d6: on a 1–3 each is the double, and the GM is playing the actual character; on a 4–6, the players are playing themselves and the GM is playing the doubles. In this way, the players can actually be playing the doubles — but not know it. Doubles vanish when the original character is killed. Thus, by creative play (e.g. beating the GM), the player may actually kill himself. If the players know which is which, the effect of the mirror is greatly lessened.

BW-81 The Warriors' Guild

1 Square - 10 feet



Area BW-82: The Academy

This tall building is badly damaged. Its upper floors are gone, and the back half of the top two remaining floors has been sheared away, exposing numerous small rooms and corridors to the open air. The third floor up is also missing the back, but the ground floor and the one above it are largely intact.

Impressive steps marred by scorch marks lead up to a high, arched entry that no doubt had elaborately carved doors in better times. Now the top of the arch is cracked and in danger of dropping on anyone passing underneath it. Inside is a round hall whose high ceiling is decorated with mosaics of fanciful animals, but chunks of the ceiling as well as individual tiles have fallen. The floor is of white marble veined with black but it is badly cracked. Past the entry hall is a wide corridor going toward the back of the building.

This appears to have been the site of a battle, because the white-and-black floor is scorched and littered with skeletons, some of which have no skulls. The skeletons are dry and fragile, and break into pieces unless handled with the utmost care.

The matching marble panels on the walls in between the doorways are also cracked and in some places burned. Above the level of the doors, the walls on both sides of the hallway hold faded murals of important scenes from the history of the city, most with gouges or missing chunks. A strip of polished granite above the murals carved with inspirational sayings is mostly intact.

Doorways on either side of the hallway lead to large meeting rooms and lecture halls, some of which also contain skeletons. It seems impossible from what remains to determine who fought on which side, much less what the sides were.

Halfway down the corridor, side hallways lead to more rooms. There are many skeletons in the intersection, but few off to the sides. The walls along the side passages have niches at regular intervals, and some still hold bronze busts on marble stands. In many cases, though, the stand has fallen over or a bust has somehow been shaken off its pedestal. This

was an institution of learning (an academy, or possibly a university) and these busts commemorate previous chancellors, long-time teachers and important donors. People walking through this corridor find themselves under observation from the busts, whose eyes turn to watch them as they go by. If the visitors do something remarkable (such as they appear to be searching for something, or performing magic), whispering starts around them. If the building or anything associated with it appears to be threatened in any way, the busts start calling out for help.

Damaging any bust or knocking over any of the marble stands causes all the busts to work against the perpetrator, summoning monsters (*per monster summoning VII*, once/2 minutes). On the other hand, someone who restores some of the busts to their stands (or at least sets a bust back into its niche if the stand is broken), is likely to be the recipient of information on anyone who has been in the area previously, which could go back hundreds of years if someone had the time to listen. The busts can share the following if asked (treat as *legend lore* spell):

- *The Heart of Arden guards the underworld from the minions of Tsathogga.*
- *The evil frog demon Tsathogga summoned vast armies beneath the city — only the sacrifice of Arden stopped him.*
- *Anything else the players think to ask — subject to GM approval. Be stingy — but remember the busts want to help those who restored them. They have no knowledge of anything that has happened since the city was destroyed.*

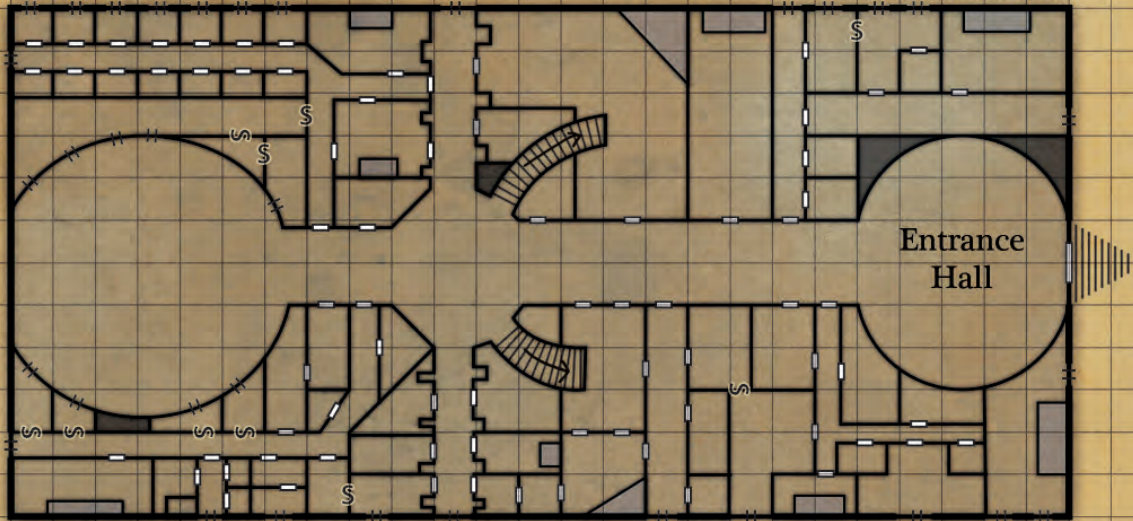
The evidence of fighting continues along the main corridor to the back of the building, where another round hall exists even larger than the first. This appears to have been an important focal point of the fight as it is relatively crowded with skeletons. Someone appears to have made purposeful attempts to damage it. There were murals here in tile on the floor of air and earth, fire and water, but gouts of acid and molten hot fire rendered the themes almost unrecognizable.

On the dome above, animals associated with the elements below parade around the sides but again they have been attacked. A large portion of the top of the dome is burned, and some side sections have fallen. Ultimately the building's defenders must have beaten off the attackers, or not even

BW-82 The Academy

1 Square - 20 feet

Ground Floor



Second Floor



Stairs up

Stairs Down

Door

Niche

Edge of Balcony

Openings over Viewing Gallery

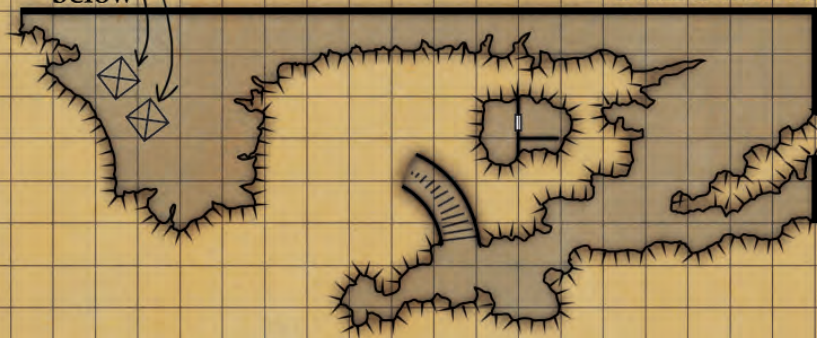
Window

Stage

Secret Door

Entrances to Viewing Gallery below

Third Floor



this much of the building would remain intact.

Near the intersection of corridors are two stone staircases going up, with railings carved right into the stone walls. The fighting does not seem to have reached the next floor, aside from a single skeleton slumped near the top of the stairs. On that level are more classrooms and sets of smaller adjoining rooms that were the office suites of various administrators. This second floor is smaller than the ground floor, as both ends are taken up by the domed ceilings of the round halls. The stairs continue upward to a third floor, but wind whistles through that hallway as the walls stop just past where the stairs come up. The floor seems to be strong, which is what has protected areas below.

Walking out into the open area allows a person to turn and look up at the portion of the tower that is still standing. It held teachers' offices and small classrooms, but everything is gone except for the stone shell of a few rooms. Near the back of the building the top of the larger round hall is exposed. There was actually a walkway around the top, which was normally concealed behind a wall with a hidden door. Now it is exposed, and anyone up there can see the openings at eight places around the top where a hidden observer could see what was going on in the hall below. Old books strewn about the place are worth more than 25,000 gp, but weigh 2,000 lb. extract and carry — and take several hours to locate.

Zone 5: The City Center

This is the dead zone. Nothing alive can stay here for long. Quite honestly, exploration here is foolish. The only encounters are with hezrou demons, which have a 1-in-10 chance of occurring per 10 minutes spent here. Encounters are typically with 1d3 demons. The ground is made of glassy sand and rock, and no life of any kind exists. Every building is infested with the demons. An automatic encounter occurs at each numbered area with **1d3 hezrou demons** of them (except the mines).

HEZROU DEMON

XP 12,800

hp 145 (*Pathfinder Roleplaying Game Bestiary* "Demon, Hezrou")

CR 11

Area BW-83: Carbon Silhouettes

The buildings in one area are mostly intact, though many roofs have fallen in and the windows are nothing but openings. A narrow alley between buildings opens into a courtyard. In the center a cracked circular wall made of stone surrounds a pile of rubble — probably all that remains of a fountain. Three walls and part of a fourth enclose the court, and stone overhangs provide a little shade and protection from the weather.

The stone walls here are decorated with a series of silhouettes, different ones on each wall. To the left as one enters the area, the wall shows two men with weapons upraised — probably maces, though it is hard to tell. On the far wall, a female figure runs across the center, while near the corner a child reaches for a woman whose hands are outstretched toward it. On the right-hand wall is a robed figure — male or female, it is impossible to tell — holding up a slender staff. The partial wall next to the opening is blank.

If anyone takes a careful look at the decorative figures, they discover that the silhouettes are not painted on the stone. Instead, it is as if a fine substance, such as ash but night-black, is embedded right into the stone, as if the ancients had some decorative process that has since been lost. In actuality, these are carbon-particle silhouettes etched into the stone by some particularly powerful, but well-contained, explosion.

Area BW-84: Floating Pieces

Most of the buildings in this area were destroyed, or crumbled over the years from their damage. Some parts are still standing, though — for lack of a better term. One building has a tall corner remaining that goes up about two stories, with the remains of a chimney going up another 10 feet or so. The ornate arched stone frame around a window 15 feet away from

them with nothing connecting it to the chimney or corner.

The next building over has the two front corners of the roof intact, but none of the wall between or below them down to the main entry of the building. A third building in the same row has its entire front gone, which allows an observer to see a wide, stone staircase arching up to an apparently unsupported stone floor. Thirty feet above that hangs the equally unsupported roof.

Area BW-85: Fountain of Slime (CR 8)

One little plaza must have stood among buildings not more than three stories tall. It is surrounded by piles of rubble, but no stones fell far enough to damage the central fountain. The fountain is a simple one that stands 10 feet tall and is made of gray stone with three higher basins of graduated sizes and a ground-level pool surrounded by a wall. This fountain is still functioning, in a way. Rather than water flowing down its levels and into the pool, a slimy greenish substance (green slime) pours down. Most of it is thin enough to keep flowing, but sometimes a large clot of thicker material appears and plops down into a lower basin. Once the flow of slime pushes the clots into the lower pool, nothing else unusual seems to happen. The fountain holds the equivalent of **20 patches of green slime**.

GREEN SLIME (Hazard – CR 4)

XP 1,200

Pathfinder Roleplaying Game, Chapter 13, "Slimes, Molds, and Fungi"

Green slime devours flesh and organic materials on contact and is even capable of dissolving metal. The green slime deals 1d6 Constitution damage per round while it devours flesh. On the first round of contact, the slime can be scraped off a creature (destroying the scraping device), but after that it must be frozen, burned, or cut away (dealing damage to the victim as well). Anything that deals cold or fire damage destroys any patches of green slime that it touches. A *remove disease* spell destroys a patch of green slime per caster level. This mutated green slime is immune to the effects of sunlight. Against wood or metal, green slime deals 2d6 points of damage per round, ignoring metal's hardness but not that of wood.

Area BW-86: People Trapped in Time (CR 14)

The two side walls of a prominent building still stand two stories high, but the front of the building is entirely gone and the interior is filled with rubble. The street in front of the building also has huge chunks of worked stone scattered about. Something odd catches the eye of the observer, however, a type of shimmer that can just barely be seen at certain angles in the daylight. Eventually, the front of the building falls into shadow, though it is not deep as the light is hazy rather than bright throughout the city. As the shadow deepens, the shimmering is easier to see. In fact, it is possible to make out five individual figures that are part of the shimmering group, though details are difficult to see without getting quite close.

One figure is a tall **half-orc** in armor who appears to be peering over a huge chunk of fallen stone. Next to him crouches a slender **half-elven man** with a bow drawn and ready. A few feet nearer the ruined building stands a **woman** in breastplate and tight-fitting dark clothing, holding a crossbow and wearing a circlet on her frowning brow. Next to another chunk of rubble, but looking in the direction of the two men, stands a **dwarf woman** with elaborate braids, heavy armor, and a two-handed battleaxe in her hands. With her is a **gnome female** in a robe and cloak, delicate wands in each hand and more tucked into her belt. Whether these are ghosts, a vision of the past, or something entirely different, is impossible to for the observer to tell.

Actually, these people were the victims of a unique and powerful spell

SWORD OF AIR

that trapped them in time. They cannot be harmed in their current state, and dispelling the magic is extremely difficult (CL 25th). If freed, they gladly assist the party, perhaps becoming henchmen if they are lower level. All are good- or neutral-aligned. Keep in mind that they mutate or die if they do not exit the area immediately upon being removed from stasis. Oh, and demons come first.

The people trapped in stasis are:

FARORN, PALADIN OF MUIR

XP 4,800

hp 72 (*Pathfinder Roleplaying Game NPC Codex* "Saintly Knight")

CR 8

THALFATH

XP 19,200

hp 86 (*Pathfinder Roleplaying Game NPC Codex* "Tournament Champion")

CR 12

MIRA, PRIESTESS OF ZADASTHA

XP 12,800

hp 105 (*Pathfinder Roleplaying Game NPC Codex* "Trickster Priest")

CR 11

MIRAM STONECLOUT

XP 2,400

hp 93 (*Pathfinder Roleplaying Game NPC Codex* "Sundering Axe")

CR 6

ARGATA

XP 6,400

hp 73 (*Pathfinder Roleplaying Game NPC Codex* "Prankster Illusionist")

CR 9

Area BW-87: Dry Fountain

The intersection of two broad streets is fairly clear of rubble, though the paving stones are broken and dangerously uneven. In the center is an empty fountain that seems completely intact, only somewhat worn by the weather. It seems like nothing out of the ordinary and an observer would no doubt just pass it by, except that in the quiet of the street it is possible to hear water flowing and splashing, as if the fountain were active after all. It is not just that the water is invisible; someone putting a hand into the basin or waving it around where the falling water would be, feels absolutely nothing. However, anything that is put into the fountain (hand, handkerchief, weapon, etc.) is wet *after it is drawn out*.

Area BW-88:

Sky Ship Dock with Waterfall

From a distance, people traveling in the city can see a high waterfall that drops apparently out of the middle of the air. When they are closer, it is possible to see that the waterfall is actually coming from a levitating stone platform high in the air. Someone with good vision might even be able to make out a red pennant on a staff, flapping in the wind. The platform is 120 feet in the air, with no visible means of support.

The platform was part of a tower and was used for docking the occasional *sky ship*, and as a landing spot for aerial mounts such as griffons, hippogriffs or pegasi. The waterfall emanating from it is a random magical effect. It has been falling for two millennia now without doing more than splash the rocks beneath it; all that water does not even form a large puddle. Below the waterfall is a huge pile of rubble that is mostly golden granite, giant blocks of it interspersed with others that are merely big, filled in with medium and small chunks. It has settled into a fairly solid mass over the years, so it should not be too dangerous for a person to clamber up to the base of the waterfall.

Once on the platform, a person has an excellent view of the entire

city and part of the surrounding countryside. Of course, a person on the platform can also be seen from most of the city. It is also much windier than on the ground (treat as severe winds under "Wind Effects" in Chapter 13 of the *Pathfinder Roleplaying Game*), which could be a hazard for unprepared Tiny animal companions or familiars. The platform itself is about 20 feet square and unremarkable. The banner is on a tall wooden pole fastened securely to one corner of the platform. Both the pole and the banner are in good condition, showing only a little weathering. From the top of the platform, the waterfall appears to come from just below it, as if from some underground river.

This was the site of a wizard's tower, which was destroyed. Only this docking platform, protected by exceptionally powerful spells, survived.

Area BW-89:

Buildings with Slime (CR 3)

In the center portion of the city, three adjoining buildings have a slight orange cast during the day, and glow bright orange at night. They seem to sit in a puddle of orange, and although the color changes are not visible during the day, it is possible to watch streaks and shades of orange ooze down the buildings at night.

A closer look shows that all three buildings are completely covered in a coating of some sort of slime that actually runs down the sides of the buildings and pools in the street. It is continually refreshed from the top but eventually evaporates when it spreads out in the street, so it does not collect and flood the area with glowing slime.

Anyone who comes in contact with this slime discovers it is highly acidic. Attempts to wipe it off merely spread it around, increasing the area damaged by the acid. This is **orange slime**.

ORANGE SLIME (Hazard – CR 3)

XP 800

Orange slime is an unusual and dangerous hazard. Any metal or organic material that touches a patch of the slime is covered in a coating of the stuff. It does not affect stone. The slime is acidic and deals 1d6 points of damage per round, ignoring hardness and dealing full damage to metal and wood. Attempts to scrape it off merely spread the acid, making it tougher to remove (and increasing damage to 1d8 points of damage per round). It cannot be washed off and is immune to sunlight. The only way to neutralize it is to mix dirt with the slime so it bonds with the dirt and not the surface. Anything killed by orange slime dissolves and turns into more orange slime. *Remove disease* kills a 5-foot-by-5-foot patch the slime per caster level.

Other than their slimy coating, the buildings are a rather non-descript set of row buildings with space for commercial establishments on the ground floor and housing above. Any walls or furnishings once in the interior are long gone. All that remains are the stone floors and exterior walls. Somehow, even though the windows and doors are mere openings, the slime flows across them rather than running in and so does not get inside the buildings at all.

Area BW-90: The Melted Bowl

The rocks and chunks of other material lying around are much smaller near the center of the city. There are still piles to avoid, but they are of pulverized stone and fist-sized lumps rather than large, recognizable pieces. The air is foul, making people's noses sting and eyes water. No demons are present at this location.

After rounding one particularly large heap, adventurers suddenly find themselves standing on the precipice of a deep, bowl-shaped depression. It is about 30 feet deep and 120 feet across the top. Parts of it are covered by debris, but it is easy to see that the entire bowl is made of some glossy black substance. This is the result of an explosion that caused a crater in the ground and melted its surface entirely.

CHAPTER 7: THE WASTELAND OF TSEN

If anyone touches the material of the bowl, the black substance feels smooth, though the surface itself is not entirely even. It feels like running a hand over warm glass, but it also makes the person's skin tingle a bit and the hairs stand up on the back of his or her hand. The black substance retains some warmth in all but the coldest weather; snow that falls on it melts off unless it builds up very quickly.

Anyone who walks out into the bowl doesn't experience the tingle or hair-raising effect unless they touch the black material directly. However, after only one minute they begin to feel their skin become tight and dry, and then hot to the touch. This also requires a DC 24 Fortitude save to avoid taking 1d10 points of damage per round spent in the bowl.

It feels a lot like getting sunburned, although no sun is visible through the haze that hangs over the city. If people look at each other, they see that faces are red as if sunburned. This effect is probably noticed first on exposed skin, but skin that is covered appears and feels just the same. The feeling of sunburned skin lingers and may affect combat (-2 on all attack rolls, ability checks, and skill checks until the damage is healed). Metal armor blocks the effects to some degree although not completely (+2 on Fort save, half damage and only -1 penalty to rolls until healed). The effects can be blocked entirely by thick lead.

Area BW-91: The Melted City Center

No demons are present here. In the center part of the city is a large section with no buildings left at all. The highest remains are no taller than a human and rather than piles of rock and pieces of rubble, the whole is fused into a single mass that glows a sickly green color, even in daylight.

Smooth lumps can be found here and there but nothing distinctive, just the rising and falling of what look like humps of black glass going

hundreds of feet in each direction. If people travel through the melted area instead of just passing by, they discover bodies of previous travelers hidden by the folds of fused material. There is no telling how long these bodies have been here. Instead of decaying, they have desiccated and mummified.

Some of the equipment is intact also, though most of it crumbles at a touch. The entire area is highly poisonous. An unprotected person feels the effects on the skin almost immediately, and feels generally ill within minutes. This area requires a DC 30 Fortitude save every minute. A failed save deals 2d6 Constitution damage. Two consecutive failed saves results in immediate death. No scavengers come into this area and no insects or bacteria can live, so corpses mummify rather than decomposing.

This large glassy area is the center of the green glow that hangs over the city. The closer one is to this area, the more visible the glow, during the day as well as at night. Anyone who spends an hour in this area and lives to leave it also glows green until cured of any ability damage received here.

Area BW-92: Sundial

Not far from the area of fused stone stands a huge sundial. Its face is 8 feet across and the hours are marked with ancient astronomical symbols, though they are so faded as to be almost illegible. The hazy light means there is no shadow to tell the time. However, even if someone shines a light on the sundial, it shows no shadow. Only after dark, when the green glow of the fused stone is brightest, does the sundial cast a shadow. It always shows precisely midnight (though it sits at the wrong angle for that), and instead of the nearly illegible symbols for the hours, grinning skulls and gruesome skeletons glow clearly in the dark along with one strange otherworldly sigil (a DC 30 Knowledge [planes] can identify this sigil as an archaic symbol of the arch-devil Dispatar).

Chapter 8:

The Lead Mine of Tsen

These lead mines underlie the city of Tsen and used to form the basis of a strong mining industry that was, which is one of the reasons the city was founded here. Deep beneath the earth, the miners dredged out the spoils of the rock; lead, gold, iron, silver and even rarer metals were once found here in abundance.

The mine tunnels and caverns all show cuts and gouges where veins of metal were extracted. Once there was a mining cart system, tracks, and the like. Now these iron rails have all rusted away. The rock walls themselves are often colorfully striated with strange minerals and oxidized bits of metal ore, giving the whole an appearance of a rainbow, albeit a dull-colored one.

This entire level is dynamic. The denizens wander about like they would in a living city. Only the high priest, Kyzak, remains fairly stationary in **Area 8**. The GM must carefully keep track of losses incurred by the priests.

The Guardians of the Heart

The mines themselves provide refuge for an ancient sect of priests once in the service of the god Arden. They are now known as the Guardians of the Heart, and their domain is these mines. The guardians are now a twisted and insane bunch, the teachings of Arden long forgotten. All they know is that their god's heart lies in the base regions of these mines and that it is their sacred duty to protect it. What once were Good priests of a kind and benevolent god are now cannibalistic, mutated mockeries of their predecessors. Long ago cut-off from their god, the guardians now (unknowingly) receive their spells from Tsathogga himself. The strain of this change is what gives the guardians their access to the Madness domain. All guardians radiate an aura of Chaos, instead of Good. Clever PCs may be tipped off by this, if they think to check for it.

Anyone seeking inspiration of what these guys are like should watch *Beneath the Planet of the Apes* before playing through this section of the adventure.

The guardians are much feared by everything else in the area, as they are organized and seem extremely powerful while in the mines (they gain +2 casting level and access to spells as if they were 2 levels higher due to the proximity of the *God's Heart*). If your players have gotten here, they should realize that the end of the adventure is near, one way or another.

Standard Tactics: Guardians usually send one of their number (typically an acolyte) running to warn Kyzak in **Area 8**. Kyzak then mobilizes a large force to attack invaders as a unit, defending the temple to the last man. In tactical combat, the priests typically use *hold person* en masse while the high priests use their gaze ability as well. The priests' goal is to capture and sacrifice invaders to their god. This is ironic, as nothing could be farther from Arden's desire than to have human sacrifice performed. The priests are fanatics, however, they are also wise. A losing battle typically involves retreat to a stronger, and reinforced position (like **Area 8**).

Note 1: A total of **64 acolytes**, **44 priests**, **9 high priests** and named leaders exist on this level. Slain Guardians should be removed from this total.

Note 2: This portion of the adventure has the potential to create a world-changing event. Destruction of the *God's Heart* releases Tsathogga's army on the world, and could very well spell Doomsday for the continent and your campaign — so make sure this is what you want to do. Destruction of the *Sword of Air* and the *God's Heart* is exactly what Steve the Cat and his minion Kayden want to have happen.

Note 3: If the holy writings from the underwater temple in the Dead Lake are presented to the priests, they realize the error of their ways, and are commanded immediately by their leaders to cease attacks. While this creates confusion among them, they are not truly evil — they are simply insane and misguided in their twisted beliefs. A captured party that has these relics is

still kept hostage in holding cells, however after 1 week they are freed as sanity and sound doctrine begins to find its way in among the priesthood once again. The priests then join the PCs on their quest to destroy the sword. This creates a situation where the PCs gain powerful allies for a short time. The only problem is that within 2 months of leaving the city, each Guardian begins to suffer 2 points of Constitution drain (permanent and irreversible). Also, outside of Zone 4, 5, or the mines, the ability to cast spells at 2 levels higher is lost (they are no longer proximate to Arden's heart). The higher level priests also lose their special abilities (*ESP* and gaze attacks) outside of this place.

Otherwise, they are absolutely fanatical and do anything to destroy the sword.

Note 4: It is possible that the GM needs to clue the party in that destruction of a hugely powerful Good artifact may not be the best idea. Certainly there are clues scattered throughout the adventure that they should have found by the time they get here; but use caution if they have not.

Area Descriptions

The following represent the dungeon key for the Lead Mines. Standard features include:

The Lead Mine

Difficulty Level: Level 13+

Entrances: In the Burning Wastes chapter: the sinkhole at **Area BW-51**, **Area BW-72** In the center, beneath the rubble from a trap door, tunnel crawlspaces from the desert at **Area BW-40**.

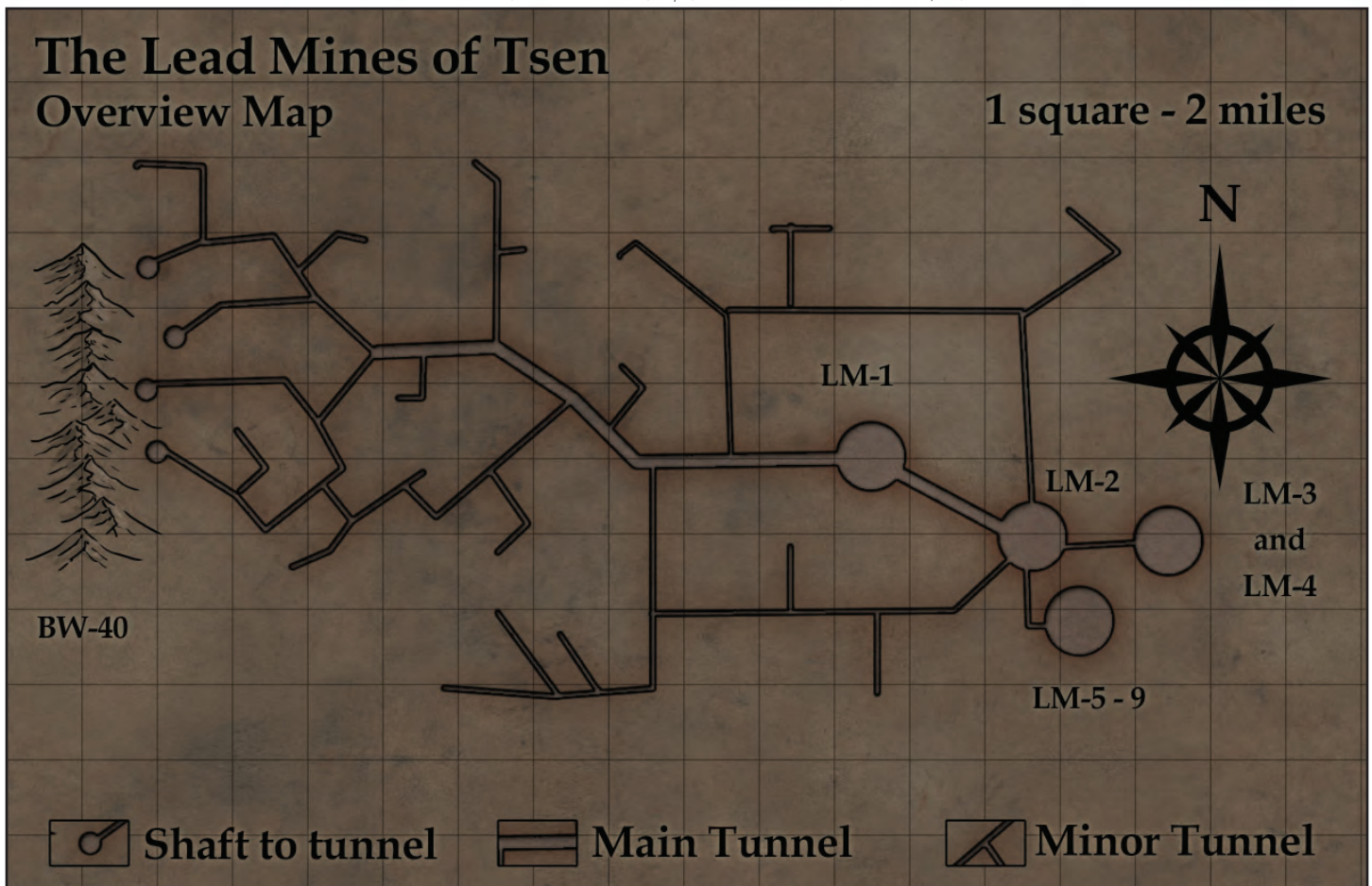
Exits: None.

Wandering Monsters

01–25	Small mutated animals (rats, bats, etc.)
26–40	Mutated sheep/goats or pigs, tame and domesticated
41–70	1d10 Guardians of the Heart acolytes
71–80	2d6 Guardians of the Heart acolytes and 1d2 high priests
81–90	2d6 Guardians of the Heart acolytes, 2d6 priests and 1d2 high priests
91–95	Together and 2d6 Guardians of the Heart priests
96–00	Branswol and 2d6 Guardians of the Heart priests

Detections: Strong Good and Strong Evil emanates from **Area 8**. This emanation is extreme.

Shielding: Completely shielded. Divination spells and travel spells (like *teleport*) only function in line of sight. The thick layers of lead completely disrupt any magical effects that attempt to scry or pass through them.

**GUARDIAN OF THE HEART, ACOLYTE**

XP 400

hp 10 (Area 2)

GUARDIAN OF THE HEART, PRIEST

XP 1,600

hp 29 (Area 2)

GUARDIAN OF THE HEART, HIGH PRIEST

XP 12,800

hp 53 (Area 2)

The Lead Mines: Shallow Workings

Area LM-1. Lead Mines: Ruined Smelters

As indicated at location BW-40, there are a number of deep holes that were once access shafts into the lead mine. These shafts are irregularly spaced, but not closer to each other than 600 feet. Some have partially collapsed at the top, nearly closing the openings. Explorers might be able to make their way into a couple of these, but several shafts are completely collapsed. The shafts run for up to 20 miles before reaching the mines.

Water running down the sides further eroded other openings. These shafts are now little more than 10ft across but made of soft dirt that easily collapses if someone tries to climb down the side, even with a rope. Although seemingly accessible, these could be even more dangerous because of the likelihood of large quantities of loose dirt falling on anyone who tries to climb down. Anyone traveling through the smaller tunnels has a 5% chance of causing a collapse for every 2 miles traveled. A collapse buries a 20-foot section of tunnel and causes 4d6 points of damage. A Reflex Save (DC 20) allows a character to remain unburied

CR 1 and take half damage.

One larger tunnel leads to a nexus point of several of the smaller ones. It is readily apparent that this nexus area leads to somewhere (the smelters, **Area LM-2**). The floor of the main tunnel contains bits of rusted metal that appear to have once been some form of rail tracks. Two smaller tunnels also continue to **Area LM-2**.

CR 5

Among the various holes are the stone foundations of three buildings, widely spaced across the slopes. Each foundation is of a fairly large building, and one still has part of a huge furnace and chimney standing inside. Nothing is left of the other two, but the stones of the foundations show they were built in a similar manner. Two of the building locations are beside active, fast-moving streams, while the third sits by a deep but empty dry streambed.

Sets of stones indicate that aqueducts or troughs of some sort probably ran from the streams to the buildings. These buildings once refined lead by smelting it. This process involved burning off the impurities and then washing the remaining material free of ash and dirt with the available running water.

These areas are usually unguarded except for wandering monsters. All of the complete tunnels lead to a nexus cavern with a shaft leading to Area 2.

CR 11

Area LM-2.

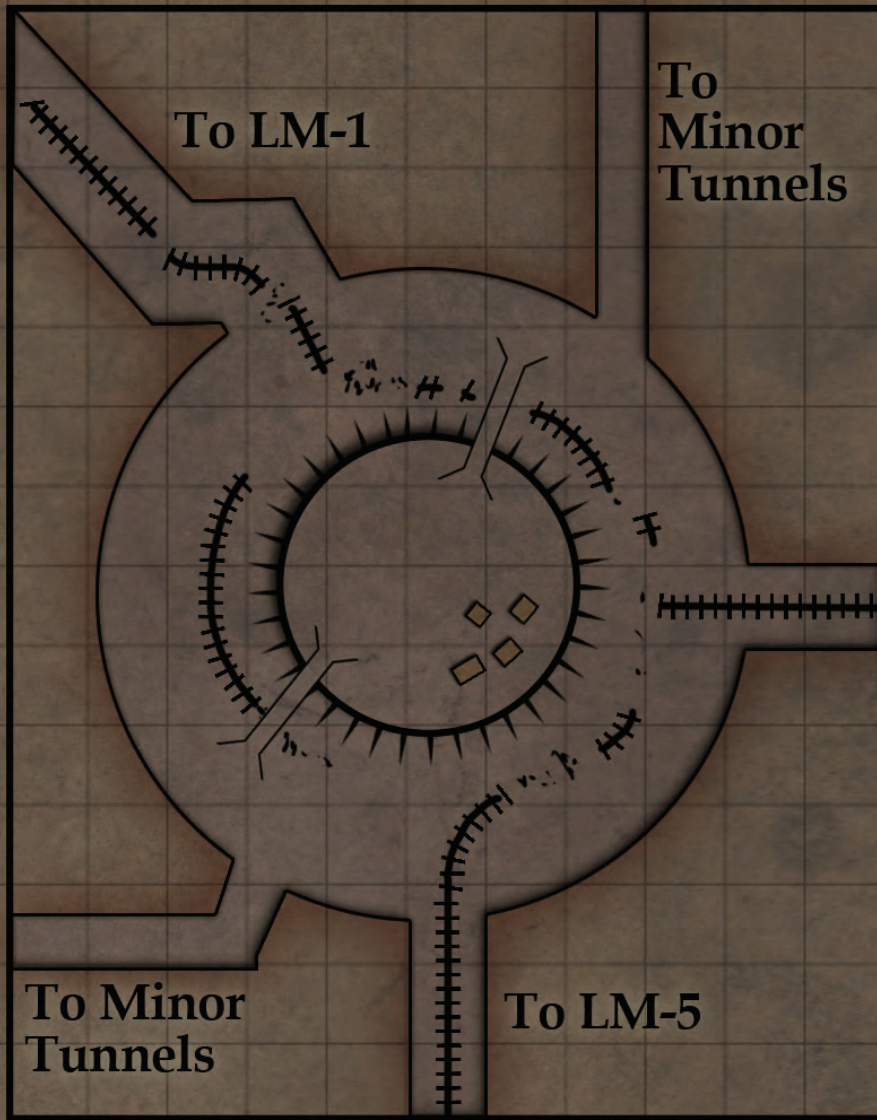
Lead Mines: Abandoned Tunnels (CR 13)

This area is entered through **Area BW-40** via Area 1 of this chapter. One tunnel is crumbled at the top, but after clearing the debris away, the rest of the shaft appears sound. This tunnel leads to **Area LM-3** and **LM-4**. The intersection is about 80ft in diameter and reaches a chamber about 10 feet across at the bottom. From there, tunnels go in two directions under the city. One then turns and parallels the other.

The intersection is guarded by **8 guardian acolytes**, **6 guardian priests** and **1 guardian high priest**. They immediately attack anyone reaching this area. They have no treasure.

LM-2

1 square - 10 feet



Ruined Tracks/Rails



Ramp over Track



Platform Edge (30 feet)



Cultist Camp

CHAPTER 8: THE LEAD MINE OF TSEN

GUARDIANS OF THE HEART, ACOLYTES (8)

XP 400

Male human cleric of Arden 1
N Medium humanoid (human)
Init -1; **Perception** +3
Aura Chaos

AC 9, touch 9, flat-footed 9 (-1 Dex)
hp 10 (1d8+1 plus 1)
Fort +3; **Ref** -1; **Will** +5

Speed 30 ft.

Melee club +1 (1d6+1) or light mace +1 (1d6+1) or quarterstaff +1 (1d6+1)

Special Attacks channel energy 4/day (DC 13, 1d6), increased spellcasting

Domain Spell-Like Abilities (CL 3rd; melee touch +1): 6/day—*battle rage* (+1 damage), *vision of madness* (+/-1)

Spells Prepared (CL 3rd; melee touch +1, ranged touch -1): 2nd—*hold person* (DC 15), *inflict moderate wounds* (DC 15), *touch of idiocy*^P

1st—*bless*, *command* (DC 14), *cure light wounds*, *lesser confusion*^P (DC 14)

0 (at will)—*guidance*, *light*, *resistance*, *virtue*

D Domain spell **Domains** Madness, War

Str 12, **Dex** 9, **Con** 12, **Int** 10, **Wis** 17, **Cha** 12

Base Atk +0; **CMB** +1; **CMD** 10

Feats Combat Casting, Improved Channel

Skills Knowledge (history) +4, Knowledge (religion) +4, Survival +4

Languages Common

SQ variant channeling (madness variant channeling)

Gear club or light mace or quarterstaff, robes emblazoned with a sun motif, holy symbol of Arden

Aura (Ex) The guardian's aura radiates as Chaos due to the influence of Tsathogga.

Channel Energy (Su) Due to the guardian's madness and Chaotic influence, they may channel either positive or negative energy.

Increased Spellcasting (Ex) When within the environs of the Lead mine, all guardians of the heart cast spells as a cleric 2 levels higher. This affects prepared spell only, no other class abilities are affected.

GUARDIANS OF THE HEART, PRIESTS (6)

XP 1,600

Male human cleric of Arden 4
N Medium humanoid (human)
Init +3; **Perception** +4
Aura Chaos

AC 9, touch 9, flat-footed 9 (-1 Dex)
hp 29 (4d8+4 plus 4)
Fort +5; **Ref** +0; **Will** +8

Speed 30 ft.

Melee club +4 (1d6+1) or light mace +4 (1d6+1) or quarterstaff +4 (1d6+1)

Special Attacks channel energy 7/day (DC 16, 2d6), increased spellcasting

Domain Spell-Like Abilities (CL 6th; melee touch +4): 7/day—*battle rage* (+3 damage), *vision of madness* (+/-3)

Spells Prepared (CL 6th; melee touch +4, ranged touch +2): 3rd—*blindness/deafness* (DC 17), *rage*^P

2nd—*hold person* (DC 16, x2), *inflict moderate wounds* (DC 16, x2), *spiritual weapon*^P

1st—*bless*, *command* (DC 15), *cure light wounds*, *lesser confusion*^P (DC 15), *summon monster I*

CR 1

0 (at will)—*create water*, *guidance*, *resistance*, *virtue*

D Domain spell **Domains** Madness, War

Str 12, **Dex** 9, **Con** 12, **Int** 10, **Wis** 19, **Cha** 14

Base Atk +3; **CMB** +4; **CMD** 13

Feats Combat Casting, Extra Channel, Improved Channel
Skills Diplomacy +6, Intimidate +4, Knowledge (history) +5, Knowledge (religion) +7, Sense Motive +9, Survival +5

Languages Common

SQ ESP, variant channeling (madness variant channeling)

Gear club or light mace or quarterstaff, robes emblazoned with a sun motif, holy symbol of Arden

Aura (Ex) The guardian's aura radiates as Chaos due to the influence of Tsathogga.

Channel Energy (Su) Due to the guardian's madness and Chaotic influence, they may channel either positive or negative energy.

ESP (Su) Similar in effect, but more powerful, to the spells *detect thoughts* and *seek thoughts*, the ESP ability allows the guardian to find and understand surface thoughts of a target, as well as gaining a limited precognition. The guardian can use any of the abilities of *detect thoughts* or *seek thoughts*, and additionally gains a bonus on initiative equal to the guardian's HD.

Increased Spellcasting (Ex) When within the environs of the Lead mine, all guardians of the heart cast spells as a cleric 2 levels higher. This affects prepared spell only, no other class abilities are affected.

GUARDIAN OF THE HEART, HIGH PRIEST

CR 11

XP 12,800

Male human cleric of Arden 9
N Medium humanoid (human)
Init +12; **Perception** +8
Aura Chaos

AC 9, touch 9, flat-footed 9 (-1 Dex)

hp 53 (9d8 plus 9)

Fort +6; **Ref** +2; **Will** +13

Speed 30 ft.

Melee +1 *light mace* +7/+2 (1d6+1) or +2 *quarterstaff* +8/+3 (1d6+2) or +2 *short sword* +8/+3 (1d6+2/19-20)

Special Attacks aura of madness 9 rounds/day (DC 19), channel energy 10/day (DC 19, 5d6), gaze (DC 17), weapon master (9 rounds/day)

Domain Spell-Like Abilities (CL 11th; melee touch +6): 8/day—*battle rage* (+5 damage), *vision of madness* (+/-5)

Spells Prepared (CL 11th; melee touch +6, ranged touch +5): 6th—*blade barrier* (DC 21), *harm* (DC 21), *phantasmal killer*^P (DC 21)

5th—*flame strike*^P (DC 20), *greater forbid action*** (DC 20), *major curse*** (DC 20), *slay living* (DC 20), *summon monster V*

4th—*aura of doom*** (DC 19), *blessing of fervor** (DC 19), *chaos hammer* (DC 19), *confusion*^P (DC 19), *poison* (DC 19)

3rd—*bestow curse* (DC 18), *blindness/deafness* (DC 18), *dispel magic*, *magic vestment*^P, *prayer*, *searing light*

2nd—*chant (Appendix)*, *darkness*, *hold person* (DC 17), *inflict moderate wounds* (DC 17, x2), *spiritual weapon*^P

1st—*bless*, *command* (DC 16), *cure light wounds*, *doom* (DC 16), *lesser confusion*^P (DC 16), *ray of sickening*** (DC 16), *summon monster I*

0 (at will)—*create water*, *guidance*, *resistance*, *virtue*

D Domain spell **Domains** Madness, War

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

Base Atk +6; **CMB** +6; **CMD** 15

Feats Combat Casting, Extra Channel x2, Improved Channel, Improved Initiative, Iron Will

SWORD OF AIR

Skills Diplomacy +7, Intimidate +5, Knowledge (history) +7, Knowledge (religion) +12, Perception +8, Sense Motive +13, Spellcraft +5, Survival +6

Languages Common; telepathy 100 ft.

SQ ESP (DC 17), variant channeling (madness variant channeling)

Gear +1 *light mace* or +2 *quarterstaff* or +2 *short sword*, robes emblazoned with a sun motif, holy symbol of Arden

Aura (Ex) The guardian's aura radiates as Chaos due to the influence of Tsathogga.

Channel Energy (Su) Due to the guardian's madness and Chaotic influence, they may channel either positive or negative energy.

ESP (Su) Similar in effect, but more powerful, to the spells *detect thoughts* and *seek thoughts*, the ESP ability allows the guardian to find and understand surface thoughts of a target, as well as gaining a limited precognition. The guardian can use any of the abilities of *detect thoughts* or *seek thoughts*, and additionally gains a bonus on initiative equal to the guardian's HD. A target gets a Will save against this intrusion equal to 10 + 1/2 the guardian's level + the guardian's Charisma modifier.

Gaze (Su) Once per round, a guardian high priest may use one of the following effects as a gaze attack, with a range of 30 ft.: *confusion*, *discord (as a song of discord)*, *dominate person*, *fear*, or *pain (as a symbol of pain)*. Each power may be used once per round, but no more than once per hour each. The save to resist the gaze is equal to 10 + 1/2 the guardian's level + the guardian's Charisma modifier.

Increased Spellcasting (Ex) When within the environs of the Lead mine, all guardians of the heart cast spells as a cleric 2 levels higher. This affects prepared spell only, no other class abilities are affected.

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Tactics: Seven of the acolytes all open the first round of combat with a *hold person* spell on the maximum number of opponents (correct, that is 7 *hold person* spells in round 1). The eighth one runs to get help. The priests cast *blindness* on any unarmored opponents and follow that with additional *hold person* spells. The high priest casts *summon monster V* on the initial round of combat, and on subsequent rounds, the priests and high priest use spells or gaze attacks rather than engage in hand to hand combat, if possible. If everyone is held, prisoners are stripped, bound and gagged, and taken to the primary temple area (**Area 8**).

The first tunnel has a set of two rusty metal rails in it that run off into the blackness; where the second tunnel parallels the first, it too has a set of rails. After a short distance, a third tunnel angles off and then parallels the other two. At that point it also has a set of rails, and there are metal carts stopped in each tunnel. One has three fragile metal lanterns in it, another has a large, heavy coil of rope, which will disintegrate if anyone tries to handle it, and the third has what appears to be the skeleton of an 8 ft. long snake — probably poisonous, judging by the fangs.

Miscellaneous pieces are also sitting at the far ends of the excavations. Metal shovel and pick heads, another ancient lantern or two, and bits of rubble, variously litter the floors.

Area LM-3. Lead Mines: Caverns

This is the entrance from the sinkhole at **Area BW-51**. One tunnel is eroded in the top 10ft to 15ft but seems in good condition below that. The two sides are in a little better shape than the up-slope and down-slope edges. Anyone trying to go over one of those edges causes it to crumble at least 5 feet back, sliding anything in that space into the shaft. Anyone following this path ends up encountering the denizen in **Area BW-51**.

The cavern itself is 5000ft across. Tunnels head off in three directions. One takes a turn shortly, evidently following a seam of minerals, and leads to **Area LM-4**. Another jogs back and forth a few times before getting narrower and coming to a dead-end. The third twists and turns for no apparent reason, then suddenly opens into a cavern (also **Area LM-4**).

The walls seem to have been worked extensively, and two metal carts rest on parallel sets of tracks that run off into a wide tunnel. Following the tracks through the other tunnel leads to a second cavern that has also been extensively worked. The tracks there curve and run into a tunnel only a little higher than the carts themselves and just barely wide enough for the two of them to pass. The tracks go into yet another cavern that appears to have been hastily abandoned.

About a third of the cavern walls are covered with lead, which sparkles in light almost as if it were silver. The other portions have already been worked. The wall is broken just at the edge of the worked area, and rocks have fallen to the cavern floor, some of them quite some distance from the wall. Examining the fallen rocks shows that most still have raw lead on them, revealing that most of the broken wall had not yet been worked.

Two skeletons lie on the floor near the broken section, tools still in hand. One has a crushed ribcage and the other a broken skull, though no rocks are in their vicinity. There seems to have been some sort of fall on the opposite side of the broken place as well, because it is blocked by half a dozen large rocks. In actuality, whatever broke through in the first place blocked the opening on the far side after driving off the annoying (or threatening) miners.

Area LM-4.

Lead Mines: More Caves and Caverns

Note that this description is for many rooms—basically it is an empty cave or three, and other than wandering monsters, nothing special is here. The tunnels lead from cave to cave throughout this place. All are littered with corroded remains of rail track, and the occasional skeleton or rusted mining tool can be found. Random veins of ore can be located as follows (check once per cave):

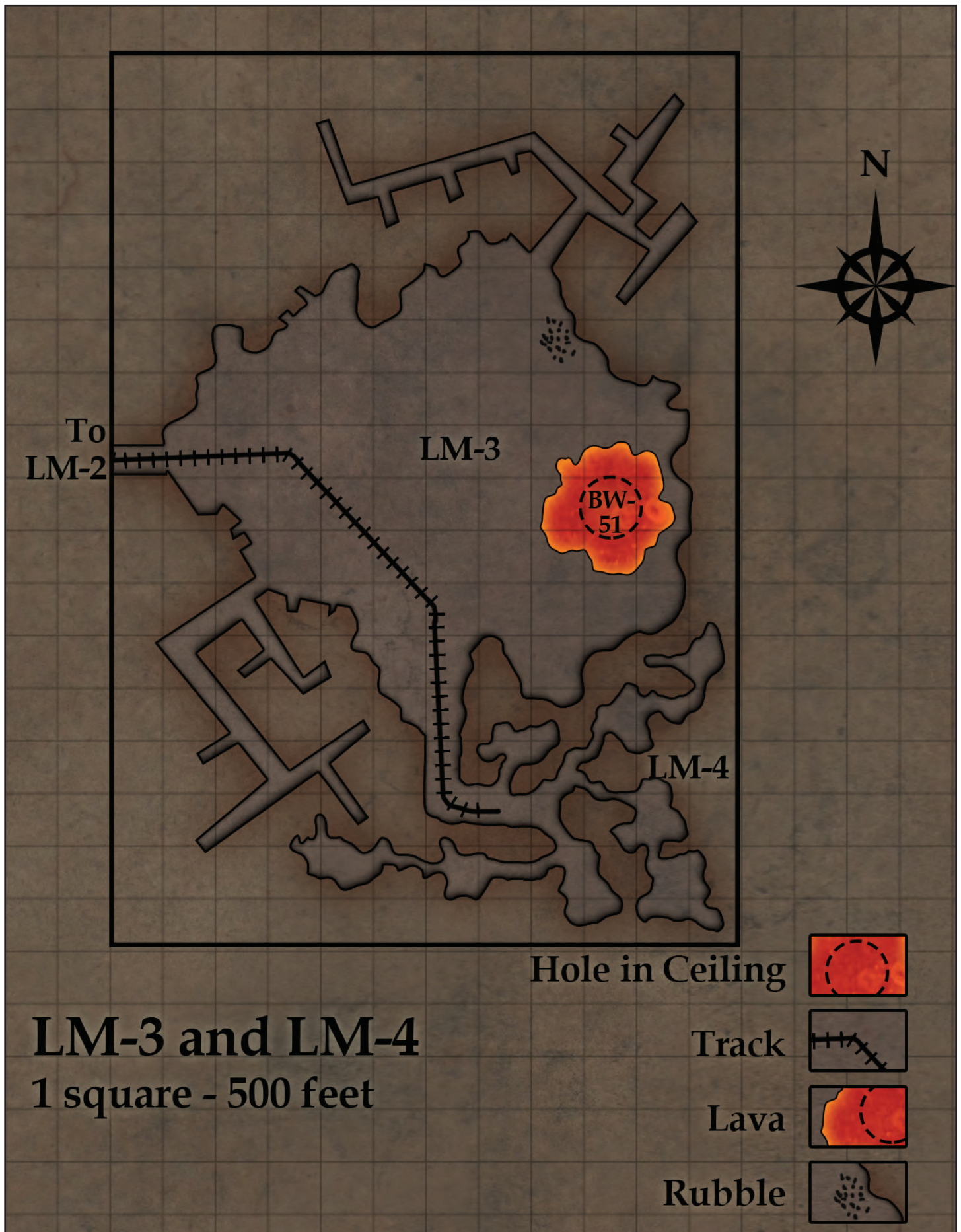
01-25	Nothing
26-65	Lead
66-80	Copper
81-89	Silver
90-95	Gold
96-98	Platinum
99	Mithril
00	Living Rock

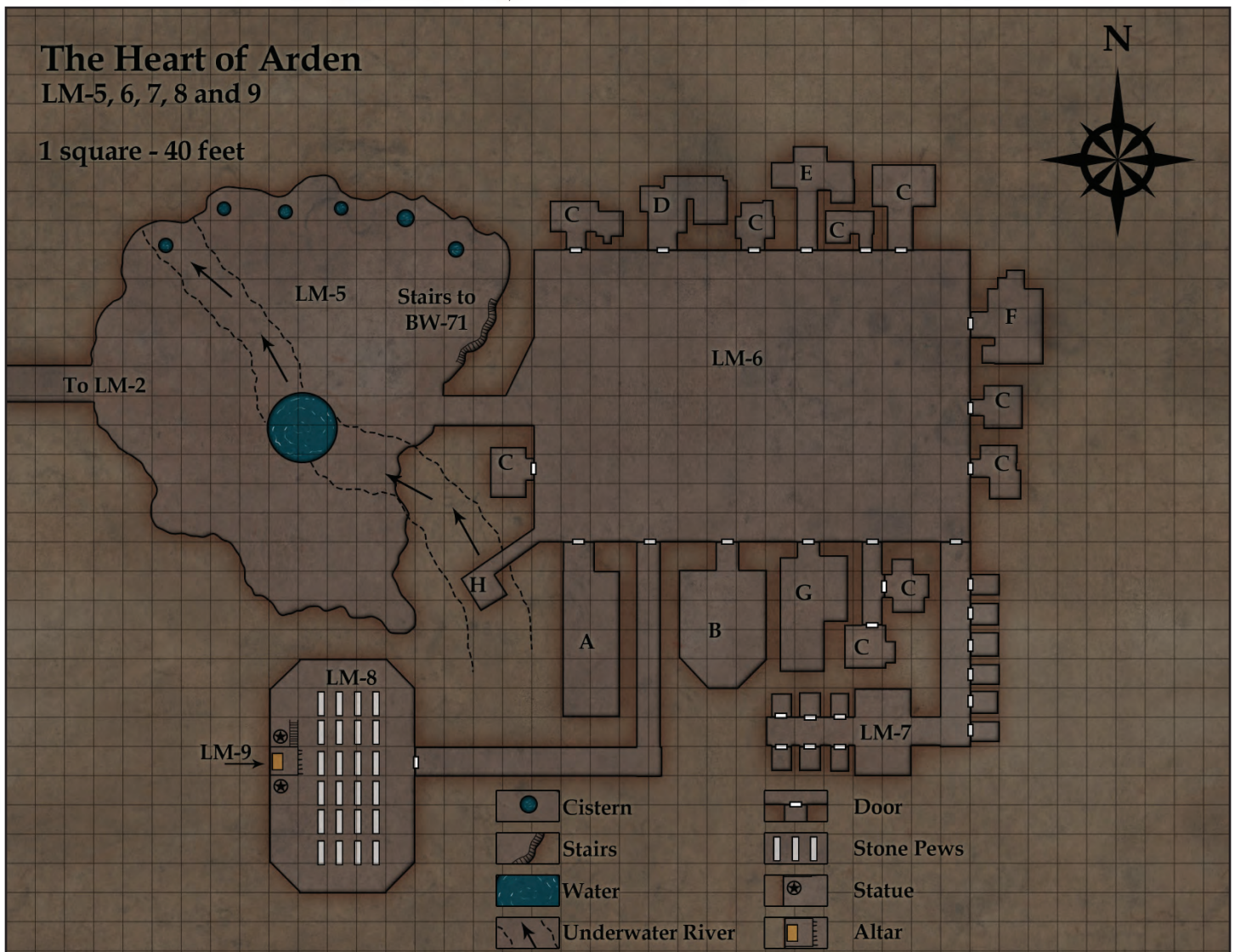
Each vein consists of 1d6 x 1d10 x 1d1000 ounces (coins) of material. Mithral and living rock are 10% of those numbers. Ore can be mined out of them at a rate of 10d12 ounces per man-day (dwarves mine 15d12 ounces). The ore is considered 25% pure (e.g. 1 coin value per 4 coin weight of material). Mithral and living rock require magical tools to remove.

Living Rock

Living rock, as it is known in dwarven culture, is actually a magical metal that can be used to construct powerful magical weapons and other wondrous items. A PC succeeding on a DC 40 Knowledge (arcane) or applicable Craft skill check recognizes this material for what it really is. PCs need a +3 or higher enhancement adamantine weapon to extract it, ruining their weapon in the process if it has less than a +5 enhancement bonus (additional special abilities do not count for this enhancement determination). A *stone to flesh*, *stone shape*, *transmute rock to mud* or similar spells would more effectively and completely remove it. Additionally, this material has anti-magical qualities. A dagger-sized piece increases spell resistance by 5 when touching a person's body. Larger pieces can double or even triple the nullifying effects.

If a PC could find a dwarf weapons smith of great knowledge and skill, they could forge this material into a weapon or armor with magical fire and a successful DC 40 Craft (armoring or weaponsmithing) check to make a truly epic weapon.





Active mining eventually draws the attention of the Guardian Priests of course, and anyone doing this invites an attack by the entire order.

GUARDIAN OF THE HEART, HIGH PRIEST
XP 12,800
hp 53 (Area 2)

CR 11

Area LM-5. The Well of Life (CR Varies, 12 or 13)

This is the entrance from **Area BW-71** and **LM-2**. This large cavern contains the primary source of water for the priests. The large pool connects through an underground channel to the Dead Lake after a swim of 12 miles., (with no breathing space). The exit is blocked by large rocks, permitting only small fish and such to pass freely. The water itself is clean and drinkable.

Large wooden cisterns dot the northern edge of the cave, holding over 10,000 gallons of water. Hundreds of small fish and crayfish swim in this 80 ft. diameter pool and act as a supplemental food source (in addition to *create food* spells) as well. Small nets and traps line the edges of the pool (used to capture these creatures).

Unlike the other caves, this one is typically occupied by **3d6 Guardian Acolytes**, **1d6 Guardian Priests** and **1d4-3 Guardian High Priests**. Their tactics are the same as those in **Area 2**. They have no treasure.

GUARDIAN OF THE HEART, ACOLYTE
XP 400
hp 10 (Area 2)

CR 1

GUARDIAN OF THE HEART, PRIEST
XP 1,600
hp 29 (Area 2)

CR 5

Tactics: The acolytes all open the first round of combat with a *hold person* spell on the maximum number of opponents while one runs to get help in **Area 8**. The priests cast *blindness* on any unarmored opponents and follow that with *spiritual weapon* spells. If present, the high priest casts *summon monster V* on the initial round of combat and then uses his gaze attack as needed.

On subsequent rounds, the priests use spells rather than engage in hand-to-hand combat when possible. If everyone is held, prisoners are stripped, bound and gagged, and taken to the primary temple (**Area 8**).

Area LM-6. Living Quarters (CR Varies)

This area consists of a 400 ft. by 600 ft. tiled room, complete with kitchens, latrines, bunks, and other amenities used by the priests as sleeping and living quarters. These spartan quarters hold little of value (the priests are not very interested in treasure), however some items of value are present. The area is communal, but each individual area is marked by a letter on the map (A through I). Each chamber has a 30% chance of being occupied by its inhabitant (unless slain or encountered elsewhere).

A. Acolytes' quarters: These 64 bunks consist of very simple furnishings and nothing of real value. There are mining tools, hand weapons and simple blankets and holy symbols of Arden. Assume each bunk and area has 1d6 gp worth of mundane items.

B. Priests' quarters: These 44 bunks are a little more upscale, perhaps a fur robe or blanket, or 5d6 gp worth of mundane items. There is a 20%

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chance of a minor magic item (potion or scroll) at each individual station.

C. High priests' quarters: These 9 areas are quite nicely furnished. Each has a large and more comfortable bed, often lit by a *continual light* spell. There is a 50% chance of 1d3 minor magical items (potion or scroll) and a 10% chance of another randomly generated magic item at each station. Each station has 10d10 gp worth of mundane items as well.

D. Branswol's chamber: This private chamber contains a comfortable bed, as well as a small library. The library contains 32 books on random topics, **including one holy book detailing the sacrifice of the god Arden, giving his heart to stop the minions of Tsathogga from destroying the world.** If discovered, this book may well save the day (assuming the priests are all killed by the PCs). A small desk near the bed contain 4 *potions of cure serious wounds* and a gem-encrusted holy symbol of Arden worth 12,000 gp. Also amongst the books is a *libram of silver magic* (Appendix). Branswol, the most studious of the priests, is beginning to suspect "something isn't right" with their worship lately.

BRANSWOL XP 51,200

Male human cleric (Cloistered Cleric) of Arden 16
(*Pathfinder Roleplaying Game Ultimate Magic*)
N Medium humanoid (human)

Init +16; **Perception** +12

Aura Chaos

AC 9, touch 9, flat-footed 9 (–1 Dex)

hp 59 (16d8–16)

Fort +9; **Ref** +4; **Will** +18; +2 vs. symbols, glyphs or writings

Speed 30 ft.

Melee rod of the python +13/+8/+3 (1d6+1)

Special Attacks aura of madness (DC 24, 16 rounds/day), channel energy 3/day (DC 18, 8d6), gaze (DC 18)

Domain Spell-Like Abilities (CL 18th):

9/day—*vision of madness* (+/–9)

Spells Prepared (CL 18th; concentration +22):

9th—*miracle*, *weird*^D (DC 25)

8th—*greater spell immunity*, *scintillating pattern*^D, *summon monster VIII*

7th—*circle of clarity** (DC 23), *insanity*^D (DC 23), *resurrection*

6th—*greater dispel magic*, *heal*, *phantasmal killer*^D (DC 22), *planar ally*, *word of recall*

5th—*greater forbid action** (DC 21), *nightmare*^D (DC 21),

screaming (DC 22), *serenity** (DC 21), *spell resistance*

4th—*confusion*^D (DC 20), *control summoned creature** (DC 20), *divination*, *sending* (x2)

3rd—*bestow curse* (DC 19), *blindness/deafness* (DC 19), *prayer*, *rage*^D, *speak with dead* (DC 19)

2nd—*augury*, *calm emotions* (DC 18), *chant*, *hold person*

(DC 18), *silence* (DC 18), *touch of idiocy*^D

1st—*comprehend languages* (x2), *cure light wounds*, *detect evil*, *lesser confusion*^D (DC 17), *sanctuary* (DC 17)

0 (at will)—*detect magic*, *guidance*, *virtue*

D Domain spell **Domain** Madness

Str 10, **Dex** 9, **Con** 8, **Int** 16, **Wis** 22, **Cha** 10

Base Atk +12; **CMB** +12; **CMD** 21

Feats Craft Staff, Craft Wand, Craft Wondrous Item, Greater Spell Penetration, Improved Counterspell, Improved Iron Will, Iron Will, Scribe Scroll, Spell Focus (divination), Spell Penetration

Skills Appraise +16, Bluff +5, Diplomacy +13, Heal +19, Knowledge (arcana) +30, Knowledge (history) +30, Knowledge (local) +28, Knowledge (planes) +24, Knowledge (religion) +30, Linguistics +16, Perception +12, Sense Motive +15, Spellcraft +21

Languages Abyssal, Aklo, Celestial, Common, Dark Folk, Dwarven, Elder Thing, Elven, Giant, Goblin, Infernal, Orc, Terran, Undercommon

SQ breadth of knowledge, ESP (DC 22), variant channeling

(madness variant channeling), verbal instruction, well-read
Combat Gear *cube of force*, *greater persistent metamagic rod*; **Other Gear** *rod of the python*, silver unholy symbol of Arden

Aura (Ex) The Guardian's aura radiates as Chaos due to the influence of Tsathogga.

Channel Energy (Su) Due to the Guardian's madness and Chaotic influence, they may channel either positive or negative energy.

ESP (Su) Similar in effect, but more powerful, to the spells *detect thoughts* and *seek thoughts*, the ESP ability allows the Guardian to find and understand surface thoughts of a target, as well as gaining a limited precognition. The Guardian can use any of the abilities of *detect thoughts* or *seek thoughts*, and additionally gains a bonus on initiative equal to the Guardian's HD. A target gets a Will save against this intrusion equal to 10 + 1/2 the Guardian's level + the Guardian's Charisma modifier.

Gaze (Su) Once per round, a Guardian high priest may use one of the following effects as a gaze attack, with a range of 30 ft.: *confusion*, *discord* (as a *song of discord*), *dominate person*, *fear*, or *pain* (as a *symbol of pain*). Each power may be used once per round, but no more than once per hour each. The save to resist the gaze is equal to 10 + 1/2 the guardian's level + the guardian's Charisma modifier.

Increased Spellcasting (Ex) When within the environs of the Lead mine, all Guardians of the Heart cast spells as a cleric 2 levels higher. This affects prepared and domain spells only, no other class abilities are affected.

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E. Togeth's chamber: This private chamber contains a bed, a simple desk, and writing materials. In the desk drawer are 2 *potions of cure light wounds* and a *scroll of holy word*. Close examination of the writings notes a great deal of information about a strange "cat-like creature" in the service of what is referred to as "the enemy". Nothing is truly known except that this creature seeks to destroy the "heart".

TOGETH

XP 25,600

Male human cleric of Arden 14
N Medium humanoid (human)

Init +14; **Perception** +11

Aura Chaos

AC 18, touch 10, flat-footed 18 (+8 armor)

hp 66 (14d8)

Fort +9; **Ref** +4; **Will** +16

Speed 30 ft.

Melee +1 *disruption heavy mace* +11/+6 (1d8+1)

Special Attacks aura of madness (DC 22, 14 rounds/day), channel energy 5/day (DC 21, 7d6), gaze (DC 19)

Domain Spell-Like Abilities (CL 16th):

8/day—*vision of madness* (+/–8)

Spells Prepared (CL 16th; melee touch +10, ranged touch +10):

8th—*mass inflict critical wounds* (DC 23), *summon monster VIII*, *sunburst*^D (DC 23)

7th—*circle of clarity*** (DC 22), *insanity*^D (DC 22), *regenerate*, *summon monster VII*

6th—*fire seeds*^D, *greater dispel magic*, *heal*, *planar ally*

5th—*flame strike*^D (DC 20) *greater forbid action*** (DC 20),

screaming (DC 20), *slay living* (DC 20), *summon monster V*

4th—*aura of doom*** (DC 19), *blessing of fervor** (DC 19),

confusion^D (DC 19), *poison* (DC 19), *sending* (x2)

3rd—*bestow curse* (DC 18), *blindness/deafness* (DC 18),

prayer, *searing light*, *searing light*^D, *speak with dead* (DC 18)

2nd—*chant*, *heat metal*^D (DC 17), *hold person* (DC 17), *inflict*



moderate wounds (DC 17, x2), *silence* (DC 17)
 1st—*command* (DC 16), *cure light wounds*, *doom* (DC 16),
endure elements^D, *ray of sickening*** (DC 16), *sanctuary* (DC
 16), *summon monster I*
 0 (at will)—*detect magic*, *guidance*, *resistance*, *virtue*
D Domain spell **Domains** Madness, Sun

Str 10, **Dex** 10, **Con** 10, **Int** 12, **Wis** 20, **Cha** 15
Base Atk +10; **CMB** +10; **CMD** 20
Feats Brew Potion, Divine Interference**, Improved Channel,
 Improved Iron Will, Iron Will, Quick Channel**, Sacred
 Summons**, Selective Channeling
Skills Appraise +9, Bluff +6, Diplomacy +12, Heal +14,
 Intimidate +5, Knowledge (history) +10, Knowledge (planes)
 +7, Knowledge (religion) +18, Perception +11, Sense Motive
 +13, Spellcraft +14, Survival +6
Languages Celestial, Common
SQ ESP (DC 19), nimbus of light (14 rounds/day), variant
 channeling (madness variant channeling)
Gear +1 *disruption heavy mace*, *bracers of armor* +8, *ring of
 spell turning*, silver unholy symbol of Arden

Aura (Ex) The Guardian's aura radiates as Chaos due to the
 influence of Tsathogga.
Channel Energy (Su) Due to the Guardian's madness and

Chaotic influence, they may channel either positive or
 negative energy.
ESP (Su) Similar in effect, but more powerful, to the spells
detect thoughts and *seek thoughts*, the ESP ability allows
 the Guardian to find and understand surface thoughts
 of a target, as well as gaining a limited precognition. The
 Guardian can use any of the abilities of *detect thoughts* or
seek thoughts, and additionally gains a bonus on initiative
 equal to the Guardian's HD. A target gets a Will save
 against this intrusion equal to 10 + 1/2 the Guardian's level +
 the Guardian's Charisma modifier.
Gaze (Su) Once per round, a Guardian high priest may
 use one of the following effects as a gaze attack, with a
 range of 30 ft.: *confusion*, *discord* (as a *song of discord*),
dominate person, *fear*, or *pain* (as a *symbol of pain*). Each
 power may be used once per round, but no more than
 once per hour each. The save to resist the gaze is equal
 to 10 + 1/2 the guardian's level + the guardian's Charisma
 modifier.
Increased Spellcasting (Ex) When within the environs of the
 Lead mine, all Guardians of the Heart cast spells as a cleric
 2 levels higher. This affects prepared and domain spells only,
 no other class abilities are affected.
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F. Kyzak's chamber: This private chamber is the quarters of the high priest and contains a simple bed and desk. In the desk, wrapped in fine purple cloth, are a *magical hammer and stone chisel*. This set of tools carves the hardest stone at a rate of 10x the normal rate (basically twice as fast as a full size mining pick), cutting away flakes of diorite, granite, or basalt like butter. The desk also contains partial fragments of prayer books and holy writing of Arden's priesthood—sadly, these writings are incomplete and have led to misinterpretation of the god's wishes. Careful examination of the writings does allow the reader to understand that Arden's heart was sacrificed to stop "something" from entering the world.

G. The kitchen: This area contains hanging and gutted bodies of various creatures, typically mutated and poisonous to non-priests. It is run by a **high priest** and **6 acolytes**, who remain here unless general quarters is sounded for defense of the area. This high priest always has *create food and water* spells memorized, and the acolytes carry *purify* spells. Various cooking utensils, pots and pans, plates, and cups are present here. The ovens vent off to an outside area. These vents could (theoretically) be climbed as a means of escape by a Small creature. Exit in this manner (10 Climb checks are required at normal chances, failure indicates move back 3 Climb checks) brings one out near **Area BW-52** through a small, rusted grate.

GUARDIANS OF THE HEART, ACOLYTES (6) CR 1
XP 400
hp 10 (Area 2)

Spells Prepared

1st—*lesser confusion*^P (DC 14), *purify food and water* (x3)

GUARDIAN OF THE HEART, HIGH PRIEST CR 11
XP 12,800
hp 53 (Area 2)

Spells Prepared

3rd—*create food and water* (x5), *magic vestment*^P

H. Latrines: Three of these are present, serving the priest population. Self-explanatory.

I. Common Area: This area usually is inhabited by **4d6 acolytes**, **3d6 priests** and **1d2 high priests** at any given time. These fellows are usually teaching the acolytes something, relaxing or doing other "priestly" things of leisure. Mundane items, such as lamps, candles, rope, spikes, mining tools etc. are here in some abundance.

GUARDIANS OF THE HEART, ACOLYTES CR 1
XP 400
hp 10 (Area 2)

GUARDIANS OF THE HEART, PRIESTS CR 5
XP 1,600
hp 29 (Area 2)

GUARDIANS OF THE HEART, HIGH PRIESTS CR 11
XP 12,800
hp 53 (Area 2)

Area LM-7. The Prison

Anyone captured ends up here. The complex consists of 12 small cells, each one lined with thick bars and solid stone walls. The locks consist of bars chained 3 ft., away from the closest arm's reach and are thus nearly impossible to disable (DC 40 Disable Device). Each cell contains a simple cot, a bucket, and a jug of water. Anyone brought here is typically stripped of all possessions (though the priests are not experts at this — and hidden items may make it through with a prisoner). PCs imprisoned here are usually kept for 3–4 days, questioned by a high priest or perhaps one of the senior priests, and then sacrificed to Arden and ritually eaten by the Guardians. If the entire group is captured, the GM should provide for some means of potential escape — perhaps an unlocked bar on the door, or an opportunity to overpower a priest. Alternatively, the PCs could role-play through the interrogations and persuade the priests (possibly using

the writings from the underwater temple), that the *Sword of Air* must be destroyed, and that they have no intention of harming the *God's Heart*. This could be nearly impossible, of course — for why else would they be here?

Area LM-8. The High Temple (CR 20)

The Temple of the Heart is carved from the living stone of this place, and measures 200 ft., by 300. Stone pews line its length in 6 rows, and a solid gold holy water font (which produces 30 vials per day) worth 60,000 gp bubbles and spouts water at the base of a set of stairs leading up to the altar.

The stairs and altar are carved of brilliant white stone, obviously well carved and nearly free of imperfection. At the top of the staircase (40 ft., above the general worship area) is a solid stone, square altar, flanked on either side by statues of angelic creatures. The altar is carved of the same stone, and is encrusted with gold foil and gemstones (see **Area 9**). **Kyzak** spends most of his time here, supported by **2 high priests**, **8 priests** and **12 acolytes**.

GUARDIANS OF THE HEART, ACOLYTES (12) CR 1
XP 400
hp 10 (Area 2)

GUARDIANS OF THE HEART, PRIESTS (8) CR 5
XP 1,600
hp 29 (Area 2)

GUARDIANS OF THE HEART, HIGH PRIESTS (2) CR 11
XP 12,800
hp 53 (Area 2)

KYZAK CR 20
XP 102,400

Male human cleric (Cloistered Cleric) of Arden 18
(Pathfinder Roleplaying Game Ultimate Magic)
 N Medium humanoid (human)
Init +17; **Perception** +18
Aura Chaos

AC 9, touch 9, flat-footed 9 (–1 Dex)
hp 84 (18d8)
Fort +11; **Ref** +5; **Will** +21; +2 vs. symbols, glyphs or writings

Speed 30 ft.
Melee +2 *brilliant energy quarterstaff* +14/+9/+4 (1d6+1)
Ranged ray +12 (gaze effect)
Special Attacks aura of madness (DC 27, 18 rounds/day), channel energy 5/day (DC 23, 9d6), gaze (DC 22)
Domain Spell-Like Abilities (CL 20th):
 11/day—*vision of madness* (+/–10)
Spells Prepared (CL 20th; melee touch +12, ranged touch +12):
 9th—*energy drain* (DC 27), *implosion* (DC 27), *overwhelming presence***^P, *summon monster IX*, *weird*^P (DC 27)
 8th—*fire storm* (DC 26), *scintillating pattern*^P, *stormbolts** (DC 26), *summon monster VIII* (x2)
 7th—*destruction* (DC 25), *ethereal jaunt*, *insanity*^P (DC 25), *repulsion* (DC 25, x2)
 6th—*blade barrier* (DC 24), *greater dispel magic*, *heal*, *mass inflict moderate wounds* (DC 24), *phantasmal killer*^P (DC 24)
 5th—*insect plague*, *nightmare*^P (DC 23), *slay living* (DC 23), *summon monster V*, *wall of stone*
 4th—*aura of doom*** (DC 22), *blessing of fervor** (DC 22), *confusion*^P (DC 22), *cure critical wounds*, *poison* (DC 22), *spell immunity*
 3rd—*bestow curse* (DC 21), *blindness/deafness* (DC 21), *prayer*, *rage*^P, *searing light*, *searing light*
 2nd—*chant*, *darkness*, *hold person* (DC 20), *inflict moderate wounds* (DC 20, x2), *touch of idiocy*^P
 1st—*command* (DC 19), *cure light wounds*, *doom* (DC 19), *lesser confusion*^P (DC 19), *ray of sickening*** (DC 19),

summon monster I

0 (at will)—guidance, resistance, virtue

D Domain spell **Domain** Madness

Str 9, **Dex** 8, **Con** 10, **Int** 13, **Wis** 26, **Cha** 19

Base Atk +13; **CMB** +12; **CMD** 21

Feats Gaze to Ray#, Improved Channel, Improved Iron Will, Iron Will, Leadership, Point-Blank Shot, Precise Shot, Quick Channel**, Sacred Summons**, Scribe Scroll, Selective Channeling

Skills Bluff +14, Diplomacy +22, Heal +16, Intimidate +6, Knowledge (history) +28, Knowledge (planes) +16, Knowledge (religion) +31, Linguistics +11, Perception +18, Sense Motive +21, Spellcraft +19, Survival +9, Use Magic Device +19

Languages Abyssal, Aklo, Celestial, Common, Dwarven, Elven, Night-Ghoul, Terran, Tsathar#

SQ breadth of knowledge, ESP (DC 22), variant channeling (madness variant channeling), verbal instruction, well-read

Combat Gear brooch of shielding, helm of brilliance, rod of rulership; **Other Gear** +2 brilliant energy quarterstaff, ring of regeneration, silver holy symbol of Arden

Aura (Ex) The Guardian's aura radiates as Chaos due to the influence of Tsathogga.

Channel Energy (Su) Due to the Guardian's madness and Chaotic influence, they may channel either positive or negative energy.

ESP (Su) Similar in effect, but more powerful, to the spells *detect thoughts* and *seek thoughts*, the ESP ability allows the Guardian to find and understand surface thoughts of a target, as well as gaining a limited precognition. The Guardian can use any of the abilities of *detect thoughts* or *seek thoughts*, and additionally gains a bonus on initiative equal to the Guardian's HD. A target gets a Will save against this intrusion equal to 10 + 1/2 the Guardian's level + the Guardian's Charisma modifier.

Gaze (Su) Once per round, a Guardian high priest may use one of the following effects as a gaze attack, with a range of 30 ft.: *confusion*, *discord* (as a *song of discord*), *dominate person*, *fear*, or *pain* (as a *symbol of pain*). Each power may be used once per round, but no more than once per hour each. The save to resist the gaze is equal to 10 + 1/2 the guardian's level + the guardian's Charisma modifier.

Increased Spellcasting (Ex) When within the environs of the Lead mine, all Guardians of the Heart cast spells as a cleric 2 levels higher. This affects prepared and domain spells only, no other class abilities are affected.

**Pathfinder Roleplaying Game Advanced Player's Guide*

** *Pathfinder Roleplaying Game Ultimate Magic*

#*The Tome of Horrors Complete*

Tactics: These priests do everything in their power to defend the temple area. Acolytes begin with a barrage of *hold person* spells, then brawl their way to a likely death. The priests likewise initiate any combat using *hold person spells*, followed by *chant* and *prayer* spells before joining combat. Kyzak and the high priests summon aid first (summon monster spells), then support any clerics in melee as appropriate. Kyzak uses a *blade barrier* to block access to himself and the stairs and casts *weird*. The higher level priests continue using whatever spells seem best, meanwhile using a gaze attack every round. They fight to the death, or until all intruders are slain, surrender, or are incapacitated.

Any captured are taken to the prison (**Area 7**). Attempts at parley are only successful if the party surrenders to the priests.

Area LM-9. The Heart of the God

The stone-encased altar pulses with a strange, rhythmic sound, like a heart beating. If the 6 in. thick layers of gold, gems and stone are removed, a 2 ft. diameter living heart is found in the center of the stone block. This requires actual chipping away and rough handling of the altar, destroying

it in the process. The gold and gems are worth more than 200,000 gp if recovered.

Nothing the PCs do to free the heart seems to damage it in any way — chisels and steel just bounce off its flesh like raindrops on stone. This is true of all attempts to harm or free the heart except one. This is the living heart of the god Arden, placed here to block the armies of Tsathogga from entering the world from their prison below. The heart weighs 40,000 pounds.

If the *Sword of Air* is thrust into the heart, both are destroyed.

The Number of the Beast (CR Varies, see below)

If the *God's Heart* is destroyed, the GM should instruct each player to make 6 rolls, of 3d6 each, and write them down in order. Destruction of the heart slays the god Arden utterly, as well as destroying the *Sword of Air*. Unfortunately, this also causes a huge earthquake, collapsing the mines in 1d3 rounds, and burying and killing all within. Remember, *teleport*-like spells only work here with line of sight. *Word of recall* or *wish* spells are the only means of (temporary) salvation, although clever use of the *cube of force* (if taken from Branswol) can save a party temporarily. Anyone still present in the area after this collapse (unlikely) sees an awesome sight.

The quake leaves a vast crater in the earth, and the mines and most of the city of Tsen collapse into it. The cloud of dust from the devastation covers the sky in the area for several hours, until it finally settles or the wind can disperse it. During this time, the sun (if daytime) is barely visible through the gloom as a red orb that gives illumination through the cloud that is the color of blood. At night, the moons actually give the entire dust cloud a brilliant silver sheen, though it is still difficult to see anything. As the blood-colored (or silver) dust roils in the drafts caused by the devastation, dark forms can be seen moving within it far below.

A great crack has opened at the base of the deep crater, and it penetrates all the way into the prison that Arden constructed long ago. Now crawling forth from this prison are the hordes that were sealed away by the Sun God at the loss of his own divinity — released now by the sacrifice of the last vestiges of his life. While this divine prison has kept the foul legion sealed safely away from the realms of Men, it has also kept them preserved and whole, unaged since the moment they were imprisoned. It has been but a moment to them since they were locked away, and they still feel all the rage and bloodlust that they bore when first unleashed by great Tsathogga. Now they clamber up over the rubble and out of the pit, freed upon the world once more.

The army consists of thousands of dark and mysterious creatures. After 10 rounds of confusion, they begin to stream forth chaotically from the crater. The GM may choose to describe this if they wish, but Doomsday is upon the region of Legions Bay. In addition to the thousands of weird, tentacled demonic creatures that served as camp followers, there are **200 hezrou demons**, **120,000 tsathar soldiers**, the **herald of Tsathogga**, and finally, the **tarrasque**.

This mob moves out of the area and begins a swath of destruction starting with Apothsalos and spreading east and west along the coast. Eventually this host will likely be stopped, but the folk of eastern Akados and the Isthmus of Irkainia are ill-prepared to deal with a threat of this magnitude. It will be some time before its advance can be checked, and there is no telling how much territory will have been reduced to bloody rubble in its wake. Game over, man...game over. The last thing the PCs see is Steve the Cat, winking at them slyly, as he moves to lead the army as its general.

DEMON, HEZROU (200)

XP 12,800

hp 145 (*Pathfinder Roleplaying Game Bestiary* "Demon, Hezrou")

CR 11

HERALD OF TSATHOGGA

XP 51,200

CE Huge aberration (chaotic, evil, extraplanar)

CR 15

CHAPTER 8: THE LEAD MINE OF TSEN

Init +3; **Senses** darkvision 60 ft.; **Perception** +34

AC 27, touch 11, flat-footed 24 (+3 Dex, +16 natural, -2 size)

hp 231 (22d8+110 plus 22); regeneration 10 (good, fire)

Fort +12; **Ref** +12; **Will** +18

DR 10/good; **Resist** sonic 15

Weaknesses bloated

Speed 30 ft., swim 30 ft.

Melee bite +21 (2d6+7 plus grab), 10 tentacles +20 (1d8+3 plus paralysis), tongue +20 (1d6+3 plus grab)

Space 15 ft.; **Reach** 10 ft. (30 ft. with tongue)

Special Attacks bellow, paralysis (1d6+4 rounds, DC 26), swallow whole (2d6+7 plus 2d6 acid damage, AC 18, 23 hp)

Str 24, **Dex** 16, **Con** 20, **Int** 7, **Wis** 16, **Cha** 12

Base Atk +16; **CMB** +25 (+29 grapple); **CMD** 38

Feats Blind-Fight, Cleave, Iron Will, Lightning Reflexes, Multiattack, Power Attack, Skill Focus (Perception, Stealth), Toughness, Weapon Focus (tentacle, tongue)

Skills Intimidate +14, Perception +34, Stealth +15, Swim +19

Bellow (Su) A herald of Tsathogga has two distinct bellows, each usable once every 1d4 rounds. The first is a trilling croak like that of a frog. All opponents with 30 feet hearing this trilling must succeed on a DC 22 Fortitude save or be deafened for 1d6+4 rounds. Opponents within 10 feet must make a DC 22 Fortitude save or be stunned for 1d4 rounds. Alternately, a herald can focus its bellow attack against a single opponent within 100 feet. The opponent takes 5d6 points of sonic damage. A successful DC 22 Reflex save reduces the damage by half. The save DCs are Charisma-based.

Bloated (Ex) Because of its bloated, heavy body, a herald of Tsathogga that attacks with more than 5 tentacles in one round cannot move that round.

Regeneration (Ex) A herald of Tsathogga takes normal damage from fire and good-aligned weapons, and from spells or effects with the good descriptor.

TARRASQUE

XP 1,638,400

hp 525 (*Pathfinder Roleplaying Game Bestiary* "Tarrasque")

CR 25

TSATHAR (120,000)

XP 600

CE Medium monstrous humanoid (aquatic)

Init +6; **Senses** darkvision 90 ft., scent; **Perception** +9

AC 18, touch 12, flat-footed 16 (+2 armor, +2 Dex, +4 natural)

hp 13 (2d10+2)

Fort +1; **Ref** +5; **Will** +4

Defensive Abilities slimy

Weaknesses light blindness

Speed 30 ft., swim 30 ft.

Melee shortspear +3 (1d6+1) or kukri +3 (1d4+1/18–20) or 2 claws +3 (1d6+1), and bite +3 (1d4+1)

Ranged shortspear +4 (1d6+1) or net +4 touch (entangled)

Special Attacks leap, summon hydrodaemon

Str 13, **Dex** 14, **Con** 12, **Int** 12, **Wis** 12, **Cha** 10

Base Atk +2; **CMB** +3; **CMD** 15 (27 vs. grapple)

Feats Skill Focus (Perception)^B, Improved Initiative

Skills Acrobatics +3 (+17 long jumping, +27 high jumping), Climb +5, Escape Artist +15, Perception +9, Stealth +6, Swim +14; **Racial Modifiers** +12 Escape Artist, +14 Acrobatics when long jumping or +24 Acrobatics when high jumping

Languages Abyssal, Tsathar

SQ amphibious, implant

Gear leather armor, shortspear, kukri, net

Implant (Ex) Tsathar are sexless, reproducing by injecting eggs into living hosts. An egg can be implanted only into a helpless host creature. The host must be of Small size or larger. Giant frogs, bred for this very purpose, are the most common host. Implanting an egg requires one minute to perform.

Accompanying the egg is an anaesthetizing poison that causes the host to fall unconscious for the two-week gestation period of the egg unless the host succeeds on a DC 20 Fortitude saving throw; this save DC includes a +8 racial bonus. If the save succeeds, the host remains conscious, but is violently ill (–10 penalty on attack rolls, saving throws, ability checks, and skill checks) 24 hours before the eggs hatch. When the eggs mature, the young tsathar emerges from the host, killing it in the process. A *remove disease* spell rids the victim any implanted eggs. A DC 20 Heal check can be attempted to surgically extract an egg from a host. If the check fails, the healer can try again, but each attempt (successful or not) deals 1d6 points of damage to the patient.

Leap (Ex) Tsathar are incredible jumpers, able to leap up to 30 feet horizontally or 10 feet vertically. They have a +14 racial bonus on horizontal jumps, or +24 on vertical jumps, and they do not need to make a 10-foot minimum running start before jumping to avoid doubling the jumping DCs. Tsathar can always take 10 when making an Acrobatics check to jump. When a tsathar begins its round by jumping next to an opponent it can make a full attack in the same round.

A tsathar wearing medium or heavy armor or carrying a medium or heavy load cannot use this ability.

Summon Hydrodaemon (Sp) A tsathar with at least five levels of cleric can, once per day, attempt to summon a hydrodaemon (q.v.) with a 40% chance of success. This ability is the equivalent of a 4th-level spell.

Slimy (Ex) Because tsathar continuously cover themselves with muck and slime, they are difficult to grapple. Webs, magic or otherwise, do not affect tsathar, and they usually can wriggle free from most other forms of confinement. This grants them a +12 racial bonus to their CMD to escape grapples, and to their Escape Artist checks.

Appendix

Nonmagical Weapons

Darts of Acid

These darts contain a small vial of corrosive acid that breaks upon a successful hit. The acid does an additional 1d4 points of damage with the initial strike, and 1d4 points of damage for 2 additional rounds.

Quarterstaff of the Sun

This non-magical bamboo quarterstaff has a crystal center. If held up to the sun, this crystal collects and focuses the light into a burning ray with a range of up to 60 feet. Attacking with this staff is a ranged touch attack that must be renewed each round. If contact is broken, the damage process starts over. Damage per round of exposure is as follows:

- **Round 1:** no damage, gets hot
- **Rounds 2–4:** 1d6 points of fire damage
- **Rounds 5–6:** 2d6 points of fire damage
- **Rounds 7+:** 3d6 points fire damage

Flammable objects (and creatures) that take damage from this staff must succeed on a DC 15 Reflex save each round or catch fire. The staff can only be used in conditions of bright natural sunlight. Its use provokes attacks of opportunity.

Armor and Shields

Croc Folk Armor

Aura moderate transmutation; **CL** 10th
Slot armor; **Price** 20,160 gp; **Weight** 15 lb.

DESCRIPTION

This is a suit of +3 *leather armor* that enhances the abilities of chike, or grants other creatures abilities similar to those of the chike. If donned by a chike, once per day it can cast *dominate monster*, but only against crocodiles and dire crocodiles. In addition, its bite damage increases one die size, typically from 1d8 to 1d10.

If donned by a race other than chike, the armor grants the wearer the chike's crocodile empathy ability. This allows the wearer to communicate and empathize with crocodiles, including dire crocodiles. The wearer can use Diplomacy to alter such an animal's attitude, and when doing so the wearer gains a +4 circumstance bonus to the check.

Finally, regardless of the race of the wearer, *croc folk armor* allows the wearer to double the length of time he can hold his breath. For a chike, this allows the wearer to hold his breath for 8 times his Constitution score; for most other races, this allows the wearer to hold his breath for twice his Constitution score.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *animal growth, dominate animal, speak with animals, bear's endurance*;
Cost 10,160 gp

Hair Suit

Aura moderate transmutation; **CL** 7th
Slot armor; **Price** 37,915 gp; **Weight** 25 lb.

DESCRIPTION

This +2 *shadow hide armor* is made from the tanned hides of one type of animal. Unlike most hide armors, this armor still possesses the hair of the original creature. Three times per day by uttering a command word, the wearer of the armor can transform herself into any animal with hair ranging in size from Tiny to Large. The transformation lasts for X rounds, though the wearer can end the transformation early by thought (though still a standard action). While transformed, the wearer cannot speak, activate magic items that require a command word, or cast spells with a verbal component.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *beast shape II*;
Cost 19,040 gp

Shield of Amonfier

Aura moderate evocation; **CL** 12th
Slot shield; **Price** 26,170 gp; **Weight** 15 lb.

DESCRIPTION

This item is a +2 *heavy steel shield* that becomes +4 vs. evil outsiders and undead in the hands of a lawful good paladin or cleric of Muir or Thyr. The shield also increases the paladin's *protection from evil* ability to a 10-foot radius around the bearer.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *magic circle against evil*;
Cost 13,170 gp

Shield of Pushing

Aura faint transmutation; **CL** 5th
Slot shield; **Price** 20,170 gp; **Weight** 15 lb.

DESCRIPTION

This appears to be nothing more than a +1 *heavy steel shield* unless the wielder charges at an opponent. If the bearer makes a charge attack, the bearer of the shield can bull rush the target with a +4 bonus to the attempt and without provoking an attack of opportunity.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *bulls' strength*;
Cost 10,170 gp

Stitcher's Armor

Aura moderate transmutation; **CL** 10th
Slot armor; **Price** 46,350 gp; **Weight** 30 lb.

DESCRIPTION

This +3 *moderate fortification breastplate* is made from

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the tanned flesh of multiple humanoid creatures. While only made from flesh, the foul arcane processes necessary to create the armor make it as rugged as steel. When donned by a skin stitcher, the creature is treated as if proficient in the armor, and it grants the Improved Critical (spiked chain) feat as a bonus feat, even if the creature does not meet the prerequisites. In addition, a skin stitcher can, if it chooses, end its rage voluntarily — though most opt to never use this feature.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *bulls' strength*;
Cost 23,350 gp

Weapons

Wraith Blade

Aura strong necromancy; **CL** 12th
Slot none; **Price** 104,315 gp; **Weight** 3 lbs.

DESCRIPTION

These unholy blades are forged upon the Shadow Forge from metals found only in places where ore from the Plane of Elemental Earth projects itself into the Plane of Shadow. The blades are then quenched in waters from the River Styx. A *wraith blade* is a +2 *longsword* that passes through nonliving material (such as armor) as if it had the *brilliant energy* special ability, though it does not shed light as a *brilliant energy* weapon. On a successful attack, it imparts a numbing effect on targets, dealing 1d4 points of Strength damage (DC 15 Fortitude save negates). Living creatures attempting to wield a *wraith blade* must make a DC 15 Fortitude save each round or suffer 1 point of Strength damage.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *enervation*, only created on the Plane of Shadow; **Cost** 52,315 gp

Bolt of Splashing

Aura faint transmutation; **CL** 3rd
Slot none; **Price** 4,301 gp; **Weight** 1/2 lb.

DESCRIPTION

These +1 *bolts* appear to be normal magical bolts until fired. When fired, each splits into five pieces, each requiring a separate attack roll. The four extra pieces each strike against a random target within 10 feet of the initial target, dividing themselves as evenly as possible between available targets.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *magic missile*;
Cost 2,301 gp

Club of Stunning

Aura moderate enchantment; **CL** 6th
Slot none; **Price** 8,305 gp; **Weight** 6 lbs.

DESCRIPTION

This +1 *wooden club* is made of black-stained oak. It has

crude markings of stick figures sprawled out along its handle with one depicting the club's wielder hitting an opponent in the head. Any successful called shot (see *Pathfinder Roleplaying Game Ultimate Combat*) aimed shot at the opponent's head (–5 on the attack roll) requires the target to make a Fortitude save (DC equals the AC hit by the attack) or be stunned for 1d4 rounds. Even on a successful save the target is sickened for 1d4 rounds.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *daze monster*;
Cost 4,305 gp

Club of Taige

Aura moderate evocation; **CL** 12th
Slot none; **Price** 14,305 gp; **Weight** 3 lbs.

DESCRIPTION

The spiked club of the barbarian mercenary Captain Taige O'Banion is actually the *Club of Bowbe*, a +1 *thundering greatclub* that inflicts an additional 1d8 points of piercing damage on a successful hit. In addition, on a critical hit, the club stuns the target for 1d4 rounds (DC 15 Fortitude save negates).

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *blindness/deafness, sound burst*; **Cost** 7,305 gp

Dagger of Impact

Aura moderate evocation; **CL** 6th
Slot none; **Price** 6,302 gp; **Weight** 1 lb.

DESCRIPTION

This +1 *dagger* deals double damage when thrown as a ranged attack.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *magic weapon*;
Cost 3,302 gp

Dagger of the Shadowlands

Aura strong transmutation; **CL** 18th
Slot none; **Price** 12,302 gp; **Weight** 1 lb.

DESCRIPTION

This +2 *dagger* grants the wielder the ability to become one with the Shadowlands for up to 10 rounds per day. The wielder is essentially converted to shadowstuff, making him partially invisible. This gives him concealment and grants him a +10 bonus to Stealth checks. In addition, he is incorporeal, forcing a 50% miss chance. Attacks made with the dagger while in shadow form deal 1d4 points of Strength damage to the victim rather than hit point damage. Sneak attacks deal their damage output as Strength damage instead of hit point damage. The only known example of this dagger was given to Syn Mallow by Kayden the wizard, who crafted it in the Plane of Shadow.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *etherealness*, can only be created on the Plane of Shadow; **Cost** 6,302 gp

False Sword of Air

Aura strong conjuration and evocation; **CL** 12th
Slot none; **Price** 192,700 gp; **Weight** 8 lb.

DESCRIPTION

The *False Sword of Air* is a +3 *greatsword* that allows its wielder to summon a djinni 1/day, fly 3/day and control winds 3/day. The wielder is always under the effects of a *feather fall* as long as he carries the sword.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, control winds, feather fall, fly, monster summoning V; **Cost** 96,350 gp

Hammer of Quaking

Aura strong evocation; **CL** 17th
Slot none; **Price** 110,312 gp; **Weight** 5 lb.

DESCRIPTION

This +2 *warhammer* can cause a limited *earthquake* effect centered on the wielder 3/day when it strikes the ground as a full attack. All within 50 feet of the wielder must make a DC 15 Reflex save or take 2d6 damage and be knocked prone.

The warhammer gains a +5 bonus on attack rolls against stone or clay constructs (such as golems). On a successful hit against a clay construct, the construct must make a successful DC 20 Fortitude save or be destroyed.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, earthquake;
Cost 55,312 gp

Lance of Burning

Aura faint evocation; **CL** 5th
Slot none; **Price** 3,310 gp; **Weight** 5 lb.

DESCRIPTION

This +1 *lance* is made of lightweight wood, though it's as strong as an ordinary lance, and is tipped with a red gemstone. Typically the lance is capped with a steel cover over the gem when first found. The metal cap is hot to the touch. If the steel cap is removed, the tip of the lance bursts into flame, dealing 1d3 extra points of fire damage to anything it hits, and igniting combustible material it touches. The fire burns but does not consume the wood of the lance.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, burning hands;
Cost 3,810 gp

Sword of Magnetic Iron

Aura moderate evocation; **CL** 9th
Slot none; **Price** 10,375 gp; **Weight** 9 lb.

DESCRIPTION

This +1 *greatsword* grants an additional +8 bonus on its attack roll against any target wearing metal armor. However, if anyone in metal or a metal object is hit (shield-size or larger), the wielder must use a move action to free the strong magnet before he can attack with it again. If the wielder himself wears metal armor and his target does not, there is a 20% chance each round that he hits himself

instead of his intended target (taking half damage from the strike), and must still free the sword as normal.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, magic weapon;
Cost 5,375 gp

Rings

Ring of Shadowshaping

Aura strong transmutation and conjuration; **CL** 16th
Slot ring; **Price** 75,000 gp; **Weight** 1 lb.

DESCRIPTION

Forged upon the Shadow Forge, this enchanted ring allows the wearer to shape shadowstuff into any light, one-handed, or two-handed weapon desired. The weapon possesses an enhancement bonus of +2. In order to shadowshape, the ring requires a source of darkness, such as a *darkness* spell, a shadow, or natural darkness. A weapon cannot be created by the ring if exposed directly to magical light or if in natural daylight (though a heavy cloud cover will protect it). The shadowshaped weapons, composed of shadowstuff, ignore nonliving matter (such as armor) like a *brilliant energy* weapon, though they do not possess the illuminating qualities of such a weapon.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, darkness, gaseous form, shadow weapon; **Cost** 37,500 gp

Staves

Staff of Projection

Aura moderate illusion; **CL** 12th
Slot —; **Price** 74,400 gp; **Weight** 3 lbs.

DESCRIPTION

The *staff of projection* is made of bamboo with a core of willow wood. On the top of the staff is a large pearl (2,000 gp). The whole is only 4 feet long and is virtually worthless as a weapon (as a quarterstaff but –2 on attack rolls and damage). It allows the use of the following spells:

Invisibility (1 charge)

Light (1 charge)

Lesser project image (1 charge)

Greater invisibility (2 charges)

CONSTRUCTION

Requirements Craft Staff, greater invisibility, invisibility, light, lesser project image; **Cost** 39,200 gp

Wondrous Items

Amphora of Tsen

Aura faint transmutation; **CL** 5th
Slot none; **Price** 2,500 gp; **Weight** 5 lb.

DESCRIPTION

This amphora is always filled with a very heady, very strong

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wine that was a favorite of old Hyperborea. It has a highly acidic content and is somewhat sour, as the ancients mixed it with water and served it in cups of copper or lead to even out the flavor. The amphora never runs out of wine. It only fills when it is in the upright position.

CONSTRUCTION

Requirements Craft Wondrous Item, *create food and water*; **Cost** 1,250 gp

Beaker of Plentiful Potions

Aura moderate transmutation school; **CL** 9th
Slot none; **Price** 9,000 gp; **Weight** 1 lb.

DESCRIPTION

This container resembles a jug or flask. It is a magical beaker with alchemical properties allowing it to create 1d6 doses of 1d6 potions, determined randomly using the potion table. Different potions are layered in the container, and each pouring takes one standard action and results in one dose of one potion type.

Roll 1d6 to determine the number of potions the beaker contains—potions with negative effects are also possible. The potions are layered and are poured in order. Duplication is possible.

The container will dispense one dose of each potion once per week. Once opened, the beaker gradually loses the ability to produce potions. This results in the permanent loss of one potion dose per week, determined randomly.

CONSTRUCTION

Requirements Brew potion, Craft wondrous item, creator must have 9 ranks in Craft (alchemy); **Cost** 4,500 gp

Catcher's Mitt

Aura strong abjuration; **CL** 12th
Slot hands; **Price** 120,000 gp; **Weight** 2 lbs.

DESCRIPTION

This large glove is made of thick leather and padding, with a small red gem inset in its palm. The mitt allows the user to catch any ranged weapons targeting him, one ranged attack per round, up to 5 times/day. During the following round, the catcher can throw the weapon back at the one who shot at him, with the original attacker's ranged attack score. If the weapon is not thrown on the next round, the magic for that toss fades. If a large weapon (e.g. a catapult stone) is caught, the missile is stopped, but cannot be thrown back.

CONSTRUCTION

Requirements Craft Wondrous Item, *shield*, *telekinesis*; **Cost** 60,000 gp

Cloak of Morphing

Aura faint illusion; **CL** 3rd
Slot shoulders; **Price** 12,700 gp; **Weight** 1lb.

DESCRIPTION

This large cloth cloak looks like an old raggedy blanket, moth-eaten and worn with time. This cloak can stretch to completely cover oneself. If stretched (a swift action), and the wearer stands against a flat surface (a rock, a wall, a grassy field, etc.), the wearer gains a +20 competence

bonus to Stealth as long as he stays still, as the cloak changes color and texture to match the surface.

CONSTRUCTION

Requirements Craft Wondrous Item, *invisibility*; **Cost** 6,350 gp

Figurines of Wondrous Power (Chessboard)

Aura strong conjuration and enchantment; **CL** 16th
Slot none; **Price** 130,000 gp; **Weight** 10 lbs.

DESCRIPTION

This magical chess set consists of a set of both colors of chess pieces. Using this item requires the user to beat the board at a game of chess (either the GM or a computer game would be fine to make this happen; otherwise a DC 20 Profession [gambling] or a DC 25 Intelligence check). Should the player lose, the item will not activate for 1 month. Following each victory (one at a time), the player may select one surviving piece and activate it to serve him for 24 hours. Each piece has the following powers:

Piece	Power	
Pawn	FIGHTER 1 XP — hp 8 (<i>Pathfinder Roleplaying Game GameMastery Guide</i> "Foot Soldier")	CR 1/3
Rook	FIGHTER 5 XP — hp 47 (<i>Pathfinder Roleplaying Game NPC Codex</i> "Cautious Archer")	CR 4
Knight	FIGHTER 6 XP — hp 42 (<i>Pathfinder Roleplaying Game NPC GameMastery Guide</i> "Cavalry")	CR 5
Bishop	CLERIC 5 XP — hp 41 (<i>Pathfinder Roleplaying Game NPC Codex</i> "Noble Crusader")	CR 4
Queen	FIGHTER 11 XP — hp 85 (<i>Pathfinder Roleplaying Game GameMastery Guide</i> "General")	CR 10
King	WIZARD 6 XP — hp 33 (<i>Pathfinder Roleplaying Game GameMastery Guide</i> "Battle Mage")	CR 5

Once 24 hours elapse, or if the piece is destroyed in combat, it may never be summoned again. Each piece may only be used once (as an animated object), but may still be used over and over again in activating the chess game. All magic and mundane items possessed by the pieces disappear if removed from them.

CONSTRUCTION

Requirements Create Wondrous Item, *summon monster IX*; **Cost** 65,000 gp

Elixir of Shadowstuff Protection

Aura faint abjuration; **CL** 5th
Slot none; **Price** 3,800 gp; **Weight** 1/2 lb.

DESCRIPTION

This potion prevents any shadow creature from making physical contact with the imbiber for 1d4+1 hours. Such a creature can get no closer than 10 feet from the imbiber. The character is also immune to environmental effects on the Plane of Shadow for the same duration.

CONSTRUCTION

Requirements Craft Wondrous Item, *protection from evil, daylight*; **Cost** 1,900 gp

Eversharp Scabbard

Aura faint transmutation; **CL** 5th
Slot none; **Price** 3,000 gp; **Weight** 1 lb.

DESCRIPTION

This leather scabbard is wrapped by three bronze sigil-covered bands. It is designed for a longsword, but can hold a short sword or even a dagger (loosely). Any bladed weapon that fits in the scabbard gains a +1 enhancement bonus for 10 minutes per day, after being sheathed for 12 hours. The enhancement starts the first time the weapon is drawn in combat for the day. After 10 minutes, the weapon must remain in the scabbard for 12 hours to recharge. This 10-minute time limit can be broken into segments as long as the weapon is returned to the scabbard before time expires. If the weapon inserted into the scabbard already has a +1 or greater enhancement bonus, a special ability with a cost of +1, such as *flaming* or *keen*, can instead be added to the weapon.

CONSTRUCTION

Requirements Craft Wondrous Item, *magic weapon*; **Cost** 1,500 gp

Figurines of Wondrous Power (Lovebirds)

Aura moderate enchantment and transmutation; **CL** 6th
Slot none; **Price** 3,500 gp; **Weight** 2 lbs.

DESCRIPTION

This matched pair of lovebird statues is composed on multi-colored rock and measure about 4 inches high. While inanimate, they can be separated without worry. Once animated by their command word, the birds immediately fly to one another (Speed fly 60 ft. [average]) regardless of the distance separating them as long as they are on the same plane. The birds do not tire and have no need of food or water. They have the stats of a hawk (see *Pathfinder Roleplaying Game Bestiary* "Familiar, Hawk"), but they do not have the ability to attack in combat. If only 1 bird is animated, it returns immediately to the other bird. If a lovebird is slain, it immediately returns to its statuette form and teleports into the possession of its activator; it cannot be used again for 24 hours. The birds' feet can be tied with messages or small objects (carrying capacity 1/4 lb.). Each lovebird can be activated once per day and remains active until it reaches the other bird.

CONSTRUCTION

Requirements Craft Wondrous Item, *animal messenger, animate objects*; **Cost** 1,750 gp

Flask of Tears (Silver Flask)

Aura faint conjuration; **CL** 6th
Slot none; **Price** 1,500 gp; **Weight** 1 lb.

DESCRIPTION

This silver flask appears to be filled with salty water that heals the drinker of 1d8 points of damage before it is drained. The flask magically refills once per day.

CONSTRUCTION

Requirements Craft Wondrous Item, *cure light wounds*; **Cost** 750 gp

Hat of Disappearing

Aura moderate conjuration; **CL** 9th
Slot head; **Price** 8,000 gp; **Weight** —

DESCRIPTION

This item contains an extradimensional space, similar to a *bag of holding*. The hat looks like a big baggy leather hat. It has no effect unless the wearer pulls it completely over himself as a full-round action, engulfing the wearer and all carried items (within reason; GM's discretion) inside the hat. Once inside, there is a 50% chance that the wearer is affected by a *dimension door* effect, and is transported in a random direction (taking the hat with him) and a 50% chance that the hat simply falls to the ground with the PC inside. The wearer may exit the hat (another full-round action, and using another command word). There is enough air inside the hat to sustain 1 person for 2 hours. The hat only holds one Medium or smaller creature at a time.

CONSTRUCTION

Requirements Craft Wondrous Item, *dimension door, secret chest*; **Cost** 4,000 gp

Hoop of Speaking

Aura faint divination; **CL** 5th
Slot head; **Price** 7,000 gp; **Weight** 2 lbs.

DESCRIPTION

This copper circlet has a set of open lips inscribed on one side. The hoop is 1 inch thick and 7 inches across. If the hoop is placed in front of one's mouth, it acts as a translator (as a *tongues* spell). It does not allow the speaker to understand anything he normally would not. If passed back and forth, however, it allows for two-way communication.

CONSTRUCTION

Requirements Craft Wondrous Item, *tongues*; **Cost** 3,500 gp

Iron Horse

Aura strong transmutation; **CL** 13th
Slot none; **Price** 20,000 gp; **Weight** 1,000 lbs.

DESCRIPTION

This item appears to be a statue of a horse made from iron. Upon use of its command word, it animates to become a mount. Treat it as a heavy horse with the construct type and DR 10/adamantine. The creature has Int 6 and understands Common but cannot speak.

CONSTRUCTION

Requirements Craft Construct, Craft Wondrous Item, *animate objects, limited wish*; **Cost** 10,000 gp

Kayden's Dancing Razor

Aura strong transmutation and evocation; **CL** 15th
Slot none; **Price** 40,000 gp; **Weight** —

DESCRIPTION

This enchanted razor gives an extremely close shave when the command word is given. Alternately, the razor is enchanted to kill. Once per day, the razor functions with the dancing special ability, dealing 1d4 points of damage with each strike using its owner's Base Attack Bonus. On a critical hit, the razor slices one of the target's veins, doing 1 point of bleed damage, which stacks with other bleed damage. The razor is able to "dance" for 10 rounds per day.

CONSTRUCTION

Requirements Craft Wondrous Item, *bleed*, *animate objects*;
Cost 20,000 gp

Kayden's Pen

Aura faint illusion; **CL** 3rd
Slot none; **Price** 1,500 gp; **Weight** 1/4 lb.

DESCRIPTION

When the command word is spoken, the pen writes in an ink that is only visible if a *detect invisibility* spell is cast. The pen is useful for passing information unseen. Kayden uses the pen to write in his journal. The pen never runs out of ink and always marks Kayden's writings with his personal *arcane mark*. A *dispel magic* spell cast upon any document written or drawn with the pen suppresses its magic so that it cannot be read for 1d4 hours.

CONSTRUCTION

Requirements Craft Wondrous Item, *arcane mark*, *invisibility*;
Cost 750 gp

Kayden's Sleep Draught

Aura faint enchantment; **CL** 3rd
Slot none; **Price** 150 gp; **Weight** 1/2 lb.

DESCRIPTION

These vials are filled with an enchanted mixture of powerful narcotics and sleep-inducing magic. A vial may be used to anoint 3 arrows, two bladed light weapons, or one larger bladed weapon. If the target is struck and fails a DC 13 Will save, it is affected as by the *sleep* spell (regardless of HD). The vial may also be drunk as a potion, which allows no save.

CONSTRUCTION

Requirements Craft Wondrous Item, *sleep*; **Cost** 75 gp

Libram of Silver Magic

Aura strong evocation and transmutation; **CL** 17th
Slot none; **Price** 40,000 gp; **Weight** 5 lb.

DESCRIPTION

This heavy tome possesses a thick, leather bound cover inlaid with magical symbols drawn in silver gilt. Making use of the libram requires careful study for one month, with a minimum of 8 hours spent each day in quiet contemplation and study. When used by a wizard, after

the 30 days of study he may make an Intelligence check (DC 25) to determine if the archaic information inside was comprehended. If the check is successful, the wizard gains a +1 bonus (untyped) to his Intelligence as well as a +1 untyped bonus to his caster level. This bonus to caster level does not grant additional spells per day, improve the wizard's familiar, or any other class feature. It does affect spell duration, damage determined based upon caster level (such as *fireball* and *disintegrate*), range, and checks made to overcome a target's spell resistance, as well as other similar caster level dependent effects.

CONSTRUCTION

Requirements Craft Wondrous Item, *miracle* or *wish*; **Cost** 20,000 gp

Locket of Soul Keeping

Aura strong conjuration; **CL** 15th
Slot neck; **Price** 70,000 gp; **Weight** 1/2 lb.

DESCRIPTION

This red coral locket contains a small black pearl that glows with an eerie greenish light when it is opened. The locket takes the soul (the target cannot be raised or resurrected while under this effect) of one creature killed and is activated by placing the open locket to the mouth of the creature as it draws its last breath. The locket allows the user to *speak with dead* with the creature thus entrapped. Once per soul, the user can re-animate the creature killed for 24 hours by restoring the soul to the body. During this period *raise dead* or *resurrection* may be cast as normal. The creature raised serves the user of the amulet and does his bidding (stats as in life, with the staggered condition, and immune to mind-influencing spells). After 24 hours, the body crumbles into dust (unless previously raised or resurrected), and the soul is freed to go to whatever afterlife it faces.

CONSTRUCTION

Requirements Craft Wondrous Item, *create undead*, *speak with dead*, *trap the soul*; **Cost** 35,000 gp

Prayer Beads

Aura strong evocation; **CL** 12th
Slot none; **Price** 50,000 gp; **Weight** —

DESCRIPTION

This strand of beads is inscribed with holy symbols of a particular alignment. Once per day, the beads allow a divine spellcaster of that alignment to recall of one spell of levels 1–5 that has already been cast.

CONSTRUCTION

Requirements Craft Wondrous Item, *imbue with spell ability*;
Cost 25,000 gp

Nandra's Cauldron

Aura strong conjuration; **CL** 15th
Slot none; **Price** 200,000 gp; **Weight** 200 lbs.

DESCRIPTION

The cauldron is filled with virgin blood and bubbles ceaselessly. The cauldron has unique powers that allow it to summon whatever material spell components the caster requires to cast a single spell. The number of times

SWORD OF AIR

components may be summoned is dependent on the type and level of the spell used:

Level	Components available
1st- to 3rd-level spells	5 per day
4th- to 7th-level spells	2 per day
8th- to 9th-level spells	1 per day

The cauldron's secondary function grants the user the power to summon monsters as *monster summoning V* spell once per day.

CONSTRUCTION

Requirements Craft Wondrous Item, *fabricate*, *limited wish*, *summon monster V*; **Cost** 100,000 gp

Necklace of Enablement

Aura moderate abjuration; **CL** 7th
Slot neck; **Price** 42,000 gp; **Weight** 1 lb.

DESCRIPTION

This necklace is made of rope, with green gemstones sewn into the woven strands. It provides *freedom of movement* and a +4 circumstance bonus on saves against traps that allow a Reflex save.

CONSTRUCTION

Requirements Craft Wondrous Item, *freedom of movement*, *jump*; **Cost** 21,000 gp

Portable Room

Aura strong conjuration; **CL** 12th
Slot none; **Price** 50,000 gp; **Weight** 35 lb.

DESCRIPTION

This hinged oak trapdoor is 4 feet by 3 feet, and is 2 inches thick. Once per week it can be placed against a flat surface, and the hinges bond to the surface for 24 hours. If the door is opened, behind it is an extra-dimensional space measuring 30 feet by 30 feet. The door has no lock. The door can be removed before 24 hours with the proper command word. Anyone or anything left inside for more than 24 hours or when the door is removed is lost in the Astral Plane forever.

CONSTRUCTION

Requirements Craft Wondrous Item, *plane shift*, *rope trick*; **Cost** 25,000 gp

Psalms of the Frog

Aura moderate divination; **CL** 9th
Slot none; **Price** 8,000 gp; **Weight** 5 lb.

DESCRIPTION

This 8-inch-by-12-inch psalter is bound in human skin and embossed with the unholy sigil of Tsathogga. Its 100 pages are made from the translucent, yellow belly skin of the giant poisonous frog. Readers who delve into the secrets of the Psalms of the Frog must make a DC 20 Fortitude save (+1 bonus for each spell studied) or suffer 1d4 points of Constitution drain from the wicked venom that permeates the frogskin vellum sheets.

Good beings who attempt to peruse this tome without proper protections from the forces of chaos and evil summon a black pudding (*Pathfinder Roleplaying Game*

Bestiary) that drops upon the reader's head within 1d4 rounds. If the reader survives the attack, he finds himself able to decipher the spells and knowledge contained therein.

Further study of the book reveals the general location of the fabled city of Tsen and a description of an object of intense power known as the "Heart of the God." Much of the non-magical diatribe within the book appears to be the nonsensical ramblings of a madman, which is quite typical for those who venerate the Frog God. However, thorough study of the book does grant the reader a +5 competence bonus to skill checks for Knowledge (religion) of the Frog God and the various aspects of his worship.

Psalms of the Frog contains the following new spells: *call tsathar*, *cone of slime*, *frog of the abyss*, *plague of frogs*, and *tongue of the frog god*.

CONSTRUCTION

Requirements Craft Wondrous Item, *call tsathar*, *cone of slime*, *frog of the abyss*, *plague of frogs*, *poison*, *summon monster VI*, *tongue of the frog god*; **Cost** 4,000 gp

Robe of the Eternal

Aura strong transmutation; **CL** 15th
Slot body; **Price** 40,000 gp; **Weight** 2 lb.

DESCRIPTION

This brightly colored robe slows aging for its wearer by placing them in stasis when they sleep. A wearer could extend his lifespan by hundreds of years by using this robe. If the wearer is ever unable to escape a deadly situation (a cave-in, for example), he can don the robe and remain in stasis until rescued. The wearer cannot choose to awaken from this imposed slumber, however, and is at the mercy of time and his rescuers.

CONSTRUCTION

Requirements Craft Wondrous Item, *temporal stasis*; **Cost** 20,000 gp

Robe of Sleeping

Aura faint enchantment; **CL** 5th
Slot body; **Price** 3,000 gp; **Weight** 1 lb.

DESCRIPTION

This red-and-blue robe grants a wizard to double the number of HD affected by *sleep* or *deep slumber* spells he casts. However, there are a couple of drawbacks. First, the wizard himself must make a Will save against the DC of the spell cast when casting a *sleep* or *deep slumber* spell or be affected as well. Second, the wizard must get a minimum of 8 hours of sleep each day. Failure to do so results in a magical sleep overcoming him, making him capable of sleep under any circumstances, and impossible to wake for the 8-hour period.

CONSTRUCTION

Requirements Craft Wondrous Item, *deep slumber*, *sleep*; **Cost** 1,500 gp

Scroll of Disease

Aura moderate necromancy; **CL** 7th
Slot none; **Price** 5,000 gp; **Weight** 1 lb.

DESCRIPTION

A scroll of disease appears to be a normal spell scroll

until it is read. Once a victim peruses even the title written on the scroll, he must make a DC 15 Fortitude save or contract a virulent disease that slowly ravages his body. He develops a cough within a week, and feels feverish and tired within a month as the disease progresses. The victim suffers 1d2 points of Constitution drain per month over the next 12 months. Since the disease is gradual, he may not notice the Constitution drain immediately. The disease can be cured with a successful *remove curse* or *break enchantment*. If the victim survives a year, the disease is finally flushed from his system (although any Constitution drained remains lost unless *restoration* or *greater restoration* is cast).

The scroll appears to contain nothing but gibberish. Spells such as *comprehend languages* and attempts to decipher it can make no sense of writings.

CONSTRUCTION

Requirements Craft Wondrous Item, *contagion*; **Cost** 2,500 gp

Sheet of Morphing

Aura moderate transmutation; **CL** 10th
Slot none; **Price** 12,500 gp; **Weight** 2 lbs.

DESCRIPTION

This large, 10-foot-by-10-foot section of sailcloth looks like an old raggedy tarp, moth-eaten and worn with time. If stretched out to shield its user from view against a flat surface (a rock, a wall, a grassy field, etc.), the user gains a +20 circumstance bonus to Stealth, as long as he stays still, as the sheet changes color and texture to match its surroundings.

CONSTRUCTION

Requirements Craft Wondrous Item, *hallucinatory terrain*; **Cost** 6,250 gp

Sky Ship

Aura strong transmutation; **CL** 20th
Slot none; **Price** 246,200 gp; **Weight** 5000 lb.

DESCRIPTION

A *sky ship* is a magical flying boat of ancient Tsen equivalent in size and characteristics to a keelboat (see "Transport" in Chapter 6 of the *Pathfinder Roleplaying Game Core Rulebook*). The secret of its construction largely died with that city. It has a single large square sail to harness the wind. The ship has a permanent *levitate* spell that keeps it aloft and allows it to rise or descend through the sky according to the will of whoever stands at the tiller. If there is no natural wind blowing, the ship must rely on control weather, gust of wind, or similar spells to be able to move. Piloting a *sky ship* requires a helmsman with use of Profession (sailor) with all checks made at a -10 penalty due to the unique challenges presented in its operation.

Once per day as a standard action, the helmsman can cause the hull of the ships can be electrified to deal 4d6 points of damage (no save) to anyone touching any part of the ship other than the tiller.

CONSTRUCTION

Requirements Craft Wondrous Item, *chain lightning*, *levitate*, *overland flight*, creator must have 9 ranks in Craft (ships); **Cost** 124,600 gp

Sorten's Chair

Aura strong universal; **CL** 19th
Slot none; **Price** 400,000 gp; **Weight** 10 lb.

DESCRIPTION

This rather plain-looking chair was made for Sorten by a great elven woodworker out of a fallen rael tree. The rael tree is reputed to impart life to those who touch it. So rare is this tree that when one falls, so the elves say, the forest sighs as if a great wind has passed through the boughs of the forest. Rael trees never die, and when one does fall it always leaves a young shoot in its place.

If a PC sits in this chair, he instantly becomes comfortable and feels a gentle breeze on his face. He is cured of all diseases within 2d10 minutes and is healed of 2d4 hits points of damage once per day. Wizards who study their spells while seated in the chair are able to memorize extra spells as noted below:

		Spell Level					
		1	2	3	4	5	6
Wizard Level	1-2	1					
	3-4	1	1				
	5-7	1	1	1			
	7-10	2	1	1	1		
	10-15	2	2	1	1	1	
	15+	3	2	2	1	1	1

CONSTRUCTION

Requirements Craft Wondrous Item, *wish*; **Cost** 200,000 gp

Sorten's Cup

Aura moderate conjuration and transmutation; **CL** 9th
Slot none; **Price** 19,000 gp; **Weight** 1 lb.

DESCRIPTION

This pewter cup purifies any liquid put into it and makes it safe to drink. It even makes bad wine taste delicious. The writing about the cup's lip is Elven and states "*The drink is rendered sweet, for thine health to keep.*"

CONSTRUCTION

Requirements Craft Wondrous Item, *neutralize poison*, *purify food and drink*; **Cost** 9,500 gp

Sorten's Blanket

Aura faint abjuration; **CL** 5th
Slot none; **Price** 2,000 gp; **Weight** 2 lb.

DESCRIPTION

This blanket looks unremarkable. A priestess of Freya crafted it for Sorten in return for him saving their temple from a demon. It keeps a being warm as per *endure elements*. While asleep and wrapped in the blanket, one is protected from the ravages of wild animals roaming the area (any creatures of animal Intelligence must make a DC 13 Will save to notice the person in the blanket).

CONSTRUCTION

Requirements Craft Wondrous Item, *endure elements* *hide from animals*; **Cost** 1,000 gp

shadowstuff, shape shadowstuff, shadow blades, and wall of shadow.

Sorten's Dragon Helm

Aura moderate abjuration; **CL** 7th
Slot head; **Price** 44,000 gp; **Weight** 5 lb.

DESCRIPTION

This famous helm was reputedly owned by one of the first Dwarven kings. It was, as legend states, made from the scales of red dragons slain by an ancient dwarf hero, at the cost of 10 of his household knights and, later, his own life as he died of the wounds he received. This helm provides fire resistance 10. It instills awe in red dragons and a red dragon won't attack a human or dwarf wearing it unless attacked first. It also bestows a +2 deflection bonus to AC, but all cold-based attacks do double damage and the wearer suffers a -4 penalty on all saves vs. cold. The wearer receives a +1 to hit all giant-classed creatures due to the dwarven nature of the helm. The helm is lawful and good and any evil beings who wear it gain the shaken condition, which persists until the helm is removed. The *dragon helm* only functions for dwarves or humans that wear it.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *fear, resist fire, shield of faith*; **Cost** 22,000 gp

Tome of the Shadowlands

Aura moderate conjuration and transmutation; **CL** 9th
Slot none; **Price** 118,000 gp; **Weight** 5 lb.

DESCRIPTION

This dark treatise is penned in the hand of Kayden and Sorten and is partially based on their travels in the Shadowlands that culminated in the Wizards' War. The tome itself appears to be a three-sided obsidian prism engraved with the sigil of both wizards. The pages of the book are only visible under the enchanted light of a *light* spell, which reveals that the tome's 140 black vaporous pages are themselves composed of quivering shadowstuff and are deathly cold to the touch.

A special enchantment also lies upon the book so that it may only truly be read under the ward of a *protection from evil* spell.

Enchantments laid upon the book quickly ensnare unprotected readers who become obsessed with studying it and unknowingly take damage as they read. This damage strikes the character through the Plane of Shadow itself and often goes unnoticed by the reader, who continues to read until he is drained to the very end of his essence. The victim must make a DC 20 Will save to notice and avoid succumbing to the power of shadow. If the victim fails his save, he studies the entire book in one sitting, suffering 20d6 points of damage in the process. If the reader survives, he learns all of the spells contained within the book. At any point that the character reads enough of the book to suffer enough damage to kill him, he rises again within 1d4 rounds as a greater shadow (see *Pathfinder Roleplaying Game Bestiary*) hungering for the essence of the living.

Further passages in the book discuss creatures called shadow hounds that roam the darkening way, and mentions the Shadow Forge and the Tower of Gloom. The knowledge within shortens any expedition into the Shadowlands by 1d4 days. Incidentally, a full study of the tome grants the reader +2 competence bonus to all saving throws while on the Plane of Shadow.

The book contains the following spells: *protection from*

CONSTRUCTION

Requirements Craft Wondrous Item, *protection from shadowstuff, shape shadowstuff, shadow blades, wall of shadow*; **Cost** 59,000 gp

Vial of Shadow

Aura evocation **Price** 2,000 gp; **Weight** —

DESCRIPTION

A vial of shadow is specially prepared containers holding the very essence of shadowstuff. Releasing the stopper causes the shadowstuff to seep out, and after 1 round, a 10-foot-square area is covered in inky blackness equal to a *darkness* spell. The darkness created by the shadowstuff cannot be negated by light spells.

CONSTRUCTION

Requirements Brew Potion, *darkness*; **Cost** 1,000 gp

Minor Artifacts

Arm of Tsathogga

Aura strong evocation and necromancy; **CL** 18th
Slot none; **Weight** 8 lbs.

DESCRIPTION

Also known locally as *Duncan's Sword* after the mercenary who bears it, the *Arm of Tsathogga* is a +2 *dancing greatsword* forged in the pits of Tarterus by the minions of the Great Maw himself. The sword is so foul and infused with hideous power it gains a +5 bonus when attacking Good opponents, and on a roll of a natural 20 the sword *disintegrates* its target (CL18th, 36d6 points of damage, DC 25 Fortitude save for partial). In addition, the sword grants Duncan the following spell-like abilities: Continuous—*dispel magic* (10 ft. radius)
3/day—*dimension door*
2/day—*darkness*

Any good-aligned PC touching the *Arm* gains 1 negative level per round of contact, and must make a DC 20 Will save or have their alignment shift 1 step towards chaotic evil. This save must be made every minute the sword is in the PC's possession (not necessarily held).

DESTRUCTION

The *Arm of Tsathogga* can only be destroyed by immersing it in a boiling cauldron of the blood of 20 Lawful Good virgins at noon on midsummer's day.

The Eternal Biscuit

Aura strong conjuration; **CL** 16th
Slot none; **Weight** 1/4 lb.

DESCRIPTION

This heavy, flaky, steamy, buttery, soft buttermilk biscuit is actually a sandwich of sorts. The *eternal biscuit* is stuffed with steaming bits of cheese, butter, meat, grilled vegetables or whatever the consumer can imagine. The biscuit provides full sustenance to the eater for 24 hours, healing them of 1

hp plus Constitution modifier per level. These benefits may be gained only once per day.

No matter how much of the biscuit is eaten, it always seems as if only one bite has ever been taken. If the *eternal biscuit* is left alone and unviewed for more than one minute, it appears as the most perfect sandwich ever to the next person to lay eyes upon it.

The side effect of the *eternal biscuit* is that the eater gains one full pound each time the biscuit is eaten from. For most who encounter the *eternal biscuit*, this is no great deal. However, as was learned by one of its owners — Garfield the Great, King of Ancient Arbus — unrestricted access to the *eternal biscuit* may result in an untimely demise due to obesity and its accompanying diseases.

DESTRUCTION

The biscuit may only be destroyed if tossed whole into the maw of the demon lord Tsathogga.

The Greater Chalice of Tircople

Aura strong conjuration; **CL** 20th
Slot none; **Weight** 2 lb.

DESCRIPTION

This chalice once contained the blood of the goddess Muir. Twice per day, wine drunk from the cup has the effect of a *heal* spell. If contained within the chapel of the fortress constructed by the *Greater Stone of Tircople*, it doubles the *protection from evil* radius, and creates an aura that continuously *dispels evil* inside the fortress.

DESTRUCTION

The *Chalice* can only be destroyed by having the powder from the destroyed *Greater Stone of Tircople* placed in it, mixed with wine, and consumed by a paladin.

The Greater Stone of Tircople

Aura strong conjuration; **CL** 20th
Slot none; **Weight** 15 lbs.

DESCRIPTION

This foundation stone was the cornerstone of the great temple to the goddess Muir before the city fell to ruin. It acts as an *instant fortress*, growing into a stone tower 20 feet square and 30 feet high in a single round with a command word. The walls extend 10 feet into the ground, and can withstand 100 points of damage before crumbling. A *wish* spell restores 50 hit points to the structure. The tower radiates *protection from evil* at double strength in a 300 yard radius.

DESTRUCTION

The *Greater Stone* can only be permanently destroyed in its non-tower form, and only by having a Lawful Good priest chip it away with a copper pickaxe.

The Greater Mantra of Muir

Aura strong conjuration; **CL** 20th
Slot none; **Weight** 15 lbs.

DESCRIPTION

This book contains 1d8+22 pages of random cleric spells (one per page, GM to determine). Any PC may turn the pages and use the spells listed within, although non-spellcasters temporarily lose 1 level while the book is in their

possession. Once a page is turned, it cannot be flipped back. When the last page is turned, the book vanishes. If placed on the altar of the chapel inside the fortress, it causes the effect of a *symbol of pain* (target suffers wracking pain, save or suffer –4 penalty to all rolls for 1 hour) to all evil creatures within the aura of *protection from evil*.

DESTRUCTION

The *Mantra* can only be destroyed by having blood spilled on it from the paladin who destroyed the *Greater Chalice of Tircople*.

Hand of Knem Koth

Aura strong conjuration; **CL** 16th
Slot none; **Weight** 25 lbs.

DESCRIPTION

This was the left hand of the ancient deity Knem Koth, the Dark Harbinger, God of the Evernight, revered by some evil humans during the Age of Kings and a primary deity of the shadow giants. Knem Koth was betrayed by the Phoromycean deities, Kringa the Temptress and the enigmatic blind god known only as The Master. They tricked Knem Koth into becoming stuck in the Lair of Lacrymundus and then murdered him with the help of that eldritch dragon. They dismembered him and scattered his pieces across the multiverse, though his malevolent will seems to have been retained in them as many are still potent artifacts. Ironically, though Kringa and The Master have long since disappeared from the divine realms and been forgotten, the shadow giants have diligently searched for more than 10,000 years for all of the pieces of their lost deity in order to one day reassemble and resurrect this wicked force of darkness.

The hand has various powers of chaos and evil. It appears as a coal-black, six-fingered hand of Large size. The stump of the hand is encased in a platinum cuff that is in turn affixed to a platinum chain. When someone bears the *Hand*, they gain the following powers:

At will—*dimensional anchor* (see below), *gate mastery* (see below)

3/day—*hold person*

1/day—*hold monster*

Modified dimensional anchor: Anyone attempting to *gate*, *teleport*, *dimension door* or use some other means of magical conveyance within 200 feet of the bearer of the Hand of Knem Koth must make a DC 20 Will save or be unable to depart the presence of the bearer without his permission.

Gate Mastery: The bearer can inscribe the mark of Knem Koth upon any permanent magical gate, which allows the bearer to control who passes between the planes that the gate connects. The mark remains until dispelled by the bearer of the hand or until a new owner takes possession of the hand.

The Hand of Knem Koth is fully evil and takes possession of weak souls, who are required to make a DC 25 Will save to avoid its evil effects each time a power is used. Creatures possessed by the Hand of Knem Koth are geased to quest for the other pieces of the dead god and stop at nothing to accomplish this quest.

DESTRUCTION

The *Hand* can only be destroyed by placing it on an altar of the god Arden and exposing it to 168 hours (1 full week) of direct, natural sunlight.

Heart of Knem Koth

Aura strong conjuration; **CL** 16th
Slot none; **Weight** 10 lbs.

DESCRIPTION

This relic is kept in an ebony box with a silver handle and a clear crystal lid locked with a complex lock (DC 40 Disable Device to open). A black, wrought-iron key with a heart-shaped handle sticks out of the lock. Within the box is the heart of the ancient Shadow God Knem Koth who was slain in time immemorial by a consortium of shadow lords. The heart is double the size of a man's and drips with shadowy ichor. It quivers at the touch and is possessed with dark powers that are instantly known to the bearer.

Knem Koth's still-beating heart was claimed by Lacrymundus as his prize while the Shadow God's black blood filled the lowlands of his midnight plane, forming seas of shadow. When commanded, the heart pumps forth raw darkness, up to 120-foot radius.

Knem Koth's heart may perform the following spell-like abilities:
At will—*protection from shadowstuff*, *shape shadowstuff*
1/day—*power word kill*, *death spell*, *symbol of death*

Protection from shadowstuff: The bearer of the heart has no fear on the plane of Shadow. The bearer is immune to any natural effects of the plane, and can exist comfortable in its environs. Further, the bearer is under an effect similar to *protection from evil* against any and all shadow creatures.

Shape shadowstuff: The bearer may control and shape the wispy shadow material on the plane of shadows. The bearer can shape shadowstuff as if using the *stone shape* spell.

The Hand of Knem Koth is fully evil and takes possession of weak souls, who are required to make a DC 25 Will save to avoid its evil effects each time a power is used. Creatures possessed by the Hand of Knem Koth are geased to quest for the other pieces of the dead god and stop at nothing to accomplish this quest.

DESTRUCTION

The Heart can only be destroyed by placing it on an altar of the god Arden and exposing it to 168 hours (1 full week) of direct, natural sunlight.

Lute of Bloodboiling

Aura strong varied; **CL** 20th
Slot none; **Weight** 5 lb.

DESCRIPTION

This lute is made of fine-grained red cedar and has strings of gold. The tuning pegs are made of platinum. The lute sounds beautiful when strummed, but if actual music is played upon it, it creates magical effects. When played by a skilled musician, the lute has the following effects on everyone within 30 ft. (roll 1d6, DC 25 Will save avoids if attempted):

Roll	Effect
1	+2 enhancement bonus to strength for 24 hours
2	Immune to surprise for 24 hours
3	Uncontrollable rage in combat (cannot stop attacking until all opponents are slain) for 24 hours
4	Affected by <i>song of discord</i> for 2 hours
5	<i>Hasted</i> for 2 hours
6	Immune to mind-affecting spells and charms for 2 hours

DESTRUCTION

This item can be destroyed by being played by a tone deaf lillend for an audience of devils.

Noose of Knem Koth

Aura strong necromancy; **CL** 20th
Slot none; **Weight** 3 lbs.

DESCRIPTION

This noose is crafted from a loop of gut of the dead god Knem Koth and acts as a +3 *whip*. On a successful hit, the noose affixes itself around the throat of its target and constricts, strangling the victim in 1d4+2 rounds. The constriction may be called off only by the user, or through the casting of a *remove curse* upon the victim. The wielder of the Noose of Knem Koth gains 5 temporary hit points per hit die of his victim when the target expires. The noose has DR 20/magic and good. It can be severed by inflicting 100 points of damage, and it has regeneration 5 (sunlight). The Noose's regeneration effect reduces to 1 point per round if attacked with spells that harness light (searing light, etc.) or if damaged in the full natural light of day.

The Hand of Knem Koth is fully evil and takes possession of weak souls, who are required to make a DC 25 Will save to avoid its evil effects each time a power is used. Creatures possessed by the Hand of Knem Koth are geased (as the spell) to quest for the other pieces of the dead god and stop at nothing to accomplish this quest.

DESTRUCTION

The Noose can only be destroyed by placing it on an altar of the god Arden and exposing it to 168 hours (1 full week) of direct, natural sunlight.

Sword of Air

Aura strong conjuration; **CL** 20th
Slot none; **Weight** 4 lbs.

STATISTICS

Alignment CE; **Ego** 25 **Senses** 60 feet

Communication telepathy

Special Purpose slay the god Arden

Dedicated Powers elemental control (see below), x5 damage multiplier (weapon damage only) vs. Arden or worshippers of Arden

Spell-Like Abilities (CL 20th):

2/day—*summon* (level 7, 1 greater air elemental), *prismatic sphere*

1/day—*fly*, *telekinesis*, *wind walk*

DESCRIPTION

The *Sword of Air* is a +5 *greatsword* that acts similar to a *ring of air elemental command*. The sword protects the bearer from all creatures native to the elemental plane of air, and air elementals specifically cannot attack the wearer, or even approach within 5 feet of him. If the wearer desires, he may forego this protection and instead attempt to charm the elemental (as *charm monster*, DC 20 Will negates). If the charm attempt fails, however, absolute protection is lost and no further attempt at charming can be made. Other creatures from the plane to which the ring is attuned who attack the wearer take a -2 penalty on their attack rolls. The ring wearer makes applicable saving throws against the extraplanar creature's attacks with a +2 resistance bonus. He gains a +4 morale bonus on all attack rolls against such creatures. The *Sword of Air* bypasses the damage reduction of all such creatures, regardless of any qualities required. The bearer of the *Sword* is able to converse with creatures from the plane of air. These creatures recognize the bearer of the *Sword*, and show a healthy respect for the bearer if alignments are similar. If alignments are opposed, creatures

APPENDIX

fear the bearer if he is strong. If he is weak, they hate and desire to slay him. Additionally, the wielder is immune to any type of gas. The sword communicates with its wielder via *telepathy*. Using any of the *Sword's* spell-like abilities automatically causes a 30 foot whirlwind (as a djinni) and destroys holy water and potions within 10 feet. Using a spell-like ability also causes the wielder's alignment to move one step closer to Chaotic Evil (no save) and they become extremely egotistical. In fact, they begin to believe they are a god, and anyone failing to placate this belief forces the wielder to make a DC 20 Will save or attack the blasphemer.

The *Sword* is fashioned with a long and strangely thin blade of light blue metal. The blade seems impossibly thin, almost two-dimensional and nearly invisible when viewed from the side. Upon first grasping the sword, the bearer must make an Ego check, with a -2 penalty for Neutral-aligned PCs and a -4 penalty for Chaotic-aligned PCs. The *Sword* possesses anyone who fails the save for 1 week, unlike normal Ego conflicts. Only a *wish* or the equivalent can reverse this process. The risk of possession can be avoided if a Lawful Good cleric or paladin wraps and carries the sword without attempting to use it (except in the Hazed Canyons, see below).

Anyone possessed by the sword is controlled and seeks to fulfill its purpose. The sword can be treated (essentially) as the "one ring" of Tolkien fame for purposes of this effect. The *Sword of Air* is an evil corrupting weapon forged from the bog iron of Tartarus by Tsathogga himself thousands of years ago. The weapon was specifically made to slay the god Arden and is heavily enchanted against him (or his body parts) and his followers.

Of course, this sword has only one purpose: to destroy the *Heart of Arden in the lead mine beneath the ruined City of Tsen*. If this is done, the minions of Tsathogga, including the *tarrasque*, are released upon the world (see **Chapter 8**).

Taking the *Sword* into the Hazed Canyon causes it to jump into overdrive in terms of self-preservation. It gets one attempt per person carrying it (wrapped or wielded) to control the individual and cause him to grasp and use the *Sword* against his companions (or to simply run away and head for the desert). This check is the same as if the individual was wielding the *Sword*. Once the check is made, the *Sword* cannot further affect the individual unless he uses it as a weapon or activates its powers.

DESTRUCTION

The sword may be destroyed by (1) destroying the *Heart of Arden* beneath the **Ruined City of Tsen** or (2) by feeding it to the *Beast of Tannesh* in the **Hazed Canyon**.

GM Note: *The only remaining trick is to figure out how to get the Beast of Tannesh to eat the sword. One group stuck it in a dead sheep and tossed the animal at the beast while running away!*

Cursed Items

Chime of Hunger

Aura moderate enchantment; **CL** 12th
Slot none; **Weight** 1 lb.

DESCRIPTION

This device exactly resembles a *chime of opening*. When it is struck all creatures within 60 feet must make a DC 15 Will save or be immediately struck with ravenous hunger. Characters tear into their packs and bags looking for food. All other actions are ignored including dropping anything held to get at food. Affected creatures without food rush to where the *chime of hunger* sounded and attack any

creatures there in order to kill and eat them. Any creature denied food suffers 1 hit point of damage per round until they feed. All creatures must eat for at least 1 round, but they are then entitled to another save on each successive round until such a roll is made, i.e. the hunger is satisfied. The *chime of hunger* operates as a *chime of opening* for 1d4+1 uses before the curse is put into operation.

CREATION

Magic Items *chime of opening*

Cowardly Armor

Aura strong transmutation; **CL** 12th
Slot armor; **Weight** 50 lb.

DESCRIPTION

This suit of +3 *full plate armor* is highly protective until it is actually hit. Should the wearer be damaged in combat, the armor literally falls off the wearer in 1 round (leaving him naked), a *magic mouth* appears in the chest plate and screams, reassembles itself, and runs 4d100 yards away. The armor can be worn again, if desired, after it runs away.

CREATION

Magic Items +3 *full plate armor*

Cup of Idiocy

Aura moderate enchantment; **CL** 12th
Slot none; **Weight** 1 lb.

DESCRIPTION

This brass cup has symbols of court fools and smiling faces on it. It has the effect of making even the cheapest wine taste like first-growth Bordeaux, and making the nastiest will taste like honey mead. Unfortunately, the cup is cursed. Once it is used once, each day the person who used it must make a DC 15 Will save or drink continuously until they are dangerously intoxicated. This has the effect of dropping the drinker's ability scores by -8 each (any result less than 3 means unconsciousness for 1d6 hours). This effect lasts until a *remove curse* is cast upon the PC.

CREATION

Magic Items *decanter of endless water*

Cursed Ouroboros of Gurdenund

Aura strong necromancy; **CL** 20th
Slot arms; **Weight** 1 lb.

DESCRIPTION

This armband is explicitly attached to its master, Karl Gurdenund, causing the dead barbarian raider's undead corpse to regenerate around the amulet every 24 hours. Karl was known to murder prisoners by strangulation. If an individual wears the amulet, he is awakened by Karl's partial corpse lying atop him in the night, the armband again upon the undead barbarian's arm. Karl's corpse smiles as his cold dead fingers wrap around the character's throat. The amulet itself may be destroyed only with a successful *remove curse* cast by a Lawful Good cleric of at least 20th level.

CREATION

Magic Items *bracers of armor*

Gems of Ill Fortune

Aura strong enchantment; **CL** 16th
Slot none; **Weight** 1/4 lb.

DESCRIPTION

First encountered in a stature dedicated to the goddess Hecate, the *gems of ill fortune* are created when a thief steals the eyes (or whatever gem-encrusted portion of a statue) of a magically protected statue. They appear to be normal rubies of unusual size and clarity. The cursed rubies have the following effects:

They drag anyone attempting to swim while carrying one of the rubies to the bottom of whatever body of water they are attempting to swim across (–20 penalty to Swim checks).

They attract sea monsters (triple normal chances to encounter a hostile creature in the water).

They cause a –4 penalty to attack and damage rolls made by the possessor of the gems, and a –4 AC penalty.

The only way to be rid of the gems or their curse is to replace them into the sockets of the statue they were stolen from.

CREATION

Gem Rubies of greater than 1,000 gp value

Kayden's Cursed Cap

Aura moderate transmutation; **CL** 16th
Slot head; **Weight** 1 lb.

DESCRIPTION

The cap affords the wearer a +2 bonus to intelligence, but is also cursed so that anyone who wears it never wants to willingly remove it. Furthermore, the cap affords Kayden the power to “see” through the eyes of the wearer. The cap can only be removed by a successful *remove curse* spell.

CREATION

Magic Items *headband of vast intelligence*

New Spells

Call Tsathar

School conjuration (summoning); **Level:** cleric/oracle 4, sorcerer/wizard 4, summoner 4

Components V, S, F/DF (a lily pad and a small candle)

Casting Time 1 minute

Range close (25 ft. + 5 ft./2 levels)

Effect 1d4+2 summoned creatures

Duration 1 round/level (D)

Saving Throw none; **Spell Resistance** no

This spell summons 1d4+2 tsathar warriors to fight for the caster. The tsathar follow the caster's orders obediently and have no fear of their own destruction. The ritual to cast this spell takes 1 full minute.

TSATHAR WARRIORS

XP 600

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CE Medium monstrous humanoid (aquatic)

Init +6; **Senses** darkvision 90 ft., scent; **Perception** +9

AC 18, touch 12, flat-footed 16 (+2 armor, +2 Dex, +4

natural)

hp 13 (2d10+2)

Fort +1; **Ref** +5; **Will** +4

Defensive Abilities slimy

Weaknesses light blindness

Speed 30 ft., swim 30 ft.

Melee shortspear +3 (1d6+1) or kukri +3 (1d4+1/18–20) or 2 claws +3 (1d6+1), and bite +3 (1d4+1)

Ranged shortspear +4 (1d6+1) or net +4 touch (entangled)

Special Attacks leap, summon hydrodaemon

Str 13, **Dex** 14, **Con** 12, **Int** 12, **Wis** 12, **Cha** 10

Base Atk +2; **CMB** +3; **CMD** 15 (27 vs. grapple)

Feats Skill Focus (Perception) B, Improved Initiative

Skills Acrobatics +3 (+17 long jumping, +27 high jumping),

Climb +5, Escape Artist +15, Perception +9, Stealth +6, Swim +14; **Racial Modifiers** +12 Escape Artist, +14 Acrobatics when

long jumping or +24 Acrobatics when high jumping

Languages Abyssal, Tsathar

SQ amphibious, implant

Gear leather armor, shortspear, kukri, net

Implant (Ex) Tsathar are sexless, reproducing by injecting eggs into living hosts. An egg can be implanted only into a helpless host creature. The host must be of Small size or larger. Giant frogs, bred for this very purpose, are the most common host. Implanting an egg requires one minute to perform.

Accompanying the egg is an anaesthetizing poison that causes the host to fall unconscious for the two-week gestation period of the egg unless the host succeeds on a DC 20 Fortitude saving throw; this save DC includes a +8 racial bonus. If the save succeeds, the host remains conscious, but is violently ill (–10 penalty on attack rolls, saving throws, ability checks, and skill checks) 24 hours before the eggs hatch. When the eggs mature, the young tsathar emerges from the host, killing it in the process. A *remove disease* spell rids the victim any implanted eggs. A DC 20 Heal check can be attempted to surgically extract an egg from a host. If the check fails, the healer can try again, but each attempt (successful or not) deals 1d6 points of damage to the patient.

Leap (Ex) Tsathar are incredible jumpers, able to leap up to 30 feet horizontally or 10 feet vertically. They have a +14 racial bonus on horizontal jumps, or +24 on vertical jumps, and they do not need to make a 10-foot minimum running start before jumping to avoid doubling the jumping DCs. Tsathar can always take 10 when making an Acrobatics check to jump.

When a tsathar begins its round by jumping next to an opponent it can make a full attack in the same round. A tsathar wearing medium or heavy armor or carrying a medium or heavy load cannot use this ability.

Summon Hydrodaemon (Sp) A tsathar with at least five levels of cleric can, once per day, attempt to summon a hydrodaemon (q.v.) with a 40% chance of success. This ability is the equivalent of a 4th-level spell.

Slimy (Ex) Because tsathar continuously cover themselves with muck and slime, they are difficult to grapple. Webs, magic or otherwise, do not affect tsathar, and they usually can wriggle free from most other forms of confinement. This grants them a +12 racial bonus to their CMD to escape grapples, and to their Escape Artist checks.

Chant

School conjuration (creation); **Level:** cleric/oracle 2, paladin 2
Components V, S, DF

Casting Time 1 standard action

Range 40 ft.**Area** all allies and foes within a 40-ft. burst centered on you**Duration** concentration; maximum 5 min./level (see below)**Saving Throw** none; **Spell Resistance** no

As long as you chant, you bring special favor upon your allies and bring disfavor to your enemies. You and your allies gain a +1 luck bonus on attack rolls, weapon damage rolls, saves, and skill checks while your foes take a -1 penalty on such rolls.

You must chant in a clear voice. Any interruption in your chanting, such as a failed concentration check, a *silence* spell or speaking or casting another spell, ends this spell. As an exception to the general rule, the effects of this spell stack with those of a *prayer* spell if cast by a cleric of your alignment and who worships the same deity as you.

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Cone of Slime

School conjuration (summoning); **Level:** cleric/oracle 5, sorcerer/wizard 4, summoner 4**Components** V, S, M (small flask of green slime)**Casting Time** 1 round**Range** close (25 ft. + 5 ft./2 levels)**Area** cone-shaped burst**Duration** 1 round/level (D)**Saving Throw** none; **Spell Resistance** no

This spell conjures a 30 ft. cone of green slime from the fingertips of the caster. Anyone within the area of effect must make a DC 15 Reflex save or be engulfed in green slime. Engulfed creatures begin to dissolve into green slime. Armor and equipment dissolves in 1d2 rounds. Once armor and clothing dissolve, the victim begins suffering 1d4 points of Con damage per round. When the victim reaches 0 Constitution, he becomes one with the slime. The slime can only be destroyed by a *cure disease* spell, or by the victim being exposed to 10 points of cold or heat damage.

Frog of the Abyss

School conjuration (summoning); **Level:** cleric/oracle 4, sorcerer/wizard 4, summoner 3**Components** V, S, F/DF (lilypad and a piece of coal)**Casting Time** 1 round**Range** close (25 ft. + 5 ft./2 levels)**Effect** 1 summoned creature**Duration** 10 minutes/level (D)**Saving Throw** none; **Spell Resistance** no

This spell summons forth a giant abyssal dire frog from Tsathogga's realm of chaos. The creature has maximum hit points per hit die and serves the summoner fully for 10 minutes per caster level. Once destroyed, the creature dissolves into a puddle of foul-smelling ooze.

GIANT ABYSSAL DIRE FROG

XP 1,200*The Tome of Horrors Complete* 295

CE Large outsider (augmented animal, extraplanar)

Init +8; **Senses** darkvision 60 ft., low-light vision, scent;**Perception** +8**AC** 24, touch 14, flat-footed 20 (+4 Dex, +10 natural, -1 size)**hp** 68 (4d8+36)**Fort** +13; **Ref** +10; **Will** +4**CR** 4**Resistance** cold 5, fire 5; **SR** 9**Speed** 40 ft., swim 40 ft.**Melee** bite +10 (1d8+8 plus grab) or tongue +10 touch (grab)**Space** 10 ft.; **Reach** 10 ft. (20 ft. with tongue)**Special Attacks** pull (tongue, 10 feet), smite good 1/day (+4 damage), swallow whole (1d8+8 bludgeoning damage, AC 12, 2 hp), tongue**Str** 27, **Dex** 19, **Con** 28, **Int** 5, **Wis** 16, **Cha** 14**Base Atk** +3; **CMB** +12 (+16 grapple); **CMD** 26 (30 vs. trip)**Feats** Improved Initiative, Lightning Reflexes**Skills** Acrobatics +13 (+17 jumping), Perception +8, Stealth +4, Swim +16; **Racial Modifiers** +4 Acrobatics (+8 jumping), +4 Stealth**Languages** Abyssal

Glass Shape

School transmutation (earth); **Level:** cleric 3, sorcerer/wizard 4**Components** V, S, M/DF**Casting Time** 1 standard action**Range** touch**Target** glass object touched, up to 10 cu. ft. + 1 cu. ft./level**Duration** instantaneous**Saving Throw** none; **Spell Resistance** no

This spell is similar to *stone shape*, but deals exclusively with glass objects. You can form an existing piece of glass into any shape that suits your purpose. While it's possible to make crude items with *glass shape*, fine detail isn't possible. There is a 60% chance that any shape including moving parts simply doesn't work.

Phantom Mists

School illusion (phantasm); **Level** sorcerer/wizard 6**Casting Time** 10 minutes**Components** V, S, M (small vial full of morning fog)**Range** medium (100 ft. +10 ft./level)**Area** cloud spreads in 100 ft./level radius**Duration** permanent (D)**Saving Throw** Will negates (see text); **Spell Resistance** yes

Phantom mists create a pocket of fog, mist and smoke where weird illusions are commonplace. Characters caught in a *phantom mist* must make a Will save or fall asleep for 1d6 hours within the rolling fog bank. Even characters normally immune to magical sleep, such as elves or dragons, must make the save though they gain a +4 racial bonus. The characters must make a new save every 10 minutes spent in the mists, with a -1 cumulative penalty; creatures with spell resistance must also make a new check every 10 minutes.. The weird effects are meant to subdue victims, not kill, and change randomly. Roll 1d6 every round to determine what effects occur:

[BEGIN TABLE]

1 Thick mists Visibility is cut in half in the dense mist.**2** Swirling fog Save or become lost and move in a random direction (as the *confusion* spell).**3** *Phantasmal killer* Illusions move after the characters as per the spell. These can be undead figures stepping out of the fog, hungry beasts or anything else the GM wants to throw at the characters.**4** Sleep clouds Thick clouds of vaporous sleep draught gas move toward characters despite the winds. They move at

SWORD OF AIR

40 feet per round, and pass through and around objects. Characters caught in a sleep cloud must make a Will with a –6 penalty or fall asleep for 1d6 hours.

5 Hallucinatory terrain The terrain around the characters fluctuates, changing randomly even as they move through it. It is otherwise similar to the spell of the same name.

6 Darkness Characters are caught in a darkness spell that extends to a 100 ft radius.

[END TABLE]

In addition, the phantom mists prevent any form of scrying, including *detect thoughts* and other mental abilities.

Plague of Frogs

School conjuration (summoning); **Level** cleric/oracle 5, sorcerer/wizard 5, summoner 5

Casting Time 1 round

Components V, S, F/DF (lily pad and a lit torch)

Range close (25 ft. + 5 ft./2 levels)

Effect 1d6 swarms

Duration instantaneous

Saving Throw none; **Spell Resistance** no

This spell summons a plague of 1d6 poisonous frog swarms in a 20-foot-by-20-foot area. The frogs boil forth from the area, reducing movement by half due to their slippery bodies. Anyone touching the frogs must make a DC 12 Fortitude save or lose 1d3 points of Str. The frogs deal 1d6 points of damage per swarm to anyone caught in their midst due to clawing and biting. The summoner may aim the frogs, moving the swarm up to 15 ft. per round. The frogs remain until all are killed.

POISONOUS FROG SWARM

CR 2

XP 600

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N Diminutive animal (swarm)

Init +1; **Senses** low-light vision, scent; **Perception** +9

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

hp 18 (4d8)

Fort +4; **Ref** +5; **Will** +2

Immune weapon damage, swarm traits

Weaknesses swarm traits

Speed 10 ft.

Melee swarm (1d6 plus poison)

Space 10 ft.; **Reach** 0 ft.

Special Attacks distraction (DC 12)

Str 4, **Dex** 12, **Con** 11, **Int** 2, **Wis** 12, **Cha** 4

Base Atk +3; **CMB** —; **CMD** —

Feats Skill Focus (Perception), Weapon Finesse

Skills Acrobatics +5, Perception +9, Stealth +21; **Racial**

Modifiers +4 Stealth

Poison (Ex) Swarm—injury; save Fort DC 12; frequency 1/round for 2 rounds; effect 1d3 Str; cure 1save. The save DC is Constitution-based.

Project Image, Lesser

School illusion (shadow); **Level** bard 3, sorcerer/wizard 3

Casting Time 1 standard action

Components V, S, M (small replica of the caster, worth under 5 gp)

Range medium (100 ft. +10 ft./level)

Effect one shadow duplicate

Duration 1 round/level (D)

Saving Throw Will disbelief (if interacted with); **Spell**

Resistance no

Lesser project image is similar to the 6th level wizard spell *project image*, however no spells or powers may be cast through the projected image.

Protection from Shadowstuff

School abjuration; **Level** cleric/oracle 3, sorcerer/wizard 3

Casting Time 1 standard action

Components V, S, DF

Range touch

Target creature touched

Duration 10 minutes/level

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

A spell conceived for the experienced shadow walker, *protection from shadowstuff* creates a ward that thwarts the negative powers of the plane of shadows and most of its damaging and strength-draining aspects. Warded creatures are protected from the strength-draining aspects of shadowstuff and take 1 point less damage per round vs. any other types of shadow damage.

Shape Shadowstuff

School conjuration (creation); **Level** sorcerer/wizard 3

Casting Time 1 standard action

Components V, S

Range 20 feet

Effect up to 1 cubic foot of shadowstuff/level

Duration 1 round/level (D)

Saving Throw none; **Spell Resistance** no

Through the use of this spell, the caster gains control over raw shadow and can reshape it into any form he desires, be it a weapon, suit of armor, or other such substance. For example, the magic-user may shape the shadowstuff into a bridge to cross a chasm, a set of stairs to climb a height, a boat to cross a stream, and so on. The shadowstuff may also be conjured into simple traps such as a phalanx of shadow spikes. Crossing through such spikes deals 1d6 points of damage per 10 ft crossed.

Due to the nature of shadowstuff, it dissolves into nothingness at the end of the spell's duration.

Sorten's Bag

School conjuration (summoning); **Level** wizard 7

Casting Time 1 standard action

Components V, S, M (small bag made of blink dog hide and dust from the Plane of Shadow)

Range touch

Target one bag

Duration 1 day

Saving Throw none; **Spell Resistance** no

This spell allows the caster to create a temporarily enchanted *bag of holding* that has a capacity of 100 pounds per level of the caster, or 4 cubic feet per level. The perceived weight is only 15 pounds. The material components are a small bag made from the hide of a blink dog or similar creature and a pinch of dust from the Shadow Plane.

Tongue of the Frog God

School transmutation (polymorph); **Level** cleric/oracle 7, sorcerer/wizard 7

Casting Time 1 round

Components V, S, M (small bit of frogskin)

Range personal

Target you

Duration 1 minute/level or until destroyed (see below)

Saving Throw none; **Spell Resistance** no

This spell conjures a long, swollen tongue that grows from the mouth of the caster. This tongue can be used as a whiplike appendage. The tongue may also be used to make a touch attack against opponents. On a successful ranged touch, the tongue wraps around the victim's throat and begins to strangle him, dealing 1d4 points of Constitution damage per round. When the victim reaches 0 Constitution, he must make a DC 20 Fortitude save or die from strangulation. The tongue has AC 15 and hit points equal to the hit points of the caster. When the tongue is destroyed, it dissolves into nothing and the caster's tongue returns to normal.

New Classes

Disciple of Orcus (Archetype)

The Disciple of Orcus has dedicated their life from their first pious moments to serving the Demon Lord of the Undead. They instruct the secret cabals in the teachings of Orcus and also work to raise the undead army that will someday rise up to destroy the world. The disciples of Rappan Athuk differ theologically from the disciples of Tsar, and will attack the later more often than not.

Death Domain: The disciple of Orcus must choose the Death domain (or the Undead subdomain from the *Advanced Player's Guide*, if available in the campaign). They gain no second domain or domain powers. In all other respects, this works like and replaces the standard cleric's domain ability.

Variation Channeler: When the Disciple of Orcus channels energy it is modified by the undeath variant from *Ultimate Magic*.

See in Darkness (Ex): The holiest of rites to Orcus are performed in total darkness. At 1st level the Disciple of Orcus gains darkvision 60 ft. The range increases to 90 ft. at 6th level. At 8th level the Disciple of Orcus can also see in magical darkness. If the Disciple of Orcus already possesses darkvision its range increases by +30 ft. at 1st and 6th levels.

Bonus Feat (Ex): At 1st level the Disciple of Orcus gains Command Undead as a bonus feat.

Undead Lord's Proxy (Su): Undead recognize the Disciple of Orcus as a conduit to the Demon Lord. At 3rd level Disciples add +2 to the DC to resist channeled energy when used to command undead.

Touch of Darkness (Su): At 9th level, once per day per level, the Disciple may make a melee touch attack to deal 1d4+1 points of Strength damage to a target (Fortitude save for half damage). If the target is reduced to 0 Strength or less, they die, and rise as a shadow under the control of the Disciple one round later. The Disciple may have one controlled shadow per two Disciple levels. This is equivalent to a 5th level spell. The save DC is Wisdom-based.

Undead Creation Mastery (Su): At 11th level when the Disciple of Orcus creates undead (either through the spell or other means) they gain a +4 bonus to their caster level when determining what type of undead they can create. Undead the Disciple of Orcus creates are immediately under their control as per *control undead*.

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Archwizard (Prestige Class)

Arcane casters that are smart (or lucky) enough to have long and impressive careers often branch off into different fields of specializations. Some study ancient secrets and haunt long-forgotten libraries, yearning to glean any lost bit of lore. Some combine their arcane talents with martial skills, and become spell-wielding knights or archers or even trickster rogues. Some few of these wizards dabble in alchemy, or even combine their skills with the divine to become masters of both types of magic. And, there are those that follow a pure path of arcane crafting, studying the magic for no purpose other than the magic itself, raw power, the ability to transform, or to charm and beguile, or create objects from nothing more than whim; these are the true arcane masters, these are the wizards and sorcerers that command the mightiest of magical abilities. These are the archwizards.

Role: The archwizard is often in a position to determine whatever role they choose. As a master of spellcasting, an archwizard may fulfill many roles for the party in attack, defense or utility. Archwizards are often traveling the world, on some great quest for a rare or imagined spell component. Archwizards usually have a high opinion of themselves, and tend to look down on other classes, though this is not always the case.

Alignment: Archwizards tend to be polarizing characters, frequently being powerful members of their alignment arch. While they may be of any alignment, most tends to the extremes (lawful good, lawful evil, chaotic good, chaotic evil).

Hit Die: d6.

Requirements

To qualify to become an archwizard, a character must fulfill all the following criteria.

Skills: Knowledge (arcana) 15 ranks, Spellcraft 15 ranks, Use Magic Device 15 ranks.

Feats: Greater Spell Focus in two schools of magic, Skill Focus (Knowledge [arcana]), Skill Focus (Spellcraft), Spell Penetration.

Spells: Ability to cast 8th-level arcane spells, knowledge of 5th-level or higher spells from all schools.

Class Skills

The archwizard's class skills (and the key ability for each skill) are Craft (Int), Fly (Dex), Knowledge (all skills taken individually) (Int), Linguistics (Int), Sense Motive (Wis), Spellcraft (Int), and Use Magic Device (Cha). **Skill Ranks at Each Level:** 2 + Int modifier.

Class Features

All the following are Class Features of the archwizard prestige class.

Weapon and Armor Proficiency: Archwizards gain no proficiency with any weapon or armor.

Spells per Day/Spells Known: When a new archwizard level is gained, the character gains new spells per day (and spells known, if applicable) as if he had also gained a level in whatever arcane spellcasting class in which he could cast 8th level spells before he added the prestige class level. He does not, however, gain any other benefit a character with that class would have gained. If a character had more than one arcane spellcasting class in which he could cast 7th-level spells before he became an archwizard, he must decide to which class he adds each level of archwizard for the purpose of determining spells per day.

Forgo Materials: A first level archwizard no longer needs mundane material components to fuel his spells, and acts as if he has the Eschew Materials feat. The archwizard may cast any spell with a material component cost of up to 10 gp per archwizard level without needing the actual component.

Metamagic Enhancement (Su): An archwizard is a master at manipulating magical forces. At first level, he reduces the cost of any metamagic feat known by one level less than standard i.e. a first level archwizard casts a spell with the Empower feat at one spell slot higher than the original spell. The metamagic enhancement can only be applied to one enhancement per spell. This ability does not affect the Heighten

Archwizard Advancement Table

Level	BAB	Fort	Ref	Will	Special	Spells per Day
1	+0	+0	+0	+1	Forgo Materials, Metamagic Enhancement	+1 level of spellcasting class
2	+1	+1	+1	+1	Spellcasting Master , Arcane Servant	+1 level of spellcasting class
3	+1	+1	+1	+2	Detect Expertise	+1 level of spellcasting class
4	+2	+1	+1	+2	Spell Echo	+1 level of spellcasting class
5	+2	+2	+2	+3	Spell-Like Ability, Epic Crafter	+1 level of spellcasting class
6	+3	+2	+2	+3	Overcome School, Restriction	+1 level of spellcasting class
7	+3	+2	+2	+4	Shaped Area	+1 level of spellcasting class
8	+4	+3	+3	+4	Selective Targets	+1 level of spellcasting class
9	+4	+3	+3	+5	Bypass Spell Resistance	+1 level of spellcasting class
10	+5	+3	+3	+5	Archwizardry	+1 level of spellcasting class

Spell feat. At 5th level and 10th level, the adjusted level is reduced one additional spell level. The adjusted enhancement can never reduce the base spell below its original level i.e. a *flesh to stone* spell can never be lower than 6th level, no matter the level of the archwizard casting it. This ability replaces metamagic mastery, if the base creature possesses that ability. **Spellcasting Master:** At 2nd level, the archwizard gains a +5 insight bonus to Knowledge (arcana), Spellcraft, and Use Magic Device.

Arcane Servant (Su): All archwizards of 2nd and higher level are treated as if they have a permanent *unseen servant* near them at all times. The servant can go no further than 100 ft., but otherwise confer to the rules of normal unseen servants. If destroyed, the servant reappears the following round.

Detect Expertise: All of a 3rd level archwizards *detect* spells are treated as if using the Detect Expertise feat. In addition, the archwizard gains information one round earlier than normal, if the detect is rounddependent. At 6th level, the archwizard gains information 2 rounds earlier.

Spell Echo: A 4th level archwizard holds on to some of the arcane energy in a cast spell. One spell per 2 archwizard levels/ day, is treated as if under the Echoing Spell feat, with no increase in casting level.

Spell-Like Ability (Sp): An archwizard can use one of his arcane spell slots to permanently prepare one of his arcane spells as a spell-like ability that can be used twice per day. The spell slot is permanently removed for the spellcaster's use i.e. if a wizard has five 3rd level spells available, and chooses to make *fly* a spell-like ability, he will only have four slots available until a new level is gained. The archwizard does not use any components when casting the spell. Note that this ability may only be used with spells that qualify under the Forgo Materials ability, above. The spell-like ability normally uses a spell slot of the spell's level, although the archwizard can choose to make a spell modified by a metamagic feat into a spell-like ability at the appropriate spell level. This ability may not be combined with the Metamagic Enhancement ability, above.

Epic Crafter: An archwizard of 5th level may craft magic weapons with the Epic descriptor, to bypass DR/Epic.

Overcome School Restriction: A 6th level archwizard is no longer required to use 2 spell slots to memorize spells of their opposition schools, if any.

Shaped Area (Su): The 7th level archwizard can alter areas of effect for spells that use one of the following shapes: burst, cone, cylinder, emanation, or spread. The alteration consists of creating spaces within the spell's area or effect that are not subject to the spell. The minimum dimension for these spaces is a 5 ft. cube. Furthermore, any shapeable spells have a minimum dimension of 5 ft. instead of 10 ft.

Selective Targets (Su): At 8th level, the archwizard may select up to one target per point of Intelligence bonus to exclude from any area-of-effect spell cast, or double the number of targets affected by a spell. In the first application, the targets are engulfed in the effect, but do not suffer any of the effects. This is a target-based exclusion; other opponents sharing the excluded target's space are still affected by the spell. In the second case, when a spell description specifies an effect of "one creature/level," the archwizard may instead affect up to two creatures/level.

Bypass Spell Resistance (Ex): At 9th level, the archwizard's command of magic is such that he may unravel a creature's natural resistance to magic. An archwizard may reduce a target's spell resistance by his archwizard level, once per day per target. In addition, an archwizard ignores energy resistance equal to his combined spellcasting levels.

Archwizardry (Ex): At 10th level, an archwizard is truly the master of magic and its weavings. An archwizard of this level may cast 2 spells with a casting time of "1 standard action" in a single round. The archwizard may do this 1 time per 6 spellcaster levels per day. This ability does not stack with Quicken Spell or any other ability that increases spells per round. The archwizard must still expend spell slots or prepared spells normally, as if the spells were cast on two consecutive rounds.

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Zealot of Orcus (Prestige Class)

The Zealot of Orcus is an individual whose veneration of death magic and necromancy has led him or her to pledge obedience and servitude to Orcus, the Demon Lord of Undeath. Only the most powerful of necromancers, death priests and undead sorcerers are allowed into this circle, as Orcus prefers such beings give themselves willingly to him. In exchange they receive power over the undead, the ability to assume aspects of undead creatures, and raise armies of undead for the war Orcus wages on all living things. Most often clerics and necromancers become Zealots of Orcus, but sorcerers and antipaladins can make good Zealots. After binding themselves to Orcus, they are expected to lead other faithful in obscene rights and work to swell the ranks of undead that one day Orcus plans to employ in his final battle against the living and rival demon lord.

Role: With their potent spellcasting ability and undead minions, the Zealots of Orcus are best suited for the typical role of the evil cleric or wizard who blasts foes from behind a wall of dedicated followers. If melee combat is inevitable a Zealot can utilize their undead resistances and ability to cast necromantic spells through their weapon to make opponents think twice about confronting them directly.

Alignment: All Zealots of Orcus are evil.

Hit Die: d8.

Requirements

To qualify to become a Zealot of Orcus, a character must fulfill all the following criteria.

Alignment: Any evil.

Skills: Knowledge (religion) 5 ranks.

Spells: Ability to cast at least 5 necromancy spells, and one spell must be of 3rd or higher level. A wizard may not have necromancy as an opposition school.

Feats: Spell Focus (necromancy).

Other: Must be a worshipper of Orcus. The ability to control undead

in some manner. This can be from any source, excluding magic items less than artifact status.

Class Skills

The Zealot of Orcus class skills (and key ability for each skill) are Bluff (Cha), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (planes) (Int), Knowledge (religion) (Int), Perception (Wis), Spellcraft (Int), and Stealth (Dex).

Skill Ranks at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the Zealot of Orcus prestige class.

Weapon and Armor Proficiency: Zealots of Orcus gain no proficiency with any weapon or armor.

Spells per Day: At 2nd, 3rd, 4th, 6th, 7th, 9th, and 10th level, the character gains new spells per day as if they had also gained a level in any one arcane or divine spellcasting class they belonged to before they added the prestige class. They do not, however, gain other benefits a character of that class would have gained. This essentially means that they add the level of Zealot to the level of whatever other arcane spellcasting class or divine spellcasting class the character has, then determines spells per day, spells known, and caster level accordingly. If a character had more than one arcane spellcasting class or more than one divine spellcasting class before they became a Zealot, they must decide to which class they add each level of Zealot of Orcus for the purpose of determining spells per day.

Channel Negative Energy (Su): All Zealot of Orcus levels stack with cleric levels when determining channel energy effects.

Bonus Feat: At 4th, 6th and 8th level the Zealot of Orcus may select a bonus feat from the following list: Channel Smite, Command Undead, Extra Channel, Greater Spell Focus (necromancy), Improved

Channel, Skeleton Summoner, and Undead Master. They must meet the prerequisites for these feats.

Undead Leadership (Ex): The Zealot of Orcus receives the Leadership feat. Their followers and cohort must be undead creatures.

Rite of Orcus: At 1st, 3rd, 5th 7th and 9th levels the Zealot of Orcus can perform a rite to Orcus to gain special benefits from the demon lord. Each rite takes 24 hours to complete and once performed cannot be changed. The rite must be performed in total darkness and include the sacrifice of one sentient being of a number of HD equal to 1/2 the character level or Hit Dice, whichever is greater, of the Zealot of Orcus. Once completed the Zealot may choose one of the following abilities:

Darkvision (Ex): The Zealot of Orcus gains darkvision of 60 ft. If they already possess darkvision the range increases +30 ft. This rite may be selected more than once. Each time after the first increase the range of darkvision 30 ft.

Death Aura (Su): The Zealot of Orcus radiates a death aura of 10 ft. Within this aura creatures take a –4 penalty to stabilization checks and all bleed effects within the aura persist until ended with a source of magical healing. This rite may be chosen once.

Necromantic Strike (Su): As a swift action, the Zealot of Orcus may cast a necromancy spell with a duration of 1 standard action or less and then make a melee attack, all as a standard action. On a successful hit, the target of the melee attack also suffers the effect of the necromancy spell. If the attack misses the spell is discharged without effect. This rite may be chosen once.

Powerful Necromancy (Sp): Once per day the Zealot may apply Empower Spell or Heighten Spell to one necromancy spell they cast without increasing the spell's casting time. Casting Empower Spell does not increase the spell's level. This rite may be chosen more than once to increase the number of uses per day.

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Zealot of Orcus Advancement Table

Level	BAB	Fort	Ref	Will	Special	Spells per Day
1	+0	+1	+0	+1	Rite of Orcus	
2	+1	+1	+1	+1	Undead Leadership	+1 level of spellcasting class
3	+2	+2	+1	+2	Rite of Orcus	+1 level of spellcasting class
4	+3	+2	+1	+2	Bonus Feat	+1 level of spellcasting class
5	+3	+3	+2	+3	Rite of Orcus	
6	+4	+3	+2	+3	Indomitable Casting	+1 level of spellcasting class
7	+5	+4	+2	+4	Rite of Orcus	+1 level of spellcasting class
8	+6	+4	+3	+4	Bonus Feat	
9	+6	+5	+3	+5	Rite of Orcus	+1 level of spellcasting class
10	+7	+5	+3	+5	Slay Living	+1 level of spellcasting class

New Monsters

Blackwillow

A solitary willow tree perhaps 100 feet tall is in a lone clearing, its base piled high with various animal bones.

BLACKWILLOW

CR 14

XP 38,400

NE Gargantuan plant

Init +2; **Senses** low-light vision; **Perception** +21

AC 24, touch 4, flat-footed 24 (–2 Dex, +20 natural, –4 size)

hp 184 (16d8+112 [Plant])

Fort +19; **Ref** +3; **Will** +9

DR 5/slashing; **Immune** piercing, plant traits; **Resist** cold 10, fire 10; **SR** 25

Speed 5 ft.

Melee 4 slams +20 (2d6+11/19–20 plus grab)

Space 30 ft.; **Reach** 15 ft. (20 ft. with slam)

Special Attacks swallow whole (3d6 acid damage, AC 20, 18 hp), tendril whips (20 ft. radius)

Str 32, **Dex** 6, **Con** 24, **Int** 3, **Wis** 14, **Cha** 18

Base Atk +12; **CMB** +27 (+31 to grapple); **CMD** 35 (43 vs. bull rush, can't be tripped)

Feats Blind-Fight, Great Fortitude, Improved Critical (slam), Improved Initiative, Improved Iron Will, Iron Will, Power Attack, Weapon Focus (slam)

Skills Perception +21

Languages Sylvan, Treant (cannot speak)

Environment any forest

Organization solitary

Treasure incidental (metallic or acid-resistant items only)

Tendril Whip (Ex) A blackwillow can attack any creatures to a range of 100 ft. away with multiple grasping tendrils. This acts as a black tentacles spell as cast by a wizard with a caster level equal to the blackwillow's hit dice, except that it is an extraordinary ability. The tendrils have a CMB of +21 and do 1d6+4 points of damage to a grappled opponent.

ADVANCED BLACKWILLOW

CR 16

XP 76,800

NE Gargantuan plant

Init +2; **Senses** low-light vision; **Perception** +29

AC 24, touch 4, flat-footed 24 (–2 Dex, +20 natural, –4 size)

hp 220 (24d8+112)

Fort +23; **Ref** +6; **Will** +12

DR 5/slashing; **Immune** piercing, plant traits; **Resist** cold 10, fire 10; **SR** 25

Speed 5 ft.

Melee 4 slams +27 (2d6+12/19–20 plus grab)

Space 30 ft.; **Reach** 15 ft. (20 ft. with slam)

Special Attacks swallow whole (3d6 acid damage, AC 20, 22 hp), tendril whips (20 ft. radius)

Str 34, **Dex** 6, **Con** 24, **Int** 3, **Wis** 14, **Cha** 18

Base Atk +18; **CMB** +34 (+38 to grapple); **CMD** 42 (50 vs. bull rush, can't be tripped)

Feats Blind-Fight, Cleave, Great Cleave, Great Fortitude, Improved Critical (slam), Improved Initiative, Improved Iron Will, Improved Vital Strike, Iron Will, Power Attack, Vital Strike,

Weapon Focus (slam)

Skills Perception +29

Languages Sylvan, Treant (cannot speak)

Environment any forest

Organization solitary

Treasure incidental (metallic or acid-resistant items only)

Tendril Whip (Ex) A blackwillow can attack any creatures to a range of 100 ft. away with multiple grasping tendrils. This acts as a black tentacles spell as cast by a wizard with a caster level equal to the blackwillow's hit dice, except that it is an extraordinary ability. The tendrils have a CMB of +21 and do 1d6+4 points of damage to a grappled opponent.

The blackwillow is an enormous, semi-intelligent, carnivorous willow tree. Growing to heights of 100 feet or more, the tell-tale sign that a normal tree may in fact be a blackwillow is the pile of bones around the base of the tree, and lack of normal animals in the area. Black willows attack with their long branches, and can strike up to 4 different targets per round.

Blackwillows live for hundreds of years, are resistant to cold and fire, and grow very slowly (less than 1 foot per year). Large specimens may contain treasure from their victims over the centuries.

Cask Creature

A putrid mass, lurching up out of the top of a barrel by two pseudopods, oozes itself over the edge and lands with a wet slump on the ground.

CASK CREATURE

CR 3

XP 800

N Medium ooze (aquatic)

Init +0; **Senses** blindsight 30 ft.; **Perception** –5

Aura stench (10 ft., DC 17)

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

hp 38 (4d8+20)

Fort +6; **Ref** +1; **Will** –4

Immune cold, electricity, ooze traits

Speed 20 ft., climb 20 ft., swim 20 ft.

Melee slam +6 (1d8+4 plus poison and grab)

Special Attacks constrict (1d8+4)

Str 16, **Dex** 10, **Con** 20, **Int** —, **Wis** 1, **Cha** 1

Base Atk +3; **CMB** +6 (+10 grapple); **CMD** 16 (can't be tripped)

Skills Climb +11, Swim +11

SQ amphibious, camouflage

Environment underground

Organization solitary

Treasure incidental (gems or jewelry only, no metal coins)

Camouflage (Ex) Since a cask creature looks like normal sludge when at rest, a DC 20 Perception check is required to notice it before it attacks for the first time. Anyone with ranks in Survival or Knowledge (dungeoneering) can use either of those skills instead of Perception to notice the ooze.

Cold Immunity (Ex) A cask creature hit by a cold-based attack takes no damage. However, if the amount of damage it would have otherwise taken exceeds its Constitution score, the cask creature is slowed (as the slow spell) for 1d6 rounds.

Poison (Ex) contact; save DC 17 Fort; frequency 1/round for 6 rounds; effect 1d3 Dex damage and 1d3 Con damage; cure 2 consecutive saves. The save DC is Constitution-based.

APPENDIX

Stench Aura (Ex) Creatures entering the area must succeed on a DC 17 Fortitude save or be sickened for as long as they remain in the area and for 1d4 rounds after leaving it. The save DC is Constitution-based.

This sickening variant of a sewer sludge (*Tome of Horrors 4*), these creatures spend their lives hiding in casks and barrels, waiting for their next victim. A cask creature is a putrid mass of flesh with two long poisonous tentacles, a tooth-rimmed mouth and eye stalks that rise above its central body. A cask creature breaks open wine or other casks to swim in the alcohol within. The creature's body exudes a low-grade acid when it touches alcohol, causing 1d6 points of damage. The acid cannot be neutralized by rinsing with wine, spirits, etc.

Golem, Bronze

This bronze statue, standing 16 feet tall, resembles a warrior in antique half-plate armor, with a sword in one hand.

BRONZE GOLEM
XP 25,600

CR 13

N Large construct

Init -1; **Senses** darkvision 60 ft., low-light vision; **Perception** +0

AC 28, touch 8, flat-footed 28 (-1 Dex, +20 natural, -1 size)

hp 162 (24d10+30)

Fort +8; **Ref** +7; **Will** +8

DR 15/adamantine; **Immune** construct traits, magic

Speed 20 ft.

Melee greatsword +35 (3d6+16/19-20)

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

Special Attacks petrifying gaze (DC 17, every 3 rounds), shattering strike

Str 32, **Dex** 9, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +24; **CMB** +37; **CMD** 46

Environment any

Organization solitary

Treasure none

Immunity to Magic (Ex) A bronze golem is immune to spells or spell-like abilities that allow spell resistance. Certain spells and effects function differently against it, as noted below. A magical attack that deals electricity damage slows a bronze golem (as the slow spell) for 3 rounds, with no saving throw.

A magical attack that deals fire damage breaks any slow effect on the golem and heals 1 point of damage for each 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. A bronze golem gets no saving throw against fire effects.

Petrifying Gaze (Su) Turn to stone permanently, 30 feet, Fortitude DC 17 negates. The save DC is Charisma-based.

Shattering Strike (Ex) A bronze golem instinctively detects weak points in the structure of a victim turned to stone by its petrifying gaze. Its attacks against its petrified victims ignore the stone's hardness.

Petrified Victims

A petrified victim is turned into solid stone. A petrified creature has a hardness of 8 and 50 hit points. It gains 'bonus' hit points based on the victim's side: Small +10, Medium +20, Large +30, Huge +40, Gargantuan +60, and Colossal +80.

A bronze golem has a humanoid body made completely of bronze. It can be sculpted into any shape its creator desires, but it almost always

displays classical armor of some sort, typically ceremonial and ornate. Its features are similar to those of an iron golem, although taller. Bronze golems always carry a weapon in one hand, which they use with deadly efficiency.

A bronze golem is 16 feet tall and weighs about 6,000 pounds. A bronze golem cannot speak or make any vocal noise, nor does it have any distinguishable odor.

Construction

A bronze golem's body is sculpted from 6,000 pounds of bronze, smelted with rare tinctures costing at least 12,000 gp.

BRONZE GOLEM

CL 16th; **Price** 150,000 gp

CONSTRUCTION

Requirements Craft Construct, *flesh to stone*, *geas/quest*, *limited wish*, *polymorph any object*, creator must be caster level 16th; Skill Craft (armor) or Craft (weapons) DC 21; Cost 90,000 gp

Demonic Mist

This cloud of sickly green mist seems to move as if it were alive.

DEMONIC MIST

CR 5

XP 1,600

CE Medium outsider (chaotic, evil, extraplanar)

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

AC 16, touch 16, flat-footed 10 (+5 Dex, +1 dodge)

hp 47 (5d10+20)

Fort +8; **Ref** +9; **Will** +2

Defensive Abilities amorphous; **DR** 5/magic; **Immune** acid, cold; **Resist** fire 10; **SR** 16

Weaknesses vulnerability to wind

Speed fly 50 ft. (perfect)

Melee touch +10 (5d6)

Special Attacks psychic crush

Spell-Like Abilities (CL 5th; melee touch +10; ranged touch +10):

At will—*detect magic*

2/day—*enervation*, *vampiric touch*

1/day—*cause fear* (DC 14), *confusion* (DC 17)

Str —, **Dex** 21, **Con** 18, **Int** 11, **Wis** 13, **Cha** 16

Base Atk +5; **CMB** +5; **CMD** 21 (can't be tripped)

Feats Dodge, Improved Initiative, Weapon Finesse

Skills Acrobatics +13, Escape Artist +13, Fly +21, Knowledge (planes) +8, Perception +9, Stealth +13 (+21 in fog or mist);

Racial Modifiers +8 Stealth in fog or mist

Languages Abyssal, Common; telepathy 100 ft.

SQ gaseous

Environment any (Abyss)

Organization solitary, pair, or gang (3-6)

Treasure standard

Gaseous (Ex) A demonic mist can pass through small holes, even cracks, without reducing its speed. It cannot enter water or other liquid. It has no Strength score, and cannot manipulate objects.

Psychic Crush (Su) Three times per day, as a standard action, a demonic mist can attempt to crush the mind of a single creature within 40 feet. The target must make a DC 15 Will save or take 3d6 points of damage and become sickened for 1d4+1 rounds. This is a mind-affecting effect. The save DC is Charisma-based.

SWORD OF AIR

Vulnerability to Wind (Ex) A demonic mist is treated as a Tiny creature for the purposes of determining the effects high wind has upon it.

Some scholars and sages believe a demonic mist is the incomplete manifestation of a demon on the Material Plane. Others conjecture it is a representation of chaos unleashed by the denizens of the Abyss. Whatever the true nature of its origin, a demonic mist is a creature wholly chaotic and evil. When encountered on the Material Plane it is most often in areas of consecrated ground such as graveyards, temples, and holy sites. In their native environment, demonic mists are found haunting the most putrid and disgusting of the Abyssal planes. Those planes covered with oozes, mires, fens, and swamps are favored by these creatures. Demonic mists have voracious appetites and always seem to be on the hunt. They are carnivorous creatures devouring just about anything they came across. Once a demonic mist slays its prey, it moves over the body and rapidly digests it, draining blood and body fluids, and leaving nothing more than a dried husk.

A demonic mist's semi-solid body is composed of a strange, sickly green and ever-shifting mist. It can change its color to a semi-translucent whitish smoke, thereby blending in and hiding in areas of normal fog and mist. When hiding in this way, a demonic mist seeks to quickly close ground with its target and attack from ambush, unleashing its psychic crush and enervating attacks at the closest and strongest opponents.

Demonic mists are often found in the employ of clerics dedicated to the demonic lords (particularly Tsothogga and Jubilex), serving as temple guards or assassins.

Giant, Shadow

This creature appears as a large, roughly humanoid-shaped creature of shadow.

SHADOW GIANT XP 4,800

CR 8

NE Large outsider (evil, extraplanar)
Init +3; **Senses** darkvision 60 ft.; **Perception** +13

AC 19, touch 12, flat-footed 16 (+3 Dex, +7 natural, -1 size)
hp 95 (10d10+40)
Fort +11; **Ref** +10; **Will** +5

Speed 40 ft.

Melee heavy mace +16/+11 (2d6+6 plus 1d6 Str damage) or 2 slams +10 (1d8+3 plus 1d6 Str damage)

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

Special Attacks strength damage

Str 22, **Dex** 16, **Con** 19, **Int** 10, **Wis** 11, **Cha** 15
Base Atk +10; **CMB** +17; **CMD** 30

Feats Cleave, Combat Reflexes, Iron Will, Power Attack, Weapon Focus (heavy mace)

Skills Bluff +15, Diplomacy +15, Intimidate +15, Knowledge (planes) +13, Perception +13, Stealth +12 (+16 in dim light);

Racial Modifiers +4 Stealth in dim light

Languages Common, Giant

SQ shadow blend

Environment Plane of Shadow

Organization solitary, pair, or gang (3–6)

Treasure standard (heavy mace, other treasure)

Shadow Blend (Su) In any illumination other than bright light, a shadow giant blends into the shadows, giving it concealment (20% miss chance). A shadow giant can suspend or resume this ability as a free action.

Strength Damage (Su) A shadow giant's slam attack as well as any melee weapon attacks deals 1d6 points of Strength damage to a living creature. This is a negative energy

effect. A creature dies if this Strength damage equals or exceeds its actual Strength score.

Shadow giants are massive, wickedly clever creatures infused with incorporeal shadowstuff. They have clever minds and easily navigate mazes. They often use this to their advantage, moving large stones and piling boulders among the craggy rocks of the wastes to trap prey in mazes. Shadow giants are capable of shaping their arms and fists into shadow-shaped weapons such as swords, maces, axes, flails and clubs. They attack when the advantage is on their side, preferring to separate their prey into manageable numbers. Some shadow giants gain insight into the secrets of the arcane. These shadow giants cast spells as a 10th-level sorcerer. They prefer illusions and the bending of shadow magic over any other form of spell or magic.

Grue

This shapeless creature is little more than a large, slavering maw full of mismatched teeth.

GRUE XP 800

CR 3

CE Large outsider (chaos, evil, extraplanar)
Init +3; **Senses** blindsight 60 ft.; **Perception** +9
Aura darkness (10 ft.)

AC 17, touch 12, flat-footed 14 (+3 Dex, +5 natural, -1 size)

hp 51 (6d10+18)

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

Defensive Abilities darkness, feast; **DR** 5/magic

Weaknesses light blindness, fear of light

Speed 30 ft.

Melee bite +9 (1d8+7 plus feast)

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

Special Attacks create spawn

Str 20, **Dex** 17, **Con** 16, **Int** 6, **Wis** 14, **Cha** 17

Base Atk +6; **CMB** +12; **CMD** 25

Feats Skill Focus (Stealth), Vital Strike, Weapon Focus (bite)

Skills Intimidate +10, Perception +9, Sense Motive +9, Stealth +9 (+19 in darkness); **Racial Modifiers** +10 to Stealth in darkness

Languages Grue

Environment any

Organization solitary

Treasure none

Create Spawn (Su) Any creature that is slain by a grue becomes a full strength, free-willed grue itself in only 1d4 days. They do not possess any of the abilities they had in life.

Darkness (Ex) Grues are constantly surrounded by an aura of pitch black darkness. This darkness is not magical, but innate to the grue itself, thus it cannot be dispelled or negated by any means. Because of its aura of darkness, a grue always has total concealment (50% miss chance).

Feast (Ex) A grue heals 1 hp for each hp it deals with its bite attack. These are not temporary hit points, and the grue cannot exceed its normal maximum hp.

Vulnerable to Light Grues have the light blindness weakness, and must succeed on a DC 20 Will save or be panicked for 1d4 rounds if a source of bright light is adjacent to them.

Grues are the essence of chaos and darkness given form by evil and a ravenous appetite for living souls. Grues have no specific shape or form, save for the ravaging, slavering jaws that close around the unsuspecting, or those who would venture into the darkness without a torch or match in their inventory. Grues are chaotic spirits that exist in a 10 ft. x 10 ft.

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area of pure darkness. Any light source brought into that same area forces the grue to flee to the nearest dark area. Any creature within the area of darkness is subject to attack by the grue's jaws.

Grues are invisible to anyone within the area of darkness, but outside of the area, a grue looks like "living darkness." Grues are only affected by magical weapons or weapons that emit light of some kind, including a torch (which would act like a club). They are resistant to all spell attacks, save those that have some sort of light component (a light spell, prismatic spray or even fireball). Grues can magically extinguish one normal light source per round at a distance of 100 ft. A grue's attack replenishes its hit points with any hit points "eaten" from its victims. A grue cannot replenish beyond its starting hit points. Anyone killed by a grue vanishes, including all of his equipment. In 1d4 days, he becomes a grue.

—from *Monstrosities* by **Frog God Games**, author Chgowiz

Incarnation of Death

A robed, hooded figure wielding a large scythe appears and attacks.

LESSER INCARNATION OF DEATH

XP 6,400

N Medium outsider (extraplanar)

Init +9; **Senses** blindsight 30 ft., darkvision 120 ft., death sense; **Perception** +15

AC 20, touch 19, flat-footed 15 (+4 deflection, +5 Dex, +1 natural) vs. assigned foe or **AC** 16, touch 15, flat-footed 11 (+5 Dex, +1 natural)

hp 44 (8d10)

Fort +4; **Ref** +13; **Will** +13

Immune death effects, disease, magic, poison

Speed 30 ft.

Melee +3 scythe +19/+14 (2d4+17/x4) vs. assigned foe or +3 scythe +15/+10 (2d4+9/x4)

Special Attacks certain blow, permanent slaying, replication, smite target (+4 bonus to hit, +8 damage, +4 deflection bonus to AC)

Str 18, **Dex** 20, **Con** 10, **Int** 6, **Wis** 20, **Cha** 18

Base Atk +8; **CMB** +12; **CMD** 27 (31 vs. assigned foe)

Feats Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes

Skills Intimidate +13, Knowledge (planes) +7, Perception +15, Sense Motive +15, Stealth +14

Languages telepathy 120 ft.

SQ alpha strike

Combat Gear +3 scythe

Environment any

Organization solitary (see below)

Treasure none

Alpha Strike (Ex) An incarnation of death almost always gains initiative in any fight, and is never flat-footed. When rolling initiative, an incarnation of death rolls twice and takes the better result.

Certain Blow (Ex) The blows of an incarnation of death always strike the very soul of their assigned foe. In addition to the benefits of its smite ability, the attacks of an incarnation of death are considered to be touch attacks against its assigned foe.

Death Sense (Su) An incarnation of death can automatically sense the exact level of health of any living being it sees, effectively knowing its total hit dice, hit point maximums, and current hit point level. The incarnation can also discern any unusual status conditions, including wounded, disabled, staggered, unconscious, dying, nauseated, panicked, stunned, poisoned, diseased, and the like.

CR 9

Magic Immunity (Ex) A lesser incarnation of death is immune to all spells and spell-like abilities of 3rd level or less. The incarnation may voluntarily lower this immunity as a standard action, and may raise it again as a free action. In addition, incarnations of death are immune to all death effects.

Permanent Slaying (Ex) Those killed by a lesser incarnation of death may only be brought back via a *true resurrection*, *miracle* or *wish* spell; those slain by a greater incarnation of death can only be brought back by the direct intervention of a deity.

Replication (Su) When an incarnation of death has an assigned foe, and another creature interferes, a second incarnation of death of the same type immediately appears to do battle with the interfering party, with the offending party as its assigned foe. Only one incarnation of death appears at a time to engage an interfering party, even if that party continues to interfere. However, if several people interfere, each ends up facing its own incarnation of death.

Should one of these other incarnations be slain, that person again becomes subject to this ability should they turn their attention to assisting another face an incarnation of death. Assistance can take the form of attacking an incarnation, healing the assigned foe's wounds, or even positioning oneself so as to give the assigned foe a flanking bonus on the incarnation.

If the incarnation has no foes assigned—for example, if it was summoned to simply wreak havoc and slay all who cross its path—it cannot use its replication ability.

GREATER INCARNATION OF DEATH

XP 25,600

N Medium outsider (extraplanar)

Init +9; **Senses** blindsight 30 ft., darkvision 120 ft., death sense; **Perception** +20

AC 20, touch 19, flat-footed 15 (+4 deflection, +5 Dex, +1 natural) vs. assigned foe or **AC** 16, touch 15, flat-footed 11 (+5 Dex, +1 natural)

hp 82 (15d10)

Fort +7; **Ref** +16; **Will** +16

Immune death effects, disease, magic, poison

Speed 30 ft.

Melee +3 scythe +26/+21/+16 (2d4+24/19–20/x4) vs. assigned foe or +3 scythe +22/+17/+12 (2d4+9/19–20/x4)

Special Attacks certain blow, permanent slaying, replication, smite target (+4 bonus to hit, +8 damage, +4 deflection bonus to AC)

Str 18, **Dex** 20, **Con** 10, **Int** 6, **Wis** 20, **Cha** 19

Base Atk +15; **CMB** +19; **CMD** 34

Feats Great Fortitude, Improved Critical, Improved Initiative, Improved Vital Strike, Iron Will, Lightning Reflexes, Power Attack, Vital Strike

Skills Intimidate +19, Knowledge (planes) +13, Perception +20, Sense Motive +20, Stealth +20

Languages telepathy 120 ft.

SQ alpha strike

Combat Gear +3 scythe

Environment any

Organization solitary

Treasure none

An incarnation of Death is the very personification of Death with skeletal features, hooded robe, and scythe. It usually strikes first in any fight and its blows seem to always strike true. It can automatically sense the exact level of health of any living being it sees and those killed may only be brought back to life by the most powerful magic or the intervention of deities. If an

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incarnation of death has an assigned foe, and another creature interferes, a second incarnation of death of the same type immediately appears to do battle with the interfering party, with the offending party as its assigned foe. Only one incarnation of death appears at a time to engage an interfering foe, even if that foe continues to interfere. However, if several people interfere, each ends up facing its own incarnation of death. If the incarnation has no foes assigned—for example, if it was summoned to simply wreak havoc and slay all who cross its path—it cannot use its replication ability.

The incarnation can communicate telepathically with any sentient creature, to a distance equal to the range of its darkvision. However, incarnations very seldom choose to do so. Once destroyed, the incarnation disappears along with its magical scythe.

Giant Glowworm

A 6-foot-long worm wriggles to and fro on the cavern ceiling, the back half of its body awash with luminescence.

GIANT GLOWWORM
XP 800

CR 3

N Medium vermin

Init +1; **Senses** darkvision 60 ft., tremorsense 30 ft.; **Perception** +0
Aura glow (as torch, 20 ft.)

AC 13, touch 11, flat-footed 12 (+1 Dex, +2 natural)
hp 30 (4d8+12)

Fort +7; **Ref** +2; **Will** +1

Immune mind-affecting effects

Speed 10 ft., climb 10 ft.

Melee bite +8 (1d8+7)

Ranged filament +4 (pull)

Special Attacks pull (filament, 20 feet)

Str 20, **Dex** 12, **Con** 17, **Int** —, **Wis** 10, **Cha** 1

Base Atk +3; **CMB** +8; **CMD** 19 (can't be tripped)

Skills Climb +13, Stealth –19; **Racial Modifiers** –20 Stealth

Filament (Ex) A giant glowworm can fire a thin filament of sticky silk as a standard action. This touch attack has a range of 35 feet and no range increment. A creature struck by a giant glowworm's filament becomes attached to the sticky thread. As a standard action, a creature can rip the filament free with a DC 20 Strength check. A caught creature can also attempt to escape a filament by making a DC 25 Escape Artist check. A filament is AC 14 (touch 12), has 5 hit points, and has DR 15/slashing. An application of liquid with high alcohol content (or a dose of universal solvent) dissolves the adhesive and releases the creature caught by the filament. A giant glowworm can only have one filament active at a time.

Pull (Ex) A giant glowworm has a +4 racial bonus on CMB checks made using its pull special attack.

Glowworms are 6-foot-long worms that dangle from cavern ceilings waiting for prey. They drop sticky 35-foot-long filaments down to catch food. Once prey is caught, the worm reels the filament back in to its mouth and automatically delivers a vicious bite until the victim escapes. The worm's filament is extremely strong, able to lift a human easily.

Living Corridor

The long, narrow passage begins to take on a fleshy texture, and suddenly pulses before beginning to constrict.

LIVING CORRIDOR
XP 204,800

CR 19

N Gargantuan construct

Init +0; **Senses** blindsense; **Perception** +0

AC 31, touch 6, flat-footed 31 (+25 natural, –4 size)

hp 225 (30d10+60); fast healing 20

Fort +10; **Ref** +10; **Will** +10

Immune bull rush, construct traits, overrun, trip; **Resist** cold 20, electricity 20, fire 20, sonic 20; **SR** 30

Vulnerability pain

Speed 0 ft.

Melee crush +36 (2d10+15 plus grab)

Space 20 ft.; **Reach** 0 ft.

Special Attacks constrict (2d10+15)

Str 30, **Dex** 10, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +30; **CMB** +44 (+48 to grapple); **CMD** 54 (immune to bull rush, overrun, and trip)

Environment underground

Organization solitary

Treasure none

Closed Passage (Ex) A living corridor attacks the first creature that enters it, closing in around it instinctively like a sphincter. As long as the living corridor maintains the grapple on its opponent, other creatures cannot enter the corridor or pass through its opponent's space.

Vulnerability to Pain (Ex) Although a living corridor has enormous recuperative powers, it still feels pain, and does not willingly injure itself. Thus, the easiest way to move past it is to brace injurious objects along its length to prevent it from using its crush and constrict attacks.

The living corridor is a semi-sentient construct that takes the shape of a natural corridor. These constructs are normally harmless, until they are entered. A reflex cause the corridor to begin constriction as soon as it is entered, fully blocking the passage for further travel, and capturing the first entrant. Living corridors can feel pain, and relax their constriction if injured from inside (with spears lodged against the side, swords held out, etc.).

Lycanthrope, Werehyena

This feral creature has human shape, but the hunched shoulders, head and fur of a hyena.

WEREHYENA (HUMAN FORM)

CR 2

XP 600

Human male natural werehyena rogue 2

NE Medium humanoid (human, shapechanger)

Init +2; **Senses** low-light vision, scent; **Perception** +8

AC 16, touch 13, flat-footed 13 (+3 armor, +2 Dex, +1 dodge)

hp 13 (2d8+4)

Fort +2; **Ref** +5; **Will** +3

Defensive Abilities evasion

Speed 30 ft.

Melee short sword +3 (1d6+1/19–20)

Ranged light crossbow +3 (1d8/19–20)

Special Attacks sneak attack +1d6

Str 13, **Dex** 15, **Con** 14, **Int** 10, **Wis** 16, **Cha** 6

Base Atk +1; **CMB** +2; **CMD** 15

Feats Dodge, Weapon Finesse

Skills Acrobatics +7, Bluff +3, Climb +6, Disguise +3, Intimidate +3, Knowledge (local) +5, Perception +8, Stealth +7, Survival +5

Languages Common

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SQ change shape (human, hybrid, and hyena; *polymorph*), rogue talents (surprise attack), lycanthropic empathy (hyenas), trapfinding

WEREHYENA (HYBRID FORM)

XP 600

NE Medium male humanoid (human, shapechanger)

Init +2; **Senses** low-light vision, scent; **Perception** +8

AC 16, touch 13, flat-footed 13 (+3 armor, +2 Dex, +1 dodge)

hp 15 (2d8+6)

Fort +3; **Ref** +5; **Will** +3

Defensive Abilities evasion; **DR** 10/silver

Speed 30 ft.

Melee short sword +3 (1d6+3 /19–20), bite –1 (1d6+3 plus trip and curse of lycanthropy)

Ranged light crossbow +3 (1d6/19–20)

Special Attacks sneak attack +1d6

Str 16, **Dex** 15, **Con** 17, **Int** 10, **Wis** 16, **Cha** 6

Base Atk +1; **CMB** +4; **CMD** 17

Feats Dodge, Weapon Finesse

Skills Acrobatics +7, Bluff +3, Climb +8, Disguise +3, Intimidate +3, Knowledge (local) +5, Perception +8, Stealth +7, Survival +5

Languages Common

SQ change shape (human, hybrid, and hyena; *polymorph*), rogue talents (surprise attack), lycanthropic empathy (hyenas), trapfinding

Environment desert

Organization solitary, pair, pack (4–6) or rush (11–20)

Treasure NPC gear (masterwork studded leather armor, short sword, light crossbow, 20 bolts, vial of antitoxin, other gear)

Werehyenas are the ultimate opportunists, swooping in and reaping the rewards sown by others' actions. In their humanoid form, werehyenas resemble normal people, though they have shaggy, mangy hair and spontaneously emit laughterlike sounds at inopportune times. In many desert communities, uncontrollable vocalizations are considered a telltale sign that the person is in fact a werehyena. Unfortunately, such generalizations are not always accurate as nervous habits and some diseases may be to blame for the behavior.

Like their feral kin, werehyenas live in packs often at the fringes of society, where they earn a living as thieves, swindlers and smugglers. The crafty lycanthropes are adept at spotting newly infected werehyenas, and they quickly take them under their wings by introducing them to their bohemian lifestyle. They adhere to the maxim that there is strength in numbers. While a lone werehyena would hesitate to fight a well-armed soldier in open combat, a pack of werehyenas would jump him in a heartbeat. Even among their own kin, werehyenas constantly squabble amongst themselves about not getting their fair share of the spoils. Envy courses through their veins, and there is no greater affront than to get cheated out of one's proper share of treasure.

Werehyenas are equally at home in a rough and tumble city, as they are in the desert. They are natural predators always on the hunt for victims to rob and potentially eat if the need arises. They always act as a team, preferring to lure victims into the desert and then ambush them at the first opportune moment. If the plan goes awry, they split up and flee into the desert. When self-preservation is at stake, it becomes every werehyena for himself.

Orange Slime

A large patch of almost luminescent orange goo slowly drips from the ceiling onto the walls of the cavern.

ORANGE SLIME (Hazard – CR 3)

XP 800

CR 2

Orange slime is an unusual and dangerous hazard. Any metal or organic material that touches a patch of the slime is covered in a coating of the stuff. It does not affect stone. The slime is acidic and deals 1d6 points of damage per round, ignoring hardness and dealing full damage to metal and wood. Attempts to scrape it off merely spread the acid, making it tougher to remove (and increasing damage to 1d8 points of damage per round). It cannot be washed off and is immune to sunlight. The only way to neutralize it is to mix dirt with the slime so it bonds with the dirt and not the surface. Anything killed by orange slime dissolves and turns into more orange slime. *Remove disease* kills a 5-foot-by-5-foot patch the slime per caster level.

Psychopomp, Night Crow

Barely visible in the darkness are great dark birds, somewhat like crows whose rotting feathers trail across the sky and obscure the stars as they fly.

NIGHT CROW

CR 2

XP 600

N Tiny outsider (extraplanar, incorporeal, psychopomp) (*Pathfinder Roleplaying Game Bestiary Inner Sea Bestiary* "Psychopomp")

Init +5; **Senses** darkvision 60 ft., low-light vision, spirtsense;

Perception +7

Aura unnatural aura (30 ft.)

AC 17, touch 15, flat-footed 12 (+5 Dex, +2 size)

hp 9 (1d10+1 plus 3)

Fort +1; **Ref** +7; **Will** +4

Defensive Abilities incorporeal, invisible in light; **DR** 2/adamantine; **Immune** death effects, disease, poison; **Resist** cold 10, electricity 10

Speed 20 ft., fly ft. (good)

Melee bite +8 (1d3–1)

Space 2-1/2 ft.; **Reach** 0 ft.

Special Attacks fear gaze

Spell-like Abilities (CL 12th):

At will—*deathwatch*

3/day—*detect undead*, *speak with dead*

Str 6, **Dex** 20, **Con** 12, **Int** 10, **Wis** 14, **Cha** 18

Base Atk +1; **CMB** +4; **CMD** 13

Feats Toughness, Weapon Finesse^B

Skills Fly +17, Knowledge (religion) +4, Perception +7, Sense Motive +11; **Racial Modifiers** +4 Sense Motive

Languages Abyssal, Celestial, Infernal

SQ spirit touch

Environment any (Purgatory)

Organization solitary, pair, or murder (3–18)

Treasure none

Fear Gaze (Su) A night crow can use its fear gaze with a range of line of sight as a standard action. A creature subjected to the fear gaze must make a DC 16 Will save or be affected as by a *fear* spell (CL 12th). A night crow's fear gaze can only affect those who are able to see it, and it does not work passively when creatures simply look at it. The save is Charisma-based and includes a +2 racial bonus.

Invisible in Light (Su) A night crow is invisible if there is any light present. They can only be seen in darkness (if a creature has darkvision or the ability to otherwise see in darkness). In dim light they can be spotted as a faint, furtive shadow with a DC 20 Perception check but are still considered to have total concealment. An ethereal creature is able to see a night crow. A creature that cannot

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see a night crow is not subject to its fear gaze but is affected by its unnatural aura.

Among the ranks of psychopomps, night crows are some of the main gatherers of souls for delivery to the afterlife. Some species of mundane birds — namely whippoorwills and sparrows — hold a strange relationship with death and the afterlife which often allows them to serve as psychopomps to the deaths of the mortal world. More than one old wives' tale tells of whippoorwills gathering in the trees outside the home of one who is extremely aged or ill. However at times when there are mass casualties such as the battlefields of major wars or the locations of some catastrophic devastation, the local population of such birds is insufficient to handle the tide of dead souls while at the same time avoiding the predation of carrion birds that are also attracted to the carnage. In these times the psychopomps known as night crows descend upon the scene.

All but invisible to normal sight, night crows patrol the locations of mass deaths to find and usher souls of the departed. Their incorporeal and hidden nature allows them to linger for as long as necessary for the many fallen soldiers to finally succumb to their wounds without attracting undue attention or danger to themselves from observers. Likewise, at least one murder of night crows is always tasked to patrol these locations for the long term. They know the propensity for undead to arise in such places before eventually being put down and releasing another trapped soul to the afterlife. To this end they serve as spotters of a sort for ahmuuth and esobok psychopomps, summoning their kin to deal with any large uprisings of undead that occur within the grounds of the area that they patrol.

Syangg

Miles from any sea, this creature looks like a giant starfish with twelve writhing appendages, half of which support small heads with oddly but deeply intelligent eyes.

SYANNGG XP 3,200

CE Medium aberration

Init +3; **Senses** darkvision 60 ft.; **Perception** +18

AC 18, touch 14, flat-footed 14 (+3 Dex, +1 dodge, +4 natural)

hp 52 (8d8+16)

Fort +4; **Ref** +5; **Will** +9

Defensive Abilities all-around vision

Speed 30 ft.

Melee 6 bites +6 (1d6)

Special Attacks heads

Spell-Like Abilities (CL 8th):

At Will—*charm monster* (DC 17), *dispel magic*, *hold monster* (DC 18), *lightning bolt* (DC 16), *slow* (DC 16)

3/day—*flesh to stone* (DC 19)

Str 11, **Dex** 16, **Con** 15, **Int** 20, **Wis** 16, **Cha** 17

Base Atk +6; **CMB** +6; **CMD** 20 (28 vs. trip)

Feats Combat Casting, Dodge, Mobility, Spell Penetration

Skills Acrobatics +14, Climb +11, Escape Artist +14, Intimidate +14, Knowledge (dungeoneering) +16, Perception +18, Stealth +14, Survival +14; **Racial Modifiers** +4 Perception

Languages Aklo, Syanngg, Undercommon

Environment underground

Organization solitary, council (2–5), or sinful convergence (5–30)

Treasure double standard

Heads (Su) A syanngg can bring 1d4 of its six heads to bear on any given 90-degree quarter around itself. Five heads can utilize one spell-like ability at will as a free action

each round (CL 8th). Its main head can cast *flesh to stone* three times a day as a spell-like ability. The save DCs are Charisma-based.

The syanngg is a radially-symmetrical creature a bit like a starfish, with six backbones running upward through its central body to form six serpentine necks above the body and six reptilian tentacles below. The bottom tentacles are connected by a circular fan of leathery skin that runs approximately halfway down the length of the tentacle, giving the creature a strangely cone-like shape. It has six heads

Syannggs are ferocious creatures, dedicated to accumulating power and treasure by whatever means they can contrive. They are quite intelligent, and it is not uncommon for a syanngg to be found as the tyrannical mastermind behind the activities of weaker minions. Their plans are not devilishly intricate, reflecting the single-minded brutality of the syanngg mindset, but they are usually well considered and practical. In particular, syannggs do not hesitate to risk themselves in battle, since they glory in victorious slaughter just as much as they lust after gold and power.

Warden Familiar

A tiny black cat sits atop a pile of treasure, lazily staring at you.

WARDEN FAMILIAR XP 135

CR 1/2

LE Tiny outsider (evil, extraplanar)

Init +2; **Senses** darkvision 60 ft.; **Perception** +5

AC 14, touch 14, flat-footed 12 (+2 Dex, +2 size)

hp 5 (1d10)

Fort +0; **Ref** +4; **Will** +3

DR 5/magic; **Resist** cold 5, fire 5; **SR** 11

Speed 30 ft.

Melee 2 claws +5 (1d2–4), bite +4 (1d3–4)

Space 2 1/2 ft.; **Reach** 0 ft.

Str 3, **Dex** 15, **Con** 10, **Int** 10, **Wis** 12, **Cha** 10

Base Atk +1; **CMB** –5; **CMD** 7 (11 vs. trip)

Feats Weapon Finesse

Skills Acrobatics +6, Climb +10, Perception +5, Sense Motive +5, Stealth +14, Survival +5; **Racial Modifiers** +4 Climb, +4 Stealth

Languages Infernal

SQ nine lives

Environment any

Organization solitary

Treasure none (although it may be guarding a significant treasure)

Nine Lives (Su) The warden familiar has nine lives. Each time it is slain it is reborn in 1d2 rounds, stronger than it was in its previous incarnation. If slain a ninth time, it remains dead. Each time it is slain and reborn, the warden familiar increases in power as shown on the table below. When its Strength score equals or surpasses its Dexterity score, it loses the Weapon Finesse feats and gains the Weapon Focus (bite) feats. The damage dice for its claws and bite also increase to the next larger die as it grows in size (from 1d2 to 1d3; from 1d3 to 1d4, etc.). This ability cannot be dispelled or negated except by the following: *disintegrate*, *flesh to stone*, *miracle*, *temporal stasis*, or *wish*. A *dismissal* spell sends the warden familiar back to its plane of origin.

When awarding XP for defeating a warden familiar, only award XP for the highest CR at which the PCs defeated it. If the PCs defeat a warden familiar and return to defeat it again later, award XP equal to the difference between the previous CR and the current one. For example, if the PCs

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defeat a guardian familiar 4 times, they receive XP for a CR 2 encounter. If they later return and defeat it when it is CR 4, they get XP equal to the difference between a CR 2 and CR 4 encounter.

The warden familiar begins in the form of a Tiny black cat. It constantly maintains its position on top of the treasure or chest it is *summoned* and tasked to guard, leaving the treasure only to pursue the intruders a short distance e.g. it does not venture more than 20 feet from its treasure. The warden familiar does not initiate attacks, nor does it acknowledge intruders unless it is itself attacked or attempts are made to get the treasure being guarded.

When the warden familiar attacks, it does so with two raking claws

and by biting with its sharp teeth. During its attack, the creature grows progressively larger, eventually resembling a lynx or bobcat; it reverts back to Small size if combat is suspended—this appears to be a power of the creature designed to deter robbers. If at any time an intruder breaks off of combat, the warden returns to its treasure and seeks to nap.

The warden familiar has nine “lives”, and may be the creature giving the “cat with nine lives” legend credence. The power of the warden familiar changes with each of its “lives” as it grows into a larger and more powerful form. Of course, if it is slain a 10th time, it is permanently deceased.

A warden familiar is summoned by the use of a variant *monster summoning V spell*.

Warden Familiar 9 Lives

Life	Bonus*	AC	Size	DR/ Resistances	Saves**	CR	SR	Str	Dex	Con
1	+1	+0	Tiny	5	+0	1/2	11	+0	+0	+0
2	+2	+1	Tiny	5	+0	1/2	11	+0	+0	+0
3	+3	+2	Small	5	+1	2	13	+4	-2	+2
4	+4	+3	Small	5	+1	2	13	+0	+0	+0
5	+5	+4	Medium	10	+2	4	15	+4	-2	+4
6	+6	+5	Medium	10	+2	4	15	+0	+0	+0
7	+7	+6	Large	10	+3	6	17	+8	-2	+4
8	+8	+7	Large	10	+3	6	17	+0	+0	+0
9	+9	+8	Huge	10	+4	8	19	+8	-2	+4

*This bonus applies to attacks, CMB, CMD, and skill checks.

**This bonus applies to all saving throws.

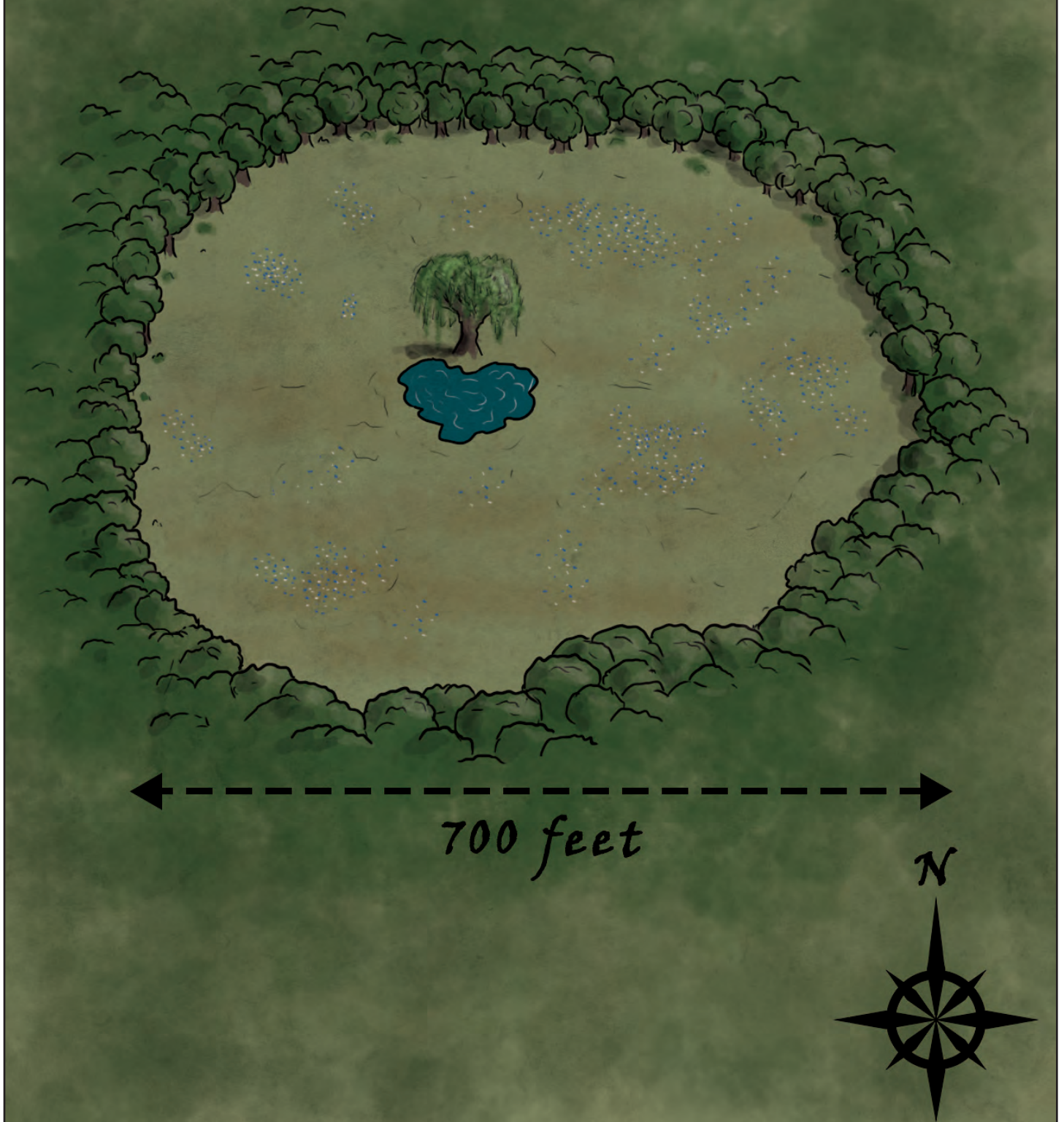
City of Ashes



0 60 120
1 inch equals 120 ft.



SF-1 Dark Heart of the Woods



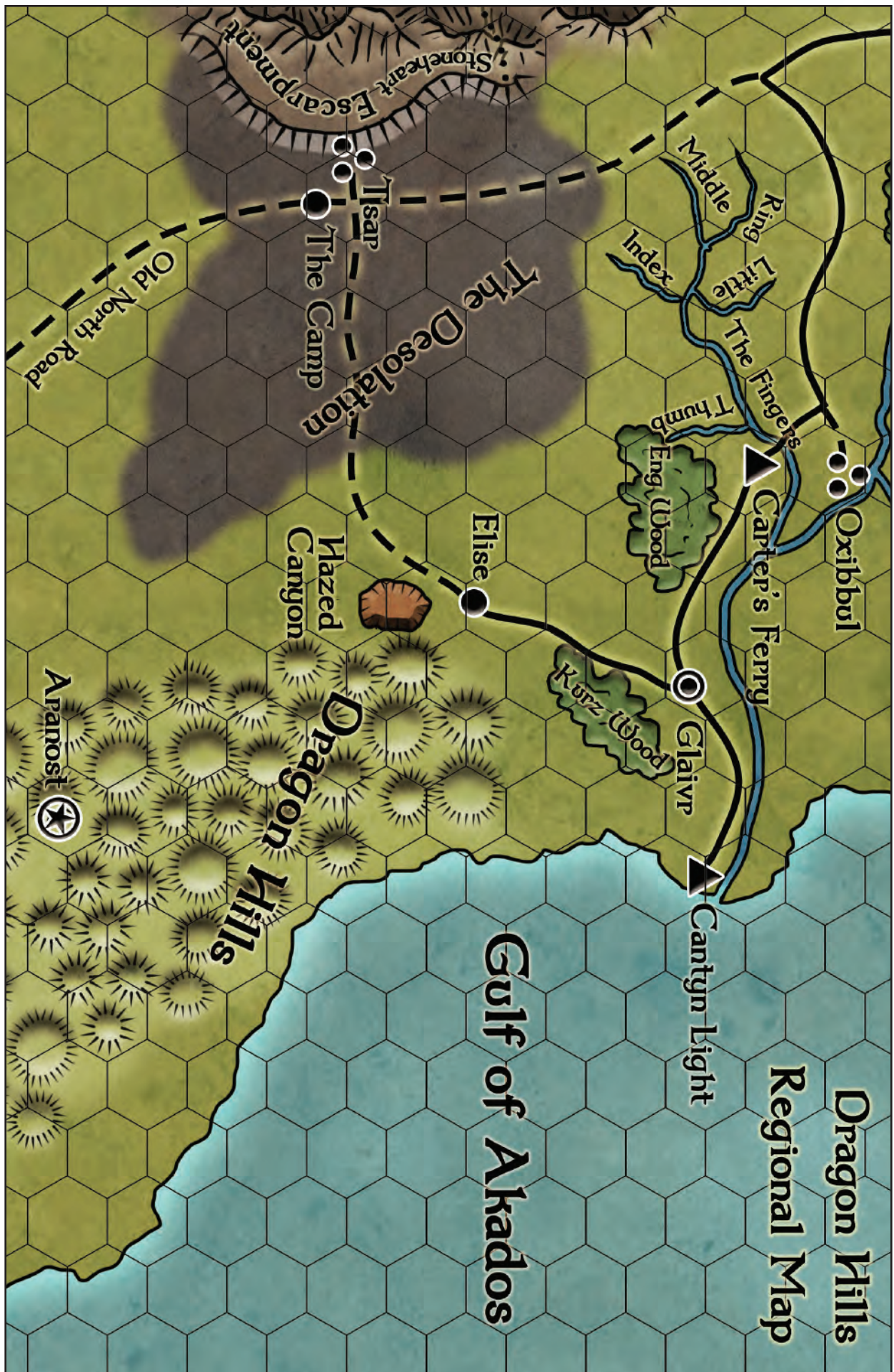
SF-2 The Crystal Cave



PLAYER MAP: SF-4 TROLL LAIR











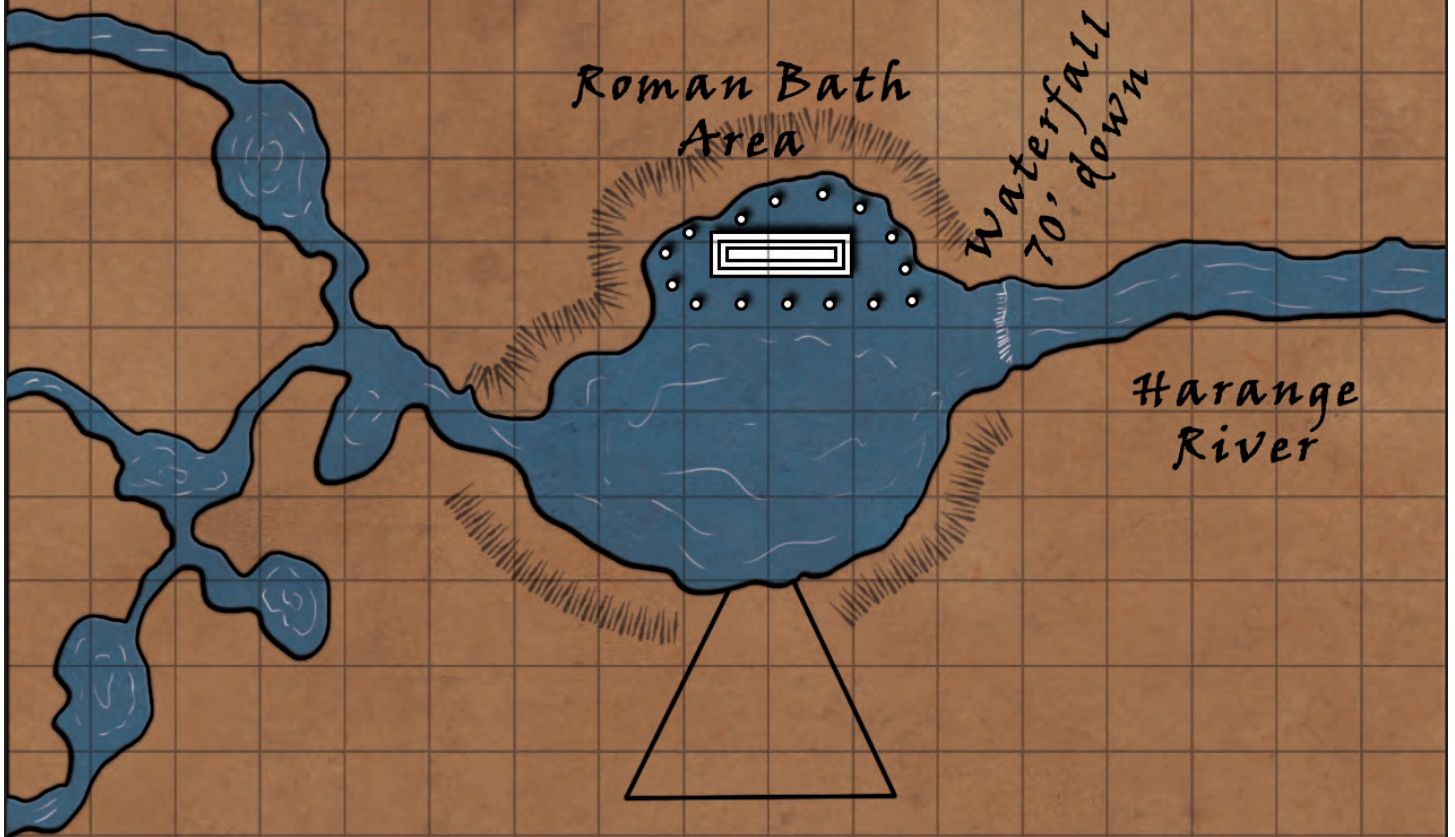
DH-7 The Hazed Canyon

5 Miles



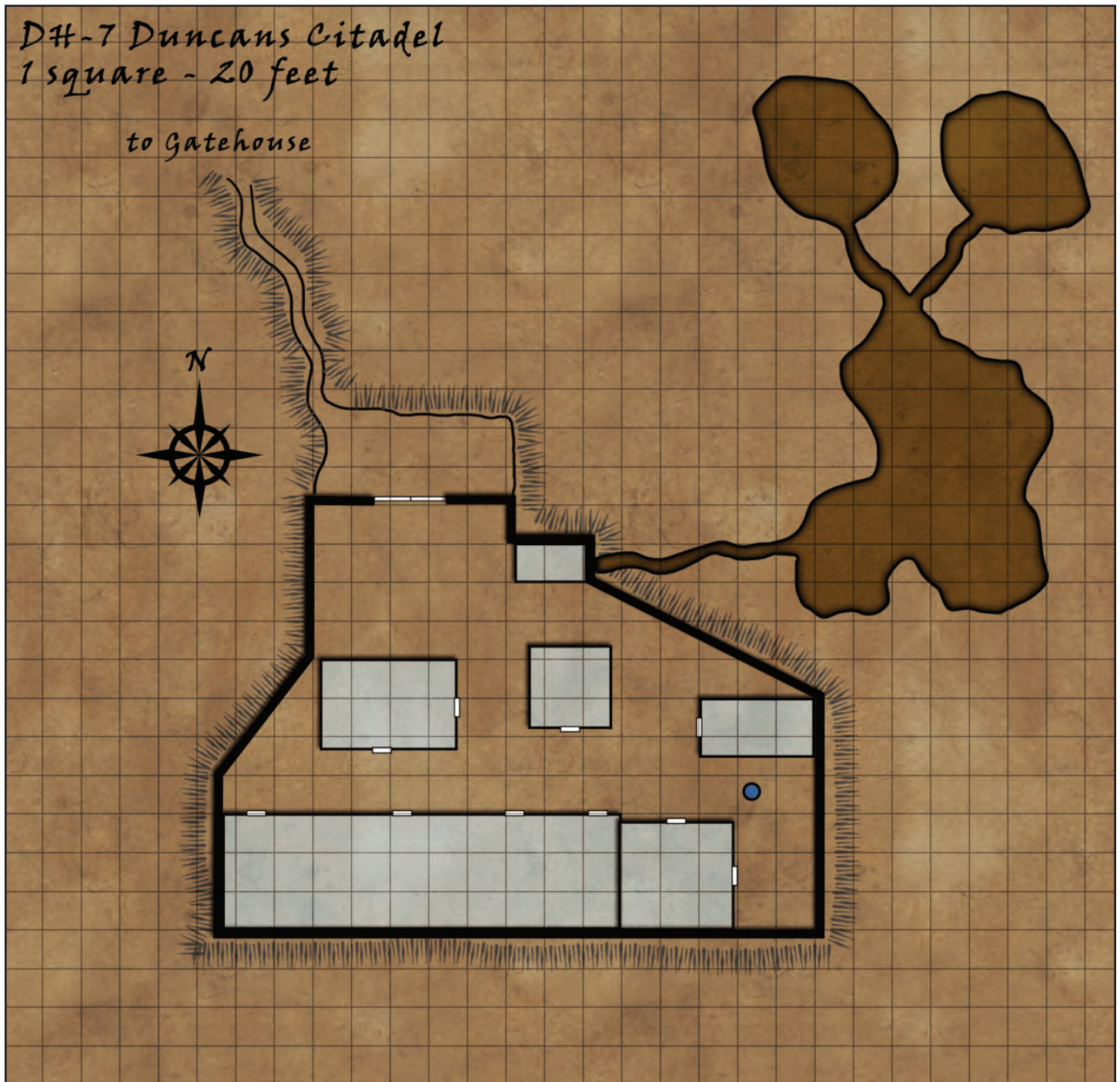
DH7 Tannesh Hot Springs

1 square - 10 feet



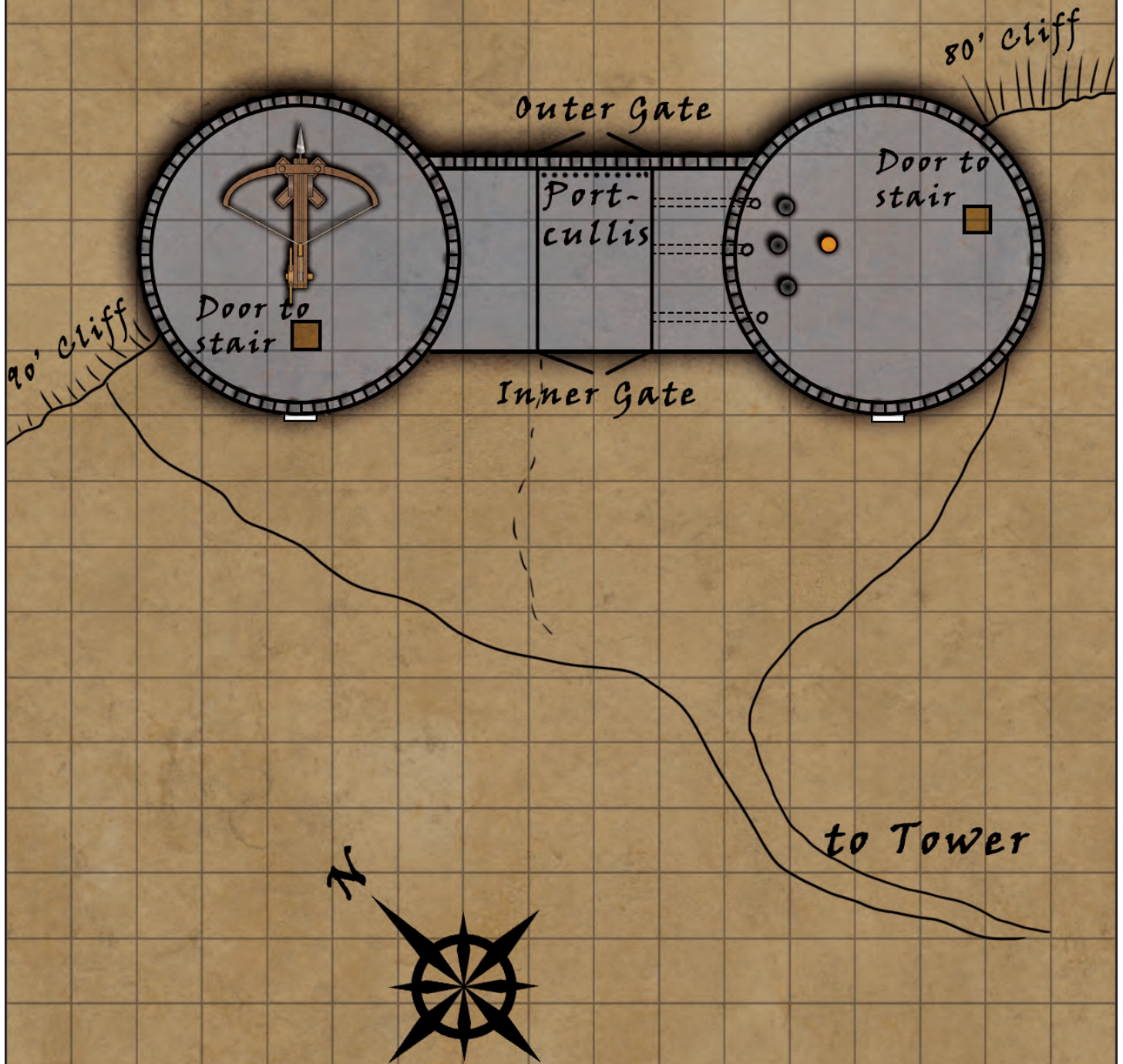
DH-7 Hydramel's Lair





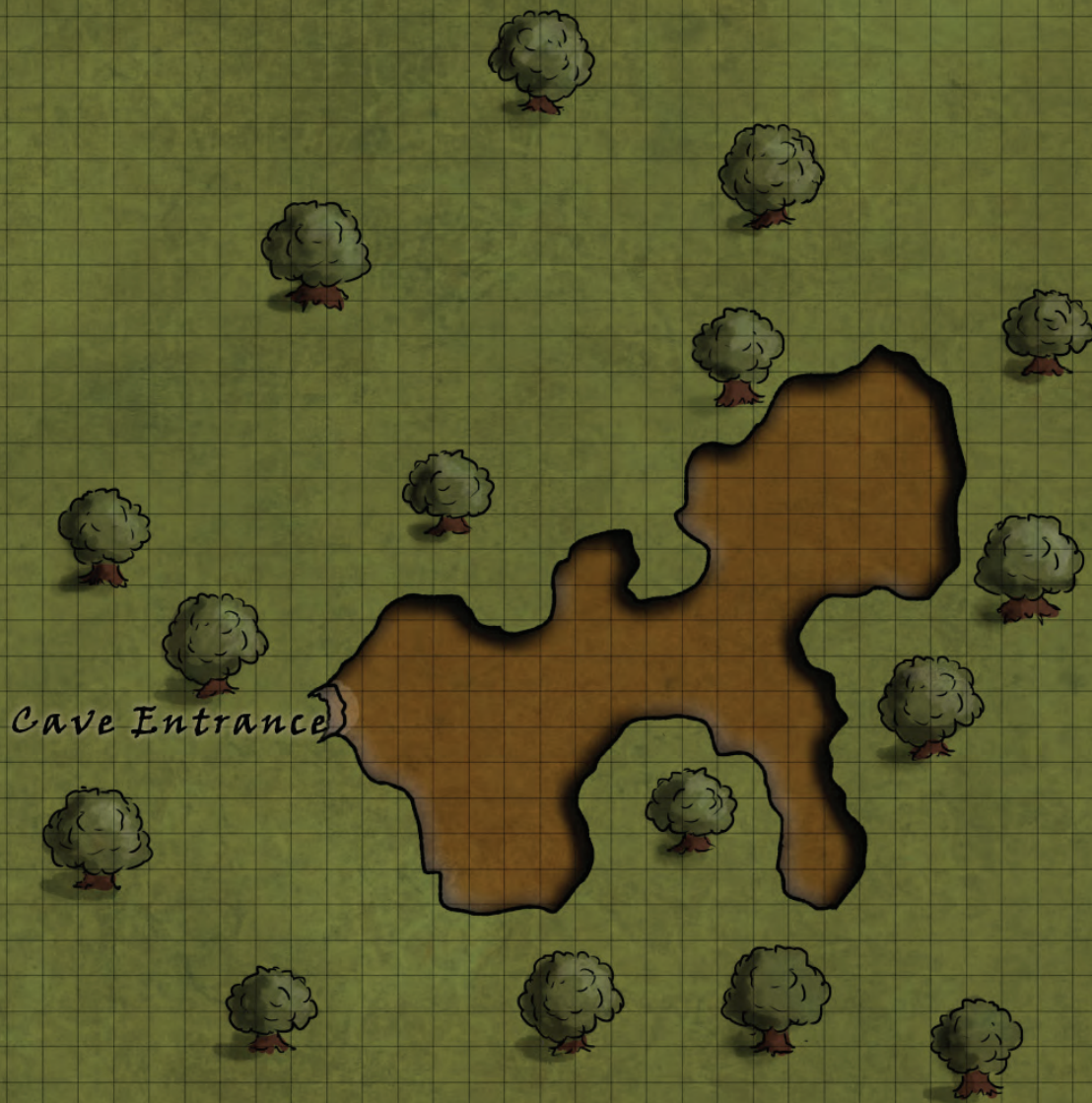
DH-7 The Gatehouse

1 square - 10 feet



DH-8
Dragon Lair
The Hatfields

1 square - 20 feet

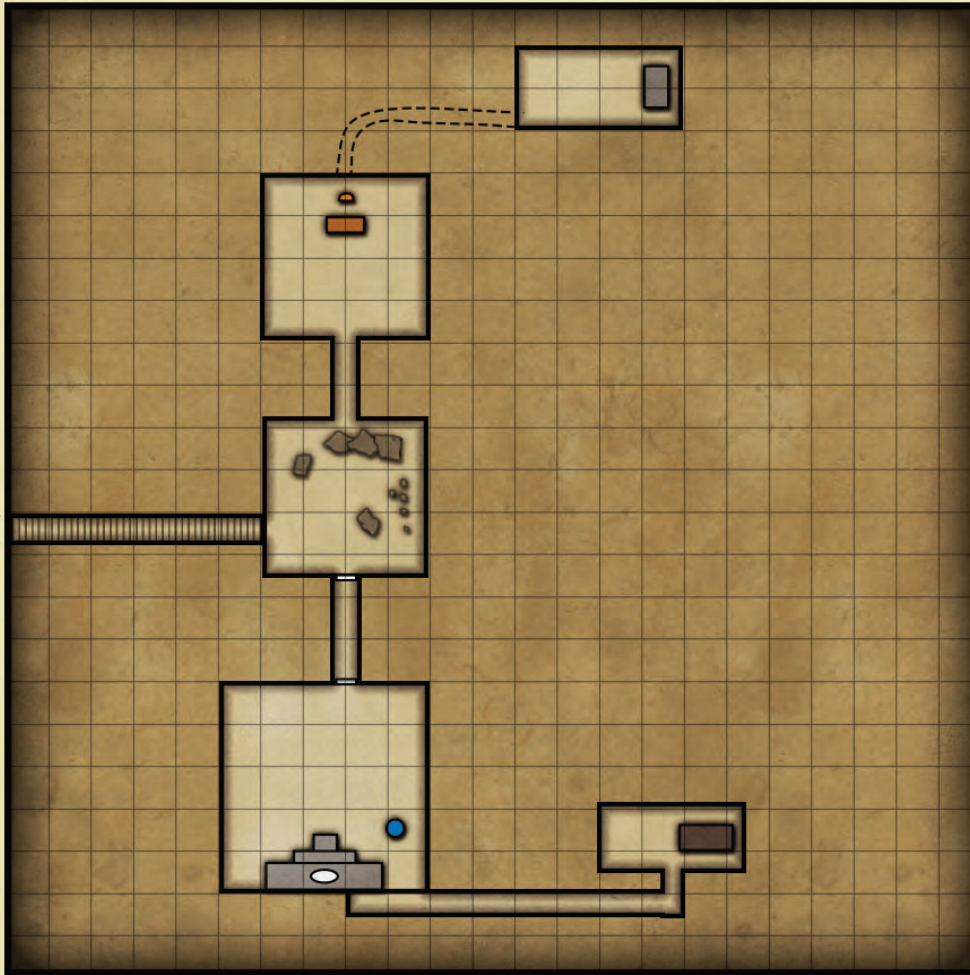




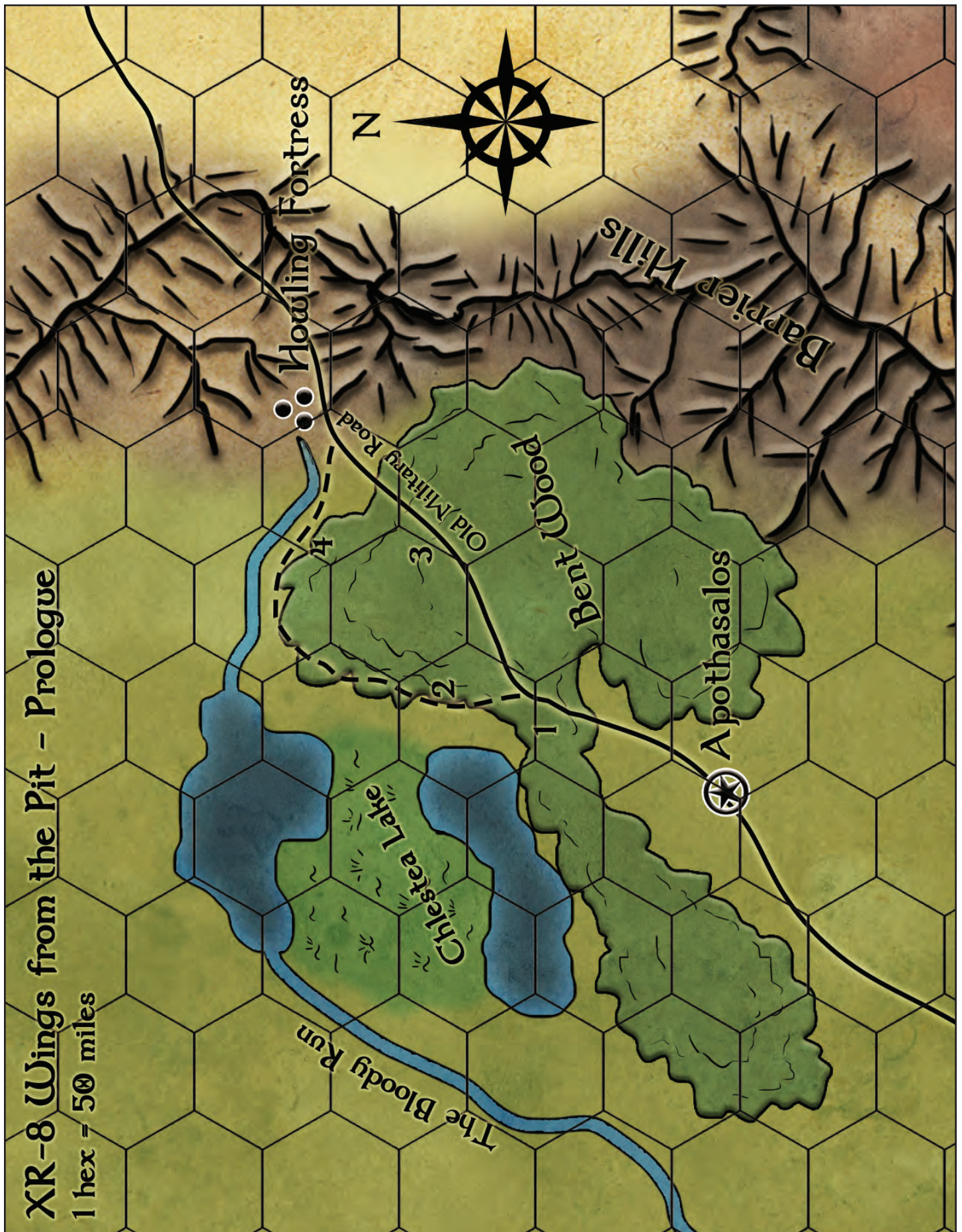


XR-4 Some Things are Better Left Buried

1 square - 10 feet







XR-9

The Howling fortress



XR-9 The Howling fortress side view



XR-9 Western Cliff Dwellings



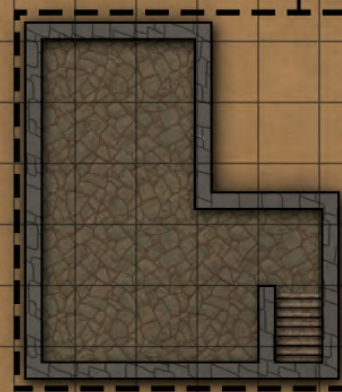
2nd floor
stairs lead from
courtyard to 2nd level
like mesa verde



Ground floor



2nd floor



3rd floor

1 square - 10 feet

XR-9 The Eastern Cliff Dwellings



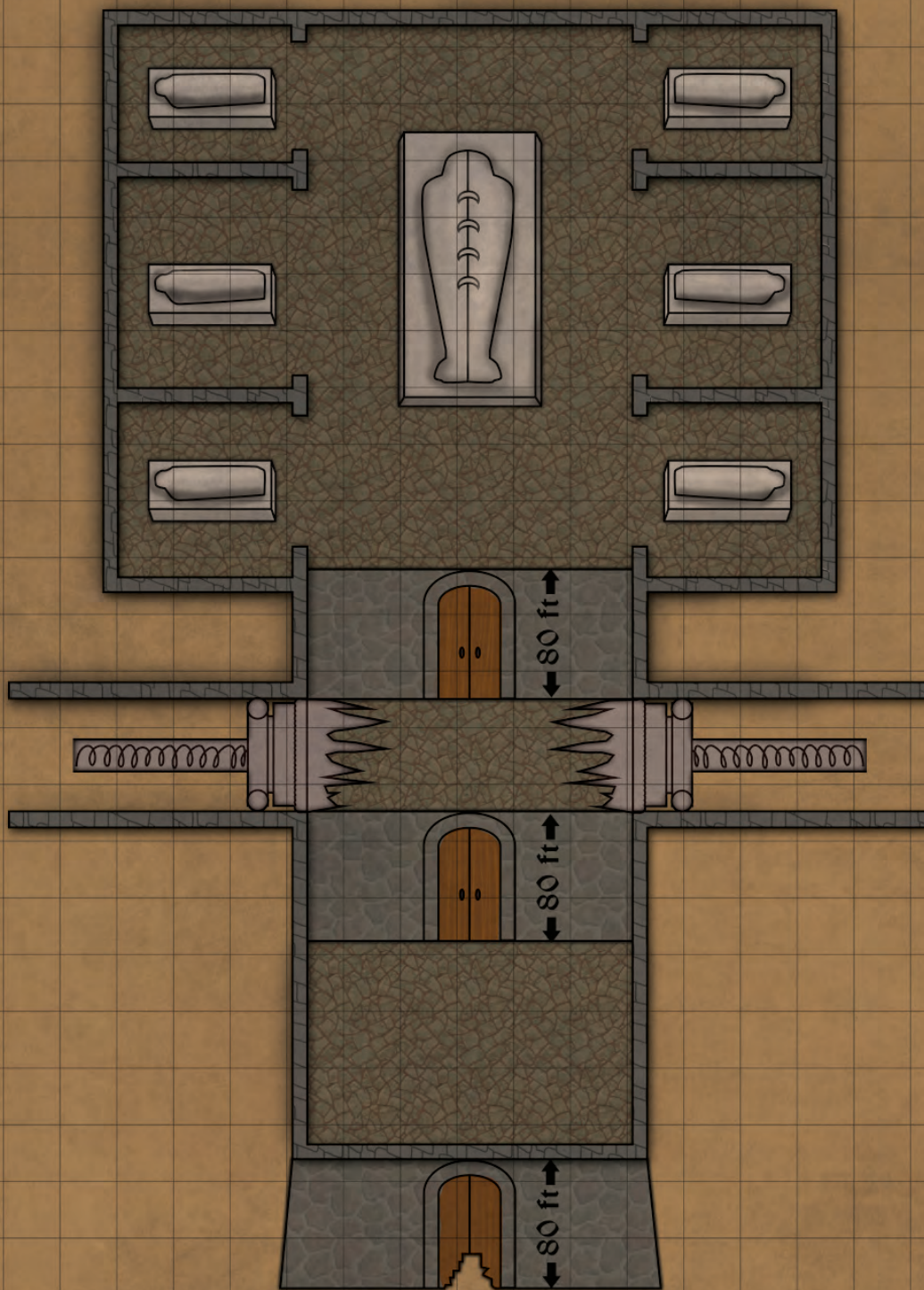
1 square - 10 feet

XR-9 The Ruined Keep

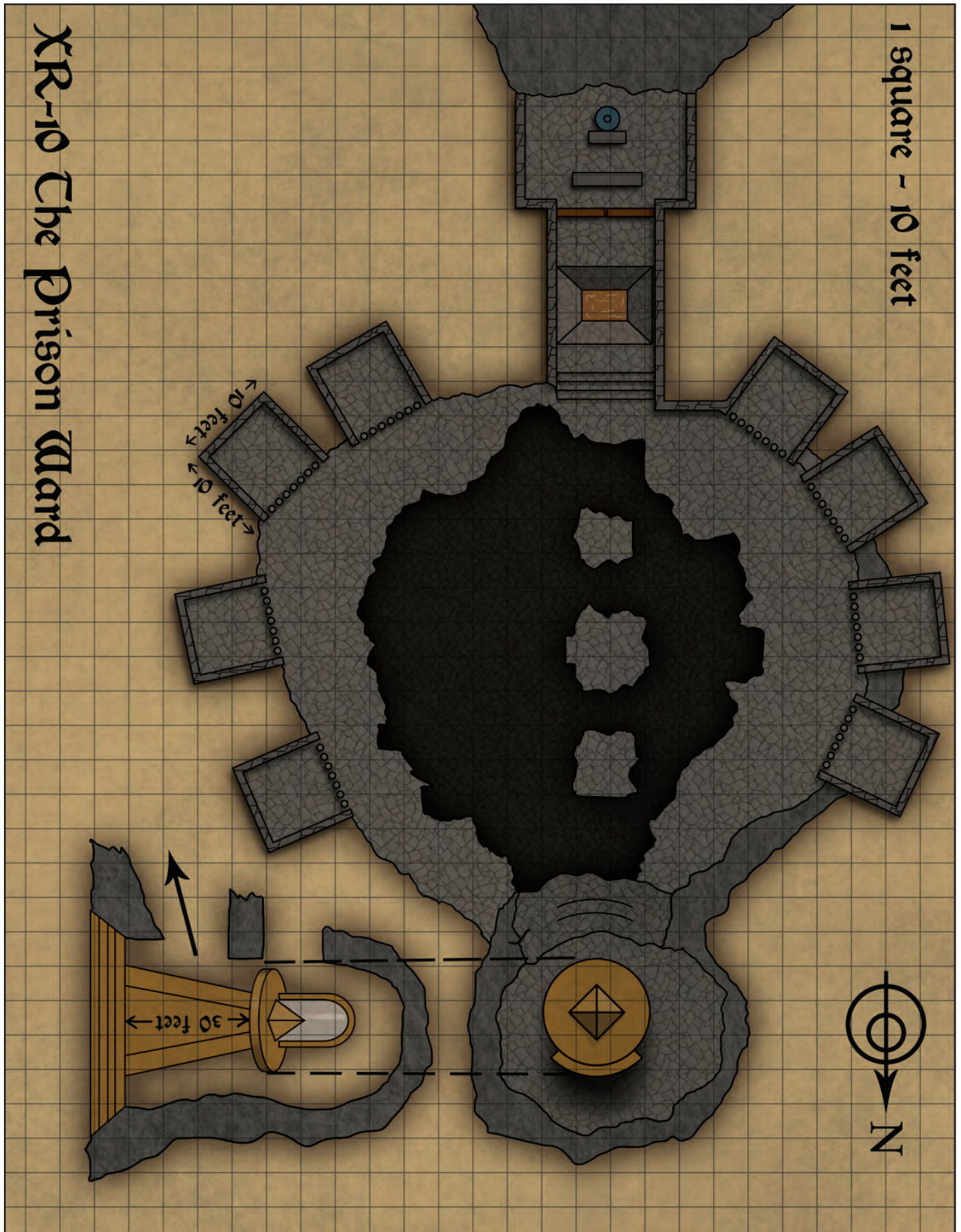


1 square - 10 feet

XR-10 Tomb of Shirimabi



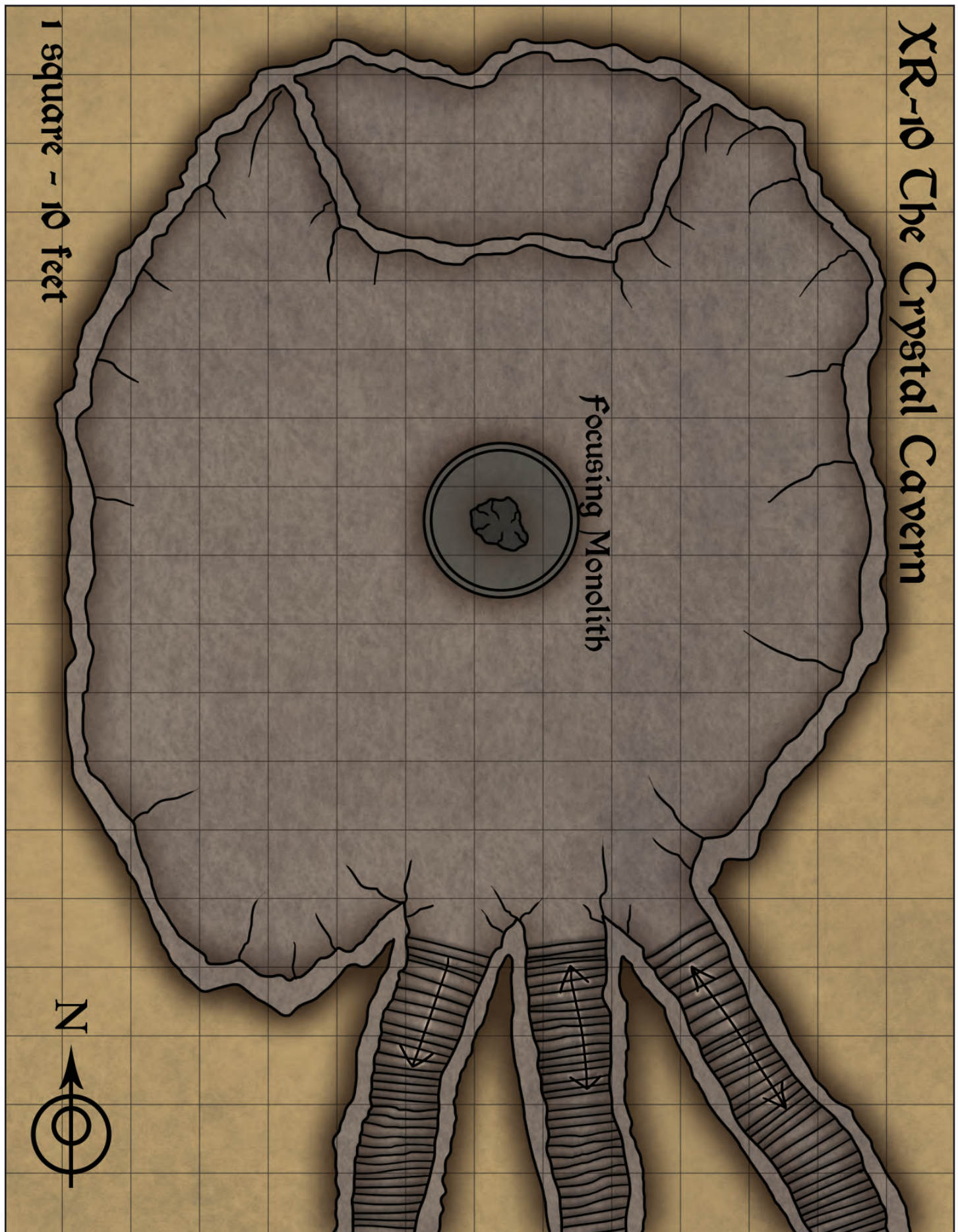
1 square - 40 feet



XR-10 Rusara's cave

1 square - 10 feet







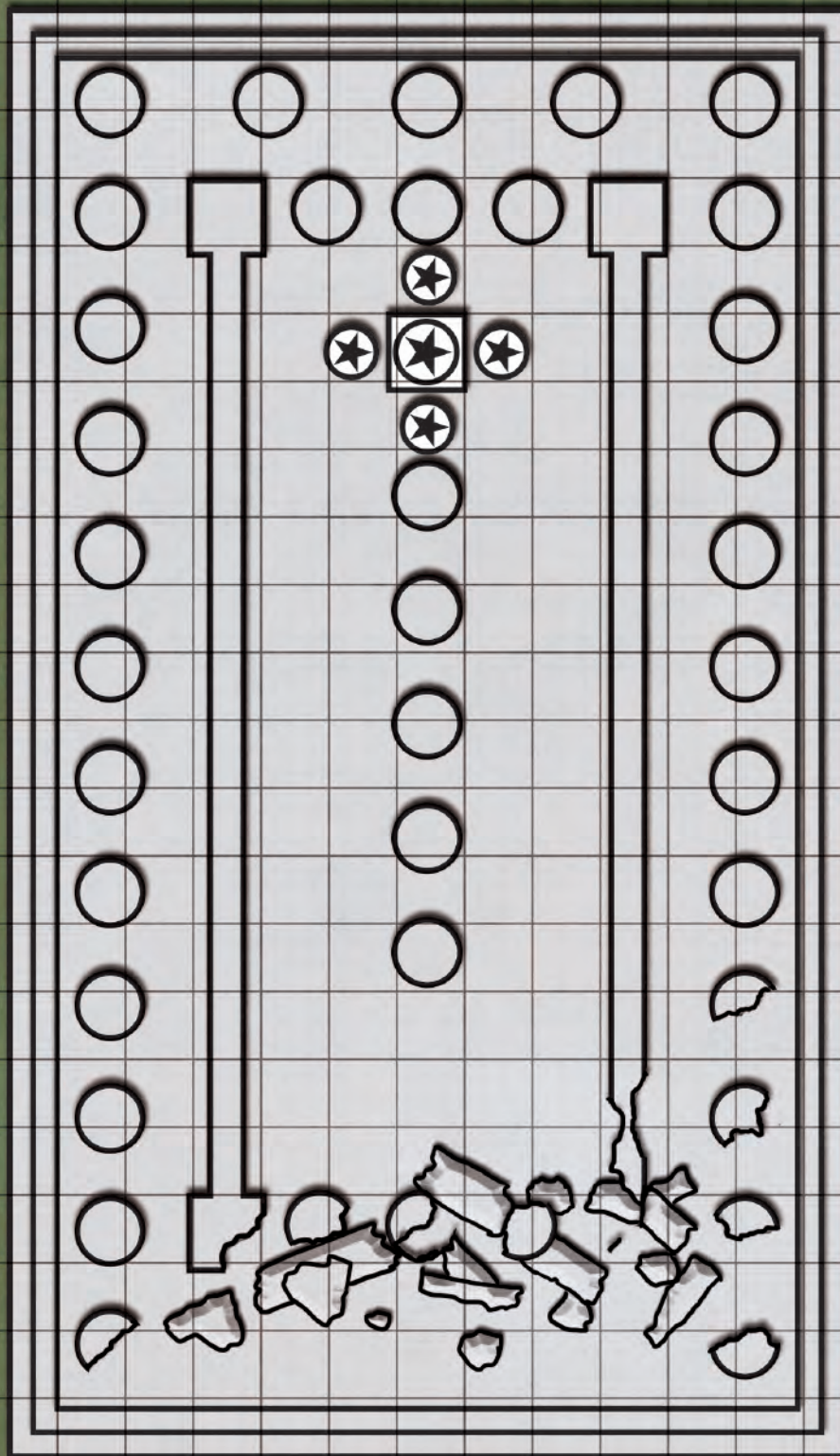


SM-1 The Ghost Face Orcs
1 square - 10 feet



SM-2 The Old Temple

1 square - 5 feet



SM-4 The Sage and his Cow
1 square - 20 feet



SM-5 The Old City
1 square - 100 feet



SM-7 Barrow Mounds







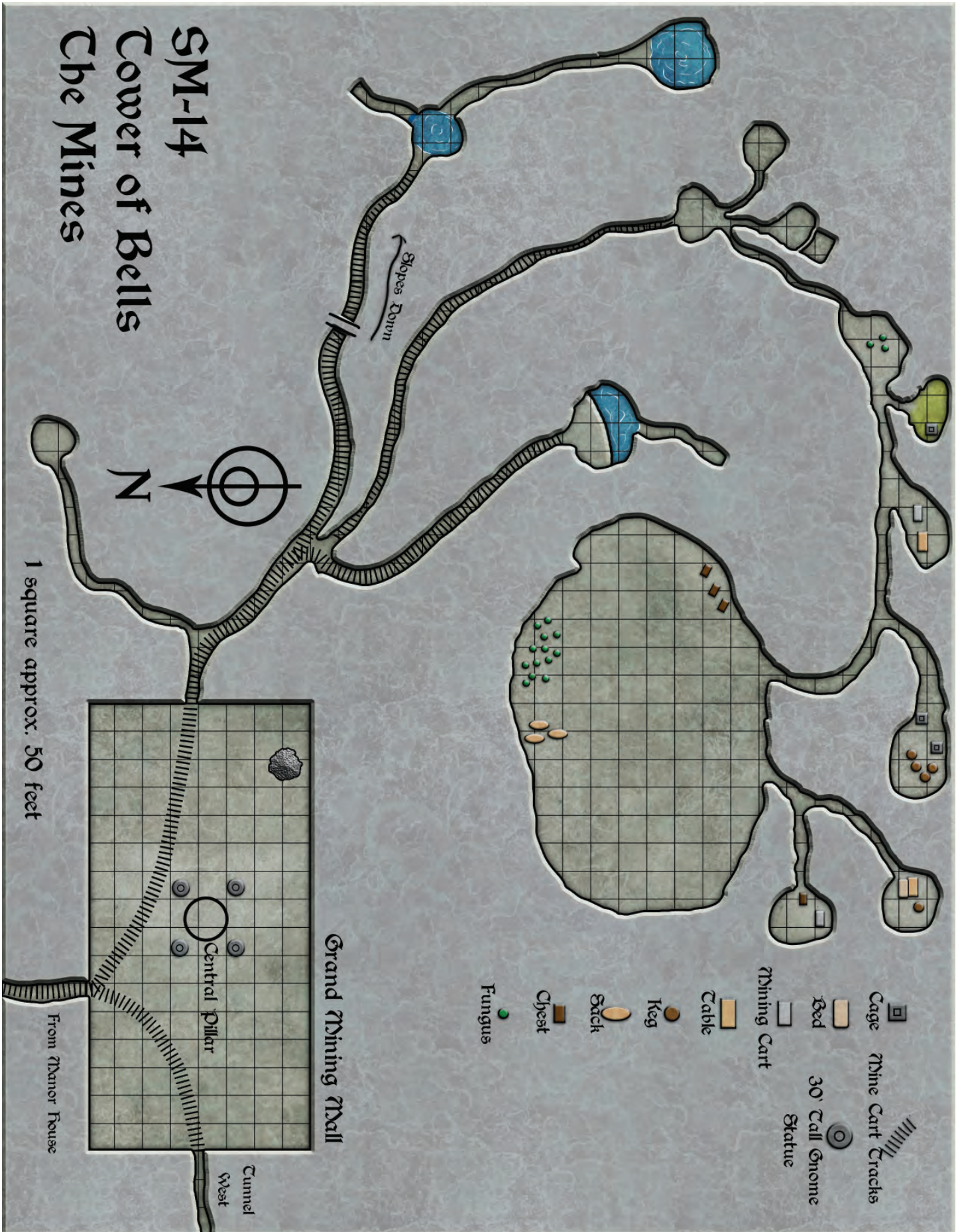
SM-14 Tower of Bells Side View

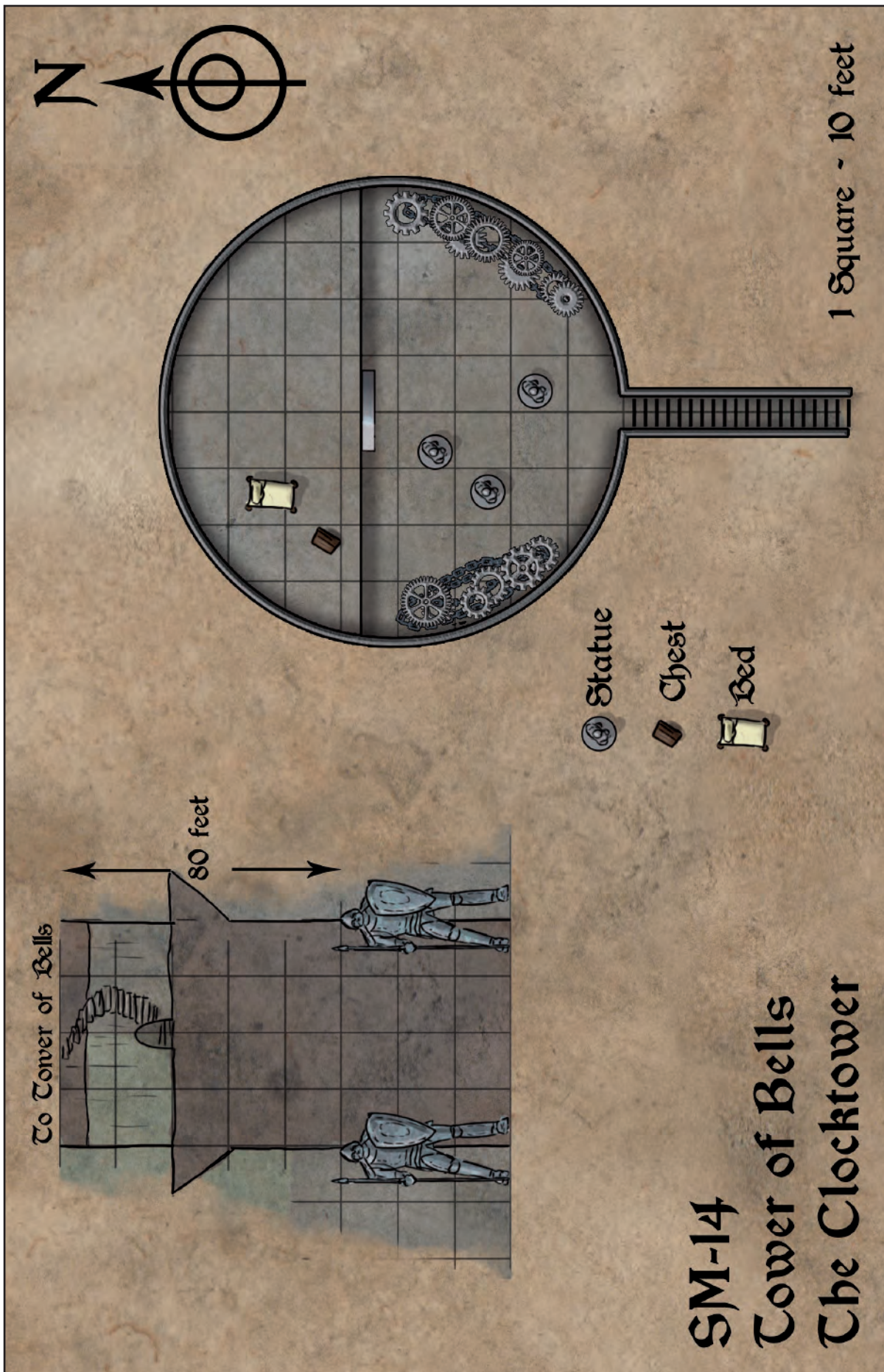


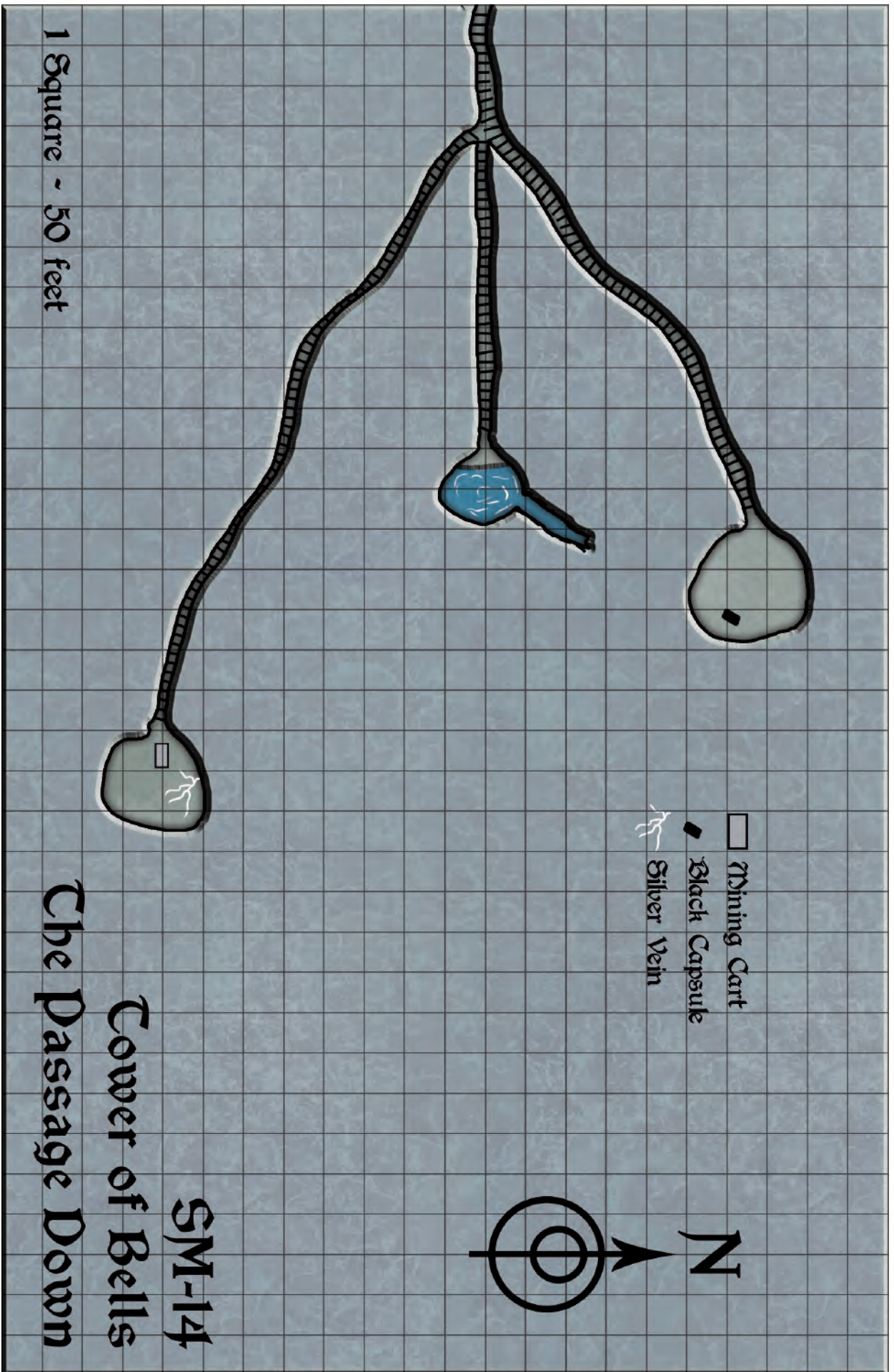
SM-14 Tower of Bells The Mansion

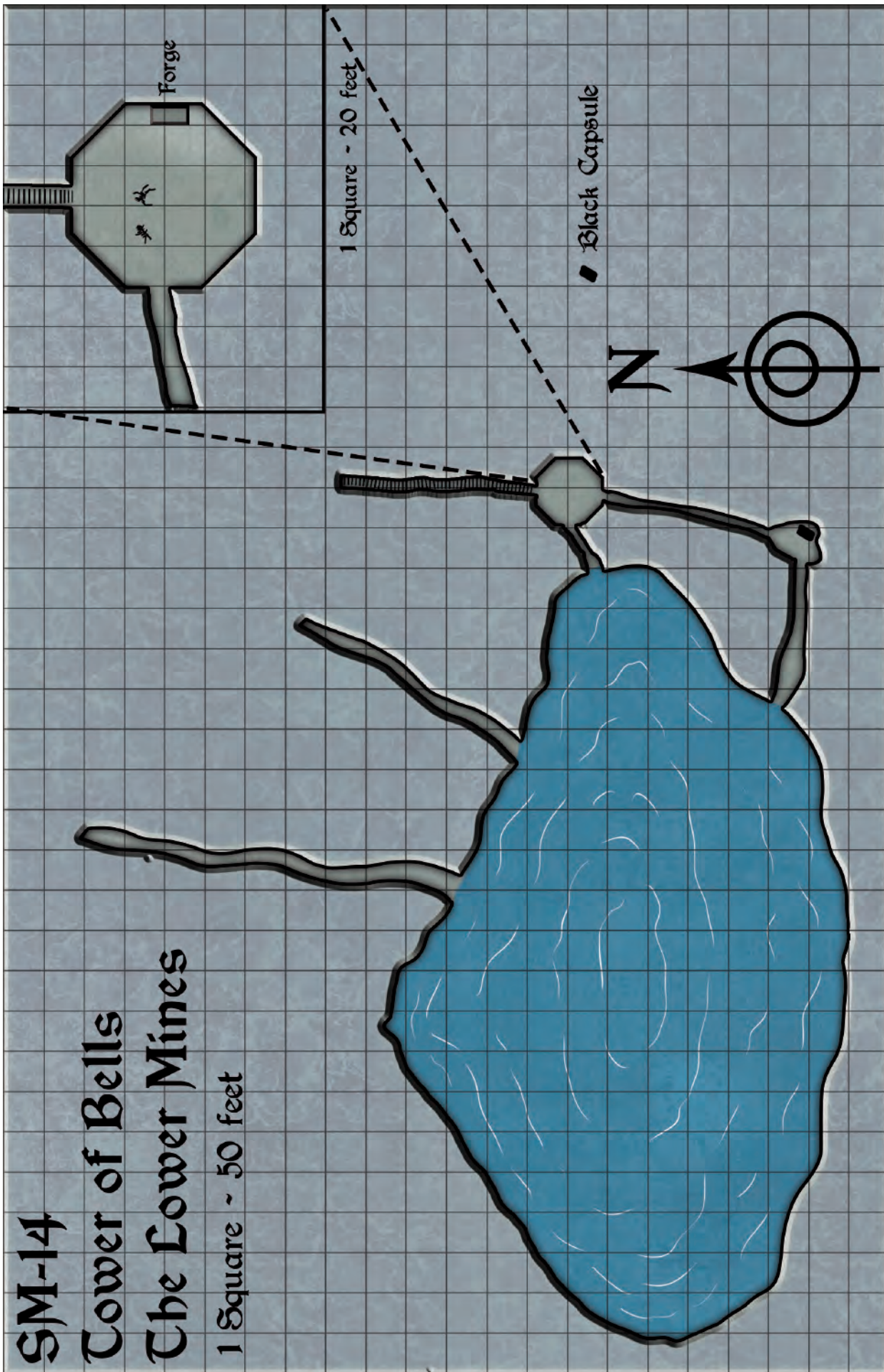
1 square - 10 feet











SM-14

Tower of Bells
The Lower Mines

1 Square ~ 50 feet

PLAYER MAP: KAYDEN'S SWAMP



Kayden's Swamp

1 square - 1/2 mile

Trail

Kayden's Island

1 hex = 500 ft



Kayden's Mansion, Ground Floor

1 square = 10 feet

Statue

Piano

Musical Instrument

Bed

Amphore

Weapon Rack

Table

Chair

Wardrobe

Couch

Fireplace

Door

Guard Tower

Guard Tower

Kitchen





Kitchen




N




Kayden's Mansion Upstairs

1 square = 10 feet



-  Protection Circle
-  Shadow Gate
-  Bed
-  Cauldron

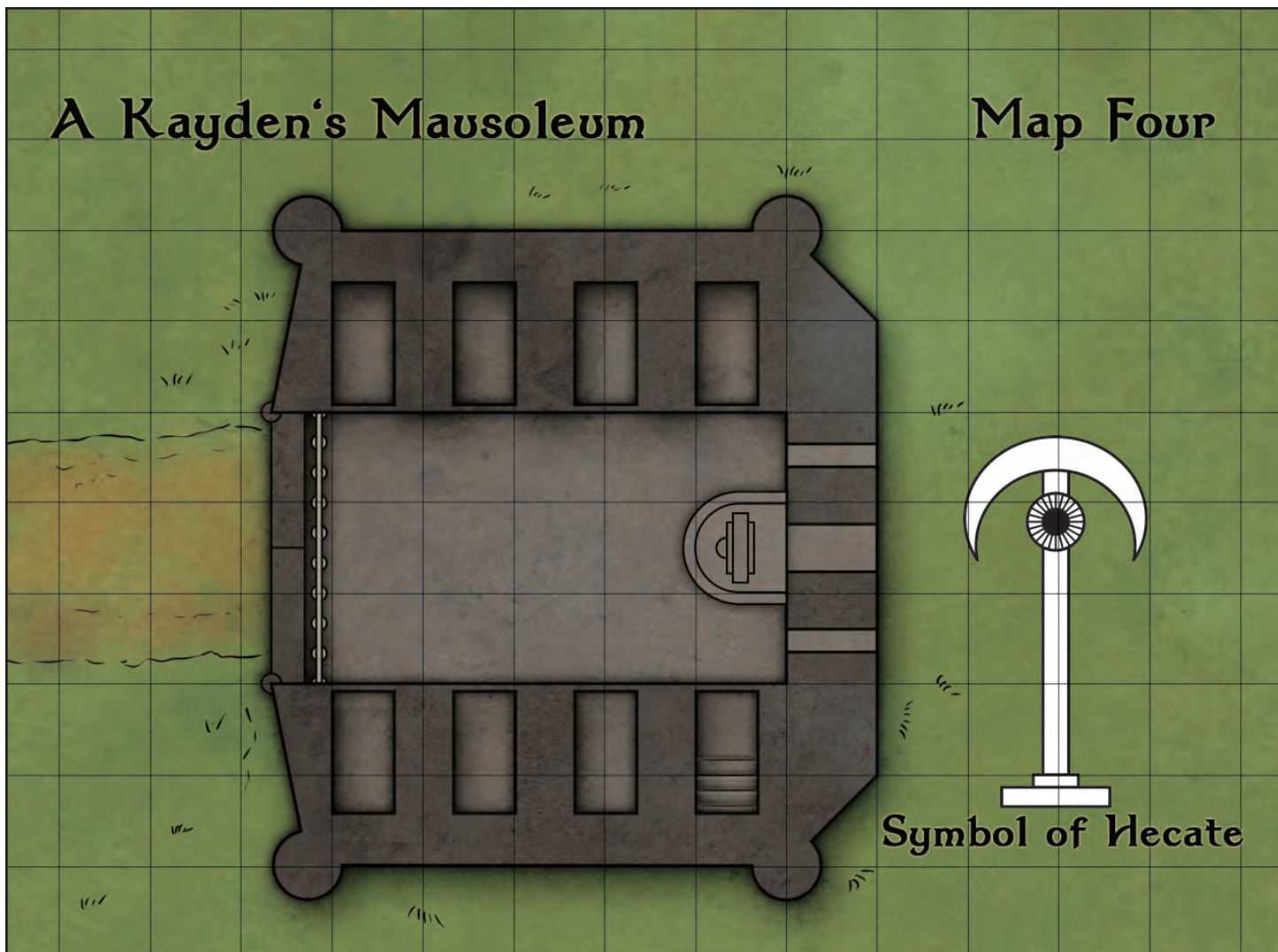
-  Couch
-  Fireplace
-  Door

-  Wardrobe
-  Table/Desk
-  Chair

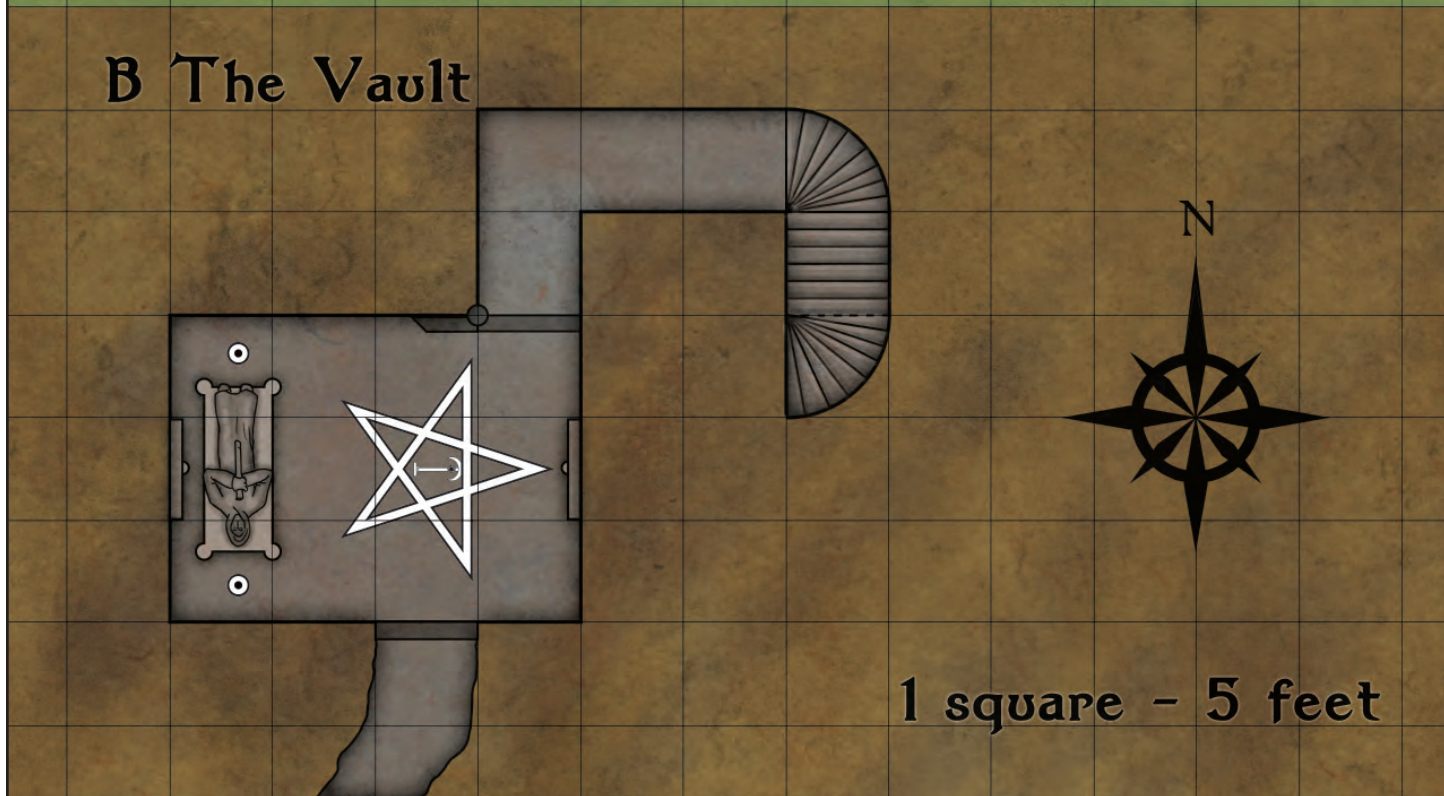


A Kayden's Mausoleum

Map Four



B The Vault



Kayden's Dungeon

1 square - 10 feet

N



● Fire Pit

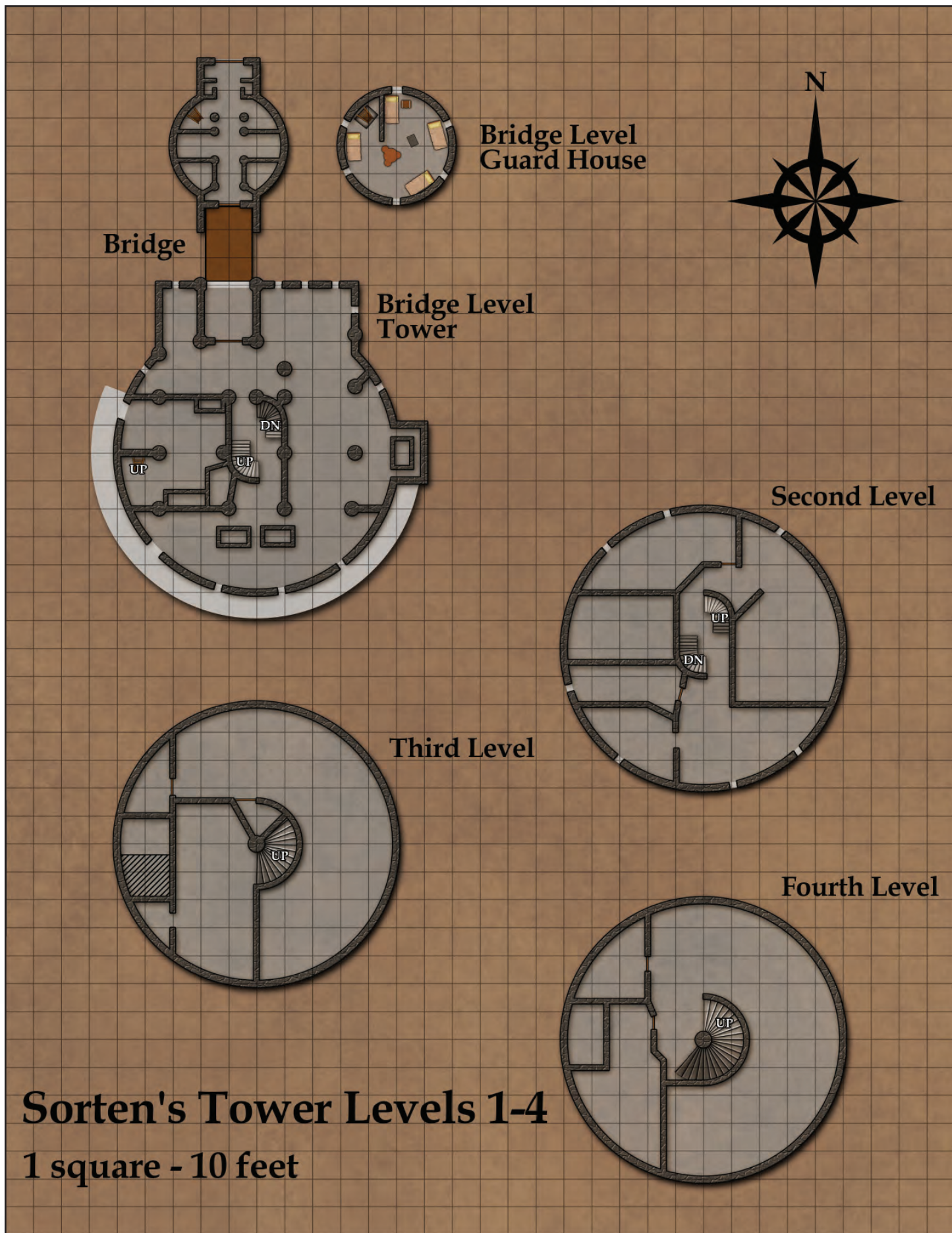
⊗ Iron Maiden

▭ Rack

●° Chairs

🛏 Bed





Sorten's Tower Levels 1-4

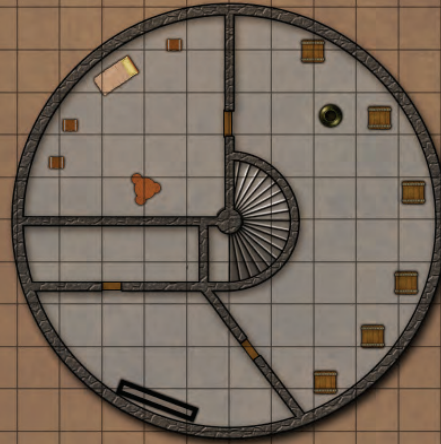
1 square - 10 feet

Sorten's Tower Levels 5-6

1 square - 10 feet



Fifth Level



Sixth Level

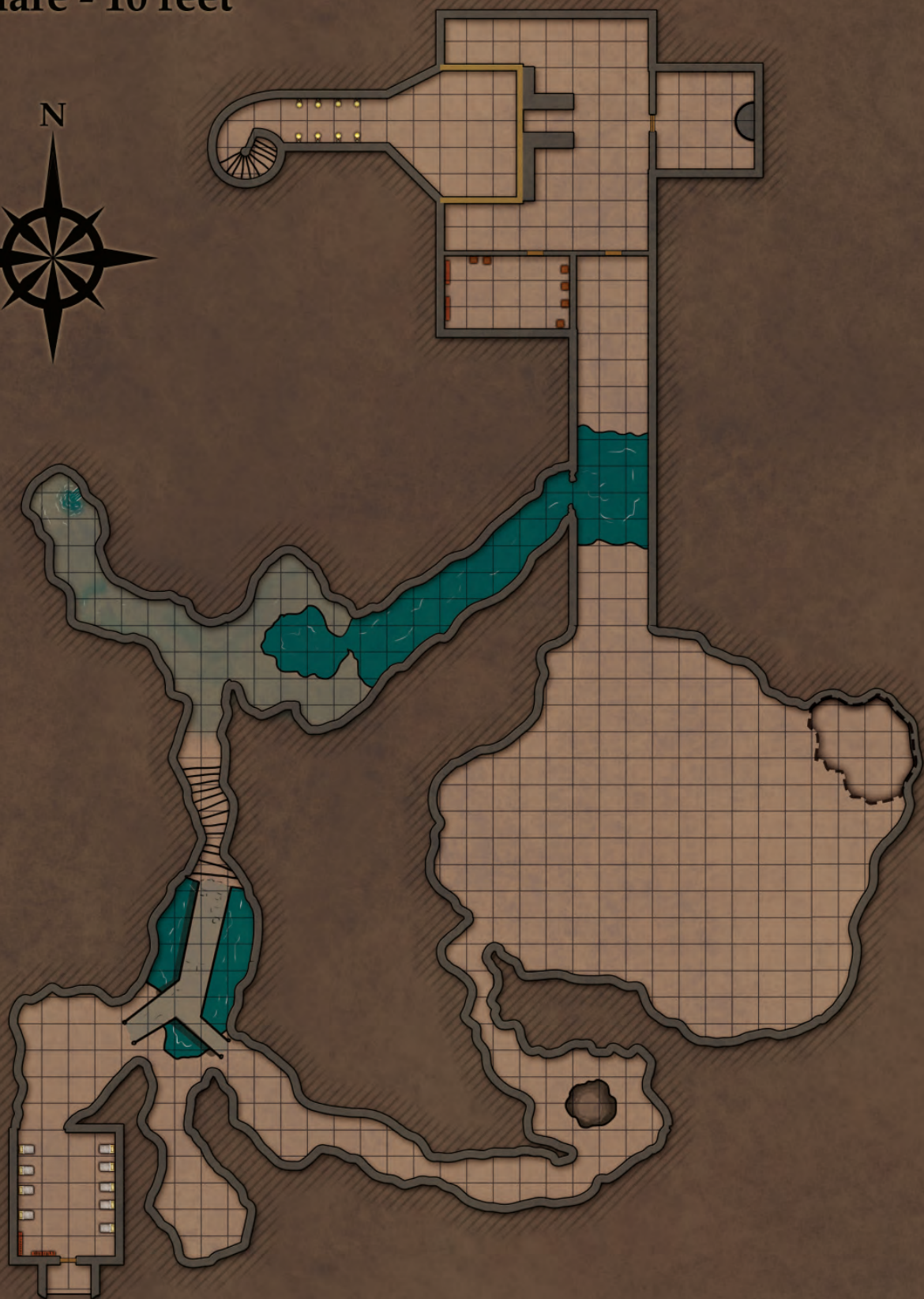


Loft



Sorten's Dungeon (Part 1)

1 square - 10 feet



Sorten's Dungeon (Part 2)

1 square - 10 feet



Greater Shadow Plane Region Map



Shadow Plane Main Quest Area



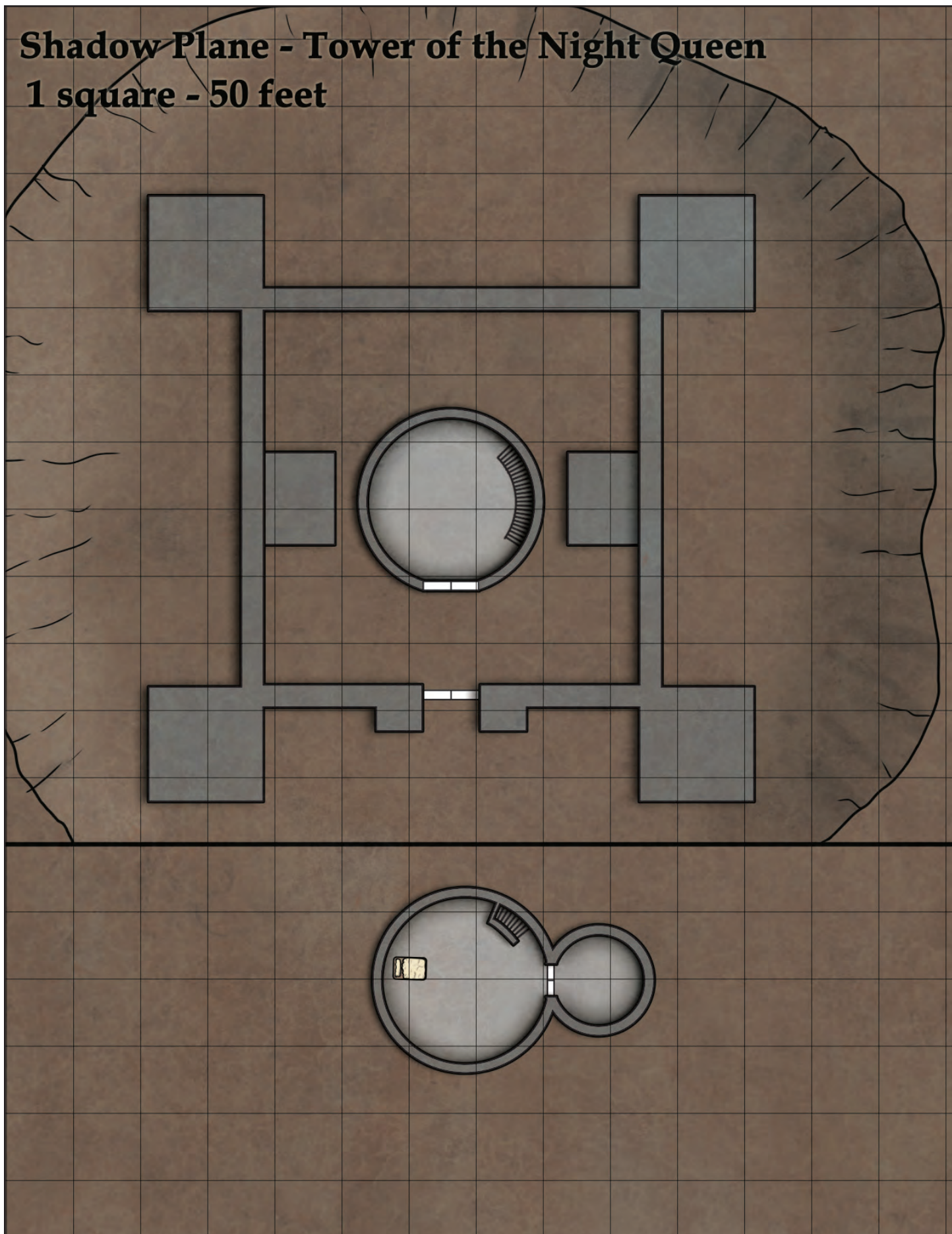
Shadow Plane - Night Queen's Forest

1 square - 1000 feet



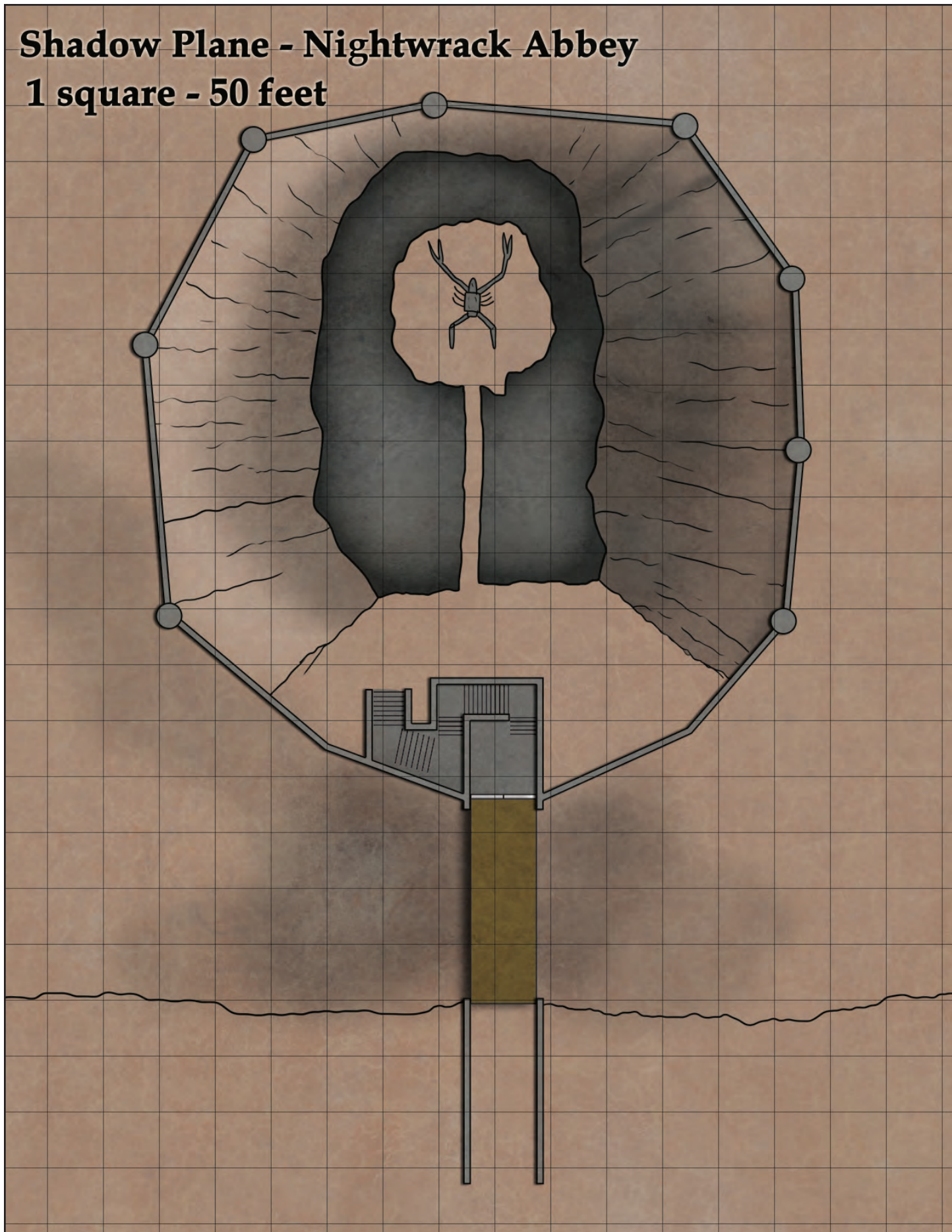
Shadow Plane - Tower of the Night Queen

1 square - 50 feet



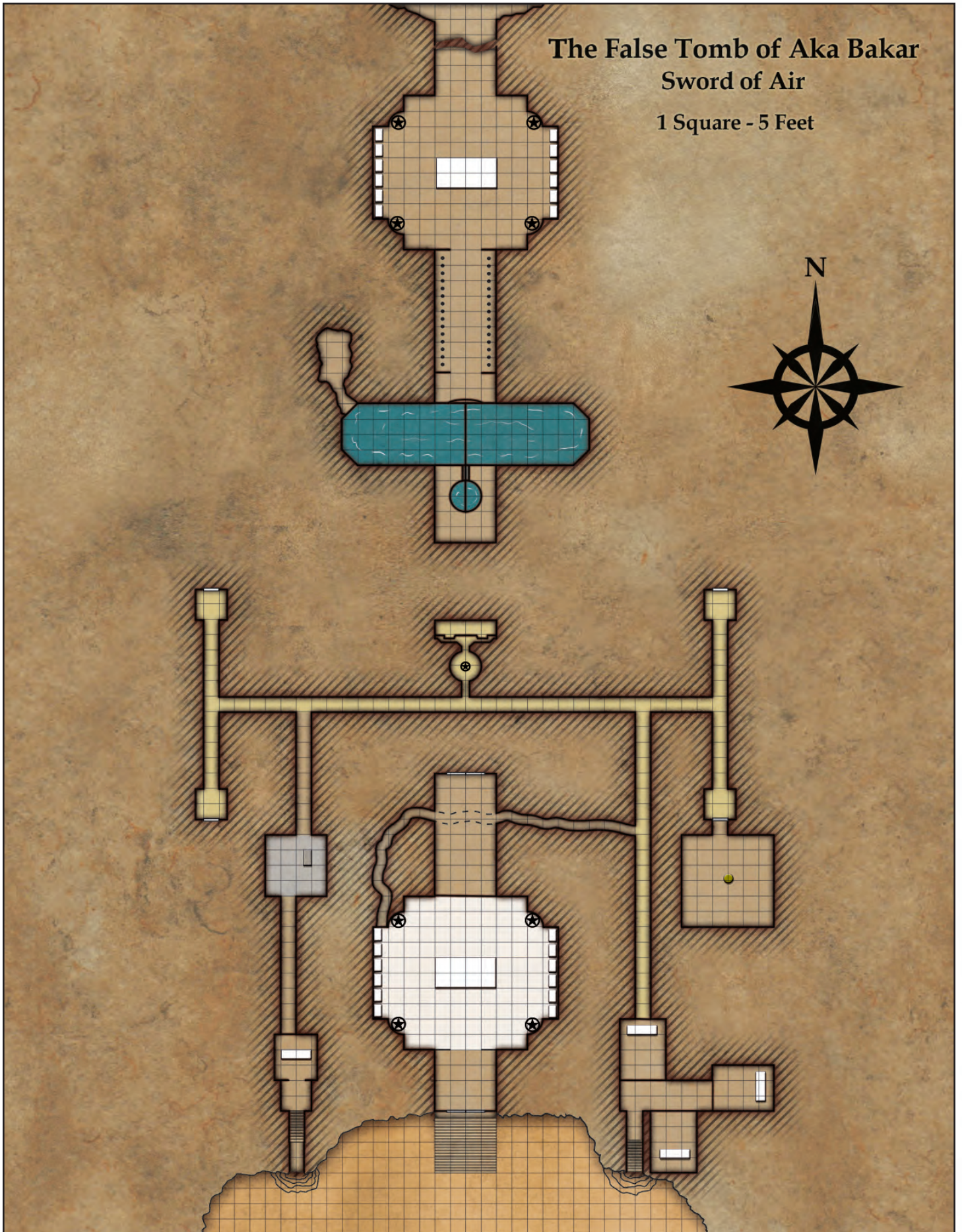
Shadow Plane - Nightwrack Abbey

1 square - 50 feet



The False Tomb of Aka Bakar
Sword of Air

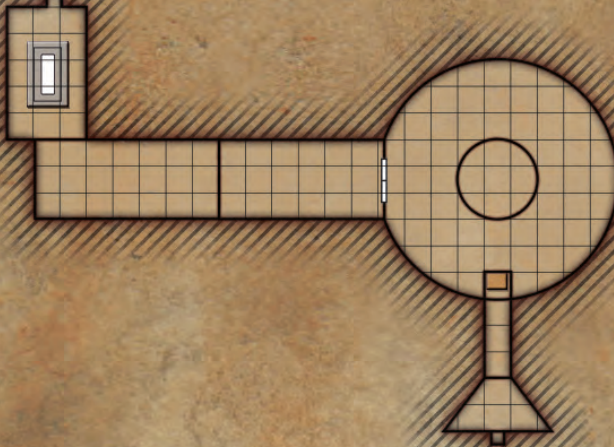
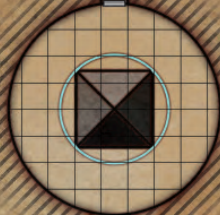
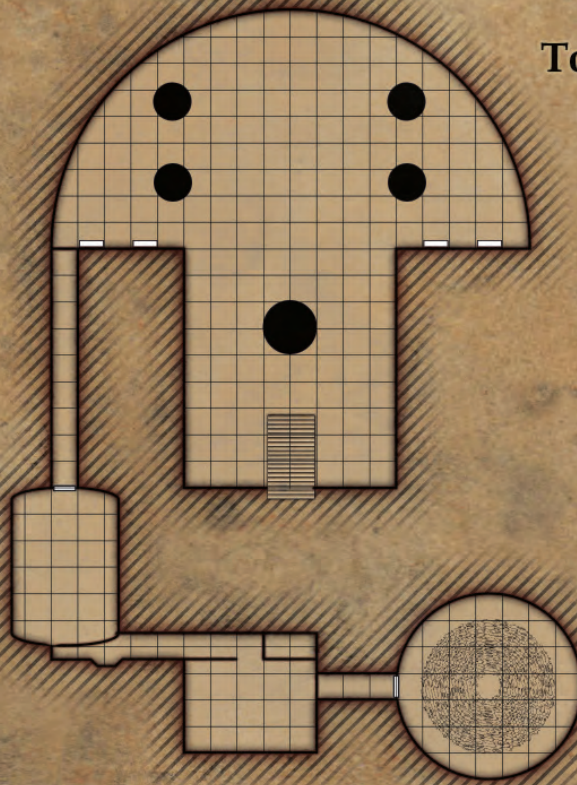
1 Square - 5 Feet



Tomb of Aka Bakar Level One

Sword of Air

1 Square - 10 Feet





Tomb of Aka Bakar Level Three

Sword of Air

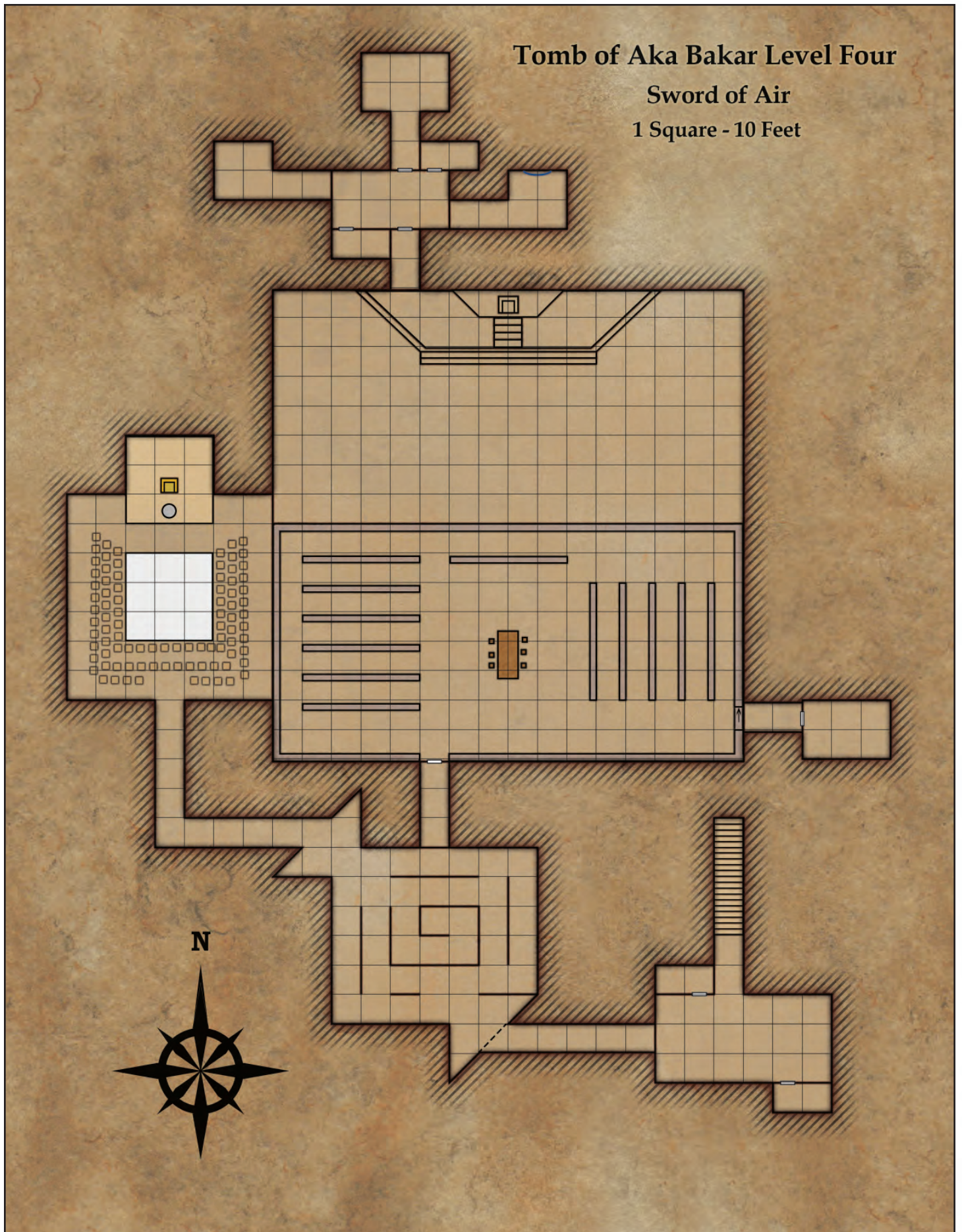
1 Square - 10 Feet



Tomb of Aka Bakar Level Four

Sword of Air

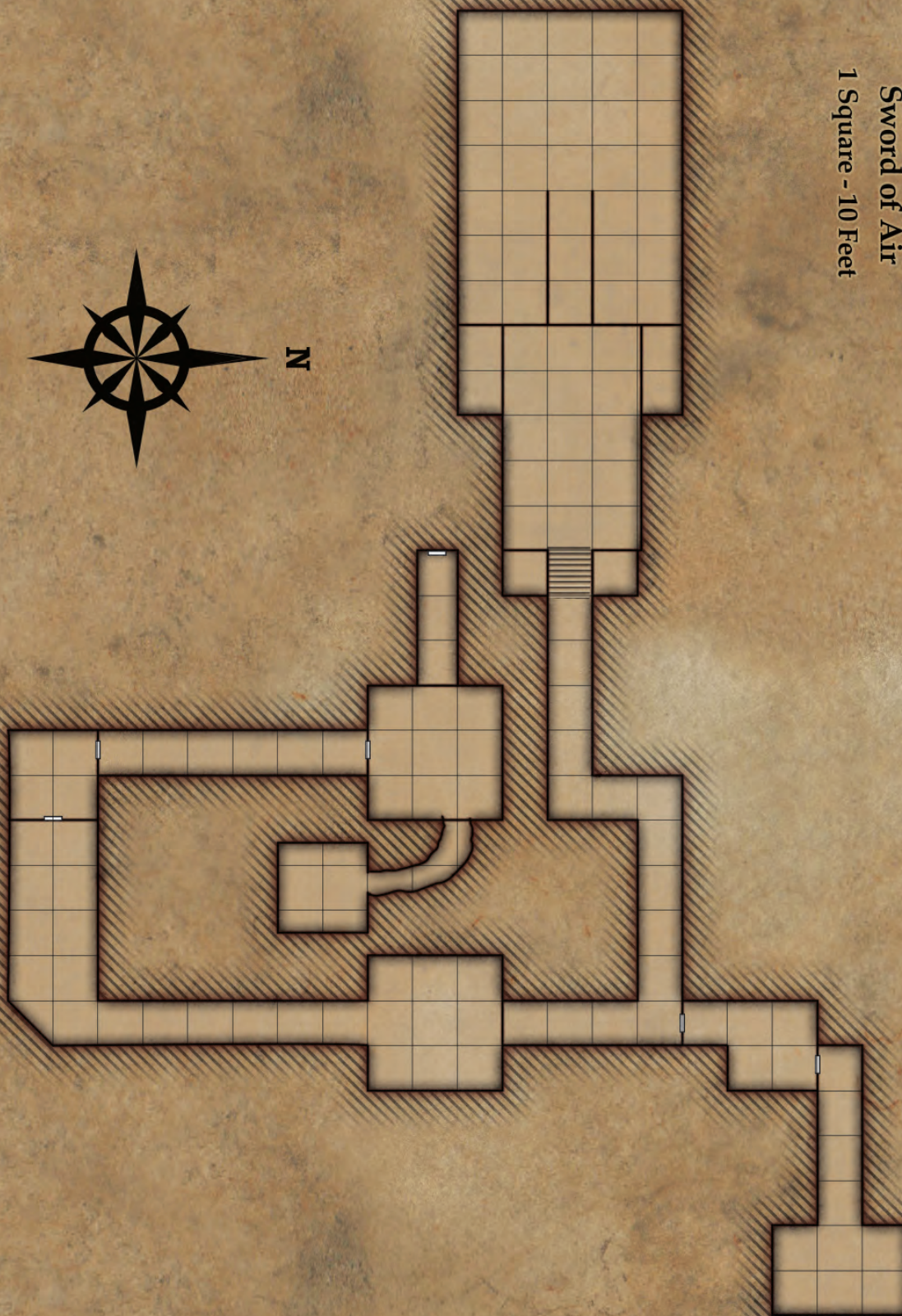
1 Square - 10 Feet

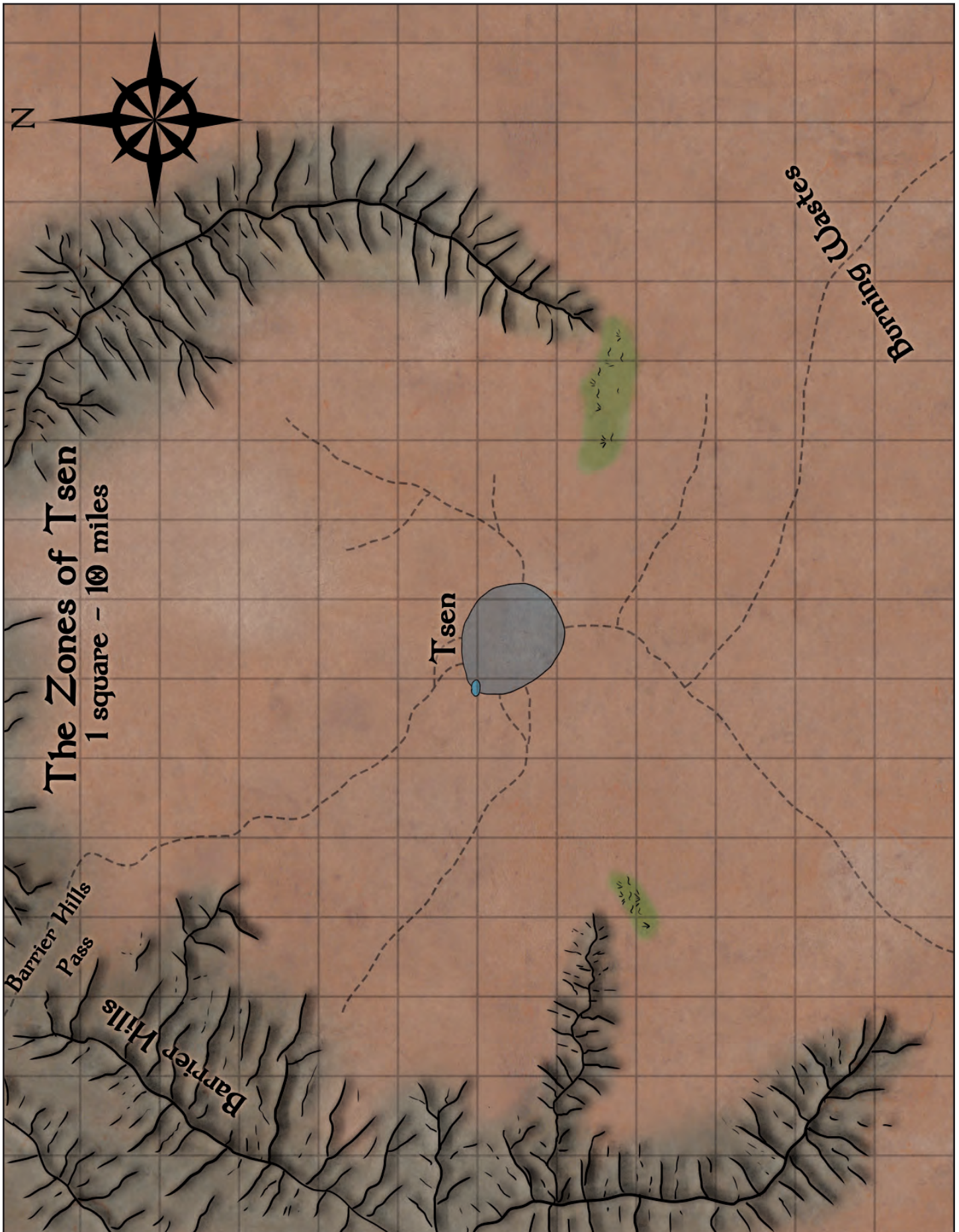


Tomb of Aka Bakar Level Five

Sword of Air

1 Square - 10 Feet





BW-2 Trail with Guard Tower



Level 1




Stones and Oil


Level 3



Level 2



 Boxes and Crates

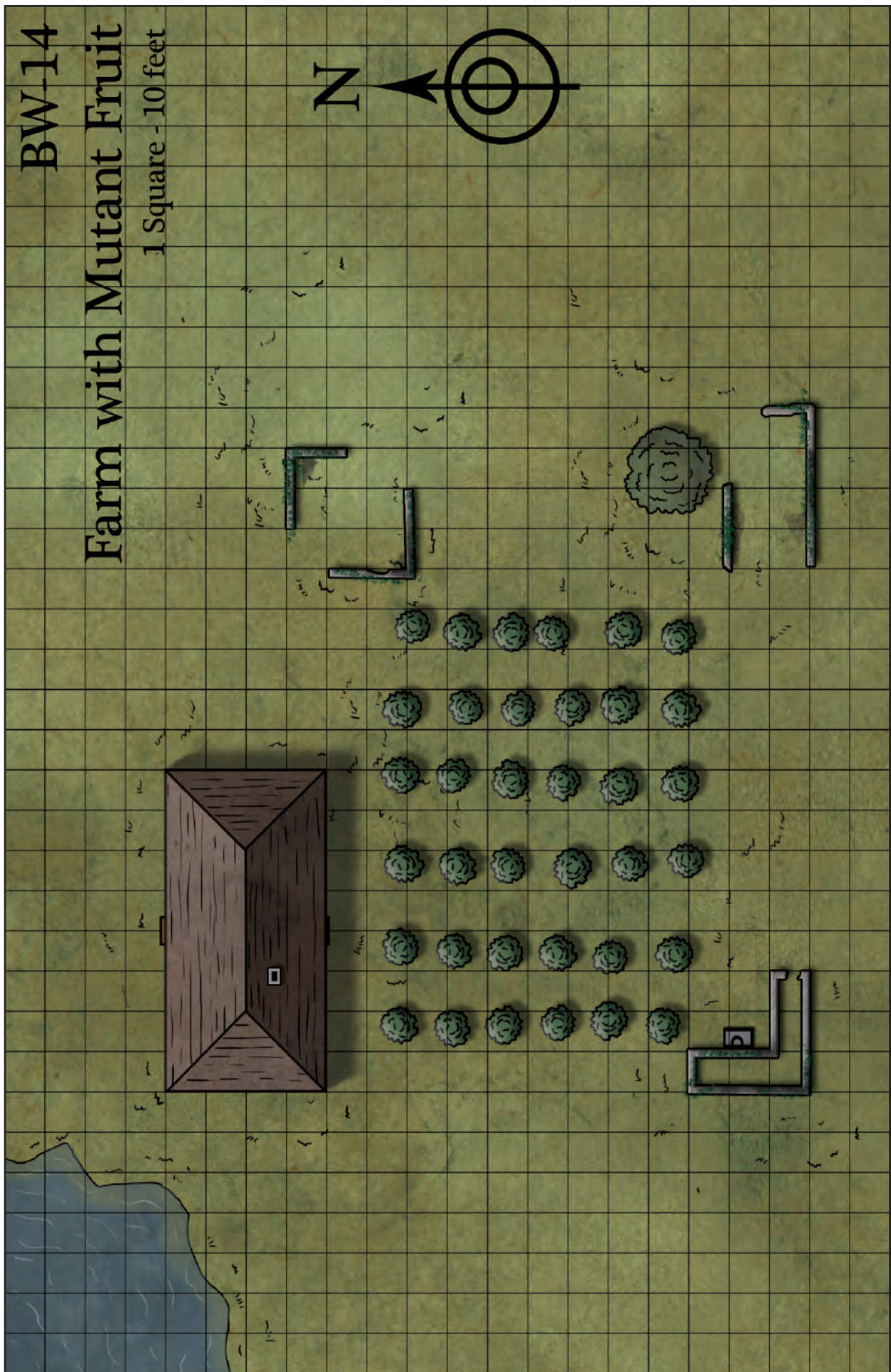
 Barrels

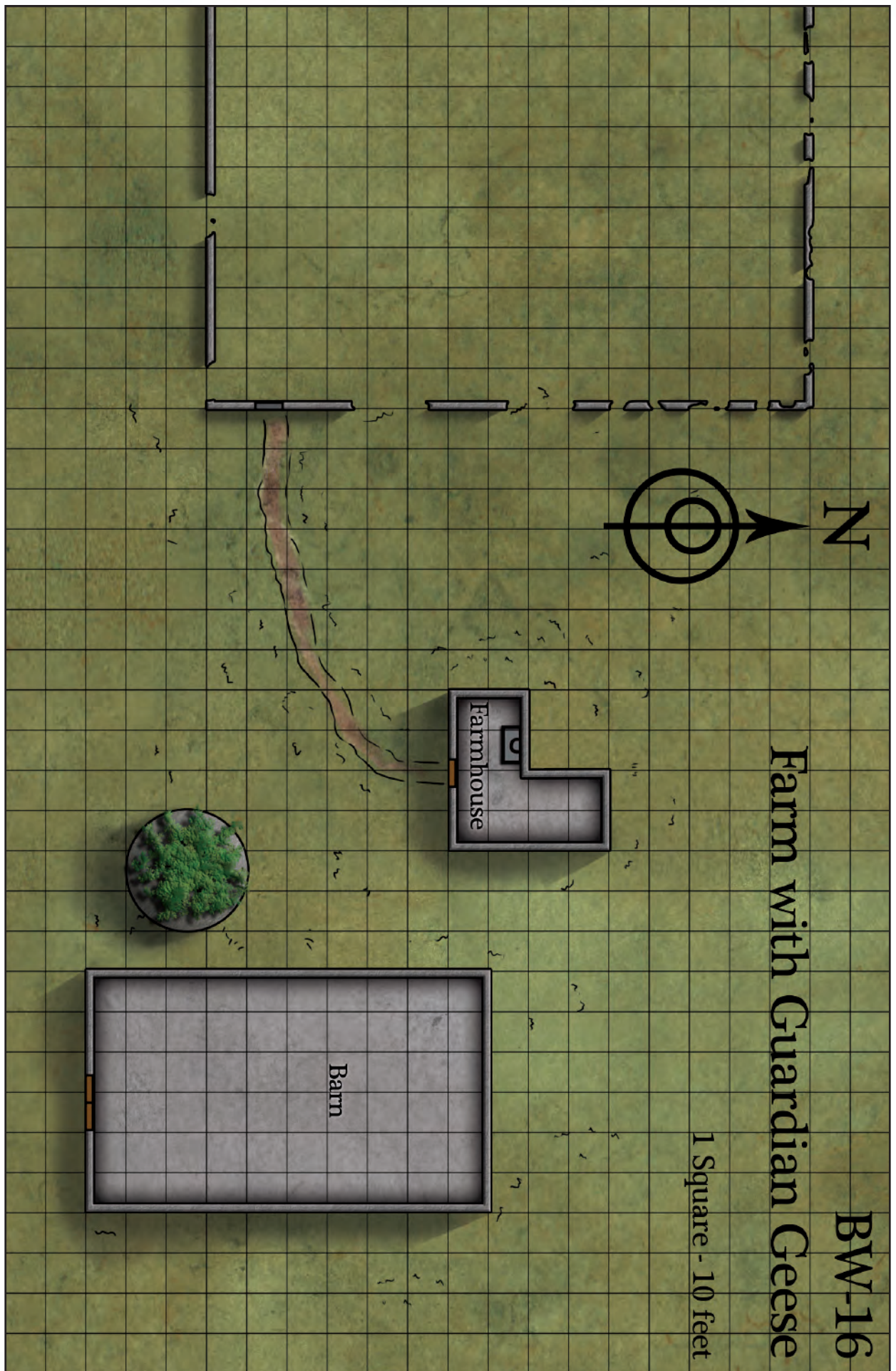
1 Square - 10 feet

BW-14

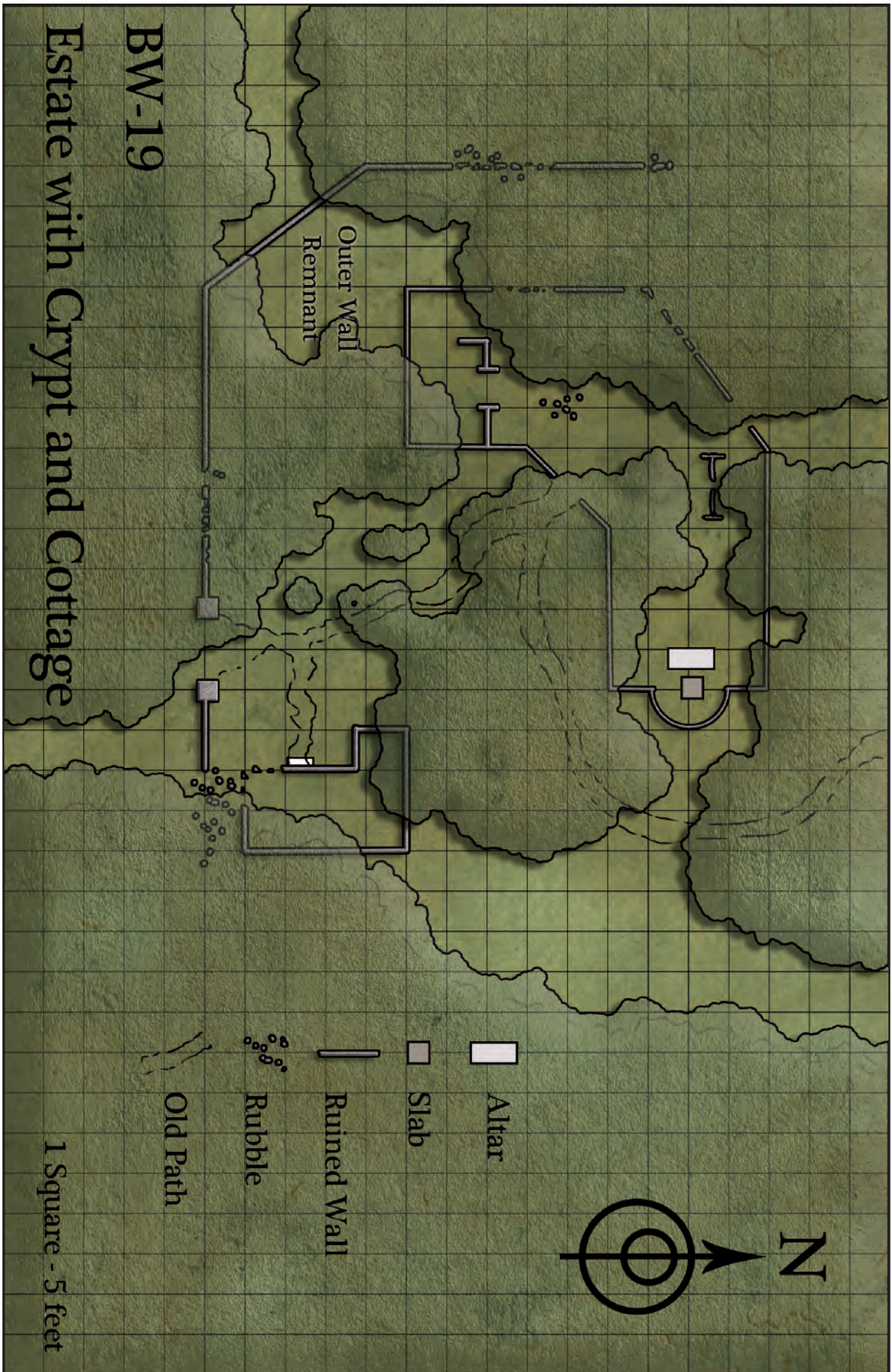
Farm with Mutant Fruit

1 Square = 10 feet



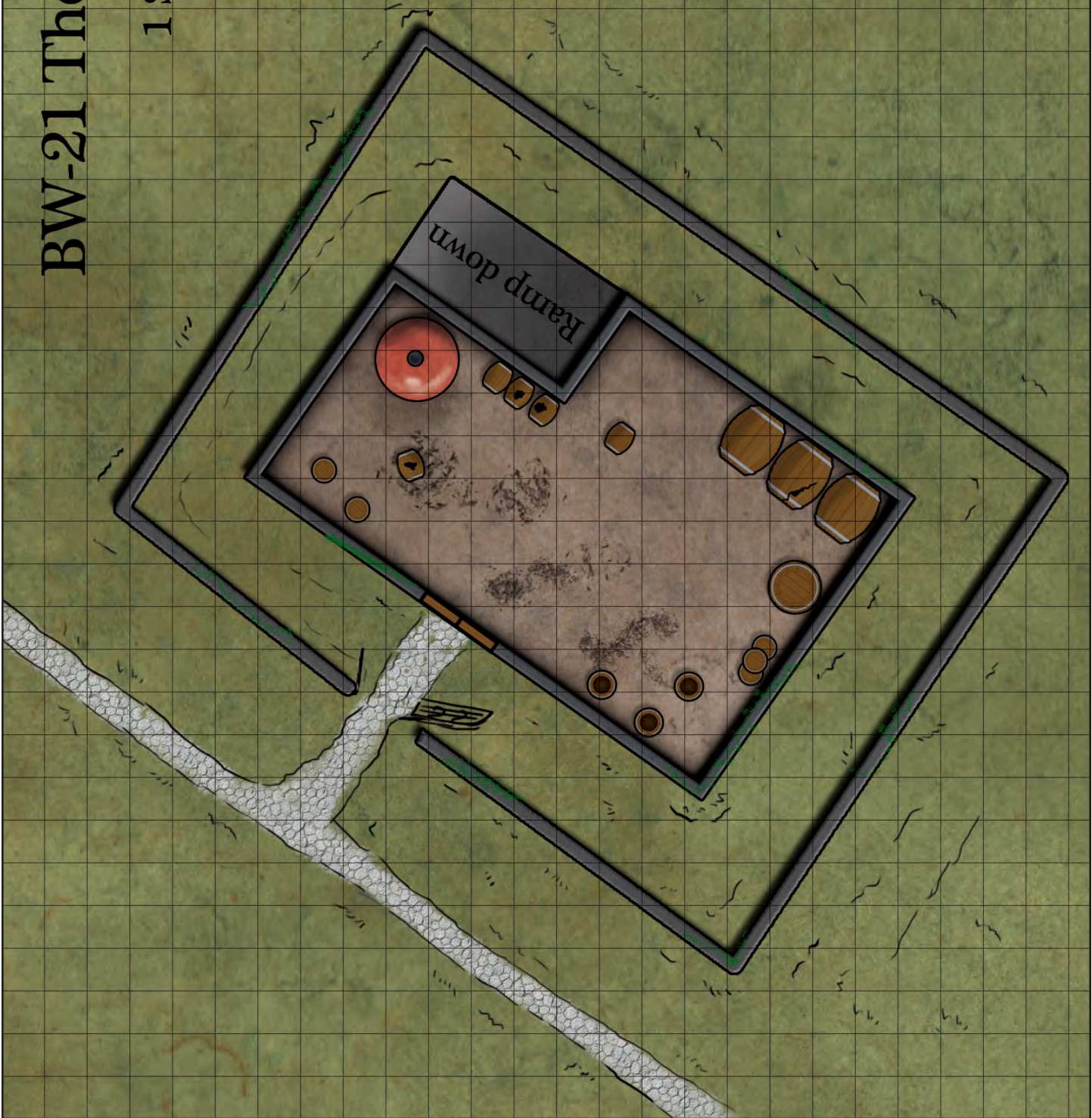






BW-21 The Brewery

1 Square - 5 feet



BW-21


The Brewery (Lower Level)


1 Square - 5 feet





Ramp

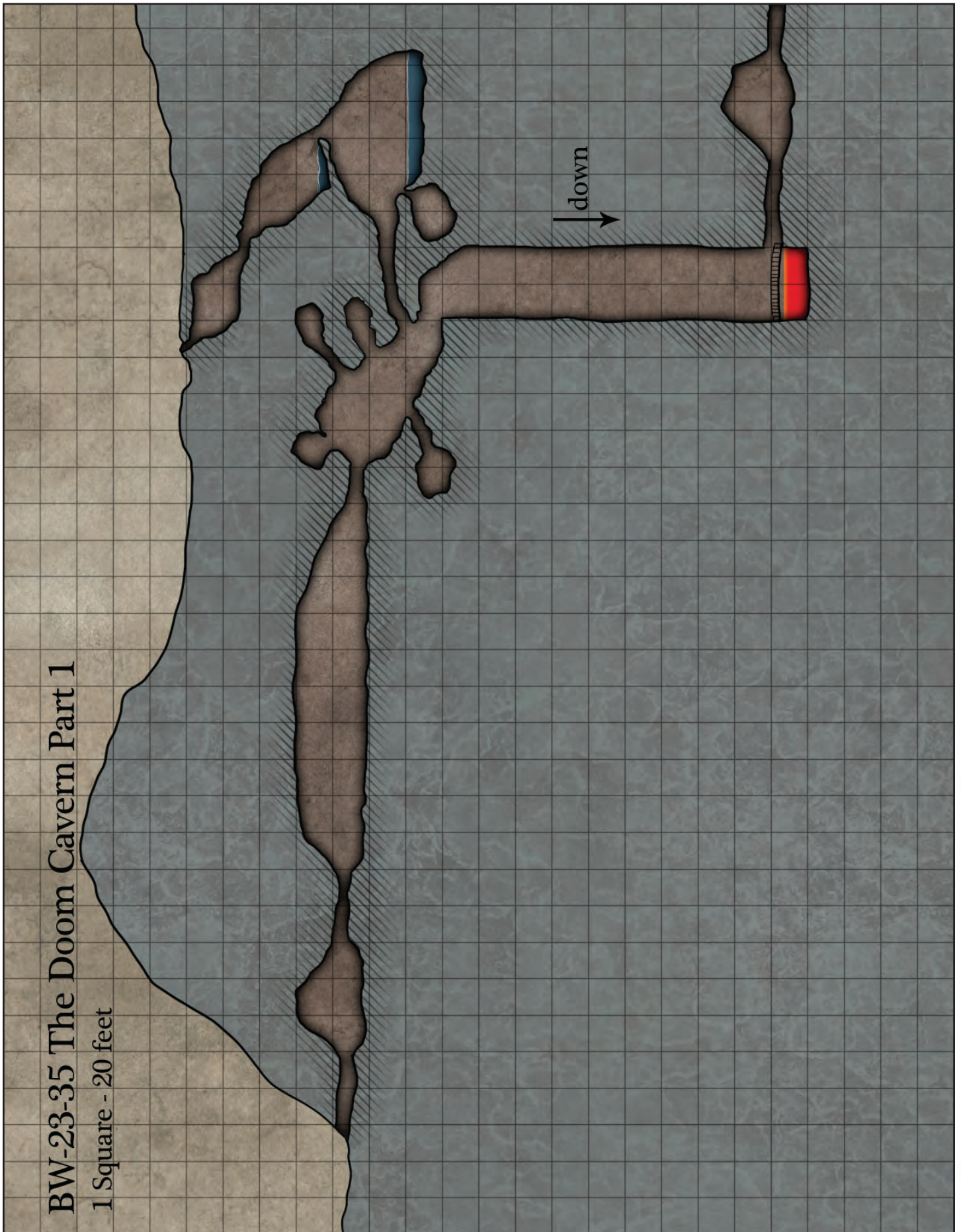


 Rotten Sack

 Smashed Barrel

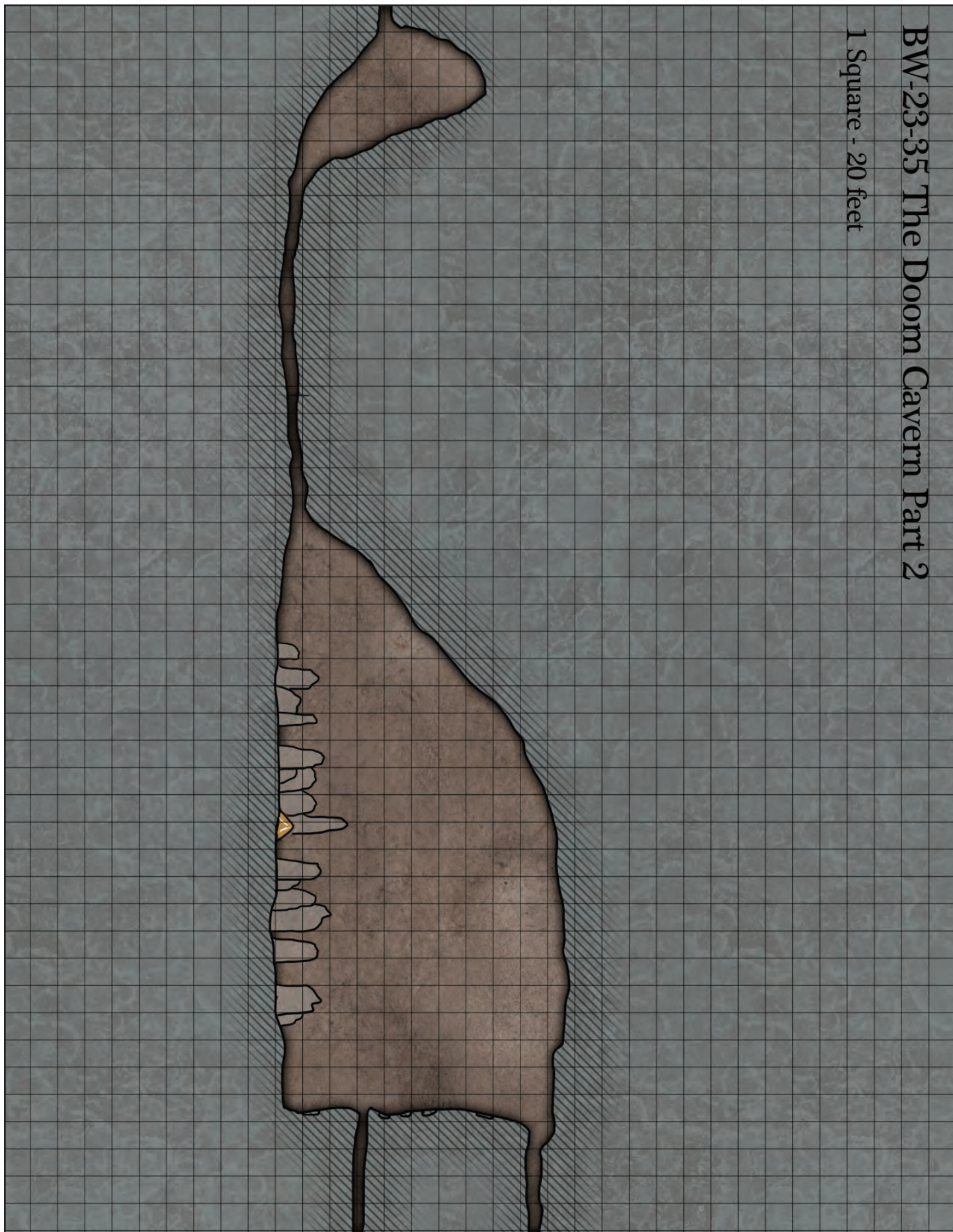
 Intact Barrel

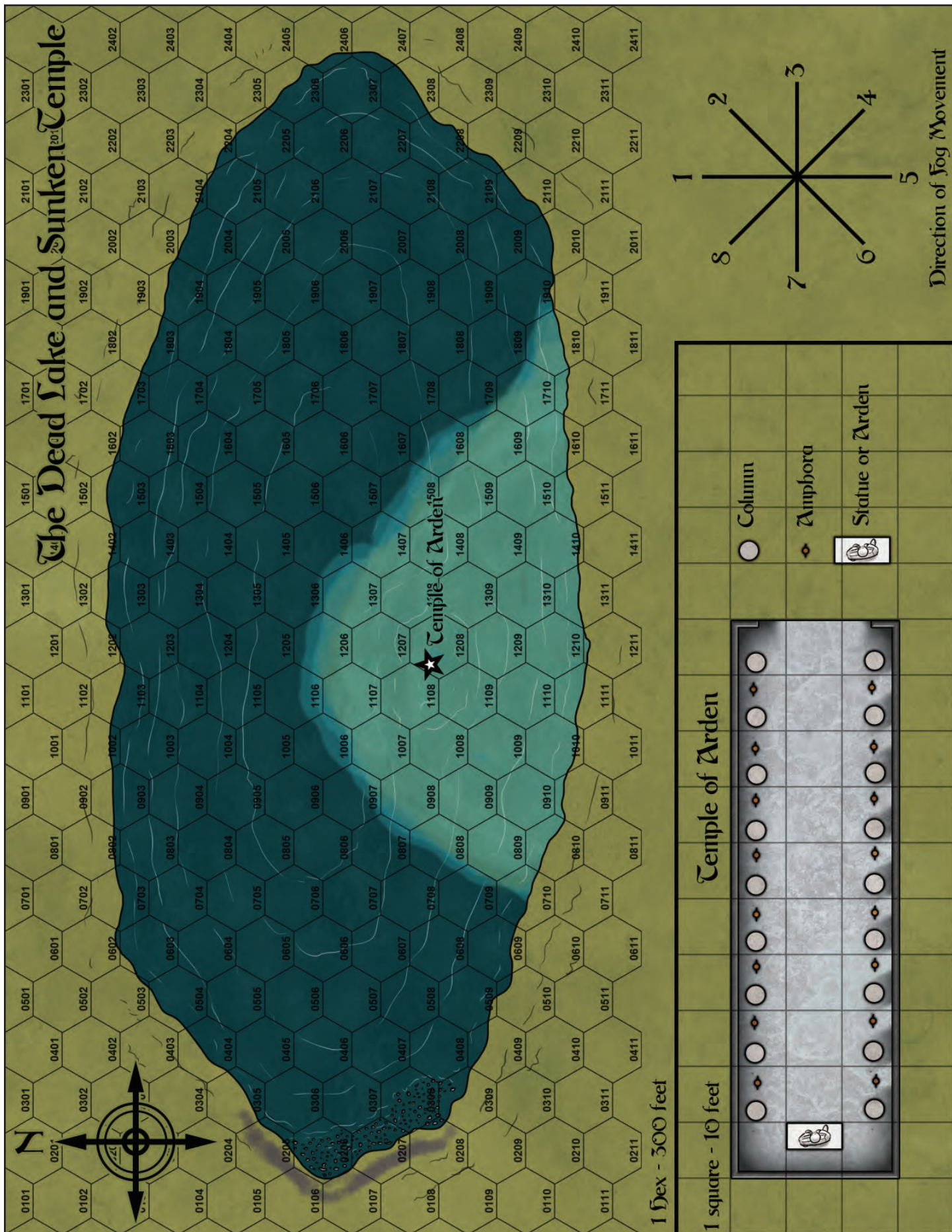
 Skeletal Remains



BW-23-35 The Doom Cavern Part 2

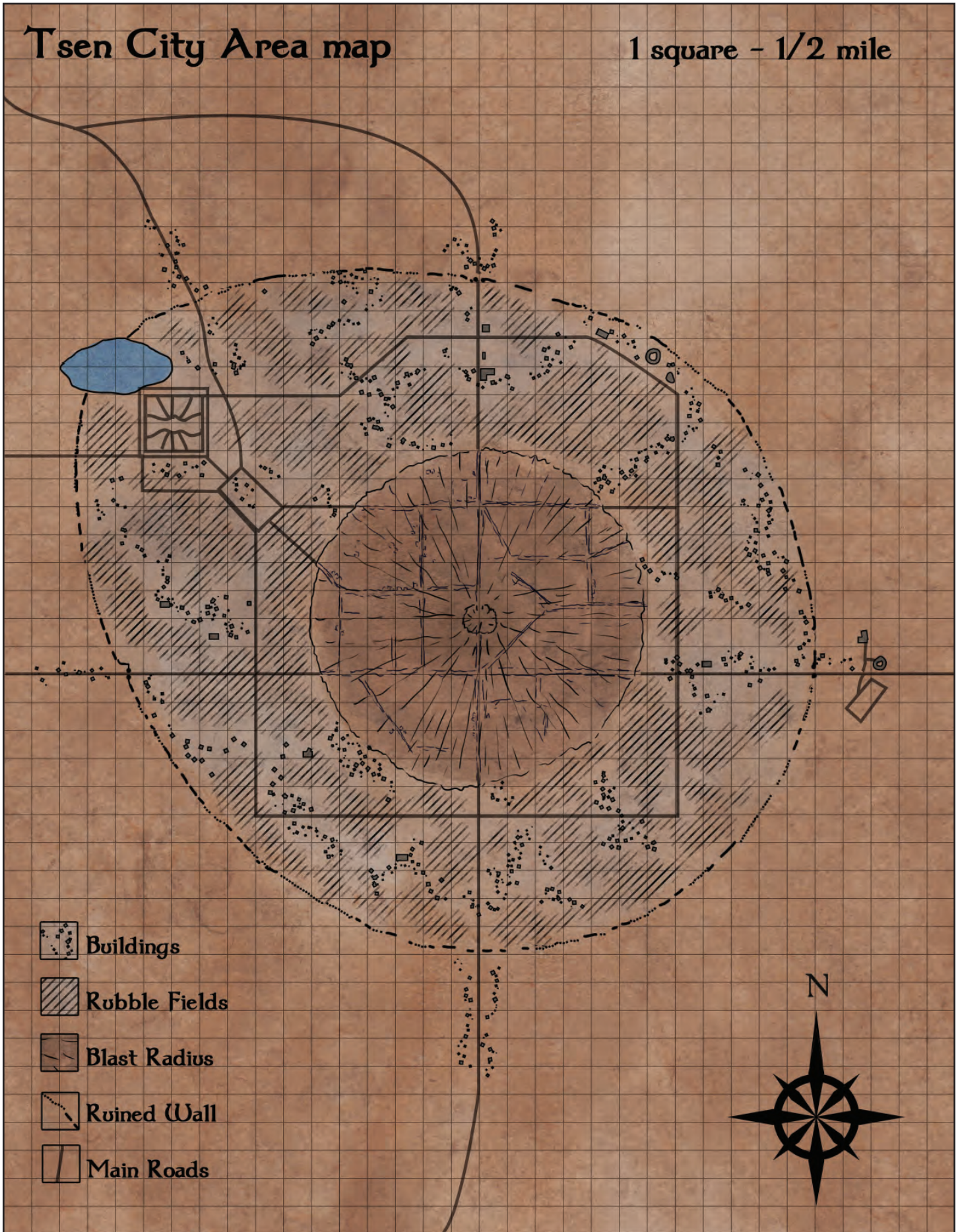
1 Square - 20 feet





Tsen City Area map

1 square - 1/2 mile



Legend:

- Wall
- Rubble
- Stairs
- Door
- Trap Door
- Ladder
- Chair
- Table
- Shelves

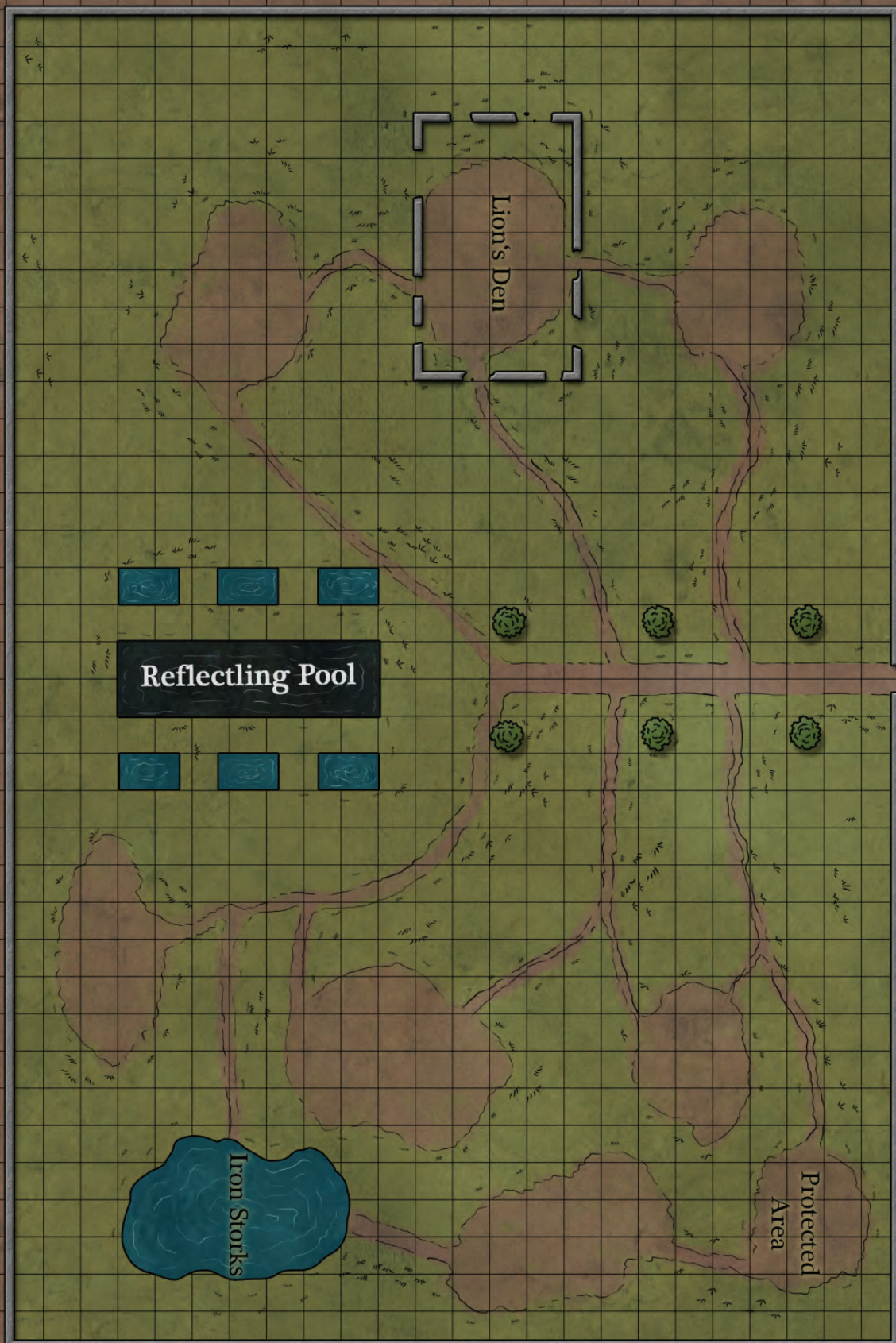
Ground Level: Shows a circular structure with a central area containing a table, a chair, and a ladder. There are several tables and chairs scattered around the perimeter. Rubble is present at the bottom left and bottom right.

Upper Level: Shows a circular structure with a central area containing a trap door. There are two doors on the left and right sides.

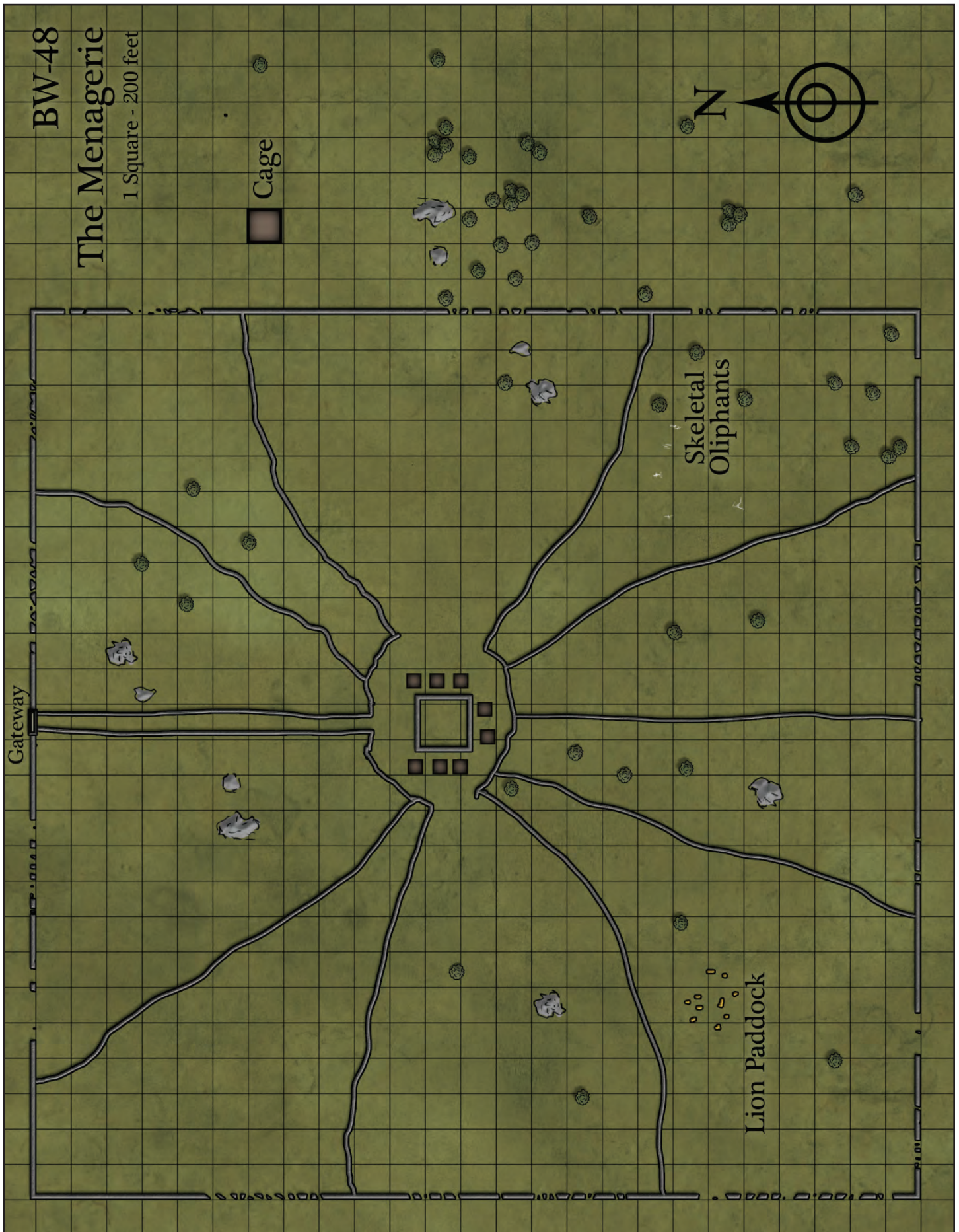
Scale: 1 Square - 10 feet

Map Title: BW-43 The City Wall and Lich Tower

BW-44 The Botanical Gardens



1 Square - 50 feet



BW-67

The Arena



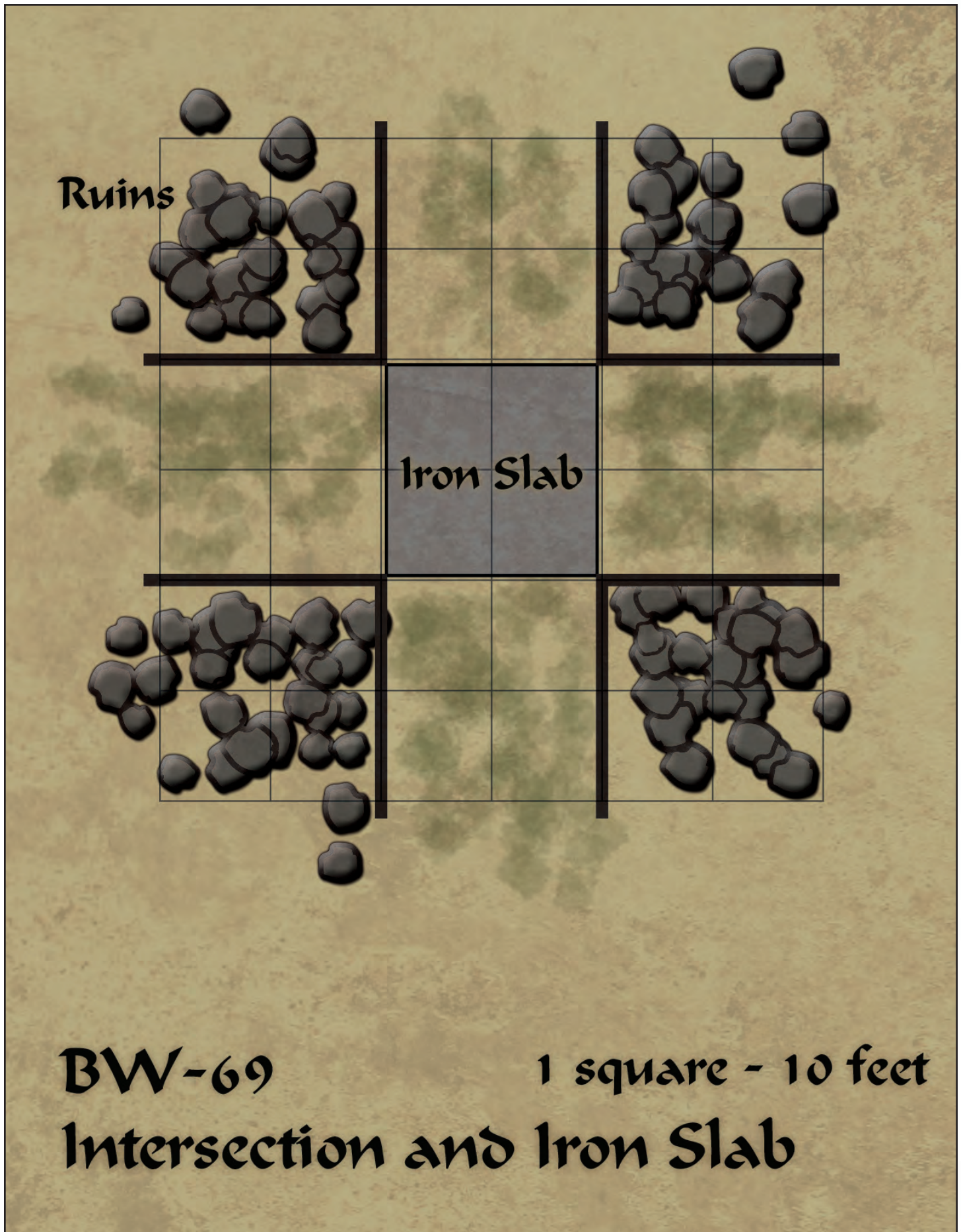
Debris

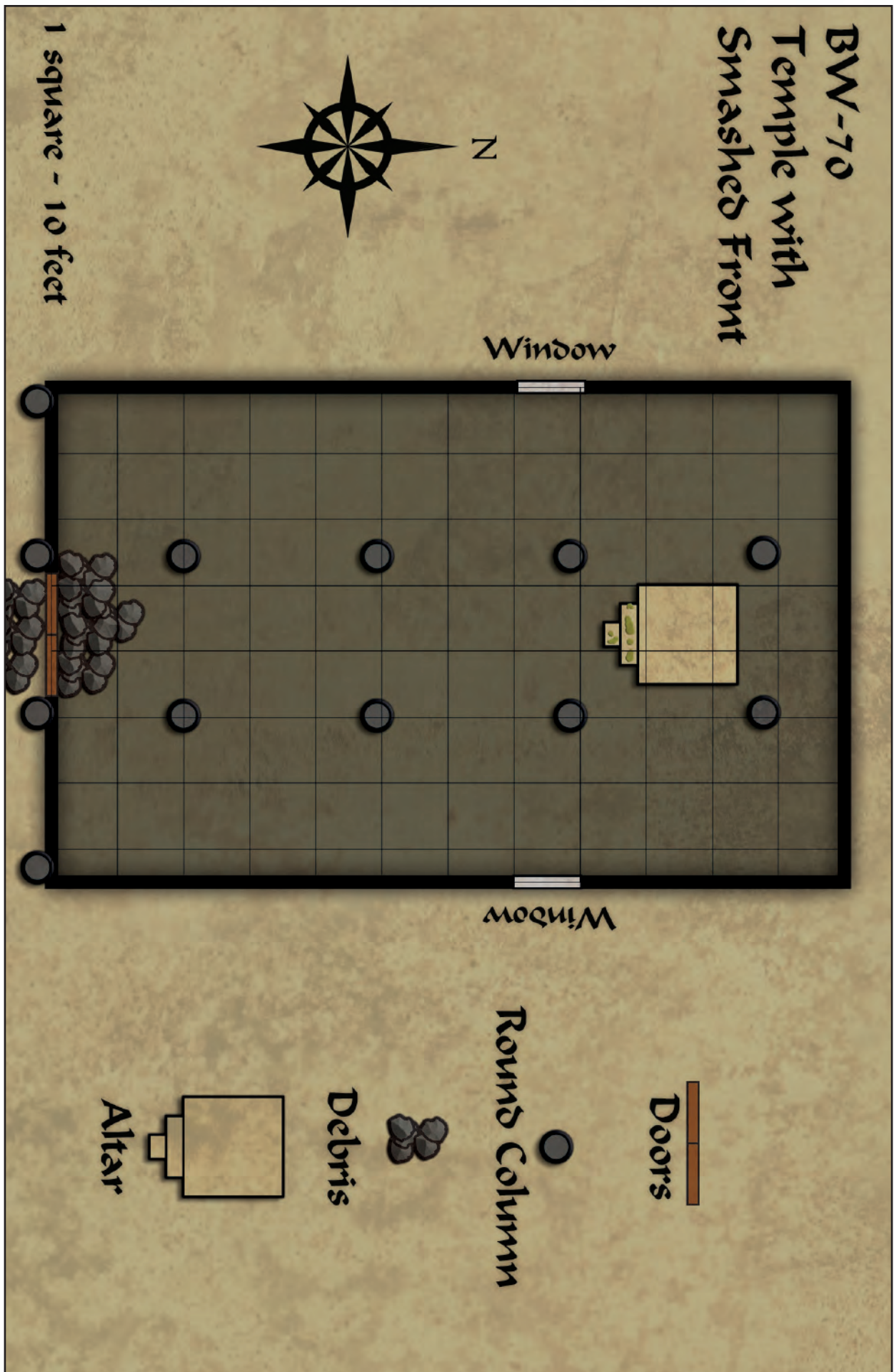


Whirl Pool



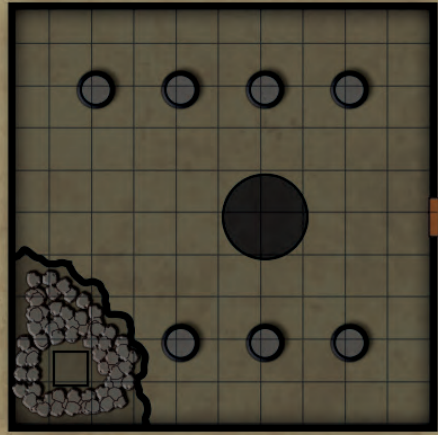
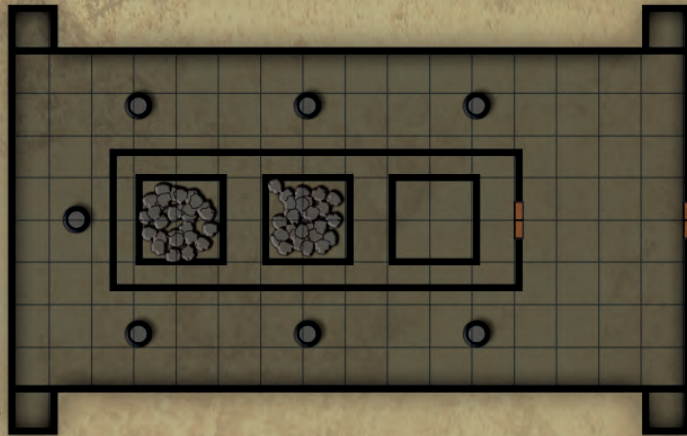
1 inch - 100 feet



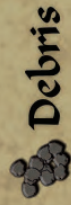


BW-71 Temple with Crushed Dome

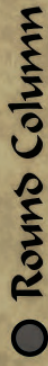
1 square - 50 feet



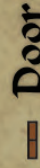
1 square - 10 feet



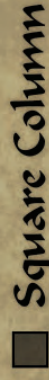
Debris



Round Column



Door



Square Column

BW-72 Temple with Melted Back



○ Round Column

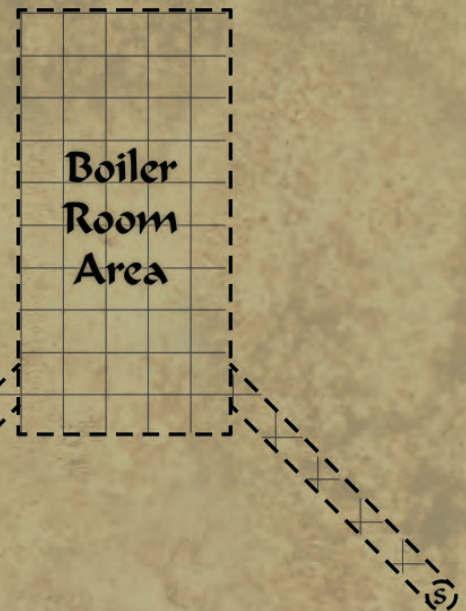
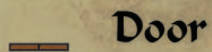
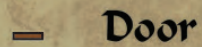
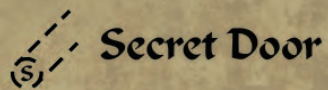
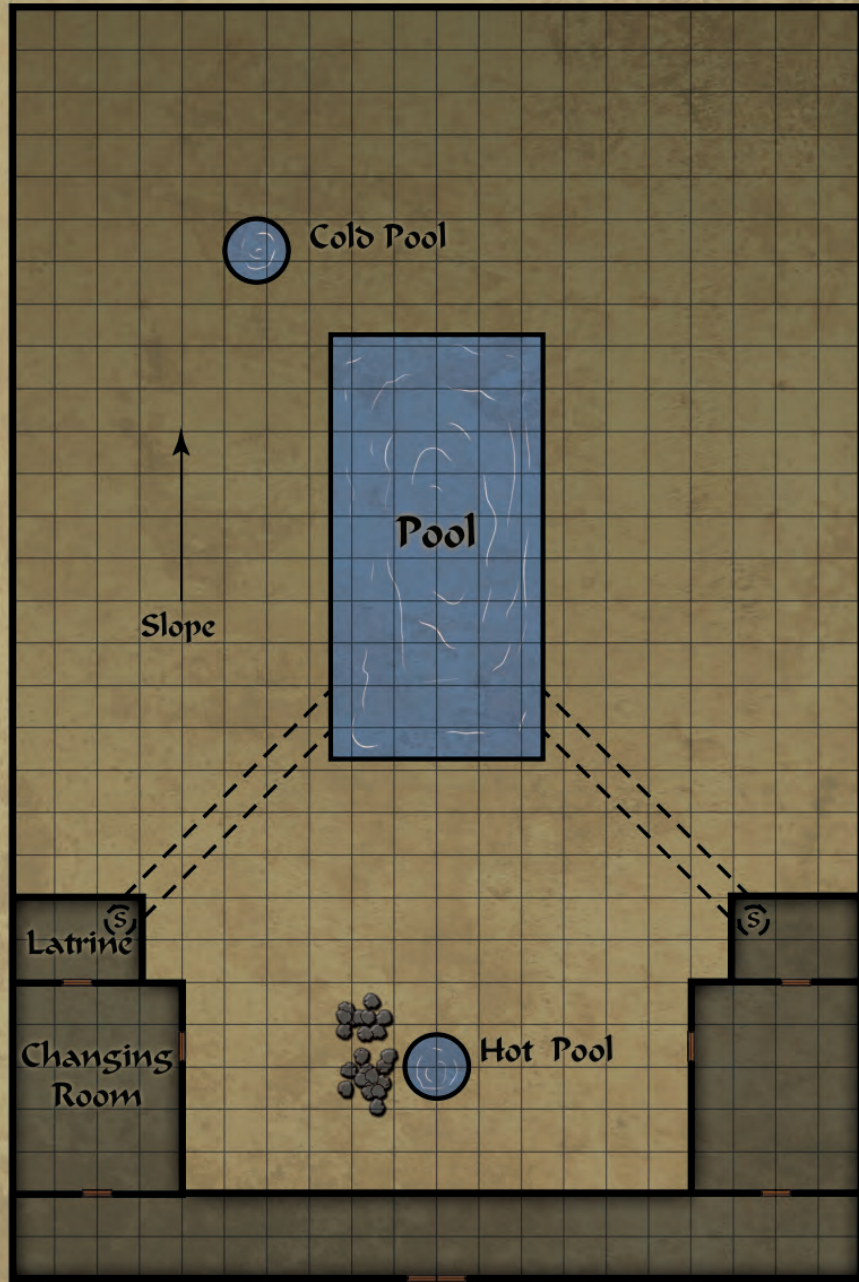


Melted Floor

□ Square Column

★ Melted Statue

BW-74 Upper Class Baths



BW-80 Monastery

1 square - 20 feet



Key

Dry Well

Surviving Wall

Old Path

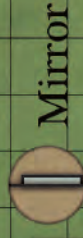
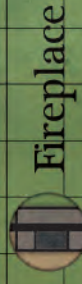
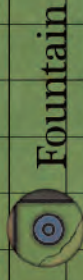
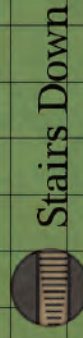
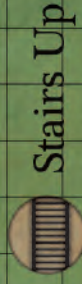
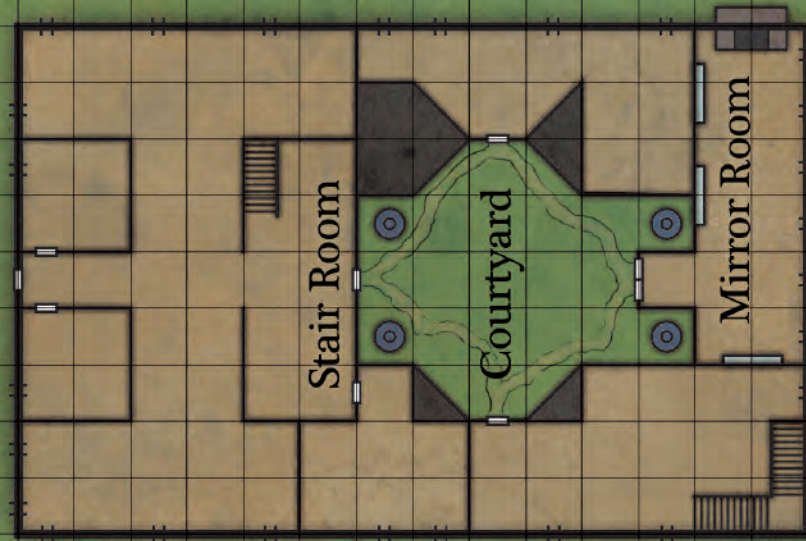
Rubble

BW-81 The Warriors' Guild

1 Square - 10 feet

Ground Floor

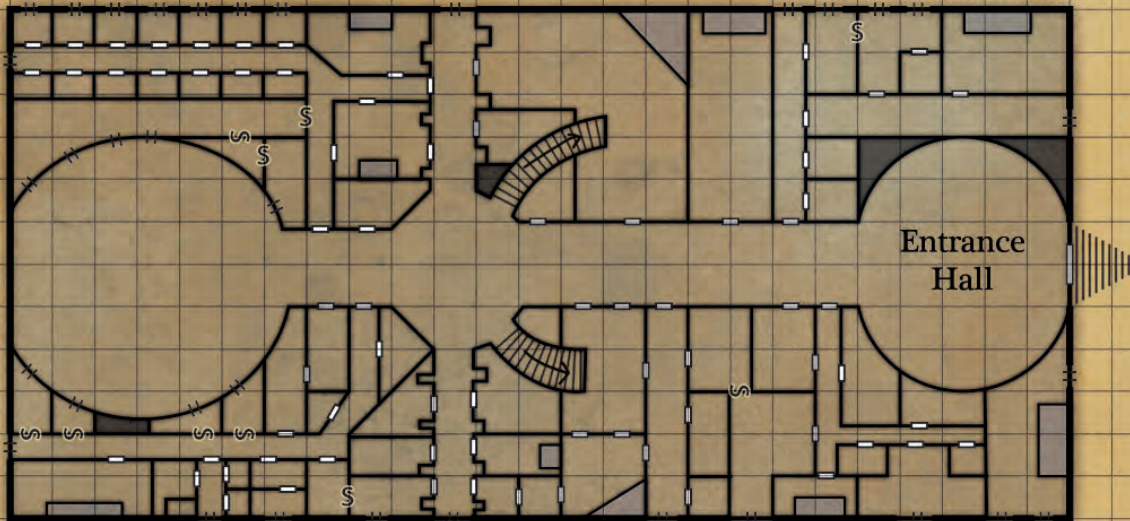
Second Floor



BW-82 The Academy


1 Square - 20 feet


Ground Floor





Second Floor





Stairs up 


Stairs Down 


Door 

Niche 

Edge of Balcony 

Openings over Viewing Gallery 

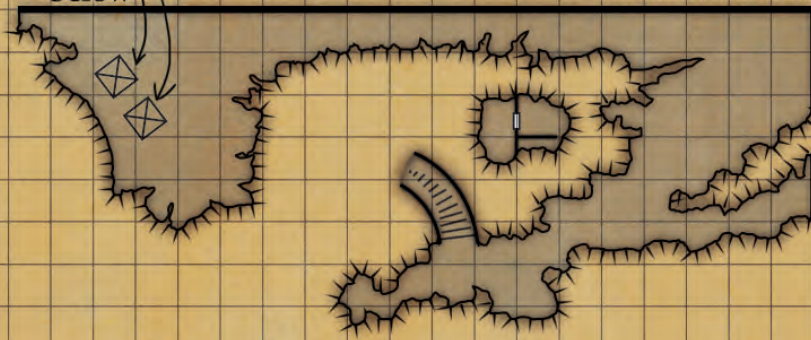
Window 

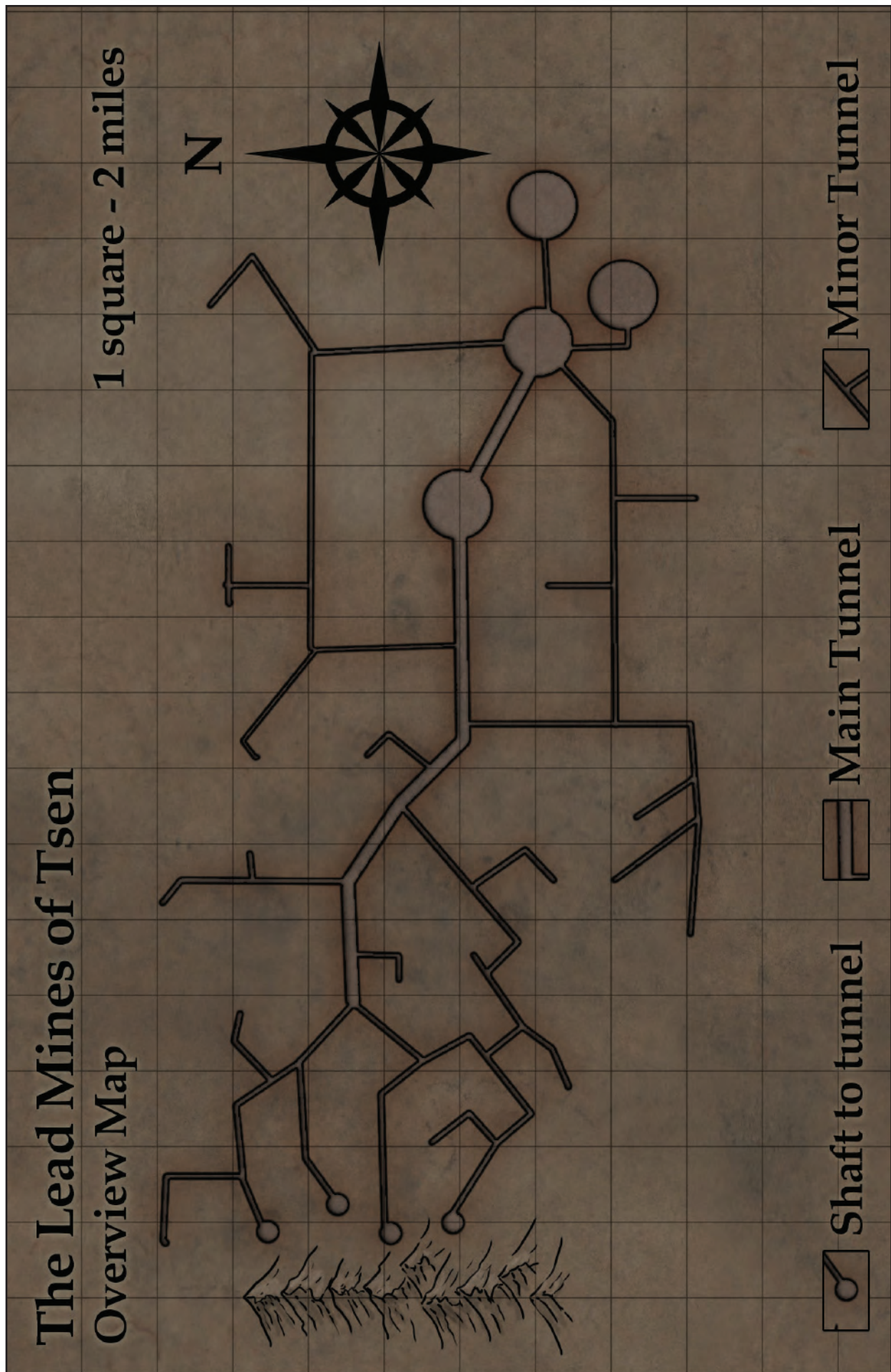
Stage 

Secret Door 

Entrances to Viewing Gallery below

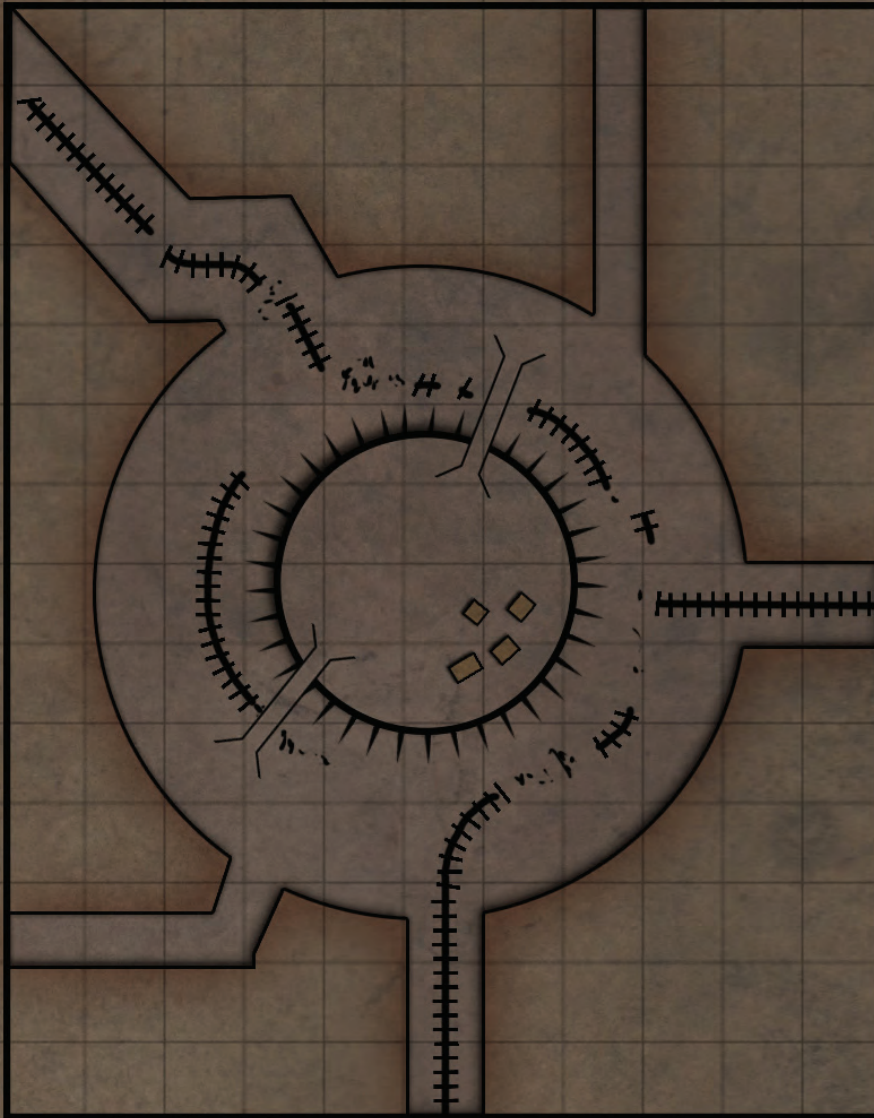
Third Floor





LM-2

1 square - 10 feet



Ruined Tracks/Rails



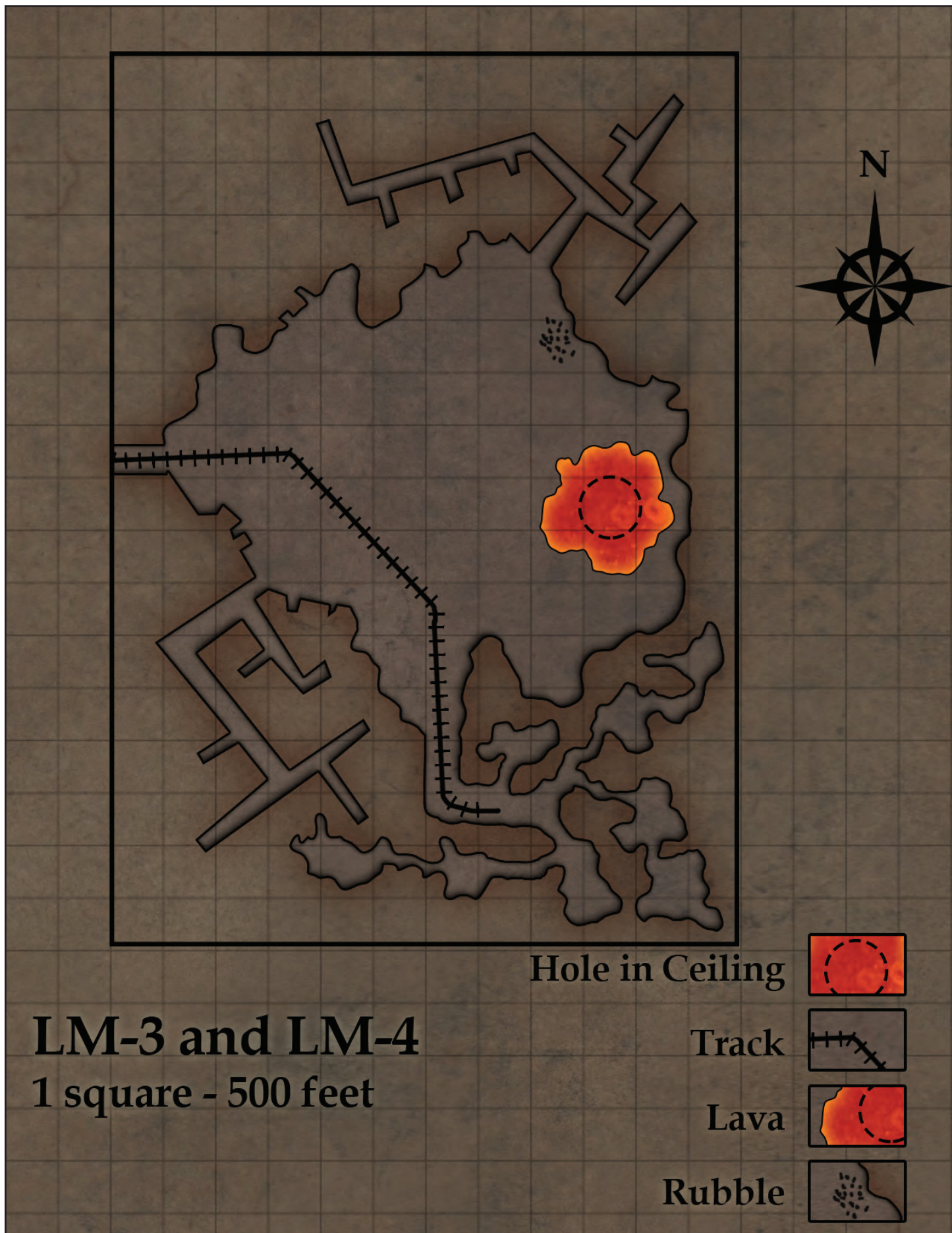
Ramp over Track



Platform Edge (30 feet)



Cultist Camp



LM-3 and LM-4
1 square - 500 feet

Hole in Ceiling



Track



Lava



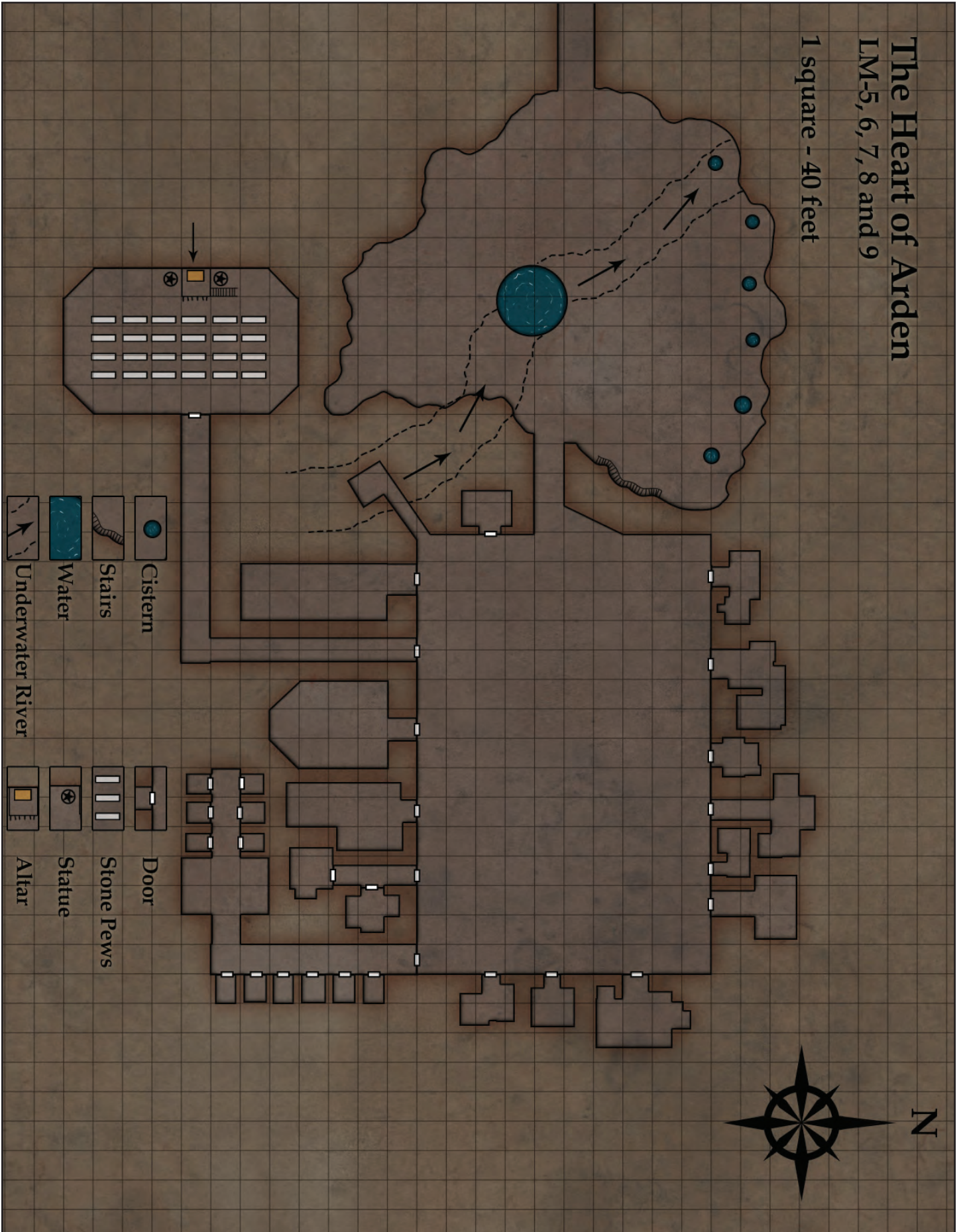
Rubble



The Heart of Arden

LM-5, 6, 7, 8 and 9

1 square - 40 feet



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